

THE MINIATURE WARGAMING MAGAZINE



# The Courier

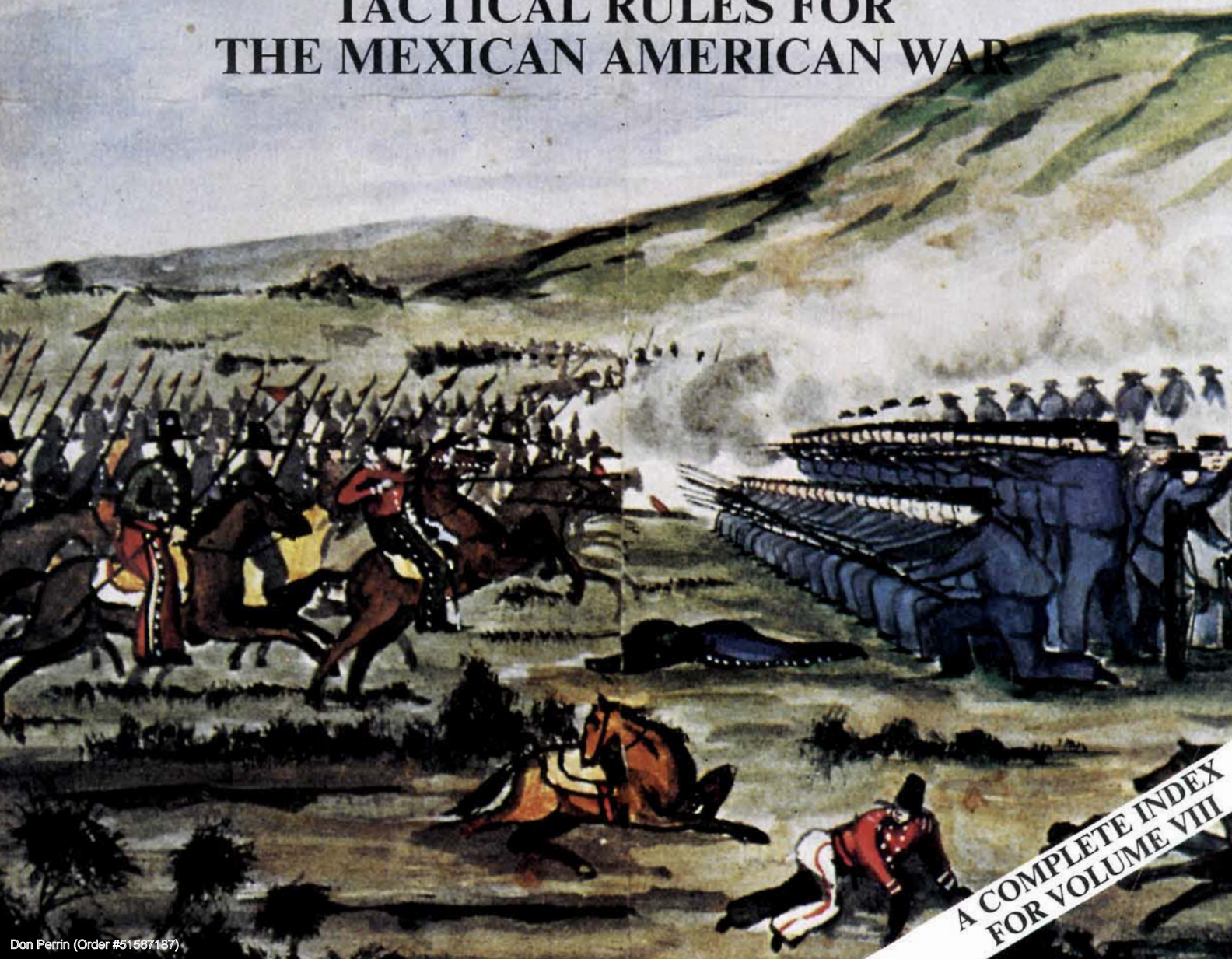
NORTH AMERICA'S FOREMOST MINIATURE GAMING MAGAZINE

VOL. IX, NO. 3

\$3.95

THE CAMPAIGN FOR CALIFORNIA — 1846

MANIFEST DESTINY  
TACTICAL RULES FOR  
THE MEXICAN AMERICAN WAR



A COMPLETE INDEX  
FOR VOLUME VIII

# The Best 15mm A.C.W.



## INFANTRY (KEPI/TUNIC)

### —Blanket Roll

- BG 1 Firing (Bayonet)
- BG 2 Advancing (Bayonet)
- BG 3 Kneeling

### —FULL PACK

- BG 4 At the Ready
- BG 5 Advancing/Shoulder
- BG 6 Charging (Bayonet)
- BG 7 Loading
- BG 8 Kneel/Fire/Bayonet
- BG 9 Advancing (45"/Bayonet)
- BG 10 Ready

### —KEPI/SHELL JACKET

- BG 11 Kneel/Fire
- BG 12 Charging (Bayonet)

### —KEPI/FROCK COAT

- BG 13 Firing
- BG 14 Advancing/Blanket Roll

## MIXED POSES & EQUIP.

- BG 14A Skirmisher

## SLOUCH HAT/TUNIC

### —BLANKET ROLL

- BG 15 Firing (Bayonet)
- BG 16 Advancing (Bayonet)
- BG 17 Kneeling

### —FULL PACK

- BG 18 At the Ready
- BG 19 Advancing/Shoulder
- BG 20 Charging (Bayonet)
- BG 21 Loading
- BG 22 Kneel/Fire/Bayonet
- BG 23 Advancing (45"/Bayonet)
- BG 24 Ready

### —SHELL JACKET/SLOUCH HAT

- BG 25 Kneel/Fire
- BG 26 Charging (Bayonet)

### SLOUCH HAT/FROCK COAT

- BG 27 Firing
- BG 28 Advancing/Blanket Roll

## MIXED POSES/EQUIP

- BG 28A Skirmisher
- BG 29 Worn Clothing

## —DEAD/WOUNDED

- BG 30 Mixed

## COMMAND (OFFICER/STD/DRUM)

- BG 31 Union Advancing
- BG 32 Union Standing
- BG 33 Confed. Advance
- BG 34 Confed. Standing

## MOUNTED INF. & GENERAL OFFICERS

- BG 35 Inf. Off. in Kepi (MTD)
- BG 36 Inf. Off. in Hat (MTD)
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- BG 40 Dism. Confed. General

## ZOUAVES (KEPI/PACK)

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- BG 44 Charging

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## CAVALRY (WALKING HORSES)

### —TROOPERS

- BG 50 Kepi Shouldered Sword
- BG 51 Hat Shouldered Sword
- BG 52 Kepi Firing Carbine to Side
- BG 53 Hat Firing Carbine to Side
- BG 54 Kepi Firing Carbine Forward
- BG 55 Hat Firing Carbine Forward
- BG 56 Kepi/Shotgun
- BG 57 Hat/Shotgun

## CAV. COMMAND

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- BG 58H Hat (Walking Horse)
- BG 59 Kepi (Charging Horse)
- BG 6H Hat (Charging Horse)

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- BG 61 Hat Drawn Sword
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## RENAISSANCE GENDARMS

- A LM13 Gendarm, peaked helm, short plume
- A LM14 Gendarm, armet with short plume
- A LM15 Gendarm, visored sallet with hanging plumes
- A LM16 Gendarm, armet with large plume
- A LM17 Gendarm, armet with open visor and 'fan' plumes
- A LM18 Gendarm, armet with large plumes
- A LM19 Gendarm, armet with large plumes
- A LM20 Gendarm, armet with small plumes

All Gendarms are supplied with a lance and should be mounted on H43, 44, 45 & 46

## LANSKNECHTS

- D LM21 Locotenant (H46)
- A LM22 Pikeman, Pike Upright (rear rank)
- A LM22A Halberdier, Halberd upright (rear rank)
- A LM23 Pikeman, pike horizontal (middle rank)
- A LM23A Halberdier, halberd horizontal (middle rank)
- A LM24 Pikeman, pike 45° (front rank)
- A LM24A Halberdier, Halberd 45° (front rank)
- A LM25 Musketeer
- A LM26 Arquebusier

- A LM27 Two handed Swordsman, Striking.

All figures LM22-LM27 are supplied as a random mix of clothing and headdress to give the maximum variety.



- 28 Officer
- C LM29 Standard Bearer
- C LM30 Drummer

## REITERS

- A LM31 Early Reiter spear & pistol
- A LM32 Later Reiter, two pistols

## REITERS HORSES

- E H1 Heavy horse galloping
- E H1A Heavy horse galloping (two variants)

## GENDARMS HORSES

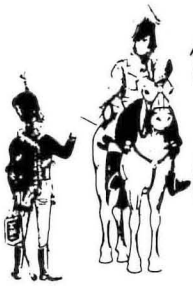
- D H43 Armoured trappings front & rear
- D H44 Fully armoured with cloth cover
- D H45 Fully armoured with tail plume
- D H46 Fully armoured with cloth cover plumes

## TARTARS

- A RT1 Horse Archer firing
- A RT2 Horse archer waving sword
- A RT3 Horse Archer with spear
- A RT4 Horse archer with axe

for Tartars use Horse H1/H1A





# The Courier

NORTH AMERICA'S FOREMOST MINIATURE GAMING MAGAZINE

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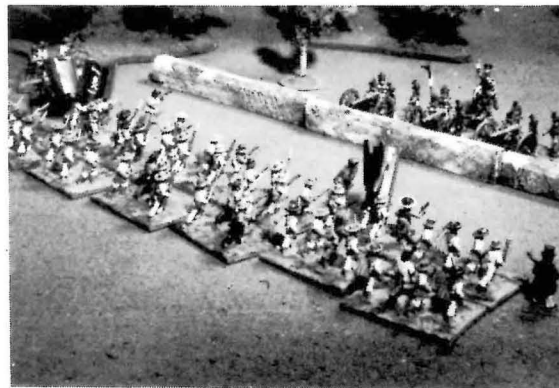
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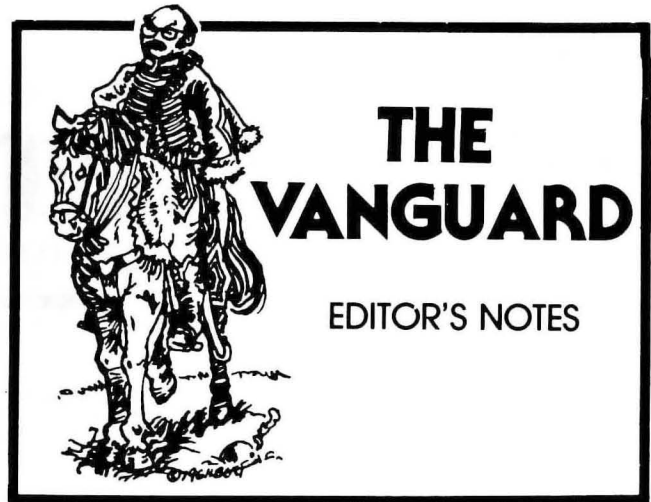
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VOL. IX, NO. 3



## GAMA COMES THROUGH

In the last issue I mentioned what I felt was a problem with the Gama Awards. I am glad to report that The Awards Committee added a considerable number of potential recipients to the list of Miniature Gaming items. The result is found on the inside front page of the dummy cover that comes with each subscriber's issue. Please vote for your choice.

I have been asked "of what interest is GAMA to Miniature Gamers?" The fact is that many of the larger Miniature Manufacturers are members of GAMA. Besides Origins, GAMA runs a large distributor show each year where distributors and retail hobby stores go to see what's new, what may be of interest to their customers, and what they should stock in their stores. So in no small way, what the hobby store down the street stocks for your interest is influenced by GAMA and their view of Historical Miniatures. This is why The Courier has always tried to be an Historical Miniature Advocate to GAMA, why I personally maintain my membership on the Awards Committee, and why I ask you to support the Award process.

This past year has been a year of loss in the hobby. First Jack Scruby, the father of it all, and recently, Lynn Bodin. We are buoyed up by what they contributed to making this hobby more enjoyable for all.

We are coming into the Convention season. Those of you who have never been or haven't been for several years should make a point to go, especially to one of the many historical miniature conventions. I have never, in 25 years of gaming, found a better source of new ideas and friends in the hobby. All but the smallest now have many dealers where you can see the figures you want to buy "in person". There is nothing like seeing a new figure line in "the lead" or to participate in a scenario with a new set of rules to get you into a new period — or to freshen your interest in an old one.

## CADILLAC GAMING TABLES

We have at last received enough entrants into our "Cadillac Wargame Table" contest to show the first entrant next issue. I am hoping to have a much bigger response than so far. We want to see the truly great wargame tables... built-in storage, map holders, computers, dice, etc. Tables that have unique methods of assembly of flexibility of usage; tables that ease our keeping all the non-necessary paraphernalia off the playing field. The sturdier-than-average built ping pong table type is not what we are seeking. I know they are out there, come on, the winner of this contest will not be disappointed.

# THE CAMPAIGN FOR CALIFORNIA IN THE MEXICAN-AMERICAN WAR

BY GRANT SIGSWORTH

The campaign for California is probably one of the lesser known wars fought on modern American soil. From a strategic standpoint, the seizure of Alta California was a mere sideshow to the main event in Mexico. From a socio-political standpoint, however, the acquiring of the California territory ranks as one of the most important events in United States history.

Alta California, made up of modern Arizona, New Mexico and California, was sparsely settled and loosely governed. Its distance from the Mexican capital of Mexico City and the less than hospitable terrain in between made commerce of any sort difficult between the two. What little government there was did not extend far from the major cities of San Francisco, Los Angeles and San Diego. Thus small colonies of settlers from the States were able to occupy large parts of the territory unmolested. These colonies formed the basis of President Polk's request that Mexico cede Alta California to the United States peacefully.

President Polk, who as a dark horse candidate won office by his support of the annexation of the Republic of Texas, was a staunch believer in Manifest Destiny. This, as much as anything else, started the war with Mexico. Mexico had won their independence from Spain in 1821 and were anxious to prove themselves after the loss of Texas in 1836. The Mexican-American War started because of territorial disputes over Texas and California. Mexico did not give in to American diplomatic pressures to cede Alta California or give up their claim on Texas. Polk wanted these territories; he believed their acquisition by the United States was inevitable. Mexico was not going to give them up. The only recourse was war.

## THE CAMPAIGN BEGINS

On September 25th, 1846, Brevet Brigadier General Stephen W. Kearny set out from Santa Fe, New Mexico, with 300 men of the 1st U.S. Dragoons, two mountain howitzers, a small group of topographical engineers with wagon train and the task of seizing California from the Mexicans. With his men mounted on mules, Kearny made his slow progression through the trackless, arid deserts of the American southwest. He unexpectedly met up with Indian fighter Kit Carson on October 6th. Carson carried grand tales of the complete conquest of California that had already occurred. Thus, with thoughts of the difficulty of the trail ahead in his mind, Kearny sent 200 of his men back to Santa Fe. Kearny persuaded Carson to sign on as a guide and proceeded with the remaining two companies of his force, under Captain Moore, to California.

The conquest of California spoken of in glowing terms by Kit Carson was accomplished mainly by Marine and Naval landing parties from the ships of the United States' Pacific Squadron. At the commencement of the War with Mexico, Commodore John D. Sloat was in command in the Pacific. His squadron included the frigate *Savannah* (44), the sister ships *Cyane* and *Levant* (22 gun corvettes), the ship-sloops *Portsmouth* (20) and *Warren* (18) and the storeship *Erie*. Sloat's orders were that, as soon as he was sure war had broken out between the United States and Mexico, he was to seize the key California ports. On June 7th the cautious Sloat received confirmation of the previously reported battles of Palo Alto and Resca de la Palma. Deciding that war did in fact exist, he set forth from his base at Mazatlan in his flagship, the *Savannah*. Later he received orders clarifying his previous directions and directing him to seize Mazatlan and Monterey, but otherwise leaving him at his own discretion.

Sloat arrived off Monterey July 1st. The *Cyane* and *Levant* were already there. The *Portsmouth* was in San Francisco. With vague fears that war did not really exist, Sloat did nothing until July 5th. On that day word arrived from the *Portsmouth* that the American "Bear Flaggers", with the support of explorer-adventurer Brevet Captain John C. Fremont, were in open rebellion against the Mexican Government and had already fought several small engagements with the Mexicans in the vicinity of San Francisco. Sloat considered this final confirmation of a state of war and moved to take Monterey and San Francisco. Little did he know that Fremont was acting on his own initiative! Monterey was taken bloodlessly by a landing party from the *Savannah* on the 7th and likewise San Francisco by a landing party from the *Portsmouth* on the 9th.

On July 15th the frigate *Congress* (44) (in 1862 the *Congress* had the dubious honor of being the first ship sunk by the ironclad *C.S.S. Virginia*)



Colonel Alexander W. Doniphan



Commodore John D. Sloat



Commodore Robert F. Stockton



John Charles Fremont

arrived in Monterey bearing Commodore Robert F. Stockton. Stockton took command of land operations on the 23rd and overall command on the 29th. One of his first actions was to recognize the Bear Flaggers as the official California Battalion of U.S. volunteer forces. That he was in no way empowered to do this did not stop him. John Fremont was to be Major and Brevet Captain Archibald Gillespie, U.S.M.C., was to be second-in-command.

Stockton's personality was completely different from Sloat's. Sloat, with his cautious yet purposeful behavior might have succeeded in taking and holding California peacefully. Stockton, with his tactless and imperious nature, served only to aggravate the Mexicans with everything he did. Gillespie, too, grated on the Californians. Resistance to the Americans began to coalesce around Governor Pio Pico and General Jose Castro in Los Angeles.

Stockton sent Fremont and his men south to San Diego on board the *Cyane*. They were to block any movement south by Castro in Los Angeles. Stockton and his main force would land at San Pedro and proceed inland to attack Castro and end all resistance. Fremont arrived at San Diego July 29th and Stockton reached San Pedro August 6th. As Stockton

advanced on Los Angeles with 360 men and four small cannon, Castro, Pico and their 100 men melted away and the leaders headed for Sonora. Stockton entered Los Angeles on August 13th with no resistance. Fremont arrived from the south later the same day California was effectively under American control. Stockton began plans for the seizure of Acapulco.

### REBELLION!

Leaving Gillespie and forty eight California Volunteers in Los Angeles, Stockton and Fremont departed for Monterey. Gillespie was well hated by the Angelinos. Much like Stockton, he was tactless, imperious and disdainful. His meager garrison of scruffy, ill-disciplined volunteers was scorned by the local populace. On the 23rd of September the locals rose, and under Captain Jose Flores, marched on Gillespie. Gillespie surrendered but was allowed to leave under arms. On October 4th he left San Pedro on the American merchant vessel Vandalia.

Stockton received word of the rebellion on the first of October. He sent Captain William Mervine in the Savannah south to assist Gillespie in retaking Los Angeles. Arriving on the 6th, Mervine found the Vandalia still anchored at San Pedro with Gillespie and his men aboard. Mervine formed a landing party made up of 285 sailors, marines and California Volunteers and attempted to attack the Californios on the 7th. Formed in square to protect against cavalry attack, Mervine's force was unable to close with the Mexicans, who were much more mobile and had a single cannon, while the Americans had no artillery. Thus he retired back to San Pedro and boarded his ship.

On the 25th Stockton arrived on the Congress. A combined landing party from both frigates succeeded in taking Los Angeles without a shot fired the next day. Stockton then shifted his base to San Diego. Fremont and his men remained at Monterey.

Stockton established his base at the site of the current Serra Mission. In Stockton's time the mission was crumbling down and home only to unwashed peasants and mangy dogs. Stockton, arriving in late October, built an earthen redoubt and equipped it with guns, probably from the Savannah. Here Stockton and his men trained and drilled and kept watch for Flores' guerrillas.

On December 3rd Kearny reached Warner Springs. For the preceding month and a half he had labored through the treacherous deserts of Arizona and New Mexico with little food or water. The last week had been especially bad. Men and mules suffered from heat stroke and dehydration. Even those who did not fall were on the verge of exhaustion. Two weeks earlier Kearny had some news that certainly did not cheer him up. The supposedly conquered Californians were in revolt and that Stockton was in San Diego. Kearny sent word to Stockton of his imminent arrival. Stockton received the letter on the 3rd and that evening he sent out Gillespie with 39 Volunteers and one brass four pounder to link up with Kearny. Gillespie was also to recommend that Kearny attempt to attack the 100 or so Californios in the area. Kearny and Gillespie met on the afternoon of the 5th at Santa Ysabel. Here they learned that a force of Californios watched the road to the south, at the village of San Pasqual.

### THE BATTLE OF SAN PASQUAL

The Californios were a force of 72 lancers under the command of Andres Pico, brother to former California Governor Pio Pico. Pico assumed Gillespie and his men were a foraging party and paid them no heed, thinking that they would not return for several days. He did not know of the return of Kearny's force.

On the night of the 5th Kearny sent out a scouting detachment under Lt. T.C. Hammond, who successfully penetrated Pico's camp. The Californians were alerted by the clanking of sabres and the baying of dogs. The Dragoons hastily returned to their camp and Pico sent out a quick scouting patrol. They found a Dragoon jacket and an army blanket. Certain of the presence of American troops, Pico had his men round up their horses, which had been let out to graze. He barely had his men collected when the Dragoon attack came.

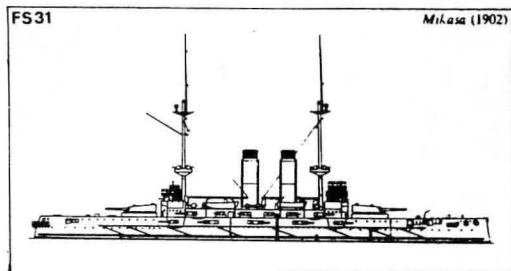
Many have questioned why this attack ever took place. Kearny's force was larger than the Californians. He had artillery and the enemy had none; indeed, the Californians had few firearms of any sort. Had Kearny proceeded to San Diego without attacking Pico he could easily have beat off an attack. This would seem to have been the logical path, especially considering the tired and ill-trained nature of both man and beast in Kearny's little army.

# WAR

JAPAN attacks Port Arthur, RUSSIA caught by surprise. 02-08-04.

# HOUSTON'S SHIPS

LYZARD'S GRIN Also CIVIL WAR SHIPS

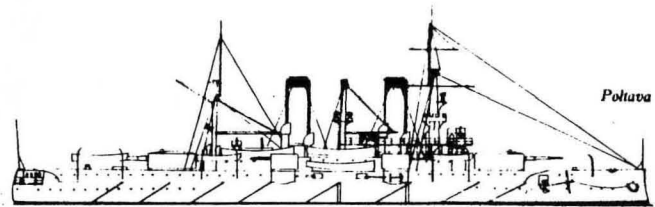


**JAPAN**  
 FS-31 Mikasa-BB, FS-32 Asahi-BB  
 FS-33 Shikishima-BB, FS-34 Fuji-BB  
 FS-35 Kasuga-AC, FS-39 Destroyers  
 FS-40 Torpedo Boats

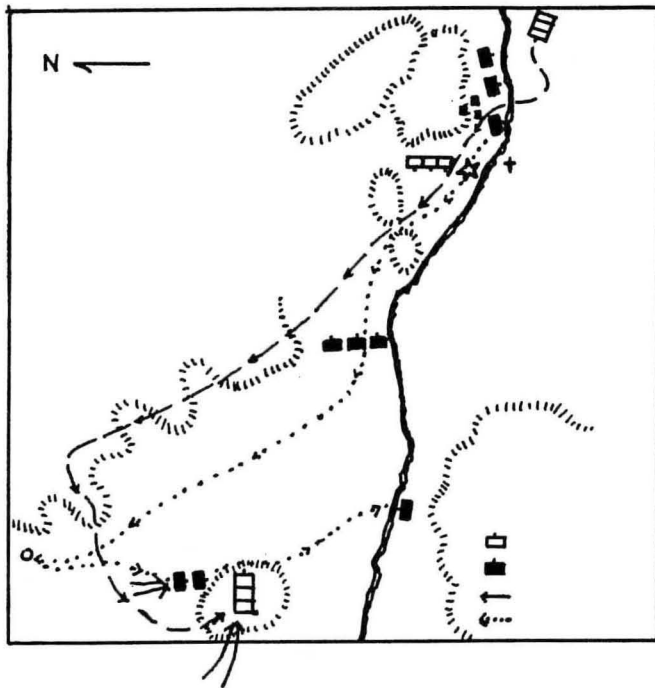
MORE SHIPS TO FOLLOW

### RUSSIA

FS-15 Sevastopol-BB  
 FS-16 Osliaibia-BB  
 FS-17 Variag-C  
 FS-22 Destroyers  
 FS-10 Torpedo Boats



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But often war and the men who fight it are not logical. From a tactical standpoint, Kearny would probably never have another chance to take the better mounted Californians by surprise. This was his only opportunity to choose when and where to fight. Once the lancers knew of Kearny's location, their superior mobility would put the initiative permanently in the hands of the Californians. Undoubtedly Kearny, who was appointed 2nd Lt. in 1812, preferred the Napoleonic doctrine of the "clash of arms" for the decision of wars. He must have thought that a surprise attack now would help win the war sooner.

One can be relatively sure that after the arduous march Kearny's men had just performed there would be many disgruntled individuals, and that morale would be flagging. Kearny probably thought that an attack would serve to enhance the morale of his men. The thought of action, the picking up of adrenaline, does wonders towards dispelling fatigue and soothing aching bodies. Finally, it is known that Gillespie and Carson urged Kearny to attack.

Kearny's men mounted for the attack at 2:00 AM the morning of the 6th of December. It was extremely cold and damp. An advance guard of 12 men under Cpt. A.R. Johnston came within three fourths of a mile of Pico's camp. Kearny ordered an advance at the trot but Johnston misinterpreted the signal and charged the enemy. Pico, unprepared, barely forced back the outnumbered Dragoons of Johnston's contingent. Then, seeing the rest of Kearny's force coming up, Pico withdrew about half a mile to more level ground. Seeing this, Captain Moore, commanding the main force of Dragoons, ordered a charge. Because of the widely varied quality of the American mounts, the charge spread out all over the battlefield. The Californians counter-charged and meleed with the Americans for 10 to 15 minutes. Captain Johnston was killed in the initial charge. Spread out as they were the Americans fared quite badly in this battle. Sabres against lances proved an uneven battle, the Americans suffered 18 killed and 13 wounded. Among the wounded were Kearny and Gillespie. The lancers did not press their attack because of their fear of the American artillery, but they did manage to seize one of the mountain howitzers whose mule team had spooked and run into the Californian lines. Of Pico's 72 men, twelve had been wounded and one captured.

The Americans, encumbered by wounded and out of food, were now in no condition to continue the advance. Capt. H.S. Turner, acting as Commanding Officer, sent to Stockton in San Diego for help. Receiving the message on the evening of the 6th, Stockton determined to send out a large relief force. Because of a confusing sequence of messages, the actual relief force, under Lt. A.V.F. Gray, did not leave until the 8th. Meanwhile, on the night of the 6th, Kearny set up camp and had his dead buried under a willow tree south of the San Bernardo River. On the 7th he set out again with his wounded on horse and mule drawn litters. The Dragoons encountered Pico about four miles down the road on a small hill near Rancho San Bernardo. Moving in a tighter formation and taking advantage of his greater firepower, Kearny took the hill and chased off

Pico and his men. Unfortunately he lost his few remaining beef cattle. Out of food and slowed by wounded, Kearny decided to remain on the hill and wait for the relief force from San Diego. The lancers besieged the hungry Americans, who had named their refuge Mule Hill, after their main source of food. On the morning of the 8th Pico captured a messenger returning to Kearny from San Diego. Pico exchanged him for the one Californian that had been captured. This messenger told Kearny that Stockton was not going to send sufficient help, so Kearny sent Midshipman Edward Beale, Kit Carson and an Indian guide to San Diego with a more urgent plea. One account has Pico stampeding horses through the American camp on the 10th in an effort to rout the Americans from their defensive positions. The attempt failed, and the relief column arrived on the night of the 10th. Being totally outnumbered now, Pico and his men withdrew from the field and Kearny reached San Diego safely on December 12th.

## RETAKING LOS ANGELES

With the Dragoon's arrival in California, Stockton decided he had enough men to take back Los Angeles. As one might imagine, a power struggle took place between Stockton and Kearny. Stockton won out, but Kearny did not let the matter rest. Together they put together a force for the march north. This force departed San Diego on the 28th and 29th of December. Its composition was as below. In it one can see the organizational influence of Kearny.

**Commander-in-Chief:** Commodore R.F. Stockton  
**Division Commander:** Brig. Gen. S.W. Kearny\*  
 First Division: Lt. J. Zeilin, USMC, Commanding  
 C Co., USS Portsmouth musketeers  
 E Co., USS Cyane carbineers  
 G Co., USS Congress carbineers  
**Second Division:** Cpt. H.S. Turner, USA, Commanding  
 C Co., 1st U.S. Dragoons  
 D Co., USS Cyane musketeers  
 K Co., 1st U.S. Dragoons  
 Artillery battery, 6 cannon, Army and Navy cannoners  
**Third Division:** Lt. W. Renshaw, USN, Commanding  
 A Co., USS Congress musketeers  
 B Co., USS Savannah musketeers  
**Fourth Division:** Bvt. Cpt. A.H. Gillespie, USMC, Commanding  
 California Battalion, mtd. riflemen (50)  
 Californios (30)  
 3 Officers, Corps of Topographical Engineers  
 46 men from different units  
**TOTAL:** 607 personnel

\*Word of Kearny's permanent promotion had recently come through.

Each Dragoon company had about 50 troopers. If we estimate 50 cannoners, then each Naval company is about 54 sailors strong. The crew of the Congress totalled 450-500 men. Since a "G" company is listed for that vessel, we know there must have been at least 7 companies on the ship, more likely 8 or 9, depending on whether the ship had two watch sections or three. The organization shows that the Congress only fielded two of her companies. Theoretically a much larger force could have been fielded had Stockton wished to strip more crewmen off the ships of the squadron. That he did not implies that he felt the force allotted was sufficient for the task, or it might indicate that there were insufficient weapons to arm a larger landing party. Note that some companies are called musketeers while others are cryptically termed "carbineers". These companies might well have been armed with the flintlock Jenks carbine. This .54 caliber breechloading weapon was patented in 1839 and was made for Navy and Coast Guard use. The ships of the squadron were certainly under no threat of attack from Mexican forces, although there may have been vague fears of a British Squadron also cruising the Pacific. What seems most likely is that Stockton and Kearny felt that the force they had was large enough to get the job done and yet not so large that supply would be a problem.

The force proceeded north and finally encountered the Californios on the night of January 7th. Flores, the Californian commander, had laid an ambush at La Jaboneria Ford on the San Gabriel River. Stockton's scouts (the California Volunteers) discovered the ambush and Stockton ordered a crossing at Bartolo Ford, higher on the river. The faster moving Californios also moved to the Bartolo Ford and were able to take up positions before the Americans could cross the river. But now, because of the terrain, an ambush was out of the question.

The ford was about 50 yards wide and only knee deep. The bottom was medium hard sand. The approach from the south was flat, but about 600 yards from the river on the north side was a range of low hills, about fifty feet high. Flores positioned 200 men and two small cannon on these hills opposite the ford, and put mounted detachments of about 150 each to either flank, about 300 yards away. Stockton approached the ford in a square formation, surrounding the baggage and cattle. A quarter mile from the river he stopped and reorganized his force, sending some



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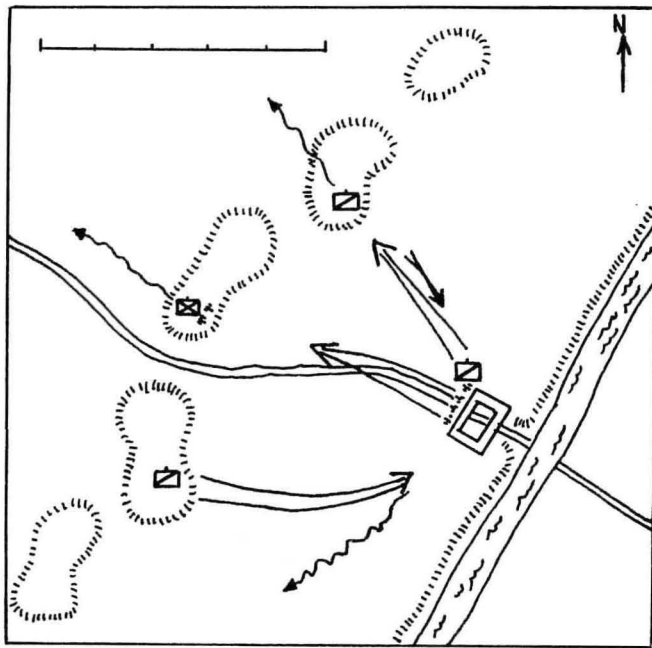
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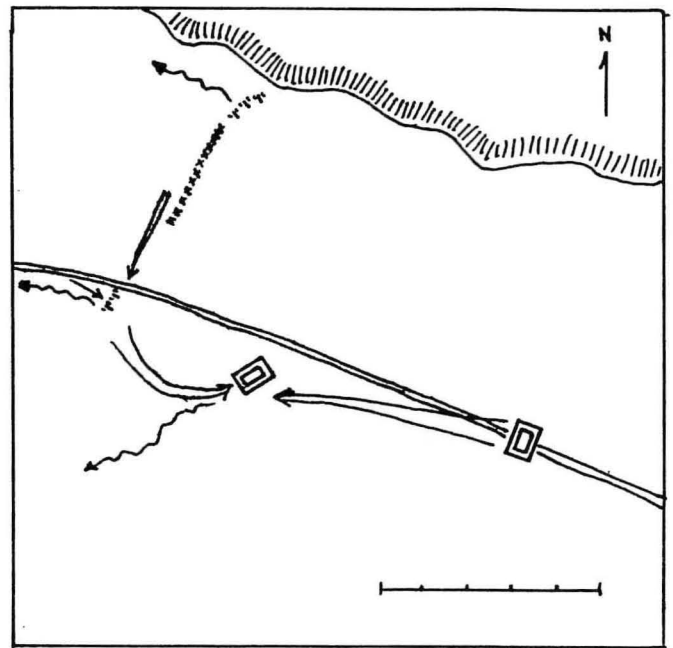
**BATTLE OF SAN GABRIEL  
8 JANUARY 1847**

mounted riflemen forward as skirmishers. Flores tried to break the American formation by stampeding horses through it, but failed. The Californian cannon fired repeatedly at the advancing Americans, but inexperience and poor equipment led to inaccuracy, and no hits were scored. Against Kearny's will, Stockton had the entire force cross the river at once. Kearny wished to set up the guns to cover the infantry during its most vulnerable time. Stockton had the guns put across first, and while the infantry labored with the baggage, Stockton himself directed counter battery fire against the Californians. His gunnery experience paid off, and soon both Californian guns were silenced. Sheltered by the four foot high river bank, the infantry took no casualties.

Stockton formed up on the north side of the river and sent his mounted riflemen against the Californian left flank. The Californians were driven from the hill. Since the Californians outnumbered the Americans two or three to one it could only have been because of superior firepower that the Americans won the skirmish. Stockton recalled the riflemen, probably because he did not want his only mounted contingent to become separated from the main force and overwhelmed by the more mobile enemy (the Dragoons apparently were dismounted for this campaign, which is logical considering most of their mounts were devoured on "Mule Hill"). Seeing the Americans retreat, Flores ordered his left wing to counterattack, but the order was confused and the left only retreated more. Flores then attacked with his right wing, but again superior American firepower beat off the attack.

Stockton then ordered an advance. The American square lumbered forward and easily took the Californian central position. Flores fell back and sent his cavalry on the right to attack the American rear but the hail of bullets from sailors and Dragoons kept the horsemen at a distance. Flores attempted a stand half a mile back but accurate American artillery fire drove the Californians back for the final time. Flores and his men retreated towards Los Angeles, stopping at Canada de los Alisos for the night. The Americans spent the night on the hill originally occupied by the Californian right wing. Each side had suffered minimal losses with only a handful killed between them.

The next morning Stockton sent out scouts, but failed to find the Californians. He resumed his march towards Los Angeles. Six miles down the road he encountered Flores with about 300 men and several cannon. Flores anchored his left on the Canada, where he placed his artillery. His line stretched out to the right, almost to the American line of march. The Americans, still in square, altered their march to the left, to increase the range. As the Americans came close enough the Californians began to fire their cannon. Stockton responded with rifle from the cannon at the forward corners of the square. The Californians stretched out their line to get in front of the Americans and Flores brought up two more guns. For fifteen minutes the adversaries exchanged cannon fire. The result was predictable. The superior equipment and accuracy of the Americans drove



**BATTLE OF LA MESA 9 JANUARY 1847**

the Californian artillery from the field. Having wasted all his powder, Flores sent the rest of his force against the American left. Gallantly the cavalry charged in, but the concentrated fire of the Americans proved too much for them and they fell back. Disheartened after repeated failures, the bulk of the Californian force left the field. Again, casualties were negligible on each side.

The war for California, except for some very minor skirmishes involving Fremont as he came south from Monterey, was over. Fremont, with some adroit political maneuvering, negotiated a fair and generous peace treaty with the Californians; something he was not empowered to do. Stockton, however, presented with a fait accompli, had no choice but to ratify the treaty. Kearny would later bring charges against Fremont for this and other acts of insubordination, for which he was found guilty. But he who laughs last, laughs the longest: Kearny died in 1848, Commodore Stockton died in 1866, and Fremont went on to become a Major General in the Civil War.

#### **THE CAMPAIGN FOR CALIFORNIA AS A WARGAME**

Given the small size of the forces involved and the spread out nature of the campaign, I envision any attempt to recreate this campaign as a series of independent but loosely connected battles. The battle of San Pasqual, aside from being the first major battle fought for California and being a rather embarrassing defeat for the Americans, has almost no significance to the course of the campaign. As alluded to earlier, even if the Dragoons had never made it to California, Stockton still would have had a force large enough to carry out the campaign. If the battle is to be recreated then allowances need to be made for the inferior quality of the American mounts and the exhausted state of the Dragoons. The weather that morning was wet and rainy, but since the Dragoons were armed with percussion lock, breechloading Hall carbines this could not have played as large a part in the battle as was believed. I think that Kearny's whole plan was to surprise the Mexicans, and that is why he attacked on horseback. In any other situation he would have dismounted and used his superior firepower against the Mexicans. If this is to be simulated, then the Americans have to be given objectives that force them to attack. This can be done by having them exit the opposite side of the board within a certain number of turns. The Mexicans, on the other hand, came very close to being caught unprepared, and undoubtedly would have lost the battle had they not turned back Captain Johnston. But they did, and were able to mount up and counter-charge thus ruining Kearny's plan. This can be simulated by allowing a random number of Mexicans to show up each turn, forcing the Mexican commander to carefully gauge whether to countercharge or fall back until enough of his men are ready.

Any losses sustained by the Dragoons in the Battle of San Pasqual should be reflected in the organization of the force that departs San Diego for Los Angeles. Losses can be made up by additional sailors, but the total force should not exceed 600. The two following battles are relatively



AMERICAN MARINE



AMERICAN DRAGOON

straightforward. The Battle of the San Gabriel River is mainly a matter of forcing a crossing through the ford. Aggressive play by the Mexicans can make this a little more difficult for the Americans than was actually the case. The American commander should have the objectives of exiting the board within a certain time limit and of killing as many of the enemy as possible. The Mexicans, conversely, want to slow the Americans down and kill as many of them as possible. Mexican should get at least twice as many points as Americans for each figure killed.

The final Battle of La Mesa is basically the Californios last stand. They are low on ammo and possibly demoralized, depending on how the previous battle went. Any losses sustained in the Battle of the San Gabriel River should be directly reflected in the Battle of La Mesa, with the possibility of the Californians receiving reinforcements from Los Angeles. Again, in this battle, the Americans need to continue their inexorable advance to the opposite edge of the game board while the Californios need only to hold on for a certain number of turns before breaking and routing. If, after the requisite number of turns, the Californios are able to retire in good order, it will be assume that they fall back to L.A. and make another stand, with reinforcements, or they begin a guerrilla campaign. The victor of the campaign can be determined by seeing who won the most battles, or by total victory points, or by a fight to the death by the gamers if all else fails.

#### VISITING THE BATTLE SITES

Here in California there aren't too many historical battle sites. Thus it is a pleasure to have one in good condition so close to home. The Valley of San Pasqual today is much as it was in 1846. To find the battlefield, one need only follow the signs to the San Diego Wild Animal Park, and keep going a couple of miles past the entrance. Most of the battlefield is privately owned and has been plowed under, but at least the area is still rural and not covered with thousands of tons of concrete. There is a monument that stands basically where the American camp was the night of the 6th. Mule Hill can be visited (if you can find it), but it has long since been combed clean by relic hunters. Past the monument is a recently constructed visitor's center. It is small but extremely nice and full of interesting and informative displays. I highly recommend a visit if you are in the area. The Wild Animal Park, or as we in San Diego call it, the WAP, is also worth a visit!

Each year since 1986, on the weekend closest to December 6th, the Battle of San Pasqual is re-enacted. It was my pleasure to participate in the event a couple of times. Dragoons were represented, as were sailors of the relief column. Facing them were members of an Hispanic riding group, armed with lances and machetes. Personally, I was a sailor armed with my cutlass, tower pistol and a borrowed Brown Bess. I have been re-enacting mainly Civil war battles for more than twelve years. San Pasqual is unique in that it is the only battle I've done where I actually traded blows with a man on horseback. Usually cavalry are kept away from infantry for safety reasons. Luckily the Californios were all outstanding riders and we were never in any danger.

#### UNIFORM INFORMATION

**U.S. Dragoons:** The basic uniform for officer and enlisted was a dark blue coat and hat and light blue trousers, with yellow trim. Leather gear was black, except for the enlisted sword belt and carbine sling, which were buff (white). Pouches were black with oval brass "US" plates on the flaps. Buttons and sword pommels were gilt or brass, depending on rank. Carbine swivel and sword scabbard were polished steel. Sword knots were gilt thread for officers and buff leather for enlisted. The hat band, brim and chin strap were black. The enlisted man wore his company letter on his hat while the officer wore a large six pointed star. The overcoat was medium blue with gilt or brass buttons. When not worn it was rolled up in front of the saddle. Officer frock coat epaulettes were gilt with a dark blue center with the regimental number in the crescent and the rank insignia above that. Sashes were red. All horse furniture was black with brass fittings and stirrups. The saddle blanket was brown. The canteen was suspended from the saddle and was either wooden or steel. Saddle holsters were black. The Shabraque was dark blue, with a yellow border. The valise (behind the saddle) was also dark blue trimmed in yellow.

**U.S. Marine Corps:** The U.S. Marines of the period wore a dark blue coat and either light blue or white trousers. Buttons and shoulder scales were brass. Headgear was a black shako with a brass eagle and brass chin scales, with a red pompom. Crossbelts were white, with black pouches. Bayonet and sword scabbards were black. Shoes were black leather.

**U.S. Navy:** Ratings of the U.S. Navy wore a dark blue pullover blouse with white trim on the collar flap. Trousers were white duck bell-bottoms. Headgear was usually a tared black straw hat, or plain white straw hat. Leather gear was black, as were shoes.

**Californians:** The Californians, being a guerrilla force, had no set uniform. Many of the cavalry were vaqueros, and as such better dressed than peasant forces. The Californians on the whole were short of firearms and ammunition. The Californians would be in civilian dress with little effort at conformity.

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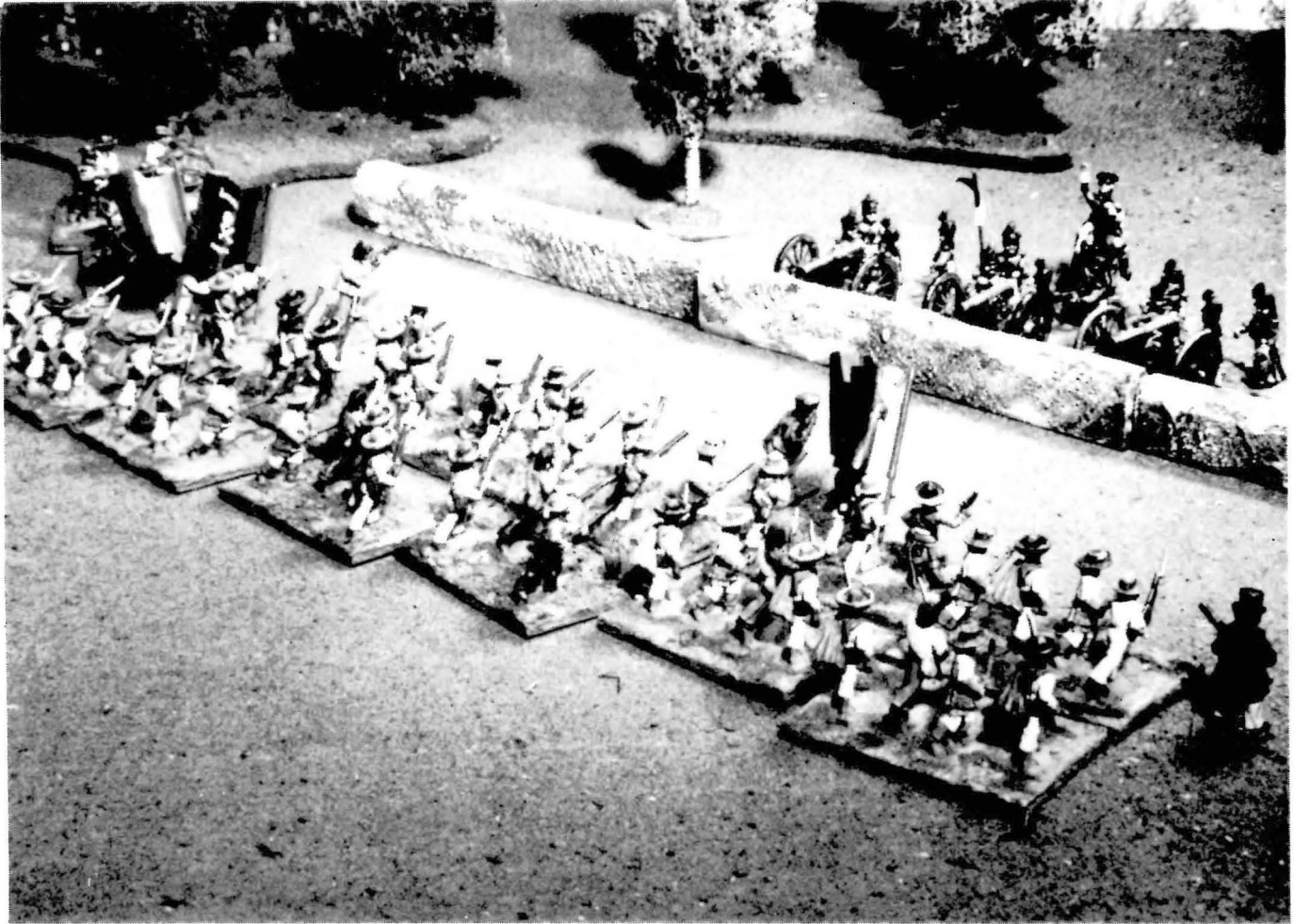


# MANIFEST DESTINY

## THE BATTLES OF THE MEXICAN-AMERICAN WAR

### 1846-1848

BY STEPHEN THOMAS



**Editor's Note:** The following rules are printed with the kind permission of Stephen Thomas of 19th Century Miniatures. The rules are intended for fast games that require a minimum of rules reading and a maximum of fun.

#### GAME SCALES

**Time:** 12 turns of game time = 1 hour of real time.  
**Distance:** 1" = 10 yards.  
**Figures:** Any figure ratio can be used with this rule set. The number of artillery pieces that each gun model represents is dependent on the scale. We recommend:

Figure Ratio	Gun Scale
1/1-1/5	1/1
1/10-1/15	1/2
1/20-1/25	1/3
1/33-1/50	1/4

Any convenient figure mounting system is acceptable; individual, multiple, etc. The basic maneuver unit upon which movement, fire, and morale is structured is the battalion/regiment.

#### FIRE AND MOVEMENT

All fire and movement are simultaneous except as affected by partial fire,

morale effects and orders. All casualties caused by fire are removed after they return fire (if they can).

#### PRE-GAME CONSIDERATIONS

Before a game begins, a series of pre-game effects must be determined; orders and stream depth/fordability:

**Orders:** The army commander must write out his battle plan before the engagement, detailing what each player's command will be expected to do. Each divisional commander must write orders for each of his brigades each turn to define what they will do.

Order changes, once written, will be transmitted down the command chain via courier figures which move at cavalry rates. Once an order change has arrived at its destination, it takes one full turn to read, digest and write order changes for the next command level.

**Streams:** If the scenario does not specify the depth or fording points on the table-top streams, use the following tables to determine. Shallow streams are fordable at all points, deep streams are fordable at all road intercepts. Roll a D10: 1 to 4 is a deep stream; 5 to 10 is shallow.

**Deep Stream Fording:** A test for a ford may be made by moving a stand of troops up to the water and casting a D10. A stand of troops may only have one try for each two feet of stream. A 1, 2, 3 denotes a fordable spot.

## SEQUENCE OF PLAY

The following sequence of play is performed at each step by both sides simultaneously to constitute one full turn of play.

1. Write new orders
2. Place unit move options
3. Declare charges
4. Move all forced moves
5. Move normal moves
6. Fire artillery/small arms
7. Melee resolution
8. Morale checks

## MOVEMENT

**Move options:** Units have the ability to do a number of operations in a given turn. The amount of operations allowed depends on their training, etc.

### CLASS TROOP TYPE

- I** US Regulars, Volunteers — any three operations  
**II** Mexican Regulars, US Militia — any two operations  
**III** Mexican Militia — any one operation

Move, Fire, Face, Change formation, Wheel up to 45 degrees, Limber, Unlimber, Prolong, Mount, Dismount, Charge. Any unit may fire only once. If another operation is done in the same turn, the fire is penalized. i.e., US Regulars in line can move up to  $3 \times 4" = 12"$ .

## MOVE DISTANCES

Infantry	I	II	III
Line	4"	5"	8"
Col. of Assault	5"	7"	12"
Charge	6"	8"	14"
Retrograde/line	1"	1"	1"
Retrograde/column	1"	1"	1"
Artillery Crew	5"	7"	12"
March Column	7"	9"	16"
<b>Infantry Adverse Moves</b>			
Push back	6"	6"	6"
Fall back	9"	9"	9"
Retreat	18"	18"	18"
Route	27"	27"	27"
<b>Artillery</b>			
	<b>Limbered</b>	<b>Unlimbered</b>	
US 6 lber	5"	3"	
US 12 lber	4"	2"	
Mexican 6 lber	4"	3"	
Mexican 8 lber	3"	2"	
Mexican 12 lber	3"	1"	
<b>Cavalry</b>			
	<b>I</b>	<b>II</b>	<b>III</b>
Move	10"	14"	26"
Retrograde	1"	1"	1"
<b>Cavalry Adverse Moves</b>			
Push back	10"	10"	10"
Fall back	15"	15"	15"
Retreat	30"	30"	30"
Route	45"	45"	45"
<b>Other</b>			
Supply/Pontoon Wagon	3"		

**Terrain Restrictions:** Any move which would force a unit to move across terrain or construction that could cause a movement delay, reduces the base move by 1" for I class, 2" for II class and 3" for III class troops.

**Artillery in woods:** (unlimbered only) unformed at all times.  
**Close order foot units in woods:** unformed at all times.  
**Open order foot troops in woods:** no effect.  
**Mounted cavalry in woods:** not allowed.  
**Mounted cavalry jumping obstacles:** not allowed.

**Bodies of water:** classed either as shallow or deep; shallow water may be crossed anywhere, artillery may cross only if limbered. All units are unformed while crossing and as a result of crossing. Foot and mounted units may cross deep water fords in march columns.

**Charges:** Charges must be made in a relatively straight line. All formation changes, facing changes, wheels, etc. must be finished before the last 3" of a move for foot and the last 10" for mounted units is done.

**Interpenetration:** Units which pass through each other may cause some sort of physical disorganization. One check is made for each unit interpenetrating.

To determine if interpenetration occurs, add the modifiers listed below and the number from one ten sided die. The total must equal or exceed 12 for no interpenetration problem to have occurred. If the units cannot make the score, they are unformed.

## INTERPENETRATION MODIFIERS

US Regular	+3
US Volunteer, Mexican Elites	+2
US Militia, Mexican Regular	+1
Mexican Militia	0
If either unit is cavalry	-2
Officer figure within 5" (see officer influence)	Varies

**Expanding Frontages:** Charging cavalry may expand their frontage by one stand for each 5" of forward distance they deduct from their total move. Units locked in close action may expand their fronts by two stands per flank.

## ARTILLERY FIRE

In order to fire through a gap in a formation, the frontage of the gap must be at least double (x2) that of the artillery.

**Arcs of Fire:** Artillery has an arc of fire of 20 degrees from either side of its base. Any fire outside of this arc must be made by turning the entire battery in the desired direction.

**Fire over Obstacles:** Artillery may fire over low obstacles. No fire may be made into units engaged in close action.

**Destruction of Constructions:** Artillery causes damage to constructions it hits equal to its "points":

4 lber	4 points	12 lber	12 points
6 lber	6 points	18 lber	18 points
8 lber	8 points	24 lber	24 points

Once the points equals or exceeds the protection points of the structure, it is destroyed or a 3" gap is created in a wall.

Fieldstone wall	6 points	Hasty entrenchments	12 points
Breastworks	36 points	Redoubt entrenchments	320 points
House	18 points	Wood fences	3 points
Stone fortress	256 points		

One cast is made to determine whether the construction is hit and another is made to determine whether any units in/behind the cover receive casualties.

**Spiking Artillery:** Since the instances of troops spiking artillery are the exceptions rather than the rule, the spiking of artillery is prohibited.

**Starting Fires:** Whenever artillery is fired against buildings, the possibility of starting a fire is present. Cast one ten sided die; an "8, 9, 0" starts a fire.

**Artillery on Hills:** Artillery may always fire from the hilltops. It may fire from the slope of the slope is at least 10" wide from contour edge to contour edge.

**Overhead Fire:** Artillery is prohibited from firing over friendly troops unless the artillery is at least 1 contour higher than the friends or if friends are prone (except firing canister). The enemy must be at least 10" from the intervening friendly unit before the artillery may fire.

**Counter-battery Fire:** Cast for a hit on the opposing battery in the normal manner. Then re-cast for damage inflicted if a hit is made.

Die Cast	Effect
1-6	1 crew figure is casualty
7-9	2 crew figures are casualties
10	re-roll: 1-5 - 1 crew hit 6-10 - gun destroyed

When conducting counter-battery fire, do not use any hits modifiers for hits on the crews.

**Captured Artillery:** Captured guns may be dragged away by dismounted troops at ½ normal unlimbered rates or roped and dragged away by mounted units at normal unlimbered rates. This can only be done if the capturing units have undisputed control over the immediate area. The captured battery may be remanned by excess artillery crews of the capturing side.

**Firing Procedure:** Cast one D10 per gun model firing shrapnel/ball, or the number of dice listed if canister. Add/subtract modifiers that apply. Check the hits table.

**ARTILLERY RANGES**

**Ball/Shrapnel**

Battery	Close	Medium	Long	Extreme
4/6 lber smoothbore	0-6"	6-15"	15-30"	30-60"
12 lber smoothbore	0-7"	7-18"	18-40"	40-68"
18/24 lber smoothbore	0-7"	7-20"	20-44"	44-80"

**Canister**

Battery	Close	Medium	Long
4#(4D),6#(6D)	0-4"	4-8"	8-13"
12#(8D)	0-4"	4-15"	15-20"
18#(10D),24#(12D)	0-5"	5-18"	18-26"

**HITS TABLES**

**Smoothbores  
Ball/Sharpnel**

Range	US Regular	US Vol.	Mexican
Close	7	6	5
Medium	5	4	3
Long	3	2	2
Extreme	1	1	1

**All Guns  
Canister**

Range	US Regular	US Vol.	Mexican
Close	5	4	4
Medium	7	6	5
Long	4	3	2

**MODIFIERS**

Battery firing is unformed	+2
Target is prone	+3
Target is in/behind cover	+1
Target is in buildings	+2
Target is ranks deep (shrapnel/ all only)	-2
Artillery crew as target (canister only)	+2
Artillery moved and or shifted	+2

**Artillery Crews as Casualties:** Whenever an artillery crew becomes a casualty, it is assumed that the nearest infantry unit will provide drafts to replenish the crew, if the friendly infantry unit is within 5" of the battery, otherwise the entire crew is eliminated. The battery then fires at the next lower ability table. This penalty lasts the remainder of the battle.

**Ranks Deep:** Firing on a target in which the artillery can fire "through" 3 ranks of figures with less than 1" separating the bases of the target unit. Enfilade fire is the same as Ranks Deep fire.

**SMALL ARMS FIRE**

**Fields of Fire:** Fields of fire are 20 degrees either side of the ends of the front of the stand. Ranges are measured from the front of the firing stand to the base of the figure of the target. One or two ranks of figures may fire under these rules; the choice should be made prior to the game. No fire is permitted into a unit engaged in close action.

**Fire on Officers:** Fire may directed on an officer figure in addition to normal fire on the troops, any time the officer is with a unit receiving fire or within 5" of a unit receiving fire. Cast one D10 per officer per unit; a "1" causes the officer to be removed from play. See "Officer Casualties" for effects of officer elimination. An officer casualty check is made only once per turn regardless of how much fire comes his way.

**Fire from Hills:** The maximum range is increased by 1" per contour that the firer is above the target.

# GREAT WAR



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**Fire Classes:** Battalions/Regiments are assigned a Firing Class per training, specialty, etc.

Class	Troop Type
I	US Sharpshooters
II	US Frontier Volunteers
III	US Regulars, Elite Mexicans, US Cavalry/Dragoons, US Irregulars
IV	Other Mexicans, other cavalry

**Firing Procedure:** Determine the range and Firing Class. Find the BASE hits score. Apply any modifiers that apply to the number of dice cast; if the score is equal to or less than the BASE, then remove 1 enemy figure per hit. Cast 1 ten sided die per figure firing.

#### RANGE TABLES

Weapon	Close	Medium	Long
Smoothbore	0-3"	3-6"	6-10"
Carbine	0-2"	2-4"	4-8"
Conversion Rifle	0-4"	4-8"	8-12"
M1841 Rifle	0-4"	4-10"	10-15"
Long Rifles	0-4"	5-12"	12-20"

#### BASE HITS TABLE

Range	Fire Class			
	I	II	III	IV
Close	7	6	5	4
Medium	5	4	3	2
Long	4	3	2	1

#### MODIFIERS

If any of the following apply, cast the number of dice indicated.

½ Number of Dice	¼ Number of Dice
Firer is UNFORMED	Firing on skirmishers
Target is in/behind cover	Firing on artillery crews manning a gun
Firer is skirmisher	If any 2 or more of the modifiers apply
Firer "moved" during the turn	

#### MELEE

**Sequence:** Melee combines the various elements of shock action; pre-melee morale, hand to hand, fire post-melee morale, pursuit, etc. They are fought in the following sequence:

1. Declare "Charge"
2. Determine whether the charging unit will close
3. Determine whether defender will stand the charge
4. Determine pre-melee fire
5. Conduct melee
6. Check morale of any units which had casualties
7. Check for pursuit by victor

**Charges:** Charges must be made in a relatively straight line. All formation changes, facing changes, wheels, etc., must be finished before the last 3" of a move for foot troops or the last 10" for mounted units is done.

All charges must be declared at the beginning of the turn and the intended target unit declared. The charging unit must continue to its target unless intercepted by another hostile unit.

#### CHARGE SEQUENCE

1. Declare charging unit and its target
2. Determine whether the charging unit will close: Unit intending to charge must conduct a normal morale check, with the following modifiers:
 

Cavalry ordered to charge a square:	-4
Unit ordered to charge prepared works:	-1

Any negative result on the morale table will force the intended charging unit to hold its position for the remainder of the turn.

3. Determine whether defender will stand the charge: If the charging unit's morale allows it to complete the charge the defender must check to see if they stand the charge. The unit must take a morale check with the following modifiers:



A Mexican cavalry column passes through a sleepy village. Figures by Frontier.

Infantry not in square charged by cavalry	-4
Infantry in square being charged by cavalry	+4

4. Determine pre-melee fire: Cast one ten sided die to determine the range of the volley delivered by the defender and the attacker (if allowed). Then conduct a normal "fire" if the defender/attacker has not already fired during the turn.

Range	I	II	III	IV
Close	1-5	1-4	1-3	1-2
Medium	6-8	5-7	4-6	3-5
Long	9+	8+	7+	6+

Add 2 to the die cast if the checker is charging.

5. Conduct Melee: Find the base number of the meeleing unit. Add/subtract any modifiers that apply. Cast one ten sided die, cross reference the resulting two numbers on the melee table. The number found is the total number of casualties inflicted on the opponent. One round of melee takes place each turn. If neither side breaks contact through a morale check, the melee continues to the next turn.

#### Troop type base numbers:

US Regular infantry and US Regular mounted cavalry	10
US Volunteer infantry, US Regular artillery	8
US Dismounted cavalry, Volunteer mounted cavalry, Mexican Regular infantry/artillery/mounted cavalry	7
Mexican militia infantry/artillery/cavalry, Mexican Regular cavalry dismounted	6

#### Modifiers:

Unit behind cover	+1
Infantry in square vs. mtd. cavalry	+8
Unit is uphill from opponent	+1
Unit is in assault column	+1
Unit unformed	-2
Infantry not in square vs. mtd. cavalry	-4
Attacked in flank or rear	-3

POINTS (-)	DIE CAST									
	10	9	8	7	6	5	4	3	2	1
0	2	1								
1-2	2	2	1	1						
3-4	2	2	2	1	1					
5-7	4	2	2	2	1	1	1			
8-10	5	4	3	2	2	1	1	1		
11-14	7	6	4	3	2	2	1	1	1	1
15+	8	7	6	4	3	2	2	2	1	1

6. Check the morale of any units which had casualties: The unit with the greater amount of casualties within the melee checks its morale first. If that unit does not have an adverse effect, the other unit will check its morale, otherwise the winning unit will check for pursuit.

7. Check for pursuit by victor: The victor of the melee will check to see if it will follow-up on the defeated foe. Units in square do not need to check if they were attacked by cavalry. The unit takes a normal morale

check and consults the following table.

4+	unit advances 1 full turn
3+	unit advances 1 "move"
2+ or lower	unit holds current position

All melee and morale check movement takes place the following turn under Forced Moves.

**Capturing Colors:** Units forced back because of close action may lose their colors. Cast one D10, a 1 denotes that the unit lost its colors.

**Unformed following close action:** Units are always unformed following melee.

**Complete Elimination:** If the defending enemy unit is completely eliminated in a melee, the victorious unit may move whatever move distance it has remaining.

**Building Close Action:** A building model represents a small cluster of structures. Each building model can hold 1 figure per inch of diameter. Two-story buildings can hold 50% more figures. A building can be assaulted from any direction regardless if there are any doors, windows, etc., but the unit inside cannot be flanked for melee.

**Earthen Works:** Because of certain physical limitations regarding the placement of model earthen works and artillery/figure models representing defenders, attackers assaulting corners will not be allowed a flank attack modifier.

**Forming or Facing Attack:** Any turn in which a unit is declared a charge target and that unit wants to change formation, face the attack or withdraw and its move would carry the unit out of contact with the charging unit, it will be able to do so if it passes its defenders stand check.

#### MORALE

**Morale Unit:** A Morale Unit is a collection of stands formed into a battalion/regiment of infantry or cavalry, and batteries for artillery.

A sub-unit of a morale group is considered to be a morale unit of its own whenever it is separated by 10" or more and/or is out of sight of the parent unit. Dismounted stands of a cavalry regiment are considered a separate group. Once remounted/joined the regiment suffers the worse of any adverse order penalties suffered by either unit.

**Morale Points:** Every unit is given a Morale Point which reflects that unit's ability to withstand adverse conditions.

US Regulars, elite volunteers	3
US Volunteers	4
US Militia, Mexican Regulars	5
Mexican Militia	7

**Unorder:** There is one type of unorder — Unformed.

**Reorder:** To eliminate the effect of unorder, a unit must regroup, that is it must not advance towards the enemy, nor move back further, but sub-units may be rearranged to the player's satisfaction. One full turn is required to reorder. Morale is divided into two categories: Casualty and

Fear of Disaster.

**Casualty Morale:** Whenever a Morale Unit suffers a figure loss due to fire or melee, it must check its morale as follows:

1. Add up the total number of figures removed from play and determine the percentage of loss.
2. Cast one D10, add/subtract any modifiers that apply.
3. Determine the relationship of 2. to the unit's base and check the chart for the effect.

#### MODIFIERS

Fired on or meleed with in the flank or rear	-3
Unit is UNFORMED	-2
Per each 10% casualties	-1
Officer (see officer influence)	varies
Unit in or behind cover	+1
Charging enemy's flank or rear	+2
Infantry in square vs. mounted cavalry	+2

Relationship	Effect
0+	No effect, unit continues in present mode.
1 or lower	Unit will fall back
2 or lower	Unit will retreat
3 or lower	Unit will fall back, unformed
4 or lower	Unit will retreat, unformed
5 or more lower	Unit will rout

Fall Back	Unit moves backwards 9" facing enemy.
Retreat	Unit moves backwards 18", facing away from enemy.
Rout	Unit moves backwards 27", facing away from enemy.

**Fear of Disaster Morale:** Whenever a friendly unit routs within 10" of the front or flank or 5" of the rear of another friendly unit, the standing unit must check its morale as per a normal casualty morale check except subtract 1 from morale if the unit is either a US Volunteer or Mexican Militia unit.

**Officer Influence:** Whenever a model general officer is within 10" of the front or flank or 5" of the rear and in sight of the unit testing, his influence factor comes into play.


USA	Taylor	on a D10 1-7 equals a "2", 8-10 equals a "3".
	Scott	on a D10 1-8 equals a "2", 9-10 equals a "3".
Mexican	Santa Anna	on a D10 1-8 equals a "1", 9-10 equals a "2".

**Other Officers:** Officers not listed above must roll on the following table to determine their influence factor.

Die Cast	Mexican	USA
1-8	1	1
9	1	2
10	2	3

Officers called upon to influence units which are not under their immediate control do so at a -1 to their influence factor.

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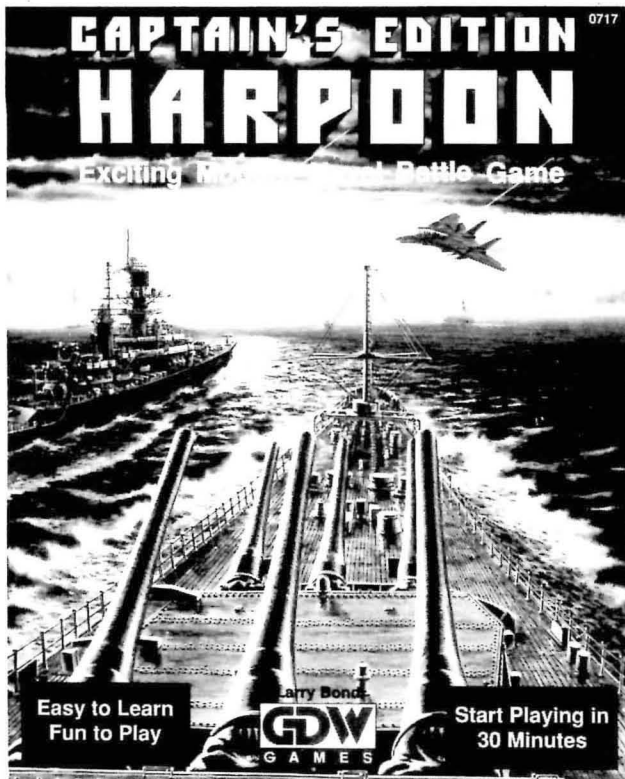
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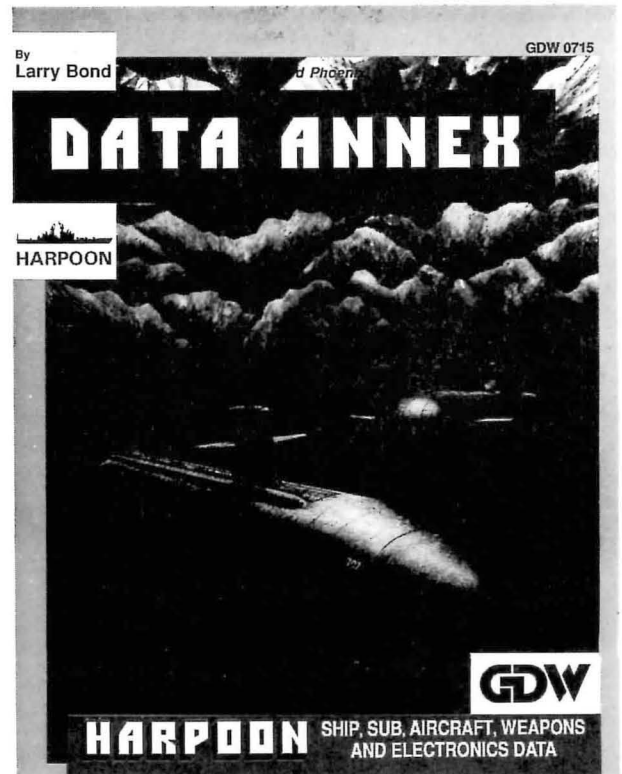
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**Officer Casualties:** Whenever a general officer is eliminated, those units under his direct command suffer inability to change current orders. If an Army/Divisional/Brigade officer is eliminated, in order for a unit of that command to change its orders it must roll a 1 or 2 on a D10, adding his influence to the die roll result. If the next higher officer wishes the unit's orders changed, he may ride over to the unit and personally issue new orders, but he must remain with the unit until the command structure is reordered. To determine how long it will take to reorder, cast 1 average die, the number cast is the number of turns required.

A unit whose officer is eliminated will remain under its current orders until reordered or it has to follow a forced move because of a Morale Check or Melee, in which case it can follow new orders after suffering the forced action.

### ADDITIONAL CONSIDERATIONS

**Converged Units:** Two or more depleted units may be combined into one unit. The new unit may not exceed the strength of the larger of the two converging unit's starting size by 25%. To combine, the two must remain stationary for 2 full turns, not engaged in firing or melee.

Artillery units whose section is eliminated may be amalgamated into a depleted crew.

**Casualty Returns:** Figures eliminated by a battle will be returned at the following rates for campaign games:

**Loser** 30% return, 20% captured.  
**Winner** 50% return.

Prisoners captured during a battle are to be escorted back to the captor's baggage park. One figure of guards is required for each 10 figures of prisoners.

**Visibility and obstructions:** The visibility of objects/troops is lowered as the battle progresses.

Formation size	1-2 hrs	3-4 hrs	5 hrs	6 hrs
Single man	18"	8"	4"	2"
Company/Squadron	36"	26"	16"	6"
Reg't. Battery.	50"	35"	25"	15"
Multi/Reg't. Group	70"	55"	40"	25"

Sighting distance in woods and built up areas is 3".

Sighting distance through/passed crops and light brush is 5".

Units inside of a woods must be on the very edge to sight out of the woods and units outside of a woods can only sight units inside the woods if the units inside are on the very edge. Fire may be directed on units inside/outside by/from units away from the edge by the use of suspicion fire only; +2 to hit.

**Sighting over Obstructions:** Multiply the number listed by the distance the observer is away from the obstruction. The number calculated is the distance on the far side of the obstruction after which the observer can again see clearly.

### VISIBILITY OVER OBSTRUCTIONS

Observer on Contour:	1	2	3+
walls, fences, etc.	.5	.33	.25
1 contour hill	2	1	.5
2 contour hill	*	3	2
3 contour hill, woods, buildings	*	*	*
Close order Infantry	1	.5	0
Close order Cavalry	1.5	1	0

\*indicates cannot see past  
 0 indicates no obstruction to line of sight

### ENGINEERING

**Breastworks:** Constructed at the rate of 1" per figure per game hour. They can be torn down at the rate of 2" per hour.

**Other Demolitions:** One specialist figure can prepare a charge that will destroy a 3" section of construction in 1 hour. Cast 1 D6 die, a 1-5 denotes that the charge went off. Otherwise the specialist requires 2 turns to reset the fuse.

**Pontoon:** Two figures of specialists require 1 hour to bridge a 4" gap. Repair requires 1 figure 1 game hour to fix per hit.

**Dismantling:** Of walls, fences, etc., are done at the rate of 1" per figure per turn; stacked stone walls at the rate of 1" per 2 turns. Units without work equipment cannot tear down mortared walls. Units with equipment take 3 turns per stand per 1 inch.

### HIDDEN UNITS

Any unit on the table top and not in sight of the enemy will be represented on the table by a numbered marker. Once the unit is sighted, the marker is replaced by the figures of the unit. Dummy markers can be used to confuse the enemy.

### NATIONAL CHARACTERISTICS

Mexicans used oxen/mules to pull their artillery, hence the slower rate of movement.

Mexicans also tended to fire counter-battery also once unlimbered, Mexican artillery cannot be moved as once placed at the beginning of a battle, the Mexicans rarely moved their pieces.

### UNIT ORGANIZATION

	USA
Infantry Regiments	10 companies, 60-80 men per company in the field.
Reg't. of Voltigeurs	varied number of companies, same strength as Infantry.
Cavalry	10 companies, 40-60 men per.
Mounted Rifles	10 companies, 40-60 per. Only two served mounted.
Artillery	6 guns per battery (average).
Volunteer	As Infantry but with fewer companies or smaller establishments.

	MEXICO
Infantry Reg't.	2 Bats., 6 line companies, 1 grenadier and 1 light Co. per Batl. Strength varied.
Grenadier Reg't.	1 Batl., 8 companies per Batl. 80-120 per company.
Light Reg't.	Same as Line Reg't.
Cavalry	Usually 4 squadrons but as few as 1 per Reg't. 120 men per squadron.
Artillery	Four or six guns per battery.

### FORMATIONS

**Line:** Single line of stands, 1 deep, each touching the edge of the next. Depending on your preference, a line can be 1 or 2 figures deep.

To have more than one line behind another, there must be more than 1" separating lines.

**Tactical Columns:** A tactical column, used for assaulting enemy positions, must be within the minimum dimensions — 4 figures wide, 4 deep. Generally a tactical column is wider than it is deep, with at least 4 figures deep by 8 wide.

**March Column:** One stand front with each of the unit's remaining stands faced alternately in either direction behind the front.

**Anchored Line:** A foot unit may form a sort of square by placing its open flanks on terrain/constructions which are not passable by cavalry. Units forming an anchored line must be of battalion size or less.

**Skirmish Line:** Formation with the stands of a unit with skirmish ability spaced out with a minimum of 2 stands width between them. A skirmish line can operate no closer than 10" from the unit it is covering.

**Square:** There are two types: hollow and solid. Units in line of battle form hollow square. Squares may be of battalion size to regimental size, with the battalion being the most popular. To designate a square, either place the stands of the battalion in a rectangular formation for a hollow square or place a square marker on top of a column forming a solid square. If there are an unequal number of stands, place the more numerous side towards the enemy.

**Cavalry:** Can form the following as described above: Line, March Column, Tactical Column.

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Larry & Laurie Brom's Chassepot and Needlegun at HISTORICON '89. Complete with flags! Photo by the author.

# ***FLAGS AND FORMATIONS IN THE AGE OF NAPOLEON THE LITTLE***

BY PAT CONDRAY

FLAGS BY MICHAEL A. TYSON

Sine the end of the Theme Year centered on the Second Empire I am afraid I have left my fellow enthusiasts a big high and dry. There is a great deal more information and many more issues to be dealt with than can be squeezed into a single theme year. Ever since the Theme Year ran out I have been receiving questions and information which I have not always been able to reply to in the mail in a timely fashion, and which in any case deserves wider circulation. With that in mind I will brush off some notes and deal with some light topics, leaving weighty matters to future articles.

## **COLORS, STANDARDS, AND GUIDONS**

The issue frequently comes up concerning the carrying of flags by armies in the latter half of the 19th Century. Wargames Foundry, one of my favorite purveyors of period miniatures, suggests that the Prussians had pretty much abandoned such finery by 1870, says little about the French, and doesn't provide standards for their splendid horsemen. However, it is well known that our relatively rustic ancestors carried no end of heraldic bunting in The War Between The States, and the same appear in numerous 19th Century illustrations of The Crimea, The Austro-French War over the Unification of Italy, The Austro-Prussian War, and even The Franco-Prussian War. Is it legitimate to top your Second Empire period hordes with flags? If so, what kind of flags?

At great risk to my pretense of proper scholarship I will try to answer these questions. The risk arises from the fact that much of what I know on the subject was obtained by poring over 19th Century military tracts in the Main Navy Library back in the 1960s. As a result I will be passing along memories which I cannot back up directly with footnotes or attribute to impressive sounding authors. I am prepared to be corrected. All the same, I think most of what I will report here will be useful, and I will deal with the lack of notes as best I can.

First of all, concerning the use of battle flags in the wars named, the answer has to be "Yes - in moderation." From the early days of the Thirty Years War when company flags were in evidence there was a gradual erosion of relative numbers of flags on the battlefield. Some time during my other favorite period, The Age of Marlborough (that is, of Louis XIV), the evolution of the battalion as the tactical unit caused a drop in the number of flags from 1 per company to 2-3 per battalion. Nominally this occurred in Queen Ann's Army under Marlborough's administration.

While Wise (*Military Flags of the World in Color*) suggests that 3 per battalion or regiment evolved from one each for the pike block and the musketeer wings, that doesn't seem to have been the case. In fact, while the late medieval Swiss had distinct flags for their skirmish units, the tendency was to entrust the flags to the pike block — and ultimately to whichever portion of the unit was best formed for close action. Chandler and Barthorp (*The Art of War in the Age of Marlborough*, and *Marlborough Army* respectively) mention that even after the pike passed from regular use by the army it was sometimes retained by a "Picket" of troops forming a guard to the unit colors.

In a study of two brigade actions, a successful one in 1866 and an unsuccessful one in 1870, a Prussian author (Fritz Hoenig) commented on the retention of colors in the last battalion of the regiment to remain in column. Oddly enough, in this case, having to do with a brigade attacking the Saxons around Probus (part of the Battle of Koenigraetz) the last unit in column was the Fusilier Battalion (traditional light troops). "Here we saw the color section of I-57th struggling all alone with the colors to reach F (Fusilier) 57th." Thus the First battalion had colors and was trying to move them to the Fusilier battalion when the First had deployed in skirmish order — suggesting battalion colors.

Hoenig's account (in *Inquiries into the tactics of the Future*) even indicates that the Prussian Army of 1866 advanced with bands playing as well

as colors flying: "Between Prim and Probus we saw one long line of artillery, and at our side, as far as the eye could reach, advancing skirmishers and columns, waving colors, playing bands."

As early as the Napoleonic Wars efforts were made to reduce the number of colors and standards. While each battalion had customarily had two colors early in the war in many armies, late in the war the official regimental colors were sometimes restricted to 1 per regiment. British cavalry was ordered to stop carrying standards into action when the 23rd Light Dragoons left theirs at Talavera after passing through the intervals in French squares to engage several times their number of French cavalry. Wise reports (*Military Flags of the World in Color*) that Napoleon's army had similar instructions for cavalry late in the war but that they were often ignored.

By the second half of the 19th Century, squadron and battalion standards and colors were still commonplace. However, in the Sardinian Army the regimental colors were carried by an Ensign (second lieutenant) in the second battalion. Nominally French regiments had only one Eagle (ditto for Chasseur Battalions). Prussian regiments carried battalion colors into the 1866 war, but like the colors of the Prussian Army in the War of Liberation (1813-14) they fell into several categories. Those units which had retained their colors from the 1806 campaign might have the Frederician patterns. A later pattern applied to new regiments or regiments which had to be reissued colors after 1806. The same in a general way applied to the cavalry. When, in the Von Roon reforms of 1860 the standing Landwehr became fusilier regiments a new series of colors was issued. Incremental groups of mounted units likewise received standards of similar patterns. I have no information on whether replacements for worn standards or colors followed the pattern of the replaced item, or the pattern in vogue at the time of replacement.

For 1870 many sources, including the documentation distributed with the Wargames Foundry figures for that war, indicate that colors were not generally carried by the Prussians. Other accounts relate that they substituted simply the staff topped with the filial and battle streamers. Long ago, while I had access to the Main Navy Library I was able to read what some contemporary Prussian authors said on the subject. By their account, the bare poles were as a result of not replacing colors which had been shot to ribbons during the Austrian War. It seems that the Austrians tended to fire high, and many infantry colors had been torn up in the process. The remaining pole, surrounded by battle streamers, was retained as a rallying point by the regiments. However, not all colors had been conveniently reduced to shreds. Some were relatively intact. Ochel's 1870 infantry sets (30mm flats) reflect about an equal distribution of flags and ribboned poles.

Of the cavalry we know that while standards were still carried by French and Prussian horse they were encouraged not to carry them into the field. On 5 August 1870 when von Bredow launched his squadrons at the French gun line, they were accompanied by only one standard, that of the 17 Altmark Uhlans. The supports to the gun line facing them had at least one color — an eagle of the 93rd de Ligne. That almost proved too much in each case, since the infantry color was briefly in Prussian hands, and the standard of the uhlans was briefly in French hands. By the time the smoke cleared both were back to their original owners somewhat the worse for wear.

Postwar regulations cited by Wise (Op. Cit.) reduced the number of colors or standards definitively to one per regiment. We could attribute the reduction to increased firepower and a desire to reduce vulnerability on the battlefield. However, as noted above, the reduction in the number of flags was substantial by the late Napoleonic era. It seemed that the negative morale effect of losing flags in action had universally become more feared than any positive effect to be expected from having them around in the first place.

Of course, that had not seemed to affect the amateur warriors of our own unpleasantness. Rather than stop carrying their flags units resorted to bizarre modernistic devices — such as arming the color guard with Henry rifles or Colt revolvers. There was a marked reluctance to part with regimental colors (which were in effect battalion colors — we substantially followed Britain in that regard) when regiments were reduced in strength, the remnants would hang on grimly and proudly. By Appomattox the Confederate remnants were described by a Union officer as "An Army of Banners".

#### TACTICAL FORMATIONS

Reviewing other peoples' wargame rules as well as studying books that come my way has uncovered some new information on formations employed during the wars of the third quarter of the 19th Century. One formation which occurs commonly in wargame rules but never in historical accounts is the Flying Column. First known to us from Dave Waxtel's *They Died For Glory*, it recently came to my attention in Partizan Press' *Les Braves Gens*. In each case the Flying Column has the density of a skirmish line, the speed of a greyhound, and various other properties. In at least the first case it has the capacity to turn into an attack column at the end of its move, and, depending on the umpire, may be able to fire while in route as a series of company firing lines. In appearance the Flying Column looks like an open column of march.

Regrettably it is apochryphal. Not the column of route or column of march the Flying Column. In Dave Waxtel's rules anyone can use it, but in

#### FLAG NOTES

The first flag shown is of the Prussian pattern for line infantry. The center oval is orange with a black eagle, surrounded by green olive leaves with red berries, white ribbon. The scroll under the crown is light blue. The monogram in each white corner is gold with gold crown and silver laurel wreath. The same pattern, basically, goes with the second example for Guard Grenadiers, except that there are gold grenades on the black cross arms. A smaller version with silver fringe serves for the line cavalry. However, the Guard cavalry seems to have retained a white standard. Wise and Rossignoli show such a standard with light blue instead of orange circle in the center as well as on the monograms. The standard bearer of the newly raised 3rd Guard Uhlans is shown standing by his horse in a recent *Zeitschrift fur Heereskunde* with a white standard, orange center oval which in the illustration appears almost square.

The Bavarian infantry color, with light blue cross arms, and a center shield featuring gold lion on black in the upper left quarter, red over white in the upper right quarter, white and red diagonal stripes with a center post of yellow in the lower left quarter, blue lion with gold crown in the lower right quarter has a green laurel wreath with yellow or gold knot. The monogram L with a gold crown lined red, is that of Ludwig the Mad, creator of Neufwanstein Castle. Wise and Rossignoli describe the sovereign's standard for cavalry as being white with the monogram in gold at the center.

The Austrian infantry color shows an eagle in natural colors whose center shield is mostly red and yellow. The smaller shields are too complicated to paint even in 25mm, and in the case of the white sovereign's standard, the reverse shows the Virgin in glory with blue lined purple cape, white dress, gold aura. The trim has yellow outer triangles, with red and black alternating on the inside. The battalion version of this was yellow with the eagle on both sides. Curiously the cavalry version is rectangular and has a

blue center with the Virgin's cape dark blue against the light blue background, and the outer teeth alternate between yellow and white. Other side bore the eagle. This standard was carried from the Napoleonic era, so commercial flags from the earlier period are usable.

The Piedmontese infantry color resembles the original French model, but with green/white/red. The shield of the house of Savoy, red with white cross outlined in blue, appears in the center. The fringe, which is silver, is unusual for infantry.

The Russian infantry standard shown has a red orange center with inset of a knight on a horse, green cross arms, gold monogram, wreath and crown in the white corners. The cavalry version is all green with trim and fringe in one button color (yellow or white metal) and the squares in the corners of the center rectangle probably in the regimental facing colors. An alternate version of the infantry color for Jaegers had red bands outlining the white arms with the monograms. Don't confuse Jaegers with riflemen. A brigade in each Russian division consisted of "Light Infantry". Normally they skirmished in column and, like the French light infantry who were converted to line by Napoleon III during the Crimean War, they were really line troops. The riflemen were a single battalion in each corps.

The French colors and standards are no surprise. Blue blanc et rouge toujours! The cavalry versions were around 64cm and might be heavily decorated in gold crowns and wreathed "N's", crown top, monogram center, and eagle at bottom of the colored bands. The regimental number appeared in a gold wreath above and below the Imperial script. However, for infantry, the colors were 120cm and as shown except that the regimental number or for chasseurs a pied battalion number would appear in the salutation. On the reverse would appear battle honors of the unit.



PRUSSIAN INFANTRY COLOR



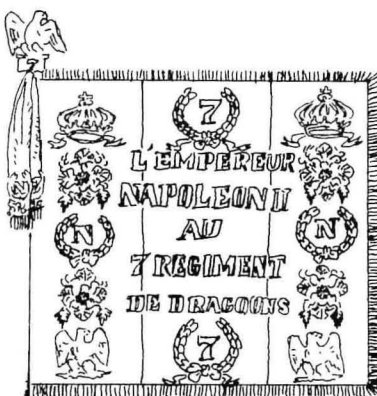
PRUSSIAN GUARD GRENADIER COLOR



FRENCH CHASSEUR COLOR



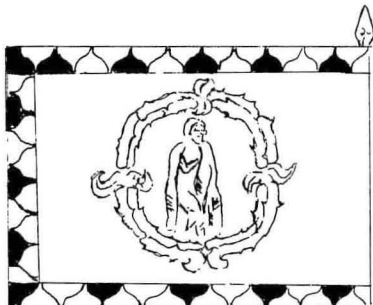
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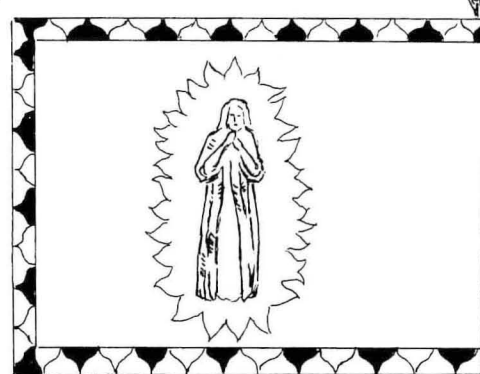
BAVARIAN INFANTRY COLOR



AUSTRIAN CAVALRY LEIBSTANDARTE



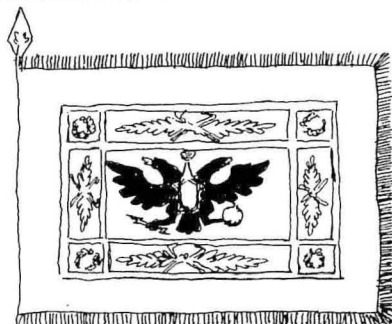
PRUSSIAN CAVALRY STANDARD



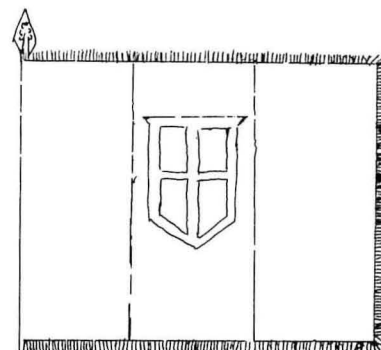
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*Les Braves Gens* its use is restricted to the Prussians. The latter may tend to force the French commander playing the game to behave in as cautious and clumsy a manner as his historical examples. However, the flying column, as I understand the term, refers to a detached force usually sent on a particular mission which relies on the supplies it can carry and does not concern itself with keeping *supply lines* open. In that sense General Grant's Army in the last (and successful) Vicksburg campaign, or Sherman's on the March to the sea were large flying columns.

Tactically, the Prussians ran the gamut of available formations. In the story of the two brigades, Hoenig remarked that for some reason the 1870 Brigade's 5 battalions each formed in a different formation to cross the same ground. At 2500 meters the I-16th was in company columns, the 3rd and 2nd companies of the I-16th were in company columns, 1st and 4th in the rear in a half battalion column (company column doubled on the center). F-16th was in the same fashion. The I-57th had two companies deployed as skirmishers with a half battalion column in their rear which deployed to company columns at 1500 meters. F-57th deployed in double column on the center (whole battalion) deploying to half battalion columns after crossing the Mars-La-Tour road.

The company column was known to the French but did not amount to unwritten tactical doctrine. In fact, most accounts of French tactical advances suggest loose double lines or skirmisher swarms. This may account for the reservation in *Les Braves Gens* of the "Flying Column" to Prussia. The latter work also requires the Republican French Mobiles et al. to fight in line because of their lack of training. Actually, fighting in line took more training and discipline than any formation — unless the line could remain stationery. The unfortunate Republican rabble often attacked in column!

Of the French offensive formation, Hoenig remarks on it in passing since after the massacre of the 38th Brigade, they came down off the hill and advanced for some distance, overrunning the position of the Brigade: "First came a skirmish line in which everybody comingled in which everybody yelled, in which there was no tactical order, and which, moreover, halted repeatedly even though there was no resistance. It was followed by a second skirmish line, and later by battalions in line with their eagles. The first skirmish line fired, mostly from the hip, without aiming. Both skirmish lines passed over us and the battalions halted in line where most of our dead and wounded were lying." When the 1st Guard

Dragoons attacked skirmishers fled, lay down, or formed in groups. The formed lines were disordered by the attack and part of the French force had become exposed to fire from the flank and rear by the II-57th. However, the advance resumed and several wounded or horseless dragoons were captured along with men of the F-16th, I-57th, and F-57th.

One popular misimpression concerning maneuvering speeds is the concept that skirmishers have maximum mobility. Logically, it is true, a man who doesn't have to worry about keeping in formation can advance more rapidly than one who has to worry about dress and cover. That is especially true in cross country work where some of the people you are trying to align with may be held up by obstacles. The study of the two brigade actions noted that when the attacking Prussians entered the woods being vacated by the Saxons the column was held up somewhat, but the skirmishers were little hindered. In the opinions of Prussian theorists, however, the skirmisher had little forward mobility.

To the Prussian, and probably other professional military thinkers at the time, the key feature of the Probus woods action was not that the skirmishers were unhindered by the woods. It was more important that they were closely followed by an advancing friendly column, and the enemy appeared to be in full retreat. Lacking either circumstance, the popular presumption was that skirmishers' forward mobility could not be counted on. In fact, in the case of the French regulars noted above, their advance kept pace with the line. At Probus when the Prussian advance was slowed by the sudden appearance of cavalry which caused the infantry to go to ground or form square, the brigadier's first concern was to rush a column forward through the skirmish line "knowing the difficulty of moving the line after they had stopped to shoot". With the Republican French it was worse. Professional officers who found themselves commanding the levee en masse complained that they found themselves with their soldiers behind every tree for miles around, but that the soldiers had no inclination to advance or give away their positions by firing.

It is an American tradition to regard open order fighting with careful regard for moving from cover to cover as a sign of the citizen soldier, and to some extent that is true — if he is not hard pressed, and/or if there is formed support nearby. During the Siege of Paris, however, it was the citizen soldiers of France who were forced, in the trading of outposts, to

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suffer the casualties inherent in column attacks — because the columns could be brought forward. On the other side, it was the Prussian Guard that on at least one occasion was used to recover lost outposts by attacking in open order — veteran elite infantry might be counted on to move forward from cover to cover in open order.

In fairness to the skirmisher, my own rules perhaps more than others have tended to exaggerate just how close the formed supports had to be to encourage skirmishers to advance. French tactical manuals of the 19th Century encouraged sending skirmishers out as much as 200 to 400 yards ahead of the column — when not threatened with cavalry or within close range of the enemy line.

But back to the use of columns of route, flying, or whatever. A key feature of 19th Century wargames involved the strategic and grand tactical maneuver of troops. It was in this area that the Prussians excelled — not in capacity but in execution, in 1870. By 1914 the formidable French infantry had become tactically inept — but the staff could shuffle and deal masses with the best of them — doubtless as a result of 40 years of wargames. If going from column of maneuver to line of battle remained a tactical consideration, trying to get all the troops to the battlefield received additional emphasis as numbers increased along with weapon range.

A preeminent proponent of Kriegspiel was one Verdy du Vernois, long president of the Imperial German Kriegspiel Society. During a recent re-reading of his classic study of Custoza (Italy, 1866) I stumbled over some notes which forced me to rethink the details of my own road column rules. (*Warfare in the Age of Napoleon III — The Courier VII-5, page 29 — ED.*) Notably, the battalion of 900-1,000 Austrians was assumed to take up 400 paces of road. In the footnotes the translator's notes indicated that approximately the same was required by 800-900 British troops in a battalion. The frontage was not specified, but it seems that a combination of what seemed to be a comfortable width and a reasonable spacing between the men on a road had become an international standard.


Thus an Austrian column at Custoza is described as follows:

3 battalions 400 paces each	1,200 paces
1 battery of 8 guns	600 paces
2 sections of a hospital detachment	400 paces



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"If these troops were English, the exact calculation would read thus: 3 battalions (800 rifles each) would each occupy 300 yards, with 2 small arms ammunition carts, a tool cart, 2 ammunition mules, and 1 with medical panniers,  $300 = (10 \times 3) + (4 \times 4)$  distances between troops and carts, carts and mules, +4 for mules abreast = 350 yards, add the distance between battalions and we have a total of:

350x3x50=	1,100 yards
Interval	25
8 guns and wagons	296
Interval	25
Add 20 percent for opening out	300
Total	1,850 yards

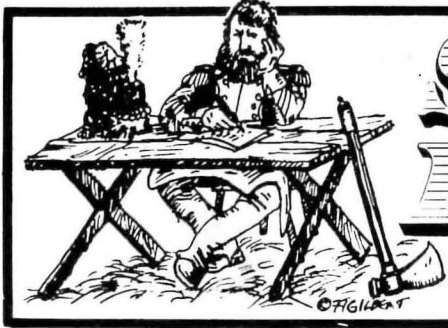
1,800 yards is 2,200 paces so the length of the column would be the same as that given in the text (i.e. the Austrian column). By Sir George Colley's rule, allowing 1 yard for every 2 infantry soldiers and 20 yards for a vehicle, a total of 1,835 yards is arrived at."

Any way, the moral of the story is, if you should happen to be using my old rules, the road column should not only occupy the base width of road, but 50% more as well.

In my own "Grand Tactical" (*Warfare in the Age of Napoleon III*) game I had assumed a battalion frontage for a large battalion in triple line or smaller one in double line to be approximately 200 yds. — perhaps a bit narrow, but close. And since the front would be upwards of 200 men, turned sideways a battalion base with 200 yd. frontage should be adequate for a road column with a minimum of 3 abreast and 200 deep, right? NO WAY! While a close order line could be reckoned at 22 inches to the file, both Verdy du Vernois and his English commentator accepted a yard, more or less, as required per two men (not per rank) on the march. Thus a battalion that might form a close order firing line 200-300 yards wide would take up to half again that strung out on a road.

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# SAPPER'S REPORT

BY BOB MARSHALL

## SCRATCH BUILDING STRUCTURES FOR THE MEXICAN-AMERICAN WAR

When I first developed an interest in the Mexican-American War, I spent the vast majority of time buying figures, converting figures and painting figures. I became so involved in the task of building the wargame armies that I gave very little thought to anything else. Once the armies grew to a respectable size I began to have some simple, straight ahead confrontational style battles. But like every wargamer, I needed more. It was then that I realized that the battles I was fighting lacked something distinctive about them to let everyone know that these weren't everyday type armies; these were armies fighting in Mexico.

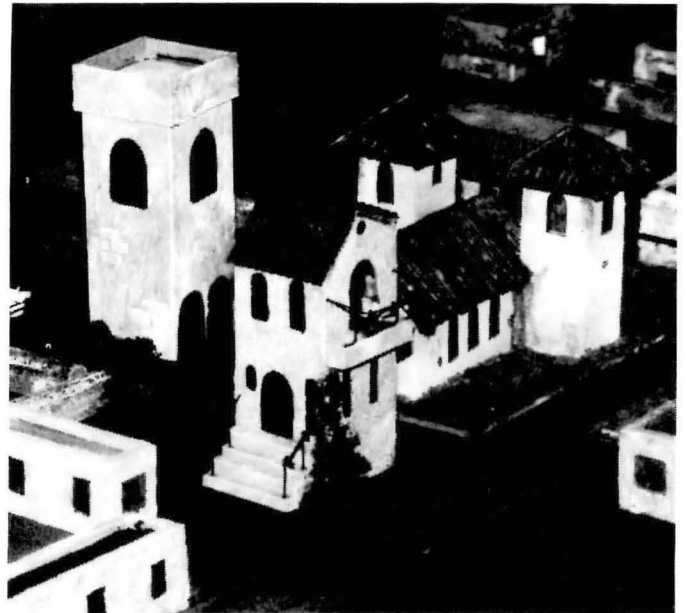
For those of you who have never tried, let me clue you in, you cannot go down to the local hobby shop or model train store and find buildings suitable for Mexico. There are some beautiful buildings there, but not one that can be used "South of the Border". Now I will concede that there are some gaming buildings that may be used of the middle east styles, but these are limited in number and not entirely satisfactory. What I felt was needed were some buildings that truly reflected the climate and flavor of Mexico. What follows are some ideas that I wish to share on some different means of producing the required buildings without a large output of time, effort and money.

I am fully aware that not every building in Mexico is made of adobe construction. But put an adobe style building on the table and immediately visions of the Cisco Kid and Poncho Villa begin dancing in everyone's head. Therefore, for my purpose of giving a distinctly Mexican flavor to the tabletop, I am very liberal in spreading around the adobe haciendas. So I will begin by explaining the mechanics of a very simple adobe building.

I have found that the simplest method for this style of building is to find a block of wood in the appropriate size you wish the structure to be. On this block of wood, pencil in all the doors and windows you want represented. It has been my experience that cardboard templates are useful in maintaining equal sized doors and windows in the model structures. Decorative trim may be added using basla wood strips and white glue. Additionally, wooden braces may be included on the model using 1/4 inch dowels. This bracing is the distinctive wooden poles that are often seen along the roof lines of Hollywood adobe style buildings. It appears these bracings tend to be exposed in the border areas and frontier regions more so than in the more developed city areas where a more finished appearance would exist. To place these braces, cut the dowels to a length of approximately 1/2 inch. Then, using a 1/4 inch drill bit, bore a series of holes approximately 1/2 inch from the top of the roof line an equal distance apart around the entire circumference of the building. The depth of these bores should be only 1/4 inch to allow for a portion of the dowel to remain exposed.

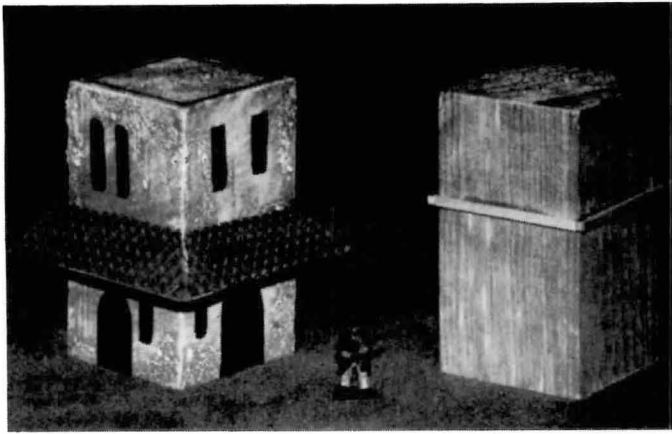
After all the trim and pencilled-in features are completed, the "adobe" may be applied. There are two methods of applying the model adobe that I have found to be effective. The first method is by far the faster, but leaves a rougher look to the finished product — possibly ideal for lower social class dwellings and structures.

The first method requires a small container of very fine sandbox or beach quality sand and white glue. With your finger or brush apply a thin coat of white glue to the building, making sure that those parts of the structure where windows or doors will be remain free of glue. Do not apply glue to the top or the bottom of the structure or to any bracing that you installed.

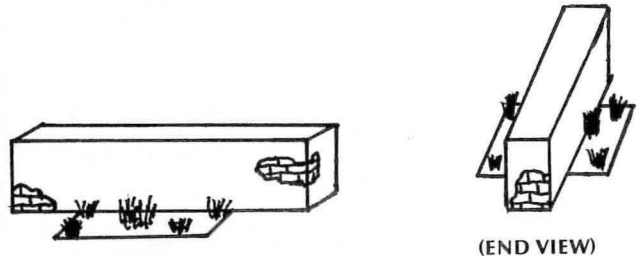
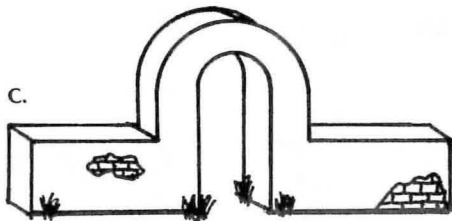
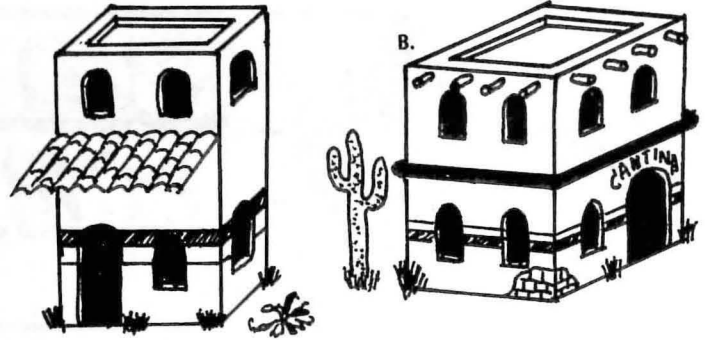


After the sides have been coated, gently "roll" the structure into a medium size pan that contains approximately one inch of sand. When sand has adhered to every location where you have applied white glue, set the building aside and allow it to dry. Once the building has dried, dry brush the entire structure with a pinkish, tan coloring. Afterwards, using the templates used for the windows and doorways, re-pencil in the openings in the areas allowed for them. At this stage you may choose to either model miniature doors and windows or, do as I have done on mine and simply color them in using dark brown magic markers with accents of shading in black. Around the top of the structure, approximately 1/4 inch from the outside edge, draw a solid line which will give the impression of an edge between the walls and the roof section of the building. This roof section may be painted as if covered with boards or left the same color as the adobe walls. The bracings, if added, will be painted in natural wood tones.

Ideas for finishing touches may include painting exposed brick areas where the adobe finish has fallen off, painting business names or operations on the building, graffiti scrawled on the walls, etc. One popular form of decoration was the painting of one or two brightly colored stripes around the base area of the building (Figure A). On several of my own buildings I have used light gauge wire to construct wrought iron grill and decorative work (possibly a little too time consuming, but effective). For those of a more industrious nature, model railroad shops often carry sheets of plastic roofing materials for scratch built structures. One type available is of red tile design. This is perfect for the addition of tiled roof sections or tiled awnings. A simple wedge of balsa cut to the appropriate size and attached to the structure acts as a suitable base upon which to secure the tiled roof section (Figure B).



The right side of the photo shows the starting blank block of wood with a single decorative piece of balsa trim added. The left structure is the completed building with sheet tile roof overhang. The figure is a 25mm Wargames Foundry civilian figure.



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The second method by which the adobe finish may be added is with the use of pre-mixed spackling compound used for repairs to plaster walls. A small container of this mixture is priced under \$3.00 and includes enough compound for several buildings. This mixture is simply smoothed onto the structure in the desired areas, again avoiding those areas where windows and doorways are designated to be placed. I found that for the easiest method of application, a slightly damp forefinger works best. Do not apply too thickly, but just thin enough to leave an impression of texturing. When the mixture is dried on the building, finish as described above.

Comments by returning Mexican-American War veterans told us that the Mexican buildings were frequently surrounded by a wall or had an attached courtyard surrounded by an adobe wall. These walls may be either attached to the building structure itself and the whole placed onto a terrained piece of tile, plastic or bass wood, or done separately to allow for greater flexibility of use. For walls, buy strips of balsa wood of desired height, cut to length and secure them. Round off all the top edges with a file to give a worn appearance. Extra care will be needed to join corners in a natural fashion (small mitre boxes are available in most hobby shops). Archways and gates may be included as needed using the same techniques. All gates, archways and wall sections will be finished off in similar manner as the buildings.

A simple trick of use in making straight wall sections is to attach the base of the wall section to a very thin piece of sheet plastic which is then terrained so as to blend in with the game table surface. This small piece gives the wall section greater stability and reduces the likelihood of wall sections repeatedly falling over during the course of the game (Figure C).

Finally, to give the impression of an arid, lonely Mexican countryside, place one or two cactus plant models on the table, in strategic locations. Usually not kept in stock, these models may be ordered from model railroad shops and are minimal in price (Geo-Hex also sells them — ED).

Often, with a small amount of effort, the true flavor of an era may be augmented by the appropriate buildings and foliage. It is hoped that the construction ideas just detailed prove useful for any gamer refighting conflicts in "South of the Border" areas. If your enjoyment is increased with these hints, this article's purpose has been served.

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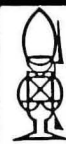
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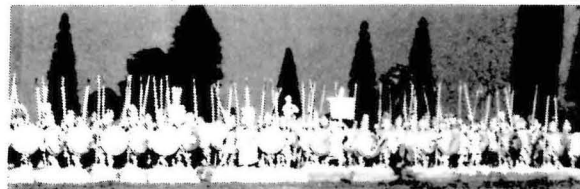
Wake Island: A Command Decision Scenario/Frank Chadwick/VIII-2/41

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- CHR0106 Fusilier in Bicorne, firing
- CHR0107 Grenadier in Bicorne, advancing
- CHR0110 National or Swiss Guard, advancing
- CHR0113 Infantry Command; Mounted Generals (2), Tarleton command (3), Bicorne command (15)
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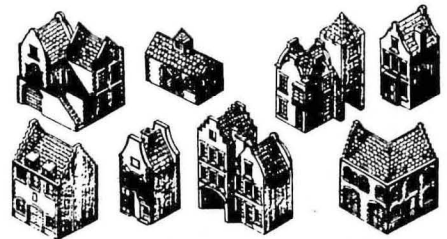
- CHR0301 Fusilier in Soft Cap, march attack
- CHR0302 Fusilier in Soft Cap, advancing
- CHR0303 Fusilier in Soft Cap, firing
- CHR0305 Grenadier in Fur Cap, march attack
- CHR0310 Infantry Command; Mounted Generals (2), Soft Cap command (9), Helmet command (9)
- CHR0316 Fusilier in Helmet, advancing
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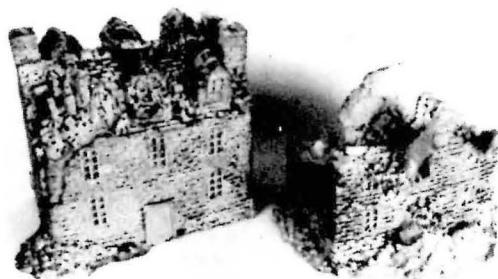
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#### WARGAMES FOUNDRY INDIAN MUTINY RANGE

Recently received for review is a new item for the Indian Mutiny range. The set which is numbered IME 13 consists of a transport camel with native drover. Mounted on the camel are two baskets, one holding a standing British soldier and the other his companion, obviously asleep! As is the usual case with Wargames Foundry figures the detail and sculpting are excellent; some gluing is necessary. While this set might not fit into your normal scenario, it is a wonderful rendition and is indicative of the superior products produced by this company. — TOM DESMOND



#### TCS MOLDED BUILDINGS, DAMAGED STYLES

TCS Distributors, the new kid on the block, manufactures a series of molded Polyester Resin buildings and Wargaming scenics in the most popular scales. Their product line consists of various structures, from walled yards and buildings to redoubts and troop trays, all in excellent detail. TCS has now added to their line a matching series of partially destroyed and fully destroyed buildings. The real nice thing about having the same buildings in three different conditions is the gamer can replace them with the matching destroyed one as a battle progresses. This would certainly add to the realism of a table-top battle.

Priced from \$4.00 to \$6.00 these buildings are numbered the same as their whole counterparts, with a suffix of "P" for partially destroyed and "F" for fully destroyed. A catalogue and price list is available from TCS, Suite 155, 545 Newport Avenue, Pawtucket, R.I. 02861 — WILLIAM GREENWALD



#### FALCON 15MM NAPOLEONICS FOR EGYPT

Falcon Miniatures has just released a new series of 15mm Napoleonic representing Napoleon's belated campaign in Egypt. The French figures are in the late Republican uniforms with the helmet and coatee. The Marmeluke cavalry have anatomically correct but rather unanimated horses. The mounted figures are well detailed and the facial expressions

# The Reviewing Stand



are certainly fierce. The Bedouin cavalry figure will work for a wide range of periods as will the fellahin (native) spearman. These infantry are well animated figures with excellent detail and proportions. The catalog that accompanied the figures indicates that there are also Turkish foot available. I was pleased to see these figures reach the market; I've been trying to put together a Turkish army to fight my Russians and British armies for some time. I believe that I can recommend these figures even with the unexciting horses. The cost for 24 figures of foot is \$6.00, mounted figures come eight to the pack for \$5.00. Guns and other accessories vary. The figures can be ordered from Falcon Miniatures at P.O. Box 444, Medford, MA 02155. — JIM BIRDSEYE



#### ALLIANCE NEW 15MM EIGHTEENTH CENTURY RANGE

Alliance Miniatures is now manufacturing the Men-At-Arms range under license from Military Miniatures of Auckland, New Zealand. This 15mm range includes figures for the British and French armies of the mid-Eighteenth Century (Seven Years War), as well as six excellent assorted Jacobite highlanders.

The figures are of the slightly "stout" variety. The raised detail is very good and appear easy to paint. The facial detail is also very good with the French Hussars in particular looking very fierce. The average height of the figure from shoe to forehead is 16mm. The quality of casting and metal is excellent which is the norm for Alliance Miniatures.

Now for the bad news. The historical accuracy of many of the figures is not very good. Many of these errors can be corrected with a few slices by the trusty no. 11 X-Acto blade. I'll list the figures with particularly noticeable errors. M1003 British Musketeer marching seems to have a "belly" box worn only by grenadiers, and has large cuffs which should have slashes in them. M1004 British Grenadier should have cuff slash and should have pigtail tucked-up under cap. M1005 British Command has ensign with too small of a flag — but this can easily be replaced. M1007 French Command has both officer and color-bearer wearing sashes which were not historically worn. M1008 British Dragoons have cuffs that are too large and should not have lapels (only the Horse and Dragoon Guards had these). Horse housings should be rounded. The French mounted generals and colonels are genuinely wonderful figures but should not have waist sashes. The French Dragoons are in forage caps and open coats. The strangest model is the French gun which has the trail cast upside down! To end on a high note — the cavalry horses are among the best I've ever seen. The French line cavalry charging (M1016) is a superb figure.

I can certainly highly recommend many of these figures, but urge caution with regard to the few with historical errors.

The figures come packaged in packs of 12 foot, 6 mounted or 2 guns and crew. Each pack is \$3.50. Generals are \$2.50 for three. The range is available from Alliance Miniatures, P.O. Box 2347, Des Moines, IA 50310. — KEN BUNGER



### HANDCRAFTED 30MM BUILDINGS BY MINIATURE SERVICE CENTER

Miniature Service Center, 706 S. River Road, New Port Richey, FL 33552, offers a line of hand made 25/30mm buildings that have to be seen to be believed. At \$30 to \$40 each (with some higher — an 18"x24" Log Stockade for instance), every gamer doing skirmish gaming should own some. The present line is intended for AMR/Seven Years War period but a line for the Mexican American War is on the way. The log buildings are made up of individual logs and the chimneys of individual stones all in scale. Highly recommended. — DICK BRYANT

### WARPAINT PAINTING SERVICE

Warpaint, 902 Kohke Dr., #2, Madison, WI 53719, offers a painting service and will send a price list in return for a SASE. We don't normally review painting services as each person's taste in painting style is quite different. Steve Ferris (owner of Warpaint) has a quite different style that produces a very pleasant effect. His style won't be for everyone but if you want some very different pieces I recommend you try Steve. — DICK BRYANT

### GEO-HEX FARMFIELDS AND FOREST FLOOR

Just when you think everything has been done in commercial terrain, Geo-Hex pushes the state of the art another step. These are 12"x10" pre-printed velour mats that have been flocked to look like barren, growing and harvested fields or forest floors. These can be cut apart or shaped as wanted and are of the proper "weight" to lie close to the contour of your Geo-Hex contours (or anyone else's contours, come to that). \$5.95-\$6.95 each.

Geo-Hex has also come out with a 4'x6' felt mat printed in color to look like water. It is ideal for placing under Geo-Hex to delineate lakes, rivers, water edge, etc. Of course it can be used with any terrain system for a beautiful effect. \$30-\$36 per sheet. If you use water in your games you should have some of this. The forest floor is something I have been trying to duplicate for years. — DICK BRYANT

### OSPREY U.S. INFANTRY EQUIPMENTS 1775-1910

This recent volume is a concise review of the evolution of the United States infantryman's personal equipment including canteens, crossbelts,



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knapsacks and cartridge boxes. Using excerpts from a variety of sources including war department records and personal letters, the author depicts the process whereby the American infantryman was equipped for battle. The well written text by Philip Katcher is liberally illustrated with photos of actual equipment gleaned from both the author's collection and historical sources. These are supplemented by the beautiful color plates rendered by Bryan Foster. A useful volume covering an area that is often overlooked by other books dealing with uniforms. Recommended. 48 pages, 8 in color. — TOM DESMOND

### SO FAR FROM GOD, THE U.S. WAR WITH MEXICO 1846-1848 by John S.D. Eisenhower

This large 436 page volume published by Random House in 1989 is an excellent introduction to this somewhat obscure period. Written in a smooth, easy and sometimes witty style, it provides a nice overview of the war with an emphasis on the political infighting that occurred on both sides. The book is well documented with a large bibliography for additional reading. Although the book is filled with excellent maps, my main complaint is the lack of detail the author provides when describing the battles themselves. I do, however, highly recommend this book to anyone interested in the period. — TOM DESMOND

### OSPREY QUEEN VICTORIA'S ENEMIES (2): NORTHERN AFRICA

This second volume is a continuation of the Queen Victoria's Enemies series and covers Britain's enemies in North Africa. These include not only such well known foes as the Egyptians and Sudanese but also lesser known ones such as the Asante and Nanti. As in the previous volume the author, Ian Knight, presents a brief historical overview of the opposition as well as their tactics, weapons and uniforms. There are numerous photographs and reproductions or period illustrations. These are supplemented by eight pages of wonderful color plates by Richard Scollins. Like its predecessor, this book is an excellent introduction to the period and serves as a jumping off point for further reading. 47 pages. Recommended. — TOM DESMOND

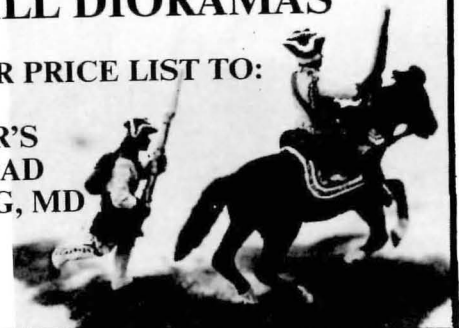
### ARMIES OF THE DANUBE: 1809

*Armies of the Danube: 1809*, by Scott Bowden and Charles Tarbox, with introduction by General de Division Forret, retired Chef du Service Historique de l'Armee de Terre Francaise. Chicago, Ill.: The Emperor's Press, *Armies of the Napoleonic Wars Research Series*, 1989. 241 pp., ill., maps, bib., notes. (Hardcover). This work is of value to both the scholar and wargamer. It includes detailed orders of battle as well as commentary on the various aspects of the 1809 campaign. The 1809 campaign is interesting for a number of reasons. Firstly, it is Napoleon at his best and the French command and staff at their best. Secondly, this campaign has the Austrians with a clearly improved army and staff. The authors spend a great deal of time setting the stage and describing the military systems of the major combatants. Included in this section are the tactical doctrines of both armies and excerpts from their respective drill manuals. Once the two major forces are described the authors plunge into the campaign itself. Each major action and several minor ones are described and analyzed. Starting with Eckmuhl and running through Ebelsberg, Aspern-Essling, and finishing with the hard fought climax at Wagram. The authors also describe the ancillary actions in Poland, Hungary, Italy and Dalmatia, but the principle focus of this work is the clash in the Danube basin between Charles and Napoleon. The illustrations contribute to the work and blend in well with the text. The maps are principally in black and

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white, but within this limitation they are also extremely useful to the reader and those wargamers looking for an action to simulate. Lastly, the tacked on chapter on visiting the battlefields today is a nice touch and now that Eastern Europe may be opening up to new scholarship perhaps even more fields will be open for study. As far as breaking new ground in the area of research, I was a little disappointed in the quality of the notes in the back of the book. There is very little new source material tapped by the authors, but that does not detract from the usefulness of this work because the authors have assembled a very well organized presentation of the material that they do have. From an historian's perspective they have broken very little new ground, but have excellently cultivated what was already broken ground and produced a fine product. For the English speaking American reader much of this material is new ground and as such, Bowden and Tarbox are to be thanked. For those who wargame the Napoleonic period and especially those who wargame the campaigns in central Europe, this work is a must buy, but I caution the reader to use other sources besides this one and not to rely on the opinion of one author. There is always room for further research. The book sells for \$26.95 and should be available from a number of sources.

— JIM BIRDSEYE

#### NAPOLEON'S OVERSEAS ARMY

Osprey Men-At-Arms Series: *Napoleon's Overseas Army*. Text by Rene Chartrand, color plates by Francis Back. 48 pages, ill., bib. and 8 color plates, from Wargames, Box 278, Route 40 East, Triadelphia, WV 26059; Falcon Miniatures, P.O. Box 444, Medford, MA 02155; Soldier World USA, P.O. Box 547, Radford, VA 24141, and other sources as well. At first glance many Napoleonic buffs will question whether or not the French had an overseas army and I'm not sure the word forces might not be a better description than army. Clearly the lack of a French Navy after the Battle of Trafalgar doomed the French overseas forces to defeat in detail just as the Battle of the Nile doomed the French in the Egyptian campaign. Still, the French did inherit a sizable colonial empire from their Dutch and Spanish allies, and after the Peace of Amiens in 1802, the French made a considerable effort to reestablish white supremacy in Haiti (Saint Dominique) and reinforce those colonies still under their control. One of the more interesting individuals was Toussaint L'Ouverture, who took advantage of the turmoil in France during the early years of the Revolution and organized the French Republic in Saint Dominique and declared himself Governor and General in Chief of a mostly black army of 30,000. The author points out that Napoleon's effort to restore slavery was at the insistence of Josephine, his wife, and a native of Martinique. Black resistance was bloodily crushed but the French Army of 27,000 was totally destroyed by disease including its commander. L'Ouverture died a prisoner in France. In the end, Haiti won its independence. The colonial campaigns involved forces from a few tens of thousands to a few hundreds. The colonial struggles could make interesting gaming subjects at all levels of play. Asia and the New World are often overlooked during the Napoleonic period. Keeping with the tradition of the Osprey Series, the information provided by this book is well presented, and appears to be well researched. I can recommend it highly to anyone who wants to increase his understanding of the global nature of the Anglo-French struggle during the Napoleonic wars. — JIM BIRDSEYE

#### FOUR BOOKS ON FREDERICK THE GREAT

The team of the author Joachim Engelmann and artist Gunter Dom have produced four large format (30cm x 21cm) volumes in German dealing

with the army of Frederick the Great. Two of these volumes are now available in English. They are: *The Infantry Regiments of Frederick the Great 1756-1763* and *The Cavalry Regiments of Frederick the Great 1756-1763*. Both volumes are available in English from Schiffer Publishers Ltd., 1469 Morstein Road, W. Chester, PA 19380 at \$99.00 each. These volumes have been around several years, albeit in German. Each volume has 160 pages with many full page color plates showing almost all of Frederick's regiments. Each full page plate shows a figure in uniform (mounted or on foot), the regimental colors or standard and various inserts with additional uniform detail. The plates are well done, but don't provide any new information. *Die Friderizianischen Uniformen 1753-1786* by Hans Bleckwenn in four paperback volumes is far more comprehensive and a better value for one's money with regard to uniform and "flag" information.

However, the two books under review each contain a full page of each regiment's history. The English translation of this material makes these volumes quite valuable. I highly recommend the English version of these two volumes.

*Die Schlachten Friedrichs des Grossen*, 1986 at 148 DM. It contains 176 pages and 34 full page color plates showing troops in action during the battle. There are maps and orders of battles during the First and Second Silesian Wars, and the Seven Years War. The battle scenes are particularly stirring and, for the most part, accurate. The quality of art is not quite up to Knotel or Rochling. Nevertheless, I highly recommend this volume even if one can't read an umlaut of German.

The newest volume is *Friedrich der Grosse und seine Generals*, 1988, at 98 DM. Its 160 pages contain two full page biographies of each of fifty Prussian generals. Each biography also has a small black and white portrait of its subject. For the non-German speaking reader the real bonus is the set of sixteen full page color prints of various generals depicted leading in battle or in a council of war. An extremely useful five page appendix lists all Prussian generals from 1740 to 1786. I recommend this volume as well. — KEN BUNGER

#### WOLFE'S ARMY

Osprey Publishing Ltd. has once again made Robin May's *Wolfe's Army* (Men-at-Arms Series #48) available. This very useful paperback booklet, first published in 1974, is now on sale at most better military book stores and hobby shops for only \$9.95. It is 48 pages long and is well-illustrated, containing eight color plates and many black and white photos and drawings.

The text is well-written, beginning with a brief history of the French and Indian War and concluding with a series of descriptions of the color plates. These plates by G.A. Embleton, are beautifully executed and highly detailed. Although emphasis is placed on regular troops, there is a color illustration of a Virginia provincial soldier and three different illustrations of rangers. The reader is also well rewarded with a color illustration of a private of the 78th Regiment, also known as Fraser's Highlanders, wearing the quite colorful "Faser sett" plaid. Numerous black and white drawings accompanied by written descriptions of alternate uniform combinations enlarge the scope of this booklet well beyond what one might otherwise expect. A useful bibliography of thirteen assorted sources is included.

Osprey is to be commended for their decision to reprint such an excellent reference, and one can only hope that *Montcalm's Army* may

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soon follow. For those of us who missed out on the opportunity to acquire it when it was last available, and for anyone interested in the French and Indian War, this booklet is indispensable and is well worth the price. — J.J. MITCHELL

(Ed. Note: One additional advantage of Wolfe's Army is that much of the uniform information is applicable to the English Army serving in the European theater of the Seven Years' War; the French and Indian War being an appellation for the same conflict but in North America — Editor Bill Protz)

### THE SAMURAI — OSPREY ELITE SERIES

This is one of the Osprey Elite Series, their expanded coverage of famous fighting men of history written by Anthony J. Bryant and illustrated by Angus McBride. It consists of 64 pages and 12 color plates, plus several photographs of weapons and armor and many other illustrations. For someone who knows absolutely nothing on this particular subject, i.e., me, the book presented a very informative and interesting history of Japanese/Samurai warfare from approximately 935-1600 AD. It also contains a good description of the weapons and armor of these warriors. The color plates are of course beautiful. All told it appears to be a very good and basic reference for this period. It is available for \$11.95 from Falcon and Wargames. — JOHN BOEHM

### WARGAMING IN HISTORY

The first three volumes of a series by Argus Books are now available: *Waterloo* by Charles Grant, *The Second Boer War* by Edwin Herbert, and *The American Civil War* by Paul Stevenson. This is a nice premise — a series of books each reviewing a particular battle for the wargamer complete with flags, organization, tactics, etc. Unfortunately, to my mind the editor did not exercise enough control. The same size book is used for the battle of Waterloo as is used for the entire American Civil War, for instance. Each book has a different mix of topics so that one covers flag data and the other does not; one covers uniforms but not the other two, and so on. Yet, these are concise, detailed works of interest to the beginner getting into the hobby or to an old Grunt looking for a new period. These will get you started and each provides a reasonable bibliography though as seemingly common with British authors, these authors seem to have no concept that Americans generate wargame rules (The Sword and the Flame is obvious by its absence in the Boer War rule listing) or that we have magazines that also cater to the hobby. English price is £5.95 plus 10% postage and handling, no American price given. Available from Argus Books, Argus House, Boundary Way, Hemel Hempstead, HP27ST, England. — DICK BRYANT

### MILITARY MODELING GUIDE TO SIEGE WARGAMING

Another book from Argus, who publishes Military Modelling magazine. Another in the series by Stuart Asquith, this covers fortifications, details a siege operation, lists many of the major sieges that occurred throughout history and talks about battles fought to lift sieges. Throughout there are suggestions as to how to incorporate these things into your rules. These are not a set of siege rules but more a reference work for someone looking to try sieges in their games or campaigns. The English price is £6.95 plus 10% postage and handling, no American price given. Available from Argus Books, Argus House, Boundary Way, Hemel Hempstead, HP27ST, England. — DICK BRYANT

### UNIFORMS OF THE SEVEN YEARS WAR, VOLUME III: The Reichsarmee, Russian, The Palatinate States

This is the third booklet in the series and is done in the same format as the other two. The previous booklets were reviewed in this column last year.

This booklet is a painting guide intended for the wargamer, but is certainly satisfactory for any military miniature painter. There is a fairly comprehensive treatment of both the Russian and the Palatinate armies which includes the uniforms, horse housings and flags. Many of the regiments making up the Reichsarmee are also illustrated. The information is presented clearly through the use of charts which makes the booklet very easy to use as a quick reference guide.

The author relies heavily on the recent publications of R.D. Pengal of Birmingham, England. This booklet is a compilation and doesn't really offer any new information. This fact doesn't diminish its usefulness or detract from the author's purpose of providing a great amount of information for a ridiculously low price.

Lastly the author has also included two other useful sections. The first is a list of twenty-two European battles with the number of troops both lost and engaged. Secondly, forty-four generals are listed with a short comment about each.

This booklet is available from RSM, Ltd., 188 Woodland Avenue, Lexington, Kentucky 40502. Phone (606) 255-3514. I believe the price is fifteen dollars which can be charged by Mastercard or Visa.  
— KEN BUNGER

### THE ACE FACTOR

By Mike Spick, Naval Institute Press, Annapolis, MD, 1988, 208 pp, photos, HB.

"Situational Awareness" (SA for short). That is the topic of this book. Spick examines carefully the ability of the few combat pilots who score most of the kills. THE ACE FACTOR consists of six chapters and an appendix. The first sets the stage, broadly explaining the basic principles of air combat, the phases of an air battle, the general effects of increased technology, and the characteristics of a successful combat pilot. The following chapters trace the history of air combat through WWI, WWII, the Korean conflict, and into the modern era. The equipment and tactics are covered, of course, but special attention is paid to the outstanding combat aviators of each era — their characteristics, their personal modus operandi — in short, those things that made them successful. This book, though well written and filled with historical anecdotes, is mainly concerned with theory — not the sort of thing one would normally review in a gaming magazine! What THE ACE FACTOR does is give prospective air-war gamers, no matter what the period, an idea of what they're about when they climb aboard their lead or plastic miniature fighter. The appendix, in fact, was written just after the Korean conflict by MG F.C. Blesse and is a fairly complete user's guide to air combat. It provides specific guidelines for offensive and defensive tactics, principles of air combat — the works! This is one of those books you'll want to read to improve your game and is well worth the money.

— BILL RUTHERFORD



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# THE BATTLE OF HEILSBERG: 10 JUNE 1807 (RECREATED 16 NOVEMBER 1989)

BY JIM ARNOLD

Innovative wargamer Norman MacLeod introduced our group to a new type of tabletop wargame the periscope game. Opponents never get the helicopter-eye view typical of conventional wargames. Rather, their observations are limited by what they can see through a periscope. The judge positions the scope at table height, calls the gamer to the table, allows him the opportunity to gaze at the battlefield through the scope, and then sends him to another room. At this point the gamer writes orders redirecting his troops. No other game system I've played recreates the 'fog of war' so well. The scope simulates a general's eye level view of the battlefield. A gamer's observations are restricted by undulations in the terrain, treelines, and mixed cotton-steel wool smoke. He finds himself looking through the scope to count flags looming above the smoke in order to assess enemy strength, judging an advancing line's progress by the forward movement of the smoke cloud, and making myriad other decisions based on very realistic information inputs. I recommend trying a periscope game. The following battle account describes a Napoleonic battle I hosted using the periscope approach.

## THE HISTORICAL BATTLE

Acting as judge, (the judge cannot assume a playing role in the periscope game, a necessary drawback to this style of game) I invited veteran wargamers MacLeod and Ralph Reintertsen to play a historical battle between the French and Russians in the summer of 1807. I chose Heilsberg because I doubted either player would be overly familiar with the historical battle. While one player did correctly guess the battle, this had little effect on the tabletop encounter.

The historical battle occurred on 10 June, 1807 in East Prussia. The Russian counter-offensive had spent itself and now Napoleon was straining every nerve to trap the retiring Russian host. Murat caught Bennigsen outside of Heilsberg. Heilsberg was a strongly entrenched position. Undaunted, Murat attacked in late morning and drove the Russian outposts from Launau (see Map 1). His pursuit to Bevernick brought his troopers under heavy, pinning artillery fire. The arrival of Soult's IVth Corps allowed Murat to clear Bevernick at about 3:30 P.M. Still, a Russian counterattack routed Murat's Reserve Cavalry. Only the timely arrival of Savary's fusiliers of the Young Guard stabilized the situation. Soult pressed forward, only to be enfiladed by guns firing from the south bank of the River Alle. Soult struggled forward in repeated attacks but made little progress. The battle degenerated into one of sheer attrition. Eager to display his talents before the Emperor, as soon as his Corps arrived on the field, Lannes launched an ill-fated late evening attack that lost some 2,284 men while achieving scant gains. Nightfall brought an end to the fighting around 11:00 P.M.

Everyone expected the battle to resume the following day. Instead, the Emperor made a careful reconnaissance and decided to outflank the Russian position rather than to continue expensive frontal attacks. His flanking maneuvers caused Bennigsen to retire via Bartenstein on the night of 11 June. His decision provided Napoleon with a technical victory. French losses were some 10,600 while Bennigsen lost about 8,000. Two days later occurred the decisive Battle of Friedland.

## ORDER OF BATTLE

Overshadowed by Friedland, researching Heilsberg's OB and order of arrival proved somewhat difficult. However, I make the situation out as follows:



THE AUTHOR USES THE PERISCOPE AT TABLE'S EDGE.

**Start: 11 A.M.:** Bennigsen with five infantry divisions, two cavalry divisions, 220 guns, cossacks. 70,000 total; and Murat with the Cavalry Reserve, one light, two heavy cavalry divisions (LaSalle, Nansouty, Espagne), IVth Corps cavalry. 10,600 total.

**3 P.M.:** Soult IVth Corps arrives with the Divisions of Leval, Carra-Saint-Cyr, Legrand). 26,300 total.

**4 P.M.:** Savary's Young Guard. Two fusilier regiments, one battery. 1,500 total.

**4:30 P.M.:** Napoleon and staff arrive on the field.

**5:30 P.M.:** Division Verdier (Lannes) and Reserve Corps Cavalry with a total of 8,000 men.

**6:30 P.M.:** Half of Oudinot's corps and his corps artillery, approximately 4,000 men.

**9:30 P.M.:** Dusk.

**10 P.M.:** Dark

**11 P.M.:** End

## PLAYERS' BRIEFINGS

**Both:** Yesterday at Guttstadt (off map west) Bagration fought a successful rearguard to slow the French pursuit. Bennigsen then retired to a position around Heilsberg. The French pursuit continues today. The River Alle is unfordable.

**French (McLeod):** You are Marshal Murat. Your task is to chase and damage the retiring Russians. The Emperor has given you some 50,000 men to accomplish this task. Two additional corps are maneuvering to the north to try to cut off the Russians from Königsberg. Your Cavalry Reserve has reached Launau, which is held by the Russians. Strung out in

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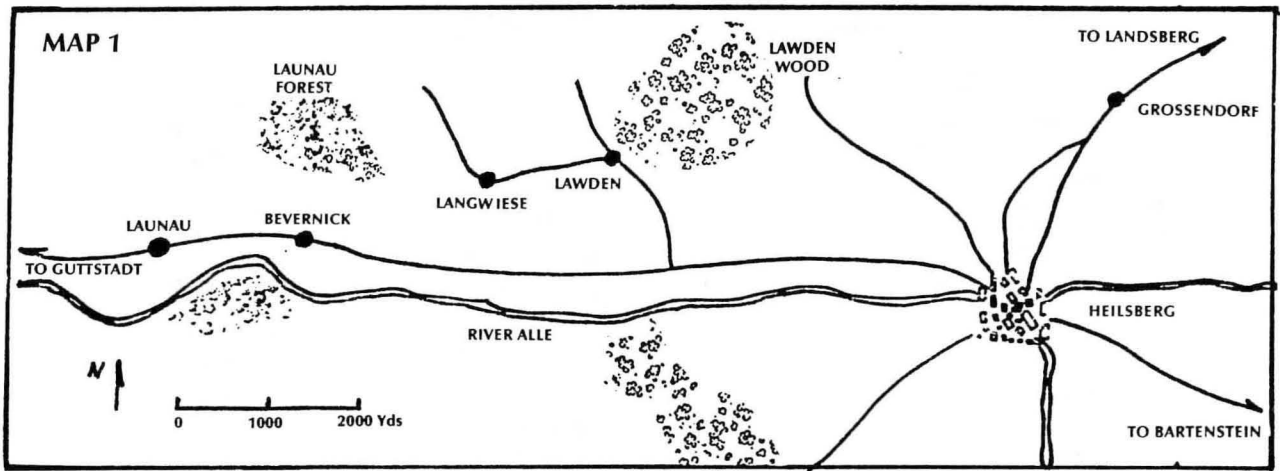
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road column toward Guttstadt are Soult, Lannes, and Ney. Bring the Emperor news of your success. (Judge's note: in fact neither Ney nor the two flanking corps will arrive in time to help today, but don't tell Murat!)

**Russians (Reinertsen):** You are General Bennigsen. Your army has reached the strong entrenched camp at Heilsberg. The French are in hot pursuit. You have stationed the reliable Bagration with two divisions across the Alle to defend your line of communications which runs to Bartenstein. Your seven remaining divisions are in camp just west of Heilsberg. The main French effort appears to be along the Guttstadt road. You may outpost Launau with a force of any size up to one division. Your objective is to defend Heilsberg. (Judge's note: Bagration will not cross the river to help Bennigsen, but don't tell Bennigsen!)

#### THE GAME

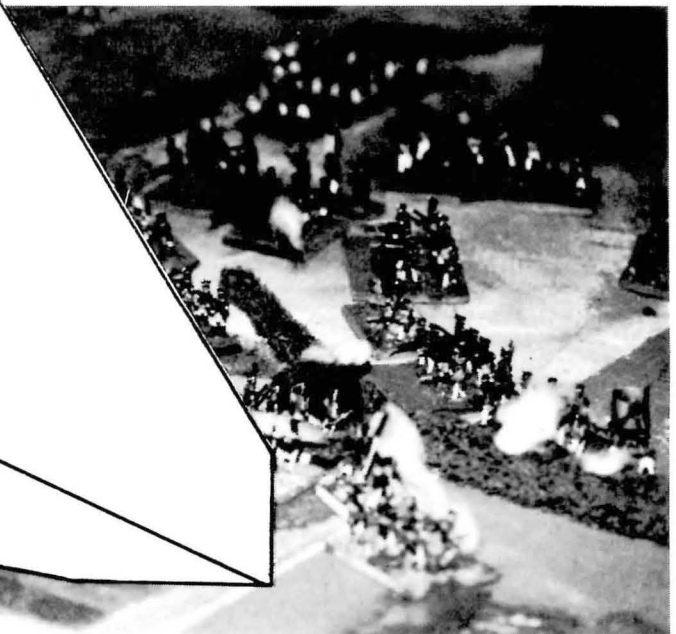
In past periscope games, the judge had conveyed information to the players using written messages and selected views. This involved a great deal of time-consuming writing. As judge, I decided to convey most information through views and add only occasional verbal messages. The players had to provide written orders, supplemented by sketches and verbal instructions. Since I didn't know where any combats would occur, I took my ping pong table, separated the two halves to permit access all around the table, and left them empty. I would set up appropriate terrain

features once the rival forces encountered one another.

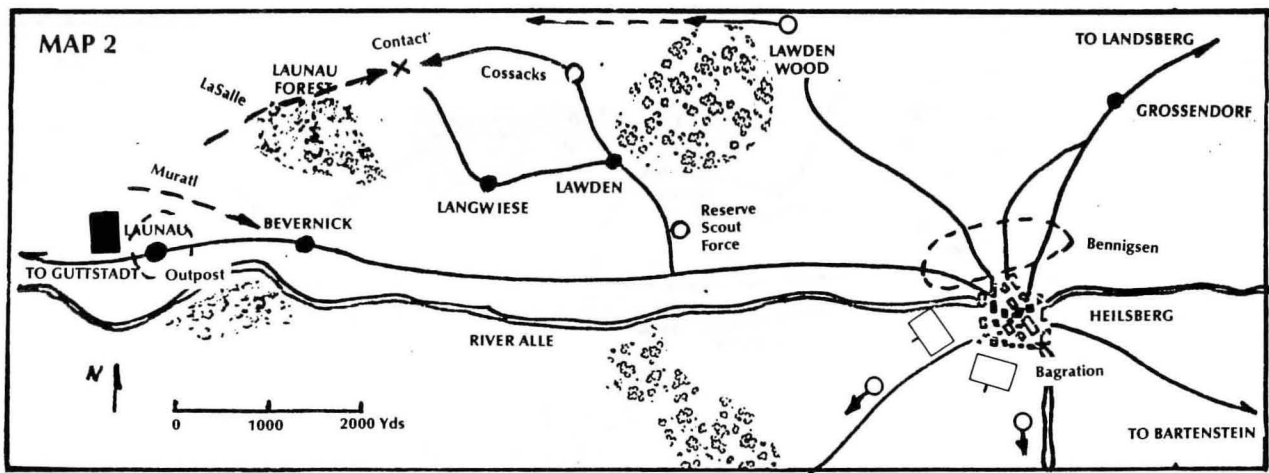
Bennigsen chose to outpost Launau with cossacks and gave them the order to "cover the road to Guttstadt and report enemy movements and forces. Fall back only if pressed." He also sent out numerous patrols in all directions and a heavy cossack scout force to swing around Launau Forest. Murat ordered a cautious scout of Launau while sending LaSalle on a flank move through the Launau Forest (see Map 1).

Using two scopes, I prepared the first views by setting up the terrain and troops. From the Russian side, Reinertsen viewed the terrain. Across the table was a second periscope utilized by McLeod. (Mechanical note: the judge does not have to position the scopes across from one another. For example, depending on the situation, one player might be looking along the north edge while his opponent's scope is placed along the east edge.) I told the players that what they saw was what their tactical commanders were seeing. In other words, I made the assumption that the tactical commanders correctly described events and dispatched a courier to headquarters with the news. While strictly unrealistic, as will be seen, the periscope game generates so much fog of war that this bit of unrealism is acceptable in the interest of playability. Alternatively, the judge could actually send reports simulating subordinates' reports. Past games have used this approach. The drawbacks are two: the judge must spend much time writing; the players spend the corresponding time waiting. Lastly, players thoroughly enjoy looking through the scope. The more views the better!

Returning to the game, McLeod saw cossacks in front of a small village. Reinertsen saw a deployed light cavalry brigade. As judge I performed all time/distance calculations. I have a chart listing march and deployment



**PERISCOPE AND JUDGE'S VIEW: PARIS NATIONAL GUARD PUSH THROUGH SMOKE IN ATTACK ON RUSSIAN FIELD WORKS.**



times. While the first view occurred at 12:15, it took couriers time to carry intelligence up the chain of command. Consequently, Reinertsen was powerless to change anything at Launau until a courier could return from his headquarters. Meanwhile, Murat (McLeod) rode up to direct the attack personally.

Following orders, the cossacks retired before Murat's advance. Again, this information came to the players via the scope: McLeod saw his troopers riding through the village with cossacks falling back, Reinertsen saw the reciprocal view from across the table. Murat continued and cleared Bevernick at 12:45. His progress exceeded that of the historical Murat.

A French check occurred in the Launau Forest (see Map 2). As judge, I had to make a decision. The rival march orders had the French penetrating the forest while the Russians skirted it to the north. I performed time/distance calculations, took into account the scouting nature of both forces' orders, and determined that they would confront one another. Alternatively, I could have had them bypass one another, but I didn't think that result realistic. This is a bonus of the periscope game. No player

could complain about my decision since neither knew anything about it!

Consequently, my invaluable assistant, David Saslaw, set up the next encounter on the adjacent, second table. A word about the mechanics of the views: I use 2 foot by 2 foot terrain boards. They allow me to arrange rapidly a new view. Conventional terrain can serve as well. What is important to remember is that you only need to set the terrain for what the players can see through the scope. Thus, you don't have to take time to set up terrain outside of their fields of vision. I showed the players where on the map the next view took place and brought them to the table.

McLeod saw LaSalle's Division redeploying before a large cossack force, Reinertsen saw the reciprocal view. Since neither commander was personally present, they assumed a spectator role. Referencing their written orders, I determined that the unexpected presence of a Russian force required LaSalle to make a decision. I assign initiative ratings to all generals. LaSalle was a very able leader, but he failed initiative! When McLeod saw his general balk before cossacks he began muttering about 'relieving him of command'. He then fell to writing orders.

To repeat the mechanics, I told the players where and when the view they were looking at took place and then told them when news of it arrived at their HQs. Thus there was always a delay from intent to action.

Events near Bevernick influenced McLeod's orders. Bennsigen had grown alarmed at the speed of Murat's advance. He issued an order to his light cavalry division to "form up your division to cover the road by placing your right on Lawden Wood and your left on the River Alle. Force the French van to deploy." When Murat confronted this blocking force he notified LaSalle: "I am in contact with a large Russian cavalry force of regulars 1,000 yards south of Lawden. Move toward the flank of this Russian force at once.", (see Map 3).

So a race ensued. As judge I could see it unfold. McLeod waited for



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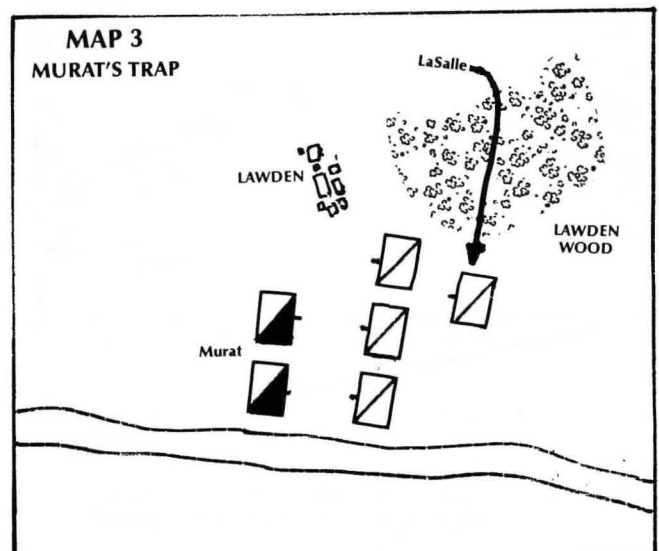
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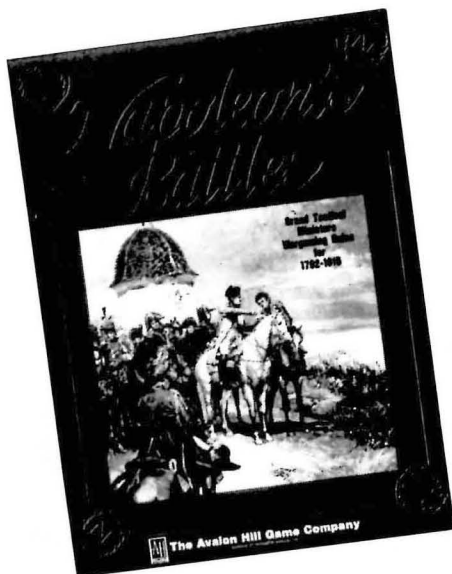
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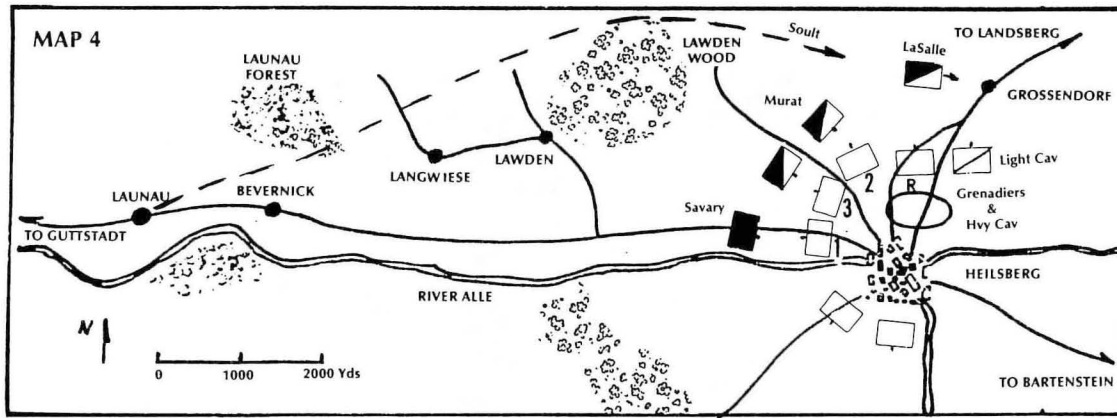
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LaSalle's flank attack, Reinertsen did not know that LaSalle was descending on his light cavalry's flank. By the narrowest of margins the Russians escaped. Following orders, once they forced the French cavalry van to deploy, they began a retirement by brigade. At this point both players were glued to their scopes. Murat (McLeod) was personally present, Bennsigen (Reinertsen) was back at Heilsberg with his main force. Seeing the Russian cavalry withdraw (my assistant Dave would actually move figures while the players watched — here's another bonus of the system, it begins to create a sense of a Napoleonic movie!), Murat urged his lead brigade to charge. Placing himself at the head of the charge, Murat galloped forward and in so doing made a mistake. The Russian covering force fought his first brigade to a standstill. The balance of the Russian force had its backs turned and stood vulnerable. Then Murat realized his error. His supports stood motionless, without orders, some 400 yards to the rear. In the excitement of combat Murat had momentarily forgotten them. By the time Murat extricated himself from the combat, galloped back, and issued orders, the opportunity was lost. The Russians escaped clean. Fifteen minutes later, LaSalle struck the now vacant Russian flank.

An amusing incident now occurred well to the French rear. Reinertsen had directed a substantial cossack force to interdict the road to Guttstadt. Vigilant French cavalry patrols had sensed this movement and reported to Murat. McLeod — still in the role of Murat — sent messages to his infantry: "To Lannes; there may be some cossacks harrassing you from the NNE. You know how to deal with these people." And indeed they did. Events along the French LOC had no bearing on the battle.

The failure to mousetrap the Russian cavalry coupled with Soult's arrival on the field led Murat to conceive a grand tactical flanking maneuver. He sent Soult's infantry north of the Launau Forest and Lawden Wood toward Grossendorf. Once there they were to turn south toward Heilsberg. Meanwhile, Bennsigen perfected his defensive perimeter. Map 4 shows the situation at 4:30 when Napoleon reached the field. At this point McLeod changed personnas, henceforth he would be Napoleon rather than Murat.

Examination of Map 4 shows that some 40,000 French confronted 70,000 Russians. If this had been a conventional game, the Russians would have realized their great superiority and probably have crushed the French. They certainly would have detected Soult's flank march. Instead, neither player really yet knew what he was up against. Napoleon could only wait the results of Soult's maneuver. As time passed, Bennsigen grew increasingly alarmed. The French counter-reconnaissance screen successfully prevented him from knowing what was happening outside his perimeter. He ordered one of his light cavalry brigades "on a sortie to scout — launching themselves from between the 2d and 3d Infantry Divisions and skirting the Lawden Wood to the north. "Report enemy movements."

The sortie turned out to be a doomed effort. Bennsigen did not realize that the chosen cavalry brigade had suffered badly during the day's previous encounters. Here was another realistic effect of the periscope game. The players had imperfect knowledge about the status of all their units. In the event, the weakened Russian cavalry brigade failed to penetrate the French cavalry screen. The players watched the combat through their scopes.


By 5 P.M. Napoleon had found a hilltop from where he could examine

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the Russian westward-facing line. He judged it too formidable to assault. He worried that Soult might confront a *similarly formidable* Russian position around Grossendorf and sent Soult modified orders: "As soon as possible, let me know what you find to the north of Heilsberg. If the Russians have entrenched, inform me but do not assault (instead throw out a skirmish line and indulge in dulsatory long-range cannon fire whilst feeling their flank). But if you do not encounter entrenched positions, assault towards Heilsberg at 8 P.M."

At this point we had spent about 3.5 hours playing our game. There had been numerous small cavalry combats and the divisional-sized cavalry action that almost, but not quite, led to a battle. No infantryman had yet squeezed the trigger. As judge and host I had the sinking feeling that my battle recreation might not yield a battle! However, players' decisions now produced some unexpected action.

From a hilltop vantage point adjacent to the Guttstadt-Heilsberg Road, Bennsigen could see French forces drawn up outside of cannon shot. In fact they were Savary's people supported by a brigade of corps cavalry. There were no other French troops in this area, but Bennsigen did not know this. Dissatisfied with the failure of his earlier cavalry recon, he ordered Kamenskoi's entire division (#1 on Map 4) forward in a recon in force at 6 P.M. The Russians lumbered forward and easily brushed aside Savary. However, after an advance of some 800 yards the division halted. Again, by the narrowest, decisive action had been avoided.

When the Russian advance stopped, Napoleon gambled that matters here had stabilized and cantered off to visit Soult. He arrived to find the Marshal taking up position south of Grossendorf. Soult indeed confronted an entrenched position and so, following orders, had not assaulted. Through his scope, Reinertsen saw a figure on a white horse (the recently arrived Emperor) surveying the Russian lines. Earlier he had identified the Emperor on the western front during Kamenskoi's recon. He concluded that this figure was not really Napoleon, but rather someone pretending to be the Emperor! Consequently, he reasoned that the threat from Grossendorf was a bluff and the real threat was to the west. He ordered Kamenskoi to hasten back to his original position and prepare a defense. He also decided he would welcome an assault from the west, the encourage the French he ordered his powerful grenadier division and heavy cavalry division to retire 600 paces east behind a ridge toward Heilsberg where the French could not see them, and then return to their position one hour later. He believed the departure of the Russian reserve would tempt the French into a mistaken attack. As the all-seeing judge I found these maneuvers very instructive. I felt I was observing players making reasonable, though erroneous, decisions much like those made by historical generals. Such mistakes simply do not occur in conventional games.

Still 8:15 had arrived and it appeared that a serious engagement would not take place. I was thunderstruck when McLeod issued his next orders: "to Soult; Make your best preparation and attack the enemy to your front... bear in mind that a heavy cannonade starting at 8:30 or later will signal Lannes to attack." To LaSalle: "You have done well so far today, but the Emperor has not yet had the pleasure of witnessing it. You will now cooperate fully in an attack commanded by Soult under my own eyes. I am confident that you and your troopers will rise to the occasion."

So the players returned to their scopes and watched the battle unfold. On the secondary front (the western front), Lannes made an expensive pinning attack and actually captured a hilltop redoubt just as night fell. But he lacked the strength to exploit his success and suffered heavily from Russian canister-firing batteries. On the Grossendorf front, Soult launched a careful advance that experienced some success against the weary Russian light cavalry division. But the situation never caused Bennsigen great alarm because, by the happiest of chances, the attack came while the Russian reserves were withdrawn from the western sector (recall Reinertsen's feint to draw a French attack, since he was personally present with the reserve when Soult attacked, he was perfectly positioned to issue new orders and use the reserve to backstop the Grossendorf front).

The game ended an hour after full dark. Before allowing the players to see the entire table I requested orders for the next day. Napoleon called in his supporting corps — two from off the map north and Ney still toiling forward from Guttstadt — and hoped the Russians would hold their ground. earlier in the day Bennsigen had recalled Bagration from across the Alle. Informed that Bagration would reach Heilsberg in the early morning, Bennsigen prepared a grand thrust toward Lawden Wood to separate the two French wings. It was clear to all that the next day would see a major battle. I commented: "the decisive battle of Friedland is occurring two days early." The refight of Heilsberg had cost the French

about 6,000 and the Russians about 4,500 — fewer than the historical battle but roughly the same ratio.

This then was the periscope game. About six hours of real time elapsed. The players had taken in views showing five different cavalry combats and infantry combat along two separate sectors. Because the periscope game places heavy demand upon the judge — I was quite exhausted by battle's end — we rotate the host role. In the coming months I can look forward to periscope games designed and hosted by Reinertsen and McLeod.

The game mechanics continue to evolve with experience. If you want to try this experience you do not have to limit yourself to the Napoleonic period. In any event, I suggest you experiment before inviting players to participate. Lighting levels, glare, background scenery, the use of cotton 'smoke' are all important influences on what the players see. One suggestion that arose from Heilsberg is to spray-paint cotton with brown color to use as dust clouds. These would be placed behind terrain features to indicate realistically the approach of troops.

A problem I have not solved relates to comfort. The players had to crawl around the table to avoid seeing too much as they approached the scopes and had to stoop and kneel to view the action. Since we are no longer spring chickens, everyone felt somewhat sore by battle's end (judicious medicinal use of alcohol is recommended). I am considering borrowing a friend's video camera and using it instead of the scopes. Then the players could sit in comfort and view the action on a television screen.

For the present, everyone who has experienced the periscope game pronounces it an unsurpassed gaming experience.



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# TACTICAL LESSONS FROM HOPLITE BATTLES OF THE 4TH CENTURY IMPLICATIONS FOR THE ANCIENTS' RULES DISPUTE

BY MICHAEL GUTH

Recent authors in *THE COURIER* suggest that the major problem among ancient period wargames is the lack of an historically accurate set of rules. They propose that in order to create a realistic simulation of ancient combat, several new restrictive principles should be adopted: first, a "main battleline rule" which prevents heavy infantry units from operating independently or gaps from appearing in their line; second, a rule severely limiting maneuver of infantry after initial deployment; and third, the defeat of the first army to lose one unit in its main line.

These hypotheses seemed to us to be inconsistent with our general knowledge of the historical record. For example, Arrian's account of Alexander's victory at Guagamela indicates that even the defeat of an entire flank might not lead to a general rout, even of the less disciplined Persian army. Again in Arrian, it appears that Alexander's subcommanders had considerable latitude in deployment, while the commanding officer might in fact be in charge of only a small part of the actual action.

To further and more thoroughly examine the validity of this approach to the ancient wargame we examined both primary and secondary accounts of three of the most important battles of the 5th and 4th centuries B.C. between hoplite Greek armies during the Peloponnesian, Corinthian, and Theban wars.

## MATERIALS AND METHODS

The three battles examined are classical period hoplite confrontations which took place over a 40 year period from the late Peloponnesian war to the wars of Theban independence. Primary sources consisted of Xenophon's "Hellenica", Penguin Books 1979, Middlesex England; Thucydides' "The Peloponnesian War", Penguin Books 1972, Middlesex England; and Asclepiodotus "Tactics", Harvard University Press 1923, Cambridge Massachusetts.

Secondary works included Pritchett, W. Kendrick, "The Greek State at War", University of California Press, Berkeley California, 1985; Lazenby, J.F., "The Spartan Army", Bolchazy Carducci Publishers, Chicago Illinois, 1985 and Anderson, J.K., "Military Theory and Practice in the Age of Xenophon", University of California Press, Berkeley California, 1970.

## THE BATTLE OF MANTINEIA

The Battle of Mantinea took place during the Peloponnesian war between Athens and Sparta in 418 B.C. The Athenians, in hopes of finally defeating the Spartans on land, built a powerful coalition of allies including the Mantineans, Argives and Arcadians which in effect reduced the Spartans to one remaining ally on the Peloponnesian peninsula. When this ally, Tegea, was threatened in 418 by an Athenian advance from Mantinea to the north, the Spartan army was brought out in force. Initially the Athenians and their allies deployed on a commanding uphill position between Mantinea and Tegea to the south. The Spartans, under King Agis, were eager for action, but after closing "within missile range" decided against attacking the Athenians under such unfavorable circumstances.

In order to lure the Athenians to less dominating terrain, the Spartans proceeded to dam a minor river, flooding the Mantinean crops (talk about dicing for terrain!) and provoking the advance of the Allied army.

As illustrated in figure 1, the Spartans deployed six morai of about 1000 men each. (Thucydides appears to confuse the term lochos, a "demi-morai with morai in his account.) King Agis, with 300 picked bodyguards was in the center. On the left, a lochos of older veteran soldiers was stationed with a unit of non-citizen helot soldiers, all armed as hoplites. On the extreme left was a unit called the Skiritai. Lazenby presents a strong argument that these troops numbered 600 strong (contrary to Phil Barker's opinion), and were armed as hoplites. Other authors have suggested that they were a lighter or more mobile peltast-like troop more suited to rough terrain combat. The Spartans were deployed 8 deep, presenting a front of 1000 shields over about 800 yards.

Opposing them were a similar number of Athenian and allied troops,



Photo from *Tactica* — Courtesy Art Conliffe.

Mantineians, Argives and Arcadians, as noted in figure 1.

As the two sides now advance, each inclined slightly to its right, overlapping the enemy left. Thucydides suggests that this was the natural tendency for hoplite troops who tended to crowd to the right away from their unshielded side. King Agis, finding his left flank being overlapped now ordered the Skiritai and Brasideioi to "shift to the left" to cover the front of the Mantineians. A 200 yard gap was quickly created in the Spartan line as these troops extended to the left, and King Agis ordered two lochoi from the right to countermarch into the gap. However, the Spartan polemarchs in charge of the involved lochoi refused the king's orders (and were subsequently banished), and in the ensuing collision the Skiritai and Brasideioi were routed with heavy casualties. See Figures 2 and 3.

The defeat of two main battleline units did not result in the defeat of the Spartan army. As the two lines approached, the Argives facing the Spartan morai in the center fled, perhaps even before joining in melee. The Athenians on the far right were now outflanked to both right and left and were able to extricate themselves only because of the work of their small cavalry detachment.

The battle was still unresolved as it entered its final phase (figure 4). Each side had now routed its opponent on the right. But while the Mantineians participated in an uncontrolled pursuit, the Spartans allowed the Athenians to withdraw, and wheeled their own line to bear on the flank of the Mantineians and picked Argives and Arcadians. These troops attempted

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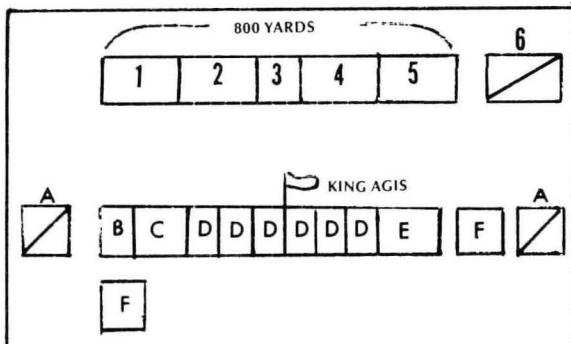


FIG. 1. DEPLOYMENT

## MANTINEIA

1. MANTINEANS
2. ARCADIAN
3. PICKED ARGIVES
4. ARGIVES
5. ATHENIANS
6. ATHENIAN CAVALRY
- A. SPARTAN CAVALRY
- B. SKIRITAI
- C. BRASIDEIOI
- D. MORA
- E. TEGEATES
- F. A "FEW" OLDER TROOPS

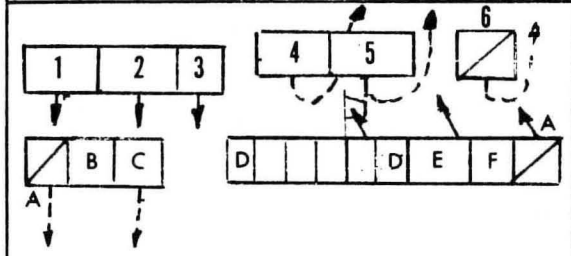


FIG. 3: ROUT OF THE RIGHT WINGS

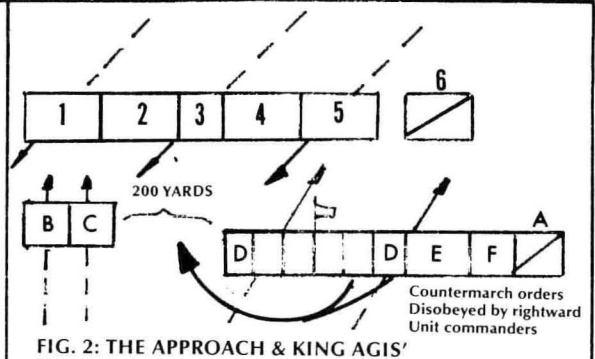


FIG. 2: THE APPROACH & KING AGIS' ATTEMPTED MANEUVER

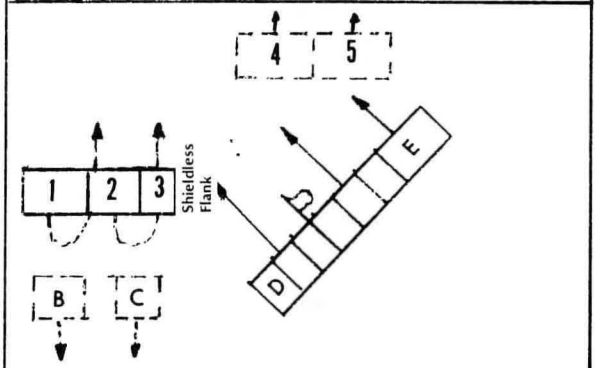


FIG. 4: DESTRUCTION OF THE RETIRING MANTINEIANS

to retire, and were struck on the unshielded flank by the Spartans suffering nearly 1000 casualties to the units involved. The victorious Spartans suffered about 300 dead, mostly among the Spiritai and Brasideioi.

Thus, despite rather shaky maneuvering, the Spartans obtained a major victory; as Thucydides notes, they were thoroughly bested in terms of skill, but not in manhood.

*I would agree that the rather simplistic victory conditions in "Tactica" do not always comport with what occurred in actual battles, just as the lack of real maneuver restrictions in WRG result in unrealistic situations on the tabletop. Under WRG the Argives and Arcadians would simply have faced the threat and avoided disaster, something they were apparently incapable of in actuality. Part of the Spartans' success was nonetheless due to maintaining the bulk of their battle line intact as graphically depicted in the diagrams. — ED*

### BATTLE OF THE NEMEA RIVER

The battle of the Nemea River took place 24 years later during the Corinthian War. This pitted Sparta and several minor allies including the Mantinea against a recovered Athens, Thebes, Euboea, Corinth, and the

Argives. A Spartan army under the regent Aristodemus approached Corinth from the west, along the south shore of the Gulf of Corinth; while the Corinthians and their allies approached from the east. The two armies camped about one mile apart. The Spartan army consisted of 5 morai of about 1000 men each, and 13,000 allies. The Athenians and Corinthians may have numbered several thousand more.

On the morning of the battle the Spartans appear to have been somewhat surprised at the advance of the enemy, but completed their deployment without apparent difficulty. Each side occupied a front of about 1200 yards. The Spartans may have deployed 12 deep, while the majority of the Athenian/Corinthians may have deployed much deeper, foreshadowing their tactics at Koroneia and the more famous battle of Leuktra. Initial deployments are depicted in figure 5.

As the two sides now advanced, each again came to overlap the enemy on the right flank. Secondary sources have suggested that the Spartan morai may have even wheeled to the right and then reformed facing the enemy to deliberately accomplish this overlap. It is uncertain at just which point this maneuver was begun, although it was completed by the time the forces were within 200 meters. At this time, after sacrificing a goat, the Spartans undertook yet a further maneuver, breaking off the

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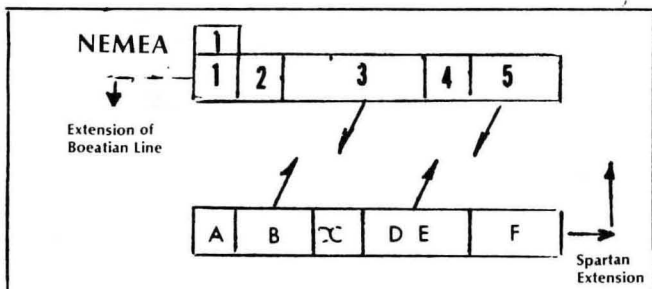


FIG. 5: DEPLOYMENT AND MANEUVERS COMPLETED AT 200 YARDS

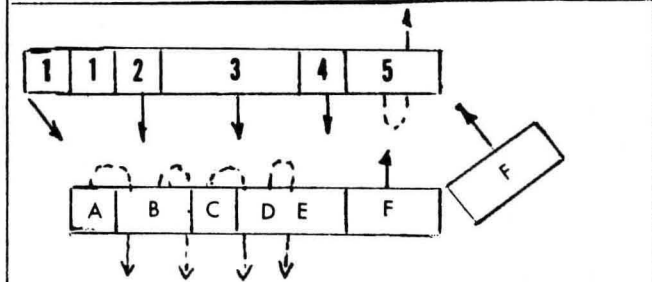


FIG. 6: CONTACT AND SPARTAN ENCIRCLING MANEUVER

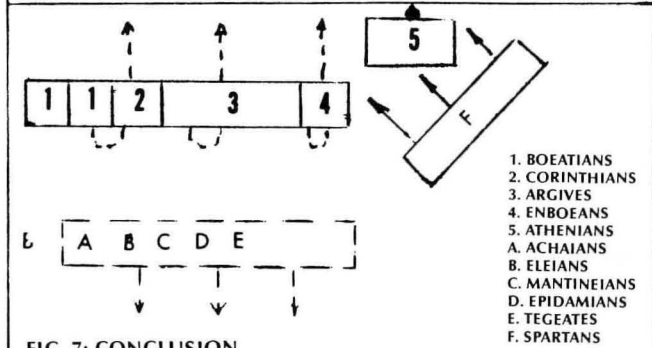


FIG. 7: CONCLUSION

troops who had overlapped the Athenians on their right and forming a new line at angles to the first, so as to be better able to take the Athenians in the flank. This is depicted in figure 6.

The battle now took a familiar if not predictable course. On the Spartan left, the Spartan allies were overcome by the Boeotians. Nevertheless, the loss of several main battleline units did not result in the defeat of the Spartan army. The Athenians were not simply overlapped as at Mantinea, but were struck in the flank by the redeployed Spartan phalanx with heavy losses. Once again the Spartans seem to have curtailed their pursuit, and struck the retiring Argives, Corinthians and Thebans on their unshielded side inflicting heavy losses.

Commentators have suggested that the Spartans appeared to be willing to sacrifice even half of their battle line to secure a later advantage. One wonders how the Athenian commanders now felt about taking up position on the left of the battleline!

*This battle further points out the extreme vulnerability of the flanks (which in turn suggests the tactical necessity to maintain an unbroken line) and the inability of troops to simply change their facing to prevent a devastating flanking maneuver. Under WRG one often sees whole armies maneuvering as individual units, not in a solid line, and units freely changing their facing to prevent being flanked. The above 2 battles, as well as the next, suggest this was not the case in actual hoplite warfare. — ED*

#### THE BATTLE OF LEUKTRA

The battle of Leuktra took place 13 years after Nemea in 381 B.C., during the war of Theban independence. The Thebans, along with other Boeotians numbered about 7000; the Spartans had 4 morai of about

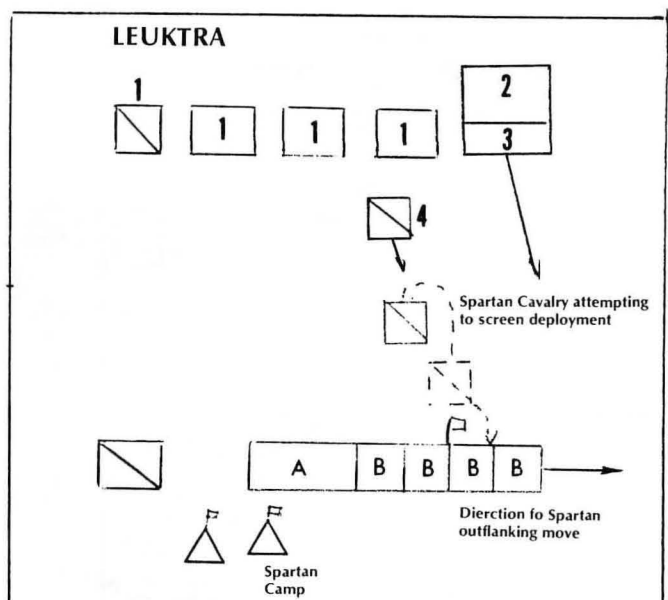


FIG. 8: DEPLOYMENT

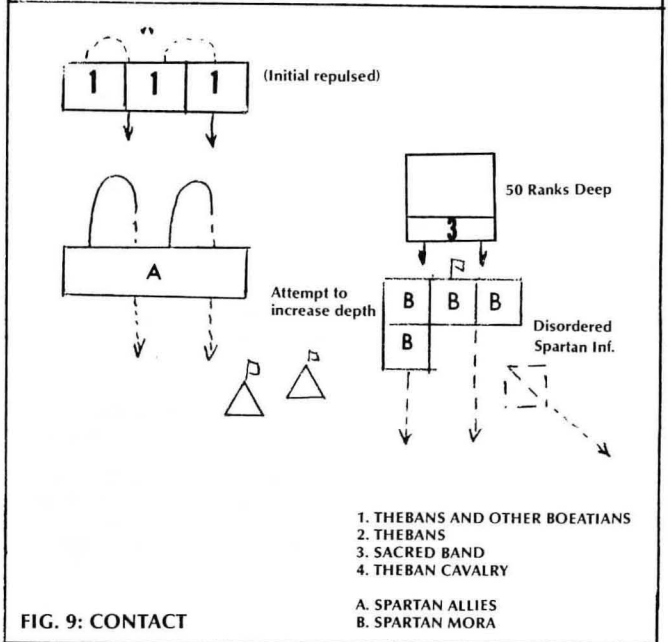


FIG. 9: CONTACT

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1,000 each and 3000 allies including Phokian peltasts, and an additional 1,000 cavalry.

The Spartans deployed with their allies on the left. The Thebans however positioned their best troops on their left, directly opposite the Spartan morai. Anecdotes by Plutarch indicate that this time, the Thebans intended to confront the Spartans directly, perhaps by a direct assault where their king was likely to be present.

Such confidence in confronting Spartan hoplites might seem unusual, but in fact, in two previous engagements, at Koroneia during the Corinthian war in 394 B.C., and at Tegyra in 387, Theban hoplites fighting in depth had broken through Spartan hoplites. Plutarch further notes that the Thebans felt their troops to be superior to the Spartans in melee due to their strenuous wrestling practice in the gymnasium. In contrast, the Spartans are reported to have disdained much practice in weapons drill and to have placed much more emphasis on maneuver.

Further details concerning Leuktra are controversial. The Spartans appear to have deployed 12 deep, while the opposing Thebans deployed perhaps up to 50 deep. Primary and secondary sources dispute whether this included the so-called Sacred Band in front of the phalanx, or if these troops supported the Theban flank to the left. Lazenby strongly argues for the former, and notes that the latter interpretation far exceeds the available evidence.

Whatever the initial disposition, it is generally agreed that as the two sides approached the Spartans attempted some complex maneuver. Unfortunately, they attempted to perform this behind a screen of their own cavalry, which was defeated by the Theban horse and driven back into their own infantry. The Theban phalanx appears to have hit the Spartans disordered, and at the halt; the most dreaded condition for troops to be in according to Thucydides, except of course for being outflanked.

The nature of the Spartan maneuver is controversial, but still of great interest. Lazenby argues strongly that the Spartans intended both to outflank the Thebans (whom they had trouble beating toe to toe), but also intended to perform the maneuver known as the anastrophe, to increase the depth of their phalanx. See figure 7.

The Spartan King, Kleombrotos, and most of his bodyguard, were apparently killed at contact, but the Spartan line seems to have held for some time before breaking. Despite the magnitude of their defeat, Spartan casualties were only 10-15% of those involved, and the Thebans chose not to attack the Spartan camp or the remaining army after they had retired to higher ground.

#### DISCUSSION

We have examined three important battles between Greek hoplite armies during the 5th and 4th centuries B.C. Characteristics of these engagements include the failure of the defeat of single units in the main battleline to result in the defeat of an army; a propensity for Spartan commanders to order complex maneuvers in the face of the enemy, sometimes leading to disaster; and the appearance of a large gap in the main battleline — on at least one occasion due to misinterpretation of orders, followed by an attempt to create another gap in the line which was prevented by an act of insubordination. These examples from major battles contradict the hypotheses put forward by Conliffe to form the basis for a more realistic ancient wargame.

One of the most apparent weaknesses of the WRG rules is their failure to enforce historical organization of units even where that organization is fairly well known. Generals are free to have 500 or 2000 man cohorts in their Roman armies without penalty for example. The designer had hoped that the rules system as a whole would encourage commanders to adopt historical organizations and tactics, but this in our experience is not always the case.

On the other hand is the rule design question of banning specific maneuvers for which no historical precedent may be found. Were these maneuvers banned by regulation, by practicality, or simply by good sense? Clearly, maintaining an unbroken line during an advance is good tactics as is avoiding overly complex maneuvers; but as our examples show, good sense does not always prevail on the battlefield.

In addition, recent authors in THE COURIER have criticized the grand tactical WRG rules for allowing infantry to maneuver "like a British Guard battalion on parade". Yet, the Spartan army spent over twice as much time at close order drill as the British Guards, so this may not be unrealistic. Similarly, critics have attacked WRG for allowing pike units to turn 90°

and charge. Why would such an absurd rule persist in edition after edition? Could it be that it is because the only surviving manual or phalanx tactics written states emphatically that this is the first maneuver which should be taught to the infantry so that they will not be taken helplessly from the side? Since such a maneuver figures so prominently in the drillbook, should its use be banned on the gaming table?

*The reference to the only surviving battle manual is presumably Asclepiodotus "Tactics" which the author notes earlier. A review of my own Leob Classical Library copy did not disclose such a reference, although the facing maneuver is listed along with several others. The translators go on to note that this work was written after phalanx warfare had all but disappeared and these "tactics" were largely the subject matter for lectures by philosophers and theorists. No reference is of course made to actual battles or maneuvers in this work. As to the actual list of maneuvers the footnotes indicate that much of the confusion in terms was due to the fact that such discussions had lost all contact with the drill-ground. Now I may well have missed something, but I am not the only one to share such views. Duncan Head in "Armies of the Macedonian and Punic Wars" states that there was no technique to face a phalanx to the flank (p. 47). Simon MacDowall makes a similar observation in his rules "Marathon to Manzikert". Likewise, other rules such as the Newbury "Fast Play Rules for Ancient Warfare" and the "Hoplite and Hellenistic Warfare" rules appear to share such a view. The command system of the time was based on file leaders and to a lesser extent file closers initiating these maneuvers. Facing to the flank and presenting an equally effective fighting capability obviously does not lend itself to this system. At best one would have a disordered group of individuals, which would appear to be extremely vulnerable and which appears to have been the case in the above battles. Nevertheless, the author raises some interesting and valid points. "Tactica" is based upon some good concepts of ancient warfare but goes astray in trying to provide an abstract competition format with such things as fixed army lists and victory conditions instead of simply providing a framework for historical simulations. — ED*

In conclusion, perhaps the worst fault in any rules writer is a failure to accept constructive criticism. While we applaud the general concept of Conliffe's "Tactica", I hope that these examples will suggest some changes in the constraints placed on the Spartan army compared to their less well-drilled opponents, resulting in a more historically accurate simulation of hoplite period combat.



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# ANCIENT ARMIES — OPTIONS IN WRG 7th

BY SCOTT HOLDER

Around five years ago, my predecessor as the NASAMW's Chief Umpire, Kruse Smith, wrote two articles on the well known WRG Army Lists (Vol. V, No. 5 and Vol. VI No. 2). Much has happened since then, mainly the almost universal adoption of WRG 7th edition over 6th edition for tournament play here in the U.S. Also, the NASAMW has issued its own Army Lists for use with the original WRG lists. Kruse's comments years back on the "set in concrete" is no longer quite true. These new lists expand or outright redo many of the old standard lists. You can now see two Seleucid lists at conventions. Also, many of the lists that were "marginally" competitive are now quite good. Hopefully, these lists will foster further research. Problems with "personal" lists still crop up occasionally, but many I've seen are quite good and we allow them in our tournaments. Let's hope the research continues.

The original WRG lists were written for 6th edition, not 7th, sometimes a big problem. Many aspects of some lists directly contradict WRG 7th. Worse, some "rules" given in the lists lead many players to use them instead of material covered in WRG 7th. Also, many of the minimums and maximums do not correspond to the element system of basing. Make allowances in these situations. Our rule is to round up or down to the nearest even number of elements. Never round down to zero (done by some to eliminate required buys). Kruse's comments on general all-

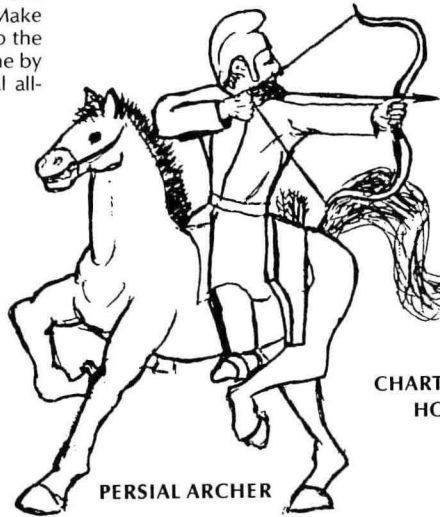
tactic or countermove when playing against some off the wall army.

Kruse discussed three themes in 6th edition. I feel there are three in 7th edition as well. The first is scale. When 7th was first released, everyone jumped to the conclusion that these rules were geared toward 15mm players. I will admit that 15mm is the more popular scale at conventions but I feel this is due more to ease of army transport and the daunting financial and painting time cost of breaking into 25mm. The big figures take longer to paint and cost almost 3 times that of 15mm — sad but true. Yet many armies in 7th edition play much better in 25mm than in 15mm. Terrain is a big factor here. Many of the "barbarian trash" LMI armies have loads of Irr C troops, very prone to unease when facing elephants, chariots, knights, or SHC. Yet placing the Irr C stuff in rough terrain can prevent that from happening. A look at terrain piece sizes and their placement rules in 7th shows a proclivity toward more clear space in 15mm than in 25mm. So if you're interested in something like Thracians or Illyrians, 25mm is the obvious choice.

CHOU HALBARDIER



PERSIAL ARCHER



CHARTHAGINIAN HOPLITE



purpose books to use when painting and performing research on your list are still quite valid. They are fairly widespread and someone in your area probably carries them.

Other "amateur" publications carry plenty of army lists and reviews relative to WRG (*SAGA* by Terry Gore and *Pike and Pilum* by Bob Plyler). Both these publications offer alternative lists representing ongoing research. Two newsletters, *Slingshot* from Britain and *Spearpoint* from the NASAMW also carry "new" lists or something proposed for an existing one.

While the rules changed somewhat drastically between 6th and 7th, many things remain the same. You should still try to purchase and paint an army with future expansion in mind especially when working in 25mm (due to the cost involved). An example are the Alexander and Successor armies from Book I; they are usually pretty interchangeable. Many troop types out of Book III work the same way. If painted "generically" enough, a knight is still a knight. Many of the same figures on the market today are offered for a variety of armies. Mixing different manufacturers' figures is desirable in many cases if you want a more "ragged" look to your army. How often in the ancients period did everyone have the same pose and dress? Not often if ever — so mix your figures.

Many armies continue in popularity. Seleucids and Late Romans are still big and will probably remain popular regardless of the rules used. The problem of the "Standard 20" lists is not so bad any more as people learn some of the nuances of 7th edition. Also, many people lose sight of the fact that many armies will, unfortunately, never do well in a tournament setting. Playing styles which change over the years and a game time limit both factor into why some armies always do well. Yet that should not stop the person from buying and playing a "non-tournament" army. Each local group of gamers tends to like variety. I mean, who wants to play Late Romans against Seleucids week after week? You also get much more out of the rules by running different armies and you almost always learn a new

Further on this theme, close order foot armies tend to play better in 25mm since they generally close with the enemy, again, because of the board size and relative movement scale. All too often I see close order (and the irregular loose stuff mentioned above) fail to get into battle because of their slow march and tactical moves. Force marching does wonders for getting people into battle who might otherwise march fruitlessly. In 15mm, close order foot has a tendency to march to a position and sit since the 2 inches of tactical move is often insufficient to close. Armies with loads of cavalry prefer 15mm because of the added room to maneuver. An example would be a Mongol player in 25mm; he seldom gets to use the army properly because of space limitations. The problem can be acute if your opponent places four pieces of woods on the table, making the open space that much "smaller". I've heard people say that terrain is a maneuver element in 7th, how true. Scale should play an important part in your choice of army.

Another facet of scale is actual cost of troops. If your army has loads of expensive knights, elephants, or SHC, the actual number of figures put on the table can be quite small. In 15mm, this leads to being flanked quite easily, especially if you are outnumbered 3:1. In this case, but played in 25mm, your small Teutonic Knight army seems "large" because of the relative table size.

A second theme regards shock versus maneuver. Irregular loose order armies can cause severe damage early on since they generally cause regulars to stand and receive charges while getting big hand-to-hand bonuses for charging impetuously. However, irregulars lose most of their movement when changing direction or formation. The regular army will generally move laterally on the table better, given enough space to do so. While historically accurate for troops like Roman HI, instead 16-figure pike blocks move more like maniples, leaving the historian agast; it's legal though. Generally, regular troops will try to withstand that first big hit and if so, wear down the opponent (especially true when fighting regulars versus irregulars).

Lastly, missile fire is still a significant factor, much more so than it was in 6th. Before the errata to 7th edition, missile fire was the preeminent factor in the game. Now it still packs a punch but to a lesser extent. Yet many armies rely primarily on missile fire to win the game (Aztecs and 100 Years War English to name two). A continuous line of foot can no longer slog forward in the face of devastating missile fire to close like they could in 6th. The missile fire will generally halt the foot and in many cases cause disorder and/or waver testing. Just remember, missile fire can win or lose the game for you.

Now for the Book I list review. I'm hoping to also review Books II and III later, in a similar manner to what you see here. Hopefully you will get an idea of how many of these armies play. Although not everyone is familiar with the NASAMW lists, I will refer to them occasionally. Tournament "standards" for lists size is 1500 points with a 6x4 table for 15mm and 8x5 for 25mm.

**Midianite Arab:** This army has one of the best gimmick troops in 7th edition: double ridden camels. I often hear the term machine gun when referring to the Midianites. True, the camels shoot the dickens out of just about anyone but they are themselves highly vulnerable to return missile fire. If they trade shots, they often become tired for shooting after their first shot — rendering them useless. Even if the camels shoot and disorder an opponent, their hand-to-hand factors are poor. The hordes of LI offer protective screens and you can combine types putting JLS in the front rank, S or B in the second. Lack of shields hampers their effectiveness forcing them into skirmish formation most of the time. Generally you will



cause your opponent to worry about camels but little else. This army is probably only good in 15mm due to the numerous LI on the board needing room to just deploy much less move around.

**Hittites:** Only one person runs the Hittites, Bob Luddy, probably because no one else makes figures for the army. Most of Bob's are hand-crafted stuff. This army looks great and definitely gives the surprise factor against opponents. Unfortunately it does little else. The large number of two horse HCh do little against anything other than light troops. You can increase their staying power and punch by adding LMI runners in a second rank. They fight as second rank figures and can expand on a follow up move. The infantry is average and irregular, good for charging straight ahead but poor on lateral movement. Hittite infantry has "C" morale, not really good enough to cope with watching friendly chariots rout. The army could work in either scale.

**New Kingdom Egyptian:** An historical opponent for the Hittites and much better from a competitive perspective. The Egyptians have the same problem as the Hittites, too many generally ineffective 2-horse chariots. They are great causes of unease to the enemy though and stringing them out along your army's front, the minus 1 on some opponents' waver tests can often win the game. The Egyptians' regular MI is good for screening and holding positions, but packs almost no punch. The required MI B-armed troops are vulnerable to missile fire since the list implies that they cannot form a back rank for the other MI. Plenty of either Egyptian or Nubian LI can screen things and the Sea Peoples LMI, Javelinmen, and Marines provide rough terrain options. You must have close cooperation and support between troops or you're likely to get overwhelmed since none of the troops stands well along. Another two-scale army.

**Shang, Chou, and Chin:** My comments center primarily on the Chin (proper spelling Qin) list, mainly the NASAMW list. The strength of this

army is the variety of troop types. Shock troops are the 4-horse HCh with LMI detachments armed with JLS and 2HCT. This particular combination can break anything but knights or elephants. Its drawback is lack of maneuverability. The infantry comprises of Pike/B, CB and 2HCT/B, CB units, very effective against enemy cavalry and infantry. The LC requirements are useful if you go the HCh route. The NASAMW lists provide LC with JLS, B, sh that wedges to boot! Using the LHI chariot detachments also provides rough terrain troops. The Qins play well in either scale, use 25mm if you want the HCh options, 15mm if you want lots of LC and LI. The biggest drawback in the WRG list is morale, the NASAMW list allows upgrading. The biggest difference between the three armies in the NASAMW's lists is that the Shang and Chou do not have wedging LC.

**New Babylonians:** A deceptively good list. Most people sneer at the Biblical Chariot armies; this one changes peoples' minds. Unless you want skirmish screen killers, upgrade your chariots to 4-horse HCh. They are effective against many targets except SHK, elephants, and SHC. However, the Babylonian infantry has morale problems and the required MC is the most worthless troop type in 7th edition. However, you can buy 40 of those nasty double ridden Arab camels, which always works on your opponent's mind. The Persians provide good cavalry and infantry that's at least better than the Babylonians. The Lydian allies are your best option with plenty of LC, L-armed HC, and plenty of rough terrain troops. Very little required buys for the Lydians make this option particularly flexible. The Babylonians are a good finesse army that is not too forgiving if you make a mistake. However, when played by experienced people, this army does well in either scale.

**Indian:** A "killer" list in the pre-errata days of 7th. Now, it's just a good list. Plenty of unease causing HCh and EI wreak havoc on opponents' morale. Also, both these troop types are effective shock troops, the elephants taking on any heavily armored troops that the HCh have trouble with. The close-order MI with LB and 2HCW is an effective combination, shooting the opponent into disorder and then hacking him up. The Indians have only token skirmish troops making it hard to close with opponents unwilling to do so and able to keep distance. Also the required buy of 20MC is basically throwing points away. Indians are also vulnerable to rough terrain having few troops (other than the Maiden Guard) to handle woods. This army is better suited to 25mm despite its problems with terrain. In 15mm, the Indians will have trouble closing against anyone except armies consisting of mostly close order foot. Also, the army troop types are pretty expensive (if you go with lots of elephants and chariots) thus small in figures. Determined skirmishers will never close and instead will try to set up flank shots.

**Skythian/Hsiung-Nu:** First of all, get rid of the reference to the Hsiung-Nu. The NASAMW has an entirely separate list which is similar to the Skythians. The Skythians were a western Asia nomadic group while the Hsiung-Nu were on the fringes of China. The biggest asset this army has is that all its cavalry (which is most of the army) can wedge. Also, most can be armed with both JLS and B, again giving missile fire a chance to win the game. The fact that the troops are Irregular makes them a little less maneuverable but the wedge formation mitigates that somewhat. The shock value is dramatic. The very poorly armed and morale class infantry is a big drawback. This army can't really directly assault anyone with good close order foot or missile weapons; instead it must open flanks and pin opponents with the hordes of LC, then charge units in the flank with wedged HC. In a tournament, a Skythian player can generally pull draws with conservative skirmish play. The bolder player, if properly coordinating the LC and HC, can win big, often. Only run the Skythians in 15mm; 25mm will cause a traffic jam with all that LC.

**Illyrians:** An outstanding rough terrain army, hence always play it in 25mm. Your chances of covering portions of the table with rough terrain is greater and you will have a chance to close with someone even if they are unwilling to close. Force marching to the table center will often force the issue. The Warriors have good morale, making them less susceptible to unease. Unfortunately you must buy at least 20 Irr D LMI, a good reserve unit since it will probably die in the front line. The LI has poor morale and no shields; don't bother upgrading them to Irr B, the points will be wasted. However, cheap LI provides expendable screens, not bad when facing knight armies. Other useful troops are the Gauls and Spaniard, both providing good shock troops, both of which can break most regular close infantry frontally. A drawback when buying these mercenaries is the required conversion of 24 Warriors to MI LTS sh. The "hoplite" in 7th stinks; it can't close fast enough and is only marginally effective against other infantry. The Irr D LI with B or S can be effective but lose out in a mutual missile exchange due to no shields. Because of movement limitations, the Illyrian player is hard-pressed to counter cavalry armies with greater charge moves. Also, knights catching the LMI standing will generally win.

**Thracian:** Another "barbarian trash" army with interesting potential. Lots of light cavalry with B and JLS that wedges is a big advantage. The HC nobles also wedge, useful for punching targets pinned by the LC. The LMI are some of the finest rough terrain troops in the game. You should only arm the front rank with 2HCW and leave the back rank with JLS. Unfortunately, Thracian LMI are only Irr C, making them extremely vulnerable to unease. Plenty of mixable LI provide good missile and anti-skirmish troops. As with all predominately Irr loose order armies, play it in 25mm. You usually see more clear space in 15mm, something the Thracian player avoids if his opponent has elephants, SHC, knights or chariots. As previously stated, in 25mm, you generally get more non-clear terrain coverage of the table, something your peltasts will appreciate.

**Carthaginian:** I call this the ultimate finesse army. Playing this list really makes one appreciate Hannibal's genius. Carthaginians are not very forgiving; one mistake will kill you. However, if played well, this army can beat anyone any time. Bob Plyler made it to the finals in the 1988 National Championship Tourney with it so something works. Plenty of LC and LI allow you to skirmish and pin opponents. Use only the Irr C elephants, your limited to only four, but that should be enough. The Spanish troops are a good buy; always upgrade the Scutarii to Celtiberians and the rest to Reg C. Gallic LMI as either Irr A or C are also good. Don't buy the early option with the chariots. For some reason, the list does not work well that way. Try to buy minimal numbers of Libyan Spearmen, again the close order LTS-armed troops will stink in 7th. Use plenty of LC and LI, striking with your elephants and Irr LMI. If you coordinate all this, you tend to win. If not, you tend to lose rather badly. If well run, it will play in either scale rather well.

**Late Hoplite Greeks:** As mentioned before, close order LTS-armed troops suffer in 7th. Quite frankly, they have not played well since the days of 5th. But if you must put a Hoplite army on the table using this list, go the Syracusan route. It's ironic, but this version of the list is better than the actual Syracusan list itself. You get more Irr A Gauls and HTW-armed Spanish with this list and anything is better than putting more than the minimal amount of Hoplites on the table. Both these troops provide excellent shock value and are also good rough terrain troops. Hoplites are only good for cutting off and sometimes holding parts of the board. Force marches with Hoplites often get them into battle (not necessarily a good idea). This list has plenty of LI, mostly JLS-armed, so it won't give out missile casualties but the number of LI will prevent your hoplites, Gauls, and Spanish from getting shot to pieces. A lack of effective cavalry forces hurts. This army is very susceptible to elephants, SHC, and knights. Even if competently run, this army will play in neither scale well. If you want to win that badly with this army, rely on your Gauls and Spaniards — for that matter, if you want to win at all costs, just play the Gallic or Spanish instead of Hoplites.

**Later Achaemenid Persian:** Here is an army that does a little bit of everything but nothing particularly well. The scythed HCh are the primary advantage. B-armed Kardakes LMI are also good troops especially when near the C-in-C with a PA standard (one of the few armies in Book I to have one). Lots of cavalry gives this army many of the skirmishing advantages of the Skythian list, but except for the scythed chariots, no other real punch units exist. Missile fire is enormous though, making an otherwise strong opponent disordered and now attackable. Another disadvantage is the lack of shields for the 30 required HC. Only 2 elephants (one in the list, buy a second one to stay in line with rules in 7th) hardly make it worth the cost but they are another sorely needed shock troop. Like the Skythians, this Persian list can only hope to hit people on the flanks after

pinning with LC and LI; anything frontal is pretty much doomed (unless the opponent was shot apart). Still, there is little to hit the flanks with effectively. Should play in either scale.

**Gallic:** Another predominately irregular LMI army so run it in 25mm for all the reasons previously stated. Don't bother making any of the Warriors MI, if you want that, play Galatians instead. The upgrade to Irr A is the primary attraction; it does work well preventing unease and beats Irr C troops any day (both can roll down 4 just as easily as the other but those Irr As can always roll up big time). You get just enough skirmish troops to keep your opponent honest. No effective missile troops are the big drawback. This army strongly displays the second theme mentioned before: shock versus maneuver. You generally won't do a lot of lateral movement with the Gauls, just aim them in some direction and let the dice roll what they will.

**Alexander Macedonian and Imperial:** These two lists combine to make the most popular armies (in terms of number of players) I see at tournaments. Both are basically the same, the Indian Allies in the Imperial list being the main difference. Both embody the "combined arms" aspect tournament players live. Both are also very forgiving for beginning players; it's hard to go up too badly. The pikemen are well, pikemen, always tough. As mentioned, the old 16-man pike block moves just like a Roman manipule, very effective on the table if historically inaccurate. Plenty of LI for skirmishing and plenty of rough terrain troops (Thracians and the historically ambiguous Hypaspists). You also have plenty of wedging LC too. The prime shock force for the Macedonian list is the Companion HC. Be careful, these shieldless L-armed troops are very vulnerable to missile fire. Always have an LI screen nearby (or in front) to absorb the enemy missile fire. The Companions have good morale, good maneuverability because they're regular, and can charge over most not-to-armed opponents. Always have a sub-general charging to get the Companions to go impetuous. The Imperial list differs by having Skythian and Bactrian LC in addition to the mentioned Indians. At 1500 points, the Indian buy limits options to required troops only. Still, those chariots and elephants, combined with pike and HC L are pretty tough to beat in either scale.

**The Successors:** I'm lumping these armies together since they share many of the same troop types: Asiatic Early Successor, Lysimachid, Macedonian Early Successor, Seleucid, and Ptolemaic. Asiatic: An army you'll love if you are into lots of pike and L-armed HC. The army looks very one-dimensional at first glance but has surprising amounts of LC and LI. The ½B, ½S-armed LI is some of the best missile firing light infantry in the game. The Greek mercenaries are flexible, being either Pikemen or rough terrain LMI. Usually buy only the 40 point elephants. The drawback to the excellent morale of the HC is the lack of shields. However, you can usually cover them with missile casualty absorbing LI. Once you master this trick, this army is pretty tough in either scale. Lysimachid: The most mis-pronounced army around. Now repeat after me: Lie-si (as in similar)-ma-kid. Stress the "si". An army similar to the Asiatics with a core of pikemen and L-armed HC in wedge. The Thracians are the main attraction here, being some of the best rough terrain troops in 7th edition. You should only arm the front rank with 2HCW, leaving the back rank to fight with JLS. The Thracian LC is nice since it too wedges but is the only effective LC in the list. LI is plentiful and varied although its missile power is not quite as effective as the Asiatic list's LI. The elephants are too few to bother with. The biggest drawback to this army is its susceptibility to unease. Armored cavalry, knights, chariots, or elephants wreak havoc with Thracian peltasts out in the open. To avoid this, play in 25mm only; at least you should get more terrain on the table than in 15mm. Macedonian: Probably the weakest army in this series due to its reliance on regular LMI. Great if you think you will get all your terrain rolls; bad if you fight in the open. The wedging HC is not numerous and the LC is almost non-existent. The LI is average (about like the Lysimachid). Elephants and Galatians are useful options and really provide the only punch in this army, a frightening thought considering how unpredictable the dice can be with those troops. Another 25mm only list. Seleucids: The successor army with everything, which explains its continued popularity and success. This army is very forgiving to players; it allows you to make mistakes and not regret them. Elephants, scythed HCh, elephants, and SHC working in conjunction with LI, LC and pike is an almost unbeatable combination in the hands of experienced players. Morale can be a problem with some of the light troops but they generally get paid to die anyway. Rough terrain troops are numerous. The Galatians are a luxury I see many players take, only to depend these Irr A fanatics to always roll up; they tend to disappoint you at crucial moments. Once you master the combined arms movement and attack modes, this army will consistently win games. If you like individuality at conventions, don't take this list; you'll be one of many in the crowd. Like the Asiatic list, Seleucids are good for beginners. Ptolemaic: This army tries to combine some of the better aspects of the

Asiatic and Lysimachid lists (many wedging HC and Thracians) without doing either very well. The African elephants are numerous and always a wise buy. As with all these lists, rough terrain troops are plentiful. While the LI seems numerous, their poor morale sometimes gets them routed before they can either inflict missile damage or slow the enemy down. If you must play a successor army and want to win consistently, take the Asiatic, Lysimachid, or Seleucids instead.

**Camillan Roman:** Also popularly known as Republic Roman. The HI are the meat of this army but often have trouble closing against others in 15mm. The HI usually hold their own against other predominately infantry armies, especially if they withstand the initial impetuous charge by loose irregulars. They are really tough against other regular foot armies inflicting severe damage with the pila. Rough terrain troops are numerous but are mostly "D" class morale, making them a risky buy. The Numidian LC and LI are good allies, giving the HI room to move. They do this well in 16-figure blocks. The historical manipular tactics work well with the Romans, allowing flexibility in deciding where to attack or counterattack. This army is vulnerable to cavalry armies with light and armored shock cav. That HI is expensive and there never seems enough of it to go around. Best buy the Camillans in 25mm with wise terrain choices to cut the table down to size. Otherwise, 15mm Romans usually get flanked by anyone with more figures.

**Bactrian Greek:** Another "successor" army in one sense but is more of a finesse list. The pikemen are there, but the rest of the army is mainly cavalry and LI. The Saka allies are the option I've seen most and the Bactrian HC also comes equipped with B. Unfortunately it's still shieldless, but again, LI screens usually solve that problem. The missile fire of this army is quite good, and being mostly on horse gets it around the battlefield quickly. Strike troops are usually the elephants and Saka nobles. The "pin and punch" strategy works best with Bactrians; use the hordes of LC to pin, then punch with the strike troops. Everything is cheap enough so you can flood the board with LC units (the kind of thing Camillan Romans hate to meet). Another two-scale army.

**Parthian:** An army with one great shock force: all those SHC. With the enormous numbers of LC, the army looks easy to run. Unfortunately, the SHC have little staying power, usually being good for only one impetuous charge. Also, they rack up fatigue points rather quickly with only 8 figures to a unit (the most common size I've seen). What rough terrain troops that are available, all have very poor morale. However, against non-pike infantry armies, the Parthians do quite well. Even the pike armies get worried with hundreds of LC running around. The battle then comes down to who can eliminate whose skirmish screen first. If the Parthians are successful, they generally then have flanks. If not, often times in tournament format, they win on points. While they are mounted, the Irregular troop classes do not cut down on maneuver. The cataphracts should only commit when the enemy is flanked and pinned. Otherwise, they are sometimes hard to redeploy if committed too early. Due to the needed room to move and better chance of clear terrain, play this army only in 15mm.

**Spanish:** The best "barbarian trash" army in Book I. The Celtiberians can take out any infantry they meet. The HTW-armed Scutarii, while susceptible to unease, are so numerous that you never seem to miss a unit if it routs. The LC and LI have good morale but no missile fire from anything beyond 40 paces. Nevertheless, there's something psychologically uplifting about putting over 280 figures on the board at 1500 points, some-

times outnumbering your opponents 3:1. Again, Scutarii are very unease prone, making them targets for elephants, SHC, and knights. The Spanish are a tough call scale-wise. In 25mm you get more terrain to hide and move the Scutarii in, yet with so many troops, traffic jams develop. In 15mm, you don't have the traffic problems but put the Scutarii in harm's way. I lean towards 15mm because generally, you can get the Celtiberians to do the fighting with the Scutarii held in reserve. Your light forces are generally enough to screen targets long enough for the Scutarii to get in battle when needed.

**Numidian:** An army I've never seen at a convention but I always hear players saying "yea, I'm gonna paint Numidians for next time". I've yet to see "next time". Still, this army has possibilities. At close range, the LC/LI are very effective missile troops and skirmish screen killers. Enemies with numerous missile weapons should stop most Numidian lights though. Use the option with Juba as the C-in-C. At least you get up to 8 elephants. You also get HI HTW-armed imitation legionaries but they must stay at the "Reg D" morale level. The elephants will be the only real strike force so use them carefully. The imitation legionaries should be pretty good at holding areas while the lights and elephants do the job elsewhere. Drawbacks are the almost total lack of effective rough terrain troops and missile troops. If you want to play mostly LC and LI, expect lots of draws but almost no wins. The number of LC dictates using this army in 15mm, but it might work in 25mm if you keep light troops to a minimum.

**Maccabean Jewish:** I've seen this army more lately. The attraction must be the 80 Irr A upgraded figures. The rest of the LMI and LI Guerrillas can be upgraded to Irr C. The best advantage this army offers is the few required troops. If you're inclined to run loads of Irr D LMI, you can. It won't win you many games, but you can flood the table with figures. The only real shock force is the L-armed EHC. This army will love getting all its terrain picks, so play it strictly in 25mm. Otherwise, the poor morale, lack of diverse troops, and few shock cavalry will hurt you in the open.

**Marian Roman:** The most popular of the Book I Italian/Roman armies. While retaining the strengths of the Camillan list (lots of HTW-armed HI), this list provides many of the same allied troops but their morale is much better. All this combines to make the Marians more flexible in meeting a variety of opponents. You get a little bit of everything here, the Spanish Scutarii and African elephants being some of the better options. There are also plenty of missile-armed light troops for most situations. No shock cavalry is a major drawback. Keeping the Scutarii eager will add to the overall shock value of the army. While some of the allied cavalry can wedge, it never comes in good quantities. If you like static defense, the ditches, palisades, and unemplaced stakes give the opponent a tough time. Marians are one of the better defensive armies. The variability of troops will always keep your opponent guessing. Due to this, you can play it in either scale, depending on the troops used. Marians will rarely destroy you quickly, but can stand with the best and wear down an opponent.

This review represents much of my experience in umpiring tournaments. I've seen most of the above armies at least once. Nevertheless, my bias probably shines through. Book I armies remain the most played at conventions, some more than others. There is even an upswing in some of the Biblical chariot armies, in some part due to the NASAMW's effort in "improving" the lists in those areas. Besides, they are fun on the table. Also, Kruse's comments of years ago about getting noticed painting-wise still apply; different armies stand out to the judges.

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# A FEW MEXICAN STANDARDS OF THE MEXICAN WAR

BY DAVID SWEET

*EDITOR'S NOTE: I would like to thank David for the following article. Given the difficulty of finding accurate information on the Mexican Army of this period what follows is of great value. Where possible, if I was able to augment the information given in the article I have made the appropriate notes which is hoped will further assist the reader. — BOB MARSHALL*

Fig. 1 is from *Los Simbolos* (see references), and is the standard of the Batallon Activo de San Blas, which is said to have been at the defense of Chapultepec. The standard has the inverse of the usual Mexican color order, three vertical stripes, red next to the pole, then white, then green. In the center is a black-and-white outline of an eagle grasping a serpent (a variant of the national symbol) and the three-line motto, "BATALLON/ACTIVO. DE/SAN BLAS". The illustration also shows a ribbon arrangement for which I appear to have failed to record the colors, but which is probably a green, white, and red combination.

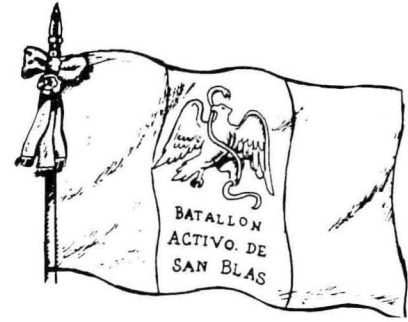


FIG. 1. SAN BLAS

Fig. 2 is also from *Los Simbolos*, and is the standard of the Batallon Guardia Nacional de Artilleria de Mina, which is said to have fought at Molino del Rey. Caution, the illustration appears to be the reverse side, so that of the three vertical stripes, red, white, and green, it would be the green stripe near the pole. The center stripe has another black-and-white eagle and serpent variant, with a black inscription of one line above the eagle "GUARDIA NACIONAL" and another black line below the eagle "ARTILLERIA DE MINA". There is another ribbon arrangement at the pole, possibly one solid color.



FIG. 2. MINA

*EDITOR'S NOTE: This ribbon arrangement is a solid red color with a gold fringe along the bottom of the ribbon. Also, in order not to mislead the reader, it appears as if the Los Simbolos text that David refers to, both here and above, is a black and white presentation, both of the Mexican national symbols described for the San Blas standard and for the Artilleria de Mina standard would be in natural colors of a brown eagle with a light green serpent in its beak.*

Fig. 3 is from *Washburn*, and is a swallowtail cavalry guidon of the Escuadron Activo de Vera Cruz, a guidon which is said to have been captured by the US naval force during the investment of, or the 1847 surrender of Vera Cruz. It appears to have the three vertical stripes of green next to the pole, white, and red (the red cut by the swallowtail), with a gold fringe. Moreover, there appears to be a brown eagle grasping a green serpent and standing on a green cactus, with a gold motto extending through all three stripes in an arch above the eagle, "ESCUADRON ACTIVO DE VERA CRUZ". (NOTE: The Washburn illustration I have is black and white, so these are probably colors for Fig. 3 and 4).

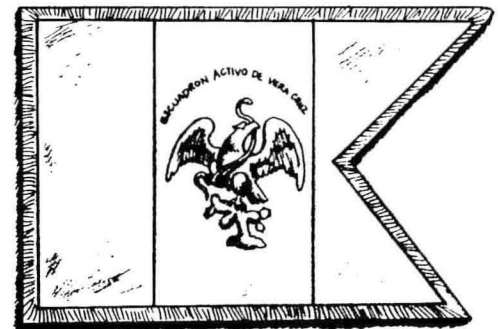


FIG. 3 VERA CRUZ

Fig. 4 is from *Washburn*, and is a rectangular cavalry guidon of the Escuadron Activo de Jalapa, a guidon again probably captured at Vera Cruz. It appears to have a dark background (red or green?) with a fringe, probably gold, and two inscriptions, probably white or gold. The top is in an arch and is an abbreviated name, in script "E<sup>n</sup> A<sup>o</sup> de Jalapa". The bottom straight line is difficult to read, and is some other abbreviation, possibly "L<sup>a</sup> L<sup>o</sup>o", again in script (I read the first letters as L's; it is possible they are ornate G's).



FIG. 4 JALAPA

*EDITOR'S NOTE: Based on a similar standard carried by a Mexican infantry battalion captured at Churubusco the standard color described by David would be red with gold lettering and a gold fringe around the circumference. Additionally, David has correctly identified the letters in question as Ls.*

Finally, there is a standard, not illustrated, for the San Patricio Company. This unit underwent some reorganization, but Finke believes the standard was carried from Buena Vista through Churubusco, and describes the standard as green, with painted or embroidered on a figure of Saint Patrick, the Harp of Erin, and a Shamrock.

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1 officer	
2 nco's	
1 rto team	
TOTAL FIGURES IN PACK 65	

1943-1945 PLATOON 15MM GERMAN	
PRICE \$7.98	STOCK# 302
3 INFANTRY SQUADS, EACH CONTAINING	
1 sub-machine gunner	
2 men armed with panzerfausts	
4 ammo bearers	
6 riflemen with assault rifles	
PLATOON HQ	
1 officer	
2 nco's	
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TOTAL FIGURES IN PACK 35	

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1 officer	
1 nco	
1 message runner	
TOTAL FIGURES IN PACK 42	

15MM USSR PLATOON MODERN 1980'S	
PRICE \$7.98	STOCK# 380
3 INFANTRY SQUADS, EACH CONTAINING	
1 RPG gunner	
1 PKM machine gunner	
4 riflemen	
1 nco	
PLATOON HQ	
1 officer	
1 PKM machine gunner	
2 radio/riflemen	
1 sniper	
TOTAL FIGURES IN PACK 36	

1941-1943 PLATOON 15MM GERMAN	
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6 riflemen	
1 light-machine gunner	
1 ammo bearer	
PLATOON HQ	
1 officer	
2 nco's	
1 rto team	
TOTAL FIGURES IN PACK 41	

1939-1945 PLATOON 15MM GERMAN	
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18 machine gunners in 3 poses	
6 heavy machine guns	
12 mortar men in 3 poses	
4 mortars	
PLATOON HQ	
1 officer	
2 nco's	
1 rto team	
TOTAL FIGURES IN PACK 47	

ENGINEERS not available at this time	
PRICE \$	STOCK# 305
3 INFANTRY SQUADS, EACH CONTAINING	
18 men with flamethrowers	
12 men with sub-machine guns	
4 horse drawn vehicles	
4 men with satchel charges	

15MM USSR WEAPONS PLATOON	
PRICE \$7.98	STOCK# 312
PLATOON CONTAINS	
18 machine gunners in 3 poses	
6 machine guns	
18 mortar men	
6 mortars	
PLATOON HQ	
1 officer	
1 nco	
1 runner	
TOTAL FIGURES IN PACK 51	

15MM U.S. PLATOON	
PRICE \$7.98	STOCK# 321
3 INFANTRY SQUADS, EACH CONTAINING	
2 men armed with BARs	
3 Thompson	
6 riflemen	
PLATOON HQ	
1 officer	
1 nco	
1 rto team	
TOTAL FIGURES IN PACK 42	

15MM U.S. WEAPONS SQUADS	
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3 machine gunners in 3 poses	
1 .30 cal. machine gun	
3 mortar men in 3 poses	
1 mortar	
2 men with bazookas	
2 ammo bearers	
TOTAL FIGURES IN PACK 48	

15MM JAPANESE PLATOON	
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1 sub-machine gunner	
1 light-machine gunner	
1 ammo bearer	
9 riflemen	
PLATOON HQ	
1 officer	
1 nco	
1 runner	
TOTAL FIGURES IN PACK 45	

15MM JAP WEAPONS SQUADS	
PRICE \$7.98	STOCK# 332
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6 machine gunners, 2 poses	
3 machine guns	
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TOTAL FIGURES IN PACK 33	

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# THE COURIER DISPATCH NEWS OF THE HOBBY



## EMPEROR'S HEADQUARTERS HOLDS GALA GRAND OPENING

### EMPEROR'S HEADQUARTERS HOLDS GALA GRAND OPENING

Not content with reading history and playing it, Todd Fisher, long time miniatures gamer and activist, decided to make history with the opening of his new business, The Emperor's Headquarters, in Chicago on February 3, 1990.

The Emperor himself would probably have been right at home at this event — a champagne reception followed by a six course meal featuring the finest of foods and wines. The main course was, appropriately, Chicken Marengo and Beef Wellington — not a choice of either, but both! All accompanied by the music of the Chicago Chamber Orchestra conducted by Dr. Dieter Kober. As talented a group of musicians as you will ever hear playing selections chosen by Todd appropriate to the occasion.

Did I forget to mention the six horse drawn carriages to move the guests from the reception to the dinner? The Chasseurs a Cheval of the Guard outriders were missing but I am sure it was only for lack of uniforms.

The guest list included some one hundred of the best and brightest stars of the hobby: Don Featherstone, Ian Dickie, Scotty Bowden, Jim Getz, Duke Siegfried, Keith Leidy, Dick Sossi, Ken Bunger, Bill Protz, Johnson Hood, Dick West, Bob Coggins, actually, too many to list. And most in black tie! In addition, Todd's charming wife and parents, as well as many of the women — wives and others — who have for years backed their menfolk and now are known to many of us.

With so many friends, such excellent food and drink and the best of musical talents to distract one, it is almost easy to forget the shop itself. Built from the ground up specifically for The Emperor's Headquarters, the shelves are quickly filling with games, paints, books, figures and the other needs of miniature wargamers. But take a minute to look at the walls. One of the two standards ever made for the Marines of the Guard is encased there. And autographs of the Emperor are also framed for viewing. You will surely be drawn to the gaming tables in the rear room. The larger table, which could easily accommodate forty gamers, was laid out with Geo-Hex and masses of French and Russian 15mm. A smaller table features some finely sculptured landscape and 25mm American Civil War figures.

The shop will hopefully become the standard for hobby shop design and sales layout.

Memorable seems like an inadequate word to describe this gala affair. But I am sure that as long as any of the attendees are alive and meeting with other wargamers, the opening of the Emperor's Headquarters will be remembered and mentioned.

And while wargamers might not get quite the same reception we did at the opening, I am sure that the spirit of service and comradeship will prevail at Emperor's Headquarters making your visit a memorable one also.

The Emperor's Headquarters is at 5744 West Irving Park Road, Chicago, Illinois. — LEO CRONIN



LYNN BODIN 1951 - 1990

The hobby lost one of its gentlemen on February 1. Hemophilia's complications finally won the battle that Lynn had been fighting all these years. Lynn will be greatly missed by his family, his friends and by the wargaming community, many of whom may not know of his accomplishments in furthering our hobby.

Lynn took over publishing of *Savage and Soldier* from Doug Johnson in 1977 and built it into the most respected journal of Colonial Wargaming in the hobby. Lynn was, in no small part, responsible for the interest in the Colonial period that exists today. Besides *S & S* he wrote the Osprey book on the Boxer Rebellion, was Theme Editor for *The Courier Sudan Theme* (Volume 5), has written a set of Colonial rules and was the Colonial editor for *The Courier*.

Lynn's main contribution to the hobby, however, was his gentlemanly, even handed approach to the game. Lynn was always ready to help and often went out of his way even when ill to support the hobby's conventions.

The Courier staff, editors, and contributors offer our heartfelt condolences to his wife Chris and daughter Sarah and to his parents Elav and Dagmar Bodin. The hobby will be less than it was without him.

— DICK BRYANT

### HMGS RAISES EDUCATIONAL FUND FOR SARAH BODIN, LYNN'S DAUGHTER

Lynn's many friends in HMGS felt that a fitting sign of our collective admiration for Lynn would be to help with his daughter's education. HMGS therefore started a fund with a donation of \$1000 from the proceeds of Cold Wars. To this was added some \$200 that was contributed during the course of the convention by attendees.

Anyone wishing to contribute to the fund should make the check payable to HMGS and note that it is for Sarah's educational fund. It is deductible and is some small remuneration for all that Lynn did for the Colonial Period in this hobby. Send checks to HMGS, Inc., Michael D. Montemareno, Treasurer; 8808 Greens Lane, Randalstown, MD 21133.

### SPECIAL FIGURE LINE BEING DEVELOPED IN LYNN BODIN'S MEMORY

Frontier Miniatures and Old Glory Miniatures will collaborate in designing a 25mm line of Colonial miniatures. The plans are not complete as yet, but a collector level painted 25mm Naval Brigade unit is one of the ideas contemplated. Many are contributing their talents free to the project, sculptors, advertising, packaging, etc. The only cost will be for the actual metal and the labor of the caster. So a maximum of the proceeds will go to benefit Lynn's daughter's educational fund. Watch these pages for more information as soon as it becomes available.

### DONNINGTON MINIATURES 15MM FIGURES AND NEWBURY RULES

SIMTAC, Inc. is pleased to announce that we now offer the complete line of Donnington Miniatures and Newbury Rules. Donnington has one of the largest selections of 15mm Ancients now available, as well as Dark Ages, English Civil War, Late 17th Century, and American Civil War ranges. These highly detailed and accurate figures are among the best available anywhere! Each range has a wide variety of figure types and positions, allowing you to build a varied force. Donnington Miniatures are sold in packs of 8 foot or 4 cavalry figures, and over 40 Army Packs are also available.

Newbury Rules offer the wargamer a wide range of rules and army lists with an excellent international reputation. This is reinforced by their use in many competitions including the British National Championships. By utilizing similar rule mechanisms, you can easily move to other periods without starting from scratch. Current offerings include rules for Ancients (land and naval), Medieval, Pike & Shot, Colonial, Napoleonic, ACW, Modern (1917-1967) and skirmish (wild west and Medieval).

A catalog listing the full range of Donnington Miniatures and Newbury Rules can be obtained by sending \$2.00 (refundable on first order of \$25.00 or more) to SIMTAC, Inc., 20 Attawan Rd., Niantic, CT 06357.

### PRODUCT NEWS

**Little Mini Shops** is producing a series of 15mm buildings and accessories. These are European style, intended to be suitable for WWII, Napoleonic, Medieval, and Ancient games. SASE for brochure to The Little Mini Shops, 503 Point Breeze Rd., Flemington, NJ 08822.

**Recent GHQ** releases of WWII microarmor include US 75mm pack howitzer with jeep, M16 multiple gun motor carriage, M3 halftrack with tarpaulin cover up, halftrack detail kit with jerry cans, tarps, mike racks, etc. for M2 and M3 tracks, a new M4A1 mortar motor carriage, cargo and tank trailers, White scout car, and a waterline model of the LVT-2, complete with a full load of riflemen; British Staghound armoured car, Churchill AVRE AJ with 290mm mortar, and Marmon Herrington MKII; Canadian Otter armoured car and C 15 TA armoured truck; German SdKfz 251/C 3 & 11 communications halftracks and SdKfz 251/C 2 & 9 mortar carrier and 75mm howitzer carrier halftracks, both with complete crews. Modern additions include the SA-8 "Gecko" missile launcher vehicle, the Type 69 main battle tank, and the Kahokum attack helicopter. The Micronauts range has been increased by the addition of the CL Jintsu, a destroyer flotilla command ship, and the DV Furious. GHQ, 2634 Bryant Ave. S., Minneapolis, MN 55408. (612) 374-2693.

**In Service Miniatures** has a number of new releases, including the GAZ 66 "7-11", GAZ 66 supply truck, BM-28 launcher, ZSU-30X, SA-12, STUG 3G, Leo 1 ARV, and Leo 1A5. Available from Modelers Mart, 1183 Cedar St., Safety Harbor, FL 34695. (813) 725-5168.

**Minifigs** will be producing the Valiant line of sailing ship models under

license, which should alleviate recent shortages. They are also in the process of acquiring Greenfield-Garrisons, whose models are currently out of production.

In 15mm, Minifigs has recently released the Dromedary Corps of Napoleon's Egyptian adventure in two uniform variants, and provided packs of cavalry with command figures for the Crimean War. These include British Light and Heavy Dragoons, Hussars, Lancers, and Scots Greys; French Chasseurs and Spahis; Russian Heavy and Line Dragoons, Hussars, Caucasian Lancers, and Cossacks, Turkish Cavalry, and Sardinian Light and Heavy Cavalry. Artillerymen and teams have been provided for all these armies. The available guns include British light guns, heavy guns, howitzers, and mortars, and Russian light and heavy cannon. Russian and Allied command packs are also available.

### SOLDIER WORLD, USA SOLD

Soldier World U.S.A. has changed hands. Mike Caum has sold the 18 year hobby institution to Jim Birdseye. Mike was promoted in his work and had less time to devote to the operation and was a little burned out. Jim had just moved to Virginia and was looking for something to keep himself busy. The inventory was moved to Radford, Virginia, just off I81, on December 15th. The lines carried are Peter Liang 15s and SKT Garrison 25s. Soldier World plans to offer a phone order service and expand the inventory. There is also a possibility of a shop in the next year. Soldier World U.S.A. will be at Cold Wars in Harrisburg this March.

For those interested in an earlier period, there are New Kingdom Egyptians, including Shardna Gaurd infantry, spearmen, axemen, bowmen, Nubian bowmen, mounted scouts with bows, two-horse chariots with crews, chariot runners with either javelins or bows, and a command pack with 12 foot, Pharaoh's chariot, and crew. The new Early Assyrians comprise Asharittu (elite) and Hupshu (peasant) infantry, in packs with half javelins, half bows, levy bowmen, cavalry, again armed with both javelin and bow, 2-horse and 4-horse chariots with crews, and a command pack with 12 foot and a general's chariot with crew. Incas have been added to the Renaissance II line, including Elite Corps warriors with either halberds, spears, or star maces, slingers, Chinchaysuyu warriors with spears, coastal warriors with swords, forest warrior archers, Colla warriors with bolas, and a command pack with a Huaca relic on a litter with priests and 12 Elite warriors with slings. Minifigs, Box P, Pine Plains, NY 12567. (518) 398-5166.

**Action 200** has produced a number of their "special sets" for the Vietnam War, including ARVN, US Marine, NVA, and VC infantry squads, villagers M113 with crew on top, M113 with stowed gear, M132 flamethrower, M67A3 flamethrower, M50 A1 Ontos 106mm SPG, M48 Vietnimized Mod 1 and Mod 2, M551 Sheridan with turret MG and stowage, Scorpion 90mm SPT and M35 armored truck with quad .50 MG or 2x single .50 MG. They have also added to their modern armor line with a Staghound armored car (either MKI OR MKIII), North Korean infantry squad, FV 180 CET, M60 AVLB bridgelayer, bridges for their various bridgelayers, M88 ARV, LVTP5 amphibious APC, SA-8B Gecko missile vehicle, and a WWII Komsomoyets artillery tractor. Available from Modelers Mart, 1183 Cedar St., Safety Harbor, FL 34695. (813) 725-5168.

**The Anatomy of Victory, Battle Tactics 1689-1763**, by Brent Nosworthy, is a reconstruction of the major tactical doctrines, their actual practice, and their evolution into Frederician warfare. Published by Hippocrene Books, it is some 395 pages long, with 22 diagrams, and priced at \$25. It is also available directly from the author, in which case you will get his newsletter as a bonus. Include \$2 for postage, and send your order to Brent Nosworthy, 494 Court St., Brooklyn, NY 11231.

**Two Dragons Productions** has been designing 15mm Samurai, Viking, and Maharatt figures sold under the Dixon name. These will now be sold directly by Two Dragons. The Samurais are available in the US through Wargames (Box 278, Route 40 East, Triadelphia, WV 26059). The other lines will be sold mail-order, and now have expanded to include British Napoleonic and Early Colonial (notably the pre-1800 uniform). For a catalog, 5 samples, and a year's listing updates, send \$5 in cash and 3 or 4 ICR's to Two Dragons Productions, 70 Luck Lane, Marsh, Huddersfield, West Yorkshire, HD1 4QX.

**Wargames Foundry** is now producing the first cavalry in their 25mm French Revolution line; a half dozen Chasseurs and Hussars. The 1812 line is also expanded with militia and officers, both mounted and foot. Pendragon Miniatures, 1549 Marview Dr., Westlake, OH 44145. (216) 871-4587.

**Savage and Soldier** will soon incorporate The Heliograph as an additional section. Lynn Bodin had planned to step down as editor, to be suc-

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ceeded by Milton Soong of The Heliograph, which would then cease to be published as a distinct entity. Lynn's recent death has made this an occasion of sorrow as well as transition. If you have an interest in Colonial gaming, you should be subscribing to S&S (\$20/4 issues). Write to Milton Soong, 2946 Mauricia Ave., Santa Clara, CA 95051.

**Uniformes** has also had a change of editors, although Phillipe Lamarque has started under happier circumstances. It is returning to a bimonthly schedule, and has increased its cover price by 2F. This is a French glossy covering uniforms, equipment, unit histories, figures, and the occasional wargame article. It is beautifully illustrated with regular contributions from the Funkens and other well-known authors. The January-February issue includes articles on French royal household troops of the Middle Ages, the Royal Allemand regiment, Jena, and Drouot's Arme'e d'Afrique. BILL Dean Books Ltd., 151-49 Seventh Ave., P.O. Box 69, Whitstone, NY 11357.

**Empires, Eagles and Lions** has managed to fight through one of those periods of accumulating problems which tend to afflict amateur publications, and is now back on track after a pause for catching up. The content, as always, is first rate. The December '89 issue contains an account of the battle of Kalisch by George Nafziger, an analysis of first-hand accounts of firefights by Ned Zuparko, an article on howitzers and licornes, battle reports, short pieces on the War of 1812, reviews, etc. An indispensable resource for any Napoleonic gamer. 60 pp. \$18/6 issues. Subscriptions through RAFM Co., 19 Concession St., Cambridge, Ontario, Canada, N1R 2G6.

**The Dispatch** is the journal of the Historical Miniatures Association. The December '89 issue has an article on how to defeat Hussites in WRG games, a Johnny Reb scenario, Modern and ACW battle reports, and modifications for the Jagdpanzer ruleset to incorporate fatigue, along with reviews, convention reports, and association business. 50 pp. \$20 membership, including 4 issues. Historical Miniatures Association, P.O. Box 4582, Austin, TX 78765-4582.

**Falcon Miniatures**, P.O. Box 444, Medford, MA 02155. 15mm Han Chinese, Napoleonic Egyptian campaign, ACW, Franco-Prussian; 25mm Medievales, Marlburian, SYW, AMR, Napoleonic, Roman, Barbarian, Colonial; 20mm WWII.

**Connoisseur Figures USA**, 2625 Forest Glen Trail, Riverwoods, IL 60015 (708) 940-7617 evs. Connoisseur and Elite large 25s for Napoleonics, Colonial, Pony Wars, ACW, Italian Wars 1485-1525, Battleground Ltd terrain and buildings. Catalog \$2, with samples, \$5.

**GAJO Enterprises**, 1926 Fern St., Royal Oak, MI 48073. This is a service for those buying and selling previously owned wargaming armies and military books. The latest listing, for example, offered a Greek Hoplite army, a Mexican army, Napoleonic Austrians, Marlburian Prussians and Brits, Samurai, ECW, ACW, Crusaders, Vikings, Saxons, etc., along with painted villages and a page of books. Armies are shipped on approval, want lists maintained.

**Caliver Books**, 26 Cliffsea Grove, Leigh-on-Sea, Essex, UK. Over 500 books of all sorts which will appeal to those interested in the English Civil War, plus another 80 or so facsimile reprints of 17th Century pamphlets. To get a catalog, send two dollar bills.

**The Civil War Bookshop**, 23 Maplewood St., Albany, NY 12208. (518)

438-7138. A listing of some 180 Civil War books, both current and out of print.

**Aide de Camp Books**, P.O. Box 9250, Schenectady, NY 12309 (518) 346-4966. A listing of 132 books of military interest, mostly pre-20th Century. Listing on request.

#### CATALOGS RECEIVED

**Sintac**, 20 Attawan Road, Niantic, CT 06357 has mailed its 1990 catalog covering 15mm Jacobite Napoleonics, Ancients, ECW, Feudal, and Army Packs. Also included are Scotia Micro Models 1/300 Modern and WWII. New items include Britannia 25mm Ancients, Napoleonic, Colonial, Old West, and Crimean War figures. \$2.00.

**GDW**, P.O. Box 1646, Bloomington, IL 61702. The new catalog contains all their miniature rules as well as Twilight 2000 and Space 1889 with all their scenario and reference books. GDW also announces Over The Top, a WWI Miniature Rules set a la Command Decision for an August release.

**GHQ**, 2634 Bryant Ave. South, Minneapolis, MN 55408 has released 10 new Micro Armor pieces including UK Cruiser Tank, the M5A1 and M9A1 US Halftracks and German and Russian recovery vehicles. Also, an SdKfz 10/1 Prime Mover.

**Two Dragons Productions**, 70 Luck Lane, Marsh, Huddersfield, West Yorkshire, HD1 4QX, England, is now offering all 15mm Dixon Miniatures designed by Lt. Tim Hallam, which are: 15mm Samurai, Vikings and Maharatts. As of August 1989 these figures will be only available from Two Dragons. Orders can be made from the Dixon Catalog. This company also produces a line of early British in Egypt, 15mm Samurai, Vikings and "the Dawn of British India — Pre Raj".

**Panzershiffe**, P.O. Box 26074, Akron, OH 44319. Six jam packed pages of 1/2400 ships covering periods from the American Civil War to modern. A feature of this catalog is that it lists the sister ships to the one listed and how many are in each class.

**Essex Miniatures Wargames**, Box 278, Route 40 East, Triadelphia, WV 26059. A new listing of 15mm ACW figures.

**Pendragon Miniatures**, 1549 Marview Ave., Westlake, OH 44145. Pendragon is THE U.S. Outlet for the magnificent Wargames Foundry Figures. This new catalog lists expansion of the Franco Prussian range, the Indian Mutiny range and the Crimean War range. Introduced is a new 15mm War of the Roses and a 20mm WWII range.

**Quality Castings**, P.O. Box 11714, Alexandria, VA 22312. A new listing which includes their redesigned M4 Shermans. They also have decals for this 15mm line. The line is expanding into figures to cover the Korean War.

#### SALES AND TRADES

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FOR SALE: 2400 French and Prussia 15mm Battle Honors Napoleonics Figures Very High Quality. 1200 Austrians 15 Mini figs good quality. 160 British 7 years war armie Very High Quality Serious buyers only David Waxtel (718) 768-0217 after 6pm

**WANTED:** Looking to purchase figures. Painted, unpainted. All eras and scales. Especially Napoleonics, ACW, ECW, MICROARMOR. Naval, Marlboro. Send list of figures and price. Steven McPeak, 5004 Bonnameade Dr., Hermitage, TN 37076. (615) 885-9647. IX-5, IX-4, IX-3.

**WANTED:** 25mm-30mm Napoleonics, painted and unpainted. Also FOR SALE OR TRADE for 25mm-30mm Napoleonics, over 700 54mm painted Ancient, Medieval warriors, knights, etc. Send inquiries to Mark Lehmann, 366 St. Rever St., Aurora, CO 80012. IX-3.

**FOR SALE:** Military Modelling magazine back issues from No. 3, March 1971 thru May 1978. Best reasonable offer acceptable. L.D. Sutton, 9637 Maple Ave. SW, Tacoma, WA 98499. IX-3.

**WANTED:** Off The Wall Armies (Silver Tiger Productions). Looking for all figures from this bizarre miniatures series. Will pay \$.50 per Infantry Figure, and \$1.00 per Cavalry figure. Send list to Cyrus Harris, 1940 California Street #23, Mountain View, California, 94040. IX-4, IX-3.

**WANTED:** 15mm SYW, Napoleonic, ACW armies, send photo/sample and SASE to Mark, 350 Wayland Rd., Cherry Hill, NJ 08034. Also seeking miniature gamers in my area. Evening calls welcome (609) 429-6583. IX-3.

**WANTED:** 25mm Der Kriegsspieler Thermopolites, Greek or Persian, unpainted or painted. Reply to Victor Hester, 523 1/2 N. Sycamore, Lansing, MI 48933. IX-3.

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**LIQUIDATING** the Lynn Bodin Wargaming Collection by mail bid sale. Large SSAE to W.D. Jacobs, 2464 So. Spencer, Seattle, Wash. 98108. State interests of: S&F European, S&F Native, Imperialism, Other figures, Ships, Terrain, Board games, Books for list(2) & bid sheet. IX-3.

**FOR SALE:** Vol. I, No. 1 of "The Courier", in good condition. Make me an offer. **WANTED:** Osprey's out of print "Scandinavian Armies of the Napoleonic Wars". Write Theo Bierschenk, USA VEO APO NY 09757. IX-3.

**FOR SALE:** 350+ painted 15mm ACW armies, \$230 or best offer. Also 6mm Ros and Heroics Desert armoured forces. Over 250 pieces, asking \$75 or best offer. George Vigand, 1907 Welborn St., Rock Hill, SC 29730. (803) 366-3642. IX-3.

**FOR SALE:** Longtime wargamer/collector selling off his private collection of painted 25mm armies. Mostly Medieval and Renaissance periods. About a dozen separate armies comprised either variously or exclusively of old Minifigs, new Minifigs, Lemmings, Garrison & Ral Partha 25mms. Armies for sale include Hundred Years War, War of the Roses, ECW Royalists, Parliamentarians & Scots, even Medieval Islamics & Chinese. All armies priced reasonably to sell quickly. Serious inquiries only please. Contact D. Clayton, P.O. Box 5101, Hudson, FL 34674-5101. IX-3.

**FOR SALE:** 15mm & 25mm unpainted Naismith, Hinchliffe, RSM, Rosedale figurines, ECW, SYW periods. Back issues of The Courier, Wargamer-Military Digest, Military Modelling, Tamiya 1/35, ARII 1/48 unbuilt kits. SASE for list to: Joel Reid, 60 Locust Rd., Greenwich, CT 06831. IX-3.

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**FOR SALE:** Nicely painted and mounted 25mm Sassanid Persian & Late Roman armies (Approx. 400 pcs.) two complete armies (inf., cav., & elephants) \$400.00 postpaid. Randy Carlson, 211 Melrose Dr., Colona, IL 61241 (309) 949-2037. IX-3.

**CALENDAR**

April 27-29  
**Little Wars**

Zion Leisure Center, 2400 Dowie Memorial Drive, Zion, IL 60099. A totally miniatures-oriented convention with games spanning historical times and beyond. \$6 per day, or \$8 for the weekend, \$2 discount for HMGS members. There is an event fee. Contact Robert Bigelow, c/o Friends' Hobby Shop, 1411 Washington St., Waukegan, IL 60085, tel. (708) 336-0790.

May 4-6  
**HMGS Mid-South NashCon**

Music City Rodeway Inn, Nashville, TN. Miniatures tournaments, alternative gaming, dealers' room, and an auction. ACW, Napoleonic, armor, naval, SF, alternative history games scheduled. Registration \$10 through 4 April, \$15 at the door. Contact Games Extraordinaire, 2713 Lebanon Pike, Nashville, TN 37214, tel. (800) 777-GAME.

May 5  
**You Gotta Do Whatcha Con III**

Ferndale Community Center, Nine Mile Rd., Ferndale, MI, 1/2 mile off I-75 at the Nine Mile Exit. Contact Bob Marshall, 133 E. Farnum Ave., Royal Oak, MI 48067. Tel. (313) 398-9607 (days) (313) 541-1180 (after 4 PM).

May 25-28  
**GameX '90**

Los Angeles Airport Hyatt Hotel. All types of family, strategy, and adventure, role-playing, miniature, and computer gaming. Seminars, demonstrations, and special guests. Contact Strategicon, P.O. Box 8399, Long Beach, CA 90808, tel. (213) 420-3675.

May 27  
**MIGS XI**

Pavilion 3, 1289 Barton St., E. Hamilton, Ontario. Wide variety of miniatures, painting competition. Contact Don Hlohinec, 65 1st St., Stony Creek, Ontario L8G1Y2. Phone (416) 662-5421.

June 10  
**Madison Game Day '90**

Miniatures, role-playing, board games, other diversions. \$5 admission, no game fees. Contact Madison games Association, Nick Klapper, 1909 Heath Ave., Madison, WI 53704, tel. (608) 249-3264.

June 16-17  
**Organized Khan-Fusion**

Central Penn Business School, Summerdale, PA, across from the state capitol. Miniatures, role-playing, board games. Guest of honor is Tom Wham. Registration \$4-6 for one day, \$8-12 for two days, depending on date of registration. Contact M. Foner's Games Only Emporium, 200 Third St., New Cumberland, PA 17070, tel. (717) 774-6676.

June 22-24  
**Michicon Gamefest**

Southfield Civic Center, Southfield, MI. Sixty board game events, 60 miniature events, 50 role-playing events, auctions, and open gaming, \$7 per day, \$12 for all three days. Contact Metro Detroit Gamers, Box 656, Wyandote, MI 48192, or call Barry Jensen at (313) 591-2300 ext. 325 (days), or Mike Bartinkowski at (313) 382-1734 (eves).

June 28-July 1  
**Origins 90**

Origins will be held in Atlanta, with Tom Clancy and Larry Bond among the guests of honor. Rooms are \$70 per night. For information write to Origins 90, P.O. Box 47696, Atlanta, GA 30362, attn.: John Froelich, Miniatures Director. Phone (404) 925-2813.

July 6-8  
**OurCon**

University of Montevallo, Montevallo, Alabama. Panels, readings, movies, gaming, art show and contest. Registration is \$17.50 at the door. Contact OurCon, University of Montevallo, Station 6571, Box 2692, Montevallo, Alabama 35115, tel. (205) 665-4957.

July 26-29  
**Historicon 90**

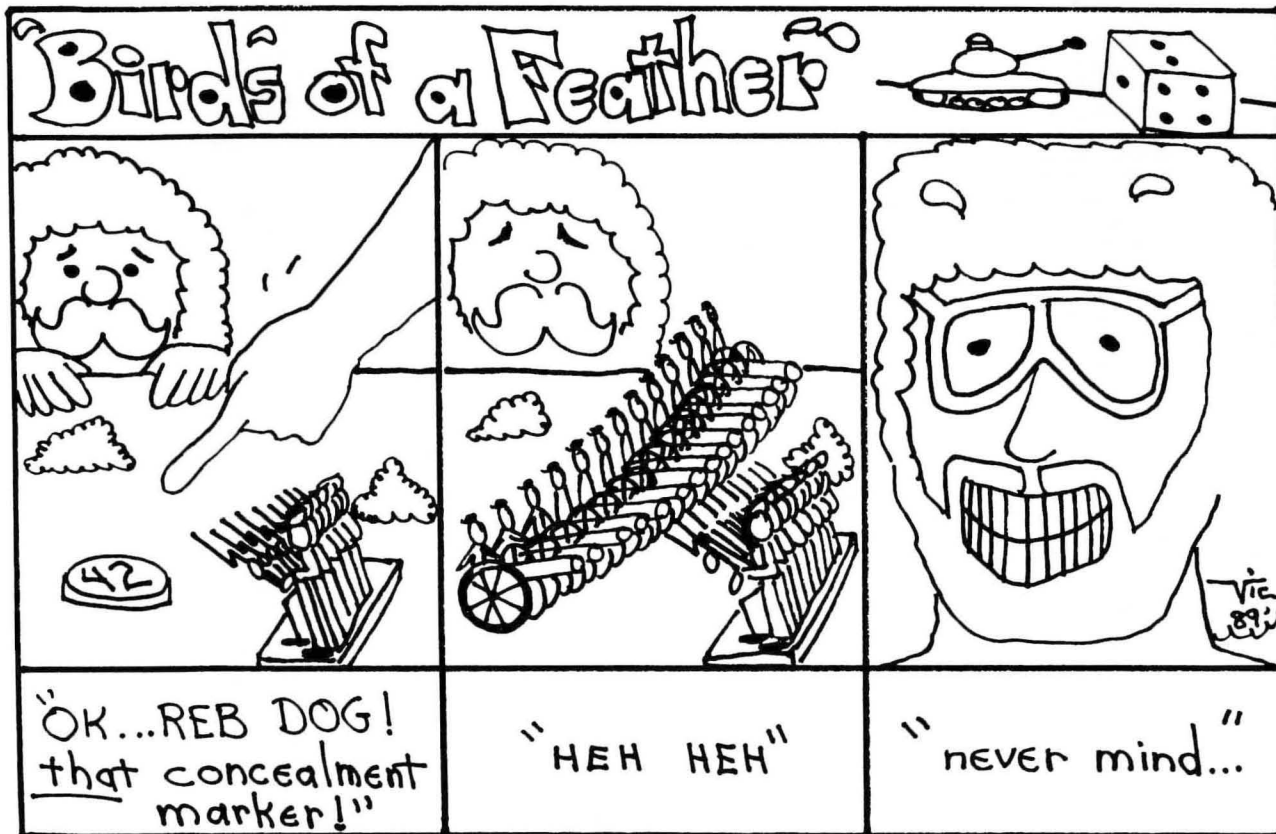
HMGS presents its famous summer convention at the Penn Harris Hotel in Harrisburg, PA. Contact Bob Coggins c/o The Ship Shop, P.O. Box 222, Annapolis, MD 21401-0222.

August 18-19  
**Eltannon Con**

Henderson Convention Center, Henderson, NV. AD&D, Star Fleet Battle, Battle Tech, Car Wars, and Champions. \$10 registration. Contact Eltannon Con, 860 E. Twain #128, Dept. 456, Las Vegas, NV, tel. (702) 733-8626.

Oct. 5-7  
**Costume Society of America**

Springfield, IL. Call for papers on Historic Costume, reproduction and interpretation. Symposium cosponsored by the Congress of Illinois Historical Society and Museums, Costume Society of America, Illinois State Museum, and Illinois Historic Preservation Agency. Special consideration to research on Midwestern costume. Send abstracts to Ruth Truett, CHHSM, Old State Capitol, Springfield, IL 62701, tel. (217) 785-7938.



Most of the time we all got on very well down at the Club — there was always a lot of kidding and winding-up but it wasn't taken seriously and we were really all good mates. It carried on like that until Sharon joined us, the first girl we'd had in the Gang — not because we were male chauvinist pigs but simply because none of the opposite sex ever came along — and the experience was enough to cause us to hope she will be the first and the last. In the beginning we heard of her through Sam Russ raving about this girl he'd met in the "Dolphin" — "I was having a quiet pint when this couple sat at my table... she was a real cracker but the guy with her was a dreary Wally who seemed to be boring her to tears and after a while she really let him have it. She said... I don't know why I'm wasting my time with you when I could be at home reading the third volume of Oman the library got for me today!" Sam continued: "The third volume of Oman... that's what she said... I couldn't believe my ears... so I leaned across and asked her if it was Oman's HISTORY OF THE PENINSULAR WAR she was talking about? The Wally pushed his face into mine and told me to mind me own business... but the girl told him to keep out of it and looked me up and down: 'Of course it was, although I suppose you could have thought I was talking of his other books, say THE ART OF WAR IN THE MIDDLE AGES or WAR IN THE 16TH CENTURY... I've read those, too.'" Sam said he took a deep breath: "You're telling me you've read books like that... about history and wars?" The girl's eyes flashed in what we later got to recognize as a danger signal: "And why shouldn't I? Those books... that sort of writing isn't for men only, you know! Of course I've read them although my main interest is in the Peninsular War." "What else have you read on that?" asked Sam. "Oh most of them... Jac Weller, Michael Glover, David Chandler, Rogers, Rifleman Harris, Kincaid, Surtees, Costello, Harry Smith, Julian Rathbone... and Napier too... but not all of them, only his single volume edition." Sam had never met a girl like her and they chatted merrily away until the Wally got fed-up and went.

Of course he had to bring her down to the Club, to show off this quite exceptional member of the fair sex whom he introduced all round as "Sharon", and basked in the reflected glory of the astonishment and respect she aroused by knowing as much as any of us about the Peninsular — even Billy Wright hadn't read Napier! It wasn't long before she made it quite clear she wasn't going to be regarded as a pet parrot saying its piece; she stood there looking around at us and, as breezily as you like, said: "Sam tells me you fight wargames here... I've never had the chance to do anything like that before... when can I come down to this Tomb of yours and fight a Pensinsular wargame?" We looked at each other and you could read it in their faces that they could see she would bring a bit of glamour to our earth-smelling wargames cellar. "It's alright with us... if Charlie agrees." Well, Charlie agreed, saying: "Perhaps it'll make some you watch your language when the dice don't fall right!" So we set about preparing a fairly straightforward battle, using an example from history and we had a full house next Sunday with most of the Gang looking tidier and more respectable than ever before.

Sharon astonished us straightaway by recognizing the battle as soon as she heard the narrative: "That's Maida... 4th of July 1806... when Stuart beat Reynier... yes, that's a nice little battle with the red-coated Swiss being mistaken for Watteville's men... and Ross coming ashore with the 20th Foot and winning the day... yes, I'm going to enjoy this!" We stood openmouthed with Sam Russ capering around her as though she'd just won an Olympic gold medal. At first we were all helpful and chivalrous, giving her the benefit of the doubt and acting like perfect gentlemen, then she got the hang of the rules and began knocking hell out of Toby Role's force, mistakenly he carried on treating her with exaggerated courtesy long after most of were desperately fighting for our lives! Oh yes, before the game was halfway through we had all abandoned that flippant flirting style, but Sharon had got the bit between her teeth and by the end of the afternoon had done a better job than even Stuart did in 1806! It might have helped if we could have got the odd curse or swearword in, but whenever one of us opened his mouth to do so, Charlie glared a warning — and it was his Shop after all, wasn't it?

From then on she became a regular Sunday player and came to the Club on some evenings with Sam, although even he was getting a bit fed-up with Sharon and some said she only kept in with him to be able to carry on wargaming. Whatever you say, women aren't like men, are they — when a guy wins a wargame or does something noteworthy he doesn't keep crowing about it, but Sharon did because she was a real Woman's Lib type and every wargame was a Battle of the Sexes to her. Then she sprang her bombshell — she was going to paint-up a regiment of 25mm Amazons — women-soldiers — and use them in our wargames! We kept our spirits up saying no maker did them, but Charlie said he'd look around although he didn't please Sharon when he recalled how Mike Blake of Individual Skirmish Wargames had once made a bevy of Western Saloon girls out of a box of Airfix 1:32nd footballers!

The eyes flashed dangerously: "I'm talking of soldiers, women warriors who could beat most armies they encountered... until the controlled



# DOWN AT THE WARGAME CLUB

WITH DON FEATHERSTONE

volleys of French repeater rifles defeated them in the 1890's." And she went off full blast about this Corps of Amazons in Dahomey, a West African Kingdom, formed in bands of 400 with female officers, armed with muskets, rifles, bows and arrows, spears, machetes and swords, each unit designated by flags, drums and ceremonial umbrellas; they wore a loosely slit wide skirt and a cartridge-belt over their bare chests. That made some of the younger lads snigger! Charlie produced female Fantasy warriors from Asgard and then Citadel's women-warriors, but she didn't like them so in the end Charlie converted some Ancient Egyptians or Hittites, gave them muskets and made bare breasts with tiny blobs of solder — when Sharon said some of them were "... unbalanced up top" Charlie said they'd look alright when they were painted.

She did a good paint-job on them and those damned Amazons turned up in every wargame we fought, although at first the younger lads didn't like firing and meleeing with them — "Don't seem right... with them being wimmin, does it?" But them "wimmin" chased us all over the table and Sharon got more and more cocky, crowing when she won and on the few losing occasions, accusing us of being chauvinist pigs. The numbers began dropping off on Sundays and we were at our wit's end wondering what to do, when suddenly Sharon stopped coming! After three peaceful weeks, we had all cheered up, even Sam Russ; then Fred walked in waving the evening paper: "See this picture of Sharon in the Recorder?" It was on the back page, the sports page — there she was, dressed in football gear — she'd formed a woman's football team called The Amazons, of course, and was bitterly complaining because the local football association wouldn't let them play in the men's league!

We haven't had any girls in the Gang since Sharon, and most prefer it that way, although we all agree that if there has got to be another sex, we'd as soon it was women as anything else!

## ERRATA

The author of the article in Mexican American War Rules was mislabelled on the contents page. It should have been Ken Skinner as was named on the article. My apologies to Ken.

On page 27 of IX-2 an incorrect paragraph was inserted in the section on The Complete Brigadier. It should read:

**Fire:** Casualties by fire are determined by dividing the number of figures firing by a weapon's factor. This number is modified by a *sequential* list of modifiers. (For a detailed example of this process, please see the Courier Vol. V Number 4. Also the "game aid" for these rules printed in the Courier some time ago is useless for the firing as it is based on "tolling" the modifiers). Unless you are very good at math, a calculator is required for this phase of the game.

A major feature of the game is that once a unit is in a "firefight" (i.e. gives and receives a casualty) it is out of the player's control and locked into the "firefight".

Yes, there are people who do read your editorials. I'm one, and I am tardily responding to one you wrote a few issues back. You had been blasted by your readers for printing an issue on some pretty flimsy paper. (I'm afraid that I agreed with the readers on that one.) In your editorial you said that THE COURIER would go back to its regular "look", but you said that that costs. You asked for all of us to try to recruit new readers. I thought that made sense.

I have been a loyal subscriber to THE COURIER since its rebirth. I am also a high school history teacher. Quite a few of my students are interested in wargaming. Why I never thought of giving the high school a subscription to THE COURIER until your editorial I'll never know. At any rate, I recently signed Kirkwood High School up. It should be getting Vol. IX no. 1 any day now. I hope that you'll pick up some additional subscribers from the St. Louis area because of that. — S. JOHNSON, CHESTERFIELD, MO.

Thank you for your help. If more readers had your attitude, THE COURIER would be able to increase frequency and take on more special publications. Our recent survey (IX-1) has shown that many subscribers pass their copy around to 12 to 25(!) others. — DICK BRYANT

**KUDOS FOR A SUPPLIER FROM OVERSEAS**

Please let it be known that there is at least one overseas company that is a credit to the mail order business. That worthy establishment is Model Figures and Hobbies of Northern Ireland. In addition to prompt and accurate shipments on orders I have placed with them to date, they have taken it upon themselves to assist customers with problems arising from the demise of Plastiform, another company in Northern Ireland with whom I had placed an order over two years ago this month. While Plastiform cashed my check, they never shipped my order, and did not respond to my inquiries.

As a last hope I contacted Model Figures and Hobbies, who at one time carried some advertising for Plastiform, in the hopes of their assistance in leveraging Plastiform. In a prompt and courteous reply, Model Figures and Hobbies notified me of Plastiform's demise and shipped my order to me.

If you have the opportunity to contact them, whether regarding problems with Plastiform or for the first time, let me suggest that you inquire about receiving their catalog, which has an extensive and well crafted line of 20mm 20th Century figures. It was (in part) using these figures in a Vietnam scenario at Orlando skirmishes in 1987 that I was awarded first place in the game master category. I believe you will be very pleased with this company. — R. WALTON

**EVALUATION OF 1800 BRITISH ARMY MISLEADING?**

Upon rereading G.F. Nafziger's "Evaluating the British Army 1800-1815" (COURIER VIII No. 4), it occurs to me that in at least one critical respect the author's analysis is misleading. This oversight calls into question one of the "startling" conclusions the article purports to arrive at. Furthermore it casts doubt on the value of the desertion data the way Mr. Nafziger has used it.

The critical issue the author seems to overlook in rating the morale of the various corps of the British Army by numbers of desertions between 1808 and 1813 is the effective sizes of the units involved. Rather than computing desertions as a percentage of each unit's actual strength, the simple number of desertions is used in creating a mean and standard deviation by unit type. Now in the case of British Line battalions (tending towards the same strength) variance in individual unit strength may prove unimportant in the final analysis, but what of Guard and perhaps some Highland battalions (fielding up to twice the normal strength of the Line)? Mr. Nafziger's conclusion is that 20.7 desertions per year per unit for the Guards places them in the same class as the Line with 19.2. But considering the larger size of Guard Units (usually much larger), do not these numbers in fact indicate a considerable morale advantage in British Guard units over the Line? Given the data presented it appears that a smaller percentage of Guards actually deserted.

My aim is not to assault Mr. Nafziger or the fine contributions he has made. Neither is it to claim a morale advantage for the British Guards. I only wish to point out that care should be taken with statistical analysis before its conclusions are presented as "a simple distillation of... documentation." My guess is that with a careful consideration of what the number of actual desertions mean with reference to the strength and circumstances of the individual units involved, a much less startling picture of the British Army emerges. The desertion figures might then support our more common intuitions in the matter. — MARK HUML, BARRINGTON, IL

**COPY RIGHTS OF RULES AUTHORS**

This is about the question, "Does the author of a ruleset have the right to insist it is played exactly as written?"

Although it seems that this is an opinion question, there is in fact a legal answer to it. Copyright law is pretty clear about the rights of purchasers of printed material.

What you do with the material in the privacy of your own home is your business. There, you may use any portion and change it in any way that pleases you.

However, outside the home, the buyer may not duplicate the material, use it for personal or corporate gain, display it in public in any way, or publish or distribute it in any form, without the expressed written consent of the author. The author has the right to request a fee in exchange for this permission.

# Dispatches From the Field



Further, if permission is obtained for use of the material, it must be used exactly as written, unless the author agrees, in writing, to the specific changes.

So, for example, if I want to run a public ancients tournament and I want to use the WRG 7th edition rules there, I have to have the permission of the copyright holder (WRG or Phil Barker). If I wish to introduce amendments to the rules for use at the tournament, I have to send those to the copyright holder and obtain written permission to use them. The copyright holder may ask a fee in exchange for these permissions, or may refuse to allow their use.

If the author learns that his rules have been used in a public context without permission, he may seek legal redress through the courts. If the material has been changed, i.e. amended for a public use, the copyright holder may argue that his reputation has been damaged through the inaccurate presentation of his work.

Courts have awarded both compensatory and punitive damages to copyright holders in cases concerned with a great variety of materials. The cases go well beyond traditional "literature", and there is little doubt in my mind that the copyright laws apply to published rule sets, and their use at gaming conventions.

I'd hate to see our hobby become a legal battleground, so I lean to the conservative side on these matters and urge convention organizers to obtain appropriate permissions when using the published work of others.

Cordially,  
— ALAN M. HANTZ, Chairman, Dept. of Mass Communication, University of North Carolina at Asheville, Asheville, NC 28804.

*Alan submitted this as a response to a question in a recent poll by a major U.S. figure distributor and sent us a copy. I would very much like to hear from any copyright lawyers out there. If Alan is totally correct - the future of conventions and gaming with commercial rules at them could be in jeopardy.*

*Would this apply to club play also? What if the club uses a public, rented facility and not someone's home? Of course one answer is to refuse to buy any rules with copyrights that do not include a disclaimer allowing people to use the rules in any way they see fit (except copying) as long as they don't claim that the event is "officially" sanctioned by the rules author or publisher. — DICK BRYANT*

**MORE INFORMATION ON SIKH UNIFORMS**

I found a Great Battles magazine article on the Sikhs, which I had forgotten about, that has several illustrations. An undated "Persian" miniature of a Sikh Durbar, or royal audience, shows a Sikh general and mounted officer both wearing light green "Phrygian" caps trimmed along the bottom edge in yellow. Also shown is a limbered cannon drawn by a pair of white oxen. The limber and gun carriage are painted sky blue, and the crew wear red *alkaluks* and yellow *pyjamas*; they also seem to be wearing caps as above.

A watercolor of the charge of the 16th Lancers at Aliwal, ca. 1850 by M.A. Hayes, shows Sikh infantry in white turbans and trousers, and red jackets laced yellow and faced blue. The Sikh gunners shown seem to be wearing sky blue pelisses trimmed with yellow lace and medium brown fur; their turbans and trousers are white, the latter with red stripes.

The last illustration of particular interest — and of some curiosity — is an equestrian portrait of Lal Singh, by C.S. Hardinge. Lal Singh is depicted in European half-armor and wearing what appears to be a helmet covered by an animal skin (lynx?). Unfortunately, the illustration is in black and white.

And that pretty much exhausts my information on the Sikhs — Men-at-Arms, help!  
— JOHN KELLY

# VOLLEY FIRE

## VOLLEY FIRE RESPONSE IX-1

Responses 440 (5%)

Entire issue 6,455

ARTICLE/DEPARTMENT	RATING	NIQ
The Reviewing Stand	7.886	5%
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Please use the reply card found on the protective cover (subscribers get them) otherwise send in on back of postcard. Be sure to note which issue you are rating. Rate as follows: 9 is great; 1 is poor; 0 is "not in your area of interest". 40 + % zero interest will probably result in that type of article being dropped.

A The Campaign for California	H Ancient Armies — Options in WRG 7th
B Manifest Destiny Rules	I Mexican Standards
C Flags and Formations of Napoleon III	J The Reviewing Stand (contents)
D Sapper's Report — Mexican Structures	K The Courier Dispatch (contents)
E Complete Index for VIII	L Down at the Wargame Club
F The Battle of Heilsburg	M The Vanguard (Editorial)
G Tactical Lessons from Hoplite Battles	N The Entire Issue Overall

### READER SURVEY RESULTS

Our survey in Volume IX, No. 1 elicited a record level response with over 530 readers responding! 50% of our readers are 30 to 39 years of age, 24% are 20-29 years old, while none were under 20. The average income of our readers is over \$38,000 of which they spent an average of about \$500 each on the hobby (13% spent over \$1500!). Most of you (85%) spend between \$50 and \$100 each on terrain and accessories and 60% spend about \$50 each on paints and brushes. You buy an average of 8-13 military history books per year with some 15% buying 20 or more.

80% bought 15mm figures, 50% bought 25mm figures, 12% bought 30mm figures and 1% bought 6mm figures.

50% of you own between 11 and 20 boardgames, 30% own 10 or less. Only 32% computer game and buy between 1 and 5 computer games per year. 40% own a computer, 20% of which are obviously not used for gaming. Only 13% have a modem which shoots down my miniature games by computer idea at least for now. 40% are interested in an Historical Miniatures Wargaming Bulletin Board which suggests that quite a few of you would go and buy a modem just to participate.

A whopping 75% of you buy your wargame material by mail which is way up over previous years, 10% buy at conventions. It is no wonder when you realize that the average reader is over 40 miles from the nearest hobby shop with 2% claiming to be over 100 miles away! 60% buy overseas from time to time.


Based on all the new products available, I was surprised to find that 80% of you do not use a commercial terrain system.

65% of your purchases are from ads in The Courier and about 50% of your purchases are based on reviews seen in The Courier.

A 60% interest in a wargame scenario of the month publication is the best result my perennial question ever elicited. I will seriously plan such an undertaking.

Finally to the question "How many people besides yourself read your copy of The Courier?"; 3 respondents answered more than 10, one was 15! The average was 2.88, up a .03 person from our last query. Well if each person bought his own copy, I couldn't retire, but it sure would make things easier.

Many thanks to all of you who took the time to answer.  
— DICK BRYANT



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VII—2,3 5,6; VIII—1,2,3,4,5,6; IX—1,2.

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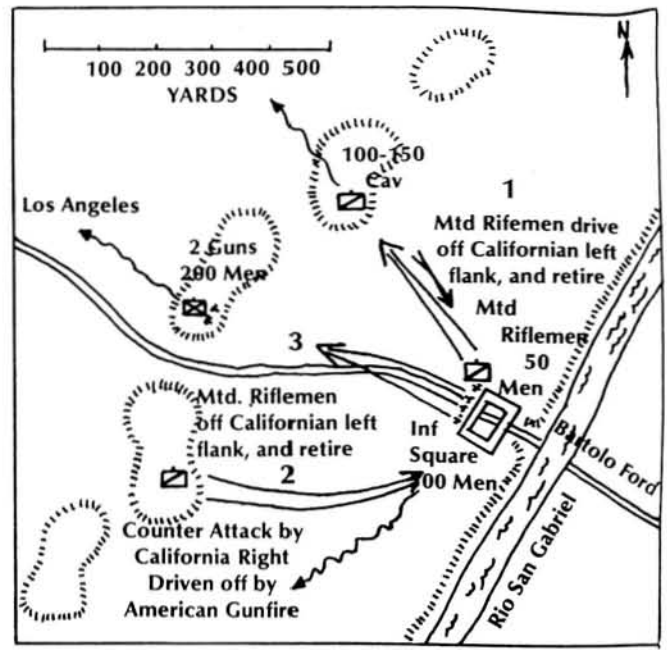
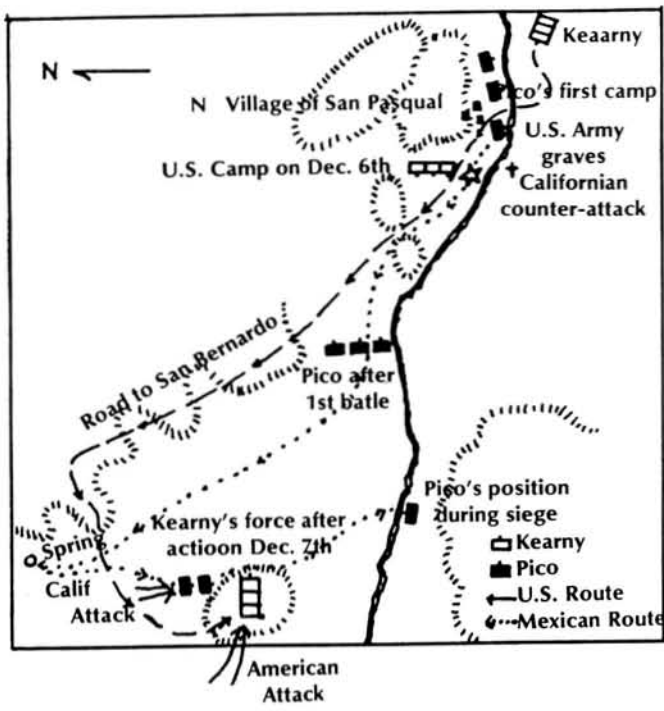
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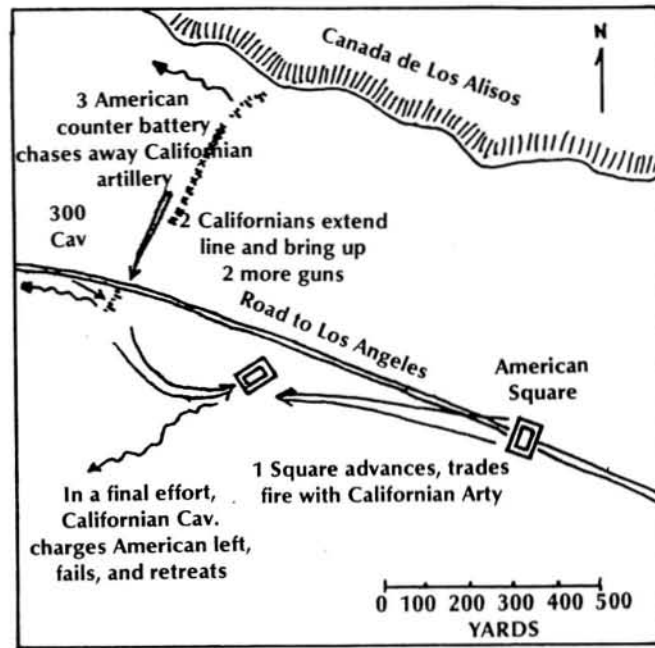
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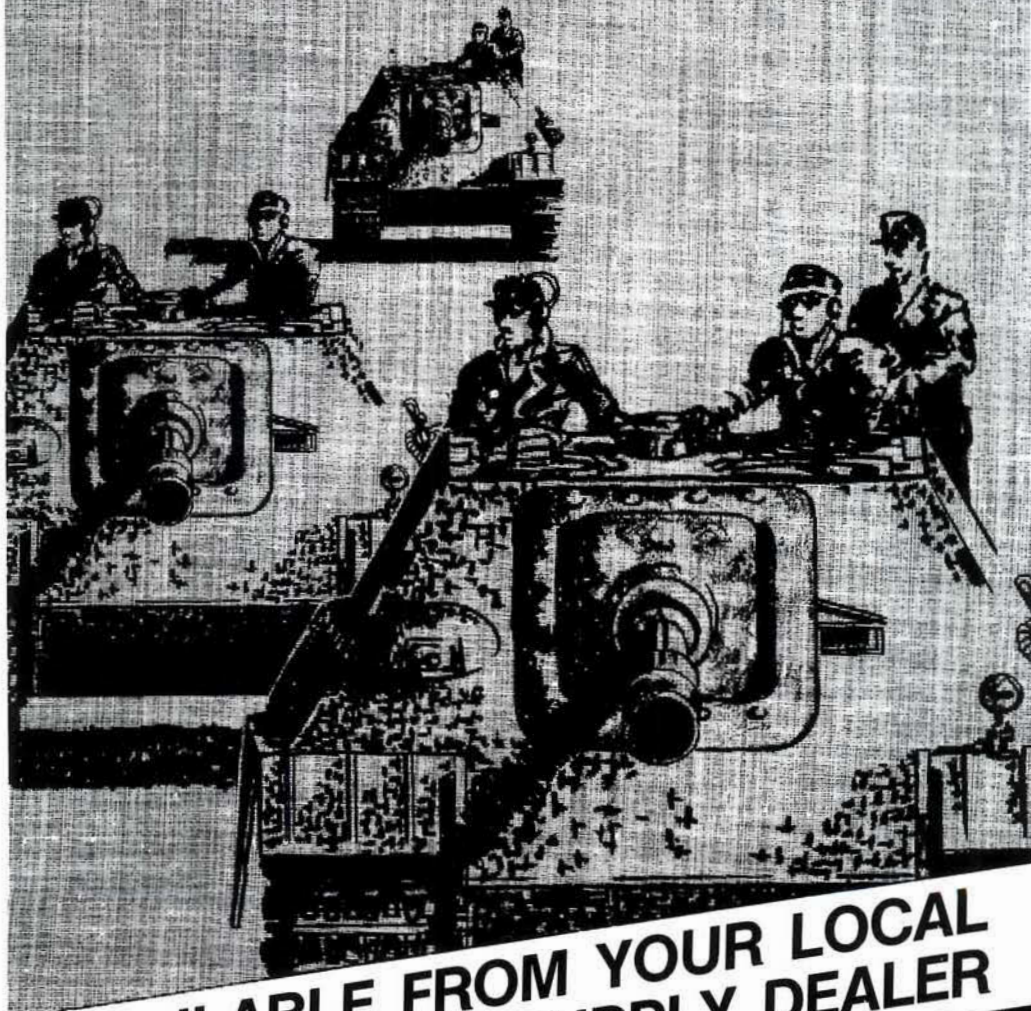
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