

The Courier

BULLETIN OF THE NEW ENGLAND WARGAMERS ASSOCIATION



Vol II No7

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4

EDITORS NOTES

The biggest news from this part of the country these last few weeks was the Philadelphia wargames convention held Oct. 10 by the Military Figure Collectors of America. This annual affair was very well attended with over 300 people coming to see the many wargame demonstrations, figure and army painting competitions, and the perennial favorite, the challenge game. The challenge game was won by J. Pazzano of Chicago. NEWA gives a plaque each year to the best painted army painted expressly for this challenge game, this year it was won by Michael Mullig & George Wolfe III of the Pittsburg wargame society. Other awards were "Best Painted Unit" to Gilbert Brown of W. Va.; "Best painted 20mm Wargame Army" to Chas. Eberle; "Best Painted 30mm Wargame Army" to a Mr. McDonald; the "Masters Competition" was won by Mike Ferguson of MPCA who also won the "Best Painted 54mm" competition. Navy won the West Point- Annapolis Napoleonic Challenge game and last but not means least NEWA won "Best of Show" with our demonstration of a wargame based on Middle Earth (see page 12 and photo page). There was complete TV coverage and a great deal of interest from "laypeople". Next year promises to be fantastic with a much larger and far newer hall available. The Army-Navy challenge game will be of great interest and NEWA has been challenged to a Column, Line & Square game by the Manhattan Wargamers. Those of you who are curious about the rules so often mentioned in The Courier should plan to attend. People in the New England area will be interested to know that NEWA plans to charter a bus or two to provide cheap transport to the convention next Oct. 9 and they should contact the editor if they are interested in going.

A main attraction at the convention is of course the commercial dealers booths of which there are 100 or more. Imagine being able to see what you want to buy before buying. A sell & swap table offers many fantastic bargains. There will be many interesting game and rule demonstrations and the usual challenge game and painting awards.

Many of you will be getting renewal notices with this issue and we hope that you will be prompt in sending your check so that you will not miss even one exciting issue that is planned for this next year.

THE COURIER is published 8 times per year by volunteers of the New England Wargamers Association. There is no fee for articles, but articles of interest to wargamers are solicited. No responsibility is assumed for statements of fact or of opinion made by contributors. Exchanges are solicited. \$3.00 U.S.A.; \$4.00 or 34/- foreign per year. Single sample copies are \$.45 U.S.A., \$.60 or 5/- foreign.

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REACTION WAVES IN WAR GAMES

By Jack Scruby

After a 7 month layoff from war games, I started "fighting" once again with my loyal opponent, David Rusk, and the first couple of games were enjoyable - but, as usual, became stereotyped, and I began to lose interest. I decided to give some serious thought to the reason for this, and to make an attempt to break away with "something new" that would make war games more exciting.

When I was forced to stop wargaming due to a heart attack, our battles had become two great long lines of 25mm soldiers, spread over my 12ft long table, with few gaps available for anything other than brutal, frontal assaults. Both David and I had fought each other so long we had reached a point where we had become experts in standing each other off, seldom allowing our little lead men a chance to get surprised and be beaten. We could almost read each others minds, and the results were long and bloody fights in which nothing happened except lots of casualties and little gain of ground. The battles were physically wearing rather than exciting, and after the long layoff two such battles killed the interest I thought I might have had in war games.

I began to search back into many of the wild and weird ideas I had tried out over the years to introduce some excitement into war games. Most of these ideas, such as the Continuous Combat and the Liberal Move Game, had gradually died out after we had played a few games because they were so scary to play. By this I mean, the results could be so catastrophic for one or the other of us, that we actually became fearful to use the rules, as one was never sure whether use of these rules would win or lose the game for him - and fast!

The great thing about these particular two ideas was that it gave "movement" to a war game. The Liberal Move in particular (described in my booklet "Fire and Charge") was a great idea (started by Larry Brom and his friends in Greensboro, NC back in the early '60's). However, the rules (as still played by us and exactly as described in "Fire and Charge") did not really make a totally complete action, and it gave the attacker more than the initial surprise advantage. So I decided to start from this point - the Liberal Move Game - and develop the idea further, hoping that we could come up with a type of war game that would eliminate the bone-crushing tactics we had forced upon one another.

One of the basic weaknesses of the Liberal Move rule was that neither the attacker nor the defender could do more than make a small local fight out of this move. Our rule stated that X number of stands (of infantry, cavalry or guns, or any combination of these) could "free-wheel" move around the table top, coming under fire by opposition artillery, until it moved to within musket-range of troops that were holding the target determined to be assaulted. Once in this position, the attacker fired against the defender; the defender could retire upon supporting troops, bringing them into the battle as he fell back. There was a definite limit (in area) in the amount of troops that could be used in defense, since you were allowed to use only those men who happened to be within 8 inches of your front defensive line.

At the same time, the Attacker could not use any other troops that those he originally was allowed to liberal-move. As a result, a liberal move attack was usually left "hanging" out on a limb to be subsequently annihilated, while the defender was so limited in the number of units he might "pick up" in desperation as to make it impossible for him to even set up a rear guard to hold off the attack while he alerted his men to help him out.

The idea then struck of the "reaction wave". This of course is the old theory that if you drop a pebble in a pond of water, waves move out from the center point where the rock fell. Years ago the idea of Continuous Combat came to me while reading of a Civil War battle in which the Rebels had secretly pounced on the flank of unsuspecting Union Infantry - but - before the action was over the "reaction wave" of the fight had spread swiftly and eventually the Union forces alerted themselves to this danger, faced around, and fought off the Rebs.

So our first rule of the new Liberal Move theory became:

RULE I

- A. At the exact center of both the attacking and defending forces, a chalk mark is made on the table top. This is the "contact point" from which all subsequent measurements are made to determine the "reaction waves" of the fight.
- B. On each Liberal Game Move thereafter, this reaction wave spreads (in all directions from the contact point) at 12 inches per game move.
- C. All troops (on both sides) who come under this measurement, may then be moved, adjusted or fight as dictated by the circumstances.
- D. All other troops not yet affected by this reaction wave remain still.

At first glance, this may not seem much, but we have found that a player can carefully move his army on regular game moves, then when he is ready (and provided he wins the right to call a Liberal Move), he can initiate an attack that will begin at one point against an enemy objective, and as the reaction wave spreads across the field, it brings in other units he had purposely set up, to add to the attack.

A perfect example was one I pulled off recently against David, who was holding a key hill position on his left flank. I set up two brigades directly to the front of this position. Winning a chance for a Liberal Move, I moved one brigade clear to the flank of the hill, launching an attack. As the reaction wave spread, it brought in the second brigade - still stationed at the front of the hill--into the action, developing a two pronged attack upon the hill - front and flank. In no other war game that I have ever played, had we been able to pull off such an attack! And yet it failed! For David had set up a counter to this, and as the reaction wave spread, he was able to call in support enough to hurl back my attack!

Thus, our first basic change to the old Liberal Move rule gave us the reaction wave theory to work with. In half a dozen games since its inception it has worked well, and we have not had to change any working of the rule. It is here to stay in our games.

In our old Liberal Move rules there had been no morale factors to worry about. The attacker ordered his troops to make their move, and they had to continue on to the end fulfilling this order, no matter what occurred.

We changed this, since we found there was no reason to "order" troops on a specific objective. But, for reasons of saving time, we allow a player only 3 minutes to get his Liberal Move started. In other words, if you win the dice roll for game move, you have 3 minutes to make up your mind if you want to make a Liberal move and to begin its operation. Thus, you can plan ahead (as one would do in chess) to set up Liberal Moves, and when your chance arrives, we feel you should pretty well know what you will be doing without talking 20 minutes to plan it out move by move.

Once the Liberal Move attack is under way, and after the first combat situation has been judged, then the MORALE FACTOR comes in.

RULE II

- A. There must be a Morale throw after each Liberal Move Combat.
- B. If the attacker loses, his troops (that were engaged in the fighting) retire behind the closest support, and he loses the Liberal Move Initiative. If the Defender loses, his troops retire behind the nearest support, and the attacker continues with the Liberal Move.
- C. "THE WINNER OF THE MORALE FACTOR" may begin a counter attack (if he is the defender); may continue the attack (if the attacker); or he may call of the Liberal Move and request a New (regular type) Game move.

This set of rules makes for the "chance factor" so important to war games, for even if you have set up a beautiful tactical maneuver for your Liberal Move, the old dice (and perhaps a hard defense by your opponent) may force you to lose the initiative, and you'll find a nice unit of your troops highly exposed to counter attack by your opponent.

I realize of course, that the war game purist will tear his hair at the thought of this set of rules for they perhaps are unrealistic, and I know of few people who use the Liberal Move Game. But of course, this really doesn't matter in our hobby, since it is one of the last ones where a person involved in it has total freedom to play as he pleases, since there are (thank God!) no standardized set of rules to play by.

However, this particular adaption of the Liberal Move and Reaction Wave theory, has enlivened our game and totally revived my interest. If you think every other move

is a Liberal Move in our game, you are wrong, as we use perhaps one or two such moves in an entire game. Our game proceeds along the regular lines...but, if you make a mistake in your tactics, the other guy can jump you quickly by taking advantage of the Reaction Wave game. It is much like playing a chess game in which everything is going along routinely- they suddenly your opponent shakes loose his Queen all over the board.

To our way of thinking, musket period warfare was much like this to the average unit involved. They stood around for several hours getting pounded by cannon balls until someone told them to attack - or until they suddenly found themselves attacked. In most battles (unlike war games) soldiers did not fight valiantly and continually for hour after hour - moving and fighting perpetually like our lead soldiers do. In our Reaction Wave Game, our troops maneuver with very little combat occurring, UNTIL, a Liberal Move is commenced. Then the action starts on a small front, and suddenly in a move or two, it has expanded in all directions as troops become engaged to support an attack or a stubborn rear guard defense. Cannons roar as the action spreads, infantry move up and fire, and cavalry - one of the deadliest fighters of the Liberal Move - begin to canter towards the action. Before one knows it a small scale regimental action has become a full blown divisional action as the Reaction Wave of battle spreads out from the contact point across the miniature "battle ground"!

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2. The drawing must denote the concept of a COURIER.
3. The drawing must be of the pre - 1870 period.
4. The drawing must be original, no tracings or copies allowed.
5. The drawing must be submitted before December 31st.
6. All drawings submitted become the property of The Courier.
7. Members of the Publishing Committee are ineligible for this contest.
8. The Winner will be chosen by the Publication committee based on ORIGINALITY, RELEVANCE, TO THE CONCEPT OF THE COURIER, ACCURACY, NEATNESS, AND TECHNIQUE.
9. Winner will be announced in Vol. III, No.1 and will appear as the front cover. Two runners up will be chosen, their efforts will also appear in that issue.
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HEDGES IN WARGAMING PART I
WRITTEN BY DAVID L. MORT
INTRODUCTION BY F. VIETMYER
EDITED BY FRED. H. VIETMYER

Every model soldier wargamer uses terrain in his games: hills, rivers, houses, woods, and perhaps even the sophisticated sunken road and sand pit of Waterloo. But odds are you are over-looking the most obvious piece of terrain prevalent in Europe not only in Napoleonic times but even as late as World War II.

Everyone has heard of the difficulty the American Army had after D-Day in the Hedgerows of Normandy. These hedgerows were so dense, infantry could only make their way through them with great difficulty, the most logical way being for a tank to plow their way through them. However, the Germans were fond of having an anti-tank gun concealed at the other end of the hedgerow boxed in field, waiting for the first unlucky tank to try it.

A similar thing happened in Italy. After the German Gustav line was to be pierced, it was assumed that tanks would run rampant through the Po Valley. So tanks were piled up behind the intended breakthrough point - similar to World War I cavalry behind the "big push" - waiting for the breakthrough and the subsequent dash into the open country.

But it was not to be. The Po Valley was criss-crossed with hedges and vineyards - rendering the terrain to be reminiscent of street fighting, field by field, acre by acre.

Why are there so many hedges in Europe? I personally did not see the Hedgerows of Normandy since we landed at Le Harve prior to our run across France, but I did frequently see fields and roads bordered with other older hedges.

It has been stated that the Old West in America was tamed with the Six Gun, the Winchester carbine, and the barbed wire fence. And this is the point; in Napoleonic times, before the invention of the barbed wire fence, fields were divided by living barbed wire - hedges.

These are not the American privet hedges you see along suburban boundary lines although these could exist as decorative shrubbery on estates or public parks such as in the Battle of Dresden 1813 in the Grosser Garten. This living barbed wire consisted of such nasty items as intertwining roses similar to the Rosa Multiflora which grows 6 to 8 feet tall.

In Asia, such thorn hedges have been growing so long that it is stated that it is impossible for even tigers to go through them!

In Europe, such hedges were used to keep cattle in or out, although in more open areas, children were utilized to herd animals. All this was no longer necessary with the invention of the barbed wire fence, but for our Napoleonic battles we must contend with hedges and for our modern battles, we must still allow that some of these living hedges still exist in great profusion. No wonder there were so many sappers in the French Army, who would proceed the overland marches.

Did you know that the famous fire and charge of Kempt's Highlanders at Waterloo at D'Erlon's unfortunate columns was through the concealment of a hedge?

Next we discuss the development of one type of hedge in wargaming using the Vittoria Series of Annual Multiday games as a basis. See "The Wargamer's Newsletter", May 1969 and "The Courier" Volume 1 #9. for the games, the last of which was the Battle of Leipzig.

HEDGES (DAVID MORT)

I am going to write extensively and hopefully for the last time on hedges as the matter is in the POR (Preferred Optional Rules of "Column, Line, and Square") and is frozen. The Type B Hedge of the POR was drawn up along the lines of the hedge used at the Leipzig and Vittoria games. So I will discuss what those were.

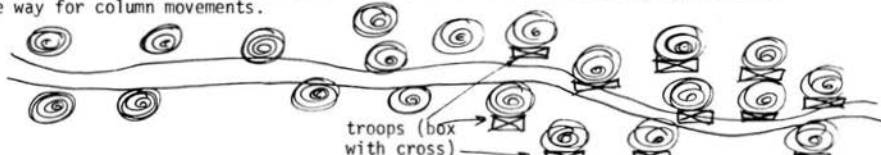
These hedges (thicket hedges if you wish) are a natural unplanted growth along fences and rivers, ravines, lakes, swamps, and around poorly attended buildings. The planted hedge may also become the Vittoria type hedge if left unattended and untrimmed. These growths are nature's attempt to take the cleared land back from man. The growths are common here in the United States and I have seen them on plates of Napoleonic battlefields. (See photographs by Mort.) This area of Indiana is thickly

settled by Amish and old order Mennonites who still use 19th century farming methods - (plow horses and all.)

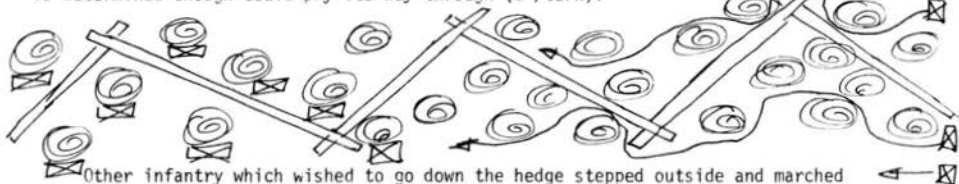
The Vittoria game hedge was not wide in reality. They would be about six yards at the most and denser than most woods and probably with a fence or some other junk in the middle. The edge of the fields is where farmers roll rock stumps and other junk which inhibits cultivation.



These hedges have a limited capacity to hold troops per running yard. I feel that the three rank deep French line was probably the practical limit for a formation to pass through these obstacles and use this terrain without having sappers clear the way for column movements.



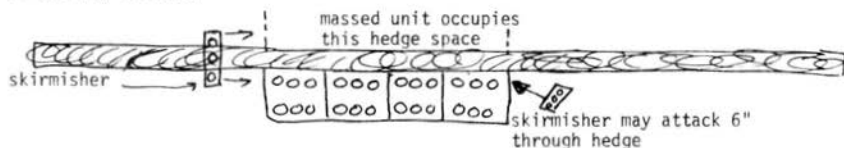
In the Vittoria hedge, troops are either in or out of the hedge. Massed troops do not go down this hedge at any pace worth mentioning. Skirmisher infantry if it is determined enough could pry its way through (6"/turn).



Other infantry which wished to go down the hedge stepped outside and marched along either side of the hedge and then re-entered it.

The Vittoria hedge for the game was about 3/4" wide which is about 15 to 20 yards in game scale. Four inches is likewise about 80 to 100 yards wide.

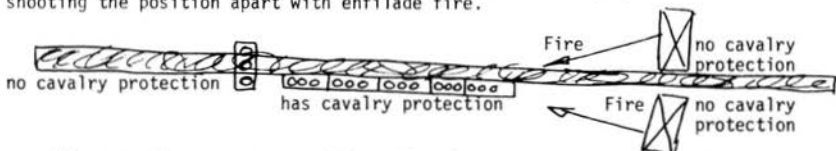
Realistically the hedge is a defensive position to frontal attack. The hedge is static but the infantry is not. If infantry outside a hedge are going to attack equal infantry inside the hedge, then the attacker is simply going to take a licking. The infantry in the Vittoria has its protection or terrain advantage from touching the base of the hedge by either the front of the stand or the back. In theory, these troops are not nearly so fixed and when a hostile unit threatens the troops taking advantage of the hedge, these troops move to the far side of the hedge and pick off the hostiles piecemeal as they come through. The skirmisher can work his way slowly through the hedge in single file. Skirmisher infantry may attack infantry which is in a hedge in the flank and take advantage of an enfilade melee. The melee situation is the same as in a woods with neither side having a terrain advantage over the other. The skirmisher infantry which attacks through the hedge is facing the defender and has his stand perpendicular to the hedge and is therefore exposed to outside infantry or cavalry attacks.



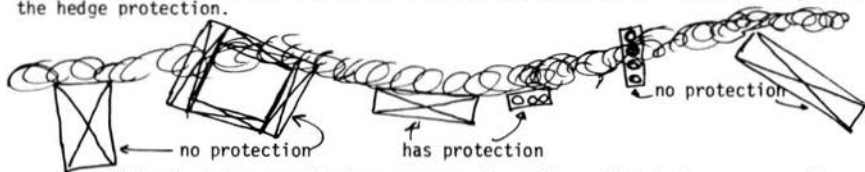
Skirmisher infantry may be both in and out of a hedge but depending on orientation with hedge it may not have terrain advantages against any unit outside.

The Vittoria hedge is not impregnable and there are ways to clear troops out of the hedge with a little common sense.

1. Light infantry and better yet light guard infantry can transverse the hedge in skirmisher formation.
2. Massed infantry can form either one or two lines perpendicular to the hedge, shooting the position apart with enfilade fire.

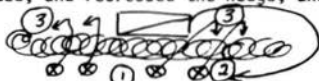


The operations per turn and formation changes are normal as anywhere else but only the troops with either front or rear of stands parallel with base of hedge have the hedge protection.



The Vittoria hedge permitted no passage of cavalry. This hedge was more than just a normal anti-cavalry device. On the terrain of the battlefield the fact that the bulk of the troops were infantry was not an accident. The terrain on which infantry is better suited was by far more common than we reflect in most of our games. The Vittoria hedge was also - in theory - all the junk swept off the other terrain and in a nice neat bundle to give the infantry some advantage to defend.

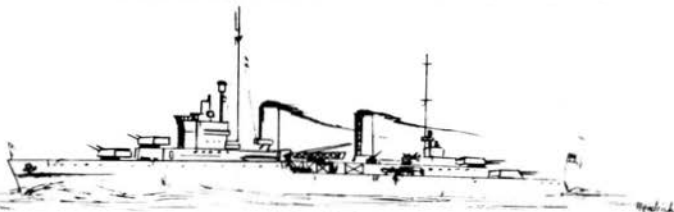
If cavalry threatened, the infantry using the hedge fired, and went to the far side. If the cavalry was vain enough to ride around the hedge to attack, they would find the infantry re-loaded, and recrossed the hedge, and waiting to shoot at the horse again.



On much irregular ground, the infantrymen had a certain advantage over the average cavalryman. The man who rode a horse and a true horseman were quite different. The new cavalryman was given a horse and equipment and off he rode, and he just went where the horse thought it could go. The experienced horseman was a different matter because he could make his horse do things that his horse did not think he could do. All men on foot were at least as secure of their footing as the experienced horseman. And so had an advantage on the less experienced horseman.

In this trend of thought, I can see little reason to increase a line's dexterity in the hedge because much ground over which we play should be light infantry ground - far more again than what we reflect. We are having our line infantry carry on the roles of light infantry. There was ground over which the light infantry had an advantage over the line infantry. The fact that the French infantry was about 1/3 light was again no accident.

Part II of this article will present a set of rules to portray hedges.



Perth of Java Sea

JAVA SEA - 1970

by Arnold J. Hendrick

The July 25th 1970 New England Wargamer's Association meeting was the scene of a naval battle in the Fletcher Pratt tradition. 21 different ship captains participated (many doubling as flag rank officers) plus 3 umpires. Literally giant floor space was used with the normal 3" = 1,000 yds range scale with 1:1200 models, each turn was 3 minutes of battle (game totaled about two hours of actual battle).

The action was modeled after the battle of Java Sea (27/2/42), with the one significant change being the slight enlargement of Japanese forces to 4 CA and 7 DD while the Allies had 3 CA and 4 CL and 7 DD. The Dutch contingent was edited out for lack of models, being replaced by a French large DD and some extra British and US ships.

The Japanese had full air superiority (although no air support), and their admiral planned to use this advantage to the fullest while screening a troop convoy 50 miles to his rear (west). Although Admiral J. Gerngross had no idea the allied fleet would be as large as it was, his original plan of laying smoke and using float planes to spot firing through it was used.

The Allied admiral (T. Alshuk), under orders simply to win a victory, was placed at a disadvantage in that he knew nothing of enemy dispositions and was even unsure who his subordinates would be. The Allied side also contained a large number of very inexperienced captains.

The battle opened in perfect weather with little wind. The van destroyers sighted each other at about 24,000 yards (72"). The Japanese had their cruisers 6,000 yds behind, while the Allies had their cruisers plus the 3 US destroyers 9,000 yds to the rear (a gap too large it turned out - the cruisers were unable to effectively support the van).

Admiral Gerngross, without waiting to see what the Allies had, immediately ordered smoke from the destroyer division and turned the fleet north behind it. Admiral Alshuk in reply ordered his van destroyers to attack (or at least didn't prevent them from doing so). While the Japanese DD division was sorting itself out inside the smoke (it got a bit enthusiastic with the black stuff) the cruisers launched float planes. The CHOKAI (Capt. D. Bryant) unfortunately broke a steam main to its catapults and was unable to send up planes. So it developed that 'daring Bryant' pulled the CHOKAI out of line and crossed the smoke screen to engage the enemy with visual firing. As the allied van destroyers (3 Br DD & 1 Fr large DD) closed they came under increasingly accurate 8" fire. The 3 CA's behind the smoke hit little (firing at half rate due to tie-ups between the float planes and fire control) but the CHOKAI sent home a number of well-placed broadsides.

The Allied destroyer captains hastened their own doom by attacking singly and in a particularly uncoordinated fashion resembling a column charge of sorts. Thus sharp-shooting Bryant, with some timely assistance from the TONE (Capt. L. Cronin) managed to sink or mangle every attacking ship but one. A few of the Allied destroyers fired torpedoes at 10,000 yards or so range, but this only forced the CHOKAI further away (hitting with torpedoes at such ranges is impossible) and making the next destroyer's attack that much harder.

Admiral Alshuk on the AUSTRALIA, watching the slaughter from afar, decided more spirited action was going to be necessary if he was to pull this one out of the bag. He ordered the British cruiser division (with 1 US DD) South-west to get through or around the bottom of the smoke screen. Meanwhile the American cruiser division was closing in support of the 2 US DD's already in action with the CHOKAI.

The US cruiser division made a particularly weak showing of themselves. The CHOKAI started to dodge a bit, and the American squadron commander persisted in turning his squadron broadside to the enemy whenever he popped out of the smoke (instead of continuing to close on the nips). The combination of continued long range shooting (circa 20,000 yds) and weird maneuvering made accuracy on both sides close to nil.

Meanwhile the British cruisers had managed to slip onto their southerly course unnoticed, and proceeded to close within 15,000 yds of the smoke screen before arousing a stir on the MYOKO's flag bridge. Finally (at the last moment) the Japanese destroyer division leader (S. Hendrick) reacted, ordering his ships south to make torpedo attacks on the British ships as they came through the smoke. The MYOKO and AOBA, the two most souther of the Jap CA's, also turned about and followed the DD's into battle.

Coming through the smoke the northernmost British cruiser (EDINBURGH - division flagship) was hit by most of the Japanese forces (1 DD and 2 CA). The MYOKO especially doing a notable job of smashing the Limeys with point-blank fire (2,000 yds through smoke via spotter plane). Following this the DD tried a torpedo run, but the EDINBURGH rolled over and sank first! At the same time the AUSTRALIA was blasting its way through another Jap DD. Unfortunately Admiral Alshuk spotted to fire torpedoes north, and thus came under killing fire from the MYOKO (Alshuk was about half sunk). Further south the RAN CL SYDNEY ran into a spread of long lances and was vaporized. The corner ship PERTH to the far south was not seriously challenged coming through the smoke, but after turning north sank the DD that put under the SYDNEY. The US DD with the cruisers has an unclear fate, but Japanese reports that in the wild melee in the smoke pieces of it were seen flying in various directions. In total, only the PERTH and half the AUSTRALIA survived the "Bansai" charge through the smoke, while the Japs lost only 2 DD's to the Allied 2½ cruisers and 1 DD.

Meanwhile, on the northern front the American cruiser division had finally closed on the CHOKAI. The CHOKAI and TONE, now that torpedoes were not forcing them back, more or less stood their ground behind the smoke and fired at the advancing US cruisers with small effect. The American accuracy was predictably even poorer. But in minutes the Americans found themselves almost at the smoke - just as it was beginning to disperse. The BROOKLYN and ASTORIA slobbered while the PENSACOLA hung back for some unexplainable reason. Meanwhile the TONE swung north and the HIBIKI (DD) and AOBA turned up from the south. In minutes the situation looked like the charge of the light brigade (counting the CHOKAI which remained to the west). Even though some wrong helm orders put the AOBA directly between the BROOKLYN and ASTORIA the Japs didn't let up, and in minutes 8" shells and 24" torpedoes had dispatched the American ships while, miraculously, the AOBA emerged unhurt (one torpedo sure to hit it was destroyed in the BROOKLYN's wake!).

With the failure of the Americans the action again shifted south. The PERTH closed north toward the MYOKO and dispatched the nip flagship with a broadside through the hanger roof and into the loaded 24" LOX torpedoes! To add insult to injury the AUSTRALIA tossed half a broadside into the bridge, killing Admiral Gerngross. So much for the MYOKO. Continuing north, the PERTH next engaged the CHOKAI and ended the illustrious career of Captain Bryant in a torpedo exchange. While the CHOKAI went under with three 21" torpedo hits, the PERTH managed to escape with one stern hit and minor damage. Meanwhile the reticent PENSACOLA was engaged putting under the HIBIKI, who was scaring the wits out of Captain Bagley on his US cruiser (and the Jap DD had empty torpedo tubes!). At this point the remainder closed for the final duel: AUSTRALIA (½ sunk), PERTH (damaged), and PENSACOLA vs. AOBA and TONE (both undamaged). Seeing as the game was bound to end in mutual extinction and

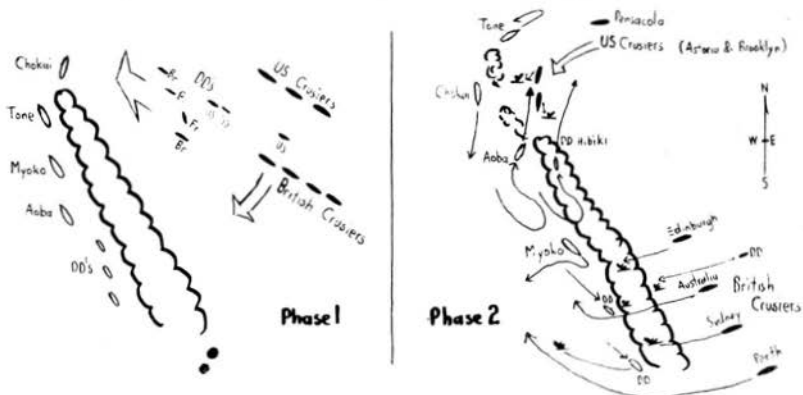
the sun was setting, the remaining captains packed their sea bags and went home.

As chief umpire of the game I was astounded by the realism of the game. Not only are the rules themselves realistic simulations, but the things players did and the way they turned out seemed like something from the pages of S.E. Morison (blunders and all). In fact, the game was really too realistic. The commanders were presented with typical naval problems and frustrations: the Japanese were almost hopelessly outnumbered, the Allies had miles of smoke to contend with. While Admiral Gerngross and the Japanese captains generally accepted their lot and tried their best, the Allies continued to bone about smoke and Jap air power. With morale so low, was it any wonder the Allied ships seemed to lack inspired handling in tight corners? (When a Jap DD full of 24" torpedoes steams out of the smoke 3,000 yds away and you have 30 seconds to get him before he gets you, you need inspired ship handling to survive) The Allies seemed to expect the Japs would line themselves up and both sides would slug it out in a gentlemanly fashion. So much for preconceptions in modern war...

There can be no doubt that the Japanese won a strategic victory. Not only did they guard the troop convoy, but they also put out of action the only remaining allied striking force in Indonesia. All this without carrier plane support (which was 300 miles away at the time...shades of Savo Island). Tactically a victor is harder to appoint. When the game ended the Japs had lost 2 CA & 3 DD to the Allies 4 1/2 CA/CL & 7 DD. Such would be a definite tactical victory for the Imperial forces, but if the remaining five cruisers had slugged it out, the loss of those irreplaceable Japanese ships and personnel would have to be considered equal to the materially larger Allied losses.

The individual actions of Roger Homer (captain of the PERTH) and Dick Bryant (captain of the CHOKAI) are noted. Each of these officers did a fantastic amount of damage to the enemy in very difficult conditions. Generally the Japanese ship commanders lived up to their reputations, while the more inexperienced Allied commanders did well in spite of being new to the game (although not half as well as the Japanese). The difference between captains in the fleets was designed, incidentally, to represent the level of incompetence in the Allied Pacific fleets in 1942.

The complete rules used in this game are available from Arnold J. Hendrick Box 377 Wesleyan Station, Middletown, Conn. 06457 for \$2.50. Although these rules don't have ship statistics for this battle they do have complete equipment for the Graf Spee and Bismarck actions. (Can't resist a plug)



RULES FOR AN ANCIENT WARGAME
BY
David Sweet
PART II--RULES FOR SPECIAL
ANCIENT ARMIES

Type of Stand	Move	Melee Value	Support Type	Support No.	Cost Points	Firing Range	Number of stands in 1 unit
Roman Legionary	2	1½	1	4	1½	4	
Roman Velites	3	1	2	3	2	3	
Numidian Cavalry	6	¾	2	6	3	3	
Carthaginian Elephant	4	*	1	10	3	1	
Macedonian Hypaspist	3	1	1	4	-	4	
Macedonian Phalangite	2	*	1	3	-	4	
Macedonian Peltast	3	¾	2	4	2	3	
Macedonian Companions	4	1½	1	6	-	4	
Egyptian/Assyrian Lt. Chariot	5	*	2	9	3	2	
Egyptian Subcommander	3	1½	4	5	-	1	
Assyrian Hvy. Chariot	4	3	1	12	3	1	
Assyrian Hvy. Ft. Archer	2	1	1	4	3	3	
Assyrian Hvy. Mtd. Archer	4	1	2	6	3	3	

*See rule 6 below

1. Unless otherwise stated here, all special troops are subject to all normal rules.

2. For light troops fire: Velites and Peltasts are hit as light infantry.

Legionaries, Numidians, Hypaspists, Phalangites, and Hvy. Ft. Archers are hit as heavy infantry/light cavalry.

Companions and Hvy. Mtd. Archers are hit as heavy cavalry. Egyptian and Assyrian Chariots, Carthaginian Elephants, and Subcommanders are hit as chariots/elephants.

3. All special troops named above are exempt from the single-stand retreat rule. However, cavalry, chariots, and elephants can run over a single stand of Legionaries, Velites, Hypaspists, Phalangites, or Peltasts.

b) Anyone in a Carthaginian or Roman army, even normal troops, are exempt from the single-stand retreat rule.

c) The Sardinian Guard of Egypt are just like normal heavy infantry, except they are exempt from the single-stand retreat rule.

4. The Roman Legionary fire is from pila.

5. Units of Peltasts, Velites, and Numidians may split and reform. Light chariots may combine or split in any manner, as long as there are no more than two per square.

b) Subcommanders join and split as normal commanders do. They also support as normal commanders do.

6. A Carthaginian Elephant is normally worth 2, but if charging and leading a melee (being in the contact square), it is worth 4. To see if an Elephant will charge, roll 1 die. If the result is 3, 4, 5, 6, the elephant charges. If 1 or 2, the elephant is inactive for the rest of the turn. The roll must be made before any part of the elephant's move is taken.

b) Light chariots are normally worth 2, but if charging and leading a melee are worth 3.

c) If there are 3 or 4 stands left in a unit of Phalangites, each is worth 1½. If there is 1 or 2, each is worth 1.

7) Cavalry cannot charge into a square containing 4 stands of Legionaries or Phalangites.

8) Since Hvy. Ft. Archers have cane shields, they receive fire at all times as if in a protected square.

9) Unlike all other troops, Heavy Chariots have 2 shots per stand.

COMPOSITION OF SPECIAL ANCIENT ARMIES

Carthaginian: 1 normal commander, 1 heavy catapult unit, 1 light catapult unit, 4 units normal heavy infantry, 2 units normal light infantry, 2 units normal heavy cavalry, 3 (special) elephants, 2 units Numidian Cavalry—
200 points

Roman: 2 normal commanders, 1 heavy catapult unit, 1 light catapult unit, 1 unit normal heavy infantry, 2 units normal light infantry, 1 unit normal heavy cavalry, 2 units normal light cavalry, 4 units Legionaries, 1 unit Velites—
200 points

Macedonian: 1 normal commander, 1 heavy catapult unit, 1 light catapult unit, 2 units normal light infantry, 2 units Peltasts, 4 units Phalangites, 1 unit Hypaspists, 2 units Companions—
200 points

Egyptian: 1 normal commander, 4 units normal light infantry, 5 units normal heavy infantry, 3 Subcommanders, 1 unit Sardinian Guard, 4 units Light Chariots—
200 points

Assyrian: 1 normal commander, 3 units normal heavy infantry, 1 heavy catapult unit, 1 unit normal heavy cavalry, 2 units Heavy Foot Archers, 3 units Heavy Mounted Archers, 1 unit Light Chariots, 2 units Heavy Chariots—
200 points



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RULES FOR MIDDLE EARTH

L. PATT

ED. NOTE: The New England Wargamers Association won the Arnowitz award for the "best of show" at the Philadelphia Wargame convention this past Oct. for its presentation of this wargame developed by L. Patt.

For those of you who have read J.R.R. Tolkien's famous trilogy, The Lord of the Rings, Middle Earth needs no introduction, for others, some is necessary. Middle earth is a mythical land peopled by many creatures, men, elves, dwarves, and hobbits. The story concerns the struggles of the good men of the west to destroy the Ring of Power belonging to the evil Lord Sauron and thus bring to an end his threat to the peace of Middle Earth. Sauron created many evil creatures to aid him in his attempt to destroy the men of the West, including the Orcs, strange dark creatures made in mockery of the elves.

The rules and uniform information presented below are by no means complete and are only a guide to start a Middle Earth wargame. Figures include medieval knights in chain mail and many men-at-arms, Orcs, dwarves, hobbits and trolls are harder to find but this problem can be solved by making conversions of Airfix figures. The rules below are set up to fit within most Ancient or Medieval rules and were simply an addendum to the NEWA ancient rules used to play the game.

DRAGONS

Dragons can fly 24 inches or run 18 inches per move.

Since dragons are rather indecisive beasts, one die is thrown at the beginning of each turn to decide which side the dragon will attack;

1 or 2 --attacks Men of Gondor or allies

3 or 4 --stands around undecided

5 or 6 -- attacks Men of Sauron or allies

The dragons flaming breath is represented by a triangular flame 9" by 2". It is used by placing a 5" windage bar on the target and rolling one die. A cast of 1 to 5 will determine the direction of the flame, a cast of 6 results in a misfire.

As the dragon can fly above the board, it is obvious that he can land on top of a figure and crush it. Any figure which is attacked in this way can be saved by a cast of a 5 or 6. If the figure is saved, it immediately runs two moves in any desired direction.

Dragons can be hurt and even killed by missile weapons. For each hit by such a weapon, cast two dice; a roll of 11 or 12 will kill the dragon, a cast of 9 or 10 will drive the dragon to attack the other side on the next turn, and a cast of 2 or 3 will so infuriate the dragon that he will use his flame breath twice that turn.

Any unit which is attacked by the dragon will check as in Pre-Melee Morale.

WIZARDS

Wizards can move 20 inches on horseback per turn or 12 inches on foot.

Wizards, due to their superior powers and agility, are great fighters and therefore are worth 20 points in a melee. They are also awarded an impetus bonus of 2. In a melee, the enemy must score 20 point kills in one round to kill a wizard, points are not cumulative. Wizards, if attached to another unit, are the last figure to be killed in a melee.

Wizards cannot be killed by missile fire.

Wizards add 2 points to the morale throw of any unit within 6". Wizards themselves are immune to morale throws and rules.

Wizards in possession of magic powers can cast a fire ball once every other turn. The distance is 24" and the hit is determined by using a 6" grid with a 2½" burst circle. Any figures under the burst are killed except HEROES and ANTI-HEROES, who are saved by a throw of a 5 or 6. A dragon hit by a fire ball is driven away and will not attack the wizard's side for one turn.

ENTS

Ents move a 3 inch regular move and 6 inches in a charge.
An Ent can cause any and all trees within 12 inches to move 2 inches per turn.

No figure under the control of Sauron can approach closer than 6 inches to an Ent or to a Tree under the control of an Ent. If they do, a die is thrown with the following results:

ORCS 1, 2 survive. 3,4,5,6, destroyed
MEN 1,2,3 survive. 4,5,6 destroyed

Any ORCS routing into an Entwood are automatically destroyed.

ENTWOODS are -3 for missile fire

ENTS cannot be killed or be subject to morale throws when in a ENTWOOD.

TREES can be set on fire by a roll of 2 dice as follows:

ORCS 11,12
MEN 9,10,11,12
HEROES & ANTIHEROES 8,9,10,11,12
WIZARDS 7,8,9,10,11,12
DRAGONS 2 or better

The effect of FIRE is to stop and destroy a TREE.

ORCS

ORCS with shield and handweapons are MEDIUM Infantry.

ORCS without shields are LIGHT Infantry.

ORCS move 12 inches regular and 15 inches in a charge.

Whereas ORCS were basically very obnoxious and disagreeable even to one another, when ORCS OF THE RED EYE & ORCS OF THE WHITE HAND approach within 4 inches of one another, 1 die is thrown to see how they react.

- | | |
|-----------|--|
| 1 | They fight one another (before any other melees are decided) |
| 2,3,4,5,6 | They follow their original orders
HEROES & ANTIHEROES |

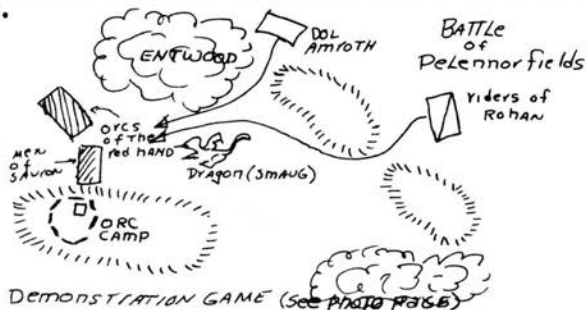
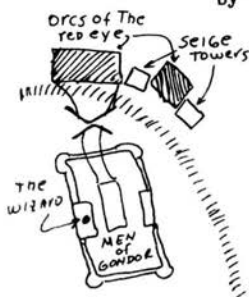
HEROES AND ANTIHEROES are individuals other than wizards in command of units of the forces of GONDOR and SAURON respectively that had fighting prowess that approached that of supermen.

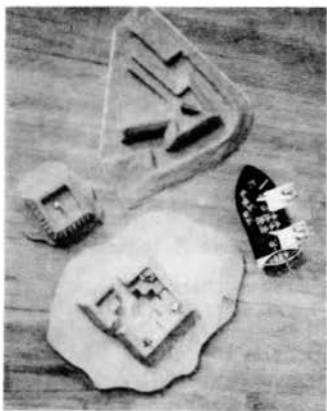
MELEE: In a melee they are worth 10 points (5 men). Hits against them are not cumulative and it takes a melee kill by the enemy of 10 points in one melee throw to kill them. They are the last man to be killed in any melee.

MISSILE FIRE: A throw of doubles is required to kill them by missile fire.

MORALE EFFECT: They are invulnerable to morale throws.

They raise the morale of any units within a six inch radius by one.

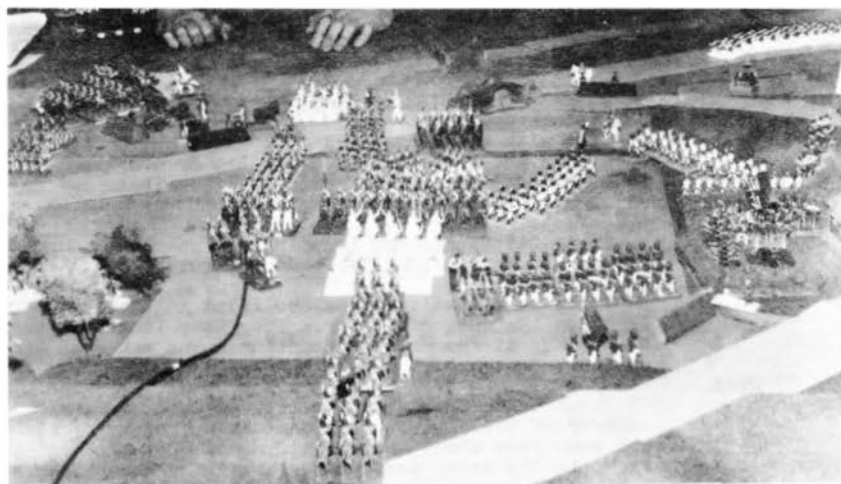
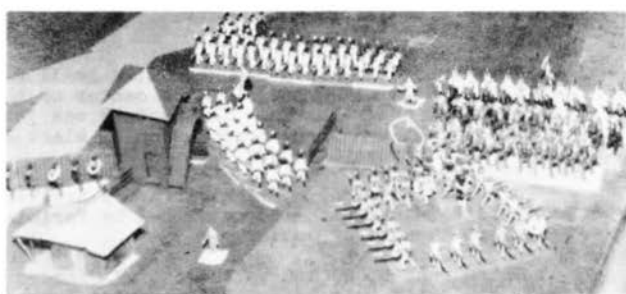




TOP: Abram's works
see Sapper's Report
UPPER LEFT & LEFT:
Hedges typical of
those encountered
in Napoleonic Wars
see "Hedges in War
gaming" Page 4.



MIDDLE EARTH(see pg.12) demo. game.



FUENTES DE ONORO (see page 23)

TOP: General overview of battle. The bridge in the foreground is burning, Poco Vello in the foreground, Fuentes in the rear. MIDDLE: French cavalry turns the flank at Poco. BOTTOM: British Cavalry charge in the center saves the day.

A PARTIAL LIST OF THE FORCES ENGAGED IN MIDDLE EARTH

- A) men from the South who came to the aid of Gondor and fought in the Battle of the Pelennor Fields (III -49)

LOSSARNACH

200 men armed with battle axes. Led by Forlong the Fat, mail clad with a black helm...armed with a heavy spear.

MORTHOND (the Great Blackroot Vale)

500 archers led by their prince, Duinhir.

LANGSTRAND (Anfalas)

500 to 600 scantily clad men except for the household of Golasgil, their Lord.

DOL AMROTH

700 men-at-arms and a company of Knights all riding gray horses, led by Prince Imrahil. His banner was a silver ship and a silver swan on white.

- B) Men of Minas Tirith

GUARDS OF THE CITADEL

They wore a high crowned helm with small raven wings on either side, a silver star in the center of the circlet, and long silver cheek-guards. The hauberk was jet black. A short surcoat was worn above the mail, black with a silver tree on the breast.

RANGERS OF ITHILIE

300 to 400 men....light infantry dressed in green and brown to blend into the forest. Led by Farimir, son of Denethor, Steward of Gondor.

- C) Men of Rohan

Rohan sent 6,000 men to the aid of Gondor. The men were mail-clad with pale hair. They carried long spears and shields painted with the white horse of Rohan. The Marshal of the Mark, Eomer, was distinguished by a white horsehair crest. King Theoden carried a golden shield and his banner was green with the white horse.

ALLIES OF SAURON

- A) Men of Harad (Southrons)

Dark men with black eyes and long black hair. Clothed in red cloaks and protected by a corslet of overlapping bronze plates. They were armed with scimitars and carried yellow and black shields. Their banner was a black serpent on scarlet.

Their Oliphaunts had trappings of scarlet and gold and their tusks were bound with bands of gold.

- B) Easterlings

Wild, half-civilized men who lived in the wastelands on the east of Mordor. They were long time enemies of the men of the West and continued the war even after the fall of sauron.

- C) Orcs

Strange, deformed creatures....created by Sauron in mockery of the Elves. They came in a variety of sizes but most were about the size of men. They preferred to fight in the dark, damp places under the earth, but were trained by Sauron to wage war in the sunlight.



Reprinted From Wargamers Digest
Copyright J. Scruby Dec 1959
Wargame Problems
by
General A. Fusilier

(Editor's Note: Due to fear of retaliation by the "enemy" the author of this article asked that his name be withheld. The story was smuggled out of his house, passed via devious routes, and eventually reached the Editor's desk.- A tribute indeed to the love of freedom all men were born with! Let the readers take cognizance of the fact that great courage was shown by the author in writing this important message to his war game friends.)

I am a war game general living in a house full of saboteurs who make the old Nazi fifth columnists look like pikers! My wife is a pacifist who thinks I am crazy; my three children think my war game table was especially designed for them to play on, and my friends and business associates are wary indeed whenever I make my appearance. Despite being branded as an outcast of society, I still fight wargames, organize huge armies of lead soldiers, and entice other crazy people over once in a while to do battle. Would you like to hear the story of my struggle? Well here it is.

Originally I started out with multitudes of Britains and a plywood 4 by 8ft table. We had a screened in porch off to one side of the house that no one had used for years, and after much sneaking I was able to save up enough money from household expenses to put in windows, lights and heat.

The room eventually took on an attractive appearance, with my war game table in the center and bookshelves along the walls containing my troops. A few battles took place here, when suddenly my wife decided she wanted the room for her sewing room! The result? My soldiers and I moved out - my wife moved in!

Built off the kitchen, with entry to the house, we had a fine two-car garage - with one car in it. I decided this might be the place, and I spent a week cleaning out years of accumulated junk that was stacked up - set up my shelves and war game table, and was again in business. This time I also built a small work bench, wedged in one corner, and proceeded to pour soldiers for my war games.

Things went along nicely, with the exception that I froze to death most every night during the winter, until I had "stolen: enough money from the pay check to get a small gas heater.

Now on war game nights I could move the family car outside, shove the table into the center of the garage, turn on the heat, and the battle could commence. Of course, at 2 AM in the morning after my opponent had departed, I must push the table back into place, run the car into the garage, and make everything shipshape. One night I failed to do all this, and I dare not repeat what happened when the little women found the car outside the next day!

At this period in my struggle for independence, my work bench was about 2 feet square, and I was wedged into a corner between shelves, the war game table, and various boxes full of old clothes, shoes, hats and other precious materials we were saving (for what?) My son - who was 7 at the time - decided since I had heat in the garage, that he would start assembling models of various kinds. As a consequence I would spring up from the dinner table eager to build soldiers by the hundreds, would dash out to my work bench--and then spend the rest of the evening in cleaning up his junk and in trying to find my tools!

The crowning blow (and the costliest) came when my wife decided to add a drying machine alongside the washing machine, which up to this time had adjoined my work bench, and which - when operating - had I'm sure been responsible for the nervous look my paint jobs on the soldiers had. (It was only recently that I found out a washing machine will run smoothly if leveled up properly!) Of course the dryer had to fit

next to the washer (much more convenient for my poor hard working wife!) so my work bench was torn out.

For several weeks I mulled the situation over. It was a dark and desperate time-comparable perhaps to that which the Continental Army went through at Valley Forge.

Have you ever seen a desperate war game general? Or perhaps you have been through the same thing? Anyway, something stiffened my backbone, and I sat down with the little woman one evening and demanded (yes, I demanded) room enough for my hobby!

Everything worked out fine. It cost me about \$150 to build a car port for the car; another \$100 to fix up the garage - but - at last I had my war game room, shelves for my armies, and a work bench to make them on!

For months I worked like a dog, and spent money like a drunken sailor (of course all the time having it pounded in my ears that I was robbing the family of food - that the lawn needed mowing - that the garden was going to hell). But eventually I really had a wonderful game room.

At last everything was completed - the job done. A battle was planned for Saturday night with my opponent. Then came the crushing news! The room was fixed up so nicely, my teen-age daughter wanted to give a party that Saturday night, and I would have to give up my war game, and my room, because after all "our daughter must have friends, must be liked," etc. etc. etc.

I protested, but merely being the provider for the family, my pleas carried little weight against the combination of my wife and daughter!

The next week (known forever as "The Black Week") was pure hell! Out went my wargame table, my work bench was cleaned so thoroughly I never have found many of my original tools, decorations were hung from the ceiling, and my shelves full of soldiers were camouflaged by hugh sheets of paper (heaven forbid that outsiders-especially teenagers - should know that Daddy played with lead soldiers!) Anyway, when the kids finally showed up for the party, no one could have been aware that this was a "soldier room" and my dreadful "weakness" was successfully hidden from the world.

I cannot dwell long on the hideous of that night! I set in the kitchen listening to those teen age morons smash around my room. The next morning I tore the covers from my shelves - and not one single soldier remained standing! All were knocked down - row upon row of them. It was three weeks before the "hospital" cases had been repaired, and that a wargame could be fought.

I realized now that a firm hand must be taken in the matter, for naturally the party had been a success, and I could see the handwriting on the wall. So, one day when my wife was gone, I added side boards to the table, strengthened the legs, and filled the entire table top with dirt! Now it was too heavy to be moved, and I hoped never again to be bothered with teen age parties ("Where can we dance now Dad?")

I will not repeat what my wife had to say when she returned. Suffice it to say it cost me \$15 to buy material to make a top for the table to cover the dirt. I took this in stride however-but found that I had once again stepped into it.

For now, when I opened the table to expose the dirt ready to set up a battlefield, I had to fight off my 4 year old daughter and my 10 year old son. No sooner would I start molding my battle terrain, than the little "diggers" would get busy with sand spoon and bucket. The result: dirt all over the floor, dirt in the house, dirt on the child, and a fouled up battle terrain! And worst of all, the terrain I had built one night (for the next nights fight) was never the same the next day when I arrived home from work. For the "diggers" had been busy after school, and where a hill had been, there was now an excavation. And the family pet cat---well no use going into that!

Well, there is my tale of woe. A year has passed. The dirt table is still there-the war game room remains the same, and is solely mine at last. I can use it when, and how, I see fit with no restrictions. My teen age daughter is happy, and my younger kids have learned to leave the terrain alone. My wife leaves me alone, with only now and then a look of despair.

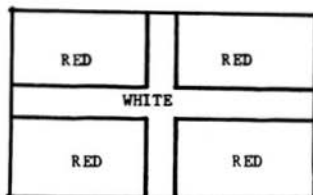
Perhaps you'd like to know my secret as to how all this came about?

Well I built on a rumpus room to my house (at a cost of \$2000 payable in easy monthly installments!), and now - at last - my family spends their time there - and leaves me alone in my hobby room!

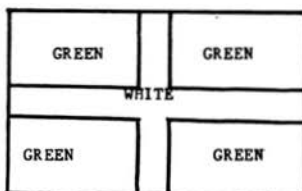
FRENCH UNIFORMS OF THE SEVEN YEARS WAR - S.MANGANIELLO

- 1st- PICARDIE- ALL WHITE UNIFORM - BREECHES, COAT, VEST AND BELTING.
BLACK TRICORNES WITH WHITE LACE.
- 2nd- CHAMPAGNE- COAT, PANTS AND EQUIPMENT WHITE. VEST RED.
BLACK TRICORNE WITH GILT BUTTONS AND LACE.
- 3rd- NAVARRE- COAT, PANTS, FACINGS WHITE. VEST RED.
BLACK TRICORNE WITH GILT BUTTONS AND LACE.
- 4th- PIEDMONT- COAT, PANTS, VEST GREY. FACINGS BLACK.
BLACK TRICORNE WITH GOLD LACE AND GOLD BUTTONS.
- 5th- NORMANDIE- COAT, PANTS, VEST, WHITE. COLLAR AND FACINGS BLACK.
TRICORNE BLACK WITH WHITE LACE.
- 6th- LA MARINE- COAT, PANTS, WHITE. VEST RED. COLLAR AND FACINGS BLACK.
BLACK TRICORNES WITH GOLD LACE AND GOLD BUTTONS.
- 7th- BOURBONNOIS- COAT, PANTS, VEST, FACINGS WHITE. COLLAR RED.
BLACK TRICORNE
- 8th- BEARN- COAT, PANTS, VEST, FACINGS, WHITE. COLLAR RED TRIMMED BLUE.
BLACK TRICORNES.

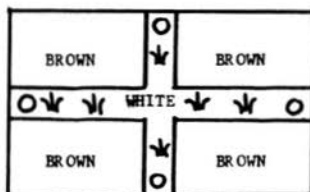
FRENCH STANDARDS OF THE SEVEN YEARS WAR - S.MANGANIELLO



1st- PICARDIE

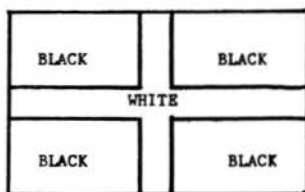


2nd- CHAMPAGNE



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3rd- NAVARRE



4th-PIEDMONT

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7 YEARS WAR FRENCH GRENADEIER

YELLOW	YELLOW
WHITE	
YELLOW	YELLOW

5th- NORMANDIE

BLUE	GREEN
WHITE	
GREEN	BLUE

6th- LA MARINE

VIOLET	SKY BLUE
WHITE	
SKY BLUE	VIOLET

7th- BOURBONNOIS

VIOLET	YELLOW
WHITE	
YELLOW	VIOLET

8th- BEARN



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GLEANINGS

WARGAMER'S NEWSLETTER (69 Hill lane, southampton, England). Aug and Sept. 1970. The usual great articles, continuation of The "French invasion of 1810" a wargame campaign., Programmed Solo Wargames, Airfix Conversions, The Legion System of Marechal de Saxe, Battle report on a wargame of Bull Run, and the usual extensive book reviews and "Must List".

BAYONET (John Clifford 20 Peter's Rd., Broadstairs, Kent England). Vol3, No.1,2,3,&4. Well done offset with many "color your own" plates and articles on conversions, refighting the Crimea, 1914 battle report, The zulu War, Boer War equipment, probability tables, Prussian Army of the 7 Years war. Very nicely done but far too much space is given over to titles and Advts, some titles for a ½ page article taking up a full page!

THE ARMCHAIR GENERAL It appears that the ugly rumors of TAG's demise are true. Pat Condray plans to put out only two more issues. V II, n6 in hand contains a wargame battle report of Austerlitz, The Hesse Hanau Contingent in the AMR by A. Bakshian, Rules for "Simplified Napoleonic War Game with the new Command Factor", Desert War 1940-1942 (tactical rules), Austrian Army at Dresden and much more.

A NEW PUBLICATION...THE FUSILIER is promised early in December. Appearing every two months "it will contain fine illustrations and articles with primary emphasis on the study of uniforms, equipment, weapons and regimental and national colors!" \$3 for 6 issues The Fusilier, 3551 39th St. NW, Washington, DC, 20016.

NEW CATALOGS.....BUSSLER MINIATURES (see advt.).....GHQ who has the micro armor (1/285 scale) 20 E. 46th St., Minneapolis, Minn. 55409..... SCRUBY'S Oct. NEWSLETTER with news of his recent price reductions, 25mm infantry for 15¢ ea. and 25mm Cavalry for 30¢ ea., 30mm Inf. for 20¢, and Cavalry for 40¢.....SOLDIERS UNLIMITED, 1319 Greentree Lane, W. Chester, Penn. 19380. with more Rose, and Suren "Willie" figures.

THE KOMMANDEUR (see Advt.) 12 pages long this time and including a complete Napoleonic Naval game (board). This fine mimeo is geared to the AH board gamer and play-by-mailers.

THE SCABBARD (Dick Pielin, 5542 W. Leland Ave., Chicago, Ill. 60630). July-August, 1970 contains uniform information on the Austrain Dragoon of 1812, a Detailed, illustrated article on the British lance, and Historex conversions. Great for uniform info.

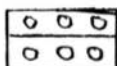
YANKEE (August, 70) has an interesting article on the battle of Rhode Island entitled "The Storm that Changed the Course of History" by D.J. Boisvert.

Fishers (see Advt. on back cover) now carries Imrie Risley paints.

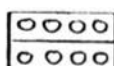
ERRATA

It has been brought to my attention that we had inadvertently printed a photo in the last issue that had been copyrighted by John Chandler in his 1964 Napoleonic Rules. The 30mm French Marines in VolIII, No5. Our Apologies to John Chandler. Fred Vietmeyer advises me that the French diagram on pg.25 of No.5 should be:

THIS:



NOT THIS:



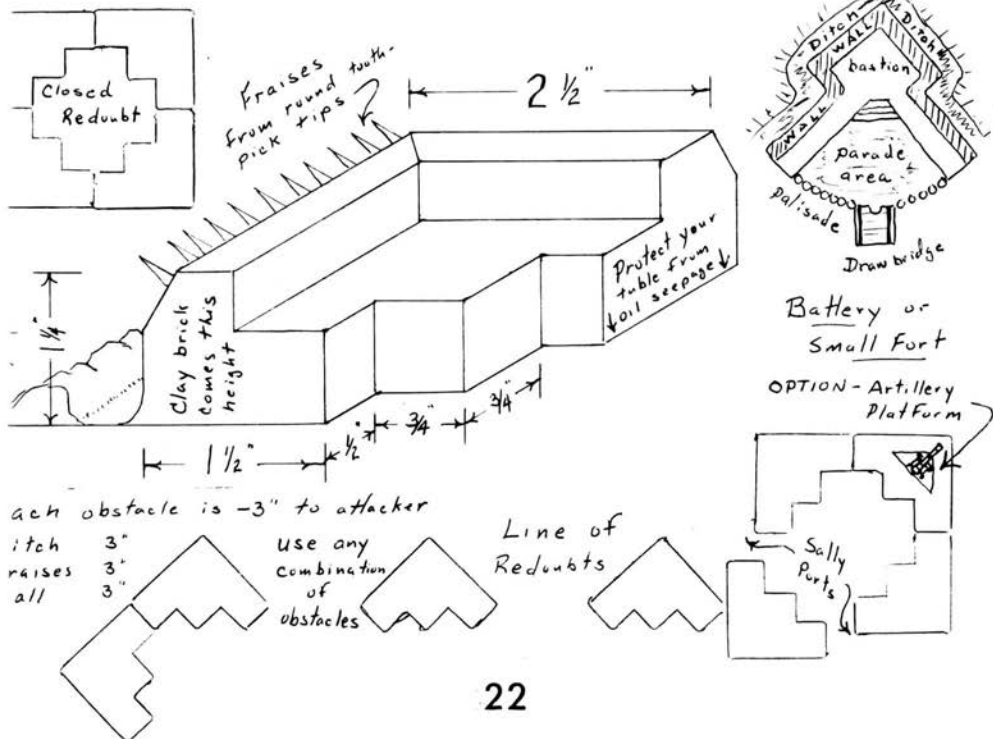
SAPPER'S REPORT



REDOUBTS Bill Abrams

A small but versatile redoubt can be made from artist's non-hardening modelling clay. 1 lb. makes 2 redoubts at 39¢/lb. The clay can be purchased in Art supply stores and in some large department stores in their art supplies section. I use the light brown color. Other colors include dark brown, green, and gray. As indicated on the drawing, the bricks are the correct height for 25mm as they are and need only to be cut down with a butter knife or painter's palette knife. You will get one redoubt this way and the remains will give another. I usually mold it back into a brick before trying to work it into the second redoubt. I have used all the variations shown in the drawing, the battery is made with a slightly version on my own table but the small size will work too. I protect my table from oil stains with cardboard and waxpaper. These become saturated in time and I am thinking of using acetate instead. The photo in the center spread shows the redoubt and a bastion also made from clay.

The effect of the redoubt is to necessitate the attacker taking a close range volley from the defenders under cover who are resting their muskets. The attacker is then discouraged by the obstacles making his troops less effective in melee. If attacker gains the rampart, defender may abandon the position, if I read my history correctly.



THE RE-CREATION OF THE BATTLE
OF FUENTES DE ONORO

The British and their allies (Spanish and Portugese) hold the three towns of Fuentes de Onoro, Porto Vello and Nove de Havar with 1750 points and 48# of artillery. The French have 2200 points and 48# of artillery. The game was played on two tables (See Map) and the victor was to be determined by Coefficient of Victory (See Echmuhl, The Courier Vol. II No. 6) the three towns have Combat Effectiveness (C.E.) value and therefore are natural objectives for the French. The game ~~was~~ broken up into 3 turns representing the action of May 3; 1.5 moves, (See Note) representing the evening of May 3 and May 4 (in the historical situation no action occurred on May 4) and 5 turns representing the action of May 5. The rivers were all fordable but could cause considerable problems to the French if the weather was rain. The French would have to extract casualties from every unit crossing the swollen rivers and shake a die to see how far downstream they would emerge on the other bank. The weather was clear however and none of the problems developed. Another aspect introduced in the game was the possible capture of the towns by cutting all the roads leading to them without the need to clear them door to door.

The French forces commanded by Bruce Weeks were as follows:

<u>1st Division</u> (Hendricks - Co. Griggs, Richardson)	<u>Men</u>	<u>Points</u>
3 Infantry Regiments	333	333
1 Light BTN (-)	27	54
1 Sqd ea. Dragoons & Chas. aCheval	20	40
7 Sappers & 1 Guerrilla	8	26
2 Horse Guns	8	-
<u>2nd Division</u> (L. Cronin - Co., R. Bagley, J. Bauman, C. Watson)		
2 West-Phalīan Inf. Regiments (3 & 7th)	144	144
2 French Inf. Regiments (12th and 3rd Etranger)	222	222
1 ea. French & WestPhalīan.Legere	75	150
2 sqds. ea. Hussars, Chas a Cheval	40	80
2 sqds. ea. French & West Cuirassieurs	40	60
2 sqds. (+) 23rd Dragoons	25	50
4 sqds. (+) Lancers	31	62
1 sqd. Grenadier a Cheval	10	35
5 Sappers & 3 guerrillas	8	30
1 Guard 12# gun & 2-8# militia guns	12	-
<u>3rd Division</u> (S. Manganiello - Co., P. Sablock R. Weeks)		
4 French Line Regiments	444	444
2 Sappers & 1 guerrilla	3	6
1-12# Howitzer & 2-8# militia guns	12	-
<u>Army Corp Reserve</u> (B. Weeks)		
1 Young Guard Regiment	68	204
2 div. Bavarian Guard Cuir.	24	96
12 Line & 6 Guard Sappers	18	60
1 Sqd. Guard chas à Cheval	10	30
Command Figures	11	--
	1585 Men	2200 Pts.

The British allied forces under the command of L. Patt were as follows:

<u>1st Division</u> (A. Fallon at Nave de Havar)		
4 Line and 1 Highland Btns	165	165
1 Fusilier Btn	30	60
1 Brunswick Light Btn.	32	64
2 Militia 6# guns and 6 Sappers	14	18
<u>2nd Division</u> (R. Bonia at Poco Vello)		
2 Light Btns and 2 Rifle Btns	136	272
Portugese Cacadores	30	60
2 co Guard Lt. Infantry	8	24

2 Line Btns.	66	66
British Band and 8 Sappers	16	32
2 horse guns and 1 foot gun	12	--
<u>3rd Division</u> (J. Parcella, C.O., Roger Homer at Fuentes de Onoro)		
3 Btns Brunswick Line	96	96
1 Btn ea., Brunswick Light and Lieb	64	128
Brunswick Band	8	8
4 Btns British Line	132	132
1 Btn. Highlanders	33	33
1 Howitzer, 2 foot guns & 8 Sappers	20	24
<u>Reserve Cavalry</u> (R. Bryant)		
1 Rgt. Lt. Dragoons (9th)	18	32
2 Sqds. Lt. Dragoons (13th)	8	16
1 Rgt. Life Guards	27	94
1 Rgt. Brunswick Lancers	15	30
2 Sqd. Spanish Gd. Cuirassiers	20	80
2 Btns Foot Guards (-lights)	80	240
	1030 Men	1757 Pts.

The French plan was simply to divide the allies at the center of their line with the capture of Poco Vello, and to sweep around the right flank of Fuentes during day 1. On day 2 the two prongs would face and attack to meet each other, thereby surrounding Fuentes de Onoro. A feint force on board a was to keep the English in Nave de Havar from moving to support Poco, and to capture Nava if possible.

The British expected the Main French attack to fall near the intersection of boards A&B toward the Don Casas River where it would close to the board edge and there was very little room for British Maneuver. French troops marched off here could maneuver about either English flank during the night move, cutting off both Poco Vello and Nave de Havar. A stationary defense force was placed in both Nave and Fuentes with orders to hold and extract as many casualties from the French as possible. A Mobile force consisting of mostly light troops under the command of R. Bonia was placed about Poco Vello hoping that they could attack the "shoulder" of any French salient between Poco and Nave. A heavy cavalry reserve was held off board to provide Counter Attack Capability.

The battle opened with artillery fire all along the line, the french being very effective with massed cannister fire against the advanced units in defense around Poco Vello.

In two turns the French artillery fire had destroyed the 1/95, 1/51 st and caused the 1/56th and 1/85th to fall back and the 1/27th to rout (when Lt. Col. Bonia was severely wounded and left the field). The defenses of Poco Vello were wide open!

The French Commander reported:

"As day 1 progressed, (thanks to the accurate artillery fire on Poco Vello) it seemed as if Poco would fall on turn 3 or 4, however, the arrival of 2 Bns. of Gds. and the inexperience of the French Commanders in that area led to delays which kept Poco out of our hands throughout the day-there is no excuse!!!! The force in front of Fuentes was needlessly exposed, and therefore the flanking force was forced to reign in, so that on day 2 only the cavalry was able to successfully get in behind Fuentes."

The British defenders in Nave de Havar & Fuentes dug in and began extracting heavy casualties from the French, though in fuentes (defended in the Main by Brunswick & Spanish Troops). The defenders were gradually driven back and the 42nd in reserve had to be committed during the night to fuentes to cover the withdrawal of the howitzer which was in danger of being captured.

The French had thrown a pontoon bridge across the Dos Casas River and proceeded to flank the town. A hidden battery cannistered them causing the 1st and 3rd Btns. of the 46th Rgt. to abandon the attack and fall back. Light units from this Pgt. did succeed however in capturing a British gun on the outskirts of fuentes. The French had cleared the streets of fuentes which was manned only by a few companies of Brunswickers occupying the houses when the game came to a close.

The battle about Nave de Havar settled down to sniping from behind works except for a smart action between British light horse and some French light infantry just before nightfall of day 1.

The 9th and 13th light dragoons were committed to the right of Poco Vello to stem a determined advance of the French columns under Hendricks. They sustained light casualties due to pass thru fire but ran down a considerable number of French skirmishers who seemed to have had some confusion in their orders and did not fire. The Voltigeur Commander, Richardson was killed in the encounter. The light dragoons did not make contact with the enemy columns however as the determined volleys of Captain Fallon's troops caused the French to fall back in considerable disorder.

During the night the light dragoons disengaged and joined the remainder of the cavalry reserve preparing to make an all-out assault on the enemy center. Only the 13th Light Dragoons (who else?) lost their way in this arduous night move.

With the dawn, the cavalry prepared to move forward, attacking the French center which had formed square supported by cavalry. There dispositions were the 9th Lt. Dragoons in line, followed by the Brunswick lancers in line and the Spanish Guard Cuirasseurs and the life guards in column bringing up the rear. The 1/1 Foot Guards were arranged to the right in line. The guards advanced, firing on a supporting enemy column causing it to rout due to C.E. Two other enemy battalions attacking Poco Vello were forced to fall back (morale) as a result, considerably relieving the pressure against the town.

The 9th Lt. Dragoons gave their all in an attempt to screen the cavalry, but fell back causing the lancers to fall back, ending the melee.

The lancers rallied to the rear while the Guard Cuir. charged home to break the square, destroying it and extracting several casualties on a French Grenadier a Chev squadron which came up to support. The Gren. a Chev broke off the action and retreated across the river. The Life Guards' morale was not up to snuff and they fell back narrowly escaping being driven off the board. They never made contact with the enemy. The next turn saw the rallied lancers facing right and charging the Sqd. of Carabiniers which were charging the British Band playing merrily behind Poco Vello.

The Brunswick Lancers completely destroyed the French cavalry unit without a loss to themselves, having caught them in flank. The lancers went on to destroy a French (or Westphalian) Battalion trying to close off the last retreat from Poco Vello, before they (Lancers) had to fall back themselves.

The French Commander of the units near Poco Vello Lt. Bauman reported: "Dawn of the second day brought British Infantry into the nearest house yard facing us. The 2/12th and the 7th Regt. resumed their advance and continued to screen the right of the Division. In the second hour a powerful column of cavalry led by light Dragoons debouched from between Poco Vello and the woods. The 3/7th formed a square and was supported by a charge by the 2/7th. At this point the voltigeurs of the 1/7th and 2/7th reached the bloodied house yard. Simultaneously a squadron of light dragoons attacked the 1/12th which charged in column, throwing back the dragoons and causing them to rout the field.

The 3/7th in square was extremely effective in destroying the Light Dragoons, throwing back the lancers and only succumbing finally to a squadron of Spanish Cuirassiers.

The support charge of the 2/7th was ill-fated. Over 1/2 were killed by a volley from a British Guard Bn. They caused few casualties among the lancers they charged who routed them from the field. The 1/7th and 2/7th were reformed as a provisional unit, but could not get back to the battle."

The end of the battle was described successfully by the French CIC, Weeks, Le Comte de Craçow:

"On board A things settled down to a swapping of arty fire and an occasional volley, but more English troops than French were tied up so that this move was successful.

On day 2, even the commitment of the cavalry to support the center against the thrust of the English Gd, Horse was not enough to make up the loss of movement from day 1, and Poci remained just beyond our reach!!! The unusual darkness early in the afternoon called the battle to an end with all our objectives still ahead, but almost fallen. With heartbreak, Le Comte de Craçow called off the attack, and the army retreated in good order, but much depleted."

of Victory (See Vol II No. 6 - Battle of Echmuhl) was determined to be 1:24 to 1, a minor victory for the English but victory nonetheless.

BRITISH PENINSULAR ARMY

1. His Majesty wishes to honor the brave officers and men who made possible the victory at Fuentes De Onoro. By his gracious consent, a victory medal will be struck to be awarded to all participants.
2. For his battle plan and overall command strategy that won the battle, Major Patt is awarded two votes. This, with the increase in his forces to a total of 156 have won for Major Patt the rank of Lt. Col. (line) in the 5th Btn. KGL.
3. For his stout defense of the city of Fuentes De Onoro against overwhelming odds, Lt. Col. Parcella is awarded one vote.
4. For his command of the defense of the Allied center in spite of the decimation of the troops under his command by concentrated cannister fire, Lt. Col. Bonia is awarded one vote. This, along with increased command of 364 men, has won him the rank of Lt. Col. of the Guard, 1st Foot Guards.
5. Brevet Captain of the Line Fallon is awarded one vote for his independent action in tying down many enemy troops on the right.
6. Captain of the Line Homer is awarded one vote for his stubborn defense of the left flank. This and the increase in strength of the units in his command to 296 men have won him the rank of Major of the Guard, Coldstreams. Further, Major Homer is awarded the Cross of the knights of Malta, 3rd. class for his well planned artillery fire which destroyed several French Units, and the brunt of their attack against Fuentes De Onoro.

ARMY OF PORTUGAL

By order of and with the gracious consent of His Imperial Highness, the following is effected:

- As a result of the disastrous battle of Fuentes de Onoro;
- a. S.A. Le Duc de Busace, Brevet General de Brigade is awarded the Chevalier of the Legion of Honour in recognition of his gallant action at Fuentes de Onoro and his continued service to the empire.
 - b. Brevet Major Stefan Manganielle, Le Duc de Napoli is chastised for his poor handling of troops in his assault upon Fuentes de Onoro, and his manner with the younger cadets in the army corps.
 - c. Captain Adjutant Major Arnold Hendrick is awarded one point and raised to the rank of Captain Adjutant de La Garde d'Espagne. Captain Hendrick held down the left wing of the army, and turned back several attempts of the English forces in that area to act against the army.
 - d. Captain de la ligne David Richardson is reprimanded for being intimidated, forgetting to fire, and missing a chance to substantially reduce the enemy's cavalry force. He is also awarded one point for his competent handling of his troops and his personal bravery in attending in spite of dangers on the home front. He is therefore raised to the rank of Brevet Capitaine of the Garde National de Paris.
 - e. Lieutenant de la Garde Judd Bauman is awarded one point and raised to the rank of Captain Adjutant Majeur de la Ligne in the 46th regiment of Ligne. Captain Adj. Bauman was well in advance of his troops and showed considerable zeal and skill in his assault on Poco Vello. However, his tardiness in the face of British Guards, and his inability to capture two abandoned batteries in his area are noticed.
 - f. Sous Lieutenant de la Garde Richard Bagley is awarded one point and raised to the rank of Lieutenant de la Garde D'Espagne. Sous Lt. Bagley was active in the assault on Poco Vello, but dallied too long in front of the village when action would have swept the day. He is encouraged to be more aggressive against the inferior troops and commanders who oppose us.
 - g. Cadet Peter Sablock is awarded 2 points and raised to the rank of Lieutenant de La Ligne (Infantiere Legere) of the 16th Regiment. Cadet Sablock showed copious knowledge and skill in the handling of his troops, as well as a daring and ingenuity far in excess of his experience. He is therefore forwarded to the Ecole Militaire at Brienne to get a refresher course in Tactics (especially the quick and timely movement forward of troops under fire).

h. Cadet Roy Weeks is awarded one point and raised to the rank of Sous Lieutenant de la Ligne. He is chastised for listening to the Duc of Napoli and therefore putting his battalions in jeopardy.

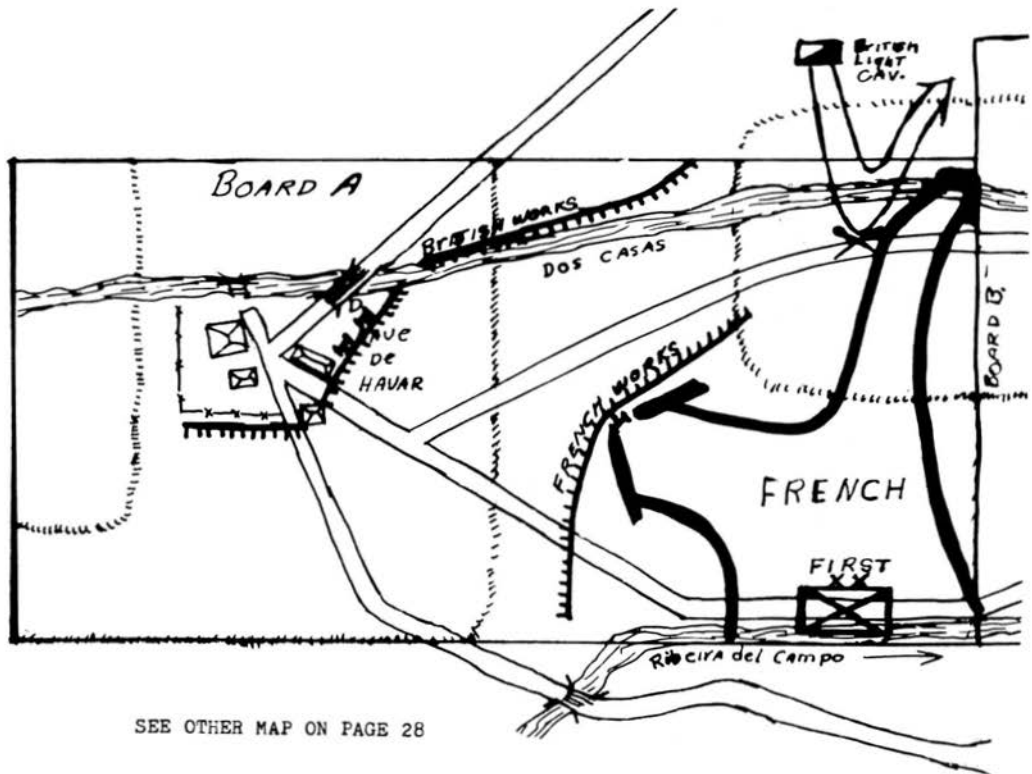
i. Cadet Paul Cronin is awarded one point, raised to rank of Sous Lieutenant de la Ligne, and attached to the staff of Le Duc de Busace as an Aide de Camp.

j. Le Comte de Cracow is remanded for his handling of the battle, to the war college at Paris where he will undergo intensive training in the use of troops and commanders. The Emperor will receive him at the Fontainebleau for a complete report and explanation of the failure of the sixth army corps at Fuentes de Onoro.

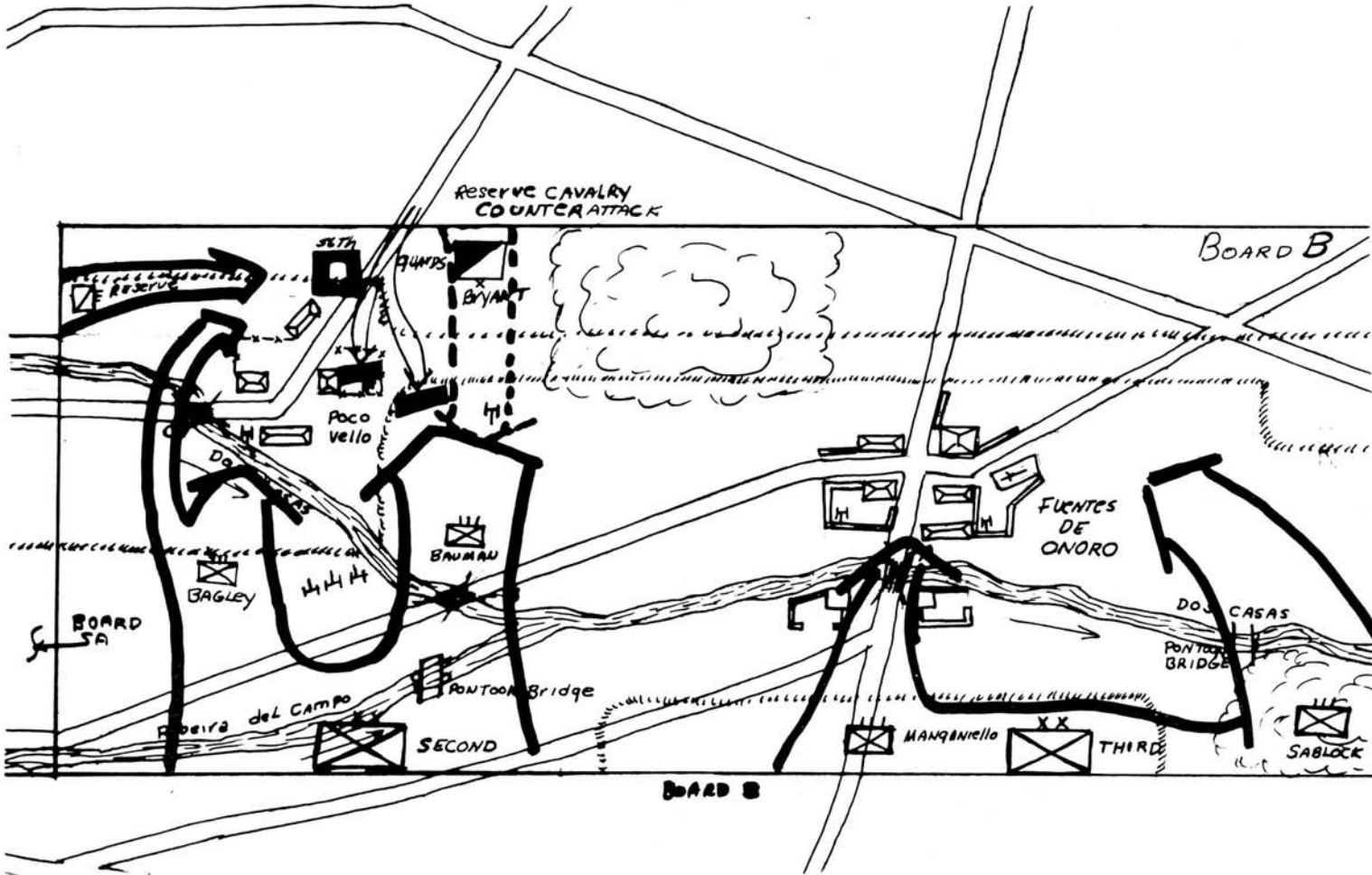
NOTE: Night moves in Column, Line and Square Rules are marked on the map, all units being able to move 36". Units who have moved less than 50% of their move on a road must check to see if they "get lost": A die is thrown and

- 1 6" left of intended position
- 2 2" left of intended position
- 3-4 at intended position
- 5 2" right of intended position
- 6 6" right of intended position

where the inches referred to are for each foot of movement off the road. The 1.5 Night turns referred to means that 1.5 x 36" of movement was allowed.



SEE OTHER MAP ON PAGE 28





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 advt. on back page.)