

HISTORICAL MINIATURE GAMER



Issue
02
\$7.00us

THE MAGAZINE FOR MINIATURE WARGAME ENTHUSIASTS



Those Fightin'
Fifty-Fours

Ancient Campaign
For DBA

The Seige
of Tyre

Tactics In
The Age of Rifles

And Much More!

ISSN 10626371 02

9 771062 837062

The Courier

MWAN

www.BrigadeGames.com

MINIATURES

WORLD WAR

Western Front Africa Palestine Gallipoli



British
Scottish
French
German
USA
Turks
Aussies
Tanks



Turk Command



British "Tommies"



CRUSADER MINIATURES
Dark Ages, WW2, SYW, EICid

Brigade Games
Artizan Designs
Crusader
Renegade
BoltAction
Eureka
Maidenhead
NorthStar
Shadowforge
Wessex Games
Castaway
Sloppy Jalopy
Cold Wars
Graven Images
Gaslight
Rules and supplies



Distributors for the best brands

Order Online,
by Fax,
By Mail,
Or by Phone
(after 7pm)

Brigade Games and Hobby Supply, LLP
35 Brookvale Road, Kinnelon, NJ 07405
ph/fax: 973.492.0347
sales@brigadegames.com
www.BrigadeGames.com

WWI
WW2
ECW
ACW
Dark Ages
Cowboys
Colonial
1850-1930's

TABLE OF CONTENTS

Editorial	4
Those Fightin' Fifty-Fours	17
Call to Honour Mini-Campaign	26
Ancient Mercenaries.....	36
Recon 05 Report	41
Ancient Campaign Rules for DBA.....	47
The Siege of Tyre 334 B.C.	56
Firepower & Tactics In the Age of the Rifle	66
Skulking In The Rear	74
Action at Fal-Con	77
List of Advertisers	77



Rifles changed tactics in the 19th Century. The American Civil War was no exception.
Page 66

Issue #2

ISSN 1549-0653

EDITORIAL

Welcome to HMG Magazine, Issue #2! We've moved our offices from Williams Bay, WI to Beloit, WI, some 40 miles away. We've been delayed a little in getting this issue out, but it's now in your hands, where it should be!

I sense a lot of excitement about the major conventions coming up this summer. Origins is the last week in June in Columbus, OH. I'm excited to be a part of the Uncle Duke Historicals Extravaganza! Uncle Duke Seifried, famous for his fabulous games, has invited 16 game masters to run 8 of his games at Origins. It will be the largest historical miniature event ever produced at an Origins Convention. I will be hosting the Babylon's Walls game with veteran gamer Brian Porter. I am very much looking forward to it.

Historicon is always the biggest of the big. We will have our booth in the Exhibitor's Hall, as usual (along with our True North Miniatures line). Taking over from the Courier, we will be hosting the Historical Miniature Gamer Magazine room. You will find some of the best games, game masters and players in the entire show in this room. Michael Cosentino will be coordinating the room, so you know it will be well presented and even better run!

The economy does not seem to be cooperating for historical miniature gamers at the moment. Our much promised economic recovery seems to be taking its time getting to the game and figure manufacturers. I encourage you all to support your favorite manufacturers, retailers and exhibitors this summer. As you know, many of the companies involved in our hobby are small, and many rely on good summer sales to survive. Give them that chance, and they'll continue to give you fantastic products with excellent service.

I've had a few comments about the quality of the photographs in the articles that have appeared. Some are not to the professional quality that many expect. Remember that this is an opportunity for article writers to show off their games. It makes the articles much more valuable when the pictures are actually of the game in question. Studio pictures have their place, but give the authors a chance to show what they're writing about. I think you'll agree that we will all get better with our digital cameras as time goes on!

Good gaming, and good camaraderie, my friends!



HISTORICAL MINIATURE GAMER MAGAZINE

Editor/Publisher: Don Perrin
Associate Editor: Kathryn Plamback
Associate Editor: Michael Cosentino
Art Director: Don Perrin

Legio X, Inc.
947 Vernon Avenue
Beloit, WI 53511
(262) 432-1789

<http://www.hmgmagazine.com>

Ad Sales: Michael Cosentino

ads@hmgmagazine.com

Subscription Sales: Kathryn Plamback

subscriptions@hmgmagazine.com

Letters to the Editor: Don Perrin

editor@hmgmagazine.com

Customer Service: Kathryn Plamback

custsvc@hmgmagazine.com

Proofreading: Michael Koznarsky & Robert Giglio

SUBSCRIPTIONS:

Subscriptions for HMG Magazine are \$35.00 per year. Your subscription will start with the next available issue that goes to print. We do have back issues available in limited quantities. Please contact our customer service to find availability and pricing for back issues.

Canadian subscriptions are available for \$45.00 per year, and other nation's subscriptions are available for \$60.00 per year. Please remember that we only take payment in US Dollars (US\$). Checks in US\$ are acceptable.

Payment may also be made via PayPal.Com. Simply send payment to payments@hmgmagazine.com. Put in the memo field that you are purchasing a year's subscription.

Europeans may also contact Magister Militum for subscriptions. Magister Militum will send out issues from the UK.

Magister Militum
Unit 4, The Business Centre
Morgans Vale Road
Redlynch Salisbury SP5 2HA
United Kingdom

COVER:

Republican Romans massed for battle in their distinctive three lines. The figures are Old Glory 15mm from the Battle Honors/Old Glory collection.

World's Largest Selection of Miniature Bases (Over 140 Standard Sizes in 4 Different Materials) | Magnetic and Flexible Steel Sheets | 28mm City Buildings and Accessories | Heavy Duty Movement Trays | Movement Gauges | Spraypaint Templates



Litko Aerosystems, Inc.... Miniature Bases and More



Spend More Time Gaming,
Less Time Fiddling.



We make products that let you spend more time on the game.



Order Online or Over The Phone (219)988-5708
Custom Laser Cutting and Design Services Available



WWW.LITKOAERO.COM

**PARROOM STATION
MINIATURES**

We offer
extraordinary
figures for
extraordinary
Victorian
Science Fiction
adventures



MARTIANS:
City Dweller Martians
Cephalid Invaders
Germ Plasm Hybrids
Martian Critters
Float Ships

from CDMT-10



CEPH-01



EARTHMEN:
Victorian SF troops
Masked Minions
Steam Technology
and even
historical
Victorian-era
soldiers

from VSFT-01



from VICT-50

as well as
our renowned
**EXTRAORDINARY
PERSONAGES**



EXT-15

EXT-07
& EXT-06

Parroom Station Miniatures are
a "slim" 28mm and designed by
award-winning sculptor,
Bob Charrette

VIC-B-01

for more details, visit: www.parroomstation.net

VALOR & STEEL & FLESH
Rules for Battle Games

Where
Scientific Romance
meets
Colonial Adventure

unleashed
at
**COLD
WARS**

For a Gilded Age when
Queen Victoria rules an
Empire upon which
the Sun Never Sets
and Earthmen take a
War Between the Worlds
back to Those Who
Started It.

Valor & Steel & Flesh is
an "heroic" Colonial-era
adaptation of the
Brother Against Brother
rules system with a
dash of mad science
and exotic alien locales
for an exciting approach to
Victorian Science Fiction
gaming.

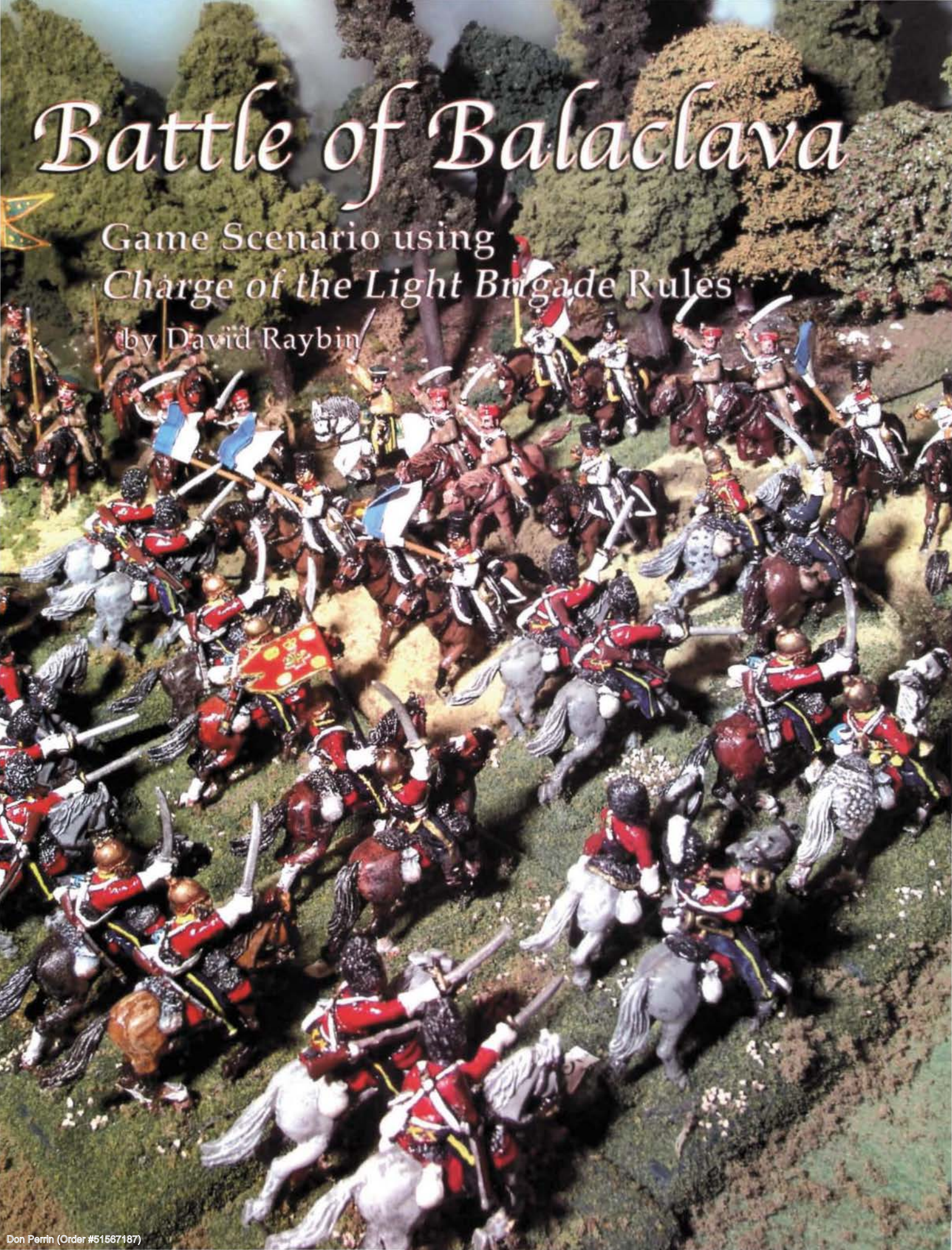
96 page rulebook \$25

Available from:
The London War Room
41 Beverly Hills Loop, Petal, MS 39465
www.thelondonwarroom.com
our U.K. stockist is New Line Designs

Battle of Balaclava

Game Scenario using
Charge of the Light Brigade Rules

by David Raybin



*"HALF a league, half a league,
Half a league onward,
All in the valley of Death
Rode the six hundred.
'Forward the Light Brigade!
Charge for the guns!' he said.
Into the valley of Death
Rode the six hundred."*

—Alfred, Lord Tennyson, *The Charge of the Light Brigade*

INTRODUCTION

We all know the famous poem but perhaps less about the 1854 Battle of Balaclava that inspired it. To celebrate the 150th anniversary of the battle, our group in Nashville hosted a massive wargame using my Charge of the Light Brigade Rules. These are available for no charge at http://games.groups.yahoo.com/group/Crimean_Wargame or on the Foundry web site.

The organization of the various units is as outlined in the Rules in that battalions are represented by six 4-man stands, cavalry units are six 2-man stands and a battery has three model guns and six figures. Each side begins in historically accurate positions – including Lord Cardigan, who was asleep on his yacht in Sevastopol harbor.

The rules reflect the limited firepower of Russian infantry who are armed with percussion smoothbore muskets. The allies (except the Turks) are armed with the new minie rifles: think American Civil War versus Napoleonic troops. The Russians enjoy a distinct advantage in numbers as well as significantly greater weight of artillery firepower. The allies have elite cavalry but the Russians have vast numbers of lancers, hussars and the ever-present cossacks.

We played the game twice, first, at the NashCon convention in Nashville, Tennessee, in May, 2004 which was the first public trial of this grand scenario. The game was played again as close as we could come to October 25th, the actual day of the battle. In each case we had a table six feet wide by eighteen feet in length to represent the main battlefield. A side table contained Balaclava harbor and several ships at anchor. Well over a thousand 25mm troops were available for the game. A shorter version of this article was given to the players to steep them in the history of the battle so everyone would be familiar with the forces at hand.



THE ACTUAL BATTLE & GAME VICTORY CONDITIONS

In 1854 the British and French invaded the Crimea to prevent a Russian attack on Turkey. The allies determined to seize the Russian naval base at Sevastopol. The invasion force fought a pitched battle at the Alma and marched south to invest Sevastopol. The British army used the nearby port of Balaclava to supply the troops engaged in the siege.

The actual battle involved the Russians attempting to lift the siege by attacking Balaclava and perhaps seizing or at least blocking the harbor. The town was guarded by some Turkish troops in outlying redoubts with the British cavalry and a bit of infantry in support.

The Russians began a massive assault on Turks, holding the several redoubts. The Turks were driven back after a spirited defense. The Russian cavalry then advanced toward Balaclava. The "Thin Red line" — the 93rd Highlanders — stopped some of the attacking Russian horse. The British Heavy Brigade repulsed an even larger force of Russian cavalry.

The British could see that some of the allied guns in the redoubts were being dragged away by the

Russians. Wellington had never lost a gun and the British Lord Raglan (who had lost an arm at Waterloo) was not about to lose any guns either. Thus, he commanded his cavalry to “capture the guns.” Unfortunately, the cavalry commander in the valley below could not see the guns his general could see from the heights above. But what the British cavalry could see were Russian guns a mile or so away. The British — “not to reason why, but to do or die” — charged: the now infamous Charge of the Light Brigade. Allied infantry finally arrived from the trenches to effectively end the battle.

The result of the actual battle was what we would call a minor tactical victory for the Russians, since they remained in control of several of the redoubts that threatened but did not cut the supply line. However, the port of Balaclava was saved, the loss of which would have been disastrous for the British.

The object of the game is for the Russians to take the port of Balaclava, or more realistically, to block the road from the port to the trenches. If they can accomplish this with sufficient force they have won a major victory for they have effectively lifted the siege of Sevastopol and won the war. The allies — to win a major victory — must retake the redoubts the Turks will abandon early in the game.

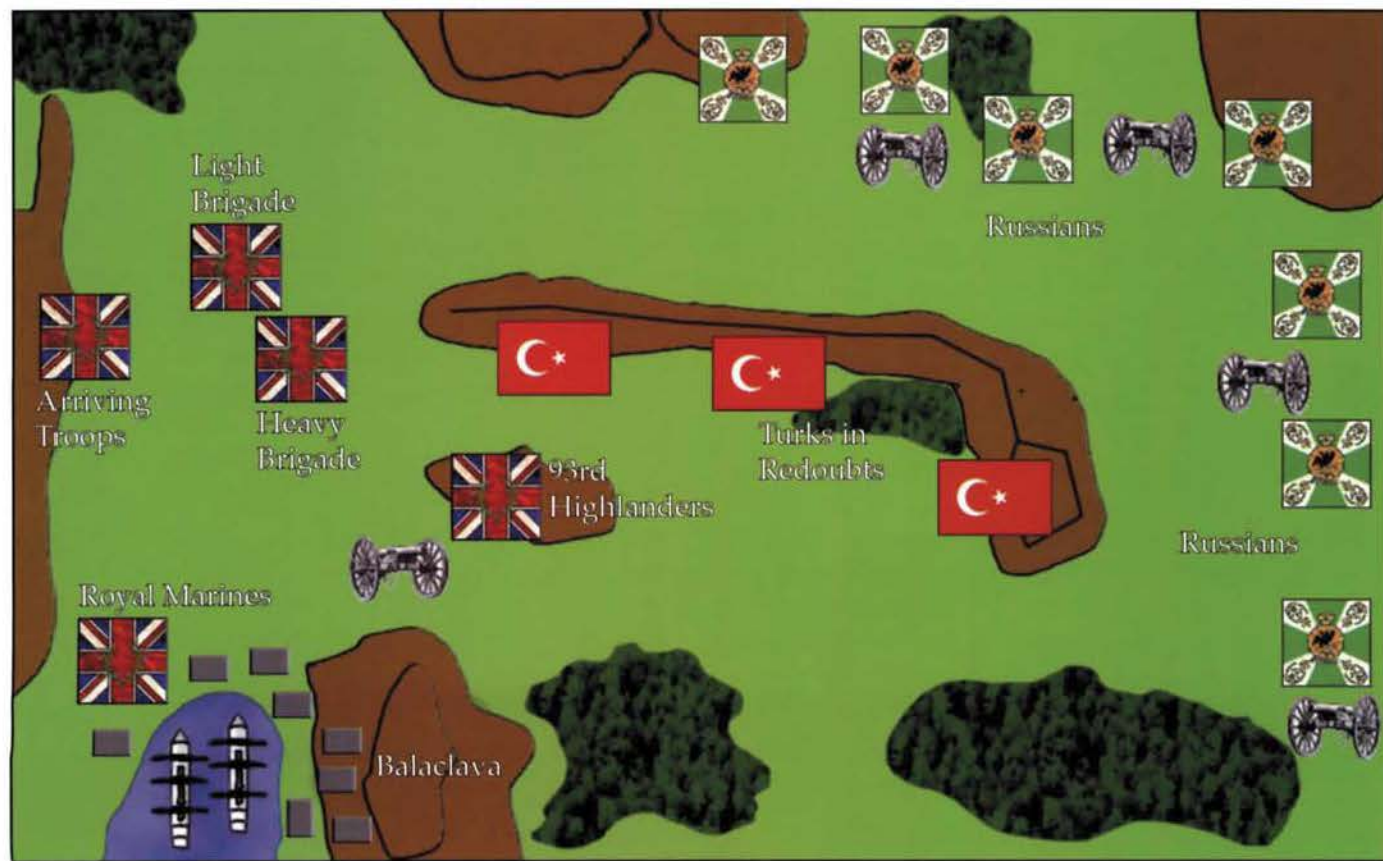
The Russians have the burden of attack and must do so promptly lest allied reinforcements from the

trenches prove decisive. The allies cannot denude the trenches round Sevastopol, however, without risking a sortie from the besieged Russians.

A BRIEF HISTORY OF TIME

In our modern world we just assume we are all temporally synchronized. Not so in 1854, when few people had a watch and time zones were still thirty years away (an invention of the railroads in order to standardize their schedules). There still exists some question about when things happened during the battle. The Russians record that their attack began “just before dawn.” The Turkish-held Redoubts came under fire from the Russian artillery around 5.30 a.m. although there are arguments that say that it may have been an hour later. As to subsequent events we can rely on the London Times correspondent William Howard Russell who was there:

“The day was over early too—an hour after noon—and there were five good hours of daylight left. The Russians, feeling alarmed at our steady advance and at the symptoms of our intention to turn or cut off their right, retired from No.[4] redoubt, which was taken possession of by the allies. At fifteen minutes past eleven, [the Russians] abandoned redoubt No. [3], blowing up the magazine; and, as we still continued to



A CONTEMPORARY ACCOUNT OF THE BATTLE

Apart from Russell's account, I have thought mightily of which contemporary description of the battle would best illustrate the scenario. There are many. In my view the most compelling is that of Frances (Fanny) Isabella Duberly (1828-1903) who accompanied her husband, Henry, an officer in the 8th Hussars, to the Crimea. She published her dairy after the war. There are some errors (the 42nd was nowhere near the 93rd, for example) but such technicalities are irrelevant to the sheer emotional drama of her account:

"Wednesday, [October] 25th. Feeling very far from well, I decided on remaining quietly on board ship today; but on looking through my stern cabin windows, at eight o'clock [a.m.], I saw my horse saddled and waiting on the beach, in charge of our soldier-servant on the pony. A note was put into my hands from Henry, a moment after. It ran thus: "The battle of Balaclava has begun, and promises to be a hot one. I send you the horse. Lose no time, but come up as quickly as you can: do not wait for breakfast."

Words full of meaning! I dressed in all haste, went ashore without delay, and, mounting my horse "Bob," started as fast as the narrow and crowded streets would permit. I was hardly clear of the town, before I met a commissariat officer, who told me that the Turks had abandoned all their batteries, and were running towards the town. He begged me to keep as much to the left as possible, and, of all things, to lose no time in getting amongst our own men, as the Russian force was pouring on us; adding, "For God's sake, ride fast, or you may not reach the camp alive." Captain Howard, whom I met a moment after, assured me that I might proceed; but added, "Lose no time."

Turning off into a short cut of grass, and stretching into his stride, the old horse laid himself out to his work, and soon reaching the main road, we clattered on towards the camp. The road was almost blocked up with flying Turks, some running hard, vociferating, "Ship Johnny! Ship Johnny!" while others came along laden with pots, kettles,



advance, they blew up and abandoned No. [2], but to our great regret, we were not in time or force to prevent their taking off seven out of nine guns in these earthworks.

What was Lord Cardigan about? What were the Light Cavalry doing? They had been dismounted for nearly an hour and a half on the ground they occupied facing towards the east. The enemy showed no signs of any intention to resume the offensive. Apprehensive of attack, they withdrew from the advanced redoubts, blowing up the magazines. Thus I noted the arrival of the news of the attack at Headquarters at 7:30; the time of Lord Raglan's turning out "soon after eight o'clock"; of the arrival of the First Division, 10 o'clock; of the Fourth Division taking up position, 10:40; of Canrobert's conferring with Lord Raglan, 10:50; of the arrival of the Chasseurs d'Afrique, 10:55; of the advance of the Light Cavalry, 11:10; of the return of the survivors, 11:35 to 11:45; of the Russian retrograde movement, 11:45; of the first general advance of the Allies towards the redoubts at 12 o'clock and again at 12:40; and of the cessation of the cannonade between the two armies, which began at 12:15, at 1:15. The watch was, I believe, a little slow."

[Russell, *The Great War with Russia*: pp.165, 168-169]



arms, and plunder of every description, chiefly old bottles, for which the Turks appear to have a great appreciation. The Russians were by this time in possession of three batteries, from which the Turks had fled.

The 93rd and 42nd were drawn up on an eminence before the village of Balaklava. Our Cavalry were all retiring when I arrived, to take up a position in rear of their own lines. Looking on the crest of the nearest hill, I saw it covered with running Turks, pursued by mounted Cossacks, who were all making straight for where I stood, superintending the striking of our tent and the packing of our valuables. Henry flung me on the old horse; and seizing a pair of laden saddle-bags, a great coat, and a few other loose packages, I made the best of my way over a ditch into a vineyard, and awaited the event. For a moment I lost sight of our pony, "Whisker," who was being loaded; but Henry joined me just in time to ride a little to the left, to get clear of the shots, which now began to fly towards us. Presently came the Russian Cavalry charging, over the hillside and across the valley, right against the little line of Highlanders. Ah, what a moment! Charging and surging onward, what could that little wall of men do against such numbers and such speed?

There they stood. Sir Colin did not even form them into square. They waited until the horsemen were within range, and then poured a volley which for a moment hid everything in smoke. The Scots Greys and Inniskillens then left the ranks of our Cavalry, and charged with all their weight and force upon them, cutting and hewing right and left.

A few minutes—moments as it seemed to me—and all that occupied that lately crowded spot were men and horses, lying strewn upon the ground. One poor horse galloped up to where we stood; a round shot had taken him in the haunch, and a gaping wound it made. Another, struck by a shell in the nostrils, staggered feebly up to "Bob," suffocating from inability to breathe. He soon fell down. About this time reinforcements of Infantry, French Cavalry, and Infantry and Artillery, came down from the front, and proceeded to form in the valley on the other side of the hill over which the Russian Cavalry had come.

Now came the disaster of the day - our glorious and fatal charge. But so sick at heart am I that I can barely write of it even now. It has become a matter of world history, deeply as at the time it was involved in mystery. I only know that I saw Captain Nolan galloping; that presently the Light

Brigade, leaving their position, advanced by themselves, although in the face of the whole Russian force, and under a fire that seemed pouring from all sides, as though every bush was a musket, every stone in the hill side a gun. Faster and faster they rode. How we watched them! They are out of sight; but presently come a few horsemen, straggling, galloping back. "What can those skirmishers be doing? See, they form up together again. Good God! it is the Light Brigade!"

....

What a lurid night I passed. Overcome with bodily pain and fatigue, I slept, but even my closed eyelids were filled with the ruddy glare of blood.



WARGAME ORDER OF BATTLE

The following order of Battle is only representative since it omits such troops as reserves or late-arriving troops that took no part in the battle. Just as wargame figures represent so many actual soldiers, the number of battalions in this listing is designed to approximate the relative ratio of troops on the field. There is also a practical consideration on how many stands will fit comfortably on the tabletop.

The tactical situation also dictates a restriction of the number of stands and figures. The game assumes a Russian assault on the Turkish positions and then a dash for the roads leading from Balaclava to the siege lines around Sevastopol. How far the Russians get before the inevitable Allied counter-attack dictates the

victory conditions. A significant Russian advance imposes a prohibitively costly Allied assault to retake the positions. A collateral Russian victory condition includes dragging away the allied guns on the Turkish-held heights, an event which precipitated the disastrous Charge of the Light Brigade. Preventing the removal of the guns – a near impossible task – results in a significant Allied victory.

RUSSIAN FORMATIONS

In game terms the Russian forces comprise 6 foot batteries, 1 horse battery, 16 infantry battalions, and 7 cavalry regiments. The following Order of Battle lists the historical order of battle and the representative wargame forces.

Commander-in-Chief: Prince A. S. Menschikov
Local Area Commander: Lieut. General P. P. Liprandi
(Commander 14th Division) (historically 24,720 + 80 Guns)
(1 Command Stand)

LEFT COLUMN

Commander: Major General S I Gribbe (historically 2,880 + 10 Guns) (1 Command Stand)
24th Dneprovsky (Dnieper) Regiment [3 Battalions: 18 stands]
4th Rifle Regiment (1 Company) [none]
Composite Uhlan Regiment - Colonel Jeropkine [1 cavalry regiment: 6 stands]
53rd Don Cossack Regiment (1 Sotnia) [none]
Artillery: [1 Battery: 3 Guns/6 Crew]
6th Light Battery - 6 x 6 pdr
4th Battery - 2 x 12 pdr, 2 x 18 pdr how

LEFT CENTER COLUMN

Overall Center Commander: Major General K R Semiakin (historically 4080 + 10 Guns) (1 Command Stand)
Azovsky (Azov) Regiment - Colonel Kirdner [4 Battalions: 24 stands]
24th Dneprovsky (Dnieper) Regiment (1 battalion) [1 Battalion: 6 stands]
4th Rifle Regiment (1- 2nd - Company) [none]
Artillery: [1 Battery: 3 Guns/6 Crew]
6th Light Battery - 6 x 6 pdr
4th Battery - 2 x 12 pdr, 2 x 18 pdr how

RIGHT CENTER COLUMN Commander: Major General F G Levutsky (historical 2400 + 8 Guns) (1 Command Stand)
23rd Ukrainsky Ukraine Jaeger Regiment (3 battalions) [3 Battalions: 18 stands]
Artillery: [1 Battery: 3 Guns/6 Crew]
7th Light Battery - 2 x 6 pdr, 2 x 9 pdr how
4th Battery - 2 x 12 pdr, 2 x 18 pdr how

RIGHT COLUMN

Commander: Colonel A P Skiuderi (1 Command Stand)
24th Odessky Jaeger Infantry Regiment [4 Battalions: 24 stands]
4th Rifle Regiment (1 Company 1st) [none]
53rd Don Cossack Regiment (3 Sotnias) [none]
Artillery: [1 Battery: 3 Guns/6 Crew]
7 Light Battery - Capt. Bojanov
4 x 6 pdr, 4 x 9 pdr how

CAVALRY (historically 2880 + 16 Guns)
6th HUSSAR CAVALRY BRIGADE
Commander: Lieut. General I I Ryzhov (1 Command Stand)
11th Kievsky Kiev Hussars (8 Squadrons) [2 cavalry regiments: 12 stands]

12th Ingermanlandsky Ingerman. Hussars (6 squadrons) [2 cavalry regiments:12 stands]
1st Ural Cossack Regiment (6 Squadrons) [1 cavalry regiment: 6 stands]

Artillery: [1 Horse Battery: 3 Guns/6 Crew]
12th Light Horse Battery - 4 x 6 pdr, 4 x 9 pdr how
3rd Don Cossack Battery - Colonel Prince Obolensky
4 x 6 pdr, 4 x 9 pdr how

THE FEDIOUKINE HEIGHTS COLUMN

Commander: Major General O P Jabokritski (historically 6840 + 8 Guns) (1 Command Stand)
31st Vladimírsky (Vladimir) Regiment [1 Battalion: 6 stands]
32nd Suzdalsky (Susdal) Regiment [none (off the table)]
6th Rifle Bn (2 Companies) [none]
Black Sea Foot Cossacks (1 Company) [none]
12th Ingermanlandsky Ingerman Hussars (2 squadrons) [none (off the table)]
60th Don Cossack Regiment (2 squadrons) [1 cavalry regiment: 6 stands]
Artillery: [1 Battery: 3 Guns/6 Crew]
1st Battery - 6 x 12 pdr guns, 4 x 18 pdr Howitzers
2nd Light Battery - 4 x 6 pdr guns

RESERVE

(historically 1800 + 12 Guns)
23rd Ukrainsky Ukraine Jaeger Regiment [none (off the table)]
Composite Uhlans 5 Squadrons [none (off the table)]
4 Rifle Regiment (3rd 1 Company) [none (off the table)]
Artillery: 8 x 6 pdr [none (off the table)]

THE ALLIES

The Allied troops are initially represented by 3 battalions of Turks, two Turkish-manned batteries in the redoubts, 2 battalions of British Marines and 2 British naval batteries who are all in static positions around Balaclava. One battalion of Scottish infantry,



the 93rd Highlanders and a field battery (Barker's) may leave Balaclava and act at will.

The British cavalry division supported by a horse battery is also available for independent action. These are all the forces that are available to stem the Russian

tide for some three hours until Allied reinforcements begin arriving.

THE BRITISH ARMY AT BALACLAVA

Commander-in-Chief: General Sir Fitzroy Somerset, 1st Baron Raglan
Balaclava Defenses: On the Field
Commander: Major General Sir Colin Campbell (1 Command Stand)
93rd Highlanders - Lt Colonel W Ainslie [1 Battalion, 6 stands]
Battalion of Detachments brought up from Balaclava - Major B Daveney (about 100 invalid men) [in the wargame these men are considered part of the 93rd]
W Field Battery Royal Artillery - Capt G. Barker [1 Foot Battery, 3 gun stands]

Royal Marine Brigade Commander: Acting Colonel T Hurdle (1 Command Stand)
1st Composite Bn, RM - Capt W Hopkins [1 Battalion which cannot move beyond immediate Balaclava defenses]
2nd Composite Bn, RM - Capt R Meheux [1 Battalion which cannot move beyond immediate Balaclava defenses]
Detachments Royal Marine Artillery [2 Batteries emplaced]

Turkish Army Commander: Lewa Rustem Pasha (1 Command Stand)
3 Infantry Battalions [3 Infantry Battalions, 18 stands]
Artillery in Redoubts 1-4 (1 gun stand each in number 2, 3 and 4 redoubts and 2 guns in redoubt 1) [5 stands]

CAVALRY DIVISION

Commander: Lieut Gen the Earl of Lucan
HEAVY CAVALRY BRIGADE (12 stands)
Commander: Brigadier James Scarlett 5th Dragoon Guards (1 Command Stand)
4th Dragoon Guards - Lt Colonel E Hodge
5th Dragoon Guards - Capt A Burton
1st Dragoons - Lt Colonel J Yorke
2nd Dragoons - Lt Colonel H Griffith
6th Dragoons - Lt Colonel H White
LIGHT CAVALRY BRIGADE (12 stands)
Commander: Major General the Earl of Cardigan (1 Command Stand)
4th Light Dragoons - Lt Colonel (Bt Colonel) Lord George Paget
8th Hussars - Lt Colonel F Shewell
11th Hussars - Lt Colonel J Douglas
13th Light Dragoons - Capt J Oldham
17th Lancers - Captain W Morris

ROYAL HORSE ARTILLERY I Troop - Capt G. Maude [1 Battery Horse Artillery, 3 stands]
The following troops are the British Reinforcements in order of arrival. The units will have to dice to see when and if they arrive.
C Troop RHA (from Light Div) - Capt J Brandling [1 Battery Horse Artillery, 3 stands]

1ST DIVISION

The 1st Division is only nominally represented in this game but is listed below in full for historical purposes. The units will have to dice to see when and if they arrive. These units arrive on the upper road from Sevastopol.
Commander: Lieutenant General HRH the Duke of Cambridge

1ST GUARDS BRIGADE

Commander: Major General H. Bentinck (1 Command Stand)
3rd Bn Grenadier Guards -Brevet Colonel E. Reynardson [1 Battalion, 6 stands]

1st Bn Coldstream Guards - Bt Colonel G. Upton [1 Battalion, 6 stands]
1st Bn Scots Fusilier Guards - Bt Colonel E. Forestier-Walker [none]

2ND HIGHLAND BRIGADE

Commander: Bt Colonel D. Cameron
42nd Highlanders - Bt Lt Colonel T. Tulloch [1 Battalion, 6 stands]
79th Highlanders - Lt Colonel J. Douglas [none]

ROYAL ARTILLERY

Commander: Lt Colonel R. Dacres
A Field Battery - Capt D Paynter [1 Battery, 3 stands]
H Field Battery - Capt E Wodehouse [1 Battery, 3 stands]

4TH DIVISION

The 4th Division is only nominally represented in this game but is listed below in full for historical purposes. The units will have to dice to see when and if they arrive. These units arrive on the lower road from Sevastopol.

Commander: Lieutenant General Sir George Cathcart (1 Command Stand)

1ST BRIGADE

Commander: Brigadier T. Goldie
20th Foot - Brevet Colonel F. Horn [1 Battalion, 6 stands]
21st Foot - Lt Colonel F. Adams [1 Battalion, 6 stands]
57th Foot - Bt Lt Colonel T. Powell [not in game]

2ND BRIGADE [not in game]

Commander: Brigadier A. Torrens
46th Foot (2 Companies) - Capt W. Hardy
63rd Foot - Lt Colonel E. Swyny
68th Foot - Lt Colonel H. Smyth
1st Bn Rifle Brigade - Bt Lt Colonel A. Horsford

ROYAL ARTILLERY [not in game]

Commander: Lt Colonel D. Wood
P Field Battery - Bt Major S. Townsend [none]

ADDITIONAL ARTILLERY [not in game]

E Field Battery (from Light Div) - Capt C. Morris 1 Battery [none]
F Field Battery (from 3rd Div) - Capt W. Swinton 1 Battery [none]



THE FRENCH ARMY AT BALACLAVA

Listed in **Order of Arrival**. These units will dice for arrival with French cavalry having a very high probability of arriving. The cavalry may act at will.

Commander-in-Chief: Gén de Division F. Certain Canrobert
1er escadron de spahis (escort only) [none]

DIVISION DE CAVALERIE: Gén de Division Morris

1ere BRIGADE [2 regiments, 12 stands]
Commander: Gén de Brigade D'Allonville (1 Command Stand)
1ere Régiment de Chasseurs d'Afrique - Col De Ferrabouc
4e Régiment de Chasseurs d'Afrique - Col Coste de Champeron

The French infantry is represented in the game by two battalions: one of Line and one Zouave plus one foot battery. These units will dice for arrival and, in any event cannot move away from the base of Sapoune Ridge since they are in effect guarding the approach to the allied siege lines.

THE WARGAMES

Recall that we played the scenario twice. Although virtually identical, the two games produced vastly different results.

GAME 1

In the first game, played at the convention, the Russians pounded the Turks with artillery and destroyed vast numbers of infantry. A bayonet assault resulted in a fatal morale check causing the entire Turkish position to evaporate. The Turks went running for the safety of the harbor yelling "Ship Johnny! Ship Johnny!" In their flight the Turks masked the British artillery gathering to halt the Russian hordes.

The Russians maneuvered their artillery into grand batteries and picked off isolated allied artillery. The British cavalry attacked and did good work in cutting off advancing Russian columns, but the British horsemen were crippled. The Highlanders came under bombardment and slowly withdrew. Only on the allied left did the French manage to sustain an aggressive counter-attack.

After five hours I called the game. The Russians had destroyed most of the allied right. The Russian columns were still in fine shape to commence an attack on Balaclava: a Russian victory of major proportions.

GAME 2

The second game was played by a dozen fellows, some of whom were veterans of the initial game. Everyone got right into the fray. The Russians attacked with the bayonet and did not wait for their artillery to

come up. This proved fatal. The Turks sold their lives dearly but eventually abandoned the redoubts and held the Russians at bay for several hours.

The British cavalry formed up into double lines and went crashing into the Russian horse who were coming on in column to get an extra die of movement. The Heavy brigade won several melees and when they were spent the Light Brigade advanced. This time it was the Russians who masked their own artillery. A critical charge destroyed two Russian batteries and the Czar's finest came to a halt.

Meanwhile the Highlanders formed a long firing line and began blasting away at Russians who came over the hills from which the Turks had fled. The British artillery joined in and the Russian left flank began to evaporate. The Russian cavalry mixed it up with the French in the center but failed to gain a decisive victory.

After five hours I called the game. The result was obvious. The allies had stopped the Russians cold and were in a position to mount an effective counter-attack: a significant allied victory.

THE DIFFERENCE?

What was different between the two games? Russian artillery was clearly the answer. In the first

game the Russians had been patient and allowed the guns to blast the Turks off the hills. In the second game the Russians dashed forward like a horde of Zulus and masked their own artillery. In the second game the Russian infantry was wasted in pointless attacks with virtually no long range fire support. Lastly, in the second game the Russian cavalry never deployed into line and were constantly defeated by allied cavalry who struck in line formation.

The actual battle of Balaclava was something of a middle ground between the two wargames. From an historical perspective, the allies were doing fine until the disastrous charge of the Light Brigade. In real life the Russians should have followed that up with a renewed counterattack of their own thus producing the victory that the initial wargame demonstrated was possible.

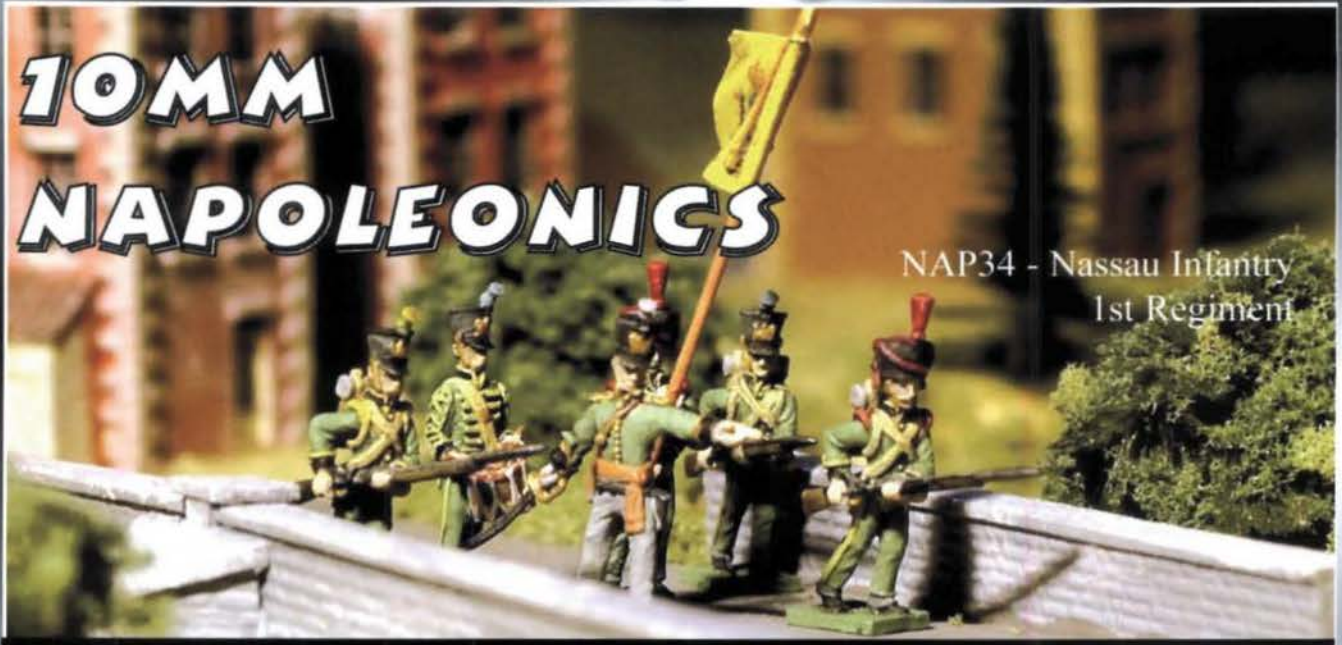
Victoria Crosses were awarded to the allied players in the first game. This was a bit anachronistic given that the award was not created until just after the Crimean war to decorate those who had demonstrated exceptional bravery in that campaign. It is interesting to note that this conflict has significance to the heroism of British troops to this day: the Victoria Cross medals are still cast from the bronze cannons captured during the Crimean War.

Honor the Light Brigade!

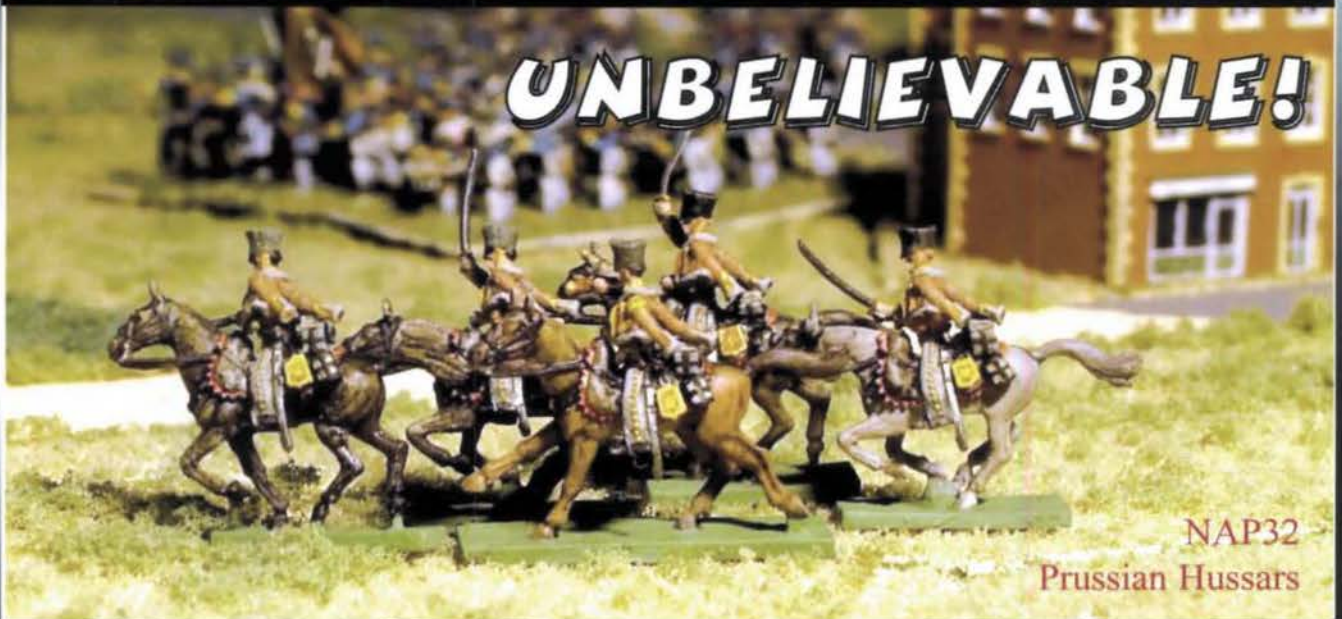


10MM NAPOLEONICS

NAP34 - Nassau Infantry
1st Regiment



UNBELIEVABLE!



NAP32
Prussian Hussars

Unsurpassed Detail, and now 10mm at LOWER PRICES!
See all GHQ's models, with new Micro Armour® & Micronauts® at
www.ghqmodels.com



GHQ, 28100 Woodside Rd. Shorewood MN 55331 USA
(612) 374-2693 fax (952) 470-4428
www.ghqmodels.com

19th Century Miniatures Battle Honors Old Glory 15s



19th Century Miniatures /
Battle Honors / Old Glory 15s

300 Watson St.
Coopersville, MI 49404
Phone: (616) 837-7045
Fax: (616) 837-8568

Email: sales@oldglory15s.com
Website: www.oldglory15s.com

For European Orders:

Battle Honours UK
C/O The General Store
3 Shor Street

Evesham, Worcs WR11 3AT
United Kingdom

Phone: +44 (0) 1386 45875
Email: ade@battlehonours.com
Website: www.battlehonours.co.uk

www.oldglory15s.com

Battle Honors

15mm Napoleonics,
15mm ACW
25/28mm WWII
25/28mm WWI
25/28mm AWI
25/28mm Vietnam
25/28mm 1859/1866/1870
25/28mm 40mm Gladiators

Old Glory 15s

Ancients
Crusades
Dark Ages
Romans
SYW
ACW
Napoleonics
AWI
Colonials
1859/1870
Russo-Japanese War
Samurai
War of 1812
Jacobite Rebellion

Rank and File 15mm

Medieval
1859/1866/1870
Crimean

Gripping Beast 25/28mm

Dark Ages
Republican Romans
Carthaginians
Imperial Romans
Crusaders
El Cid
Weapons Packs

Quality Castings 15mm

WWII
Modern

Black Raven Foundry: 15mm Fantasy
JR Miniatures: Buildings
Little Big Men Studios: 25/28mm shield Transfers

THOSE FIGHTIN' FIFTY-FOURS

Collecting and Gaming With 54mm Plastics

By Charley Elsden

HE'S BAAA-AACK!

It's been quite a while since this column on collecting and gaming with 54mm plastics appeared, the transition to the new editorship and format coinciding as it did with various events in my own life to keep me away from writing it. Well, I met the three new editors/producers at an HMGS Con, and they seem like great people, so the magazine's future seems bright indeed. In the meantime, the hobby has not stood still, of course. I am happy to report that the 54mm scene is flourishing and growing. In fact, I'd say that The Big Scale is currently emerging from its ghetto label of "Eccentric Activity" to acceptance as a legitimate subgenre of miniature gaming. Hooray—it's not just for skirmishing anymore! Enough with languishing since the pre-WWII heyday of 54mm metal toy soldiers, while Our Beloved Founder H. G. Wells turns over in his grave. And don't worry, I'm personally still quite eccentric.

A personal rebirth of gaming has also just started up for me in the last few months with the founding of a new monthly 54mm gaming group "Charley's Cobras", currently seven members strong. The name honors my father Clarence Elsden, who served during WWII in the Pacific with Kelly's Cobras, the 494th Heavy Bombardment Group, US Army Air Corps (B-24s). So where in the past three years I hosted only one game—my very first Napoleonic "The Thin Red Line In The Peninsula," I have just finished playing three games in two months here at my place in NYC. These were my second Taiping Rebellion game "Saving Princess Ayah" and a third English Civil War game "Battle of Cheriton," These 54mm games are all described below, and were played using my own rules.

THE BUZZ ON NEW PRODUCT

A flood of recently issued new 54mm products continue. In fact, what I've been up to the last three years or so is collecting and painting. I'm not even trying to keep up with or collect it all anymore. For the first time in my life I've fallen behind significantly on painting, and like most hobbyists I know, I now have a backlog of unpainted stuff I haven't gotten to yet. But this is a pleasant dilemma compared to not being able to raise figures for subjects of interest. In no par-

ticular order, here are a few highlights of new stuff available:

WWII vehicles of the basic German, US, Russian, and British AFVs (Forces of Valor, 21st Century), British and other Colonial/Imperial Era figures of the late 19th Century (Armies In Plastic), buildings (Hougoumont Chateau in foam, ACW Mansion House in tin litho, both through CTS), Adobe Buildings (Barzo, Hobby Bunker, CTS), Napoleonics (Italieri, CTA, AIP), 19th Century artillery sets with gun, caisson and horse teams (CTS), WW II Italians (HAT, Italieri), and the first of their painted plastic ACW (Conte; also available unpainted), upscaled WWI British and German infantry and artillery sets (Emhar), and for you nostalgia buffs, downscaled old Marx German, Japanese, Russian and US 6 inchers to 54mm (SWTS), and two new segmented pirate ships, a three section and a four section, by Fisher-Price.



There are also a number of small (individual) producers starting out into original figure production. These include hard plastic ACW and ACW/Victorian first ever (hard) plastic 54mm Naval figures (from an idea by yours truly) by Jason Pope (www.plasticunderground.net), excellent new ACW by Toy Soldiers of San Diego, and continuing to make unusual product available, the brilliant mounted and dismounted painted Samurai imported from Japan by Sean Beatty (<http://toys-soldiers-etc.com>). An excellent way to keep on top of what is coming out is the Michigan Toy

Soldiers site, which besides showing available stuff, has lists for 'New Product' (expected soon) and 'Upcoming Product' (expected over the next year).

RELATED HOBBY TRENDS

A number of rules sets that can be modified for The Big Scale or are actually meant for it are being developed. People working in this area include Frank Chadwick, Ross MacFarland, yours truly, and others. While most are not generally available yet, you can monitor developments on a number of websites or discussion groups; my favorite of which remains littlewars@yahoo.com. More and more aging hobbyists seem to be feeling the pull of their first childhood love, big toy soldiers—perhaps because some are fathers, perhaps because its hard to see those smaller scales to paint as our eyes get older. I'm 53 and just had a cataract operation for each eye. As actor Strother Martin says in the film *Butch Cassidy and the Sundance Kid*: "That's what happens when you get older—you get colorful."

Yet another interesting new trend is the very large number of board games, usually priced \$50 and up, which feature miniature figures as playing pieces, usually 15-25mm. Recent examples are *Battle Cry* (Hasbro/Avalon Hill) and *Memoir 44* (Days of Wonder) by miniature rules designer Richard Borg, who appears with his games at many war games conventions. (Richard Borg continues not to be Richard Berg, another well known board game designer, whom I've playtested for. Richard Berg, who very prolifically sticks to board game circles, continues not to be Richard Borg). Others include *Twilight Imperium*, *War of the Ring* (both from Fantasy Flight), and anything from Eagle Games (*Napoleon In Europe* to *Blood Feud In New York*). Coupled with this is the odd back engineered practice of making board game versions of computer games, rather than the usual vice versa. These include *Warcraft*, with its new Expansion Kit, and *Doom* (both Fantasy Flight), the latter with miniatures too, and *Civilization* (Eagle Games). Naturally, Big Scale enthusiasts have started personal projects to upscale versions to the 54mm table, such as *Battle Cry*. Yikes! Another idea would be to fight out the individual battles of board game campaigns with tactical rules on the table top battlefield.

Even recent trips to historical battlefields today offer more and more "souvenir" toys that can be used in 54mm games. For example, on my third trip to Gettysburg, I finally got to shop the town itself. Several stores there yielded good research books, a new inexpensive Burnside Bridge and Dunker Church (BMC), a metal A.P. Hill (William Britains,

now making figures in combat poses instead of just endlessly parading), and other items as well. Fredericksburg yielded original old style metal castings of CSA figures from an unnamed private molder, plus a few new style metal officers and color party types now all combined and listed on my Virginia roster as "The Fredericksburg Avengers". There were also some new style metal AWI Brits in the rare black light infantry helmets with skull and crossbones. There were some nice metal historical artillery guns (Tredegar Iron Works, Richmond, New Orleans/Chalmette, Yorktown) and a beautiful set of wooden guns and tents. There is still surprisingly little at European battlefields in terms of figures and equipment—they're missing a good bet there. Walking the real battleground gives me a tangible feeling that inspires me to fight out an action that I have "seen" with my own two eyes, such as the AWI Battle of Brooklyn (still known as Long Island to some miscreants).

TAKING UP THE SWORD AGAIN

While I happily play other people's games, scales, and periods, I keep things within bounds for my own stuff by sticking to one scale. I usually stick to my own rules too, which are consistent within a few periods: Medieval/Fantasy, ECW, 18th—Early 19th Century, Mid 19th, Late 19th, and the World Wars. Therefore figures, terrain and equipment collected years ago will put in a "guest" appearance in a new subject of interest along with that new set of figures I just bought. I really think of it as one expanding collection. For example, if they have similar helmets and technology, I suddenly wanted to do a hypothetical battle between Samurai versus Cromwell's troops, I'd just have to combine some Medieval with ECW rules! After I find more Samurai, that is. Likewise in the Colonial Period, where non-Western troops mix weapons from several earlier periods (melee weapons, muskets and rifled muskets) pitted against the magazine-fed rifles of the Europeans. I'd just mix and match troops and rules, and presto, I've got a Boxer Rebellion game!

I've done four games since I last wrote. I've come up with a new "mid-size" summary format. I hope you enjoy it, and can steal ideas for your own games. If you need more detailed information, feel free to email me at celsden@aol.com.

THE THIN RED LINE IN THE PENINSULA

THE SCENARIO

For my first-ever 54mm Napoleonic battle, I chose a hypothetical classic ridge line defense all along the table, with a house ruin (William Britain's ceramic Napoleonic Ruined Farmhouse) to fight over atop the crest on one flank. The British were to stick to and reinforce the reverse slope. The French, with superior numbers, were to break through. The blue clad troops included a very large number of high morale Imperial Guard (Airfix, Timpo, and Esci as the Old, Middle, and Young Guard respectively, along with a gun from the new AIP Guard Artillery set). The other French flank had cavalry for a possible flank attack.

THE HISTORICAL TROOPS

There were French and British infantry, artillery, and cavalry, including lots of French skirmishers and British and Portuguese riflemen. The French Army was built up upon a base of Alamo Mexicans, the British from Bladensburg 1812 forces. There has been a recent boom of Napoleonic 54mm production, little of which had been done before. Previously most of what was available was honorable old British or other makes, such as Timpo, Britain's Detail, Marx Alamo and 60mm and Reamsa. Now we have many more, such as CTS, CTA and AIP.

INTERESTING DECISIONS

This was a head on assault, in order to test new rules modifications to reflect specifically Napoleonic action, such as assault columns, squares, etc. For the French: where to reinforce success and bluff elsewhere on attack? For the British: where to redeploy to plug holes in the defense? How long to hold out before rushing in limited reserves? Possible counterattack here and there?

AFTER ACTION REPORT

All players had a good time, even a die hard board gamer who "doesn't play miniatures" (I happily do either, or even role playing, whatever is fun). Lots of blood and thunder, with victorious formations leading cowed prisoners back from the action. By the time the Guard had broken through and the Highlanders marched over to stop them, the French clearly had broken the line, but only after much back and forth and many more casualties on their side. The French skirmishers were not particularly effective as shooters, but successfully screened larger advancing infantry formations. The Allied riflemen had a field

day, forcing critical morale checks that constantly forced the French back just when their assault was ready to close, time and time again. Okay, so there were too many riflemen. The 95th even formed square at one point! Unlike my American Wars, where units tend to rout and rally to reenter the game, the rare routing units here did not often return, a result I had in mind when working on the rules. Squares stopped cavalry, but artillery could have hurt squares. Assault columns, with their limited firepower, alternated in *ordre mixte* with infantry firing lines. It was a real dog fight, as planned, with reasonably historical outcomes.

FUTURE PLANS FOR SUBJECT

I'd like to do another tactical battle around my new Hougoumont Chateau, especially since I've now been to Waterloo and seen the ground. A second plan would be a Leipzig-type action, very simplified, without the British for a change, since I can now field a unit or two in 54mm of Russians (Made In Russia), Austrians (Italiere/Replicants, HAT Avant Garde), and Prussians (Barzo US MAW, Conte Alamo, Timpo). Plus, there's more open terrain.

SAVING PRINCESS AYAH

THE SCENARIO

Soochow, China; February 1862 (hypothetical). Imperial; Manchu rifled musket troops (20 figures per regiment), Mongol cavalry, Tigermen special skirmishers, an artillery gun and a rocket battery (doesn't cause more casualties, but forces a more radical morale check) formed up in a rescue column by the Red Temple. Their goal was to cut its way across the field and rescue Princess Ayah (Papo Japanese woman) and her handmaiden (Disney's Mulan), as well as a lady riding in a rickshaw (from the rare Atlantic Mao Political Set), besieged in the local palace with the provincial Green Flag militia. For unit painting detail, see my previous *MWAN Magazine* article on The Boxer Rebellion. Lying in wait, mostly concealed off the board or out of line of sight behind terrain, are huge 60-figure Taiping regiments with melee weapons and a few old muskets. Additionally they have one rifled musket unit and an artillery gun crewed by European mercenaries, all under the Yellow King (Taiping Wang). The Celestial Highway is blocked by two lines of log barricades. Behind this is the Village of Four Lions and the Yellow Temple. On both flanks of the village are Sourghum Fields, perfect for concealing troops.

THE HISTORICAL TROOPS

General Cha-Lee and The Imperials are supported by Captain Henry Burgevine, an extra unit leader, and part of the Ever Victorious Army (all Timpo Union ACW drastically repainted, as are the palace militia). The Mongols (Jecsan) can fire their muskets from the saddle. The Tigermen (AIP Boxers) have close combat bonuses. The Taiping Rebels (AIP Boxers, their riflemen are converted BMC by Paul Trapani) include the high morale Yellow Bodyguard regiment. The units bristle with Chinese flags, originally meant for 25mm troops—square for the Imperials, triangular for the Rebels.

INTERESTING DECISIONS

The Rebels: how many units to deploy against the relatively weak palace defenses, and how many in front of the main Imperial advance? When to hide units and when to have some revealed to force the Imperials to stop and deploy? The Manchus: Push ahead quickly to relieve the palace, (dangerous), or use the cavalry and tigermen for more careful reconnaissance? Spies report that there are a lot of rebels out there...somewhere!

AFTER ACTION REPORT

The rebel units attacked the two narrow bridges across the canal around the Palace, and were pushed back repeatedly by defender fire. Only later when some Rebel riflemen were moved in behind one of the defense positions were they pushed back. But the militia did so well holding the staircases and then the upstairs throne room on the third level, that the rebels never did break in and capture the Princess. This proved unexpectedly brave for the mediocre provincial troops!

On the main front, the Manchus, with artillery support, overcame the barricades. As they begin to take the first Village line, unexpected fire broke out from hidden rifled musket men. Probing the fields on the flanks, the Mongol cavalry came to grief, and even the Tigermen were pushed back on the left flank by large hidden Rebel formations. On the right, the Imperials were more successful, and push on. As the Manchus and EVA pushed into the open village square, only a single heroic rebel musketeer remained to fire away at them. The other defenders were either dead or fled. Then, one Manchu regiment, almost untouched, panicked and routed, refusing to rally on three attempts, and left the field! This was a hard blow to the heavily outnumbered rescue force.

A more serious obstacle was the rebel artillery gun, which fired from ambush from thick bushes

beyond the village, taking out the Imperial gun with one shot (as it was unlimbering). Then, advancing EVR skirmishers felt its wrath. When infantry finally swarmed over the gun position, a heroic European mercenary jumped atop the limber, surviving deadly fire, and made off with the crucial remaining artillery ammo supply, making its loss but a Pyrrhic victory for the Manchus. Ultimately, the Princess was surrounded, and the Imperials did not have the resources to advance further against the rebel positions around the Palace. Victory to the Taipings! Ayah! (Chinese for 'Yikes').

FUTURE PLANS FOR SUBJECT

It was quite a challenge for the new Gaming Group to learn a new scale, new rules, and a new scenario all at once. But now everyone wants to return to the China of the Colonial Era. Other possibilities include the British and French sacking the Summer Palace outside Peking (I've seen the actual ground), or Warlord China of the 1920s. More Taipings. More Boxers.



THE BATTLE OF CHERITON

THE SCENARIO

March 29, 1644. This one is taken from *English Civil War Gaming Scenarios* by Steven Maggs (Partisan Press, 2003). Heselriges Hawks, that most famous Parliamentary Cuirassiers Unit, in their blackened armor and lobster helmets (Reamsa mounted Conquistadores) are historically deployed, against all normal period tactical doctrine, out ahead of the main infantry line, in a large enclosed common on the flank, blocking Royalist entry, save for a narrow lane. The rather untrained London Trained Bands (LTB) have been advanced by Parliament under cover of a thick morning fog into the all important Cheriton Wood on the other flank. This leaves a huge gap in the line, running behind a thick hedge from the center to a small

and very lonely outpost of dismounted Dragoons (Replicant Arquebusiers) on the far flank. Although eventually the Roundheads will outnumber the Cavaliers, that is not yet the case, as most have not reached the field. The Royalists are therefore advised to push forward while they can.

The game was played on Christmas Eve, (time to celebrate my birthday of 24 December!) We renamed the event the Chris Roope Invitational Game, to honor that Great Englishman who had traveled once again at Christmas-time to New York City from Old Blighty. Chris is part of a famous British gaming group which also includes HMG Subscriber Mike Blake. In the game, Chris chose to lend his genuine English accent and know-how to the Royalist cause.

THE HISTORICAL TROOPS

I use the rather rare ECW figures (CTA especially) all mixed in with others (Monarch and Reamsa Conquistadores, Jecsán French Musketeers, and even Captain John Smith from Disney's *Pocahontas*) to form infantry units identified by main jacket color. The resulting infantry regiments can then play on either side, as the scenario requires. There is also lots of cavalry (same) and a few guns with their civilian crews (CTA) along with command (CTA) for each side. My ideas keep changing about what these troops actually looked like, so some of the varied figures and paint schemes must be right! The famous 'Phantom Pikes' made their non-appearance, as I haven't figured out what to use for them yet, but it did not detract from the fine look of the battlefield. This period is perhaps the greatest for wardrobe of them all. Romantic figures in their half-armor or buff coats, high boots, and helmets, floppy hats, or Montero caps are breathtaking, and created quite a stir at an HMGS Con a couple of years ago in my opening scenario "Twittington Manor". No one on this side of the Great



Pond had ever seen ECW in 54mm before. Tudor style buildings are available from several European companies such as Simba, and Playmobil.

INTERESTING DECISIONS

Will the Royalists dare to beard the Hawks in the Common, or confine their swift attacks to the center and other flank? When and where will the Parliamentary reserves be entered and used? There are some options, due to a transverse road just off the board behind their position. Can the Royalists penetrate to the back of the enemy line and roll it up before superior numbers tell? Can either side gain cavalry superiority to turn against the infantry? Should they engage in cavalry against cavalry fights between the lines?

AFTER ACTION REPORT

Leaving the mounted Lobsters alone, the Royalists went all-out in the Cheriton Wood, where the LTBs were soon outnumbered and outgunned. A crucial moment came when a regiment in the Royalist advancing center pivoted ninety degrees and moved against the LTBs flank. This finished them, and allowed the Royalist seizure of the Woods, whose occupation was the big victory condition. In the center, the elite Red Royalist Regiment, supported by the White Regiment, penetrated all the way to the rear of the table in a kind of "Pickett's Charge". Late arriving Roundhead infantry appeared on both of its flanks, sealing off any potential penetration. Cavalry clashed in the center, with heavy casualties to all involved. Finally, yet uncommitted and at full strength, the Hawks left the uncontested Common to advance in the center, encountering no resistance, as the Royalist cavalry has been torn up in the previous fighting there.

More Parliamentarians arrived, filling in the gap in the line opposite the Woods, which the Royalists had been content to hold. The Hawks at this point threatened the integrity of the entire Royalist line from behind! Although both sides claimed victory in their memoirs, we awarded it to the Roundheads. All felt it went realistically, although some rules will be changed, as this is only their third tryout.

FUTURE PLANS FOR SUBJECT

The whole war awaits, since we've only just begun. Great photos taken for the first time here will help publicize it to others. It is decided that the cavalry pistol fire needs to be cut down. Also, only some mounted units will be able to charge in future, since this maneuver was just being invented at this time. It's the Dutch (pistol) School versus the Swedish

(sword charge) School. Who will win? To explain this more obscure period, I liken the English Royalists Cavaliers to our Confederates, since they also had fewer resources and equipment, were under naval blockade, started the war with feared cavalry, and liked to charge. We could try a Thirty Years War scenario perhaps, and there's the historical and almost unbelievable raid of the Moors on the English sea-coast. That is almost irresistible, isn't it? And since a greater number of 54mm companies are making Saracen-type figures these days, (Italiери, AIP, Conte, etc.) you could say there are now Moor and Moor of them (groan)!

THE TOY SOLDIER MENTALITY

How can one truly explain in mere words the Cosmic Romance and Existential Significance of the 54mm figure? Most 54mm units take the field as exactly correct historically. This may include careful customization, with limbs, heads, and weapons exchanged or replaced among original figures with repaint (my ACW Garibaldi Guard, for example, were originally WWI Italian Alpini). After all, its only plastic, and the bigger scale allows more detailed work. Often Big Scale players spend as much time researching or arguing about just when their unit actually received their Second Uniform Issue, and when they actually first wore it, as anybody else. Did the 79th New York Highlanders in the ACW wear kilts, trews, white cotton pants captured in the South on a coastal raid, standard issue Union sky blue pants, or standard trousers modified with tartan stripes salvaged from their original vests? (The answer is yes to all of these!) Did the historical Napoleonic French artillery use caissons with built-in seats like the British? (Some French Guard units did.) The vast majority of 54mm games do closely resemble corresponding ones in smaller scales. In some cases, though, there are certain attitudes and characteristics which separate 54mm gamers from their smaller scale brethren. These are



summarized by us as The Toy Soldier Mentality. I say this fondly, tongue in cheek, with a nod to, as H.G. Wells would say, the *Small Boy* or *Girl* within us.

1. Bang! Bang! Pow! Pow! Many 54mm gamers will admit that at some point, they like to knock their figures over with mechanical devices such as rubber band guns, sling shots, marbles, or participate in the sacred traditional *Little Wars* Syndrome. This, of course, means using the Britains 4.7 inch Naval Gun firing projectiles at the soldiers. The ammunition type is hotly debated. This Great Controversy came about because the original very old guns will no longer fire, and the younger generation guns are far less powerful. Careful test firing has ascertained, although many have their eclectic ammunition load, that small screws are the most effective, but safety goggles are recommended: *For God's Sake, Don't Put Your Eye Out!*

2. A Kepi Is A Kepi! So, you want to use YOUR toys in Ross MacFarlane's Great HMGS Cold Wars Con Chippewa Game (War of 1812; the Canadian faction loves this stuff)? They're what? ACW Union Irish Brigade? Are they painted? Sure, what the heck. Bring them in! It's just like the movies. And now, appearing as the Entire Soviet Navy...The Entire Spanish Army! It's not usually that bad, but having to make do with far fewer figure choices in the past, we made do. This tendency is very strong where fictional games are fought. Some players have their very own variant worlds, mixing types or made up countries which mysteriously border right up on radically different nations which in the real world are situated a continent away. Some of those "normal" or "straight arrow" Canadians have a rich, secret fantasy lives!

Some won't mix 1/32 with 1/35, or 60mm with 54mm. Personally, I don't worry about it, since people come in different sizes. I do draw the line at 40mm or Action Figures, which have to play in their own games. Everyone knows that truly large figures in normal games should be restricted to the occasional Cyclops, Dinosaur, or Giant Robot. Everybody knows that!

THE FUTURE OF THOSE FIGHTIN' FIFTY-FOURS?

There are different serious ideas among the 54mm community. For example, I spoke this year with the current President of HMGS about having a special awards category at conventions for 54mm games. I thought it would help publicize the large toy soldiers. But another Big Scale aficionado said, to paraphrase him, "No, I'd rather compete on a level playing field and go for prizes along with other scale games, so we'd be accepted as 'normal' rather than singled out."

We agree to disagree. A few 54mm vendors brave the conventions, but most 54mm product is sold at separate 'Toy Shows', which rarely include wargame activity demonstrations to publicize the hobby among collectors.

As you can see, I always have some element of "role playing" in my games via interesting decisions to be made by the players. As the different aspects of our hobby continue to meld together, I hope in the future to see the whole hobby get more media coverage, and even perhaps some social respectability. Well, why not? Its no weirder than many other human activities (Fox Hunting? Monster Trucks? Come on now....!)

In the meantime, if you want to join me, I'm thinking about that last scene in Gunga Din. Let's see, on a ten-sided die, what are the chances that he'll make the rescue attempt to warn the British column about to be ambushed by fanatic Thuggees? Or fall off the mountain temple tower? Or be unable to blow the bugle due to a dry throat, and have to try again while being shot at? Join me where there's always 'double drill and no canteen,' as Kipling would say. I'll be out there on the frontier, gaming with...*those fightin' fifty-fours!*

PIQUET
Master Rules for Wargaming

Band of Brothers Second Edition
Medieval/Renaissance period, 1200-1600
COMING THIS SPRING

Archon, 2nd Edition (NEW! Ancient period, 3000BC-1200AD)
Anchor of Faith (ECW, TYW, Eastern Europe)
Carbouche (Tricorné period, 1690-1790)
Les Grogmards, 2nd Edition (Napoleonic, 1790-1820)
Grand Piquet, 2nd Edition (Grand Tactical Napoleonic)
Hallowed Ground, 2nd Edition Includes ACW & FPW, 1820-1870
Din of Battle (Colonial period, 1850-1914)
Barrage (World War 1 period, 1904-1935)
The Blitzkrieg (World War 2 period, 1936-1945)
Forgotten Heroes (Vietnam, 1965-1975)
Theatre of War (Campaign system)
Jump or Burn (World War 1 Air Combat)

Piquet Inc. 8995 S. Edgewood Lane Highlands Ranch CO 80130
Phone Order Line: 303-470-5727 Order online at www.Piquet.com

WARGAME ACCESSORIES

7566 20th Street, N
St. Petersburg, FL 33702
727-522-6203

www.WargameAccessories.Com

Code	Description	Pak	Size/Type
Metal Base Stands (\$5.00/Pak)			
OR	Casualty Rings	50	Fits 25mm
01	Casualty Caps	50	Fits 15mm
02	Metal Move Stand	40	1/2"x1-1/2" (4-Man)
03	Metal Move Stand	40	1/2"x1-1/8" (3-Man)
04	Metal Move Stand	40	1/2"x3/4" (2-Man)
05	Metal Move Stand	40	1/2"x1" (2-Man British)
06	Metal Move Stand	30	1-1/2"x1-1/4" (2-Man Cav)
07	Metal Move Stand	36	3/4"x1-1/2" (Art)
08	Metal Move Stand	36	3/4"x2" (4-Man)
09	Metal Move Stand	36	3/4"x1-1/8"
10	Metal Move Stand	36	3/4"x1" (2-Man)
11	Metal Move Stand	36	3/4"x1-1/4 (2-Man British)
12	Metal Move Stand	24	2"x1-3/4" (2-Man Cav)
13	Metal Move Stand	24	1"x2" (Art)
14	Metal Move Stand	36	1"x1" (Command)
15	Metal Move Stand	24	1-1/2"x1-1/2" (Command)
16	Metal Move Stand	40	1/2"x1/2" (Single Man 15mm)
17	Metal Move Stand	30	1"x1-1/2" (Cav or Command)
18	Metal Move Stand	30	1/2"x1-7/8" (5-Man)
19	Metal Move Stand	36	3/4"x3/4" (Single Man 25mm)
20	Metal Move Stand	15	2"x3" (Command)
21	Metal Move Stand	20	2"x2"
22	Metal Move Stand	24	1"x3"
23	Metal Move Stand	24	1-1/2"x2"
24	Metal Move Stand	36	1"x7/8"
25	Metal Move Stand	36	1-1/4"x1-1/4"
26	Metal Move Stand	36	1"x1-1/8"
27	Metal Move Stand	20	1-1/2"x3"
28	Metal Move Stand	15	3"x3"
A1	Metal Move Stand	24	1-9/16"x1-9/16" (40x40mm)
A2	Metal Move Stand	30	1-9/16"x1-1/4" (40x30mm)
A3	Metal Move Stand	30	1-9/16"x3/4" (40x20mm)
A4	Metal Move Stand	30	1-9/16"x5/8" (40x15mm)
A5	Metal Move Stand	15	2-3/8"x3-1/8" (60x80mm)
A6	Metal Move Stand	20	2-3/8"x1-9/16" (60x40mm)
A7	Metal Move Stand	24	2-3/8"x1-3/16" (60x30mm)
A8	Metal Move Stand	30	2-3/8"x3/4" (60x20mm)
A9	Metal Move Stand	36	3/4"x3/4" (20x20mm)
A10	Metal Move Stand	20	2-3/8"x2-3/8" (60x60mm)
A11	Metal Move Stand	30	1-3/16"x1-3/16" (30x30mm)

Armati Optimal Movement Stands (\$9.99/Pak)

MS-1	Magnet Move Stand	10	3-1/4"x1-3/8" (84x34mm)
MS-2	Magnet Move Stand	10	1-3/4"x2-5/8" (44x64mm)
MS-3	Magnet Move Stand	10	1-3/4"x1-3/4" (44x44mm)
MS-4	Magnet Move Stand	8	3-1/4"x1-3/4" (64x44mm)

Volley & Bayonette Movement Stands (\$9.99/Pak)

VB-1	Magnet Move Stand	7	3"x3"
VB-2	Magnet Move Stand	9	1-1/2"x3"

Fire & Fury Movement Stands

FF-1	Magnet Move Stand	7	2"x12" (\$19.99)
FF-2	Magnet Move Stand	7	1"x12" (\$12.99)

Magnetic Sheets

MS-12	Magnet Sheets	1	12"x12" (\$4.00)
MS-24	Magnet Sheets	1	12"x24" (\$8.00)
MSSB-12	Magnet Sheets w/Sticky Back	1	12"x12" (\$6.00)
MSSB-24	Magnet Sheets w/Sticky Back	1	12"x24" (\$12.00)

NORTH BAY GAMES & HOBBIES

CANADA'S SOURCE FOR
QUALITY MINIATURES

Perry
miniatures



Copplestone
Castings

ARTIZAN
DESIGNS

CRUSADER
MINIATURES

New Releases
All the time!

393 Main St. East
North Bay, Ontario
Canada P1B 1B3
(705) 476 - 2008



Perry Miniatures
Sudan Range
Now In Stock

Renaissance Ink



COME TO US
FOR ALL YOUR
WARGAME BASES.
WE MAKE WOOD,
MASONITE AND
STEEL. WE CAN
ADD MAGNETS OR
SELL MAGNETIC
SHEETS SEPARATELY.

Renaissance Ink
1613 Rita Road
Vestal, NY 13850
(607) 748 4665
jwirth4702@aol.com
www.renaissanceink.net

Acrylic Paint
1oz jar: \$2.50
0010 Big White
0011 Black
0012 Dark Grey
0031 Sunshine Yellow
0013 Medium Grey
0014 Light Grey
0015 Dark Brown
0032 Moon Yellow
0016 Med Brown
0017 Leather Tan
0018 Bone Yellow
0033 Russian Green
0019 Slime Green
0020 Trooper Green
0021 Field Green
0034 Powder Blue
0022 Sky Blue
0023 Vein Blue
0024 Blood Red
0035 Mud Brown
0025 Punkin'Head Orange
0026 Chaos Orange
0027 Flesh
0036 Flame Red
0028 Silver
0029 Copper
0030 Gold
0037 Brass

Flocking Gels
2oz jar: \$4.75 - 4oz jar: \$8.25
0006 Coarse - Rocky Terrain
0007 Medium - Grass Terrain
0008 Fine - Dirt/Sand Terrain
0009 X Fine - Water (Dries clear)

Inks
1oz bottle: \$4.95
IW001 White
IW002 Black
IW003 Brown
IW004 Purple
IW005 Green
IW006 Blue
IW007 Fluid Matte Medium
IW008 Liquid Extender



Proud Member of the Game Publisher's Association

SCENARIOS TO MAKE YOU FORGET ABOUT THOSE CIGARS YOU LOST!

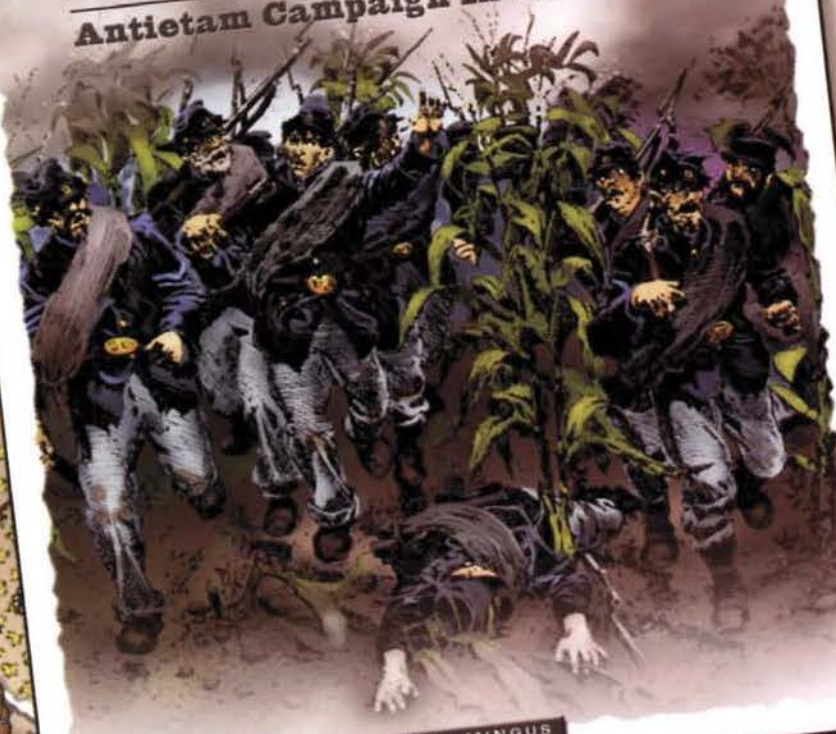
Coming in Spring 2005, 13 regimental-level scenarios to play the battles of General R. E. Lee's Maryland Campaign of 1862

Undying Courage is the latest release from Marek/Janci Design and Scott Mingus, author of the popular *Enduring Valor: Gettysburg in Miniature* scenario booklets. Printed in full-color with professional graphics, each scenario has a map showing terrain and troop placements, color-coded orders-of-battle, photos of the present day battlefield, tabletop game snapshots, and text specific for set-up

and play. Once again, Scott provides not only the number of figurines per regiment, but how many men were present in each regiment, so that the scenario can be used with any regimental-scaled rules system. Purchase directly from *Marek/Janci Design*, or from fine retailers such as *Battlefield Terrain Concepts*, *The Last Square*, *Principles of War* and *Warweb* to name a few.

UNDYING COURAGE

Antietam Campaign In Miniature



SCENARIOS

- FOX'S GAP (1ST PHASE)
- FOX'S GAP (2ND PHASE)
- CRAMPTON'S GAP
- TURNER'S GAP
- THE EAST WOODS SKIRMISH
- DAWN IN THE CORNFIELD
- MANSFIELD'S ATTACK
- THE WEST WOODS MASSACRE
- BLOODY LANE
- BURNSIDE'S BRIDGE
- DUNKER CHURCH
- UP CAME HILL
- SHEPHERDSTOWN

MAREK/JANCI DESIGN

725 Ranch Road ■ Wheaton IL ■ 60187-3656

phone: 630.752.9390 ■ fax: 630.752.0391 ■ www.marekjanci.com

CALL TO HONOUR MINI-CAMPAIGN

With de Gaulle in 1940

by Samuel Scott

HISTORICAL BACKGROUND

The German invasion of France in 1940 is one of those critical moments in military history where the tactical doctrine of the coming century soundly trounces that of the last century. Nevertheless, the campaign still holds a fascination for WWII gamers. The "what if" element in historical wargaming is particularly seductive for the early months of the war. The decisive factor in the German's favor was the use of concentrated, thoroughly-mechanized combined arms formations supported by an unparalleled command and control structure at all levels of decision making. This combination was to prove almost unbeatable until the middle of the war. Although there were proponents of such combined arms formations in all of the belligerents before the war, only the Germans really put theory into practice.

One of these proponents was Charles de Gaulle who published a book in 1934 called *The "Army of the Future"* calling for concentrated mobile formations in the French army. He theorized that "six divisions of the line and one light division, motorized throughout, armored in part, will constitute the sort of army to bring about decisions."¹ This book got de Gaulle in all kinds of hot water with French High Command, but they did not succeed in totally suppressing the ambitious officer. As the French military structure crumbled and collapsed under the strain of the German invasion in May and June of 1940, de Gaulle was given a small taste of what his theories might have accomplished. He was put in command of the 4th Division Cuirassée (DCR), an ad hoc yet powerful group of motorized forces that he managed to hold together for nearly two weeks in the chaos of the invasion. He conducted two offensives that shocked the Germans. Unfortunately for de Gaulle, the French Army had no capacity to capitalize on his successes and the attacks went down as a glorious footnote in an otherwise disastrous defeat.

CAMPAIGN STRUCTURE

The campaign is divided into two phases. The first portrays 4th DCR's initial operations in the vicinity of Laon from the 17th to the 19th of May in seven games. The second phase is made up of four larger games covering de Gaulle's attack on German posi-

tions south of Abbeville on the 28th and 29th. Of the seven games in Phase 1, the first three model de Gaulle's advance on Montcornet on May 17th and the last four deal with his subsequent attacks on the Serre river crossings two days later. These can be played as a complete set of linked games, or the two attacks could be played separately. In Phase 2, three games cover the attacks on May 28 that were intended to position the French for and assault on the German defenses south of Abbeville and the last game covers that assault.

I have intentionally kept my descriptions of the objectives and the forces involved broad so that they can conform to the rule set being used. For example, I will mention that the 46th Tank Battalion is part of an attack, but leave it up to the readers to decide how that Battalion is represented on their table. Similarly, I try to state the overarching objective of an operation and leave it to the players to adapt this to their favorite rule set.



MAY 17TH—THE FIRST DAY

On May 11th, French high command finally agreed to give General De Gaulle his armored division. The forces were to gather at the French city of Laon, just to the south of the advancing panzer spearhead. On the 17th, de Gaulle found himself with 3 battalions of tanks and very little else. You could easily play the first two games with just these units, but there are some options for diversifying the French forces. In his memoir he writes that there were elements of the 3rd Cavalry Division in the area as well as the 4th Independent Artillery Group. It doesn't appear that the latter formation had its guns and de Gaulle pressed them into service as infantry, of which he had none at the time. The 3rd Cavalry OOB included mounted troopers, motorcycle infantry, Panhard armored cars and AMR 33 machine gun tanks. If you put some of these in the game, keep the numbers very low. There is no record that these forces had any impact on the course of the battle, but it could certainly spice things up a bit.

De Gaulle advanced on Montcornet along two primary axes. If he divided his forces equally, that would put two companies of heavy tanks (either Char B's or Char D2's) and one Battalion of R-35 tanks on each route. Historically, the Char D2's were on the right axis. De Gaulle's objective was to seize the road junction and the Serre River crossing to deny the Germans access to the roads and to begin to stabilize the front in that region.

The commander of the Char D2 company describes the action. "Hell breaks loose. There are their motorcycles, their passengers inert, crumpled up in the side cars and slumped over the handlebars; a truck in flames; an armored car knocked out by our 47s; infantrymen mown down while they were withdrawing behind a farm; yet another armored car, shot up on the road to Machecourt. Chivres is cleaned up, we continue towards Bucy. A feeling of success."²

The German opposition on this day were elements of the 10th Panzer Division, part of Guderian's XIXth Panzer Korps. The French attack was behind the front of the German thrust to the west and cut into the southern flank of the XIXth Panzer Korps advance. Accounts of the battle, like the one above, make frequent reference to German motorcycle troops and the presence of German armored cars. It is likely that these were troops of 10th Panzer's 90th Motor Reconnaissance Battalion (or possibly the Lehr Reconnaissance Battalion attached to Guderian's Headquarters.) covering the southern flank of the 10th Panzer.



The French objective for the first 2 games is to move as much armor into position to assault Montcornet as quickly as possible. Whatever rule set you use, there should be some kind of time limit on the game. The French victory conditions should be to exit as much armor off the table before the time limit expires. The German player will not have enough strength to stop the French, however any delay they cause will help in Game 3. The French may want to bypass German positions and drive for the exits, but this will have consequences in Game 3.

By the time the French tanks were ready to move on Montcornet, they had been joined by infantry from the 4th Chasseur Battalion. De Gaulle specifically mentions that these forces arrived in Laon mounted in busses. This is a great detail if you have the figures to include it on the table. The French can mount an attack with any tanks that made it off the table in Games 1 and 2. Any tanks that were very close to exiting the table could be available to the French later in the game. Any German forces bypassed in the games 1 and 2 should reduce the amount of infantry available. The German situation was complicated by the supply traffic moving through Montcornet at the time, particularly ammunition convoys. A staff officer trying to stabilize the situation found near Lislet, "lying blissfully and peacefully ignorant in the warm sunshine, a field service ammunition column halted in two roads leading to the village, and waiting to push on ahead."³ Their presence should be worked into the scenario structure. However, by this point the German forces were getting the benefit of their extensive artillery and air support. De Gaulle wanted to deny the use of the Montcornet road net and river crossing to the German advance. The French players should be trying to establish positions on the north bank of the Sarre by the end of the game.

MAY 17

4TH DIVISION CUIRASSEE

Initial Forces

46th Tank Battalion- Char B
345th Independent Tank Company- Char D2
2nd Tank Battalion- R-35
24th Tank Battalion- R-35
Elements 3rd Cavalry Division (optional)
4th Independent Artillery Group (optional)

Objective: Advance from Laon to Montcornet.
Seize and hold road junction and river crossing.

French Victory Conditions: Establish a tenable position on the Montcornet crossing

Set Up: Divide the assets into 2 forces

10TH PANZER DIVISION

Initial Forces

90th Motor Reconnaissance Battalion

German Victory Conditions: Hold the towns of Montcornet and Lislet

Set Up: Distribute the battalion assets between the 2 French avenues of attack. Up to a third of the forces may be held back in Montcornet/Lislet

GAME 1: LEFT AXIS OF ATTACK- CHAMBRY-CHIVRES-CLERMONT.

The French are trying to exit as many forces as possible within a certain time limit.

GAME 2: RIGHT AXIS OF ATTACK- ST. ERME-SISSONE-BONCOURT

The French are trying to exit as many forces as possible within a certain time limit.

GAME 3: COMBINED FORCES ATTACK MONTCORNET-LISLET

The French forces available from Games 1 and 2 attempt to cross to the North side of the Sarre.

FRENCH REINFORCEMENTS

Elements 4th Chasseurs Battalion (minus elements held up by bypassed German forces)

GERMAN REINFORCEMENTS

Elements 3/55 SP AA Company
1 Company Lehr AT Battalion (Game 3 only)
Elements 90th Supply Battalion (Game 3 only)
Support from 90th Artillery Regiment
Air Support

MAY 19TH- THE SECOND PUSH

Historically, the French tanks were repulsed from Montcornet and withdrawn back towards Laon. This probably would have been necessary even if the attack had been successful because there was too little infantry and no artillery to establish a viable defensive position. Furthermore, there were no forces available to exploit any success. De Gaulle reoriented his division on the 18th and on May 19th made another series of attacks trying to keep the Sarre river crossings out of German hands. His forces had been supplemented by the arrival of an armored car battalion, a Somua battalion and 75mm artillery. He attacked north out of Laon towards the bridges at Mortiers, Crécy and Pouilly using the Chasseurs and the armored cars to screen his right flank.



This screening action is played first. De Gaulle notes that he used the 10th Cuirassiers and some of the 4th Chasseurs for this effort. The French organized their defensive line along the small Barenton River and were probed by reconnaissance forces including armored cars. Any German forces that succeed in penetrating the screening force should have a chance of impacting the games that are occurring further west. One simple option would be to keep a campaign clock that tracks real time. Every turn, throw 2d6 and advance the campaign clock that many minutes. If any German units cut through the French defenders and exit the table, the time of their exit on the campaign clock gets recorded. At the beginning of Game 2, reset the campaign clock to the same starting time as Game 1. Any German breakthrough forces would appear on table at the appropriate time according to the campaign clock. This way, the French player would know that their right flank was unstable, but have no idea on which turn the German forces would appear. Depending on what broke through, they will get progressively more anxious at the arrival time ticks nearer on the campaign clock. Games 2 through

4 follow the action from east to west. Again any German forces that break through to the western table edge can be introduced in the following game entering from the east.

The French attacks on Mortiers, Crécy and Pouilly are conducted by four battalions of tanks- one each of Char B and S-35 tanks, and two battalions of R-35s. Presumably these units were supported by the 322nd Artillery Regiment. The players could split these forces up in any way, but it is likely that the Somua battalion would have been used independently. The Char Bs and R-35's could have intermixed as the orders of battle seem to indicate that these units were always meant to have been deployed together. The French players may choose to support these attacks with some of the 4th Chasseurs. The French objective is to hold positions on the north bank of the Sarre in two of these three attacks.

The German forces probing the eastern flank and holding the crossings were likely to have been reconnaissance forces bolstered by some supporting arms such as anti-tank and anti-aircraft units. As before, these forces could have come from the 90th Reconnaissance Battalion or the Lehr Reconnaissance Battalion. These forces should be well supported by artillery and air assets. The 10th Panzer Division was by now well aware that there was a powerful French armored formation operating on its southern flank and was likely moving reserve forces to cover this threat. The forces I have designated for the defense are purely speculative based on the few accounts I've been able to track down.



MAY 19

4TH DIVISION CUIRASSEE

Additional Forces (from May 17)

10th Cuirassier Battalion- Panhard 178
3rd Cuirassier Battalion-Somua S-35 (partially trained)
322nd Artillery Regt.- 75 mm

Objectives: Seize the crossings of the Serre at Crécy, Mortiers and Pouilly. 4th Chasseurs and 10th Cuirassiers to hold German probes along Barenton River.

French Victory Conditions: Establish tenable positions on at least 2 of the crossings.

Set Up: The 10th Cuirassiers and at least half of the 4th Chasseurs must be assigned to Game 1. Only one company of tanks can be used in support. Distribute the rest of the forces among the three objectives.

10TH PANZER DIVISION

Additional Forces (from May 17)

Elements Lehr Reconnaissance Battalion
1 Light Company, 8th Panzer Regt.
1 Infantry Battalion, 86th Motor Infantry Regiment
1 AT Battery, 86th Motor Infantry Regiment
Support from 90th Artillery Regiment
Air Support

Objectives: Maintain control of the crossings at Crécy, Mortiers and Pouilly and prepare for exploitation to the west.

German Victory Conditions: Hold at least two of the three crossings and establish forces on the west bank of the Barenton River.

Set Up: The surviving elements of the 90th Reconnaissance Battalion must be assigned to Game 1. They may be supported by elements of the Lehr Reconnaissance Battalion, if desired. Otherwise these units can be used to bolster the defenses along the Serre. Distribute the rest of the forces in defensive positions around Crécy, Mortiers and Pouilly.

GAME 1: HOLDING ACTION ALONG THE BARENTON

4th Armored Division
10th Cuirassiers
Elements 4th Chasseurs
10th Panzer Division
90th Reconnaissance Battalion
Elements Lehr Reconnaissance Battalion

GAME 2: ATTACK ON MORTIERS

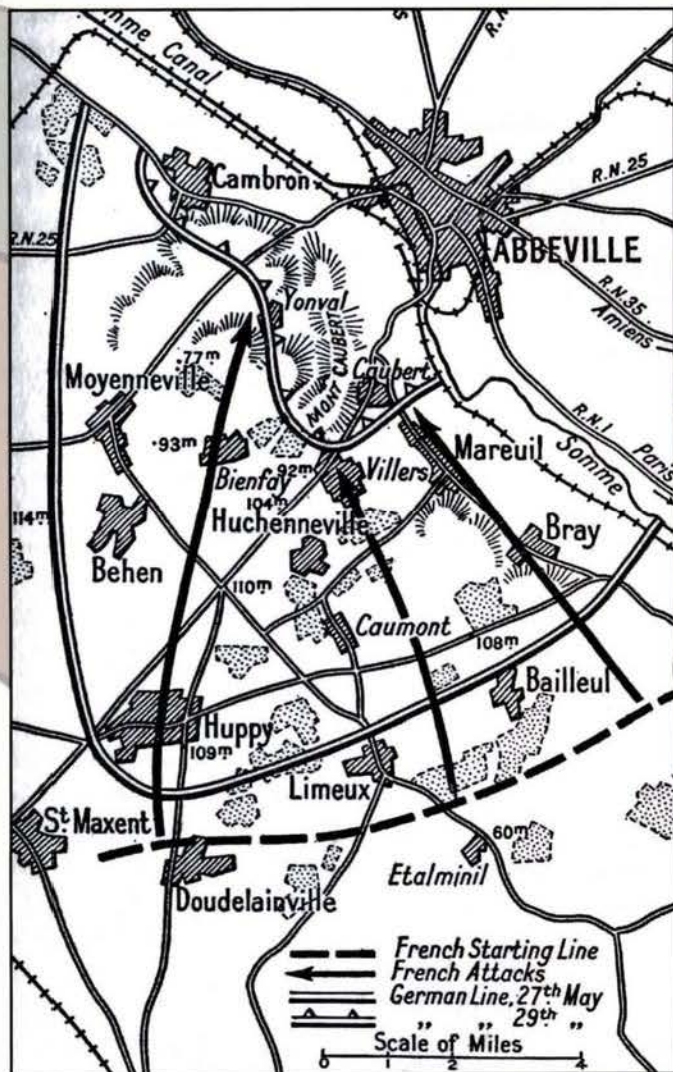
French try to seize a Serre River crossing from German defenders

GAME 3: ATTACK ON CRÉCY SUR SERRE

French try to seize a Serre River crossing from German defenders

GAME 4: ATTACK ON POUILLY

French try to seize a Serre River crossing from German defenders



INTERLUDE: MAY 20-26

While the German Panzer spearhead pushed on to the sea, de Gaulle's battered 4th Division Cuirassée (DCR) withdrew westwards from its debut battles at Laon. The strategic situation shifted rapidly during this period. The Germans cut off the French 1st Army and the bulk of the British Expeditionary Force in the north from the rest of the Allied forces. The mass of

the Wehrmacht's armored forces turned north to reduce the trapped British and French forces, leaving their secondary forces to hold their flanks and rear. De Gaulle and the 4th DCR were left on the southern side of the German salient. The Allied high command saw an opportunity to attack from the south before the German follow on forces could consolidate their positions. However, poor communication, frequent changes in plan and the chaos of weeks of blitzkrieg reduced their ability to strike decisively.

In the mean time, de Gaulle's forces grew with the addition of new units. The 47th Tank Battalion, equipped with heavy Char B tanks, the 7th Dragoon Regiment, as well as artillery, anti-tank and anti aircraft assets all joined the 4th DCR during this period. These forces made up for the rough handling the division had received in Laon and for the many vehicles that were abandoned on the march westward.

Finally, on the night of May 26th, de Gaulle received the order to attack the German bridgehead across the Somme at Abbeville. He was given additional forces in the form of the 22nd Colonial Infantry Regiment and the 73rd Motor Artillery Regiment. It is difficult to imagine that any of these units were at full strength, but it was still an impressive array of force. "In all," de Gaulle wrote, "a hundred and forty tanks in working order and six infantry battalions, supported by six artillery groups, were to assault the southern front of the bridgehead." For the first time, the 4th DCR was conducting true combine-arms attacks with their armor supported by a decent amount of infantry and backed up by artillery.

The bridgehead was held by the German 157th Infantry division and had had a week to prepare its defensive line. The line incorporated a horseshoe of villages with Huppy in the center. The high ground of Mont Caubert dominated the battlefield.

CAMPAIGN STRUCTURE

As in the first part of this article, I am keeping the force descriptions and objectives very broad so that gamers can tailor the scenarios for their own favorite scale and rule set. There are four games in this phase of the campaign. The first three combine the French attacks on the night of the 27th and those of the following day into one set of games. De Gaulle only attacked at 6PM on the night of the 27th and then rested once night fell, picking up the advance at dawn. For simplicity's sake, I decided to condense these into one event. Game 4 picks up the action the 29th as the 4th DCR conducted the final assault on the positions on Mont Caubert. These games can be played as a

continuation of Phase 1 of the campaign or as a stand alone set of linked games.

CAMPAIGN PHASE 2: THE 4TH DCR COMES OF AGE

MAY 27/28- TIGHTENING THE RING

De Gaulle planned to attack the eastern half of the German defensive perimeter from Huppy to Bray. He organized the Char B battalions into the 6th Demi Brigade and sent them with the 4th Chasseurs in support against the positions in Bray. The R-35's were combined into the 8th Demi Brigade, tasked with passing through the woods between Limeux and Bailleul towards Villers supported by the 22nd Colonial Infantry and the bulk of the artillery. The Somua battalion and the 7th Dragoons attacked Bray from the southeast. The French attacks met with success everywhere in spite of the growing volume of German artillery brought to bear. German anti-tanks crews had tremendous difficulty knocking out the well-armored French tanks with their inadequate Pak 36's. By the end of the day on the 28th, the Germans had lost their entire perimeter except for the positions on Mont Caubert. However, the fierce fighting had reduced the French units to less than half their original strength.

The three games each focus on one of the French axes of attack. They can be played in any order as there does not seem to have been any shifting of forces from one axis to another. The French units not listed in any of the scenario outlines can be attached to any attack or held in reserve. I haven't yet found any information on the German allocation of forces. The 57th Infantry Division had three regiments in the Abbeville sector and it would be reasonable to assume that two of them were south of the river. The German players can divide these two Regiments any way they see fit among the three games. The German defenders should be well dug in and buildings can be prepared and loopholed. I haven't found any references to mine casualties, so I'm assuming that the Germans didn't lay extensive minefields. This makes a certain amount of sense, since they were intending to advance over the same ground once the Allied forces in the north had been defeated. The Germans should assign their artillery batteries to support specific regiments.

MAY 27/28

4TH ARMORED DIVISION

Original Forces- reduced by the battles of May 17-19 to probably 60% strength



46th Tank Battalion- Char B
2nd Tank Battalion- Renault R-35
22nd Tank Battalion- Renault R-35
3rd Cuirassier Battalion- Somua S-35
10th Cuirassier Battalion- Panhard 178
4th Chasseur Battalion
322nd Artillery Regiment- 75mm guns
Added Forces
47th Tank Battalion- Char B
7th Dragoon Regt.
22nd Colonial Infantry Regt.
73rd Motor Artillery Regiment- 3 batteries 75mm guns, 3 batteries 105mm guns
10th Artillery Regiment- 5 batteries Laffly 47mm portee guns

Objective: Seize jumping-off points for an assault on Mont Caubert

French Victory Conditions: Capture the villages of Bienfay, Villers and Marieul

Set Up: Divide forces according to the section below. Any remaining forces can be assigned as desired

57TH INFANTRY DIVISION

179th Infantry Regiment
199th Infantry Regiment
157th Artillery Regiment- 9 batteries 105mm guns, 3 batteries 150mm guns
157th Anti-Tank Regiment- 3 batteries 37mm ATGs

Objective: Prevent the French from collapsing the bridgehead south of Abbeville

German Victory Conditions: Hold on to positions in two of the four villages: Huppy, Limeux, Bailleul, Bray

Set Up: Divide the infantry and anti-tank forces among the three French axes of attack. Assign the artillery to support specific units.

GAME 1: FRENCH ATTACK THROUGH HUPPY TOWARDS BIENFAY

4th Armored Division
46th Tank Battalion
47th Tank Battalion
4th Chasseur Battalion

GAME 2: FRENCH ATTACK FROM LIMEUX AND BAILLEUL TO VILLERS

4th Armored Division
2nd Tank Battalion
24th Tank Battalion
22nd Colonial Regt.
73rd Motor Artillery Regiment

GAME 3: FRENCH ATTACK THROUGH BRAY TO MAREUIL

4th Armored Division
3rd Cuirassier Battalion
7th Dragoon Regt.

MAY 29TH- THE LAST ATTACK

The final assault on Mont Caubert launched at 5PM on the 29th. De Gaulle's attack was supposed to have been supported by an attack by the 5th Cavalry Division from the west. This attack never materialized and the 4th DCR went in alone. The Somuas had been shifted over from the French right to the left along with the surviving Char B's. De Gaulle claims that the Germans were reinforced during the night with fresh troops and were now beginning to enjoy some air support as well. It is also easy to speculate on the effects of fatigue on the French soldiers who had been in combat almost non-stop for 36 hours. In any case, the French attack petered out without reaching the crest of Mont Caubert.

MAY 29

4TH ARMORED DIVISION

Surviving units from Games 1-3

Objective: Destroy the German bridgehead south of the Somme

French Victory Conditions: Drive the German forces off the crest of Mont Caubert

Set Up: One battalion can be shifted from one axis of advance to another

157TH INFANTRY DIVISION

Additional Forces:

217 Infantry Regiment
Air Support

Objective: Prevent a French Breakthrough to Abbeville

German Victory Conditions: Maintain your positions on Mont Caubert

Set Up: The 3 battalions from the 217th are exchanged for battalions from either of the two other regiments



AFTERMATH

The following day, containment of the Abbeville bridgehead was turned over to the 51st Scottish Division. The 4th DCR was cantoned near Beauvais and de Gaulle moved on into the swirling intrigue of Free French politics. De Gaulle ever after maintained that the successes of the 4th DCR showed what could have been achieved if the French army had been organized differently. However, one important fact about that unit's campaign history seems to have missed; that the 4th DCR never engaged organized German tank units in any of its battles. The other three DCRs that did meet the German armored advance were quickly destroyed. Setting de Gaulle's claims to one side, the battles of the 4th DCR provide the wargamer with an unusual, yet historical set of scenarios for the Battle for France in which all of the tanks are on the French side.

FOOTNOTES

1. De Gaulle, The Call to Honour, p.11
2. Horne, To Lose a Battle, p.480
3. Horne, To Lose a Battle, p.481

Great Figures ... Great Service!



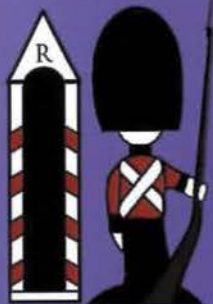
Copplestone Castings
Steve Barber Models
Frontline Wargaming
Raventhorpe Miniatures
Honourable Lead Boiler Suit Co.
Rapid Fire Rules & Supplements
Chris Peers Rules
Sentry & Rumford Buildings



Complete catalog listings for
15mm, 20mm, 25-28mm, 36mm,
and 42mm figures and accessories
available at our website.

All models shown in this ad are
available through RLBPS. Samples
were painted by Bob Bowling.

Visit us in the dealer hall at
Historicon 05 and GenCon Indy!



RLBPS

www.rlbps.com

20 Years of Service Excellence

4827 Treeview Terrace, Rockford IL 61109

(815) 874-5351 • (815) 874-4829 fax

bob@rlbps.com

AGE OF GLORY

FOUNDRY



FRONT
RANK
Figurines



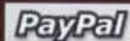
Distributor for Foundry, MBA, Gale Force Nine, and Privateer Press - Wholesale Inquiries Welcome

www.ageofglory.com
ageofglory@adelphia.net (410) 549-7804

VeneXia

MINIATURES

Via dei Gelsi, 15
36050 Sovizzo (VI) ITALY
mobile +39 349 1933015
fax +39 (0)444 964546



venexiaminiatures@libero.it
www.venexiaminiatures.com

THE ITALIAN WARS 1494 - 1559



15mm

Other ranges available in 15mm

The Warriors of The Old Testament

The Ottomans Turks

The Wars of Louis XIV

also available in 28mm

Modern Italian Forces by D&P minis

for orders from North America 15% discount for all 2005

WHITEWASH CITY

Authentic 3-D Wild West PDF Paper/Card-Stock Models That You Print and Build Yourself

AFFORDABLE!

Models cost less than \$1^{USD} each
when purchased in Full Sets!

- Professionally Rendered Models with easy and fast construction.
- Fully Keyed Floor Plans of every floor of every building!
- 3 Printing Options: Full Color, Grayscale and Black Line.
- Historically Accurate: Painstakingly researched from actual Wild West buildings.
- Large Selection: Buy in sets or individually.
- FREE Shipping: All CD orders totalling \$15.99 or more, ship free to anywhere in the world!

Email Address: erichotz@direct.co

www.erichotz.com



Adobe Acrobat Reader required to use files; go to: www.adobe.com

TOMMY GUNNER

NEWLY-PAINTED 15MM AND
25MM WWII INFANTRY, ARMOR,
AND ARTILLERY

- 25mm Battle Honors Infantry, Battlefront 15mm Vehicles and Old Glory Infantry and Guns Painted to a High Standard.
- Battlefront Miniatures' Complete Unpainted WWII Line in Stock.
- Figures For All Major Combattant Nations Available.
- Full Line of Rules, Metal Stands, Decals, Buildings, and More.

WRITE
FOR LIST:



Tommy Gunner 15's
1402 Henry Ct.
Normal, IL 61761
(309)454-2015

www.knuckleduster.com/
Tommy-Gunner/Home.html



Betcha can't read just one!

MagWeb.com



What is MagWeb.com?

An on-line archive of 125+ military history and related magazines holding the full text and graphics of over 45,000+ articles. This includes back issues, current issues, and "bonus" articles -- covering war, warfare, and war toys from the ancient era to modern wars.

What Do We Do?

We convert paper issues into electronic files, then place these electronic articles in the archive. We post 25 issues per month. We do NOT sell paper copies or back issues -- only access to the archive. FREE sample articles at: www.magweb.com

How Do You Use MagWeb.com?

Join MagWeb.com, get a password, and use the archive 24/7. One low price covers ALL usage for ALL magazines -- NO per article fee. Read, print out or download all the articles you want (no adverts in archive!). MagWeb.com: founded 1996.

Award Winning!

USA Today: Hot Site

Impact! As seen on:

The History Channel
Modern Marvels: Battleproof
Modern Marvels: Bulletproof

What Our Customers Say:

- "Thank you for providing hard-to-get material."
- "This is an excellent resource."
- "Still love it! A life-time member."
- "One of the best investments I've made."
- "I really enjoy MagWeb, and am always excited with the new listings."
- "I absolutely love MagWeb! You've got me for life. Keep up the good work!"
- "I wouldn't be caught without my MagWeb."

MagWeb.com's 2005 Line-up (so far)



Abanderado (Sp.CW)
ACW War News.
Aerospace History
After Action Review
Against the Odds
Age of Empires
Age of Napoleon
Air Power
Amer. Revol. Journal
American Wargamer
Armchair General
The Art of War
Battlefields

Battle-Wire
Berg's Review
Call Newsletter
Campaign
Charge! (ACW)
The Citadel
Clash of Empire

Classical Hack News
Colonial Conquest
Combat Simulation
Command Post Newsletter
Command Post Quarterly
Competitive Edge
Conflict
CounterAttack
The Courier
Cry Havoc
Dispatch
Dragoman
18th C. Military Notes
El Dorado
Empires Eagles and Lions
English Civil War Times
ECW Notes & Queries
Europa
Experimental Game Group
First Empire
The Frontline
Game!
GameFix
Game News
Gamer's Closet (Novag)
GAO Reports
Gen. Garfield Newsletter

The Gauntlet
Greenhill Mil. Book News
The Grenadier
Helen of Toy News
The Heliograph
HMGS-GL The Herald
Junior General Report
King or Parliament
The Knights Round Table
Kriegspieler
KTB Magazine
Larry Leadhead Comic
Lone Warrior
Matrix Gamer
HMGS/PSW The Messenger
MicroMark Army Lists
Modern Combat Tactics
Muskrat L
MWAN
Napoleon
Napoleonic Notes and Q
The Naval SITREP
Operations
OSG News
Pakistan At War
Panzerfaust
Panzerfaust and Campaign
Pendragon News

The Penny Whistle
Perfidious Albion
Piquet Dispatch
PW Review
The Rebel Yell
Renaissance Ink
Renaissance Notes & Q
Sabretache
Saga
Samurai History
Savage and Soldier
7 Years War Asso. Jnl.
Simulacrum
SSI
Strategikon
Strategist
Strut and Conquer
Taisho
Those Damn Dice
Time Portal Passages
Tornado Alert
Veteran Campaigner
Vietnam Military History
The Volunteer
Warfare in History
Wargame Design
Wargamer's Newsletter

War of 1812
Die Wehrmacht
Winds of Valor
World War II Newsletter
World War II US Army
The Zouave
Shadis
Shadis Presents
Imperial Herald
Chainmail
Tales From Cross Haven
Doomtown Epitaph
The Tombstone Epitaph
White Knight
Valkyrie
Paradies Lost
Masters of Role Playing
New Horizons
Dungeon Architect
The Seeker
BattleTechnology
Barkorghasse Chronicles

Give it a try!
It's the ultimate arsenal of genius for history buffs.

Coalition Web, Inc.
161 Lambertville-HQ Rd.
Stockton, NJ 08559
(609) 397-4265
(609) 397-9433 fax
support@magweb.com

Join Now!
Order via web at:
www.magweb.com
Secure Server
Checks/MO (in \$US or Euros)
are also accepted.



Archive Access Cost
1 Week Quickie Peek \$10
1 Month Take a Look \$20
3 Month Trial Period \$40
6 Month Attack Run \$60
1 Year Super Value \$75
(NJ residents add 6% sales tax)

The Best \$10 You'll Ever Spend on Military History

Once you try MagWeb.com for a week, you'll come back year after year!

ANCIENT MERCENARIES

By John Gleason

Hellenistic mercenaries can be just as important on the tabletop as they were on the field of battle in the ancient period. Although not always an integral part of most armies the ancient wargamer will find fielding mercenary units is necessary if he wants to maintain historical forces.

Greece itself was too poor to maintain fulltime armies and needed to rely on the citizen hoplites as their mainstay. We first hear of Athens using Scythian mercenary archers as a constabulary and at times to support their hoplites on the field of battle.

Initially light troops or psiloi were hired from time to time by various city states and used to support their phalanx of hoplites although never in substantial numbers. By the time of the Peloponnesian War we begin to hear of some specialized troops such as Rhodian Slingers and in particular Cretan Archers. However, these troop types were still only used in support roles.

As the Peloponnesian War continued, an Athenian General by the name of Iphicrates began developing the concept of peltasts who were much lighter armed than the citizen hoplites and were to an extent based on some Thracian troop types. These units had the ability to not only skirmish with their lighter equipment and javelins but also to fight as close order troops after wearing their opponents down.

However, it is not believed that even during these tumultuous times were mercenaries used extensively in great numbers. The city state of Phocis is remembered for looting the Delphic temples and maintaining an army of mercenaries. About the same time, Jason of Pherae also hired considerable numbers of mercenaries.

Although both Jason and several Phocian generals were successful for short periods neither Jason nor any of the Phocians were able to establish any permanency to short term and it was left to the big winner of the Amphictyonic League's Sacred Wars, Phillip II of Macedon to truly integrate mercenaries into his forces.

Phillip began his reign with a weak army that included a small but powerful cavalry force in his Companions, made up of Macedonian nobles. His weak army was complicated by a lack of money and other resources at the beginning and was in as bad, if not worse shape than most of the Greek mainland's armies. As Phillip consolidated his territory and expanded in regions formerly held by the Illyrians and Thracians, he was able to seize and maintain control

over silver deposits and mines that provided him with a plentiful supply of money to pay for mercenaries. Unfortunately for the military historian and miniature player alike book sixteen of Diodorus Siculus which covers the reign of Phillip is sadly lacking in detail as to units involved and maneuvers during key battles as well as descriptions of either Macedonian phalangies or mercenaries.

The writings of Demosthenes do describe Phillip and, in particular, the mercenaries in much greater detail. Unfortunately, Demosthenes felt it was his job to warn his fellow Athenians of the peril to their north and bash Phillip every chance he could. Therefore, these writings are suspect as to how much the mercenaries influenced the outcome of battles.



Although Phillip didn't live to achieve his main objective which was the invasion and conquest of the Persian Empire, his son Alexander was able to achieve that objective and he used the instruments of war created by Phillip to do so.

G.T. Griffin, in his work *The Mercenaries of the Hellenistic World* lays out some interesting theories as to how Alexander utilized his mercenaries as an integral part of his strategy, but not necessarily in a primary role on the battlefield, Griffin notes that Agrianian javelinmen and some of the mercenary Greek cavalry, as well as Cretan archers, did play roles in Alexander's victories. The Macedonian phalanx and the companion cavalry supported by the hypaspists were the mainstays on the Alexandrian battlefield with the Greek mercenaries clearly in a secondary role.

In his section on mercenaries, Alexander Griffin carefully cites a variety of ancient sources ranging from Arrian to Curtius as they make mention of the arrival

of various forces of mercenaries to Alexander's army as it continued its march of conquest. Griffin points out these various groups arrive and then are used to garrison and hold down the newly conquered lands, sometimes with mercenary captains left in charge of these forces and sometimes with Macedonians selected to command them depending on the importance of the location and the size of the force.

Griffin notes that due to the lack of detail in Diodorus and the suspect intentions of Demosthenes, we do know that while Phillip obviously utilized mercenaries we don't know how extensively he used them nor specific roles in which he placed them. However, by making this connection it gives us a better understanding of where Alexander learned his methods and subsequent use of the military machine created by Phillip. Griffin estimates that by the time of his death, Alexander had utilized at one time or another upwards of 100,000 mercenaries. "Alexander revolutionized the world of mercenaries and they were a permanent part of the military system."

It is Griffin's contention that by the beginning of the successors, even the Macedonian phalangites and hypaspysts could be considered mercenaries in addition to those left from the end of Alexander's reign.

The obvious conclusion to Griffin's theories is that the gradual evolution for the use of mercenary troop types was given a jump start by Alexander. Mercenaries played a dominant role as the Successors fought over Alexander's empire. We see the Carthaginians becoming a power in the Western Mediterranean fielding armies made mostly or entirely of mercenaries. Romans, too, would hire their Numidian and Spanish mercenaries as well as Cretan archers and Balearic slingers.

Fortunately for the wargamer, there are a wealth of figures available to provide suitable mercenary units for your tabletop battles. A variety of manufacturers offer Cretan archers as well as slingers and javelinmen that can double as hired mercenaries in addition to just being citizens who couldn't afford hoplite armor!

Wargames offers a number of peltast and Thracian peltast poses that serve well as mercenaries in addition to several hoplite poses. Foundry offers numerous hoplite, peltast and psiloi figures through Age of Glory that work for mercenaries. Old Glory, of course, has a number of Thracian poses, Greek hoplites and peltast figures that can fit into any army as their representative mercenary units and Navigator has a range specifically entitled **Greek Mercenaries** that provides hoplites, lights and peltasts in addition to cavalry for your wargame army.

The accompanying photos can give you an idea of what's out there from several manufacturers and represent only a small portion of the total available from the many figure suppliers now supporting our hobby in the 21st century. As you build and research available mercenaries for your ancient army, you'll find a wider latitude in terms of mixing miniature Athenians and Spartans as well as the occasional Theban into the same unit to give a much greater variety of figure types. Then you will have to study your chosen rule set and decide just what kind of miniatures you recruit for your mercenary units. Are they the half starving paupers comprising a substantial proportion of the units controlled by Jason of Pherae? And if so do you give them lower morale and training than insufficiently trained citizen hoplites? Or is your mercenary unit comprised of grizzled veteran silver shields looking to Eumenes to be their new paymaster and capable of changing the course of a battlefield?



Griffin points out that while there were occasional mutinies and desertions for more pay, there is no indication the mercenaries in the Hellenistic era mirrored the later antics of the condottarie in the much later Italian Wars. In other words they weren't afraid to get stuck into battle.

All in all, Griffin is a good place to start as you consider just what mercenary types you want for your army and if you like to mix and match figures from different manufacturers into the same army and even unit, the Mercs are definitely what the doctor ordered for your tabletop.

The Foundry hoplite figures are from the collection of Steve Mynes and were painted by Matt Schrek of Old Army Painting Service.

Mercenaries of the Hellenistic World

by G.T. Griffith

Ares Publications, Golden, Colorado, U.S.A.

ISBN: 0890050856



Cromwell Miniatures 20mm Vehicles



Our aim is to produce high-quality kits that are accurate, well detailed and simple to build, appealing to novice and experienced wargamers and modelers alike.



U.S. Distributor and stockist for Cromwell Combat Ready 1/76 Modern and WWII products. Too Fat Lardies Rulesets and Blitzkrieg Commander.

Arsenal Miniatures
3085 Eastland
Muskegon, MI 49441
(231) 740-6503
sales@arsenalminiatures.com
http://www.arsenalminiatures.com



See our own line of 20mm scale WWII and modern figures (Arab-Israeli Wars, War on Terrorism). Brand New: Japanese and Marauders for the Pacific!

We are the US Distributor For Pendraken Miniatures



The Tin Dictator

"We have WAYS of making you buy our products!" Inc.

Gaming Supplies

IT MINIATURES



ESLO
Handmade Terrain



20mm White Metal Historical Miniatures



Rules



DragonRune Miniatures
www.dragonrune.com

The Tin Dictator, Inc.
39 Adeline Street
Hampstead, NH 03841
USA

PH/FAX : 1 (603) 329 - 5695
E-Mail : TinDictator@tindictator.com
WEB : www.tindictator.com

Dealer Inquiries Welcome

OLD GLORY CORPORATION



ANCIENTS: FROM BIBLICALS ...

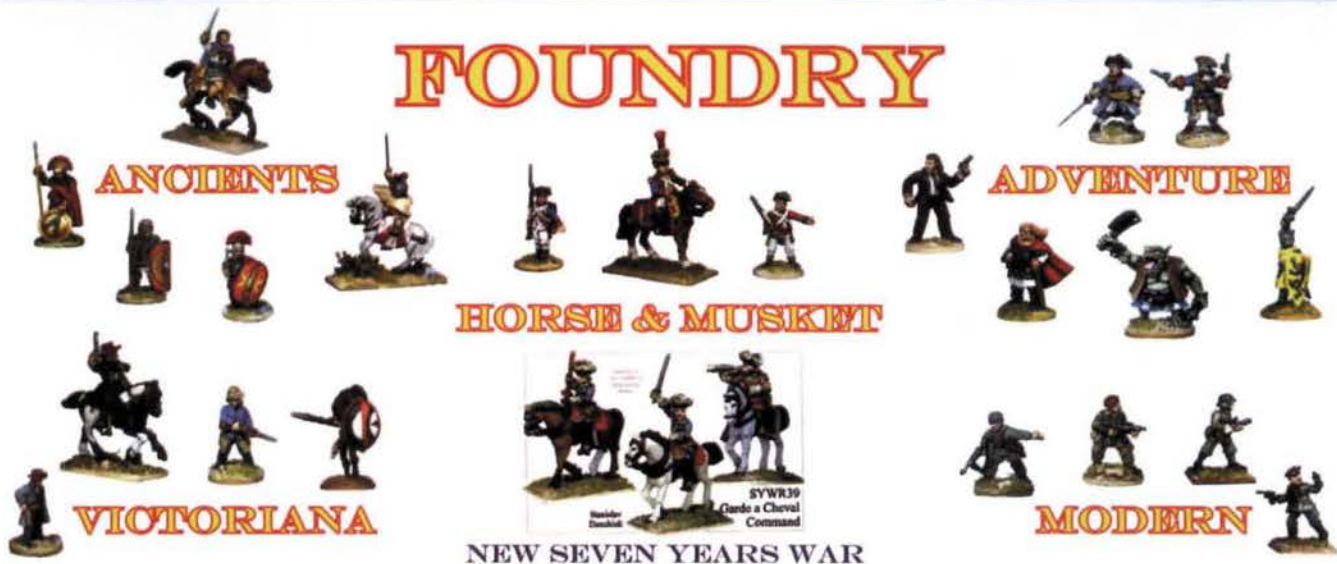


TO BYZANTINES, AND ALL THE GAULS & ROMANS IN-BETWEEN!

Old Glory Corporation
PO Box 20, Calumet, PA 15621
724-423-3580 • 724-423-6898 fax
www.oldgloryminiatures.com

AGE OF GLORY

FOUNDRY



ageofglory@adelphia.net

www.ageofglory.com

Phone (410) 549-7804

US Distributor for Wargames Foundry - Wholesale Inquiries Welcome - Over 3500 Packs in Stock!

Hard working people in the Historical Gaming Hobby working to make the Historical Gaming Hobby grow.

HGDA Historical Gaming Dealers Association

If you do business in the Historical Gaming Hobby, join HGDA today!!!

The Historical Gaming Dealers Association (HGDA) is a Non-Profit Trade Association made up of Manufacturers, Distributors, Retailers, Publishers, Printers, Raw Material Suppliers, and other organizations that make, sell or provide services that are in some way related to the Historical Miniatures Gaming Hobby.

Visit our website:

www.hgda.net

HGDA 213 3rd Street NE Hickory, NC 28601

HGDA will hold its second physical meeting Thursday, July 21st at Historicon 2005 in Lancaster PA. Details can be found on the HGDA Website.

RECON 05 REPORT

By Kenneth R Mosher

THE GAME PLAN

After the excitement of my first great convention, Hurricon by HMGS-South, I decided to preplan my trip to Recon, also put on by HMGS-South, at the same location in Tampa.

Pre-registration - This was completed shortly after arriving home from Hurricon, once power was restored from Hurricane Jean I should mention. Second, room and travel. Again, no problem. This time I decided to share a room and carpool with my good friend Roger Medlin of Flag, Fife, and Drum. We decided to leave Friday late morning, take our time and stop for breakfast. With the logistics out of the way, the hard part was next. I had to wait seven agonizing months for the big weekend.

There were a couple of benefits to pre-registration. I saved a few dollars, and although that meant more money for me to spend at the vendor tables, the best reason was that I got to sign up for a couple of games in advance. I picked out two games, emailed my request and I was all set.

CONVENTION MONTH

Now that the time was getting close, I worked my budget to have a little bit of spending money and double-checked the games I had picked out. One minor glitch; one of the games I had picked changed from Saturday afternoon to Friday evening. This was no problem as my other game was Saturday morning. It worked extremely well because another game with the same name was placed in the section I originally picked my game, which led to confusion. All was quickly resolved when I got an email explaining what had happened and an opportunity to sign up for both games. I did, giving me three games already signed up. I was good to go. I started to make a shopping list and find out what dealers would be there. There was quite a selection, such as London War Room, Little Wars, MBA, Strange Cargo and the Tactical Edge, to name just a few.

C-DAY MINUS 2 WEEKS

With only a couple weeks left prior to the convention, I decided to check the game schedule just one last time to pick out a couple games I would like to try to play in my open sessions. A lot more games were

listed and more than I could possibly play. The only problem I see is that a game I have signed up to play was moved to a slot where I already have a game scheduled. It was a 25mm Boxer Rebellion game, and I really enjoyed all the game reports I've read about the period. So, I fired off a quick email to Marc Rebhun, explaining the importance of my need to change games and received a quick "no problem" reply. Could it really have been that easy? I'm starting to wonder if maybe I'm a little too worried about the planning stage.

C-DAY MINUS 3 DAYS AND COUNTING

Holy Cow! Where did all those games come from? I have been wanting to play one of Jacksonville Garrison's Darkest Africa games, and called Gregg from Strange Cargo in Key West to ask about his painting clinic, which I decided I had to get into. I called Roger, and asked if I could pick him up a little bit earlier. It was no problem.

The night before the convention, I packed for a week, charged my camera battery, loaded my truck and called Roger again.



HOW DOES 6:30 AM SOUND?

At 6:20 am, I pulled into Roger's driveway. Although I probably was the last person he wanted to see, he climbed aboard and we were off. We made the drive in record time. I felt certain that if I had been

stopped by the Highway Patrol, that the officer would have been understanding once I explained why it was so important that I test the speed capabilities of my truck. Junior would have been proud.

FINALLY MADE IT

After parking my truck before exiting, wasn't sure if I should come to a complete stop or just jump and roll as I went by the front door, I quickly made my way to the check-in tables. I couldn't help but smile to myself as I looked at the line of people to sign up, and I just strolled up to the pre-registered table, and after giving my name, I was handed my information packet and was ready to enter the doors to the gaming area.

Prior to entering the gaming room, I went to the game list and registered for a game in all the sessions posted. I love it when a plan comes together, as I was now signed up for everything I had hoped. I made my way to Jacksonville Garrison's Darkest Africa table. This group had put on an impressive game at a small convention several years prior, but I had decided that it was way over my head. Now, as the veteran convention goer, I was ready to roll dice with these guys.

SESSION 1: THE TRADING POST— DARK AFRICA SWORD AND THE FLAME

The club that were involved in running and playing this game were a great group. I ended up with a group of native spearmen, raiding some Belgians. Sounds easy enough, since I would be getting screened and supported by a group of bowmen. After rolling a couple of 1's to cross a ford, and not being there to support the bowmen that were now in bad shape, I attacked the main compound. Once you make it to melee, things happen very fast in the Sword and



the Flame. I was nearly wiped out, yet I was able to capture a prisoner with my sole survivor and slipped away. It was not a very heroic ending for my first game, but I had a blast. I definitely will play again. The Jacksonville Garrison sure can put on a fantastic game.

At lunch time, I abandoned my prime parking space to save a few bucks away from the hotel. What was I thinking? I believe meals were probably something that I should given some consideration. Next time, I'll bring a cooler with some sandwiches, snacks, and drinks.

SESSION 2: STRANGE CARGO PAINTING CLINIC

I met Gregg and his wife, Rebakah, owners of Strange Cargo games, during Hurricon last fall. Since they were from the Keys, I guess the hurricanes didn't scare them off. Side note; since my fiancée and I were traveling to the Keys in a few weeks, they took the time to give me the run down of places to see and things to do. They represent the great kind of people that make up this hobby of ours. I also convinced him to paint a few figures for me between conventions and he did a fantastic job. So good that I tried to get him to take another order. After assuring me that the time just wasn't there, we came to an agreement. I would take the painting clinic and if I wasn't happy with the results, then we'll talk about him painting for me again. It sounded fair to me. I figured he's a little loopy and just stalling, but I took the clinic anyway. \$5.00 and I got a primed figure, palette, and a brush worth more than the cost of the class. I gave it a try. I have to say Gregg was right. I still look regularly at this figure that I painted, and I'm impressed. I would recommend to anyone interested to take a painting class for miniatures when available. I didn't learn anything I had not seen in writing, but to have someone take the time to sit there and go step by step, painting a miniature from beginning to end, experimenting with different techniques, and having a finished product done by my own hands, is well worth it. Gregg must be spending too much time on Duvall Street to pass on these painting tips and give up future painting jobs.

DINNER BREAK

Although I don't remember eating, I do recall Roger telling me the hotel lost our reservations and no rooms were available! This didn't seem possible, and after a little bit of frustration, we were able to get a room. Still not convinced that they had solved our



problem, we investigated the room. It was still a problem. There was only one bed and Roger being from Kentucky and all, there was no way this was going to work. So back to the desk. We got another room, this time in the annex. I later discovered the annex had the added benefit of being close to a local club where the music was enjoyed by all until around 4am. I didn't schedule much time for sleep and wanted all I could get, so falling asleep with a pillow over my head was another lesson I learned: Double check room reservation.

SESSION 3: THE PATROL— NORTHWEST COLONIAL FRONTIER

I was back to 25mm Sword and The Flame rules, run by the South Florida Gaming group. One of the guys I talked a little good humored trash to before the game, had been on the Belgian side of the Dark Africa session 1 game. I would show him no mercy this time out. Note to self: Wait until the game begins before opening mouth. Jeff wasn't one of my opponents, he ran the game. Fortunately, there is a lot of great gamers in South Florida and he took it well. The game was fun, the scenario was excellent, and once again, I did not complete my objective. Everyone had a great time. Friday was complete.

SESSION 4: THE LAST TRAIN FROM WANG CHUNG BOXER REBELLION

This is one of the games I had looked forward to the most and was pre-registered. I was not to be disappointed, as this was one of the best games I have

been a part. Fantastic miniatures, scenery, and scenario made this very memorable. This time, I took the Worlds Finest, United States Marines (I'm a former Jarhead so it was an easy choice). I was handed the unpleasant task, not of fighting the Boxers, but of evacuating the civilians who were very uncooperative (poor dice rolling on my part). By the time I loaded them onto the train, a dubious gamer by the name of Deke was blasting my train with his Imperial Cannons. I fell to three losses in completing my objectives. Are you starting to notice the pattern?



SESSION 5: THE PATROL—K-BAR AND BAYONET

This was a WWII skirmish game. Once again I was able to take Marines, this time against Japanese. I believe this convention was the first real display of

Larry Brom's new rule set, K-Bar and Bayonet, and Larry ran the game himself. Most consider Larry a legend for his *The Sword and the Flame* rule set. It was an interesting scenario. The game played well with some good ideas for smooth convention play. It was a great looking table with great opponents but once again, my Leathernecks fell short.

DINNER BREAK

Saturday's dinner break was when there was a drawing for Chuck Bucks; convention money to be spent at the vendor tables. If my one ticket had been reentered each drawing, and I won every prize, I still wouldn't have had enough Chuck Bucks to buy everything on my shopping list. It goes without saying that the list continues to grow with each pass of the vendors' tables. After the drawing, I was still holding my ticket. I followed the crowd to the flea market, which was only open after the drawing. A couple of us then departed for dinner. Unfortunately we didn't make it back in time to play in Session 6. It allowed me some time to shop at the vendors and watch a few other games. I was going to call it an early night but ended up closing the lounge, hanging out with some of the guys that I had just met over the previous two days. We shared a few drinks and a lot of laughs. Everyone conducted themselves well over the entire weekend, and I never observed anyone doing anything that would bring any discredit to our hobby. It was Session 6 that taught me that there are a lot of great games being played in all the sessions and not just the game that I'm involved in. Go figure!



SESSION 7: DAVY JONES LOCKER— 25MM PIRATES

This game had to be seen to be believed. This was the biggest gaming table I've ever seen, with a lot of players, a lot of ships, and several Islands. My objec-

tive was the same as every other persons', get the most gold. My trend held true - it wasn't me. This game was a hoot! Dennis, an excellent Game Master from Georgia, ran this game over and over all weekend long, allowing everyone to take command of a ship and roll some dice. This was a great game to end my weekend. My camera battery died halfway through the game and I learned another lesson, bring the charger next time.



AFTER ACTION REPORT

For those keeping score at home, I went 0 for 5, which meant absolutely nothing because I played for the enjoyment of the game and camaraderie of my fellow gamers. I can't say enough about how much fun this weekend was for me. The drive home went well. We talked so much that we were home before we knew it. I did mention to Roger that the Colonial period was my favorite and that our gaming group really had it all covered. Of course he replied that the Colonial period really could use the French Foreign Legion. Pretending to be disappointed, I decided it was time to start a new shopping list!

My congratulations to Chuck Kennedy, Marc Rebhun, HMGS-South, all the vendors and all the gamers that made this convention such a fantastic event. I'm sure that I left a boatload of names out but my appreciation is directed at everyone that took the time to make this convention what it was for me.

I encourage everyone to head south to push lead and roll dice at Hurricon this fall, and again at Recon next spring.

WARGAMES®

HOVELS:

25mm Hougomont — THE COMPLETE MODEL!!!

- H70 Gardener's house with detachable roof plus office \$57.50
- H71 Stable block; adjoins H70 \$27.37
- H72 The Chateau complete, comprising of Chateau, Tower, and Chapel all with detachable roofs and the Chateau has a detachable first story - \$74.95
- H72a Conversion kit for the Chateau comprising of ruined roof sections for Chateau and Tower and ruined first floor section for the Chateau. \$24.99
- H73 Farmers House two story with detachable roof \$29.99 (HH)
- H73a Ruined roof section for farmers House \$6.99 (M)
- H74 Cowshed, Stables (West side) with detachable roof - \$35.75
- H75 The Great Barn (West side) - \$72.99
- H76 Open fronted Cart Shed (West side) - \$23.99 (EE)
- H77 North Gate - \$14.99 (W)
- H78 North Cowsheds consisting of 2 buildings, one 'L' shaped w/detachable roof -\$79.95
- H79 Covered Well \$12.59 (T)
- H80 Two Gates to connect stables - \$10.99 (S)
- H81 Connecting walls plus gate for H70-H73 \$15.79 (W)
- H82 Perimeter walls from H70 - \$15.79 (W)
- H83 "Petit" garden balustrade wall set from H73 to H82 (5 pieces) \$15.79 (W)
- H84 Wall connects H74 to H78 - \$15.79 (W)

The total price of the complete set - \$547.48. Buy the set complete and pay \$492.75 a savings of over \$50.00!
Buy the complete set and receive a free copy of Hougomont, The Key to Victory at Waterloo. While supplies last.

Parts for the exterior garden of Hougomont — (not part of the complete model, sold separately)

- H85 Garden Wall Straight wall section with loop-holes, 2 variations - \$8.39 (P) - NEW!**
- H86 Garden wall, corner section - \$8.39 (P) - NEW!**
- H87 Firing Steps - \$7.25 (N) - NEW!**

New Terrain System!!!

(Latex system, prepainted and ready to use.)

Dirt Roads

- DR1 1" Wide straight — 12 pieces each 12" long \$64.95
- DR2 1" Curves and junctions 13 pieces \$54.95
- DR3 2" Straight 15 pieces each 12" long \$99.95
- DR4 2" Curves and junctions 6 pieces \$49.95

Rivers

- RR1 1" Stream straight, 10 pieces each 12" long \$64.95
- RR2 1" Stream curves 10 pieces \$54.95
- RR3 2" River straight 12 pieces each 12" Long \$99.95
- RR4 2" River curves, 7 pieces \$49.95

Cobbles and Setts

- CR1 1" Straight Cobble, 12 pieces each 10" long \$64.95
- CR2 TBA
- CR3 2" Straight setts, (squared cobbles) 11 pieces each 10" long \$64.95

WWII 15mm Romanians

RO1	R1 Tankette	\$6.25
RO2	R2	\$7.95
RO3	Takum R2	\$7.95
RO4	Takum T-60	\$7.95

Coming soon — Infantry, artillery, softskins, Finnish armor!



WARGAMES®

BOX 278, ROUTE 40 EAST
TRIADELPHIA, WV 26059-0278
(304) 547-0000

<http://www.speartorifle.com>

email: wargames@stratuswave.net



Editions Brokaw Grenadiers a Cheval de la Maison du Roi

Editions Brokaw provides 15mm figures and related publications for the wars of Marlborough, Charles XII and Frederick the Great.

Historical Products Company has a great range of Spanish Civil War (1936 to 1939) figures and rules.



HPC Italians and Republicans in the Bosque de Brihuega, ORIGINS 04

HISTORICAL PRODUCTS COMPANY

From June to September:
8 South Somerset Avenue
Crisfield, MD 21817
condrayp@dmv.com

From September to May:
2225 S. Gulfwater Point
Crystal River, FL 34429
pcondray@xtalwind.net



Editions Brokaw Prussians, Ramilles Game, ORIGINS 04

For Editions Brokaw and Historical Products Company listings, send SASE or IRC to the address above.

ANCIENT CAMPAIGN RULES FOR DBA

by Terry Griner

Photos by Grant Olsen

In 1970, I left my wargaming buddies behind in Seattle, Washington and moved to Spokane, Washington. I organized an ancient campaign in which my buddies each became a ruler of a country. They send me orders at the start of each campaign year. These orders include such things as proposing alliances, dirty tricks and declarations of war. The movements of armies and fleets are included. I then play out the moves and fight the battles solo. This campaign has been going on for over thirty years. I started with Tony Bath's *Setting up a Wargames Campaign* and *WRG 3rd Edition Rules*. I have kept many of Bath's original concepts, but have modified them to suit my own taste. The rules are now written so battles can be fought using DBA rules (Big Battle DBA when three armies are involved on each side). If you are not playing solo, a lot of the Characterization section can be ignored. Aside from the following rules, you will need a campaign map divided into many small areas of land and sea which are called "provinces" in these rules. I use a fictionalized map I got from Jack Scruby in the late '60s. My map has a sea in the center surrounded by Gaul, Rome, Greece, Persia, Assyria Egypt and Carthage. These Countries have various numbers of cities from 5 to 10 with two or three of these in each Country being ports. There are 3 smaller Island Countries with two port cities each. These are Balearic Islands, Crete and Vikingland. Aside from a map, You will need some kind of markers to represent each ARMY and FLEET on the map board.

FORCES

Yearly Mobilization: Each City controlled by a Country at the start of a campaign year contributes one 12 ELEMENT ARMY to that Country's field forces. In addition, each controlled Port will contribute one FLEET. FLEETs lost in battle or gale may only be replaced at the rate of ONE PER YEAR.

Sacked Cities: Any invading ARMY can choose to (and Barbarian ARMYs must) sack a captured City. A City SACKED during the previous year will not be able to contribute to mobilization, and will take the entire current year to recover.

Reserve Pool: The reserve pool begins each new year with two ELEMENTs per unsacked City - up to a maximum of 10 ELEMENTs. When losses have increased the pool to 12, a new ARMY may be mobilized in the Country's Capital City. Island Countries may mobilize their reserve pool any time they are invaded, regardless of its size.

Each unsacked City has a garrison of 4 ELEMENTs. Two ELEMENTs may leave the city to join a friendly ARMY which is in the same province and is defending the city from attack.

CHARACTERIZATION

A characterization sheet may be used for each Ruler, General, Administrator, etc. in the campaign. It is highly recommended that one be used if the games are to be played solo. A sample sheet is attached. One may also ignore this step and simply roll for steps D & E (ignoring modifiers for Intelligence and Activity) as these are the only two traits used on the battlefield. At the minimum, these two rolls must be made for every field General in the campaign to develop his COMMAND RATING.

A. **Character Traits:** Rolled using 5x(D6) all at once - 1 die for each trait. If both "1" and "6" are present, change them to "2" and "5".

B. **Popularity:** The average of the above rolls with a +1 or -1 thrown in as a random factor (flip a coin or something).

C. **Intelligence & Activity:** Rolled for as in A above.

D. **Military Skill:** Roll (D6) +1 for high intelligence, -1 for low:

- 0 - Horrible (E)-1 - Incompetent (E)
- 2 - Poor (D) 3,4 - Average (C)
- 5 - Good (B) 6 - Brilliant (A)
- 7 - Military Genius (A+)

SAMPLE CHARACTER SHEET

Scipio's Personal Courage and Command Rating are shown along with his name. His character traits have been rolled up and the ones in bold are the results.

Country: Name:

Courage: Age:

Command Rating:

CHARACTER TRAITS (1 through 5)

Die roll:

1 Disposition: Morose Gloomy Normal Cheerful Happy Sunny

2 Morals: Depraved Corrupt Deceitful Moral Virtuous Holy

3 Generosity: Miserly Thrifty Normal Generous Liberal Wastrel

4 Loyalty: Faithless Scheming Ambitious Dutiful Loyal Devoted

5 Appearance: Repulsive Ugly Plain Striking Handsome Adonis

6 Popularity: Detested Disliked Average Popular Beloved Worshiped

7 Intelligence: Imbecile Stupid Average Smart Bright Brilliant

8 Initiative: Indolent Lazy Average Active Dynamic Erratic

1. Roll for Disposition, Morals, Generosity, Loyalty and Appearance all at the same time with 5 (D6). If both 1s and 6s are present, change them to 2s & 5s

2. Average the 5 dice and throw in a +1 or -1 random factor to determine popularity.

All the above can be ignored, but see section II for Command Rating and Personal Courage. The modifiers for Personal Courage in the rules can be ignored, but the two Command Rating rolls are vital.

E. **Aggressiveness:** Roll (D6) +1 for high activity, -1 for low:

0,1 - Always reluctant to fight
0 Aggression points

2,3 - Must think he has advantage to fight
1 Aggression points

4,5 - Normally willing to fight
2 Aggression points

6,7 - Always willing to fight
3 Aggression points

Command Rating: The result of the MILITARY SKILL & AGGRESSIVENESS rolls is a COMMAND RATING for each general such as "B,2" for a "good" General with 2 Aggression Points, or "E,3" for an

"incompetent" one with 3 Aggression Points. These two ratings and the COURAGE rating (F) are used extensively below.

F. **Personal Courage:** Roll (D6) +1 for 3 Aggression Points, -1 for 0:

0 - Coward 1 - Timid 2 - Cautious
3,4 - Average 5 - Bold 6 - Rash
7 - Foolhardy

G. **Age:** Calculate $[(D6-1) \times (10)] + [(D10)+5]$ Age varies from 15 to 65.

H. **Political Fealty:** Roll (D6):

1,2 - relative of ruler
3,4 - relative of opposition 5,6 - neutral.

INTELLIGENCE

Each Country has a STRATEGIC INTELLIGENCE rating determined by rolling $(D6+1) \times (10)$. This number represents the percentage chance that the Country's Ruler has of discovering enemy plots, actions, strengths etc. through his spy network. The basic percentage is modified as follows. Letter ratings refer to ratings in E. Aggressiveness, above.

A Ruler = +10 B Ruler = +5
D Ruler = -5 E Ruler = -10
Barbarian Ruler = -10

Add 10% if intelligence gathering is taking place in a Country with a common border.

A new rating is determined each time a Country's ruler changes and for each individual leader of a BARBARIAN INVASION.

Roll using the STRATEGIC INTELLIGENCE percentage any time an action is taken against the Ruler's COUNTRY anywhere in the world to determine if the Ruler obtains advance information.

MOVEMENT

Three ARMYs and/or FLEETs may operate in one province.

TIME TAKEN TO TRAVERSE A PROVINCE

On Road	Over Land
One ARMY marching or any routing/retiring	
1 week	2 weeks
ARMYs stacked 2 or 3 high	
2 weeks	3 weeks



The map was designed by Jack Scruby, or one of his associates (Mike Frank or David Rusk perhaps). Jack gave me my copy when I visited his shop in Visalia CA in about 1970. It has been redrawn for this article.

Any FLEETS
1 week while at sea

Forced March

Forced March increases speed 50%, but each ELEMENT has a 10% chance of straggling each week. Stragglers won't return for two weeks.

Sea Transport

Each FLEET has attached transports capable of carrying 1 ARMY. It takes 1 week to load or unload from a port. Beach operations take two weeks. In addition, each MOUNTED ELEMENT has a 10% chance of being lost during debarkation on an enemy beach.

WEATHER

The campaigning season runs through Spring, Summer and Fall. If you can't come up with a better weather generator, here is a simple one using DBM climatic regions. Assign one to each Country. Roll

(D10): each type of foul weather has a 10% chance of occurring.

Climatic Region	Spring	Summer	Fall
Cold Sea	Fog	Gale	Fog
Cold Land	Snow	Rain	Snow
Warm Sea	Gale	Gale	Gale
Warm Land	Rain	Heat	Rain
Dry Area Sea	Gale	Gale	Gale
Dry Area Land	Heat	Heat	Heat
Tropical Sea	Gale	Fog	Gale
Tropical land	Rain	Rain	Rain

RAIN: Adds one week to movement rate for cross Country movement and swells rivers.(+1 to die roll to determine paltry-normal-difficult nature during a battle.) 2 weeks RAIN in a row halts cross country movement and adds 1 week's delay to road movement.

FOG: 1/2 movement at sea and no embarkation permitted. 20% chance that land movement is halted.

GALE: FLEETs at sea must land on the nearest beach with each FLEET and each ELEMENT having a 10% chance of destruction; 20% for mounted ELEMENTs. No movement in DRY, +1 week to movement rates elsewhere.

HEAT: +1 week to movement rates. 2 weeks of HEAT in a row reduces rivers. (-1 to die roll to determine paltry-normal-difficult nature.)

SNOW: +1 week to movement rates. Mountain passes closed. The melting the week after a snow storm swells rivers (as above in RAIN).

BATTLE

The SCOUTING section is only needed if the number of ARMYs in a province is being kept secret, or you are playing solo. BATTLE ACCEPTANCE is only necessary in a solo campaign. Others can go straight to TERRAIN SELECTION.

SCOUTING

Scouting Percentage is the Country's INTELLIGENCE RATING and the GENERAL's ability: "A" = +10 "B" = +5 "D" = -5 "E" = -10.

A further 5% is added for every ELEMENT of cavalry or light chariots by which the enemy is outnumbered -OR- subtracted if the enemy has this advantage. Light Cavalry count double. ARMYs operating in home territory add a further 10%.

The scouting percentage is subtracted from a (D100) roll. If the result is negative, scouting reports are accurate. Any positive value represents the amount by which the estimates of the enemy force will be mis-stated. Roll another (D100): understated (33% chance)/overstated (67%).

BATTLE ACCEPTANCE

Battle is possible when two enemy forces occupy the same province. Add each GENERAL's aggression points to a (D6) roll.

+1 if the GENERAL thinks he has at least a 30% numerical advantage.

+1 if the ARMY is in desperate circumstances, indicating battle.

-1 if the GENERAL thinks he is outnumbered by 20% or more.

An "A" or "B" GENERAL may commit to add or subtract 1 before the roll, as he thinks best.

A "D" GENERAL has a 50% chance to add or subtract 1 toward the extreme (if the BATTLE ACCEPTANCE die roll was 4-5-6 then +1, if 1-2-3 then -1.)

An "E" GENERAL will always add or subtract 1 toward the extreme.

If the total is:

Less Than 3: GENERAL will not fight and must withdraw.

3,4: GENERAL will fight a defensive battle only.

5 Or More: GENERAL will attack.

If both sides are willing to attack, the GENERAL who is fighting in his home Country is the defender.

DEFENSIVE BATTLES

If both sides will only fight a defensive battle, the GENERAL with the lowest modified die roll above must withdraw. If equal, the GENERAL with the fewest aggression points is the tie breaker. If still equal, both ARMYs remain in the province and dice again next week.

DBA DEPLOYMENT & TERRAIN SELECTION

No "aggression factor" die roll. The GENERAL who is actually defending places terrain, using the enemy's terrain features if the battle is taking place in the enemy's Country. The attacking GENERAL then rolls for battle field edge. HOWEVER a "D" GENERAL can't nominate a "6" side, and an "E" GENERAL gets neither "5" nor "6". A defending "D" GENERAL places 1 less optional terrain piece than normal; an "E" GENERAL places 2 less features. In BIG BATTLES, a defending GENERAL gets one point for each Military Skill grade he is superior to the attacking enemy. If he rolls that number or less on a D6, he gets to choose his table edge. If he fails, the Attacker chooses his table edge as normal. This roll is made after terrain is placed.

BATTLE MANEUVER PIPS

"A+" GENERAL adds "1" to a roll of 1-2-3-4.

"A" GENERAL adds "1" to a roll of 1-2-3.

"B" GENERAL adds "1" to a roll of 1-2.

"D" GENERAL subtracts 1 from a roll of 5-6.

"E" GENERAL subtracts 1 from 4-5-6.

"E-" GENERAL subtracts 1 from 3-4-5-6.

BATTLE LOSSES

ELEMENTs destroyed in battle are lost to the ARMY. Those that recoil or flee from the field return to the ARMY. One half of the ELEMENTs destroyed in battle are transferred to the Country's Reserve Pool. This is rounded up for the winner, and rounded down for the loser.



LOSER'S AFTER-BATTLE MORALE

Roll (D6) and apply the appropriate modifiers.

MODIFIERS

- +3 for surviving "A" GENERAL
- +2 for surviving "B" GENERAL
- 1 for surviving "D" GENERAL
- 2 for surviving "E" GENERAL
- 1 for enemy "A" or "B" GENERAL
- 1 for enemy "3" GENERAL
- +1 for enemy "D" or "E" GENERAL
- +1 for enemy "0" GENERAL
- +1/-1 for more/less Cv+Lh+LCh
- 3 if GENERAL is lost
- 1 if CAMP is lost

RESULTS

- 7 to 0: ROUT to nearest friendly city and remain until reinforced.
- 1-3: ROUT to next province and reorganize for 1 month.
- 4-6: Retreat to next province and reorganize for 2 weeks.
- 7-12: Withdraw in good order to next province or nearest city.

ROUTING FORCES lose 1 ELEMENT per ARMY engaged as pursuit casualties. The elements to be lost are determined randomly.

An army that has not reorganized can only choose to withdraw or stand siege in the nearest friendly city if attacked again.

BARBARIAN INVASION

My campaign map is surrounded by barbarian lands all along it's outer edge. At the start of each campaign season, there is a 30% chance that one invasion will occur somewhere along the outer borders of the major COUNTRYs - not the island COUNTRYs. The COUNTRY to be invaded is diced for randomly, then choose an appropriate barbarian ARMY from the lists.

Invasion strength is as follows: roll (D10)

- 1-2 = 1 ARMY
- 3-5 = 2 ARMYs
- 6-8 = 3 ARMYs
- 9-10 = 4 ARMYs

For each invasion, roll character traits for the BARBARIAN General. A BARBARIAN General will always move to attack the nearest ARMY or City. Use the SCOUTING and BATTLE ACCEPTANCE sections to control his actions. The BARBARIAN Reserve Pool starts at 0. If the BARBARIANS have won their last battle, they can use their prior reserve pool (not losses from that last battle) to replenish their army.

ILLNESS & DEATH (OPTIONAL)

Each new year, each character is tested:

Roll (D100) + current age + 20 if already ill.

111 - 140 = INCAPACITATING ILLNESS: Date illness starts is determined randomly. There is then a 10% chance that the character will regain his health in any month. Roll in each succeeding month of that year.

141 - up = POSSIBLE DEATH: Roll (D10), +1 if ill or older than 50.

- | | |
|-----|----------------|
| 1-2 | Accident |
| 3-5 | Murder |
| 6 | Suicide |
| 7+ | Natural Causes |

Date of Death is randomly determined. Only death by Natural Causes is automatic. Other deaths happen only if the conditions listed below are met during the month when death is supposed to occur:

Accident - Only if the character is in the field on campaign.

Murder - only if there is an active plot against the character.

Suicide - only if there is a good reason for a state of depression.

SIEGES

A besieged city may be taken in any of four ways:

COMMANDER LOSES HIS NERVE

Roll (D10) ONCE ONLY for a C, D or E Leader and for any who are either "Timid" or "Cowardly".

- 1 If the field army had been defeated in this Province
- 1 If all non-Garrison troops in the city were defeated in battle.
- 1 For "Cautious" or worse Leader
- +1 For C and +1 for "Bold" or better Commander.

Results

- 2-0 Unconditional Surrender
- 1-2 Surrender if safe conduct is offered
- 3-11 Fight On!

This throw MUST BE REPEATED any time a relieving force is defeated in the Province; with a further "-2" factor for each such defeat.

TREACHERY

Every TWO WEEKS, roll (D10). If the result is less than 4, the city is BETRAYED. Add "1" if the Leader of the defense has a "Popularity" factor of 5 or 6. Subtract "1" if his factor is "1" or "2". If in addition to being "Unpopular", his "Loyalty" is 1 or 2, deduct "1" more and consider him the leader of the plot. Subtract "1" if the city is in enemy territory.

A throw of "8" to "11" means the plot is discovered and its Leaders identified. If this happens, add "2" to all further TREACHERY throws.

STARVATION

Cities have only enough supplies for 6 weeks;

4 weeks if additional troops are in the city. When these run out, roll (D6) and consult the Commander Loses His Nerve table.

A "Bold" or better Leader will roll for BATTLE ACCEPTANCE to try to cut his way out rather than surrender.

ASSAULT

Can be tried at any time if the besieger THINKS he has at least a 30% advantage over the Garrison, or the city is BETRAYED. Roll (D100).

Add 10 each for:

D or E Attacker

"Active" or better Defender unless D or E

A or B Defender unless "Lazy" or worse

Subtract 10 each for:

A or B Attacker

D or E or "Lazy" or worse Defender.

Subtract 40 if the city is BETRAYED

ASSAULT TABLE

5 or less	Success! 0% Attacker losses
6 - 10	Success! 10% Attacker losses
11 - 15	Success! 20% Attacker losses
16 - 40	Failure! 25% Attacker losses
41 - 60	Failure! 35% Attacker losses
61 - 80	Failure! 50% Attacker losses
81 - 100	Failure! 60% Attacker losses
101 - 131	Failure! 75% Attacker losses

Attacker's losses are given as a percentage of the GARRISON's Elements. In a successful attack, the GARRISON is wiped out. In an unsuccessful attack, GARRISON losses are 50% of attacker's losses. Each side gets to choose which of it's Elements it loses.

DISEASE

After each month's siege, roll (D10) for each side to determine loss due to disease. Besieger subtracts 1. Besieged subtracts 1 after the first month's rolls. A total of zero results in the loss of 2 Elements, a total of one results in the loss of 1. Each side gets to choose which of it's Elements it loses.





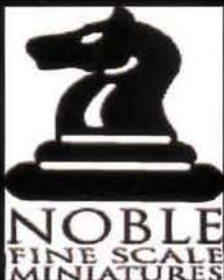
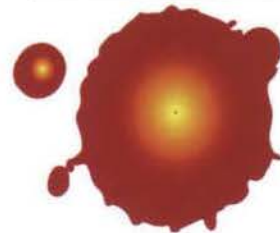
REGAL REALMS™
Water Reducible Acrylic Premium Paints

Offering 58 vibrant shades, @ \$2.99 each
representing families of colors!
Including 6 metallics @ \$3.99 each !




HOWARD HUES®
Water Reducible Acrylic Premium Paints

Offering 60 Scenic, Equine and
Historical based shades @ \$2.99 each!
Produced in a 1 oz. wide
mouth spill resistant bottle!



Great Paint - Great Value
Manufactured by Noble Fine Scale Miniatures

5944 Odana Rd. Madison, WI. 53719
866-776-6739 608-278-4402 (Fax)

www.nobleminis.com

See our website for a listing of retailers that carry our paint

THE MINIATURE SERVICE CENTER

EXCELLENCE IN SERVICE

REDOUBT ENTERPRISES (25mm)

American Civil War – American Revolution – The Pirates
 The French & Indian War – The English Civil War – The Vikings
 The Renaissance – Napoleonic – Wellington in India
 Colonial Sudan – The Zulu Wars – The Victorian Period
 The Three Musketeers – The Trojan War – French Foreign Legion
 The Early Italian Wars – The Boxer Rebellion

FRONT RANK MINIATURES (25mm)

The Hundred Years War – The War of Roses
 The Jacobite Rebellion – The Seven Years War – Napoleonic
 The French & Indian War – The American Revolution
 The War of Spanish Succession



CALPE MINIATURES (25mm)

1812-1815 Prussian Napoleonic
 (coming soon: French)



GMB DESIGNS (25mm flags)

The English Civil War – The Seven Years War
 The American Revolution – Napoleonic
 The American Civil War – The Mexican-American War
 The Hundred Years War

BODY'S BANNERS (25mm Flags)

Boxer Rebellion – ECW – ACW – Renaissance – Pirates
 French & Indian War



Miniature Service Center
 1386 Portofino Dr.
 Yuba City Ca. 95993
 (930-673-5169) Phone or Fax
 (MSCID@AOL.COM) E-Mail Address
 (www.miniatureservicecenter.com) Web Site
 All Major Credit Cards Accepted



Navigator Miniatures USA

WWW.NAVIGATORMINIATURES.NET

RISE OF THE WEST VOLUME I

PHILLIP'S VICTORY

Shipping date for this initial volume of the Rise of the West series is June 10th with a full multimedia presentation including text, dozens of color photos and several video segments including orders of battle for various rule sets a campaign history and chapters on unit types as well as other background for the period. Phillip's Victory will be available at Old Glory Miniatures, Age of Glory, RLBPS, True North Miniatures, Renaissance Ink, On Military Matters, Wargames and Navigator UK as well as the publisher Navigator USA.



NAVIGATOR USA

616 N Lincoln Avenue
 York, NE 68467
 402-363-6617
www.navigatorminiatures.net

NAVIGATOR USA

We are the North American Distributor of Navigator 15mm and 28mm figures covering the biblical period through the Late Byzantines and Rus. We also carry a complete stock of Chariot 15mm Miniatures through the Dark Ages and help represent them at Trade Shows in North America. Navigator USA also publishes the new Rise of the West campaign series as well as the complete Computer Strategies Rule sets. We will soon be stocking the complete line of 10mm Ancients from Magister Militum.

publishes the new Rise of the West campaign series as well as the complete Computer Strategies Rule sets. We will soon be stocking the complete line of 10mm Ancients from Magister Militum.

SEE YOU AT HISTORICON 2005!

Merrimack Miniatures

The Old Glory Shipyard

July 2005 Releases

10mm Buildings:

Castles

Viking Village

Seige Equipment

Roman Fort

Norman Keep

Rorke's Drift

15mm Junk Wars

25mm:

Adobe

Buildings



We Carry an
Extensive line of 1/300 scale,
15mm & 25mm
Ships from Ancients to Modern.
&
A Wide Range of
25mm & 10mm
Buildings



The Old Glory Shipyard: P.O. Box 20 Calumet, PA 15621

Phone: 724-423-3580

www.merrimackminiatures.com

Fax: 724-423-6898

THE SIEGE OF TYRE 334 B.C.

By Phil Viverito With Permission of LMW Works

Classical Hack Ancient Warfare 600 B.C. to 600 A.D. is a fast play game system designed for use with miniatures. The rules are supported on line at: <http://www.classicalhack.com> and with the use of scenario books like Classical Hack Scenarios Rome and Classical Hack Scenarios Macedonia.

It is sometimes difficult to decide which scenario books should be published first. Authors can go with what is historically correct in relation to a historical time line beginning with things in their proper order or go with the more sensible, commercial value

derived from a marketing standpoint. Usually when using the marketing standpoint you are also going with things that are most popular. I have elected to go with commercial interest dictated by popular interest.

The Siege of Tyre is one of the most interesting topics when examining Alexander's adventures. Alexander might be the only commander who won a naval victory without ever fighting a major naval engagement. Tyre is really a land battle. To find out more about Alexander get a copy of Classical Hack Scenarios Macedonia. In this book you will find a



complete historical development of Philip and then Alexander the Great's army.

The siege of Tyre was laid in the 334 B.C. by Alexander as part of his grand strategy to deny the Persians their naval bases. Alexander knew his own Macedonian fleet was no match for that of the Persians. Also he knew that any naval support from the Corinthian League or any other Greek source could not be trusted. In consequence Alexander set out to take the bases that the Persians required to control the sea lanes between Greece, Macedonia and the Middle East. The Persian navy was a conglomerate of Persian client cities and kingdoms. These served Darius the King of Persia by choice. However, as Alexander won land battle after land battle many of these client powers went over to him. Little by little Alexander was gaining control of the sea lanes without fighting a single naval battle.

Tyre is a city located off the coast of Syria. It had two parts. On the shore there was the land portion and about a mile or so off shore there was an island portion. The island portion contained royal buildings and the all important Melqart. The Melqart part of the island held the compound and temple dedicated to Hercules.

Alexander made various overtures to the King of the city. Things were going fairly well with negotiations until Alexander requested to make a religious service to Hercules, from whom he believed he was descended. The King of Tyre could not agree to such a service as it would create the idea that he was subservient to Alexander. Even the Great King, as Darius was called, not would ask such a thing. The King of Tyre refused and Alexander demanded the surrender of the entire city or it would be razed to the ground. The king flatly refused and took up residence on the island. Alexander laid siege to the island for seven months.

The land portion of the city opened its gates to Alexander and he immediately began construction of an artificial bridge leading out to the island's walls. He could not have picked a more difficult place to assault. As the artificial bridge or mole got closer to the walls Alexander's engineers constructed two wooden towers on it and then set up ballista batteries to bombard the defenses. The King of Tyre's fleet set the mole and it towers a blaze with fire ships. Months of work went up in the inferno. Being stiff necked Alexander renewed the work on the mole, this time with less flammable materials.

The island had two harbors facing the shore and as Alexander picked up former Persian client states with naval forces he was able to drive the ships of

Tyre into the harbors. The mouths of the harbor were blocked as the ships of Tyre were placed in a line with their prows facing the shore. Alexander obtained every boat and ship he could find and had his men board these. He would sail these assault forces out to the island and launch probing actions all along the defenses. The main assault would occur on the Melqart circuit walls. Here he would sail up with vessels carrying rams, towers and ballistae to create a breach in the defenses. This proved successful and his men exploited the breach at great expense in lives. As the exploitation widened his men used the parapets or walk walls on the walls as a road. His men fought their way to the opposite side of the island to the market place.

As the breach was exploited the King of Tyre with a visiting delegation from Carthage, then a colony of Tyre, took to the streets in a panic hoping to find refuge and sanctuary in the Temple of Hercules. With great effort they made their way there but Alexander was in no mood to negotiate a new treaty with a now defeated king. The Carthaginian delegation was released and sent packing and the defeated king pardoned and released. The defenders and citizens of the island city not killed in the fighting were made captive and sold into slavery to foot the bill. Alexander had a deprived the Persian king of another naval base and a large fleet.

GAMING THE SIEGE OF TYRE

We have put on the Siege of Tyre at most of the conventions we attend which include: Cold Wars, Historicon, Fall In!, Siege of Augusts, Hotlead, and Origins. The first thing to do is to create your fortified town then to buy or make the vessels and various siege engines you will require to play the game. The set up can be as sophisticated as you wish. Below is the award winning city as Phil (Viverito) perceived it in miniature. All buildings below were made with Precision Products plaster veneer and perfc panels.

OBJECTIVES

The King of Tyre, Azemilcus, and the Carthaginian delegation must go from the city market and treasury building to the Temple of Hercules before Alexander's units cut them off. The people and defenders of Tyre have one objective: buy the king time to get to the temple.

Alexander's army has to assault the city from the mole (shooting ballistae there) and breach the walls of the temple compound in two places. Doing this the assault units must then enter the city and block the

Tyrian King and the Carthaginian delegation from getting to the temple.

Azemilcus and the Carthaginians can be mounted as Hc or Ch and move using their normal allowed movement plus the roll of a D-10 die. Units within the city limits can move their normal movement without reduction in any direction. It is not necessary to worry about stairs and doors although gates and streets are important. We recommend making the streets and gates one stand wide in order to move units easily. Vessels move like other units with restrictions and parameters listed below and on the Q.R.S. Players can find out more by going to the Classical Hack Yahoo Group or going to the Classical Hack Web Site at: <http://classicalhack.com>. When in doubt resolve questions by rolling a D-6 die.

SIEGE RULES

The rules Classical Hack Second Edition slightly modified are recommended for use in playing out the siege. Other rules can be used if players choose to do so. We have supplied players a general Q.R.S. (Quick Reference Sheet) which details averaged unit melee and morale values and modifiers. Also we have tinkered with the ranges of weapons making it fast and fun yet retaining the historical flavor of the period.

SHIPS & BARGES IN CHARGE

- a. Declare & mark charge as normal (see rules). Move after shooting, do any required morale tests from shooting. Treat as any other unit for crewmen being killed. Vessels failing morale can go back like other units. If not affected from shooting move the charge.
- b. At each first contact against other ships or barges a warship must roll a D-10 to determine if a catastrophic event occurs-your ship might break its keel or its ram may be broken off), refer to Tyre Q.R.S. page 35. Not suffering a catastrophic event move the vessels together. Fight melee in melee phase of the turn.

SHIPS & BARGES IN CHARGE AGAINST WALLS OR BEACH

Having successfully survived shooting, move the vessel in one of 2 ways. First, if there is no enemy at the spot selected, measuring from the prow of the vessel to the wall area being charged. Roll a D-6 and add the result to the normal movement of the vessel. Move the vessel that distance. Where the vessel hits the land you can move the assault unit or ram (shed or man handled) on the vessel any remaining distance. An assault unit will then roll to see if their ladders are tall enough. If they are, then the unit continues moving. If the ladders are short then the unit mills under the wall. Second, if an enemy defender is in their path. Assault units reaching the wall will roll to see if their ladders are tall enough. Roll this in the melee phase. If successful then they will fight the melee in the melee phase of that turn. Rams can batter the wall in the melee phase and defenders can drop stones on them then. A unit whose ladders are not tall enough are stuck there under the walls. In the next turn they can attempt to move along the shore line in



any direction. Their vessels can return to get more units or stay there to remove the unit next turn. Note assault units charging wall with defenders and having ladders tall enough will fight in a column 2 figures wide counting 4 figures able to melee. Archers and slingers cannot charge or fight melee.

CHARGING WALL AREA THAT HAVE NO DEFENDERS

Charging assault units that get to a wall section by charging from vessels where there are no defenders on the wall do the following. Measure from the vessel's prow & add the roll of a D-6 as normal. Move the vessel its allowed movement then assault unit to the point it reaches the wall. Take the D-10 roll for ladders being tall enough. If the ladders work move the unit its remaining allowed movement. The unit atop the wall can go into line along the walk way or go down to the ground level behind the wall in a column 2 figures wide. Next turn these can declare charge.

HOW VESSELS MOVE, TURN & RETURN

Warships move straight ahead as other units do. They are permitted to move back half move back facing enemy or the direction they were headed. To turn a warship or a barge's direction perform as a wheel. There is no reduction in speed and evolution rules do not apply. Charging warships or barges is a quick way to get them to the walls.

Vessels can drop an assault unit off and then in the next turn movement phase return to get more units. They may stay to withdraw units whose ladders are not tall enough. The decision must be made when the charge or normal move is made prior to any punitive action being taken (i.e. the charge is physically moved). Vessels are removed if sunk. Vessels sunk may return one time with another assault party or siege engine next turn movement phase beginning at the table edge.

MOVING UNITS INSIDE A FORTIFICATION

Units inside a fortification move within a 360 degree radius in any direction without hindrance with one exception. Units on a narrow parapet are in column and fight 2 ranks. Stairs and doors are relatively ignored for towers and wall movement. The exception are the Persian King and the Carthaginian Delegation. These must follow the main street and get into temple by going into its front door. Players can add any of their own interpretations they wish.

FIGURES IN MELEE ON VESSELS & ON LAND

A unit on vessels count all figures count in melee with other vessels. On land units melee as outlined in Classical Hack Rules.

MAIN BATTERY & OTHER BATTERIES IN THE CITY

There should be three main batteries of ballistae inside the city. One in front of the temple of Hercules facing away from the temple door. The door faces away from the main city area. This battery has an arch of fire of 180 of its facing. The remaining 2 batteries are placed in each harbor.



The busy miniatures gaming hall at Origins 2004!

Each tower of the city circuit walls has a battery. These can fire from one direction only and only once in a turn. Player must choose which side is shooting.

LOSING & WINNING MELEE

A unit losing melee routs back (use normal move plus the roll of a D-6) on to its vessel and if it routs these

go into the water. Remove the unit as lost. Melee winners in ship to ship fighting capture an enemy vessel whose crewmen are routed (these jump into the water).

ALEXANDER

During the battle Alexander is placed on a vessel.

He is at Risk as are all commanders in the Rules. When a breach is made (actually knocking down a wall section) Alexander is moved to that area as quickly as possible. Add to his vessel's movement the Roll of a D-10 die. Alexander is the only commander



that can join an ongoing melee. He is restricted to moving only in the movement phase however. When attaching himself to a unit in melee Alexander fights in the front rank and adds to the unit's melee and morale as a plus 3 modifier for both. He is at risk at each first contact.

Classical Hack Siege of Tyre Q.R.S.

Turn Sequence

- A. Charge Declarations & Responses Mark Only
- B. Missile Fire
 1. Morale Tests for 2 casualties
 2. Perform Morale Results
 3. Move Charges & Responses
- C. Movement Phase to Initiative High Roller
 1. One side moves then the other
 2. Attach commanders/detach commanders (S.O.C./entering a harbor or shoals (within 6 inches of shore) catastrophic destruction roll
 3. Stop Rout-one time
- D. Melee one round per turn (pursuit from last turn)
 1. Fight melee or to destroy ram, wall, gate, tower
 3. Perform required morale test/losing & 50%
 4. Rout & Pursuit moves
- E. Rally units from melee, break-off pursuit or evade

Causes of Disorder

Contacted on flank or rear
 After second round of melee
 Failing morale from shooting
 Losing melee
 Pursuing
 Charging from Ship or Barge
 Climbing Ladders

Persian Melee Factors

Basic Factor +10

- +3 Persian Defending
- +2 Enemy shieldless
- +2 Hoplite charging
- +1 Enemy Disordered

Persians

	Inches
War Ships	12
3 Figures per stand	6
4 figures per stand	4
Missile Figures	6
Mounted (Ch)	8
Persian King add 10 ten to normal move each turn	

Macedonians Melee Factors

Basic +14

- +2 Enemy Disordered
- +2 Enemy shieldless
- +2 Charging
- +1 Others charging

Movement

Macedonians

	Inches
4 Figures per stand	4
3 Figures per stand	6
2 Figured Macedonians	4
Missile Figures	6
War Ships	12
Barges	6

When to Test Morale & Results From:

2 casualties from shooting
{Retire 1 full move back}
 Loss of Melee
{Rout/jump in water}
 Stop A Rout
{Continue Rout/Remove}
 50 percent strength
{Retire 1 full move}
 Friendly unit routing in 2 inches
{Become Disordered/Already Disordered Rout}



The Scenario uses adjusted Shooting, Morale and Melee Base Factors.

Basic Shooting Factors

+5		Small arms
X# of figs		
+7	Balistae on boats	X5
+9	Balistae in Tyre	X5

Shooting Factors

+2	Shooter Stationary
+2	Ball Shot
+2	Target Shieldless
- 2	Target in Hard Cover
- 1	Target is a Wall w/Fenders
- 1	Target in Soft Cover
- 1	Target Missile men

Shooting Ranges

Bow	12 inches
Sling	6 inches
Balista	36 inches

(Max 2 figures from same shooter)

Morale Test Modifiers

Basic Macedonian Morale Factor	+12
Basic Persian Morale Factor	+10
Friends charging in 2 inches	+ 1
Enemy routing within 2 inches	+ 1
S.O.C. with unit	+ 1
Winning Melee	+ 1
Losing Melee	- 2
Disordered	- 2
Routed	- 2
Each figure lost	- 1
Each friendly unit routing in 2"	- 1

Destroying Ships/Barges/Walls/Rams Balista

Perform shooting as normal declare target; **crew or hard target** (vessel, wall or engine). For crewmen shoot as normal..

To destroy a hard target. Shoot using ball shot modifier & other applicables. If a casualty of any number is inflicted roll a D-10 die. A roll of 10 destroys the target. In following turns reduce the required number by 1 in following turns of shooting, providing the shooter does not change target (10, 9, 8, 7, 6, and so on).

Warships ramming or going over shoals, roll a D-10 each first contact. A roll of 10 & it is destroyed. Barges rammed by warships sink.

To destroy a wall section with a ram. Perform in the melee phase. Roll D-10. Roll of 10 first time, it is destroyed then reduce by 1 each following turn (10,9,8,7 and so on). Same as above.

Balista taking antipersonnel hits reduce X5 (fig shooting) by the number of hits taken/reduce factor by same next turn shooting phase.

To destroy a ram, tower or mantlet by dropping stones from a wall or tower use hard target destruction above. To kill men carrying ladders or manhandled ram shoot as normal. This is done in the melee phase.

Page is designed to be photocopied.

SIEGE RULES

This section deals with playing siege scenarios. There are several new items covered like ballista rating (light, medium and heavy) and ballista ranges. In addition to ballista there are rams, movable towers and sheds. A sample siege is provided immediately after this section on page 38. Below are the various siege weapon and siege unit computations. These are not in the Second Edition but will be in the Third Edition of Classical Hack.

BALLISTAE & ENGINES

Ballistae is the general term used in Classical Hack for all ancient ballistae and catapultae (artillery). These are now divided into three basic types which include light (formerly portable), medium and heavy. Gastraphetes as used in the rules are belly-bows only and are classed as crossbows.

BATTERING RAMS & WHEELED TOWERS

Battering rams can be covered with a portable shed or used by men without cover. A battering ram destroys a gate, wall or tower by rolling a single D-10. The first time a 10 is required, the next turn a 9 or 10 is required, third turn a 8, 9 or 10 is required and so on.

To move a manhandled ram without a shed, a wheeled shed or wheeled tower roll a D-6 die and the number of pips rolled is the distance a ram can go in that turn. Each turn a ram with a shed moves this movement roll is required.

Sheds and wheeled towers count as a target in cover. Stone walls and towers will count -2 as modifier for the player attempting to destroy such a target. Wheeled towers moving on a ramp require an additional D-10 roll to determine if it topples over. Use the standard destruction method outline above (turn 1 a roll of 10 causes the tower to topple, turn two 9 or 10 and so on).

LADDERS, FASCINES & FENDERS

Units carrying ladders move half speed of the unit type carrying them. Units carrying ladders and reaching a wall that can be scaled will roll a D-10 to determine if the ladders are tall enough. A roll of 9 or 10 and the ladder is too short. Men scaling walls on ladders count as 3 figures fighting (open or close order) and 5 figures for loose order. Figures are placed in a column two figures wide for open or close or three figures wide for loose formation.

Units carrying fascines (bundles of branches used to construct barricades or fill ditches) cause the unit carrying them to move at half the unit's normal speed (i.e. Li will move 3 inches per turn - half of their normal 6 inches). A fascine will fill 1 inch of ditch or construct 1 inch of barricade.

Fenders are logs or bundles of branches hung from a wall to absorb the shock of impact from ballista shot or battering rams. Shooters take a minus one shooting modifier.

Special New Balistae Charts, Computations, Et Al

Morale	Type	FV
C	Average	.4

UV	Balistae	Type
5	Light	Lt Bal
6	Medium	Md Bal
8	Heavy	Hy Bal

Shooting Ranges		
Weapon	Range	Ranks
Light	12 inches	1
Medium	18 inches	1
Heavy	24 inches	1

Shooting Factors	
Weapon	Factor
Light	+7
Medium	+9
Heavy	+11

Engines are any type of siege weapon employed in a siege. These include: mantlets, balistae, wheeled towers & sheds.

Type	Figures	FV	UV	Morale Value
Lt Bal	5	.4	5	7
Md Bal	5	.4	6	8
Hy Bal	5	.4	8	10

UV	Rams	Type
5	Light	Light Ram
6	Medium	Medium Ram
8	Heavy	Heavy Ram

To Destroy Engines, Walls, Mantlets, Towers & Vessels

To destroy other engines, walls, mantlets, towers, and vessels. Must declare shooting ball shot. Take shot as outlined in the rules (note +2 for ball shot which is not in the rules). If at least one casualty is inflicted then roll a second D-10 die. If a 10 is rolled the target is destroyed. In succeeding turns providing that the shooter has not changed his target acquisition, the next turn requires a roll of 9 or 10 to destroy the target. In following turn 8, 9, or 10 destroys the target and so on. Light Balista can destroy balista of their own kind.

To Compute a Balista Unit
 [Number of Figures times FV]+UV=Unit Morale Value

A mantlet is a large shield, a shed can be a wood structure built to cover a path to a wall.

ADVANCING RAMPS

Ramps are artificial or man-made hills used to elevate the ground in front of a wall. These can be scratch built using products produced by Precision Products (see Tyre photos of their products on page 39 or go to the Classical Hack Site). In a pick-up or scenario game it is recommended to begin a siege game in progress. In this way the ramp is partly constructed or fully constructed. For ramps that are under construction roll a D-6 die to move them forward. The roll will advance the ramp 1 inch for each pip rolled forward.

HOT KNIFE
w/6" stainless steel blade
Ask your local dealer for details!



"A must-have for the model makers tool kit!"
Miles Hale, V.P. Association of Professional Model Makers

TL Marshall Co. 1052 W. Alameda Ave. #203, Burbank CA 91506
818-832-6543 • www.candlecutter.com

+5.40 shipping

BIBLIOGRAPHY

- Arrian; The Campaigns of Alexander (De Selincourt, Aubrey, translator)
Bosworth, A.B.; Conquest and Empire
Cassin-Scott, Jack; The Greek and Persian Wars 500 B.C. to 323 B.C.
Connolley, Peter; Greece and Rome at War
Connolley, Peter; The Greek Armies
Curtius, Quintus; History of Alexander (Books I-X)
Diodorus Siculus
Dodge, Theodore Ayrault; Alexander
Engels, Donald W.; Alexander and the Logistics of the Macedonian Army
Featherstone, Donald; Warriors and Warfare in Ancient and Medieval Times
Fuller, J.F.C.; The Generalship of Alexander the Great
Grant, Michael; From Alexander to Cleopatra
Hackett, J (editor); Warfare In The Ancient World
Hanson, Victor Davis; The Wars of the Ancient Greeks
Head, Duncan; The Achaemenid Persian Army
Heckel, Waldemar; The Wars of Alexander The Great 336-323 B.C.
Herodotus, The Histories
Marsden, E.W.; Greek and Roman Artillery
Montagu, John Drago; Battles of the Greeks and Romans
Nikonorov, Valerii P.; The Armies of Bactria (Vol. 1 and 2)
Plutarch: The Lives of The Noble Greeks and Romans (Clough, Arthur Hugh translator)
Reeder, Ellen D.: Scythian Gold
Sekunda, Nick; The Army of Alexander The Great
Sekunda, Nick; Alexander The Great, His Armies and Campaigns 334-323 B.C.
Sekunda, Nick and Chew, Simon; The Persian Army
Warry, John; Warfare in the Classical World
Xenophon, General Works

THE CLASSICAL HACK WEB SITE

Readers wishing to learn more about Classical Hack, refer to errata on the rules and scenario books and other interesting and important rule systems are invited to visit the Classical Hack Web Site at <http://www.classicalhack.com>. For those wishing to directly contact the authors please e-mail them with questions at pviverito@classicalhack.com.

Besides rules and historical interpretations, the Classical Hack Site also has a link to our Yahoo Classical Hack Group which we invite you to visit and join. Should readers not have access to online services, any questions can be mailed to Philip J. Viverito, 211 Greentree Road, Tonawanda, New York 14150.



MINUTE MEN Toy SOLDIERS

WE SPECIALIZE IN 20MM WORLD WAR II FIGURES AND TERRAIN. CHECK OUT OUR **BATTLEFIELD MINIATURES 20MM FIGURES** AND OUR **DEFENSE IN DEPTH 20MM TERRAIN**. ASK US ABOUT OUR OWN NEW RANGE OF 20MM TERRAIN, TOO!

IN ADDITION TO BATTLEFIELD MINIATURES, DEFENSE IN DEPTH AND OUR OWN RANGE OF SCENERY, WE ALSO CARRY THE FOLLOWING 20MM RANGES:

SHQ MINIATURES
KENNINGTON MINIATURES
SOJERS
LAMERCRAFT CASTINGS
DRAGON DIECAST VEHICLES
PLASTIC MODEL KITS
BATTLEWORKS STUDIOS TERRAIN

NOW *THE* NEW US AGENT FOR SHELLHOLE SCENICS

MINUTE MEN TOY SOLDIERS
GEORGE GUERRIERO
28 ST. DENIS DRIVE
WESTWOOD, MA 02090
781-329-4449
GGUERRIERO@MSN.COM
HTTP://WWW.MMTOYSOLDIERS.COM



Battlefield Miniatures 20mm
German SS Soldiers

NORTH AMERICAN AGENT FOR BATTLEFIELD MINIATURES



NEED PLANES FOR YOUR 15MM GAMES?

WWW.TRUEORTHMINIS.COM

The Lone Warrior

Magazine of the
Solo Wargamers' Association

Founded March 1976

4 issues per year

Send \$25US to:

Solo Wargamers' Association

1707 Ridge Road

Leavenworth, KS 66048

(913) 651-5009 • barbuto@kc.rr.com



Imperial Hobbies.Com

Mail and Web Orders
World-Wide
We May Be In Canada,
But We Think (and ship) Globally!

Flames of War
Warhammer Ancient Battles
Warhammer English Civil War
Gripping Beast
Battle Honors
Games Workshop Specialist Lines
Model Accessories

ImperialHobbies.Com

Imperial Hobbies
205 Oxford Street East Suite 107
London, Ontario N6A 5G6
519-434-8822

CRUSADER MINIATURES 

PO BOX 224, BANGOR, BT19 1ZG, UK

Byzantium

All packs are supplied with kite shields where appropriate making the figures mainly suitable for 11th-12th century Byzantine Armies. You'll need to supply your own wire spears.

- DAB001 Psiloi with Javelins & Buckler (8)
- DAB002 Psiloi with Staff Slings (8)
- DAB003 Psiloi Bowmen (8)
- DAB004 Psiloi with Crossbows (8)
- DAB007 Varangian Guard in parade dress (8)
- DAB010 Pelitasts in quilted armour (10)
- DAB011 Unarmoured Spearmen (10)
- DAB012 Armoured Archers (8)
- DAB013 Heavy Skutatoi Advancing (10)
- DAB014 Skutatoi Advancing - Lammelar Armour (10)
- DAB015 Skutatoi Command (4) **£5.00 Pack**
- DAB016 Heavy Skutatoi standing (10)
- DAB017 Skutatoi Standing - Lammelar Armour (10)
- DAB100 Emperor and retinue (7)
- DAB101 Thematic Kataphraktai with Spear/Kontos (3)
- DAB102 Thematic/Tagmatic Kataphraktai with Bows (3)
- DAB105 Tagmatic Kataphraktai with Spear/Kontos (3)
- DAB107 Byzantine Light cavalry with Spears (3)
- DAB108 Tagmatic/Thematic Kataphraktai Command (3)

28mm Figures, all packs priced £8 each unless stated otherwise.

WWW.CRUSADERMINIATURES.COM

FOR PICTURES OF THE ENTIRE RANGE COME AND HAVE A LOOK AT THE WEB SITE WHERE YOU CAN ALSO ORDER ON-LINE

Postage Costs are 10% Worldwide - minimum £1.50 Post Free Over £100

Visit



Online

<http://snow.prohosting.com/gajo/index.htm>

or email us at gajominis@aol.com

Visit our web site to see:

Newly Painted Figures - see what the largest seller of newly painted pewter wargaming figures in the States has in stock. Currently we have on hand the following ranges:

15mm - American Civil War, Napoleonic Wars and Seven Years War

25mm - American Civil War, the French and Indian War, and American War of Independence (coming soon)

Previously Owned Figures - also view our regularly updated listings of previously owned wargaming figures. These are ready to ship out to you "on approval" for your inspection.

Buyers of Painted Figures - we also purchase previously owned wargaming figures, contact us for details.

GAJO Enterprises

8547 Senda Circle, Sandy, Utah 84093

gajominis@aol.com

<http://snow.prohosting.com/gajo/index.htm>

801-563-5956 [evenings until 9pm MST]

The Colonial Connection

Importers of these exquisite
English figures, equipments & models:

Hinchliffe (25mm) - Ancient to British Colonial
Museum Miniatures (15mm) - Ancient to ACW
Meridian Ships (1/700th) - Ships (19th Century)

And producers of:

Foremost Flags

6mm to 54mm - Ancient to Modern - flag sheets and accessories

For information, e-catalogs and orders - please contact us at:

The Colonial Connection

5790 Villa Green Drive

Providence Forge, VA 23140

grosfils@msn.com

FIGURE PAINTING AND SMALL DIORAMAS

SEND 50¢ FOR PRICE LIST TO:

TERRY SIRK
9770 CHURCH HILL ROAD
MERCERSBURG, PA 17236

The Firing Line QUALITY FIGURE PAINTING



OFFERING QUALITY PAINTED FIGURES FROM 1700 - 1900 IS WHAT THE FIRING LINE IS ALL ABOUT

The work is priced according to the amount of detail requested from basic, which covers jacket and trousers, basic equipment detail flesh and hair, to ultra-detail, enhancing facial features, shadowing, powder smudges, dust and dirt. In other words, full field appearance with as much detail as scale and brush sizes reasonably permit.

With two (2) southeastern U.S. distributors in Gettysburg and Richmond, as well as direct mail service, the Firing Line stands ready to take your orders.

Contact: Mark MocarSKI at:
THE FIRING LINE, 564 Park Avenue, Windsor, CT 06095

KNUCKLEDUSTER

NEW RELEASES: Knuckleduster's own 28mm unpainted figures; 19 new castings of Old West civilians, plus "incapacitated" gunfighters.



ALSO: Painted Foundry, Old Glory, and Dixon figures, authentic saloon piano CDs, replica Old West playing cards, Desperado rules, and Knuckleduster books.

COMING SOON:
Painted buildings!!!



ORDER ON-LINE, OR WRITE FOR LIST:
KNUCKLEDUSTER
P.O. BOX 1024
NORMAL, IL 61761



WWW.KNUCKLEDUSTER.COM

Little Wars

US distributor for

Freikorps



Little Wars stock the following ranges, manufactured in the UK by LKM Direct Limited

Feudal Castings **Freikorps15**

QRF **Freikorps28**
QUICK REACTION FORCE

10910 Old Katy Road, Suite 183-184
Houston, Texas 77043

www.littlewars.net

(online ordering and free downloadable catalogue)

(713) 417-5600

Imperialist Miniatures

Presents a Quality Line of 25mm Figures for the

War of the Spanish Succession 1701-14
& **The Great Northern War 1700-21**



FRENCH SWEDISH
ENGLISH RUSSIAN
AUSTRIANS PALATINERS
PRUSSIAN

Historic Detail * Low Prices

Imperialist Enterprises
229 N. 2nd St, Apt C, Elkhart, IN. 46516-3024
(574) 293-4398 (4 pm to 10 pm)

Bringing Family and Friends Together
Through Tabletop Games

All About Games



78 Main Street
Belfast, Me 04915

Toll-free 1-877-604-2182
info@allaboutgamesmaine.com
www.allaboutgamesmaine.com

FIREPOWER & TACTICS IN THE AGE OF THE RIFLE

By Perry Gray

This article is a synopsis of some of the research that I did on 19th Century military doctrine and history. I have done similar work as preparation for the writing of a rulebook on 18th Century warfare. My current studies are actually being done after the publication of the rulebook for the 19th Century. This may seem like putting the cart before the horse; however, I believe that it is useful to review ones finished work routinely to determine if it is still good. This is particularly valid, as one is made aware of new information. I firmly believe that we are constantly being educated and therefore it is reasonable to apply what we learn, even if this means reflecting on what we did in the past.

In this case, I have been studying the 1866 war involving Prussia, Austria and Italy as part of my introduction to gaming with recently acquired figures of the conflict. I bought these as part of a group within my club. We have already purchased figures for the Franco-Prussian War of 1870-71, and decided to expand our collection to cover earlier wars. Since we could use the same figures for several different conflicts, it seemed like a good idea (or just another excuse for buying new figures).

My knowledge of the 1866 war is limited. I read one book many years ago and more recently read about it in my copy of *The Encyclopedia of Military History* (ISBN: 0062700561). The encyclopedia did not cover the battles in detail, which it was not intended to do, so I looked elsewhere for information. Fortunately, I was able to borrow a copy of *The Austro-Prussian War* by Geoffrey Wawro (ISBN: 0521629519) from a friend. This was timely as my fellow club members decided to do a scenario on the Battle of Trautenau for a regional wargames convention (Hot Lead in Stratford, Ontario, Canada, March 2005). I was one of the club playtesters and I had some concerns (criticisms) about the design of the scenario. I read the account of the battle in the book by Wawro. It seemed much different from that envisioned by the scenario designer. Wawro also discusses tactics of the period, which was more interesting to me because I wanted to learn more.

I also encourage readers to consider two other authors, who have contributed to a modern understanding of this period. The first is Paddy Griffith,

who wrote *Battle Tactics of the Civil War* (ISBN: 0300042477). Some historians have traditionally portrayed the American Civil War as the first modern war. Griffith argues that, despite the use of new weapons and of trench warfare techniques, the Civil War was in reality the last Napoleonic style war. One



of his main points is the dogged reliance of most Union and Confederate commanders on French military manuals that dated from the Napoleonic era.

The other author is Brent Nosworthy. His

study resulted in a trilogy on fighting methods employed during the musket era:

The Anatomy of Victory (1990) explored tactics during the eighteenth century;

With Musket Canon and Sword (1996) covers the Napoleonic period; and

The Bloody Crucible of Courage: Fighting Methods and Combat Experience of the Civil War (2003).

I think that Nosworthy summarizes the importance of examining a wide spectrum very well:

"No period in military history should ever be examined in isolation. The extension of the analysis to the immediately preceding and the immediate following periods invariably affords new, valuable insights. Often, what is initially considered unique to a period or a particular place takes on a more iterative, developmental quality."

In the 1840's, the flintlock musket gave way to the rifled musket in most European armies. The practice of cutting spiral grooves into a barrel (rifling) to spin a projectile, giving it stability in flight, was not new as

it had been used in the 18th Century, albeit in limited numbers. The rifle could be deadly up to ranges of 300 yards - three times the effective range of a musket. The important thing to note is that most infantry were not trained to be marksmen, and reliance was still on volley fire in which aiming was not stressed. An infantryman was still likely to miss the intended target, particularly at long range because of the "lobbing arc" of the rifled musket. For example, the point of aim at 500 yards was about 12 feet above a man-sized target.

In addition, the rate of fire by individual soldiers (about two or three shots per minute) remained the same. Ironically the rifled musket was harder to load than its smoothbore predecessor because of the rifling of the barrel. It was assumed that slow rates of loading meant that infantry could charge home before their opponents could shoot them down.

Therefore Napoleonic doctrine continued to dominate military thinking. So the way to decide a battle was to assault the enemy with the bayonet, and press him until he broke and ran. The French and continental powers considered musketry to be of secondary importance to the shock value of the infantry charge, and there was something to this idea. The British Army, which emphasized training and fire with the musket much more than the French, Prussians, Austrians or Russians, still found it necessary to fight in rigid formations, the men shoulder to shoulder, because the fire of the weapons had to be massed to be effective. Unfortunately, the ranges of rifled muskets and artillery did not encourage a modification to the normal ranges at which the armies fought. This was tragic as even unskilled soldiers could now hit targets at more than 100 yards with the artillery effective at ten times that range.

It is important to understand that when technology surpasses tactics and tactical applications, casualty rates go up until commanders develop new tactics or approaches that are more appropriate to the changed situation on the battlefield. In battle, this had two major effects: first, due to the increased effective range, infantrymen could fire four to five accurate volleys at advancing foes rather than one or two; and second, the increased firepower and range shifted the emphasis in strategy from the offensive to the defensive.

One notable exception to the mass introduction of rifled muskets was the Prussian adoption of the Dreyse or needle gun in 1849. Dreyse rifle could fire five rounds per minute and could even be fired from the prone position, thus reducing the enemy's target. Ironically, the Prussians did not make effective use of

firing from the prone position until after the Austro-Prussian War of 1866.

Its introduction did not have a significant impact at first, because rate of fire was not important in general military doctrine. A high rate of fire just meant that the soldier could expend his ammunition faster, and conservation of ammunition was one of the major reasons for the preference for controlled volleys, a poor example of the professionals emphasizing logistics.

"Everything is very simple in war, but the simplest thing is difficult. These difficulties accumulate and produce a friction, which no man can imagine exactly who has not seen war."

ANTOINE-HENRI DE JOMINI

There were two contemporary writers of Napoleonic military theory:

- Antoine-Henri de Jomini, a Swiss who served in the French and Prussian armies and later wrote his "The Art of War" while employed by the Russian imperial family; and
- Carl Von Clausewitz, who served in the Prussian army.

Jomini dominated the military thinking for most of the 19th Century, surpassing Clausewitz, who did not achieve great fame and was not too widely read outside of Germany until the 20th Century. The Art of War was required reading at West Point—nearly all the Civil War generals were versed in Jomini, and US Grant was rumored to have carried a copy in his pocket during the 1864-65 Virginia campaign. Joshua Chamberlain asked his wife to send him a copy when he joined the 20th Maine.

Jomini's book details Napoleonic campaigns and general problems posed in certain military. Jomini's book is like a manual on what war is about and how best to conduct it. It was Jomini (perhaps more than any other strategist) who influenced the leadership of both the Union and the Confederacy, and later influenced the development of the US Army's principles of war.

CARL VON CLAUSEWITZ

On War was published after the death of Clausewitz in 1831. It was not as popular because it is written in a dialectic style influenced by the German philosopher, Georg Wilhelm Friedrich Hegel (1770-1831). Dialectic is an exchange of propositions (theses)

and counter-propositions (antitheses) resulting in a disagreement. The aim of the dialectical method is to try to resolve the disagreement through rational discussion. Despite varying interpretations and translations of its contents, this book belongs in every military library in my opinion.

The relative influence of the two books changed after the Prussian victory over France in 1871 and Field Marshal Helmuth Graf von Moltke's (1800-1891)'s admonition that *The Bible*, *Homer* and *On War* were the three books worth reading.

Generally, both books agree with a few differences, such as, Von Clausewitz thought the defensive was more powerful while Jomini the offensive.

I now want to look at specific examples of the impact of firepower on the battlefield and the failure of military commanders to adjust their doctrine.

CRIMEAN WAR (1856-58)

"C'est magnifique, mais ce n'est pas la guerre"

("It is magnificent, but it is not war.")

French General Bosquet made this famous comment while watching the charge of the Light Brigade during the Battle of Balaclava. This quote is well known and refers to what many historians consider to be a good example of a military blunder. Ironically, the use of cavalry to attack artillery may have been a sound tactic as has been suggested by modern research into the battle (see below for the example of

the charge of Australian Light Horse at Beersheba in 1917).

I have used it here to highlight the use of outmoded tactics in this era. Too often the romantic influence of courage, chivalry and other concepts was more important than technology. It is pertinent here as the Crimean War was the first major European conflict since the Napoleonic Wars, and widely viewed as a turning point in European military doctrine.

One obvious example of the changes in military technology was the difference in small arms used by the opposing armies. Many British infantry units were issued the new Enfield rifled-musket upon landing in the Crimea. Russian soldiers were using older smoothbore muskets. At first, this may seem an advantage; however, the British soldier needed time to get used to the new weapon. So even after an interval of almost 40 years, the Crimean War was fought in the same manner and with almost the same equipment, uniforms, weapons, and thinking as at Waterloo.

The British Staff College was established at Camberley in 1858, and one of its main purposes was to remedy the appalling deficiencies that had been revealed during the Crimean War. While the British army became inspired by a profound interest in its previous campaign, it also went off at a tangent and, after the Austro-Prussian War and the Franco-Prussian War, turned its attention to the strategy and tactics of the Prussian General Staff to the exclusion of all others. In particular it almost totally ignored some of the fundamental changes in the American Civil War. In reality, the army really only considered home



defense, and its experiences were limited by its role in colonial campaigns against natives and tribesmen.

This was to prove disastrous when the British faced the Dutch settlers of South Africa in the First (1880-81) and Second Boer Wars (1899-1901). Despite losing the first war, all arms of the British service went to war with what was to prove antiquated tactics, and in some cases antiquated weapons in 1899.

The British army was ill equipped both mentally and materially to deal with such antagonist as the Boers. While many of the officers and men had seen active service, experience in native wars was irrelevant to the conditions of a major campaign against a skilled and determined European enemy armed with modern weapons. The British badly underestimated the capabilities of the Boers, just as they had the Zulus in 1879 (and the Americans in 1776). The British infantry demonstrated that their bravery was matched by their commander's stupidity in not adapting to modern tactics.

When the British artillery went into action, their field batteries were formed in neatly aligned rows of six guns, with their limbers and caissons arranged to the rear making them perfect targets for the Boer artillery. This in itself was bad enough but, even when smokeless powder had been introduced, the atmosphere and heat on the South African plains allowed for a haze to develop over the guns. The Boer spotters quickly responded by directing both artillery and rifle fire at the haze.

Another outdated tactic used by the British artillery commanders was to push their batteries too far forward because artillery were expected to give close support to the infantry. The support could still have been rendered from outside the effective range of the Boer rifles.

"Success in war cannot be expected unless all ranks have been trained in peace to use their wits. Generals and Commanding Officers are therefore not only to encourage their subordinates in doing so by affording them constant opportunities of acting on their own responsibility, but they must also check all practices which interfere with the free exercise of their judgment, and will break down by every means in their power the paralyzing habit of an unreasonable and mechanical adherence to the latter of the orders and to routine."

Lord Roberts, British commanding general (Second Boer War)

The fact still remained that with the outbreak of war in 1914, the British Expeditionary Force still crossed over to the continent under a commander who had proven himself lacking in determination and tactical skills during the Boer War—this in itself is a damning indictment of the blinkered vision of the British army during this period. Field Marshal Kitchener and his successor Haig both served in the Second Boer War and yet neither thoroughly implemented the lessons learned from that conflict. This doomed the British Army to suffer horrendous casualties while employing outmoded tactics.

The British Army could have learned a lot from its conflicts with non-Europeans as well. During the Zulu War of 1879, the lack of modern firearms did not stop the Zulus from inflicting heavy losses on the British in the Battle of Isandlwana. A force of about 1,700 British and colonial troops was nearly wiped out by an army of about 24,000 Zulus. The casualties have been assessed as 1,329 British and almost 3,000 Zulus. The traditional view is that the British were insufficiently supplied with ammunition, and when the firing slackened, the Zulus broke through and surround the various companies. Modern researchers are of the opinion that there was no shortage of ammunition but that the British withdrew to the camp and as they did so the Zulus charged in amongst them. Bad tactics, not lack of bullets being the main cause of the defeat.

The subsequent action at Rorke's Drift highlights the destructive firepower available to the British. After the Zulus withdrew, the British garrison was astounded by the Zulu bodies lying everywhere. The garrison counted over three hundred fifty around the station. This is not an accurate reflection of Zulu casualties, however, since bodies were found for weeks afterward and along the Zulus' route home, where many of their wounded had obviously expired after the battle. Most estimates of Zulu dead run from five to six hundred, which seems more reasonable. The British lost 17 dead of 139.

In both battles, the British used defensive tactics with dramatic differences. Most British losses in the two Boer wars occurred in pitched battles in which the Boers adopted defensive tactics.

1859 WAR OF ITALIAN INDEPENDENCE

This war served as a preview to modern warfare and technologies, such as rail, telegraph, and other new communication systems. It also illustrated how modern technology outdated traditional tactics, making weapons all the more devastating with the advent of rifling, minie balls, and other innovations that

brought much improved accuracy and its resultant wholesale destruction. Yet few of the lessons received the proper attention from senior military officers.

The Battles of Montebello, Palestro and Magenta were won by the French in part because the Austrians were more inept. The Austrian infantry was ineffective with the newly acquired Lorenz rifle and were easily beaten by French bayonet assaults, which were better suited to the Napoleonic Wars than contemporary conflicts. Magenta is commemorated by an ossuary containing the remains of the dead - certainly insufficient testimony to the devastation inflicted by rifled weapons. Its other claim to fame is that a newly discovered crimson dye was named after the battle, which is how magenta entered many European languages.

This was followed by the Battle of Solferino on 21 June, 1859. The battle was a particularly grueling one, lasting over 15 hours, waged on a 15-mile front, and resulted in over 40,000 casualties and 6,000 deaths. The armies numbered 270,000-300,000 men representing a scale similar to that of major Napoleonic battles.

This battle would have a long-term effect on the future conduct of military actions. Henri Dunant, who witnessed the battle in person, was motivated by the horrific suffering of wounded soldiers left on the battlefield to begin a campaign that would eventually result in the Geneva Conventions and the establishment of the International Red Cross.

The medical services of the French and Sardinian armies were overwhelmed: the French army had fewer doctors than veterinarians, transportation was non-existent and cases of bandages had been left behind. Those wounded who were able to do so headed for the nearest village—Castiglione—in search of a little food and water; 9,000 reached it, pouring into houses and barns, squares and narrow streets. In the church of Castiglione, Henry Dunant, helped by local women, cared for the wounded and dying for three days and three nights.

By 1864, the Red Cross Society was formed, and the Geneva Convention was signed by 14 nations (and did not include the US) in Geneva, Switzerland. This was the first of a series of agreements establishing rules for the treatment of prisoners of war, the sick, and the wounded. Both initiatives addressed the plight of the casualties of war, but did nothing to encourage changes in military doctrine to limit the destruction wrought by war.

The Austrian army relied more on shock than fire-power as a result of the French victories. It was assumed that shock or assault columns were superior to the slow rate of fire of muzzle-loading rifles. This is

not surprising given that the Austrian military used nine languages of instruction, while German was the most common language on the battlefield. Trying to give orders to execute volley fire was more complicated than ordering a charge.

AMERICAN CIVIL WAR (1861-65)

The Civil War was also fought using an outmoded set of tactics. As the war went on these tactics were modified somewhat in the light of this reality, but the tendency toward using frontal assaults and densely packed lines in the attempt to quickly decide an issue would remain to the very end of the war. The Battle of Franklin in 1865 is a good example of the folly of launching bayonet charges against a defensive position manned by determined troops armed with rifled muskets and artillery.

The commanders on both sides had been schooled in traditional Napoleonic tactics. Some Americans viewed the frontal assault with skepticism. Dennis H. Mahan, a famous West Point instructor, disliked the way European generals threw away the lives of their troops. Mahan proposed an alternative to frontal assault: maintain an “active defense” by digging temporary fortifications, make the enemy attack you, and then counter-attack him with the bayonet. These two theories—active defense and frontal assault—existed side by side as the US entered the Civil War.

Many Civil War generals disregarded Mahan. First, American officers did not devote themselves to the study of textbook theory. Second, the legend of Napoleonic battles of offensive annihilation did not leave room for the tactical defense. Napoleon’s classic “battle of annihilation” captured the imagination of most cadets. Experience in the Mexican-American War (1847-48) created an ambivalent impression. During General Winfield Scott’s campaign in Mexico, he assaulted head-on and used hold-and-turn tactics. A veteran of the War of 1812, Scott nonetheless emerged from the war as the “talk of the army.” Not even the destruction the Crimean War or the War of Italian Independence changed the minds of officers who believed massed assaults could overcome the rifled musket.

The result was that when generals attempted to use Napoleonic line and column tactics, the troops called upon to employ them were simply massacred by the massed firing of rifled muskets. It is worth noting that there was no formal training in the handling of firearms in any of the state regiments of the armies. A few commanders did take the time to introduce the basics of marksmanship, but that was quite unusual. By 1864, a new volunteer would commonly go from



the recruiting office to the front line in less than a week. Not much time to learn even the basics of soldiering. Those who did know how to shoot often forgot their ability as balls hissed by thick and fast. To put it bluntly, the typical soldier was a terrible shot.

1866 AUSTRO-PRUSSIAN WAR

The conflict showed how little the Austrian high command had learned from the catalogue of mistakes made during the 1859 Italian campaign. Although Austria had by now made an attempt to remedy the discrepancy between her strength “on paper” and the real numbers of trained men actually available for a war on two fronts, in tactics and troop control Austria persisted in the archaic methods of a bygone age.

During the Danish War of 1864 the Austrians had seen their allies, the Prussians, with their breech-loading rifle. There was no significant appreciation of its full potential by the Austrians, or the various military observers who accompanied them on campaign.

The Austrian army used outmoded 18th Century tactics during the Battle of Konnigraz. The overall position of the Austrian army ignored many of the concepts essential to winning a 19th Century war. Despite the lack of leadership by the army commander, some of his subordinates were able to achieve some success particularly because of the superiority of the Austrian artillery. Unfortunately, Prussian firepower and the arrival of the third Prussian army gave victory to the Prussians and von Moltke achieved a classic “pocket battle”. The Prussian right was able to outflank the Austrian left, and later the Prussian Second Army outflanked the Austrian right. The Austrians were forced into a confined space with only one main

axis of retreat, just as von Moltke planned to fully entrap his foes in his “kesselschlacht”. In a campaign lasting seven weeks, the Prussian armies had decisively beaten the Austrian army and as a result forced the Austrian Empire to accept a very humbling peace treaty.

As a result of this conflict and the Franco-Prussian War of 1870-71, the Prussian military was studied, but not always emulated, by many countries. The

Prussians also had to adjust; their artillery needed improving and the French use of the mitrailleuse in 1870 required additional tactical rethinking. Fortunately the French did not employ the mitrailleuse effectively (using it as artillery rather than as an infantry support weapon and keeping its existence too secret so that few commanders knew much about it before the war).

FRANCO-PRUSSIAN WAR

While some historians may say that the outcome of this conflict was a foregone conclusion, there were enough Prussian commanders to ensure that von Moltke’s plans were not always implemented properly. Several times Prussian troops were committed to costly frontal assaults despite the tactical regulations of 1869, which forbade such tactics. The French infantry were equipped with a superior breech-loading rifle, the Chassepot, although the French still tried to overwhelm the Prussians with bayonet attacks. The Prussian victories at Metz and Sedan were “pocket battles” on the large scale and emulated the tactics that achieved success at Konnigraz.

Breech-loading artillery was to play a much more important role in that it could dominate ground very effectively. This was particularly true when the French tried to breakout of their defenses at Sedan and Metz. Prussian artillery (built by the Krupp factories) ensured that such efforts proved futile, especially if the French tried traditional Napoleonic assault tactics. One reason for the effectiveness of artillery was the increased range, which meant that cannons did not have to be pushed forward to support infantry and cavalry. Instead the guns could be kept well outside

the range of rifles and enemy attacks, and only counter-battery fire by enemy artillery would be a threat.

Some military thinkers envisioned future wars as being primarily defensive with the winner being the side that dug-in and used firepower to overwhelm an attacker. This was not widely supported because it discouraged offensive action. Prussian success had come through offensive tactics, and Konnigratz, Metz and Sedan were won against defensive positions. Even the Union success in the American Civil War suggested that Prussian style tactics were the right choice. Sherman and Grant were able to outflank Confederate defensive positions, although the fighting at Petersburg foreshadowed the trench battles of World War One.

1905 RUSSO-JAPANESE WAR

It has now been one hundred years since Japan gave Imperial Russia such a mauling in the first major war of the 20th Century. Surprisingly little has been written concerning the anniversary of this, one of the most important events in modern history. Not only was Russia humiliated in the eyes of the world, but the conflict also featured many of the same problems that faced commanders in WW1.

Both sides were armed with magazine rifles and breech loading rifled artillery. The machine-gun had now been developed into a formidable battlefield weapon, and the introduction of barbed wire added to the perils of any army attacking prepared positions. The only handicaps that plagued both armies was their reliance on the bayonet, and on tactics that has proven outdated as far back as the Crimean War.

The Japanese military modeled itself on European organizations. The French army and the British navy were the two most important models for the new military of the Meiji government. German advisors (not American as depicted in the movie "The Last Samurai") instructed the Japanese soldiers.

Military observers of many nations watched as the Japanese soldiers defeated their Russian foes repeatedly both in pitched battles and in the siege of Port Arthur. These witnesses and the Russian commanders did not influence any significant change in European (and American) military doctrine. The conflict was considered an anomaly because it was fought between an antiquated military (Russia) and a minor military (Japan). The attitude was one that suggested nothing could be learned that would benefit the leading militaries of the world. For example, the majority of the Russian and Japanese cavalry fought as mounted infantry, meaning that they did not participate in

the traditional cavalry charges of European wars but more like the American cavalry in the Civil War. European observers assessed that either the ground was unsuitable for charges or that the cavalry were not as well trained as their European counterparts. It was also concluded that the Japanese won because of their courage (the samurai esprit de corps) rather than their use of modern tactics and technology.

There were a large number of British military observers and media reporters in Japan and the theatre of operations during the war. This reflected the interest of the British military and public in Japan, who was a British ally. Yet many of the lessons to be learned from the war were not fully appreciated. This is surprising when considering that the conflict was similar in many ways to the Second Boer War, particularly in stressing the need for different infantry and cavalry tactics to counter the devastation of modern weapons. It has been suggested that had more attention been made by the British military, the military would have been better prepared for World War One.

Despite many wars and enormous casualties, the lessons of modern warfare were not embedded into the military forces. The events of World War One illustrate that many commanders were still trying to learn even after the death-knell of Napoleonic tactics had been sounded in the 1850's. Given the lively debates of the period over what constituted good tactics, it is not surprising that rule writers might find the era difficult to represent.

The most important conclusion for me is that I have a lot more to learn about the period. I have to remember that Napoleonic tactics can still be viable options with opposing players who do not effectively use their firepower. It is also important to avoid such tactics when faced by players who know how to maximize their firepower. The key is to be flexible and employ the principles of war and tactics appropriate to the situation, but that is a rule of thumb for all times.



Second Hand Wargames Figures, Books, Games
99 Birchover Way, Allestree, Derby DE22 2QH

Tel/Fax: 0044 (0)1332 559025
(7-9pm (local time please))

www.HindsFiguresLtd.com
www.HindsFiguresLtd.co.uk
hindsfigs@btconnect.com



FIGURES FOR SALE AND ALWAYS SOUGHT
We accept Euros and \$ and Pay Pal
Stamped self addressed envelope for current list



Chariot MINIATURES

Little Wars–Houston
is the North American distributor
for Chariot Miniatures.



Largest inventory of
Chariot figures in the U.S.

Secure on-line ordering at www.littlewars.net
Or you can download a catalog from
our website.

Little Wars

713.417.5600 10910 Old Katy Rd, Ste 183-4
www.littlewars.net Houston, Texas 77043

LEGIONS EAST

A line of unique 15mm figures dedicated to the armies
of the Eastern Front, China, and the Pacific theater.

NOW AVAILABLE

Finnish Army (1939–1945)

- LE-FNA-01 Finnish Army Infantry (50 figures, \$25)
- LE-FNS-20 Finnish Assault Troops (10 figures, \$5)
- LE-FNS-21 Finnish Submachinegun Troops (10 figures, \$5)

Early Russian Army (1936–1943)

- LE-ERA-01 Russian Army Infantry (50 figures, \$25)
- LE-ERA-02 Russian Army Infantry in Overcoats (50 figures, \$25)
- LE-ERS-20 Early Russian Command Pack (10 figures, \$5)

Hungarian Army (1941–1945)

- LE-HUN-01 Hungarian Army Infantry (50 figures, \$25)

Chinese Infantry, produced by Eureka Miniatures

- EA-CHN-01 Chinese Nationalists: German Helmets (25 figures, \$15)
- EA-CHN-02 Chinese Infantry: Peaked Caps & Kepis (25 figures, \$15)
- EA-CHN-03 Chinese Infantry: Irregular Headgear (25 figures, \$15)
- EA-CHN-04 Chinese Command, Weapons & Crew (20+ figures, \$15)

Coming Soon: Romanians, Elite SS Units, Soviet Paratroopers, and other surprises. You can now “click and purchase” from our web site for easy one-stop shopping. We also carry Flames of War.

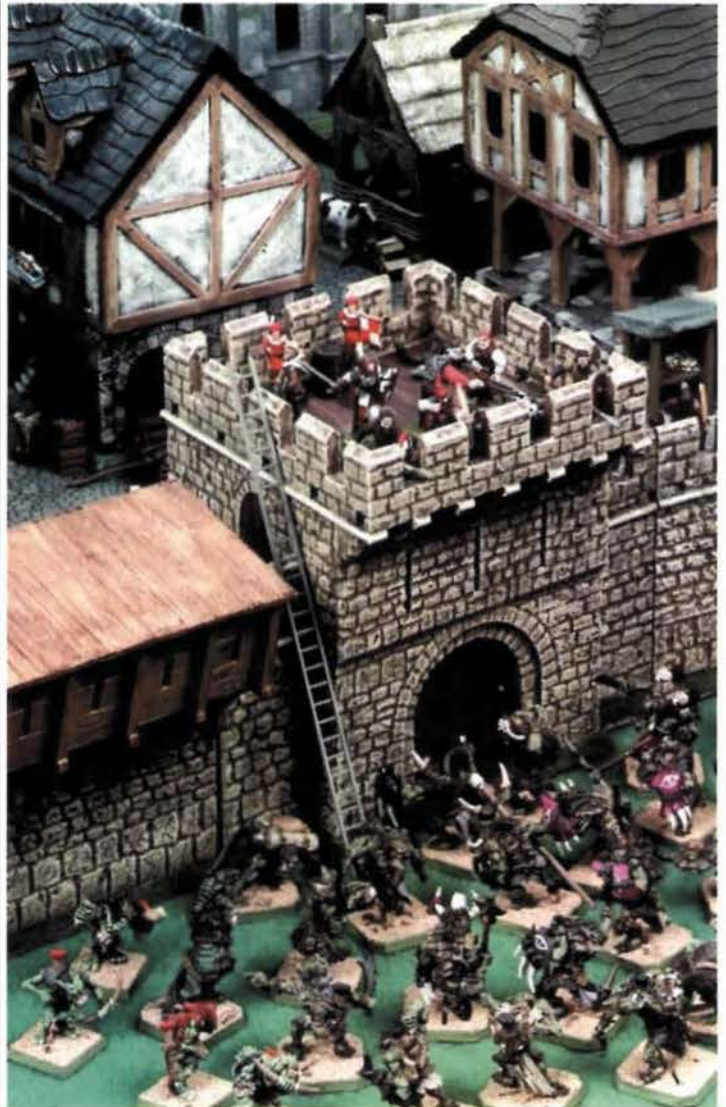
Email: TwoSoldierX@aol.com
Web: www.TwoTinSoldiers.com
Phone: (518) 271-6585



The Miniature Building Authority



The Miniature Building Authority is your source for **pre-painted**, pre-assembled, resin buildings and accessories. All of our buildings have removable roofs and floors. Our line of products now covers from Medieval Times to Modern. This year we are bringing you the American Civil War in 28-30mm and we are introducing our 15mm line of buildings. All of these will continue to meet our high standards to make your games the best on the table.



Miniature Building Authority/(404)932-3106
PO BOX 3311, Lilburn, GA 30047
www.miniaturebuildingauthority.com

SKULKING IN THE REAR

By Howard Whitehouse

Have you got twenty-three half-painted medieval bowmen in a box with most of a 1/1200 man of war, two headless banditos and parts of a 1/50th Ford Model T? I have, and I expect you do as well!

Projects. Let's talk about projects. You know, the things you start with a tremendous burst of enthusiasm and then, depending on the sort of person you are, you either:

Work diligently, in a focussed and long term fashion, until ten years later you emerge from the basement with a matchstick model of Chartres Cathedral or the Old Testament inscribed on grains of rice. Since you, however, are a wargamer, it means that you will have both sides at Gettysburg, including forge wagons and hospital tents, in 15mm at 1-to-50 scale. I knew a man who did this once. His wife left him at some point in the process, but there may have been other issues. I'm not certain if he noticed. This is bad.

OR...

Work frantically until you lose interest, or the phone rings, or you see something else bright and shiny. Your project remains 10%, or maybe even 50% complete, and then it gradually falls apart through neglect. Eventually, you sell the parts at a flea market for nearly nothing. I just bought a really fine half-timbered inn that somebody built but couldn't get round to painting. It must have involved fifty hours of work, and yet, there it was for \$20 Cdn.

OR...

Work sporadically over a number of years, losing interest sometimes, but return later to add more, or fix the bits that fell off. You've got fifty projects at various stages.

I'm more or less the last type by inclination. It's important to recognize your own type, so that you can fix (by which I mean *trick yourself*) into actually finishing the project prior to your entering a nursing home, but still have loved ones who remember you as someone other than "the hermit in the basement".

So, how to do this? I think it's all about 'manageable projects.' The armies of Gettysburg was not really a manageable project. It took years to complete and apparently a significant toll on the creator's home life. The medieval inn was not manageable for the builder, although he'd clearly done the hard part. And I know that the project I began in 1974, to paint up the armies

of Wellington in the Peninsula, with allies and enemies, is somehow not manageable. If it was, I'd have finished it by now. It ought to be, it should be, and yet, it's not. Partly because I've spent so damn long on it that the first 1500 figures are so ancient, ugly and dated (strip Minifigs) that I shun them, I spurn them, and yet I'm not going to replace them, either.

I know what my mistake was. I can maintain strong interest in a topic for about six months then I'm on to something else. I'll almost certainly return to the original project at some point. This means that I need to get a significant chunk of the project completed within the first few months, or better still, finish it in that time. So, I have to work myself up into a frenzy to do this. About ten years ago, I figured this out. I'm slow on the uptake sometimes. Follow me and let us fool ourselves into finishing something!

WHAT'S IT ALL ABOUT?

It's your project, so you should have a good idea what you are doing. However, "painting matching DBA armies for Rome and Carthage" is a lot better defined than "painting some ancients". Be fairly precise about this. If your plan is to have a galleon attacked by three pirate vessels, don't just buy a vast number of piracy bits. Select carefully, and aim small rather than large. Are you using a set of rules that you already own, or looking for a new system? Or are you designing your own? That's a project in itself. I recall my friend Cowan Hunter wanted to do a scenario based on *The Sand Pebbles* Movie. He had somebody build a wonderful US Navy vessel, got me to work on some junks he'd already purchased, and bought the right number of sailors, warlord soldiers and irate Chinese passers by. His object was to have all he needed for that one scenario, and no more. He wasn't building the entire USN, nor was he planning to do the Chinese Civil Wars.

TIME FRAME

I'm good for six months, but your mileage may vary. Some people can realistically aim for "a Napoleonic Russian army in two years". I know that two years is beyond my concentration. Since I like to put on convention games, it helps me if I can say to myself, "I'm going to put on a War of the Latvian Succession game in 10mm scale, for 4 to 6 players, at NamelessCon". That sort of deadline works for me. If I don't have a particular con for which to aim, I can make up a target date. I promise myself a reward. If I reach it. Good boy!

IS IT REALISTIC?

Assume that you aren't becoming that hermit. If you can easily paint 100 figures a week, you can aim for that massive battle that you want to do. If you paint 10 figures a week or less, aim for something smaller. You will not paint 300 figures the weekend before the show. Your grandmother will get sick, the dog will run away, and the lawn will have to be mowed. For example, providing three gladiators each for four players on a circular mat would certainly be realistic. Buying a resin coliseum instead of the mat is feasible, if you can afford it (see **Budget**). Building your own amphitheatre takes the project into another zone completely.

BUDGET

Obviously this varies for each of us. It may or may not be important. I recall deciding on one occasion that, having impulsively bought 20 Dixon gunfighters from a dollar box at a convention, that I'd allow myself a miniatures budget of \$100 for assorted cowhands, saloon girls and grizzled old timers, and make all my own terrain. This seemed like a reasonable amount to put out, without making it my lifetime's chosen work. Of course, over the years I've spent waaay more than this, but \$100 was sufficient to get enough for the layout I wanted.

WHAT'VE YOU GOT ALREADY?

You may have part of what you need already, even if it's just a box of trees and a green hill or two. I got some figures for WW2 Burma based on the important pre-existence of a big box o' jungle terrain in my basement. The jungle is far more trouble to produce than a couple of platoons of metal 28mms. Likewise, my 1920s Pulp collection drew from my Victorian adventure boxes for Chinese pirates and Amazon head-hunters. I could add some guys in fedoras and flappers in short skirts to get started thirty years later, too, I suppose.

Note that the reverse is true. Just because you have three 20mm Tudor cottages does **not** mean that you have to do Elizabethan border reivers in that scale when all the figures you can buy are in 15mm or 28mm. You can make more cottages.

GETTING IT STARTED

Well, of course, you start painting. But there's more to it than that. Do you read all the research upfront, or do you read as you paint (not at the exact same time, of course) to keep your inspiration flowing? Do you paint all the cool things at first, and hurriedly paint the 300 militia in greatcoats the weekend before the game? Think about this. I reward myself by painting something fabulous in between the dull but necessary parts.

You get to do Murat on horseback after the brigade of line infantry. Quit whining that they are all the same. You knew that before you started!

GETTING IT FINISHED

Many of us do well with a *final burst* and that's fine. Others don't, and let's not set ourselves up for failure. Finish up with the last touches - the small extras. Don't be making up the rules on the way to the game. Don't have a shoebox instead of the castle you didn't quite complete.

WHAT NEXT?

You now have a game project that is, essentially, complete and ready for use any time you want it. Try to keep it all together. That way, you can pull out "my gladiator game" or "my pirate scenario" any time you want. It's ready to go. If you want to add more items, or expand the original concept, you can do that the next time this topic ("I'm in the mood for Vikings!") strikes you. The point is, you don't have something that's 90% done, yet 100% unready for the table.

Do I follow this system? Er, sometimes. In truth, I find it a lot easier to start things than finish them. I have lots of figures that are about 90% finished: randomly mixed WW2, Vikings and colonials all together in boxes. But it helps keep things under **some** sort of control and I need that.

My projects? Gangsters right now. I'm working on the cars, and playing rural hijacking scenarios until I build the city blocks I'll need for Chicago. That's because Chicago 1930 will be a project in itself, even if I never make the Lexington Hotel.



BAUEDA
WARGAMES

**15MM CAMP TENTS
FORTIFICATIONS
AND MUCH MORE!**

FOR A FREE ILLUSTRATED
CATALOGUE WRITE TO:
BAUEDA WARGAMES
21 Corona Road
Cambridge CB4 3EB (UK)

INTRODUCING
15MM EMISHI!

WWW.BAUEDA.COM



Battlefield Designs



Adding Realism To Your Miniature Games

A NEW line of unarmed peasants ready, willing and able to fall victim to all of your rampaging hordes and armies.

Announces:

BODY COUNT

MINIATURES

Official Release Date:
Historicon July 21 – 24, 2005

Walking Wounded



Street Urchins



Grumpy Old Men



Town Bicycles



Pegaso Models

All Your Wargame Needs from One Store
Purchase at our secure Web site: Warweb.com

Large inventory and great service

Huge selection of Historical Miniature rules

Example of some of our Manufacturers:

Architectural Heritage	Avalanche Press	Baueda DBX camps
Battle Honors	Clash of Arms	Dixon
GHQ	Grand Elites	Gripping Beast
JR Miniatures	MBA	Merrimack
Old Glory	Pegaso Models	Quality Casting
Reivers Miniatures	Skytrex	SOJERS
Thoroughbred	Vallejo	West Wind

Grandiosity
240 W. Elmwood #1015
Centerville, OH 4545

Tel: 937-439-2488

Warweb.com

ACTION AT FAL-CON

A Photographic Account

By Don Bailey

DATELINE: 15-17 APRIL, 2005...

Camera in hand, I showed up at the Academy Hotel on the north end of Colorado Springs. My objective: the new, upstart convention named Fal-Con. By the time I arrived Saturday morning, the action had already been going on for over a day (darned work kept me from taking Friday off).

I have to tell you, with all the cannonades, spear throwing, and zinging rifle bullets (not to mention rolling dice), it was rough going for this cub reporter. Still, I think I managed to get a few decent shots of the more impressive displays. Everyone was quite gracious in allowing me to take photos of their games – many thanks!



The main game area – plenty of room for the goings on.

LIST OF ADVERTISERS

Age of Glory	34, 40
All About Games.....	65
Arsenal Miniatures	38
Battlefield Designs	76
Battlestandard Miniatures.....	Back Cover
Baueda	75
Brigade Games	Inside Cover
Colonial Connection.....	64
Crusader Miniatures.....	63
Firing Line Figure Painting	65
GAJO Enterprises	64
GHQ	15
Grandiosity / WarWeb.Com	76
Hinds Figures Ltd.....	72
Historical Gaming Dealers Association.....	40
Historical Products Company.....	46
Imperial Hobbies.....	63
Imperialist Miniatures	65
Knuckleduster	65
Legions East.....	73
Litko Aerosystems	5
Little Wars - Chariot.....	73
Little Wars - Freikorps	65
Lone Warrior	63
MagWeb.Com	35

Marek/Janci Design	25
Miniature Building Authority.....	73
Miniature Service Center	54
Minute Men Toy Soldiers.....	63
Navigator Miniatures USA	54
Noble Miniatures	53
North Bay Hobbies.....	24
Old Glory 15s.....	16
Old Glory Corporation.....	39
Old Glory Shipyard	55
Parroom Station.....	5
Piquet	23
Renaissance Ink.....	24
RLBPS	33
Sash and Saber Castings	Inside Back Cover
Terry Sirk Figure Painting	65
Tin Dictator	38
TL Marshall Co.....	62
Tommy Gunner	34
True North Miniatures	63
Venexia	34
Wargames.....	45
Wargames Accessories	23
Whitewash City.....	34



"...Not if WE have anything to say about it!"

Games presented spanned eras from ancients, to Vietnam, to Ogre/Gev. There were also several "Puffing Billy" rail era events that everyone seemed to be enjoying. Separate rooms were available for a series of history lectures.

A decently stocked vendor area, as well as a separate flea market held on Sunday, rounded out the convention. I must admit, I blew my entire allotment from the Ministry of Finance (alias, loving wife) at the RLBPS booth.



"Ship's Master and Commander" game put on by Doug Wilfong and Dave Manley.



Sebtilla game (North Africa, 1942) put on by Rick Rivero and Mike Burmeister of the local Gamers' Gathering group.

Don Bailey is a wargame enthusiast and amateur photographer in the Colorado Springs area. All photos were taken with a Canon EOS Digital Rebel. Interested readers may contact him at deltavee1@aol.com.

Sash and Saber Castings

www.sashandsaber.com

Sash and Saber produces the highest quality 25mm and 40mm military miniatures for wargamers and collectors.

Our 25mm lines include:

The Seven Years War

The Napoleonic Wars

The American Civil War

Our 40mm lines include:

The American War of Independence

The Napoleonic Wars

The American Civil War

and Caesar's Gallic War



We also produce a small line of 40mm collectible vignettes.



Figures are cast in white metal and sold unpainted, with the exception of our 40mm vignettes which can also be purchased painted and based.

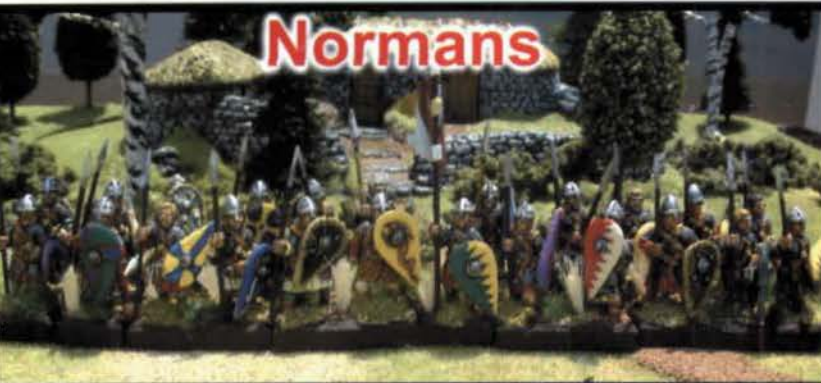
Sash and Saber Castings
PO Box 85
Derwentside
DH9 7YW .UK.
ph/fax (01207) 283332

Sash and Saber Castings
119 Dublin Rd.
Raleigh, NC 27609
email: chris@sashandsaber.com
phone/fax (919) 870-5513

BATTLESTANDARD™

Miniatures and Games

New releases for 2005

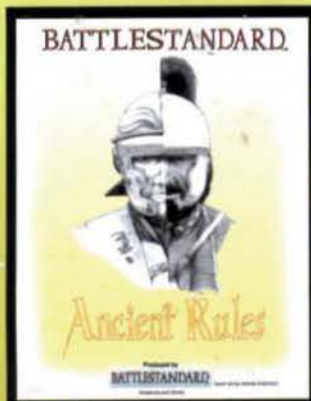


Normans



Macedonians

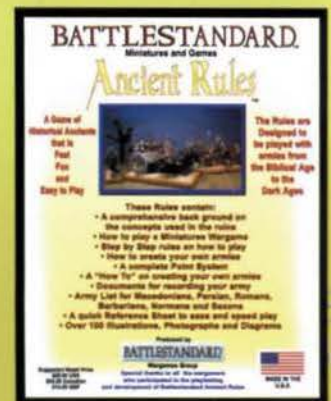
Coming soon Byzantines and Successors!



BATTLESTANDARD™

Ancient Rules™

“Are you a BAR-barian yet?”



Visit us online at www.battlestandard.com

We accept Mastercard, Visa, Discover, American Express, Paypal, Cash and Check

Battlestandard Miniatures and Games
401 Legend Creek Lane
Douglasville, Georgia 30134 U.S.A.
email: owner@battlestandard.com
Phone: (770) 577-4393