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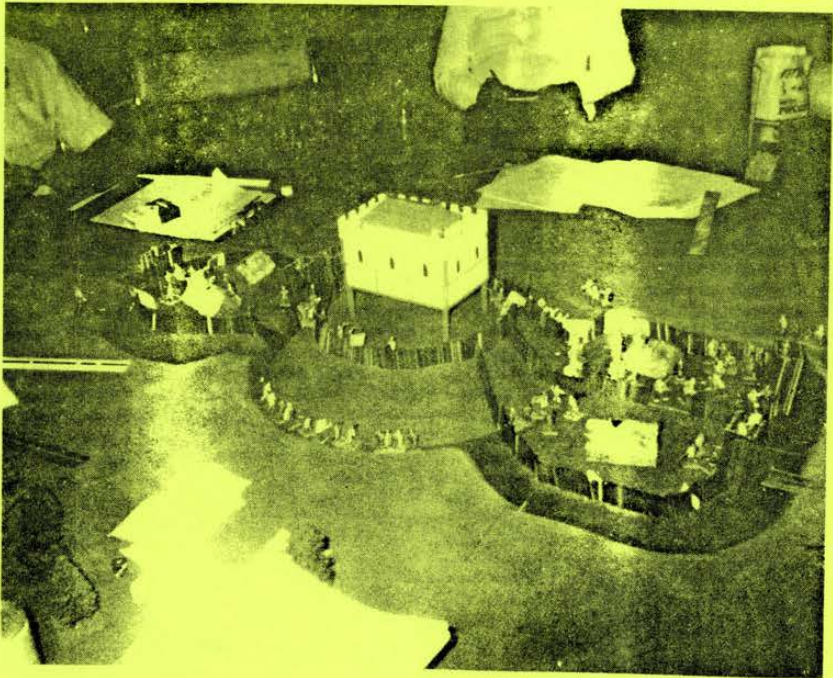
WARGAMER'S ASSOCIATION NEWSLETTER

Volume 5, Number 6

July-August, 1987 (#28)

Single Issue Price \$2.50

Subscription Price \$10.00



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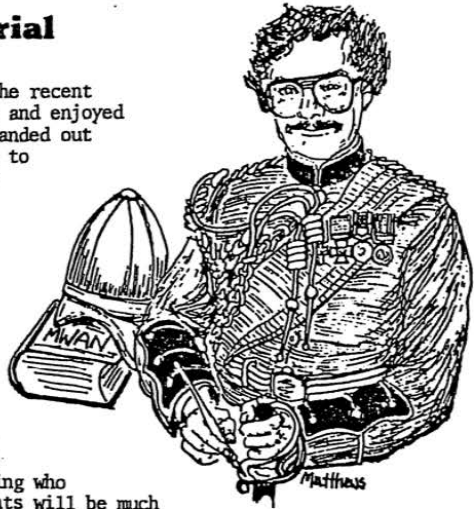
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Editorial

I had a most enjoyable time at the recent LITTLE WARS convention here in Chicago and enjoyed meeting so many MWAN subscribers - I handed out nearly seventy issues to members! Due to running my game and talking to so many people, I hardly had a chance to look in-depth at the dealer area which was a real shame as I have never seen so many manufacturers in one place! Seemed as though everyone had a good time, thanks to Todd Fisher and Ken Kaufmann, as well as those who assisted them.

Please find the annual questionnaire enclosed and if possible, take the time to fill it out and return it to me, especially the portion on the Special Issue topic for Volume Six and the section concerning who MWAN will honor this year. Your comments will be much appreciated.



Greg Novak, who has written "Tales From A Goldfish Bowl" for about three years in MWAN, has found it necessary to resign from MWAN. I am sure that I speak for the readership in thanking him for his efforts. Greg assures me that we shall still be hearing from him from time to time in MWAN.

In the good news department, there are two new columns to be added to MWAN. Howard Whitehouse, who is already well known to MWAN readers, has agreed to do a regular column, "Skulking In The Rear". As long as I am able to decipher Howard's handwriting (don't they teach penmanship in England?) we shall be treated to interesting and stimulating reading. Secondly, Dean West, who some 11 years ago introduced me to the hobby of historical wargaming with miniatures via "Johnny Reb" and some kind, patient instruction, will be penning a regular column, yet unnamed, concerned with the rules set "Johnny Reb". I suspect that the subject matter will expand beyond that of the rules set and will be of interest to many MWAN readers.

It seems appropriate to thank those MWAN readers who have been informing MWAN advertisers of the fact that they saw their ad in MWAN. A number of advertisers have as of late informed me of this fact - your thoughtfulness is appreciated!

There are times when I wish I could limit myself to one wargaming period, build my armies in that period to the extent that I wish to, and then just enjoy playing with them. However, fortunately for the figures manufacturers, I have long been afflicted with an overwhelming desire to paint figures in a multitude of different periods. My friend, John Duffy, tells me that when his unpainted castings go under two thousand in number, his whole body begins to shake and this condition is alleviated only by dashing off and purchasing additional figures. I suspect that this "disease" is quite widespread throughout the hobby as 90% of the wargamers I encounter seem to have a real "love affair" with toy soldiers - I know I do! Let's hope that the only available "cure" continues to be John's approach of buying even more figures!

In the "Letters" section, you will see some correspondence from Kevin Fitzpatrick of Games, Crafts, Hobbies & Stuff of St. Louis, part of which mentions the subject of figure manufacturers making rules available as Tony Adams discussed in his last "Wargaming As A Way Of Life" column. Kevin reminds us that more manufacturers are including introductory rules sets, especially with boxed sets of figures, and he is correct. In addition, companies such as Frontier Miniatures are publishing rules sets so it appears as though we are at least moving in the direction Tony thought we should be.

I recently finished my "Dispatch" column for THE COURIER and attempted to concentrate on "wargaming" publications. It is amazing the number of publications now available and the new ones being added. One does have to separate the board-gaming from the historical miniatures publications, but even then we, as historical miniatures gamers, have a huge selection. Except for THE COURIER, MINIATURE WARGAMES, and MILITARY MODELLING, the others are apparently amateur efforts, such as MWAN. I find the increase in amateur publications very encouraging feeling that it may reflect an increased interest in miniatures.

My article file is getting a little low so if you have an idea that you would like to put to paper, please do so. Looking forward to hearing from you!

25mm Pontoon Bridges

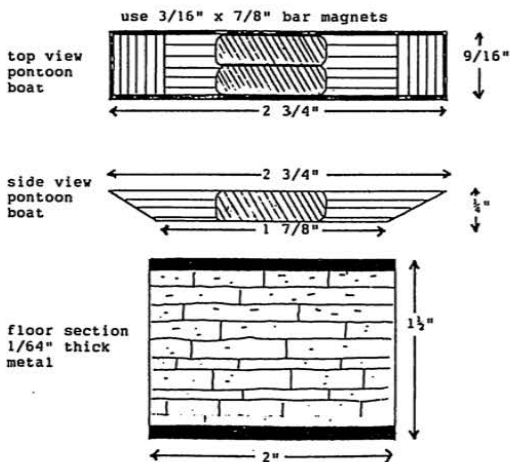
(STICKING THEM TOGETHER)

by Orv Banasik
Marion, Iowa

Ever try to set up a pontoon bridge and then march a division across during a wargame? It isn't long until various sections of the bridge are floating down stream. Well not quite that bad, but they are hard to keep together when actually being used during a game. Here is a tip for "sticking" 25mm pontoon bridges together using bar magnets. This method can also be used in other scales with minor modifications.

My project started with the purchase of several Iron Brigade pontoon wagon sets. The wagon and horse teams were put together without modifications. The next step was to glue two bar magnets into the bottom of the pontoon boat as shown in the diagram. (try to find the metal type bar magnets as they are much stronger than other types). Magnets can be found in most hardware stores. Once the magnets are glued in the boat, it can be painted as desired.

The original flooring sections were discarded and replaced with two metal ones which, of course, are attracted to the magnets when put in place. You can then build pontoon bridges of any length using one, two, or three pontoon boats and flooring sections. The magnets also serve a double purpose by holding the flooring sections on top of the boat when moving the wagon and boat sections together.



Role Playing in Wargaming

by

Michael S. Creek

There has been a lot of concern about roleplaying and wargames being combined into a single game. The group I game with has used this technique on occasion to introduce additional elements into the game. Each player is assigned a figure to represent him on the wargaming table. That figure is moved just like any other figure on the board. We do not do like D&D players. We do not assign personal characteristics to the players, other than those that may be a part of the game set up.

We use a combination of "Angriff" and "Traoticks" rules. The player character figure cannot be killed but he can be out of the game for a couple of turns. We start the game with a general briefing for all players from both sides. This first briefing provides general information common to both sides, date, weather, general situation. ~~We then brief each side separately~~ and give out the information that only one side would know, such as, troop strength, unit mission, and enemy activities. These briefings are pretty common to any type of wargame. We sometimes carry this one step farther and brief each player on his own.

It is not unusual for the desires of an individual to conflict with his duties. Tired subordinates may want to give up after years of war, commanders may have political ambitions, others may only want to get through another battle. By introducing a few elements of roleplaying these military situations can be simulated.

About ten years ago my wargames group played a game with a few elements of role playing in the game. We called the game "Operation Gold". The combined American and British forces had been on the offensive for some time and were about to meet a German counter-attack. The game was played by six players on an 8x18 feet table. We used Roco mintanks with Airfix and Matchbox figures. The playing area was fully landscaped and we played for about eight days over a period of two months. The biographies of the characters were based on the abilities of the players.

All players were told of a rumor, the Germans had hidden gold somewhere inside the town that the Americans and British now occupy.

The American and Allied forces commander was Brigadier-General W. Richards. He entered the Army during WWI, was sent to France where he was in staff duties. He has been in heavy combat for most of the Second World War. During a recent battle some of his troops were captured by the SS and executed. His missions are 1) protect the town, 2) defeat the Germans, 3) locate the gold for the U.S. Army, 4) capture the SS officer responsible for the death of his men.

Col. Sir Marshall Cedric Tiffin-Smythe is the British commander and second in command for the Allies. He is a career Army man having served in South Africa before the First World War. He was then recalled to Europe for WWI. Due to actions in France in July 1917 he became a Knight of the Bath, and won other decorations. At that time he was a Captain in the 1st Lincolnshire, and the only survivor of a German gas attack. At the beginning of the attack he fainted. When he awoke he was told that German troops led by Lt. Kook had been forced to withdraw due to his valient defense of his position. In actuality the Germans had run afoul of their own gas. Since that time he has

been looking forward to an opportunity to commit some heroic deed. His HQ is with a tank company at the front lines in the hope of some spectacular action against the weakling Germans. This is especially important since the New Delhi Incident of 1938 and the London Club Scandal of 1942.

The American second in command was LT COL J. S. Johnson. His father came to the USA from Norway in 1908. He has an aunt and uncle in Norway and they have a son in the German Army. He would like to locate the gold and escape to Sweden with it and his girlfriend. She lives in the town the US now occupies.

The German commander was Oberstleutnant Kurt Kook. He is loyal to the German Army not the NAZI Party. He is being watched by the Gestapo. During the First World War he was wounded in an unsuccessful gas attack in 1917 against the British. His mission is to sustain as few casualties as honor will allow until the war ends.

The German second in command is Waffen SS Standartenfuhrer E. Dietrich. Most of his family has been killed in American and British bombing raids. He is ruthless and unyielding in his dealings with the enemy. Recently he

ordered the execution of several American POWs. He will take any risk to insure that Germany will win the war.

Major Hans Johannson was the third German commander. Born in Norway, he has only an uncle living in America as his only surviving relatives. He only wants to survive the war and cares nothing for his troops or his mission.

These biographies show how situations can be written so that troops may be working against the mission of their own side. The havoc this can cause can easily be imagined.

In this particular game the Allied commander was able to gain all of his objectives, at the expense of all the other players. The addition of roleplaying is not something that I advocate for every wargame. It is a technique to introduce added factors for the commanders to consider.

WAR CRY RULES REVIEW

By Greg Principato

WAR CRY RULES WERE WRITTEN BY DAVE PETRONSKY AND WERE PUBLISHED BY JUDGES GUILD OF DECATUR ILLINOIS . I SAY THIS IN THE PAST TENSE BECAUSE JUDGES GUILD IS NO LONGER IN BUSINESS AND I DO NOT KNOW OF ANY COMPANY REPRINTING THEIR MATERIAL .

THE RULES ARE PRINTED IN A BOOK FORMAT 8 1/2" BY 11" AND HAS A GOOD NUMBER OF DRAWINGS SCATTERED THROUGHOUT . UNFORTUNATELY NONE OF THESE ARE DIAGRAMS THAT COULD HELP EXPLAIN PLAY MORE CLEARLY . YOU ALSO RECEIVE 2 LARGE WALL CHARTS ABOUT 2 FEET HIGH AND THREE FEET WIDE . THESE CHARTS ARE IDENTICAL TO EACH OTHER AND ALLOW YOU TO DISPLAY BOTH SIDES AT ONCE IF MOUNTED ON A WALL BY SHOWING THE FACE OF ONE CHART AND THE BACK OF THE OTHER . THESE CHARTS CONTAIN ALL OF THE COMBAT TABLES , MOVEMENT RATES , MORALE TABLE , AND ANY MODIFIER LISTINGS FOR USE IN THE GAME . THIS PREVENTS CONSTANT REFERRAL TO THE RULES BOOK .

THE RULES SET THE SCALE AT 1 FIGURE = 30 MEN , 1 FIGURE = 8 TO 10 CHARIOTS , ELEPHANTS , OR ENGINES . GROUND SCALE IS 1" = 10 YARDS OR METERS . WAR CRY USES THE SAME BASING SIZES AS ARE FOUND IN THE W.R.G. ANCIENT RULES .

THE STANDARD TURN SEQUENCE IS :

- PHASE 1) ORDER WRITING
- PHASE 2) MOVEMENT
- PHASE 3) MISSILE FIRE
- PHASE 4) MELEE
- PHASE 5) MORALE CHECKS

MOVEMENT IS SIMULTANEOUS SO EACH UNIT NEEDS TO HAVE ORDERS WRITTEN SO THAT ONE PLAYER DOES NOT HAVE AN ADVANTAGE OVER THE OTHER . BUT THESE RULES ALSO ALLOW FOR PLAYERS TO REACT TO ENEMY MOVES IF THEY CAN BE SEEN BY GIVING THEM A REACTION MOVE BUT THEY ARE PENALIZED ACCORDING TO CLASS OF TROOPS AS TO HOW MUCH OF THE TURN MAY BE SPENT REACTING TO AN ENEMY MOVE . THE BETTER THE TROOPS THE MORE TIME TO REACT .

THE RULES TAKE INTO ACCOUNT MANY DIFFERENT TYPES OF TROOPS AND WEAPONS USED DURING ANCIENT AND MEDIEVAL BATTLES. THERE ARE SPECIAL RULES FOR ELEPHANTS , CHARIOTS , AND VARIOUS SIEGE WEAPONS. ALL ARE PRETTY OPEN ENDED AND ALLOW FOR MUCH MODIFICATION TO FIT YOUR OWN IDEAS WITHOUT CHANGING THE BASIC RULES.

MORAL PLAYS A LARGE PART IN THE RULES AS IT SHOULD. MANY TIMES DURING A BATTLE TROOPS WILL HAVE TO CHECK MORAL. THIS WILL COME AFTER SEVERE LOSSES IN MELEE OR TAKING CASUALTIES AFTER A CRITICAL LEVEL OF LOSSES HAVE BEEN REACHED. THE TROOPS SUBJECT TO MORAL CHECKS WILL PROBABLY HAVE SOME KIND OF REACTION BUT IT IS USUALLY NOT TO SEVERE. THE TROOPS HAVE TO BE VERY GOOD NOT TO HAVE SOME KIND OF MORAL RESULT OR SUFFERED HIGH LOSSES TO ROUT. OF COURSE THERE IS THE EVER PRESENT CHANCE OF FRESH TROOPS JUST TAKING OFF , BUT THIS IS VERY RARE.

ALL IN ALL THESE ARE VERY GOOD RULES FOR GAMERS WHO HAVE BEEN INVOLVED IN ANCIENTS OR MEDIEVAL PERIODS BUT THEY ARE NOT RECOMMENDED FOR BEGINNERS BECAUSE THERE ARE TOO MANY LOOP HOLES IN THEM. NEWCOMERS WOULD PROBABLY HAVE TO SETTLE AN ARGUMENT ABOUT AN AMBIGUITY IN THE RULES EVERY FIVE MINUTES. I LIKE THESE RULES FOR TWO REASONS , ONE THEY HAVE EXCELLENT COMBAT AND GAME CHARTS , AND TWO BECAUSE THEY ARE VERY EASY TO CONVERT TO SPECIAL CONDITIONS IN A GAME.

THESE RULES ORIGINALLY SOLD FOR \$4.00 A SET AND IF YOU LOOK REAL HARD YOU STILL MIGHT FIND SOME COPIES IN THE BASEMENT OF YOUR LOCAL HOBBY SHOP.

CLAN AND CLAYMORE

by Paul Hinson

The general image of clan warfare in the Scottish Highlands is one cultivated by the campaigns of Montrose, Dundee, and the Jacobite rebellions of 1715, 1719, and

especially 1745-46. What generally comes to mind is large bands of colorfully clad, lightly armed, highly mobile and active men charging down hill upon their intended victims.

While such actions did occur prior to the 1640's, they were usually in response to raids by enemy clans or brought about by ambushes. Before Montrose, who "officially" introduced the "Highland Charge" to the north of Scotland, battles between warring clans were most notable for their surprising lack of mobility. Normally, one side would occupy a position on a hillside and defend that location until either victorious or obliterated. Often the defending force would try to select a position fronted by a slope rough enough to hinder the enemy's cohesion during advance and attack. As late as 1680, the Campbells of Glenorchy and their MacNabb allies used this tactic at the battle of Altmarlach to defeat and route their Sinclair opponents.

The film HIGHLANDER, despite flaws in its version of a battle between the MacLeods and the MacDonalds (the least of which is having the MacLeods depart for battle from a castle historically held by the MacRaes), well illustrates a couple features of Highland battles before Montrose. First, and most important, the film shows the "dueling" nature of close combat. Despite initially standing and advancing in blocks, each man tended to choose an opponent and a series of duels would ensue. Without a doubt, this was influenced by the traditional stress placed on the deeds of clan champions. This was no doubt a heritage left by the Vikings.

This tradition was also encouraged and maintained by the fighting formations used by the Highlanders, with the clan leadership in the front of the battle. That not just the "gentlemen" of the clans were involved in this sort of fighting is illustrated by the traditions and histories of the MacDonalds, the MacRaes, the MacKenzies, the MacLeods, and other clans. Much is made of duels between the blacksmiths and similar folk in each clan.

The movie also points up another aspect of Highland battles - no quarter was usually given to the vanquished. Indeed, the whole history of northwest Scotland reads of one massacre after another. The clans thought nothing of burning houses and churches over the heads of their occupants. Neither sex nor age spared folk from such treatment. Because prisoners were so rarely taken, battles in which there were captives, the Battle of the Cuillins (1691) for example, are almost lionized in Highland histories.

The lack of high mobility usually seen in Highland battles prior to Montrose was due primarily to the defensive equipment used by the clansmen. As late as 1600, the leadership of a clan commonly went into battle wearing "an iron conical cap, a mail tippet or camail, a mail shirt and mail coverings for the legs." The rest of the clan went into battle in mail shirts, padded shirts (haquetons), or pleated linen shirts. For extra protection, some clansmen also wore "a linen garment manifoldly sewed and painted or daubed with pitch" and a deerskin over all. As noted above, the leaders usually wore a helmet, often with nose guard. Most of their followers were usually content to go bareheaded, but some wore a bonnet resembling an oversized "Balmoral" bonnet.

During the years from 1400 to 1600, the weapons used by the Highlanders were a bit different from those used during the later eras. The primary "long range" weapon of the clansmen was the bow although a few firearms had begun to appear in the Highlands around 1520. The primary melee weapon was the sword, which during the 1500's took one of

two forms. The early favorite was the true "claymore", a long, two-handed weapon. During the sixteenth century, it began losing its popularity to a shorter, one handed broadsword. By the end of that century, the broadsword was predominant, its popularity being secured in 1608 when the use of the claymore was banned by the government. Part of the popularity of the broadsword came about because the weapon could be wielded with one hand. The other was thus free to carry a targe, or shield, for protection. Secondary weapons included dirks and small handaxes, both of which were carried on the right side of the body while the sword hung on the left.

Surprisingly, the lochaber axe was not a popular or common weapon in much of the Scottish Highlands until the seventeenth century. The reason for this was that the "lochaber axe" of the later periods was normally the weapon of a "humblie", or crofter. This points up a social difference between the clan "regiments" of the Montrose, Dundee, and later periods and their earlier counter parts. During the 1745 Rebellion, for example, when a clan was arrayed for battle, the chief and his relatives, the "cadet" families, and other primary tacksmen were to be found in the front ranks. Behind them were the tenants of the tacksmen and cadets. At the back of the clan "regiment" were the "humblies", the most poorly armed members of the force.

During the primary era of clan feuding (1350-1608), there was a notable separation between those who fought and those who farmed. In the book THE MACLEODS: THE HISTORY OF A CLAN, I. F. Grant relates that in "calling out fighting men, no labourers of the ground were permitted to stir forth of the country... In Lewis the number of fighting men was additional to those who laboured the ground and might not go to any wars or hosting." That the fighting men were carried, so to speak, by the farming members of a clan is pointed out by a subsequent passage. "St. Kilda was said not to supply any fighting men because it was inhabited by poor folk." If the records of this clan can be taken as an indication of the trends of the Highlands and Hebrides, rarely were the "humblies" included in the fighting strength of a clan.

In the Hebrides, the number of combatants in battles were often quite a bit smaller than on the mainland. Most island clans preferred the use of small, heavily armed forces over larger, more lightly armed bodies. The sizes of these war parties, again were dependent upon the sizes and numbers of ships used to convey the clansmen. When on a raid, or heading for battle by sea, three men were usually assigned to each oar on a ship. Galleys usually had between sixteen and twenty-four oars and could carry from fifty to eighty fighting men. Birlinns, which had from twelve to sixteen oars, could carry forty to fifty men while smaller boats, usually of eight oars, carried about twenty-five. Thus the Clanranald force which raided Watnash in Skye around 1530 has been estimated as having been 300 to 600 strong based on the fact that the MacDonalds had arrived in ten galleys and birlinns. Very rarely had this many men been transported by sea after the breakup of the MacDonald's island kingdom in the later fifteenth century. Even before the end of the Lords of the Isles, the assembly of over 1,000 ship-borne clansmen was rare, usually occurring during an active power struggle between the MacDonalds and the crown.

Finally, there was an artistic change in warfare during the late fifteenth and sixteenth centuries. From the earliest days, it had been the duty of the clan's bard to give a "brosnacha", or pre-battle "pep talk" to raise the clan's morale and aggressiveness in combat.

Accompanied by a harp, the bard was quite effective when speaking to small numbers of men, say 100 or so. But in the fifteenth and especially the sixteenth centuries, the bard's poetry began to be replaced by another source of inspiration: the clan piper. As a single piper can, under proper conditions, be heard up to four miles away, many more clansmen could hear the "piobaireachd" (literally meaning "pipings"), there was an obvious reason for the switch: the clan could field more men for battle. There were also added psychological implications which were to be further explored in subsequent centuries. Also, the piper could be used to supply a steady beat for rowing while at sea.

FIGURES FOR CLAN AND CLAYMORE

Because, in some ways, the Scottish Highlands were technologically behind the rest of Scotland, a wide variety of figures can be used to portray Highlanders. Late 16th, 17th, and 18th century Highlanders can easily be represented by using figures made for English Civil War and Jacobite Rebellion ranges. In 15mm, Mike's Models, Minifigs, Peter Laing, and Frontier all make figures for these periods. 25mm figures may be obtained from Hinchliffe and Minifigs.

Feudal Scots, Vikings, and Normans may be used to game 14th and 15 century battles and raids (Viking long ships are passable for Islanders' galleys and birlinns). Really, almost any figure wearing chainmail and helmets with nose guards may be utilized, although axemen should probably be kept to a minimum and men armed with spear or pike should probably not be included at all unless you are gaming an Anglo-Scot battle. When choosing figures, keep in mind that the primary weapons were bow and two-handed sword, although small handaxes may be carried as secondary weaponry.

One final point, a complaint on my part about several of the piper figures offered. As a piper, I must point out that several manufacturers have placed the instrument on the right side of the piper's body. As the sword was/is traditionally carried on the LEFT side of the body, the piper figures so aligned stand no chance of drawing their weapons. Only in the last hundred years has even the smallest number of pipers begun to play the instrument on the right side.

Oh well, just a wee bit of nitpicking on my part.

GAMING THE AMERICAN WAR OF INDEPENDENCE

by Tom Hirsing

Since subscribing to the "Thinglum Newsletter" several years ago, I've noticed a dearth of articles on the AWI. Since this has been somewhat an interest of mine, I finally decided to quit griping, sit down and write a couple articles, and hopefully motivate a few others in this period, because, after all, this is an interesting period to wargame.

The AWI has much to commend it. For instance, in addition to regular, line, troops, the gamer gets the opportunity to play numerous other troop types as well: grenadiers with high morale and fire power, light infantry with their higher rate of movement and morale, riflemen with the increased range and accuracy which that arm enjoyed along with the slower rate of fire which was not enjoyed nearly so much, militia troops which might run or stay stubbornly depending on how they feel that day, and even Indians with their unique fighting abilities. There is a great range in troop types that would lend itself to much varied play.

At this time the greatest difficult in playing the AWI seems to be the lack of a generally accepted rule set. I don't have the answer to that. What I did was to adjust the American Civil War set I was using, adding features to reflect the different troop types and abilities. That might not satisfy your problem. I would say that the period is well worth looking into. (Perhaps some

others might share rule set information on what they enjoy using.) In addition to these words of encouragement, I have included several scenarios that could be played. Not locked into any rules set, each just provides the basics: units and strengths, board layout, and troop dispositions. Give 'em a try. If you have any feedback, I'd be glad to hear it.

A few books that might be of interest here are: Uniforms of the American Revolution by John Mollo and Malcolm McGregor, a tremendous Blandford book which includes 334 color pictures depicting details down to braids and buttons. A must have!! Encyclopedia of the American Revolution by Mark Boatner III is a tremendous one volume book which describes the people and events of the era in great detail. The War of the Revolution by Christopher Ward is a two volume work which provides a good survey of info of the conflict.

A SCENARIO OF THE AMERICAN REVOLUTION, THE BATTLE OF CAMDEN

by Tom Wirsing

On August 16, 1780, the battle of Camden, South Carolina, was fought, resulting in one of the most conclusive victories that British arms enjoyed during the entire Revolution. Many, in fact, look upon Camden as the single worst American defeat in our nation's history. In many ways, the battle was quite typical of most of the battles in the Southern Theater. The British forces, numbering 2,200 men, was a highly trained and proficient army. The American force, while having a huge advantage in numbers with 4,100 men, was composed largely of poorly trained militia troops which ofttimes ran quickly. The contrast of a large, undisciplined, army opposing a smaller but more capable army was very typical.

I. Leadership

Key British leaders were Lord Cornwallis and Lord Francis Rawdon. Cornwallis, the overall commander of the British troops, was an efficient commander. Rawdon, though quite young for a position of high responsibility, still was a very good leader. As much as to anything else, the results of Camden could be placed at the feet of the high quality of British leadership in general.

The American were led by Major General Horatio Gates, who at best could be rated as incompetent. He did not have an accurate grasp of events and completely underrated the forces opposed him, while at the same time overrating his own troops' capabilities. The Americans did have one man who was very capable: Major General Baron de Kalb, the army's second in command, and commander of the army's Maryland and Delaware Continentals. The day of the defeat these units under his command served as the rear guard and allowed the rest of the army cover as it streamed rapidly from the field. A handy man to have around.

II. Table of Organization

British: overall organization approximately 2,200 men

23rd Foot	280 men	Volunteer militia	300 men
33rd Foot	280 men	Artillery: 2-6#	
71st Foot	240 men		2-3#
British Legion	280 men (horse and foot combined)		
Royal North Carolina (Tory)	250 men		
Volunteers of Ireland	280 men		

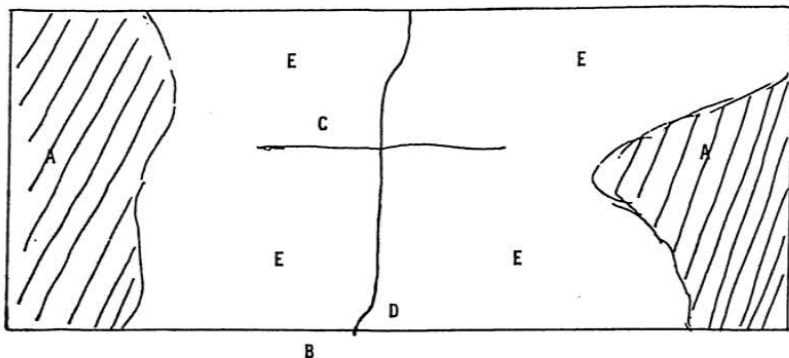
23rd, 33rd, 71st, and British legion should be rated very highly. The others would be at militia level or slightly higher.

American: overall organization approximately 4,100 men.

Mar. and Continentals	450 men (veteran)	Virginia Militia	1400 men (green)
Delaware Continentals	450 men (veteran)	North Carolina Mil.	1100 men (green)
Arnold's Legion	120 men (green)	Cavalry	70 men (green)
Horse/foot		Artillery 6 guns but can't find sizes, so I would guess	
Porterfield's Lt. Inf.	100 men (veteran)		2-6#, 2-4#, 2-3#

The Virginia and North Carolina militia brigades were each broken into three regiments. I am not sure of the organization of the Continentals, so your guess is as good as mine.

III. The Game Table



- A. Swamp areas--should be very limiting of maneuver.
- B. The side of entry for the British.
- C. A rough part of the field where the Americans set up.
- D. The Waxhaw road leading to Camden.
- E. The rest of the battlefield is composed of an open forest of pines. These should not be limiting for fire or maneuver. The game master may decide to place rougher areas of tree lines and groves if he so desires.

IV. Troop Dispositions

The British advance from the lower side of the game board. They may start from the edge in any form of battle the commanders choose. Historically, Cornwallis placed these units (Irish Volunteers, British Legion infantry, Royal North Carolina Tories, and the volunteer militia) left of the road. These were commanded by Rawdon. Right of the road were the 33rd, 23rd, and the light infantry. The 71 was in reserve with 2-6# pieces. The Legion Cavalry was in reserve behind them. Additional guns were in the center of the British front line.

The Americans may set on according to the line drawn on the game table. He may use any order he so chooses. Historically, 3 Maryland regiments and one Delaware regiment were on the American right. The center was composed of the North Carolina militia. The left was formed from the Virginia militia along with Armand's legion. The 1st Maryland brigade (probably three more regiments) was in rear of the line, in reserve. The American guns were also in the center front line.

V. The Game

The British objective is to sweep the American army from the game table. This should prove to be quite a stiff challenge. A good way to determine that success would be to rate different values of victory: marginal to complete victory based on the number of units left unbroken.

The American objective is to maintain a semblance of cohesion and strength in his line. This might not be an easy task either, considering all the low morale militia troops.

WEAPONS OF THE GREAT WAR PART II

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By
Warren G. Burrus

GRENADERS: By 1918 there were around 150 different grenades in use on the Western Front. Many odd and dangerous types were used from early in the Fall of 1914 through the middle of 1915. By late 1915 to early 1916 better and safer grenades were developed some whose basic design would stay around for the next 50 or 60 years. By 1916 the French had developed the 2 main types of hand grenades or classes of grenades. These are the offensive & defensive grenades. **OFFENSIVE GRENADERS:** These have an intense blast effect in a very local area with their effective blast radius of only 2 to 5 meters. The grenade case is almost vaporized



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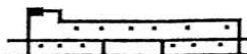
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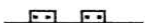
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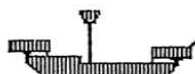


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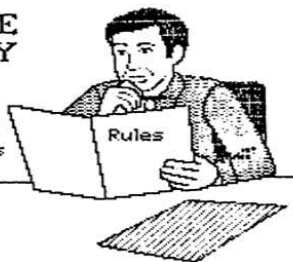
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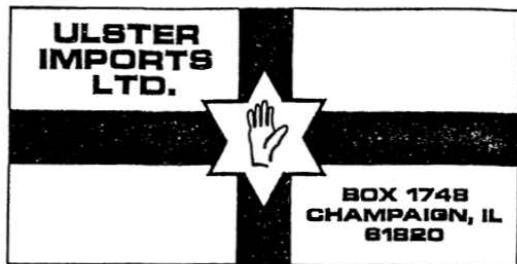
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and the small fragments will not indanger the thrower as they will not carry very far. DEFENSIVE GRENADES: These are intended for use by people that are in cover. They fragment into large deadly peices that are dangerous out to 100 yards or more. They have an effective blast radius of atleast 10 meters. RIFLE PROJECTED GRENADES: Many early war rifle grenades were developed with a tail rod that fitted down the rifle barrel. Most of these were fired with a blank round. They had a tendency to damage the weapons rifling and weren't very accurate. Later in the war cup dischargers that fitted over the end of the rifles muzzle were developed. The grenade fit in the cup and was blown out by the gases of a blank cartridge or in the case of the type the Germans developed a live cartridge. RANGES OF GRENADES: Hand thrown grenades depending on weight and shape could be thrown from 25 to 50 yards. Rifle projected grenades depending on fuse type could range from 150-220 yards. Since rifle grenades were fired at high angles I would guess they would have about a 50 yard miqimum range. Often in the trenches adjustable stands were made that turned the rifle grenade luancher into a mini mortar.

GRENADE TABLE:

NAME	TYPE	FUSE	USER
Rohr	Defensive.	Timed 4 or 8 seconds	Austria-Hungary
Jam-Tin	?	Safety fused	Varied
No. 1 Grenade	Defensive	Impact	U.K.
No. 2 Hales(tonite)	Defensive	?	U.K.
Malta Grn.	Offensive	Safety fused	U.K. & Empizr
Mills bomb(no. 5)	Defensive	Timed 4sec.	British Empire
Mills (23)	Rifle-tailrod.	Timed 4 sec.	ditto
Mills (36)	For Rifle cup	Timed 7 sec,	ditto
Hales	Rifle-tailrod	Impact	ditto
StG24 Stick	Offensive/Timed	5½ or 3 seconds	Central Powers
Egg (small)	Offensive	Timed 5 or 8 seconds	Germany
(it could be rifle projected.)			
1914	Rifle-tailrod	Impact	Germany
1918	For Rifle cup	?	Germany

NAME	TYPE	FUSE	USER
Oyster	Impact	Impact	Germany
Pear shaped	offensive	timed	France
Assult Grenade	offensive	{ Bouchon } timed	France/US.
Pineapple	Defensive	{ Bouchon } timed	France/US.
Vivien Bessier Rifle(cup)		?	France/US.
Bessosi	Defensive	Safety fused	France
M1914	Offensive	Timed 4-5 sec.	Russia

FLAMETHROWERS: These had very limited use do to their short ranges. The Germans were first to make use of them in the war and scored some good successes where the lines were close enough for their large scale use. The French made and used some but on the whole the allies seemed to be contented just to keep their lines out of range. The Austrians preferred the large trench modeks for defensive use.

1911 Man pack: This projected a burning stream of oil for about 20 meters. It held almost 2 minutes worth of fuel and could be out at will. To fire again required that a new igniter be placed in the muzzle of the hoseunit.

1901 Trench model: This was much larger than the man pack and had a range of 40 meters. It had enough fuel for 40seconds of fire. It may have used an igniter or been lit with a torch. The Austro-Hungarian trench models ranged 25-35 meters.

MORTARS: World War I saw the revival of this weapon. The Germans took the lead with many 90mm. bomb guns in service during the first year of the war. The British in need of an answer to this weapon had 100 copies of it in the field by Christmas 1914. The Germans improved their mortars till they became junior sized howitzers. The British and others went through many dangerous improvised weapons untill the 3" Stokes came out in August 1915. The Stokes, is the father of almost all modern infantry mortars.

MORTAR TABLE:

no.	TYPE	CAL.	BOMB WT.	LOAD METHOD
1	Mine-thrower	76mm.	9.9 lbs.	Muzzle
2	Mine-thrower 1916	76mm.	9.9 lbs.	Muzzle
3	Grenade-thrower	39mm.	1.7 lbs.	Muzzle?
4	Grenade-thrower	8 cm.	9 lb.	Muzzle
5	Grenade-thrower	9 cm.	52½ lb.	Breach
6	Trench Mtr. no. 2	58mm.	77lb. Stick	Bomb/Muzzle
7	3" Stokes	3"	10 lb.	Muzzle
no.	FIRING METH.	RANGE	RATE OF FIRE	USER
1	Lanyard	300-1000 yards)	to 20rpm.	Germany
2	Lanyard	300-1400yds.	up to 20rpm.	Germany
3	?	150-700Yds.	?	Germany
4	Lanyard	100-700yds.	?	Austria
5	Lanyard	90-360 yards	?	Austria
6	Lanyard	to 550 yds.	?	France
7	Drop fired	to 1,200yds.	?	GE./FR./US./IT.

The ranges listed for the German weapons on the mortar table are for the most favorable ranges the actual minimum ranges were less. The 1916 model minethrower could be direct fired at flat trajectories from 0-995 yards.

INFANTRY GUNS: In order for the infantry to have more fire power directly had hand both the French & Austrians developed light infantry guns. In Austrian service there were 2 per regiment.

FRENCH MODEL 1916 & 1916A1: This weapon could be set on 2 wheels and the A1 had hinged (split trails). It was light enough to be carried by 3 or 4 men. Its rate of fire was as high as 35rpm. The gun ranged 2,500 yards and was very accurate out to 1,000 yards. Its delayed fused shell could penetrate almost ¼" of armor plate at maximum range.

Its most common ammunition was 1½lb. HE. shell or a fixed cannister round with 32 bullets in it. The cannister round was effective out to 75 yards. The common crew size was 3 men altho 2 could operate the gun. Velocity of a round at the muzzle was 1,276 fps. Round size was 37mm.

AUSTRIAN 3. 7 cm. Skoda L 310 M 1915: The weapon could be wheel mounted but was used from a tripod. The gun weighed 124 lbs. and normally had a crew of 6. The maximum rate of fire was 16 rpm. The weapon ranged 1800 meters. Maximum elevation was 60° so it could be called a howitzer. The type of rounds used were: 1. a 19½ oz. HE. shell 2. A HE. Bounce shell, that had a small charge that exploded on impact, that bounced the main part 6' in the air where the main shell exploded. 3. A normal shrapnel shell. 4. A star shell.

Cavalry Dress and Equipment

by Tom Wirsing

In response to what appears to be at least a small amount of interest developing in American western cavalry actions, it was suggested that it might not be a bad idea to provide some information on the uniforms and equipment used by the United States Cavalry. Used as the model unit will be the 7th Cavalry circa 1876 at the battle of the Little Bighorn (LBH). The bulk (as in all) of this information comes from a dandy little book by James S. Hutchins entitled Boots & Saddles at the Little Bighorn. You can check that work to see if I write with fork-ed tongue. Elements to be presented: troopers, officers, horses, and flags.

TROOPERS: The troopers of the west did not look at all like Hollywood projects them. All in all, they were a grundgy lot. They wore either three or five button tunics of various shades of dark blue, reflecting degrees of fading. Chevrons worn on these tunics by non-coms were yellow and were sown on points down. Any trim

on tunics of any individual would have been yellow, the cavalry arm of the service.

The trousers worn were light blue, kersey, tucked into knee high black leather boots. Sergeants wore one-inch yellow stripes down the sides of trousers to signify rank. Corporals sported 1/2-inch yellow stripes for the same purpose. Run-of-the-mill troopers had no such stripes, contrary to all those John Wayne films.

Beneath the tunic a shirt was worn. Colors for this item ran the range of the rainbow, from the regulation gray to white, dark blue, red, or any other color you might imagine. In hot weather, the tunic was usually discarded, soldiers then galloping along in shirt sleeves.

The early G.I.s were also issued black campaign hats. While some men wore such, these were poor in quality and did not last, so troopers often bought cowboy hats of their own choosing.

Around the waist troopers wore prairie belts. These were homemade from leather and contained loops for ammunition. These belts were usually some sort of tan, but the holster containing the .45 caliber Colt revolver was still made of black leather. The carbine supplied these troopers was a Springfield model 1873 single shot breechloader also of .45 caliber. It was dark brown.

OFFICERS: While troopers wore a more or less common uniform, officers dressed pretty much as they liked. They too were assigned a black campaign hat, theirs designed with a hook and eye to give a bi-corne effect in the upright position. Officers too usually followed private taste in selecting headgear. Custer, for example, wore a wide brim, light gray, cowboy hat.

All officers wore a dark blueshirt called a 'fireman's shirt'. It was a double breasted concoction trimmed with either yellow or white tape. Many officers wore these in place of the dark blue tunic. In the 7th and probably most other regiments, many wore buckskin. At the LBH, of Custer's battalion, George Custer and his adjutant, Cooke, were probably entirely dressed in buckskin. Tom Custer, A.E. Smith, Yates, Porter, Calhoun, and Keough wore buckskin jackets and regulation kersey pants trimmed with 1 1/2-inch yellow stripes down the sides to signify rank. Such pants were tucked into black leather boots for the most part, although a few officers wore white canvas leggings. Sturgis, Reilly, and Dr. Lord were clad in dark blue shirts and the kersey pants. The dress of Reno's battalion is more difficult to ascertain. Probably a smattering of both would be as right as anything.

Officers too wore the tan prairie belts with the black holsters. Not hooked to these belts, however, were the cavalry sabers which have gained so much fame in the movies. At LBH, for instance, DeRudio and Mathey were the only to not leave their swords behind. By this time they had become ineffective, nuisances in the field, so they were left behind for ceremonial activities. If we are trying to get a picture of an historical cavalry unit, then we must forget the clanging of sabers. (Alas, Hollywood!)

HORSES: The saddle used was the famous McClellan saddle, made of black leather. The saddle girth was of dark blue woolen webbing. Beneath the saddle went an indigo colored woolen blanket with a three-inch orange (?) border three inches from the edge. Basically, all leather saddle parts were black. Overcoats, light blue, were placed over the pommel. Canteens were covered with a gray felt material. Forage sacks and haversacks were probably light in color and hung from the saddle. Blankets would have been almost any color.

Usually, each troop of cavalry had the same color horses. Those for the 7th in 1876 were:

- A: coal blacks
- E: grays
- B,D,F,I,L: bays (reddish brown)
- H: blood bays (more red?)
- G,K: sorrels (Yellowish)
- C: light sorrels
- M: mixed colors

Additionally, trumpeters rode grays regardless of troop horse color. Generally, officers rode the same color horses as the troops they commanded. On June 25, 1876, Custer rode, "Vic", a big sorrel with four white feet and a blaze on the face. "Comanche", the supposed lone survivor of the last stand was a light bay.

FLAGS: Of the 14 flags at LBH, there were three types:

1. Custer had a personal flag. Since it has never been found, its size is unknown, but looked like this:



2. Troop guidons were assigned one to a troop for a total of 12. These were swallow-tailed, composed of the stars and stripes.
3. There was one regimental color. It was dark blue, trimmed in yellow. It held an eagle in the center clutching a scroll containing the number of the regiment.

Some thoughts: It seems to me this would be a very colorful era to paint since even the regulars wore irregular garb. In addition, scouts could be provided to add even more to the color scheme. Such fellows would have probably been dressed in buckskin and various Indian colors. These would be attractive and at the same time very historical.

THE BATTLE OF TURKESTAN - JANUARY 4, 1501

By Stuart Schoenberger

With over a hundred thousand men and numerous camp followers, plus a small body of harem girls from the Seraglio to divert his Highness from the unnecessary arduous of the campaign, the combined Allied Armies of the Grand Sultan of the Sublime Porte and the mighty Tsar of Muscovy, Duke of Tver and Pskov, did invade the homelands of the Evil Khan of the Golden Horde - the steppes and foothills of the mighty Caucasus. With tragic consequences the Grand Prince Michael, victor of Donskoi and Kulikovo, failed to appear on the field of battle with over one-quarter of the forces under his command (the Muscovite player forgot his list and tried to resurrect his army from memory!). For after a horrifying battle, the Allied army withdrew posthaste from a Mongol-Tartar army less than half of its size.

Battle began with Tartar deployment (as they were outscouted). Tartars formed up in a single, seemingly weak line (error of original observer - there was a line plus several columns of mobile reserves) that immediately drew in the invading forces, particularly that of the impetuous Muscovites (actually intended as a feint). The Muscovites formed up in a series of large battle lines that were supported by a small Ottoman Artillery Train. With a second wave in support behind the Terek, a quickly rushing water (that delayed movement for 3 turns - 2 turns of movement and one to rest), and with a flank march of elite Muscovite cavalry, it seemed as though the Mongols would be quickly overrun.

Beginning the battle in full confidence, with cries of "Allah Akbar!" the fanatical Turkish troops advanced side by side with their Muscovite allies. But after seeing the dire destruction of the flank marching force, and the effects of the human carnage wrought by the Tartar Dragons (read Rockets), the elite janissaries were rushed in to put a stop to their routing allies, but to no avail.

With a crack unit of Turkish Janissaries decimated by the Mongol Fury, the horrified Grand Vizier asked for the terms of surrender which were never granted. The battered remnants of the Ottoman Turkish army began its desperate retreat, cursing the perfidy of the Grand Prince, who failed to support them and his own countrymen. The Sultan himself barely escaped with his life as he and his Bodyguard (the Peyks) armed with double-edged axes, had to cut through a whirlwind of Tartar blades in order to flee. Amidst the terror of Mongol arrows and carnage of the dead bodies, barely half of the Ottoman troops escaped with their lives.

The Tsar had no pleasant words for his son, the Grand Prince, and erstwhile ally, the Sultan, both who seduced him into this vain military venture for God and Glory, in which an entire army was completely annihilated. When Archimago Peter asked him for his comments on the battle in the privacy of the Kremlin chapel, Tsar Alexis could only mutter "The sleeping Camels, -##%*Camels."

A few hundred had survived out of a proud army of thousands of Muscovites. Mongol losses were minimal.

After one of the Greatest Epics of all time stood a proud and merciless Mongol army that stood ready to charge into its enemies ranks again.

Muscovite losses: 858 Dead, 1342 MIA
 Ottoman losses: 130 Dead, 870 MIA
 Mongol Tartar losses: 127

Afterwards: The battle was certainly as grim as portrayed, notwithstanding the post-license employed. One factor ignored by the observer was the Army Morale rule. After the excruciating losses actually incurred by the Muscovite player, he was required to roll for army morale, which he passed. But given the level of general disgust, both Turk and Muscovite opted to retreat, knowing the losses would return the next turn at the end of tax season. Victory was seen to be impossible.

The Muscovite was a novice to this period and to this set of rules. He erred by failing to bring his army list and in doing so, approximately 1/4 - 1/3 of his army was left off the board. Another error was that he circulated between two demanding games, giving priority to the other period he was more interested in, leaving his ally to suffer the consequences. The elite units, his nobility, which could have stiffened or protected his army, were led into a flank march not sufficiently supported by the main body of his men. His army would be defeated in detail. His army was further disrupted by camels and rockets, which he and the Turk did not take into sufficient consideration. (It is very hard to remove the disordering effect. The excess units restricted, in fact, inhibited and subsequently made impossible the movement of reserves, once the routing started.)

The Ottoman, less a novice to the rules, was no genius, and not very experienced in wargaming in general. His First mistake was to buy a very small artillery train, but he presumed the battle would be very mobile (Not unreasonable, given the nature of the armies involved). His Second was dividing the Muscovite forces into two halves, presuming again that he would be the real target of the Mongol Fury (As a campaign game, the Mongols were a neutral army and played by the Spanish player who had more to fear from the Turkish force. Being this was the case, the Mongols would be, erroneously, assumed to have more interest in concentrating against the Turks, while the flanks of the mobile Muscovite Cavalry surrounded the Mongols and the Turks steadily held in place.) His Third error was to mask his gun after seeing the concentration was not against him, but his ally, who needed succour. The Fourth error was not force marching his men and taking the disorder (the Mongols could not realistically be expected to take the advantage of every opportunity presented to them, or could they?) And the Fifth major error was permitting ones units to be immobilized by a crossbow unit (of 30 figures) parked on a gentle, rolling hill and the fear of being rocketed. Notwithstanding all these errors committed, and there were many more, the Ottoman player felt he had nearly given as much as he had received. The problem was that the Ottoman force was in no position to tackle a Mongol army of equal or greater points without the assistance of his non-cooperative ally.

Credit must be given to the genius of the tenacious Mongol, who it must be said manufactured not seemingly unreasonable rules to meet the occasion. The Mongol player, veteran of many a wargame, had the dilemma of playing too many and a tendency to mix WRG and play test rules previously discarded, as well as a fertile mind and an unwillingness to look up rules when challenged, making it a test of his sincerity and the players willingness to get on with the game. Like Lee, he knew unfortunately for the Turk and Muscovite when and where to concentrate his divided forces, first against the delayed flank march and second against the Muscovite forces collapsing in the corner. His skirmish line would have evaded and fired against any Ottoman force foolish enough to charge, which none were. Further valuable time was lost in this exchange of fire

Between the horse units. Unfortunately the Muscovites did charge and blow their units. The disordered units were subsequently charged and fired at, until one, two, three and more broke. Then the Mongol cavalry pierced the mobile front of the Muscovites and went on to break the Muscovite infantry, which was less armored and equipped to fire back with appropriate missiles. The Ottomans, in turn, lost two units to rout after not standing to bowfire, but these and one Janissary unit failed to maintain position when the Muscovite flank started to collapse and finally fell.

It is sometimes the defeats one remembers the most, even over ones first victory, because of the reputation they establish for oneself. But I like to think it is because of the lessons learned and the 'what-ifs' that one constantly chooses to replay in one's mind. Nonetheless, we both would have preferred a victory to such ignominious defeat imposed by our fine opponent.

A WASH, A WASH, MY KINGDOM FOR A WASH By Stephe Lawrence
FOR SOME MONTHS YOU HAVE BUGGED ME FOR ARTICLES ON PAINTING TECHNIQUES, ESPECIALLY THOSE WHICH CAN INCREASE ONE'S SPEED PAINTING TECHNIQUE. WELL, HERE GOES!

FIRST, I HAVE BEEN PAINTING FOR APPROXIMATELY TWENTY YEARS IN THE MINIATURES FIELD AND QUASI-PROFESSIONALLY FOR FIVE. MOST TECHNIQUES I HAVE LEARNED ARE BY TRIAL AND ERROR, BUT SOME ARE PERSONAL "REFINEMENTS" WHICH I HAVE PURLOINED(HOW'S THAT FOR CLASSY, HUH!) FROM FRIENDS.

I BEGIN BY PRIMING THE FIGURE, USUALLY IN LARGE NUMBERS, WITH TESTORS FLAT WHITE. THIS IS A RELATIVELY INEXPENSIVE BASE, AND CONTRARY TO POPULARLY HELD CONCEPTS WILL PROVIDE AS GOOD A SURFACE(IN SOME CASES VASTLY SUPERIOR) FOR ACRYLICS AS ANY PRIMER. REMEMBER, WHEN ASKING FOR INFORMATION FROM COMPANIES ABOUT THEIR PRODUCT, THAT THESE PEOPLE HAVE A PRODUCT TO SELL, AND THEY UNDOUBTEDLY HAVE STATISTICS TO PROVE THEIR POINT REGARDLESS OF THE REALITIES CONCERNED. I HAVE USED TESTORS FOR MANY YEARS AND HAVE HAD NO PROBLEM WITH FLAKING OR POWDERING OR SURFACE RETENTION.

AFTER ALLOWING THE FIGURES TO DRY(2-4 HOURS), THE MAJOR COLOR IS APPLIED, SLOPPILY AT BEST, THINNED WITH H₂O TO FORM A STAIN(YES, THE DREADED "UNCLE DUKIE"STAIN) AND THEN I APPLY MY FIRST SECRET, A HAIR DRYER, TO CAUSE A QUICK DRYING. THE DRYER IS DIRECTED FROM ABOVE THE FIGURE TO GIVE A UNIFORM DOWNWARD FLOW TO THE STAIN. THIS SHOULD TAKE ONLY A FEW MINUTES, AND YOU ARE READY FOR THE NEXT STEP.

GRADUALLY GETTING MORE EXACT, APPLY EACH FUTURE COLOR, WITH THE BELTS AND TRIMMINGS BEING APPLIED FULL STRENGTH. THE COLORS USED SHOULD BE A SHADE DARKER THAN INTENDED WHEN USED FOR STAINING, BECAUSE THE STAIN WILL LIGHTEN THEM. ALSO, WHEN USING THIS METHOD, I SELDOM USE WATER WASHES OVER OTHER COLORS, AND I USE THE LARGER BRUSHES COUPLED WITH A STEADY HAND. THIS CAN CAUSE PROBLEMS, BUT WITH PRACTICE THIS WILL BECOME SECOND NATURE.

NOW FOR THE SECRET INGREDIENT. THE DREADED "LAWRENCE" WASH, THE WASH CONSISTS OF 6-8 DROPS OF FLAT BLACK IN A BOTTLE OF POLLY-S CLEAR FLAT, WELL SHAKEN. THIS CONCOCTION, SPREAD LIBERALLY OVER THE ENTIRE FIGURE WILL GIVE MARVELLOUS EFFECTS IN SHADING WITH VERY LITTLE COST IN EFFORT. IT WILL ALSO COVER A MULTITUDE OF SINS IN PAINTING. THIS ALSO CAN BE DRIED QUICKLY BY THE HAIR DRYER METHOD AS MENTIONED PREVIOUSLY. FINALLY, I USE THE DRY BRUSH METHOD TO CORRECT ANY GLARING ERRORS, AND TO LIGHTEN ANY AREAS WHICH DARKENED TOO MUCH FROM THE STAIN.

WITH THIS METHOD I HAVE MAINTAINED A STEADY PACE OF 8 FIGURES AN HOUR, FOR 8 HOURS(THATS 64FIGURES), AND ON ONE INSANE OCCASSION I COMPLETED 24 GAULS IN A LITTLE OVER TWO HOURS.

ONE FINAL IMPORTANT POINT. NEVER, REPEAT NEVER, STAY SEATED FOR OVER TWO HOURS AT A STRETCH WITHOUT GETTING UP AND WALKING AROUND, UNLESS YOU LIKE HEMMERIODS AND THE OTHER ASSOCIATED PROBLEMS THAT COME WITH PROLONGED SITTING. I HAVE SO FAR AVOIDED THIS DIFFICULTY, BUT I HAVE SUFFERED THAT PARTICULAR SORENESS THAT CAN RESULT FROM 12 STRAIGHT HOURS OF PAINTING,WITH A BREAK FOR LUNCH. TRULY A THING TO BE MISSED.

SO HAPPY PAINTING FELLOW GAMERS, HERE'S TO LARGER ARMIES AND A FUTURE MEMBERSHIP IN THE NEW PERIOD OF THE MONTH CLUB FOR YOU & YOURS.

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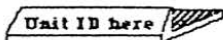
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NEWS FROM PAINTED WARRIORS

We'd like to say thanks for your response to our painted figures! Like any new endeavor, we've had, and probably will have some problems, for which we apologize. However, we've really been encouraged by both the praise and constructive criticism we've received.

Napoleonic buffs will be interested to know that a little serious cavalry has been added to our range of painted Minifigs. As of October we're adding Curassiers of all the major belligerents, (Heavy Dragoons for Anglophiles), and French Line Lancers as well.

Ancients gamers interested in Historical matchups should note that deep in our stockroom several clashes have taken place between Greco/Macedonian and Persian forces, as well as some grudge matches from the Punic Wars. Using Mikes Models figures, we've painted an extensive selection of figures to allow you to game these epic struggles with a minimum of effort. For a few dollars more, as they say, minimum effort can become zero effort, as we have mounted many figures on custom cast stands organized for WRG 7th edition rules. Call or write for details.

ODDS & ENDS

In the egg on our face department, a public apology is in order for the false start on Battlefleet ships. Quite simply, we engaged our mouth before our casting machines. Plans are to have them by the end of the year.

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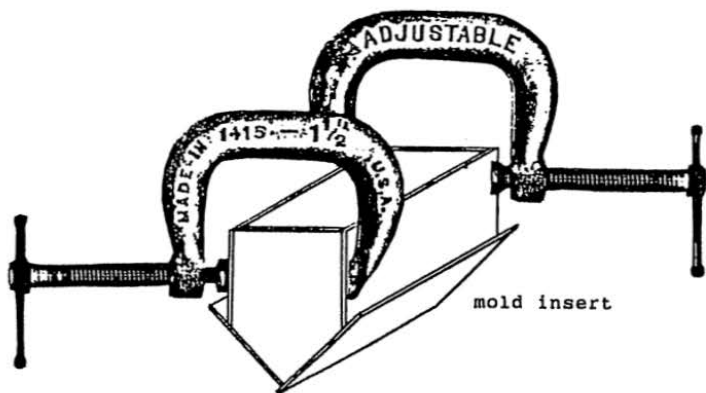
From VEDETTE: Newsletter of the CENTRAL ILLINOIS TABLETOP WARRIORS, Vol. II, #10:
"For those with lots of money burning in your pocket or if you want to see 1000's of miniature figures, you need to visit METALCRAFT MINIATURES & MORE. Bill Hargrave has more figures than this writer has ever seen. Elwood is about 40 miles northeast of Indianapolis, Indiana, at the junction of highways 13 and 28. He is located on the northwest side of town - if you can organize a run over there, it will be worth your time & effort." Greg Novak, Editor, VEDETTE,

25mm Log Cabin

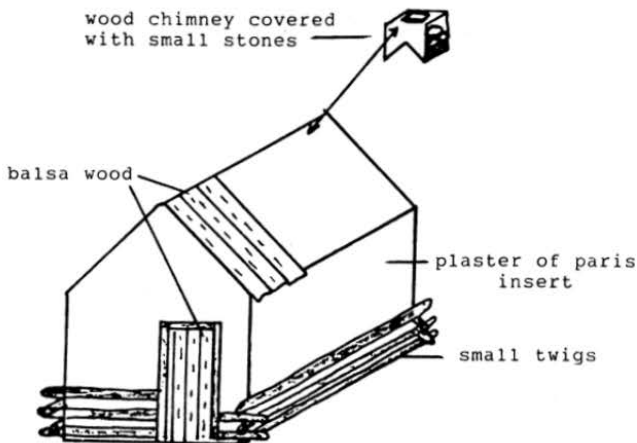
by Orv Banasik
Marion, Iowa

When you need a building to add a little extra to your next wargame battlefield, you will find a wide variety to chose between, from a growing number of manufacturers. Quality of these buildings are excellent, prices are reasonable and most periods are represented. However, one type of building that is hard to come by is the plain old log cabin. It is a building that can be used in a wide range of periods, yet few seem to be available.

If you have a little time, you might try to scratch build one as this article tries to outline. It is not an expensive project, but does take a little patience. The first step is to build a plaster of paris insert around which the log cabin will be built. The mold for this insert can be made from 1/8" Masonite hardboard. Cut hardboard into shape of outside walls and clamp together with "C" clamps per diagram. Turn the house mold upside down and place two pieces of hardboard where the roof will be located. This mold can be set between some heavy objects to balance it in the upside down position. Now fill and level mold with plaster of paris. After the plaster of paris sets up, the "C" clamps can be removed along with the hardboard pieces. You should have, at this point, a plaster of paris house, about 10% smaller than what the finished cabin will be. After the plaster of paris is thoroughly dried you can spray paint the insert flat black. Then any doors or windows



should be glued on. They can be made easily from thin, narrow strips of balsa wood. The next step is to glue the logs to the side of the cabin. For "logs" use thin twigs from trees or bushes. Each piece has to be cut to length and notched above and below for corner pieces. The logs are glued on using Elmer's white glue. It will take approximately 3-4 hours to cut and install the doors, windows and log siding. With this completed a balsa wood roof is added, in small pieces, to simulate wood boards. The logs, when in place, will have gaps between them and should be filled with white glue. As the glue dries it will shrink and it will be necessary to repeat this procedure 3 or 4 times. The glue will simulate the caiking between logs. When everything is completely dry the building can be painted. The doors, windows and roof were stained a pale green. The caiking was painted an off-white. The logs, of course, were left in their natural state. As a final step the entire cabin was sprayed with clear plastic coating to protect the cabin during handling.



The size of the building can be varied by changing the size of the masonite boards for the insert. A building made out of boards can be done by substituting balsa wood siding for logs. This type of cabin takes about $\frac{1}{4}$ the time to make as a log cabin. When finished the buildings can be used from the Russian frontiers, during the Napoleonic Wars, through the American Civil War.



Various Thoughts on Past Topics

by Ken Skinner
Cherry Hill, N.J.

In issue #18, Bill Protz made some points about his visit to Gettysburg that I'd like to follow up on.

- 1) The tiny frontages on Cemetery Ridge-- true enough as far as it goes, but not necessarily representative of the whole field. For example, the flank markers on the first day's field are pretty far apart. The ground here is quite open and rolling, and it looks like units were stretched to cover as much ground as possible. I think the reason for the tight fronts on Cemetery Ridge is because, to paraphrase Bruce Catton in *Glory Road*, everybody on the field knew that whatever was going to happen next was going to happen here. It seems to me that Meade was trying to fit the most bodies possible at the point

- of impact.
- 2) Bill asked how many thousands of soldiers were able to fight in the woods of Culp's Hill and between the Round Tops. I think a simple, but not inaccurate answer is: not very well. Consider that the Confederates attacked Culp's Hill on and off for two days and got nowhere. On the south slope of Little Round Top, when the 20th Maine ran out of ammunition, they fixed bayonets and charged (in open order) and caused the troops opposite them to surrender on the spot or rout. Somehow, I don't think that would have been the result in clear terrain. Note: if you haven't read *The Killer Angels* by Michael Shaara, you really should. Even though it is a novel, it is so good, that I've heard the Park Rangers stationed on Little Round Top recommend it to the tour groups in their lectures.
 - 3) To anyone planning a first visit to Gettysburg, I have three basic recommendations. (1) Give yourself at least two days. (2) Walk the field as much as possible. Drive to each major segment of the field, pull over, and get out. You get a much better feel for line of sight, difficulty of rough terrain and so on. (3) Go to the park Visitor Center and avoid the other tourist traps like the plague. A trip to Gettysburg should be on all wargamers list of things to do. Over the last 25 years I've been there eight times, and have seen or learned something new every time.

New topic: the Russo-Japanese War. In issue #23, Warren Burrus presented information on uniforms of the war. I'd like to give you some background on "national differences" of the combatants.

Russia: The Russian troops serving in Manchuria were not the best. Serving in the east was looked down on by officers in the same way a Napoleonic Britain might look on serving in India. Russian infantry were trained to fire by volley and always had their bayonets fixed-- they did not wear scabbards. As always seems to be the case, the Russian foot soldier was brave, stoic and "woefully ignorant". **Artillery:** The Russians were in the process of replacing their old pieces with a new "quick-fire" semi-recoilless gun. Unfortunately for them, most of the officers and men did not understand how they worked. **Cavalry:** Most of the cavalry used in this theater were Cossacks. Their organization was tribal, training and discipline were of their own design, and in general they were little better than mercenaries. **Japan:** The word I have seen used most to describe the Japanese infantry is "fanatic", and they gave observers the impression at least of doing everything "at the double". They were trained to aim before firing and only fixed bayonets when they had to. **Artillery:** The division level guns were generally not as good as the Russian's. However, at army level, they had a "secret weapon"--Krupp Howitzers that caught the Russians by surprise. They also captured several of the "quick-firers". **Cavalry:** The weakest link in the Japanese Army. Poor riders, small horses, they were allright as mounted infantry but not much good for shock action mounted. However, the Japanese were able to persuade the local bandits to work for them, and these caused no end of problems in Russian rear areas. If the Russians looked on the war as a frontier problem, the Japanese threw everything they had, including the Imperial Guard, into a war on their "doorstep".

Next topic: In issue #26, Joe Gretsky wrote about some F&I War sites in Pennsylvania. I've also been to these fields (after being inspired by playing John Leary's Bushy Run scenario at the HMAS cons.) and will add my two cents worth to Joe's. **Jumonville Glen:** This site is well off the beaten path. To get to the site you park on the road, walk a couple of hundred yards down a trail through the woods, and find yourself on the edge of the cliff overlooking the site of the French camp. This place must look exactly the same

as it did to Washington. It's worth the trip just for the feeling of traveling in time.

Fort Necessity: The palisades of the reconstruction have been placed directly over the original remains found in the ground, so that the present fort is exactly the right size on the right spot. Parts of Braddock's Road are still extant in this area, and a little way down the highway is his grave. His original burial site on the trail is marked just behind his current spot.

Bushy Run: The battlefield is now a state park. The trees have been cleared on the actual site of the fighting, but in this case it makes it easier to see the lay of the land. Now referring back to Jos's article, when the designated routers (apparently the light and grenadier companies and the handful of rangers) took off, they ran

down the trail, through the defense lines and disappeared in a hollow in an area uncovered by the Indians. They then circled back behind the Indians and charged their rear. This can all be followed on the field today.

Fort Ligonier: A very nice reconstruction and they hold "Fort Ligonier Days" every Columbus Day weekend, with "living history" units and so on.

Fort Pitt: A very well done museum is located in one of the two reconstructed bastions. The outline of Fort Duquesne is marked on the ground. I was amazed at how small it was.

Next topic: Also in issue #26, Greg Novak had an article dealing with the USMC in Central America. Just today I found a book in the local library called The Sandino Affair written by Neill Macaulay. Macaulay is a Citadel graduate, former U.S. Army officer and commanded a heavy weapons platoon in the Cuban Rebel Army of Fidel Castro. The book was written in 1967 as a warning against turning Nicaragua into another Viet-Nam. Twenty years ago! Anyhow, the book is not a political diatribe but a history of the war from 1927-1933, with ten campaign maps. To go along with the Marine Lancers, this war also saw the USMC experimenting with an "autogiro", a prototype helicopter which kept the citizens of Nicaragua laughing at the "aerial acrobatics" of the "turkey hen".

IN SEARCH OF THE PERFECT CAMPAIGN SYSTEM - Part 195

By Bruce Bretthauer

I've been long engaged in what I know is a hopeless quest. I've been in search of the Perfect Campaign Rules System. I know it is hopeless because what is Perfect for me won't work for Steve up the street who loves paperwork, or Jim on the other side of town who thinks anything more complicated than an "even points" battle shouldn't be played. What I've been after is a quick way of generating actions that doesn't exhaust the players. After taking part in some complicated campaigns, and some campaigns based on boardgames, I've opted for sort of a halfway ground, relying upon a boardgame for the basic rules, but expanding it to include what miniature gamers (or at least myself) usually want/need.

Any set of campaign rules must address several things. I've found these to be: movement, supply, scouting, terrain generation, deployment, losses, results of battles, and sieges. In this period, as well, provision must be made for refusing battle; generals usually had the option of declining to fight in battles they could see were hopeless or suicidal (it took 2-3 years to produce a soldier trained to the standards demanded, and hence these armies were not hazarded lightly). I've tried to eliminate paperwork, or at least reduce it to a great degree. This is because of what I call the "little Bald-Headed Clerk Principle". Generals usually had a Berthier or Gneisenau around to do their sums for them, leaving them to get on with commanding the army. I assume someone like that is present here.

These campaign rules were originally put together for the Linear War period, roughly 1670-1791, hence the supply system. I soon concluded that any period with unitary armies would do (a unitary army fought entirely under the eye of its commander as a single body. A non-unitary army would be Napoleon's, where each Corps d'Armee is a miniature unitary army in its own right, and the C1C directs from a distance). I've been fiddling with a modified version of these rules for Renaissance, and have conducted an Ancients Campaign using a version of these rules. The only major change has to be in the supply system, as depots organized so as to bring in the food were not common. I am including an alternate supply system at the end.

(A note on army composition, these rules presuppose a figure removal system with 3 figure squadrons, and 12 figure battalions, or a 1:50 figure scale. To convert to a roster system such as my own Al'e Fritz, convert over proportionately. A brigade of cavalry was generally 2-3 regiments, of foot was 4-6 battalions of foot, though crack brigades (such as of grenadiers) might be only 2 battalions.)

I Turn Sequence



1. Write Move
2. Conduct Movement
3. Resolve contact
 - a) Determine push-backs
 - b) Determine scouting
 - c) Determine battlefield
 - d) One or both sides withdraw if desired
 - e) Deploy
 - f) Fight
4. Make Siege Rolls
5. Mark 1 week off the calendar.

II Movement

The movement system is the box-to-box system similar to what is found in Soldier Kings (by GDW). Each box represents a city, or important locale. The roads linking them come in two types: the solid line, which represents easy going, and the dashed line, which represents slower going. In some cases boxes are linked by rivers. A force has 7 movement points available. A solid road costs 1 MP. A dashed road costs 2 MP. A river costs 1 MP downstream, and 2 MP upstream. Each brigade is represented by a counter, and all counters are numbered. For every 2 actual counters players get a dummy counter. Players may stack the counters in any way within a box they wish.

Movement is simultaneous (see turn sequence). If two opposing forces try to move down the same road, the side with a superior number of irregular cavalry squadrons and light infantry battalions pushes the other one back.

Troops who are not in the same box as the Army Commander, and are not the garrison of a city, are considered a detachment, and must have orders written for them. You have to write 1 turn of orders for each road they are distant at the start of a turn when they have no orders. Thus a force 3 roads distant from the C1C must have orders written for the next 3 turns. If you move closer than the distance when you first issued the orders, but do not contact the unit, they will continue to obey the orders you gave them until those run out. If you send them new orders superseding the old ones, they will complete the old ones before starting on the new ones. Only if you contact them can you issue different orders. Detachments that fight battles (and win) will continue carrying out their orders. Detachments that fight and lose will take their free retreat back the way they came, if possible, otherwise dice for the road, and then will sit still as their orders no longer apply. Detachments with no orders will sit still.

III Supply

If you are within 4 roads of a depot, you are in supply. You cannot purposely march out of supply. If you are suddenly deprived of supplies, you have to move so as to get back in supply. If you do not get back in supply in one turn, you suffer attrition.

For each turn a force is out of supply, throw 1d6/2 (round up) for each battalion and cavalry regiment. That is the number of figures that desert from that unit that turn. To account for better morale grade staying around, for grenadiers or guard types subtract 1 from the die throw. For militia and similar add 1 to the die throw.

You can establish a depot by having 4 brigades spend a complete turn without moving in one box. They must be in supply. At the end of the turn a new depot has been created.

IV - Scouting

Scouting is a pre-battle sequence. Players add the number of irregular cavalry squadrons and light infantry battalions they have, and throw 2d6. The player with the higher total gets to examine one counter for each point total in excess they have. If it is a dummy counter, it is discarded, and doesn't come back until the beginning of the next campaigning season. If it represents real units, the owning player names the units and types represented by that counter. Thus 3 stacks might be announced as - "Cuirassier regiments Alt-Modena and O'Donnell", "Dummy", and "Infantry regiments Tergern and Hoch und Deutschmeister".

V - Terrain Generation

Use whatever terrain generation system you find convenient. I prefer using the WRG 7th Edition Ancients system, but modified for the Horse and Musket period. I do not check for unfortified built up areas (or even fortified ones), nor do I check for sand dunes. I lay out the rest of the terrain first, then have each player throw 1 average die. If a player throws a 5 he places 2 villages, if he throws a 2-4 he places 1 village. The players then throw 1d6 for each village. Place them in the general area as per below:

1	2	3
4	5	6

A battlefield is only created when there is going to be a battle. Once a battlefield has been created for a box, that is the battlefield players will fight on every time they fight in that box.

VI - Deployment

Each side throws 1d6 (if a tie, throw again). The side with the higher number has the choice of deploying a unit, or having his opponent deploy a unit. On the next die throw the side that deployed a unit adds 1 to the die throw. This is not a cumulative total. Deployed troops must be within 6" of a previously deployed unit, or their baseline edge of the table. They cannot be within irregular cavalry charge distance plus 1" of the enemy. Deploy troops in the following order:



1. Irregular Cavalry squadrons*
2. Light Infantry battalions
3. Dragoon regiments
4. Cuirassier/Horse brigades
5. Infantry brigades*

*Prussian Hussars count as Dragoons, as do Austrian Chevauleger

**artillery may be placed instead of a foot brigade

VII - Losses

Half of all casualties return right after the battle. If you have an odd number of casualties in a unit, round the number of returnees down. For instance, you have 5 casualties - 2 return, 3 are lost for good. All cannon abandoned on the field, or "knocked out" during the fighting, become property of the victor. Half of them may be used by their new owner starting the next map turn.

VIII - Results of Battles

A battle is fought until one side concedes defeat. A defeated side gets 1 free march in retreat. The side that concedes defeat gives half of its returnees to the victor as prisoners.

If neither side concedes defeat, and a minimum of 24 turns have gone by, then night falls, both sides consider they are the losers, and take a free march away. Both sides give the other prisoners as if they were the losers.

IX - Sieges

Each city is worth 4 boxes. A city automatically has a garrison of 1 brigade of militia. They may not be used for field operations.

To besiege a place, first establish a depot on the city. The turn after a depot has been established, you throw for the siege. Every week after that throw 1d6 for the siege. A 5 or 6 removes 1 box. When all the boxes are removed there is a breach. If the defense does not include a brigade of regular infantry, add 2 to the die throw.

Players may attempt to fight their way out of the city, abandoning it to the enemy. In this case set it up as a regular open field battle.

When there is a breach, the defense has to ask for the honors of war. If it is granted, the regular troops defending the fortress are removed to the nearest fortress of their side. If it is granted, the defender has a choice. They can say "Storm" the place, at which time all defending figures are removed, and an equal number of besieging infantry figures are removed. Or they can say "Prisoners", at which time they become POW's, and are available for exchange.

If a city is stormed, the attackers add 1 to their besieging die throw for all sieges the rest of that year. This is cumulative, so if 2 cities got stormed, they would add 2, 3 cities adds 3, and so on.

To calculate losses in the siege, when you throw to determine your progress in getting into the place, throw 1d6 for the defender. This is the number of figures permanently lost. It comes equally out of the militia and any regulars. The attacker throws 2d6, and loses that many infantry figures.

X - Retreat Before Combat

Players indicate they are withdrawing before combat before any figures are set out on the table. They get a free move away. If contact occurred in the middle box while a force was moving 2 boxes, the force moving the 2 boxes completes the move to the remaining box that turn. If the force that retreated before combat retreated to that remaining box, combat takes place anyway.

XII - Exchange of Prisoners

At the end of every month prisoners are exchanged. Use the following table of point equivalents:

Regular Foot	1
Regular Cavalry	3
Brigade Commander	10
Army Commander	30

Thus if you have 1 Brigade commander, 9 cavalry, and 14 regular infantry, to exchange, your opponent would pay 51 foot figures for them. Prisoners are returned to their unit immediately.

COMMENTARY

MOVEMENT - Campaigning in this period was like a chess game, with maneuver and countermaneuver. In each province there were only a few sites where an army could be deployed properly, and these were generally well known. Large scale detachments were almost never heard of, and almost inevitably got into trouble from out of date orders. Movement was slow, with frequent pauses to consider what the enemy might do, and dominated by communications and supply.

SUPPLY - Supply has been kept purposely simple. Attrition was more from desertion than starving to death. Frederick the Great lost at least 30,000 men in his 1744 campaign, mostly due to desertion. Once the bonds of discipline were broken, troops were not apt to return. French authorities frequently mentioned the cause of straggling was simply lack of food, and they went to great efforts to make sure there was food for the troops. The attrition method outline will wreck units, and was made steep to make people ignore supply only at risk of their entire army.

SUPPLY - The classic idea of wargaming scouting comes from the American Civil War or the Napoleonic period. Cavalry probed forward against other cavalry, seeking to drive the horse off, looking for infantry. In this period commanders would often have a reasonably good idea of where the enemy was, and a general idea of their strength. Their detailed order of battle was something else. Information was often gleaned a little bit at a time from a variety of sources. Large scale probing for information (though it is not forbidden in these rules) was not practiced very often.

DEPLOYMENT - Irregular/light troops were used more operationally, than in what we think of as the scouting role. This deployment system presupposes that being deployed first is bad, as your opponent can then take advantage of any weaknesses he sees in your set-up. Obviously the side with more light and irregular troops is at an advantage.

LOSSES - In spite of the medical practice of the day, roughly half the casualties returned fairly quickly. The rest are in hospitals, and can be safely ignored for the balance of the campaign.

RESULTS OF BATTLE - This was the period of the "Golden Bridge" of retreat. An army that was defeated would pull itself off the field, its opponent would clear the battlefield, fire a feu de joie, sing a Te Deum, reward the brave, punish the looters, reorganize to make up for casualties, and generally knock off for a day or so. And for drawn battles, often both sides would think they had lost, and retreat.

SIEGES - Siege warfare in any set of campaign rules is probably best abstracted. This system (more or less lifted from the Avalon Hill game Frederick the Great) works well enough to get the rough

idea across. Figure a city would hold out an average of 48 days (per Vauban). Sieges were brutal affairs, that were also governed by a gentlemanly conduct. Losses in a siege could exceed what happened in a regular battle.

RETREAT BEFORE COMBAT - In the spirit of the times, battles were more by mutual arrangement than forced on one side or the other. The rule requiring combat when a force retreats into a box another force is moving into is to keep players from using this rule to get extra movement.

PRISONER EXCHANGE - This was a rational age as far as war was concerned. Conventions were signed concerning prisoner exchange, with cash values for everything (up to and including a Field Marshal for 15,000 privates). This is toned down to give the spirit of prisoner exchange, but not to burden the players unnecessarily. Note no provision is made for irregular cavalry or light infantry. Unless they were dispersed as bandits, they were usually pressed into the other army (that is how Blucher got into the Prussian army). Players are under no obligation, of course, to exchange prisoners.

Alternate Supply System -

First, determine the food requirements of the Army. For each figure in the army count 1. For each horse in the army (assume 2 horses per battery of artillery) count 10, and assume a mounted commander has two horses. Total this. Double it to account for wastage, stealing, false reporting, hangers on, aides, mistakes, extra horses, supply wagons, and so on. This gives you the number of Mouths in the army.

As an example, assume a force of 24 battalions of infantry in 6 brigades, 8 regiments of cavalry (12 per regiment) in 4 brigades, 6 squadrons of irregular cavalry, 2 battalions of irregular infantry, and 4 batteries (24 guns) with 6 gunners per battery.



24 battalions @ 12...	288
8 regiments @ 12....	96
6 sq irr cav @ 3....	18
2 battalions @ 12...	24
4 batteries @ 6.....	24
10 brigade generals..	10
1 CiC.....	1
96 cavalry horses....	960
18 Ir. Cav horses....	180
8 battery horses....	80
11 general's horses..	110
Total	1791 x 2 = 3582 Mouths

To figure the supplies available in a box I throw dice in the following pattern - 1 average die + 2 for the 100's value, and 1d100 for the 10's and 1's value. As for the rest, I assume it is 3000+. This is because I assume something like the above is a fairly standard army. When I did that Ancients Campaign, I tuned the supply requirements to produce battles that were 1500-1900 points (Shock of Impact points).

When a force moves into the box I can go one of two ways. If I am referee, and I want the paperwork, I check for attrition, then subtract 10% of the Mouths of the force from the box. If there are more Mouths in the box than it can supply, I subtract 20%. I do this every turn that box is occupied, thus a force can eat itself to death. Recovery is at 10pts per turn after the box is evacuated. Generals are always told what the supply values of each box is for 3 marches of them.

The other way, when I don't want paperwork, is to assume the supplies flow into the box at a rate sufficient to keep it at its level. I still check attrition, however.

To check attrition, I determine the percentage over the supply value the force/army is. Then I throw double that percentage against each unit in the army. If a unit has more than 10 figures, I throw twice. An attrited figure is gone permanently. To make allowance for militia or guards/grenadiers, I add 5% to the throw for militia, and subtract 5% from that for the elite troops. I figure this 5% after doubling the original percentage.

If all this seems like a lot of work and hassle, it is! This is why I don't use it very often.

ON CONVENTIONS

By Greg Novak

The following is directed at no one in particular, but is the result of the fact that last year I attended 13 different conventions, ran games at 12 of them, ran a booth for ULSTER IMPORTS at 7 of them - ran three conventions - SYW 86, WILDERNESS PROJECT, and WINTER WAR 86 - and in short, had a busy year that has burned me out. The following are some ideas and pointers that I would like to pass on to others in the hopes of improving conventions across the board.

First and foremost - don't do everything yourself. It is so easy to do this - and I have done it too many times - to just take control and do everything yourself. In the short run, it may work well - in the long run all you do is put others out who might have been willing to help - and put the weight of everything on yourself. The most successful major cons tend to break up the work load among as many people as possible - which while not as efficient as doing it yourself - tends to produce a better con as each group works on doing their part well.

Second, realize that those that are attending the site do not know it as well as you do. Maps should be well drawn - not just of the direct area but they should give directions as to how to get to the area in question. One should indicate as wide a range of motels and eating houses as possible and show where they are relation to the convention site. All too often we tend to forget about this - as the site is very familiar to us - we assume that it must be familiar to others as well.

Third - remember that more is not always better. We tend to try to pack as much as we can into an area and sometimes forget that one can have too much of a good thing. Miniature games need space and are noisy - and packing games on games does not always work - especially when for the most part gamers tend to want to play in games that are not familiar to them - after all why go to a con to play in games that you could play at home. Gamemasters - especially good gamemasters - should be treated with care and thanked/rewarded for their efforts - limits should be put on the size of games - monster games have no place at a convention except as preorganized showpieces where everyone knows the rules in advance.

Fourth - we need to look at moving on past the ideas of just holding games at conventions. Ten years ago, this approach made sense as it was difficult to get enough people together to play any large game. Now, in a time when I can attend at least one convention a month - if not more - we need to start looking at other ideas as well - perhaps workshops and seminars on rules, ideas, and the like. Gaming need not be the only thing that we can do at a con - we need to look at sharing information. I'm not sure of the best way to go about doing this - but it's something to look at.

Last, we need to remember that the goal of a convention is for as many people as possible to have a good time, and that everything done must be structured for that goal. Sweetheart deals and personal vedettas have no place at conventions - they should be left at home. What rules are made should apply to all. Enough for now - comments and thoughts will be appreciated.

(Editor's Notes: Greg brings up some good points and some that, to me, are open to debate, which is what I think he wants to do via his article and I hope that others, besides me, will take the time to write their thoughts about it and send it to MWAN. First of all, let me say that Greg Novak can speak with a fair amount of authority on the subject of conventions as he has run many and attended many more than I would ever care to even think about. I have never attempted to run a convention and never will - in the first place I have no interest in doing so and in the second, I think it is a thankless job where you can do no good as everyone always finds something wrong with a convention. For that very reason, as well as the reason that I don't know anyone who runs conventions who makes money personally off of doing so, I find it exceedingly difficult to say anything negative about the way a convention is run. I don't expect conventions to be run perfectly as they are run by people like me and you who for some strange reason (perhaps a chemical imbalance or just plain mental instability) decide they wish to do something on a large scale for other people. To say that it is better to spread the work around is fine - if you can find

dependable people to assist you with the task.

Regarding maps for conventions - that is a point that is well taken, at least by me. It would seem that all conventions could do better at this and it would not take much effort either.

Greg's third point 'bigger is not always better' is another excellent point although I am not the person whose word should be taken on this issue as MWAN has grown 'bigger' and 'bigger', much like my wargames collection. We have gotten much larger as a hobby as evidenced by attendance at conventions for historical miniatures. Once you begin getting as big as we have been, more is expected out of you. You are expected to do a professional job because there are so many people and things seem so big. Yet, it is probably the same person(s) doing the work for a convention where there are 700 people as when the convention only had 70 people. They may have learned a few things but they may also be feeling a little tired of running the affair and may not view themselves as being 'professionals' at putting on conventions, yet other people probably view it, and expect a professional effort.

Gamemasters - salt of the earth people in my opinion and they rank right behind people who put on conventions. No argument with Mr Novak in this area, who by the way runs a good convention and is one of the better gamemasters around. Monster games - ah, a different matter as far as I am concerned. I think there are several different types of monster games. One, there is the huge game that takes two hours to sit up, all day to play, no conclusion is reached, and takes two hours to take down. If that is the type of monster game Greg is talking about then I agree with him. However, there is another type of monster game and I include my games in this second category (blush!). Isandhlwana has some 3,000 plus figures; takes up a table of six by sixteen feet, takes perhaps half an hour to set up; takes 3-4 hours to play with 25 players and one or two judges; and is taken down in half an hour. I have serious doubts as to whether or not I shall ever hold it again at a convention as I hate lugging that much stuff around, but if the game is run correctly by the judge, who keeps things moving along; uses simple rules; and gets in there and out in less time than many small games I have seen, I don't see the problem.

Lastly, Greg's idea of holding other types of activities at a convention is a very good one and one that I would love to see. I think I have played in two games at conventions during all the cons I have attended and I would love to see a seminar on rules writing - or just on how to handle movement for a certain period, etc. Greg did some of these seminars at the SYWA meet in 86 and it was highly successful. Maybe someone just has to go about scheduling seminars to get us started. I think the response would be very good.

Well, you've heard what Greg and I have to say - consider letting us know what you think about conventions!

KIT COLLECTORS SHOW - A REPORT

By Michael Creek

On March 29, 1987, an event called the Kit Collectors Show and Sale was held in the Grand Ballroom of the Buena Park Hotel in Buena Park, California. Over one hundred sellers offered current and out of production model kits for sale. There were over 1400 shoppers in attendance. This was the 20th show and the 12th year of the show.

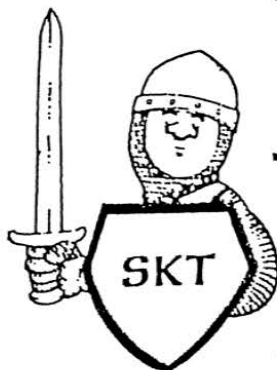
I attended as a vendor and sold a large quantity of H0 scale Soviet armored vehicles. This was the fourth show I've attended and the largest ever and the first time I attended as a seller.

There was a wide variety of unique items on display at the show, most of the items are no longer in production, many dating as far back as the 60's and 50's. Some of the best items were the home made resin kits on display.

One company, Leoman, PO Box 9840, Glendale, CA 91206, has been at every show I've attended. They produce very nice resin aircraft kits - most are modern Soviet aircraft in 1/72nd scale and they come with injection moulded plastic parts for landing gear and other detail parts. Most kits run \$20-25.

For those interested in attending the show it is held at the Buena Park Hotel, 7675 Crescent Ave., Buena Park, CA near Knotts' Berry Farm. For more info, contact Bob Keller, PO Box 38, Stanton, CA 90680. The next show will be August 23, 1987. There are usually two shows per year but this year there will be three. General admission is only \$3.00.





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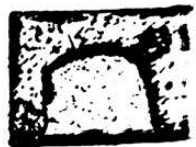
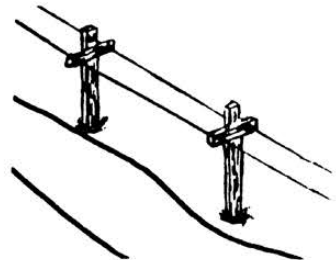
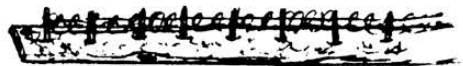
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INFANTRY

- B 1 Line charging
- B 2 Line advancing
- B 3 Line firing
- B 4 Flank coy. charging
- B 5 Line, bridgehead
- B 6 Flank coy. kneeling firing
- B 7 Line Officer charging
- B 8 Light Officer
- B 9 R.G.L. Light on guard
- B 10 R.G.L. Light firing
- B 11 R.G.L. Officer
- B 12 Light Inf. advancing
- B 13 Light Inf. firing
- B 14 Light Officer in pelisse
- B 15 Fusilier charging
- B 16 Fusilier firing
- B 17 Fusilier Officer
- B 18 Drummer boy running
- B 19 Ensign charging
- B 20 Highlander charging
- B 21 Highlander Officer
- B 22 Hanoverian Militia (1815)
- B 23 Hanoverian Militia Officer
- B 24 Highlander firing
- B 25 Highlander Flank Co.
- B 26 Guard Advancing
- B 27 Guard Charging
- B 28 Guard Flank Co. Charging
- B 29 Infantry charging in Great coat
- B 30 Fusilier Color Bearer
- B 31 Fusilier Drummer

CAVALRY

- B 1C Muzsar in Busby
- B 2C Muzsar in Shako
- B 3C R.G.L. Muzsar
- B 4C Light Dragoon
- B 5C Muzsar Officer, Busby
- B 6C Light Dragoon Officer
- B 7C Muzsar Officer, Busby
- B 8C R.G.L. Muzsar Officer
- B 9C Mounted Inf. Officer
- B 10C Heavy Dragoon charging
- B 11C Heavy Dragoon Officer
- B 12C Scots Greys
- B 13C Scots Greys Officer
- B 14C Household Cavalry
- B 15C Household Cavalry Officer
- B 16C Hanoverian Mounted Officer
- B 17C R.H.A. Mounted Gunner

PRUSSIAN NAPOLEONIC

- | | |
|-------------------------|----------------------|
| P 1 Musketeer Advancing | P 1C Dragoon |
| P 2 Musketeer Charging | P 2C Dragoon Officer |
| P 3 Drummer | P 3C Mounted Colonel |
| P 4 Officer | P 4C Muzsar |
| P 5 Jager Firing | P 5C Muzsar Officer |
| P 6 Landwehr | P 6C Uhlan |
| P 7 Landwehr Officer | P 7C Uhlan Officer |
| P 8 Private 12th Regt. | |
| P 9 Private 25th Regt. | |
| P 10 Private 21st Regt. | |

Horses

- H1 Light horse galloping
- H2 Light horse galloping head up
- H3 Light horse galloping stretched out
- H4 Light horse walking
- H5 Heavy horse standing
- H6 Medium horse galloping
- H7 Heavy horse charging
- H8 Heavy horse walking
- H9 Heavy horse walking
- H10 Heavy horse walking
- H11 Heavy Napoleon (Cuirassier, etc) *
- H12 Heavy Napoleon (Cuirassier, etc) *

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- F2. Voltigeur advancing
- F3. Voltigeur firing
- F4. Grenadier advancing (bicornie)
- F5. Officer
- F6. Drummer boy
- F7. Fusilier charging
- F8. Voltigeur charging
- F9. Grenadier charging (bicornie)
- F10. Voltigeur leaving ammunition from pouch
- F11. Eagle Bearer
- F12. Light infantry officer charging (bicornie)
- F13. Light infantry drummer charging (bicornie)
- F14. Light infantry chasseur charging
- F15. Light infantry firm company charging
- F16. Light infantry eagle bearer charging

- F17. Mounted infantry officer
- F18. Chasseur
- F19. Chasseur officer
- F20. Chasseur trumpeter
- F21. Mounted light infantry officer
- F22. Cuirassier
- F23. Cuirassier Officer
- F24. Cuirassier Trumpeter

HORSES

- H1. Horse walking
- H2. Horse standing
- H3. Heavy horse galloping
- H4. Heavy horse galloping head up

RUSSIAN ARMY

- P1. Musketeer advancing
- P2. Grenadier advancing
- P3. Officer
- P4. Schutzen firing
- P5. Drummer
- P6. Musketeer charging
- P7. Grenadier charging
- P8. Standard Bearer
- P9. Fusilier advancing
- P10. Fusilier officer
- P11. Fusilier bugler
- P12. Fusilier standing firing
- P13. Mounted infantry officer
- P14. Dragoon
- P15. Dragoon officer
- P16. Dragoon trumpeter
- P17. Mounted fusilier officer
- P18. Cuirassier
- P19. Cuirassier Officer
- P20. Cuirassier Trumpeter

PONY WARS; FOOT; PW1-Trooper firing pistol; PW2-Trooper kneeling firing carbine; PW3-Trooper kneeling firing pistol; PW4-Officer firing pistol; PW5-Scout firing pistol; PW6-Indian Scout firing pistol; PW7-Indian with Carbine; PW8-Indian with bow; PW9-Cowboy firing pistol; PW10-Woman walking; PW11-Settler walking; PW12-Settler firing rifle; PW13-Mexican firing pistol; PW14-Rancher firing pistol. MOUNTED; PW1C-Trooper riding; PW2C-Trooper firing pistol; PW3C-Officer; PW4C-Scout; PW5C-Indian Scout; PW6C-Indian firing carbine; PW7C-Indian with lance; PW8C-Chief; PW9C-Indian firing Bow; PW10C-Rancher; PW11C-Indian firing under horses back; PW12C-Cowboy; PW13C-Indian charging waving rifle; PW14C-Indian charging w/ tomahawk; PW15C-Indian charging w/lance; PW16C-Mexican riding. HORSES; H7-Indian pony galloping; H8-Indian pony standing; H9-Indian Pony trotting; more horses available above.

GREYHOUNDS OF THE SEAS
ACW SAILING RULES

By Stephe Lawrence

One of the most neglected areas of naval combat is the battles on the open sea during the ACW period. There follows a simple set of homegrown rules which have had some playtesting for this era:

Scale: one ship casting equals one ship Ship Scale: designed for 1/1200th ships

Movement: all movement is in inches

one knot of speed equals one inch on the table

All ships have maximum speeds. If the ship is steam powered only, then it only has steam; if it has steam and sail, then the ship will have a maximum steam, sail, and steam and sail speeds.

Examples	Steam	Sail	Steam & Sail
Kearsarge	8	6	11
Alabama	13	6	15
Mail Packet	12	-	-

Turns are done by use of turning circles.

Steam Only: 1" - notch every 1/2"

Sail/Sail-Steam: 3" - notch every 3/4's

Crew Strength: One crew square is allowed per ten actual men in the crew. Approximately 10% of any crew is cadre (officers, mates, etc). The following levels of crew are required to operate a ship's equipment:

per gun - 1 per boiler - 1 steering - 1 change sail - 1

If levels drop below those listed, then certain specific equipment must be left unmanned (sails, guns, boiler, then steering).

One square of Marines will be on each Federal warship but these men may only operate guns.

Crew Morale: A Captain may surrender his ship at any time. If a Captain wants to fight his ship beyond the call of duty, a morale check must be made to prevent the crew overpowering him and surrendering

Situation	Veteran	Average	Green	Poor
Loss of all guns/engines	1-5	1-3	1-2	1
Dismasted	1-6	1-5	1-3	1-2
Over 1/2 waterline lost	1-4	1-3	1-2	1

Modifiers: over 1/2 crew lost (-1); more than 1 applies (-1)

(Editor's Note: I assume crew morale is checked with a 6-sided die and if the die number rolled falls within the range provided above, the morale is passed)

Guns: to Hit: roll one twenty-sided die plus modifiers = 12 or better

Ranges	L.S.B. to 48lb	M.S.B. to 90lb	H.S.B. to 150lb	L.R. to 9"	M.R. 9-12"	H.R. to 16"
0-2"	+6	+8	+8	+7	+9	+9
to 4"	+3	+6	+6	+6	+7	+8
to 6"	+2	+3	+4	+4	+5	+7
to 9"	+1	+2	+3	+3	+4	+6
to 12"	0	+1	+2	+2	+3	+5
to 18"	-	0	+1	+1	+2	+4
to 24"	-	-	0	+1	+1	+2
to 30"	-	-	-	0	+1	+1
to 36"	-	-	-	-1	0	0
to 42"	-	-	-	-2	-1	-1
to 48"	-	-	-	-4	-3	-3
to 54"	-	-	-	-6	-4	-4
to 60"	-	-	-	-8	-6	-6
to 72"	-	-	-	-9	-8	-8
to 84"	-	-	-	-	-9	-9
90" +	-	-	-	-	-	-9



Modifiers:

Calm seas +3 High Seas -3 Haze -2 Rake (24" or less) +1 Obscured -4

Anchored +2 Target stopped +3 Broadside Target +2

Crew is: Veteran +2 Average +1 Green 0 Poor -1

Effects of a Hit: Roll one twenty-sided die

Die	Area	If Hit by Heavy Gun
1-2	waterline	+1 square
3-5	hull & crew	-
6-10	hull only	+1 square
11	gun & crew	-
12	gun only	-
13	boats	+1 square
14	crew only	-
15	stack	+1 square
16-17	mast	+1 square
18-19	sail	-
20	critical hit	-



Critical Hits: (Editor's note: I assume that if a critical hit occurs, you roll one six-sided die and consult the chart below:

- 1) Gun Explodes: roll 1d6 and 1-3: 1 crew; 4-5: 2 crew; 6: 1 crew & fire.
- 2) Mast down: roll 1d6: 1-3: fall port; next turn will turn in direction of fall. No fire this side: 4-6: fall starboard.
- 3) Shaft Broken: lose speed: if 1 screw/wheel - dead in water; if 2 screw/wheel - lose one-half of steam speed.
- 4) Steering Hit: roll 1d6: 1-2: straight; 3-4: turn port; 5-6: turn starboard. Roll 1d6 per turn; need a 5 or 6 to free.
- 5) Bridge Hit: Go straight one turn.
- 6) Boiler Hit: no steam power: roll 1d6: 1-4=OK; 5-fire; 6-explodes and sinks in 1d6 turns.

Fire: Roll 1d6 per crew factor as follows:

- Turn 1: 4-6=its out
- Turn 2: 5-6=its out
- Turn 3: 6=its out.

Masts Down: 1 crew square is required to free.

Stack Hit: all guns downwind of stack have an additional penalty for haze condition for remainder of game.

Waterline Hit: After the first such hit, one crew square must be assigned to the pumps. When the total exceeds 25% a second square must go to the pumps (and for each 25% thereafter). When all squares are gone, the ship sinks in 1d6 turns.

Game Sequence:

- 1- Write orders
- 2- Federals move one-half
- 3- Confederates move one-half
- 4- Both fire
- 5- Confederates move one-half
- 6- Federals move one-half
- 7- Both fire
- 8- Adjust ship status

Well, happy sailing to all and best of luck to the supporters of the Bonnie Blue Flag.

Feel free to adjust these rules to local preferences and I hope some enjoyment is had from them. I designed them for 1/1200th ships.

JACKSON'S SHENANDOAH VALLEY CAMPAIGN
AN ON TO RICHMOND CAMPAIGN

By David Corbett

We of the Benedict Arnold Society, in our attempt to refight the land battles of the ACW chronologically using On to Richmond (OTR) rules by Paul Koch, have progressed up the point where, in spring 1862, we were faced with the problem of how to simulate the battles fought by that unique military genius, General Thomas Jonathan Jackson, better known and more highly regarded as "Stonewall". The very name rings out and conjurs up historical majesty and that stuff from which myths are made of. How then to do his name and memory justice on the ping-pong table? The problem with the Valley Campaign is that most of the battles are really too small to be gameable with OTR although we could have made allowances for this and worked something out. It seemed to us that the essence of Jackson's genius was not in any way one battle but rather in the campaign sense wherein whirlwind maneuvering allowed "Mighty Stonewall" to march rings around the bewildered Yankees with his "Foot Cavalry" and enabled him to fight two separate battles in one day. Truly if ever a campaign was required, this was the time.

Resolved on this matter we set out to gather data and try to decide how to run the proceedings. Campaigns; they are the best of times and the worst of times so we agreed to keep this one as simple as possible to reduce any possibility of tedium and ennui. First step: return to those thrilling days of yesteryear and review the ideas of the greybeard wargames patriachs. I borrowed WARGAMES CAMPAIGNS by Donald Featherstone from MWAN's distinguished editor and gorged myself with the delights contained between its covers. Drawing heavily on this book, several Sunday sources and a bit of experience, the B.A.S. got together to do a bit of



think-tanking before we got the ball rolling. So that no pearls of wisdom were lost, I had a tape cassette rolling as we presented for discussion each facet of the campaign. While tape recording prevents data loss, the effects of alcohol on lucid, logical thought become immediately obvious.

The details of our campaign attempt will follow in these pages and will cover our strategic and tactical fortunes. I heartily urge everyone in the least bit interested in this period to do a bit of research reading on Jackson, his unique personality and the uniqueness of the actual campaign. Any library worth its Dewey Decimal System will have, at the very least, a biography of Jackson. If nothing else, consult an encyclopedia!

We decided to employ counters representing our actual lead figure brigades and move the counters on a numbered hex grid map of the

Shenandoah Valley that Dan Rakowski had come up with. Each of us was supplied with a photocopy of it so that we could telephone our strategic moves to one another (oh for the life of a monastery or dorm!). We further decided to fight the campaign for 30 game days from May 23, 1862 to June 23, 1862 with each wargame day consisting of 8-12 tactical wargame table battle moves. Strategically, Union infantry and artillery could move up to four hexes a wargame day and Union cavalry and all Confederate forces (foot cavalry - remember!), could move six hexes.

UNION FORCES: 108 infantry stands:

Army of the Shenandoah: Gen. Nathaniel Banks (Cautious, 2 morale passes) base at Winchester. 6 brigades of 6 stands each, no brigade to be better than regular status (to be rolled for). Cavalry - 4 stands. Artillery - 1st NY bty (1 smoothbore), 4th US artillery (1 rifle).

Army of West Virginia: Gen. John Fremont (poltroon, 1 morale pass) based at Romney and same composition as above.

Shield's Division: B. Gen. James Shields (aggressive, 3 morale passes) based at Harper's Ferry and same composition as above.

To simulate lack of Union cooperation between commanders we decreed that of the two Union players, one would be Banks and the other Fremont and they would each roll a die every turn to determine who would control Shield's Division for that turn.

CONFEDERATE FORCES:

Confederate Army of the Shenandoah (Valley Army): Gen. T.J. "Stonewall" Jackson (Exceptional, 5 morale passes) based at Staunton.

Jackson's Division: 1st (Stonewall) Brigade 8 stands of elite infantry; 2nd Patton/Campbell 8 stands of veterans; 3rd Taliaferro 8 stands of veterans. 1st Rockbridge artillery (1 smoothbore), Allegheny artillery (1 smoothbore) regulars.

Ewell's Division (Gen. Richard Ewell - aggressive 3 morale passes): Taylor's LA. Brigade 8 stands vet; Trimble's Brigade 8 stands vet; Elzey's Brigade 8 stands regulars; Scott/Stewart's Brigade 8 stands regulars; 2nd Rockbridge arty (1 smooth-

bore-vet); Lynchburg arty (1 smoothbore-regulars).
Ashby's Cavalry Brigade: 8 stands-vet; one rifled horse bty (vet). Ashby may operate as 2 commands of four stands each, the 2/Ashby under Funston with Ewell.

Each strategic map hex equalled approximately three miles and no more than one counter at a time could move in the same hex except on the Valley Pike (better road), and that at a maximum of two counters. All movement not on roads was halved and no movement allowed in mountains except through the passes. Rivers cost one additional move to cross.

The strategic unit was the division with the exception of cavalry which was allowed to operate at brigade size. Operating at this level in the campaign, we felt eliminated pedantic book-keeping for miniscule units.

RAILROAD MOVEMENT: At first, we were excited about this, but Dan reminded us that it really didn't figure in the Valley Campaign so we scrapped it entirely.
SOUND OF THE GUNS: Idea copped from Featherstone. We decided that if a battle was in progress, any unit within four hexes would roll a die to simulate wind direction and ability to hear the "sound of the guns". All dice referred to are 20-sided percentage dice. Commander of unit attempting to join the battle rolls 1 die:

<u>Number of Hexes allowed to travel</u>	<u>Die roll required</u>
One	0-7
Two	0-6
Three	0-5
Four (maximum)	0-4

Unit may not move more than its normal allowance or else it becomes a forced march.

FORCED MARCH RULE: In addition to its normal allowance for movement, units may attempt to make a forced march. ONLY INFANTRY AND CAVALRY! No artillery!

<u>Extra hexes attempted</u>	<u>Die Roll Required (use %die)</u>	<u>Effect</u>
One	0,1	lose 1 stand
Two	0	lose 2 stands
	1,3	lose 1 stand
Three (maximum)	0,1	Lose two stands
	2-5	lose 1 stand

Once a unit has force marched into battle, it may use no special or bonus (double-time) moves for that game day and unit must rest one strategic game day following the march.

DECOY COUNTERS: Fake Confederate army counters ala Featherstone. To simulate the lack of communication between Union Commanders and the Confederates superior knowledge of their 'home turf', the Confederate Commander was given an equal number of decoy counters to move about the strategic map to confuse the enemy as to where Jackson really was (this was an historical problem for the Union).

CAVALRY DISMOUNTING RULE: Since it is early in the war and the Confederate cavalry was, at this point in time, regarded as overwhelmingly superior, only C.S. cavalry may fight dismounted.

DECOY COUNTERS CONTINUED: Once a decoy counter has been contacted by a Union counter, its identity is revealed and the counter is then placed with the nearest Confederate force. If not in contact with Union, it may move again.

UNION UNIT'S ELITENESS ROLL (rolled on 1 % die prior to first battle):

Infantry & Cavalry: 0-6= green; 7-9= regulars

Artillery: 0-6= regulars; 7-9=veterans (Banks did not have the 4th US arty which could be played as veteran or elite without rolling).

COURIERS: Not used, reduce playability.

MOUNTAIN PASSES: When enemy units contact each other in a pass, instead of fighting miniscule engagements, the action is decided by a die roll: each side rolls a %die and highest number controls the pass and the lower number force must withdraw one hex. In the ACW it was almost impossible to dislodge an enemy from a pass and usually it was the job of the cavalry to block the passes while the infantry maneuvered unseen by the enemy. Most of the time the passes were not forced but were flanked some way by one side finding a hidden road around the force blocking the pass.

OFFICER CASUALTIES AND THEIR MORALE PASSES/SPOTS: When an officer is killed, each morale/spot of his eliteness counts as a stand of infantry when figuring tactical battle conditions. For example, when I fought at Front Royal and lost two stands but also managed to get Stonewall Jackson killed (Jackson was an exceptional commander worth five morale points), 21 plus 5 = 26 total stands lost vs 26 US stands which included no officer casualties.

DAN RAKOWSKI'S OFFICER CASUALTY RULE: If an officer is attached to a unit in melee that loses at least one stand in combat, roll a %die and 0-3 is a possible casualty and roll again. 0-1=officer is killed; 2-9=officer wounded (tip over figure for one entire turn). Victim of Small Arms Fire - roll %die. A zero equals a casualty hit. Roll again as above. If a wounded officer sustains

another (second) wound, he is considered killed.

WEATHER AND COMMAND CONTROL CHANCE DIE ROLLS: Prior to each strategic turn and after each day's march orders have been written, a %die is rolled four times with the order of effects changed every turn to discourage 'second guessing' by players. One die roll is for weather (any '0' means there will be a weather roll - i.e. roll again and a 0,1 will cause heavy rain delaying movement. The next three rolls affect the Confederate player and two Union players. If the number the commander rolled on the %die is the same as the last digit of any hex that his units are in, that unit/counter may not move for that day's strategic day. This is to simulate the unknown variables that occur in wars and represent logistical and disciplinary problems (looting, not obeying orders, no supplies, etc). This little rule worked like a charm since one never knew when it would occur!

POST BATTLE EFFECTS AND PROCEDURES: Once a tactical engagement has ended and the number of stands casualties counted, consult this:

Stands Difference Victory Condition	Roll on Forced March Table Each Brigade Roll Separately	Victor	Loser
0-6 stands: indecisive	Victor & loser roll for one hex effect	back 1 hex	back one hex
7-12 stands: marginal	Loser rolls for 2 hex effect	remain in place	back 3 hexes
13 & over: decisive	Loser rolls for 3 hex effect	remain in place or move	back 6 hexes

Withdrawing units must do so towards their base or line of communication.

REGROUPING OF STRAGGLERS, WOUNDED, ETC., AND REINFORCEMENTS: After a battle, both players get back one-half of their losses after rolling for each brigade on the forced march effects table. In case of odd numbers, roll a die, 0-4=round up, 5-9=round down. One thing that became very obviously important was for the commander of each side's forces to declare what road exits were to be considered his army's line of communication, supply and retreat. Thus, if units were cut off they would be forced to surrender, etc. In our campaign (which lasted a total of 16 strategic, whole day turns out of a possible 30), we got as far as day turn 16 June 7, 1862. Four battles were fought: 1st and 2nd Front Royal, New Market, and Harrisonburg. A quick look at a map of the Shenandoah will illustrate our field of operations and at the southern end of the Valley lies Staunton which as Confederate base, was captured by the Union before Ewell and Ashby could intercede, and thus the campaign concluded with the Union emerging victorious. As the Confederates, I did not fare well: I got Stonewall killed off in the first battle, divided my forces and then was unable to regroup them, and had my base captured before Taliaferro could reach the Union base at Harpers Ferry. Oh well, even in Featherstone's book *WARGAMES CAMPAIGNS*, Jackson lost, se c'est la guerre (Yeh, that's it!). The campaign was great fun to participate in and the strategic moves (mostly done by phone) were almost as much fun (and considering my poor tactical performance, more fun), as the miniatures battles themselves. Following my defeat we critiqued the campaign and offered suggestions, ideas, etc. Dan suggested that the Confederate player should act as referee (unless one is available) and give the Reb player the option of moving either first or last each turn. Another idea was to have the Union roll the stop die (which simulates loss of command control, etc) with these rules:

- The player who controls the forces of Shields rolls once
- The player who controls the forces of Banks rolls twice
- The player who controls the forces of Fremont rolls thrice
- Confederate player/Jackson does not roll

This simulates the probability that Fremont will (and did) respond much slower than did more aggressive commanders such as Shields.

Rob "the Rebuker" Davison should be writing some battle reports and other interesting tidbits concerning this campaign and as for myself, I can hardly wait until 1864 when Jubal Early is unleashed in the Valley. One may be assured I learned something from my mistakes in 1862. Next up - Shiloh! and the Seven Days refought either as a campaign or game cycle!

PALO ALTO TO PEKING - THE AUTHOR'S PERSPECTIVE

By Kim Brasington

Palo Alto To Peking, (which I refer to as PATOPEK) is an embodiment of my favorite areas of wargaming, namely, the American War between the States; the French Intervention in Mexico; British Colonial Wars, and French ones. I had been playing in all of these areas, and some other more esoteric areas (Peru and Bolivia vs. Chile; the Paraguayan War of 1865-70) when I began to examine the possibility of including all of these areas into one set of universal wargames rules from 1845-1900.

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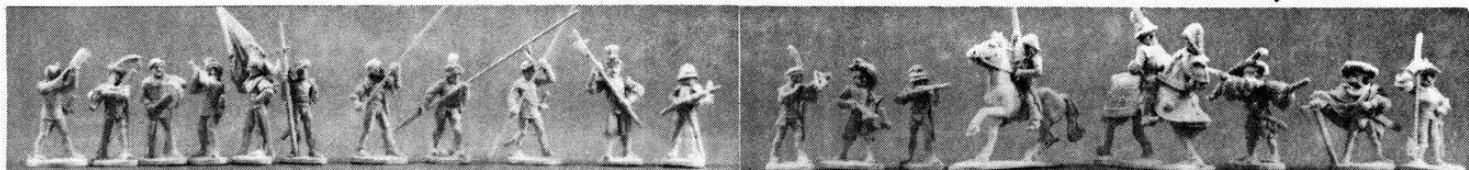
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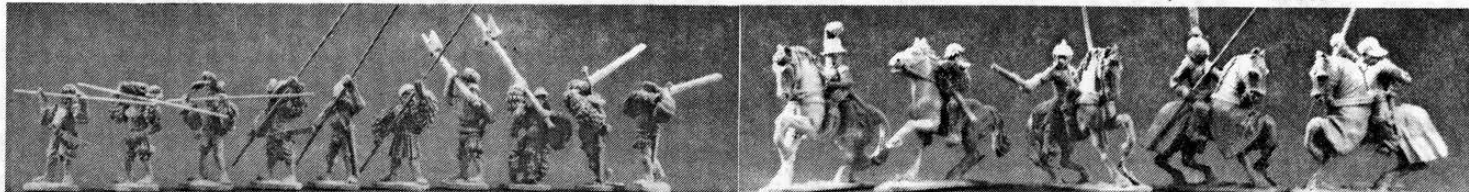
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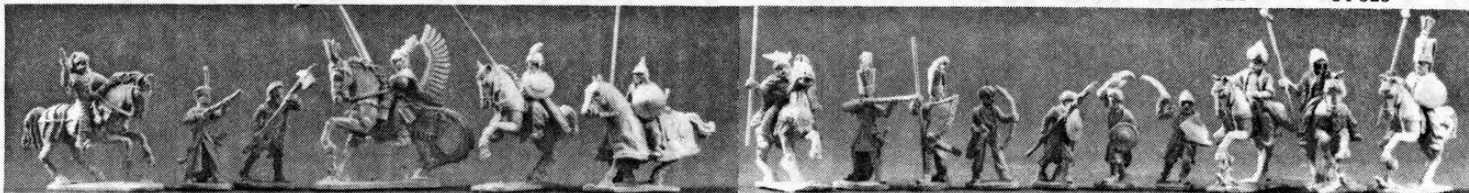
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One set of rules would have an advantage in cost and familiarization time over several set of rules. To make the rules available to as many wargamers as possible, price had to be considered. Because of the cost limitation, the rules were done in black and white without gloss or fancy packaging. They now retail at \$6.95, but that's getting ahead of the story.

With the concept of a universal set of wargame rules for this 55 year period, I began my research. Initially, I drew heavily on the Civil War, Crimean War, Indian Mutiny, Boxer Rebellion, Mexican-American War, Spanish-American War, Franco-Prussian War, American Indian Wars, and Boer Wars, where data in English was available in high to medium amounts.

The first thing that was visible in research, was that small arms fire caused most of the casualties in this period, although there were enough examples in colonial situations (such as Omdurman), to show that artillery was the greater casualty causer. Working on that basis, looking at Civil War casualty lists, and medical causes of death, I worked out a rough ratio of casualties inflicted per "x" amount of bullets fired, making an assumption based on Maj. Gen. B.P. Hughes book "Firepower", that only 75% of all small arms rounds left the muzzles of the firers rifles/muskets/etc, due to misfires, cowardice, excitement and or other battle reasons. The ratio that I came up with for small arms fire in the Civil War was roughly 1 casualty caused by every 45 rounds. Eureka! I said to myself as I figured I had solved the most daunting problem of the rules. This was in the first month of research, however.

My theory crumbled to pieces after I read three books/articles. The first book that I read was entitled "Pickett's Charge" by Stewart that stated that the Union defenders on the last day inflicted 1 casualty on the Confederates for every 20 rounds fired. The second blow was from an article in Savage and Soldier that stated that the British at Isandhlwana inflicted one casualty on the Zulus for every 50-60 rounds fired. From another book that is an illustrated history of the Zulu War, I figured from Zulu casualties and British rounds expended, that the British at Rorke's Drift, shot one Zulu for every 40-50 rounds expended.

Adding insult to injury was a work in Spanish by Gen. Jesus de Leon Torral entitled: "Historia Militar; La Intervencion Francesa en Mexico" — "Military History of the French Intervention in Mexico". He stated that in the French attack on Fort Guadalupe on May 5, 1862, the Mexican defenders inflicted one French casualty for every 259 rounds fired! He furthermore stated that Tacticians of that era figured that 1 for 100 was the worst that any marksmanship could be. In continuing research, I myself believe that 1 for 259 was not the worst fire ratio to be found. The Zulus, Ashantis, Dahomeyans and Bolivians would rank lower than the Mexicans in accuracy levels.

This word "accuracy" therefore, had to find a place in any universal wargames rules covering the period of 1845-1900. You could not give an Ashanti a rifle and expect him to perform the same as a Boer or a Confederate sharpshooter, who were familiar with firearms and their care from early adolescence. In an attempt to prove the point, we gave a typical Ashanti army the same accuracy level as a British one, with muskets and some rifles and fewer breech loading rifles. The British tried to come at the Ashantis in square. The British were repulsed with heavy loss, only being saved from a worse defeat by their artillery (at this point we had not elaborated the artillery rules to their final state). We tried it again, giving the Ashantis a -2 on the casualty table. This time it came out more historically, with the British taking casualties, but not the same as if the Ashantis were marksmen on a par with them.

The Boers offered a problem on the reverse side. No one questions their marksmanship, which was perhaps the best (collectively) in the world at the time. We gave the majority of the Boers at a refight of the battle of Colenso a +2 on their casualty table and the balance with +1's. The British suffered a bad defeat when they used the same tactics that they had historically.

After a further 3-4 months of playtesting just the small arms fire scales, we felt comfortable with a 1-5 accuracy spread with "3" being the norm for most European trained Regulars. Many of the army lists (more about them later) were scarce on accuracy levels, due to the fact that the Pathans, Tibetans, Bantus, etc. did not keep small arms round expenditures records of their engagements. In that case (which was more often than I cared for) we had

to resort to accounts of battle which would say "the enemy opened a heavy fire on us, but we in our bravery and discipline overcame the hordes of savages with our" — you get the picture. Later on it was revealing to see that the "heavy" fire inflicted only a dozen or more casualties. So, if you take exception to some of the accuracy levels that have been given to some of the armies, then I plead my humanity and capacity for error, where the records seem to be dim or non-existent.

Movement was rather standard and at first glance it worked fine, with two exceptions. The first exception was this: a move-fire-melee sequence would never allow an artillery crew to both fire and then get away, as it happened in several engagements. We tried even a melee-fire-move sequence before we settled on (or thought we had) an artillery fire-move-other fire-melee sequence. One of the play testers had just finished reading a book called "Forrest at Brice's Cross Roads", in which a horse artillery battery was run up well within small arms fire range and used as an oversized shotgun. He claimed that he couldn't do that in the rules. With a little more historical investigation we added Bragg's battery at Buena Vista, and British Horse Artillery in the Indian Mutiny, to name some, to the list of units of artillery that used that tactic.

With several more trial tests in which we tried to incorporate that tactic in the game sequence, we came up with an: artillery fire phase A-move-artillery fire phase B-small arms fire-melee sequence. Using this at first, we allowed the artillery to fire in both phases which brought about very high casualties, that seemed very unrealistic for the period. We toyed with the idea of having two separate casualty tables, one for melee/small arms fire, and the other for artillery fire, but we felt that to be too cumbersome. I suggested an either-or approach to artillery fire. We tried it out, and it seemed to fit into the feel of the period, in which artillery did a lot more maneuvering than what happens in most games. Some may take exception to the rule that the artillery can fire only in one phase, and not in the other. We feel that it places a lot more decision on the commander's shoulders of "when" to shoot, due to the fact that most artillery in the battles of the period didn't have unlimited artillery ammunition that would allow them to fire in both phases.

The other exception that came up in our formulation of the movement rules, concerned a unit's reaction to surprise. The rigid rule that stated that a unit had to carry out it's full movement allowance even under circumstances of surprise was discarded in favor of a compromise in which a unit would only have to carry out 1/4 of it's ordered movement rate in surprise circumstances. Later on we dropped the "only under surprised circumstances", allowing the player to use some judgement that would be similar to a battalion commanders interpretation of the his superior's orders. Now a combat unit could start off with full intention of moving it's full movement rate, then observing the developments on the enemies side, it could deem it too risky to continue on with his full movement, and would thus fall back to half or a quarter of his movement rate, thereby fulfilling it's orders, but avoiding a difficult situation.

Terrain was originally envisioned as manicure. After a few battles in which Regular players stomped (trounced in the British Isles) the Irregular player, we turned 180 degrees to a viewpoint that terrain was critical, particularly to an Irregular army. After it was all over and done with, we ended up with 24 different types of terrain, AND the provision that terrain could be superimposed on each other up to a maximum of three types in the same area. We purposefully did not set any limit to how much or how little terrain there must be on the playing surface. This we felt, should be dependent on the players simulation and their discretion.

Terrain was valueless if it didn't offer concealment from the other side. Who gets the concealment? was the next order of business. "The Irregulars", was my first mumbled response. After thrashing that one about we came up with several factors that would affect who got concealment: 1) how many Irregulars were in the army, 2) how much cavalry was in the army, 3) which one was the local player, 4) how much of the board was covered terrain (terrain you can't see into).

Given the time period 1845-1900, we found that there were different levels of hidden movement (very little in Europe, and a lot in the colonial world). We finalized the hidden movement rules by having four levels: none, minimal, partial and full hidden movement, with growing levels of concealment. It was a memorable first game when a battalion of the French

Foreign Legion ("A" grade Regulars) was caught in the flank by Mandingo "D" grade Irregulars who came charging out of a ravine and routed them! The Regular player was disgusted, the Irregular player has played nothing but Irregulars since then.

Fairness to the outscouted player dictated that he have some means of checking out covered terrain. From that came our section on detachments and scouts. The burden of scouting rests on the Regular player in colonial situations, but so it was in history.

Artillery evolution was an area that had me stymied for a long period of time. How do you simulate an artillery battle in which one side uses 3# smoothbore swivels, and the other side rapid fire 75mm guns with smokeless powder and recoil mounted. Effectiveness of an artillery piece seemed to be in direct proportion to the weight of its' shell. From that basic assumption came the incremental increase for each three pounds of a shell's weight. An eighteen pounder would thus fire 5 casualty tables higher than a three pounder (compute it, one casualty table per each 3 pounds of a shell's weight above a 3# gun). This approach demanded a conversion table from pounds-millimeters-inches, because all nations did not use the poundage method of classification.

Ammunition for the artillery was divided into four classes: shot, shell, shrapnel and case. Each of these types of ammunition was given a casualty factor ranging from shot with a casualty factor of 4, to case with a casualty factor of 12. Range, smokeless powder, recoil mounting, quality of the gun crew, rifling of gun barrels and range are all factors that have been included in the rules covering the artillery, so that hopefully there is not one artillery engagement that occurred in this time period that cannot be reproduced on your playing table.

There are 52 army lists at the end of the book. These army lists were the hardest nut for me to crack. The difficulty was in the research (Bolivians, Moros, or East African Arab/Bantu anyone?), with some of the lesser known ones being available only in Spanish or in some other non-English language. Savage and Soldier and MWAN were indispensable for some of the African and Asian Irregular armies, and without those magazines, I would have been unable to add them to the lists. The army lists are skeletal in design, to provide the wargamer with acceptable boundaries of a nations' morale, accuracy, and proportions of weaponry and artillery/cavalry with evolutionary dates shown when possible.

The Morale rules were easier to design than I first thought. Having gone through some harder nuts to crack (Artillery, Hidden Movement, etc.) I divided the morale into three areas: Regular morale, Irregular morale, Morale common to both. As some of you have already seen, and hopefully others will come to see, the morale in PATOPEK can have wide swings particularly if you are an Irregular player. Morale for Regulars is more predictable due to their training and indoctrination. Regular morale is not as brittle as Irregular morale.

We have had several memorable battles in which the Regular player lost to the Irregular player on the order of Isandhlwana or Maiwand. One battle between the British and Afghans (ca. 1870's) had the British throw some of his better troops against an Afghan fort blocking a pass. Because of the constriction of the terrain, the British could only bring two battalions to bear on the fort at one time, with the others strung out along the pass, with cliffs on one side and steep hills on the other. The Afghans had placed their best troops in the fort with their lesser grade morale troops hidden in the hills on the right side of the pass. Their better accuracy troops were on the cliffs sniping at the British, completely safe in their unregnable position.

The first British battalion was shaken by the assault on the fort. Afghan cavalry behind the fort came out and turned the shaken battalion into a routing one along with the concentrated fire of the Afghans in the fort. The second British battalion at the head of the pass went into square in time to meet two Afghan units that had seen the route of the first British battalion and had gone impetuous because of it. It was a domino effect. The British unit (93rd Highlanders) that was in square at the head of the pass beat off two more attacks and suffered heavily, but managed to gain the crest of a steep hill where they watched helplessly as the British army disintegrated in the pass below them.

The 64th foot which had been the one that routed at the head of the pass, couldn't rout forward or against the cliffs, or up the steep hills where Afghan Ghazis and low morale units (which had grown in confidence seeing the rout of the "ferenghi") were coming down on them. The only place to rout was through their own troops coming up the pass behind them. The 64th foot were (notice the past tense) "C" grade troops. Morale for Regulars states that Regulars can ignore routs of friendly troops that have a lower morale grade. It was unfortunate that the next three British battalions were "C" grade troops also. Two of the three British units that were interpenetrated by the 64th foot and the pursuing Afghan cavalry (see the section under pursuit/prisoners), also routed. Due to the rule section entitled "No Quarter/No Surrender" the 64th foot did not surrender, but was annihilated. The 52nd foot was the only one of the three British units that did not rout. Fortunately for the other two British units in rout, (20th Madras, 4th Punjab) they managed to interpenetrate the 52nd foot and flee for another two turns unpursued, where they rallied unmolested.

The 52nd foot meanwhile, was disordered by the fleeing 20th Madras and 4th Punjab, but was able to refuse its' right flank in time to stagger two Afghan "D" grade units that had gone impetuous after seeing the routing British. The Afghan cavalry was by now disordered from the pursuit and annihilation of the 64th foot, and was unable to charge the 52nd foot from the front. Alas for the 52nd foot however, because the Afghans on top of the cliffs were busy inflicting casualties on them from the rear. One turn later they broke, at which point a fresh Afghan cavalry unit descended a nullah (ravine) from one of the steep hills and crashed into them. The 52nd broke, and routed out of the pass into the plain below.

The 78th Highlanders and 4th Ghurkhas along with two batteries of mountain guns were all the remaining forces of the British player. They let the 52nd past and then closed ranks to block the oncoming hordes of Afghans (there really were over 200 Afghan figures coming down through the pass and from the steep hills. Another 50+ were still on top of the cliffs and there were some 40 still in the fort with some rather battered 30-40 watching the 93rd Highlanders on the hill).

Who won? I toyed with the idea of not telling, but then again I hate serials "tune in next time for—etc." I wasn't going to turn this into a battle report, but here it is — The 93rd Highlanders held their position until dark, when they escaped by a narrow path. The 78th Highlanders and 4th Ghurkhas went into square with the artillery and some of the baggage train within their protection. The 20th Madras dissolved after some Afghan cavalry pursued it out into the plains. The 4th Punjab managed to rally in the houses of a small village where the 52nd joined them. Both units had suffered over 50% casualties.

The square of Highlanders and Ghurkhas held out against three charges of Afghans, but succumbed on the fourth. All of the artillery was lost and there were five figures or less of both battalions that joined the remnants of the 20th Madras and 52nd foot in the village at nightfall. The looting of the baggage train kept the Afghans busy as the British moved out in the night.

What went wrong? The British player failed to scout out the rough covered steep slopes on his right before he began the ascent of the pass. Secondly, he failed to bring into play his mountain batteries to soften up the fort. Later on he claimed that the constriction of the pass would have put the batteries under fire from the Afghans atop the cliffs. Lastly, he did not put his best troops forward first, which might not have routed, would they have been another "B" grade morale unit like the 93rd Highlanders. Strangely, or I should say historically speaking, we have found that a resolute attack by the best grade of Regular troops will tend to keep the damper on many a low grade Irregular unit, that might become brave, if they see wavering or routing among the Regulars.

Gunboats, native craft, boarding actions, uncommon weapons (slingshots, blowguns, mines, etc.), railroads, balloons, forced marches, pack artillery, supply/baggage train and more are included in the rules to simulate even the most obscure combat in the far corners of the earth.

The challenge of recreating historical capabilities within the framework of a set of rules has been a delight for me personally. This is my first set of rules, and not my last. I believe that a wargame should be historical in

that if offers you as the commander the same weaponry, terrain and troops that the original antagonists had. How you organize, employ and deploy those same troops within the battle environment, will see if General Lee would have won at Gettysburg, or the 24th foot would have survived at Isandhlwana, or the Peruvians would have beaten the Chileans at Arica (a free set of rules to the first person who writes me and tells me about the battle of Arica!).

Our last decision on PATOPEK had to do with price. PATOPEK is an 83 page book that hopefully recreates the historical capabilities of 52 armies for the time span from 1845-1900. Most of us balance our wallet with what we want to buy. A \$15-20 dollar set of rules will only tempt those that are firm fans of a given time period, or those that have more money than myself, or others. PATOPEK was designed so that new wargamers and old would find it reasonably priced thereby increasing the chances that it will be bought. We felt that \$6.95 was a reasonable price for the content of the rules and all that you will be getting. These rules ARE Universal so that you can refigt ANY battle, ANY where from 1845-1900.

(Editor's Note: This article is a result of a letter I sent to Kim asking him if he would be interested in putting together an article on his rules set. I am most pleased with the result and I suspect that many MWAN readers will be as well. I thank Kim for his work and his rules set can be purchased for \$6.95 plus .75 postage from Palisades Publishing, Inc., PO Box 6303, Rock Springs, WY 82901. I extend an invitation to any other rules writers who have professionally published their rules to expound on them in MWAN.)

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15MM; Austrians: all Custom Cast/Heritage: Uhlands(12); Hussars(12); Cheveux Leger (with flag-12); Cuirassiers(with flag-12); Dragoons(with flag-12); Staff officers(3); 4-horse art team & limber & 4 guns(4); Gunners(16); Gnenadiers (24); Line (5 X 30); Hungarian Line(30); Jager(30); Landwehr(24). Total 15mm figures = 274 foot, 63 cavalry, 4 guns, and 4 teams/limbers. (Key: MF=Minfigs; H = Hinchliffe. Best offer accepted. Greg Novak, 618 W. Union, Champaign, Illinois, 61820.



Letters

From Kevin Fitzpatrick of Overland, Missouri: Some thoughts on MWAN #27: Stephen Lawrence's open letter to Mr. Somers-Abbott. EXCELLENT!! As one of those GREEDY individuals in the hobby business — THANK YOU, Steve! you've said it all! Science Vs. Pluck by Howard Whitehouse is fantastic. It's worth the price just to read the rules, even if you never play them (Boy, that would be a mistake).

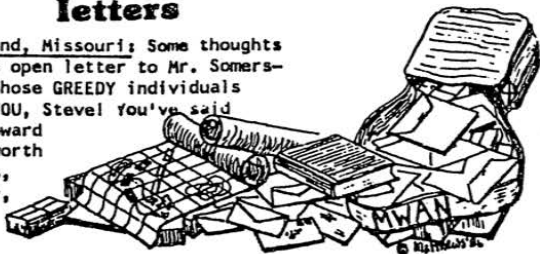
Howard also has available a set of ACW, Napoleonic, and Sailing ship rules. All moderately priced and enjoyable. Everyone should buy a set of each (gotta get Howard a gold plated Rolls Royce). Tony Adams made some very realistic and valid points in his article. The overall sale of miniature rules doesn't exactly pay the rent. But I'm afraid Tony hasn't been paying attention of late. There are companies out there in game-publishing land publishing rules, some good, some okay, some —, but rules never the less, and those efforts should be noted. GDW is making huge forward movement this year with the release of revised HARPOON!, COMMAND DECISION MODERN, and revised JOHNNY REB. They are taking this a step farther with the release of scenario packages for each of the above systems. This is a step to be applauded by the hobbyists. I look forward to seeing each of these releases and have high hopes for the continued support that I know GDW will give these products. GHQ is to release their Vietnam Riverline rules soon which will complement their miniature line. Not to forget their excellent set of rules for WWII miniatures — TANK CHARTS. Minifigs has been releasing introductory rules with their new boxed sets of miniatures. These come free with their SYW and ACW sets. Minifigs has also written some introductory rules which are included with many of the Greenfield ships. Ral Partha released their Medieval rules awhile back, again introductory level but at a great price — free. Besides with introductory rules you can always hang-on additions to make the game more 'realistic'. Fig companies are already doing rules. Granted they are extremely basic, extremely introductory, extremely devoted to helping to build sales of figs for that company, but what's wrong with that? I like the idea of getting a box set of figs with a basic painting guide, a basic rules set and a listing of other figs available from that company. I also like to play more complex systems that include more of the detail of the era. Adding in the contributions of publications such as THE COURIER and MWAN, one could swim through the rules that are available. I'm not trying to say that we have too many rules or that each and every period is covered, just that we do have available to us a decent selection.

From David Kim of Columbus, Ohio: My friends and I have received a lot of help from the articles in MWAN. We've managed to play a few small skirmishes with our 15mm Napoleonics. Because I used to collect the figures (I got into wargaming about a year and a half ago), we already have a good start on several armies in many periods. Among these are Samurai (25mm & 15mm), ACW 15mm, and 15mm Colonial (both French and British). Painting, however, has been our biggest problem. I would appreciate any helpful tips that anyone may have. Lastly, I would like to thank all the companies from which I have ordered from. After all, where would anyone be without them?

From Paul Hinson of Scales Mound, IL: Really enjoyed the special Colonial issue of MWAN, especially Greg Novak's "Send in the Marines". In fact it inspired me to fiddle with writing a set of rules tentatively called "Banana Wars". Have also done some re-reading on this period in USMC history — a couple of really good articles appeared in the Marines LEATHERNECK magazine. The conditions were such that a good set of small unit Vietnam rules could easily be adapted for use. Occasionally my two main hobbies (gaming and piping) come together. Last summer I got a set of Mikes' Models 15mm Highlanders, which led to researching clan feuds and warfare. The included article and supplement are the results (Editor's Note: See Paul's article on page 6 of this issue. Consider submitting your rules to MWAN, Paul!).

From Wes Rogers of Seattle, Washington: Thanks for printing the rules I sent you (Editor's Note: Thank YOU, Wes!). It was very satisfying to see them down in black and white. Unfortunately I made an error when I was typing them. The basic command radius should be 6", not 4". If you make this change, the charisma rules will make more sense. On another subject, has anyone ever tried using pen-and-ink when painting their figures? I started using this method for doing my flags. I have a very fine-tipped drawing pen and a few bottles of Higgins India ink — black, red, brown, and blue. Recently I discovered that pen-and-ink is excellent for doing eyes, insignia, facial details, blacklining, and — best of all — striped pants. It is also great for doing patches and the like. There are only two drawbacks I have discovered. First, you cannot put a lighter colored ink on a darker background. The ink is too transparent. Second, if you try drawing the ink onto water-based paints, make sure the paint is TOTALLY dry — say 24 hours — or the ink will bleed a bit. Other than that, I recommend that everyone try it.

From Tom Shydler of Las Vegas, NV: I made a lengthy perusal of MWAN #26 and was quite



pleased to see the number of short rules sets. This has become something of a fetish with me over the last few years. If I had been presented with WRG 7th ed. in 1965 instead of Joe Morchauser and Donald Featherstone, it is unlikely that I would be wargaming with miniatures today. Gee, was I lucky or unlucky?

From David Badal of Chicago, IL: Just got back from LITTLE WARS and as usual, there were many great games. Three of the games that I liked most were Trench by Tom Beach, Son of Iroquois Terror by Todd Kershner, and Rorke's Drift by Jerry Webster. I just wanted to tell these guys that I thought they put on a great game and that the scenery for each was excellent. One last thing - I miss the painting contest that used to be held at the CWI cons and I think it would be great if LITTLE WARS had a painting contest (Editor's Note: Nice of you to write and comment on the games you enjoyed, David. This should make the judges feel good! I'd also like to add that David is one of the unsung heroes of LITTLE WARS, and other conventions, who spent much of his time behind the LITTLE WARS desk and doing other such tasks! We need people like this to run a convention as well!).

From David Corbett of Hazel Crest, IL: The Featherstone articles: what else can be said or needs to be said? Quite enjoyed Novak's article on the Legion of the United States and his U.S. Marine stuff. More Novak stuff!

From Brent Oman of Denver, CO: Just received the latest MWAN yesterday - as usual it's packed with some really great ideas. I continue to tinker with my ACW rules. I unashamedly admit that my ACW rules are a direct descendent of Wally Simon's SYW morale game rules (Editor's Note: Nobody's perfect, Brent!). They allow for a fast, fun, free-flowing game. My modifications allow for differences in firing ranges/weapon types, command structure, and morale reactions. Simple rules but also very entertaining! My 25mm ACW collection includes RAFM, QT Models, Minifigs, Stonewall Brigade, Heritage, Hinchliffe, and recently Frontier. Frontier's figures are fantastic - easily the best 25mm ACW figures available (now if they would just produce some personality figures, Grant, Lee, etc). Your ideas on constructing a river fort for the ACW using the latest cannon models sounds intriguing. I may have to give it a whirl here shortly! I am also toying with the idea of painting up tons of cavalry for a Brandy Station recreation. The only thing holding me back is - you guessed it - time and money!

From Skip Torok of Ferndale, Mich: Just a short note of thanks - because of your "Product Review" section I inquired and purchased several Thistle and Rose 15mm Dark Ages figures at LITTLE WARS in April. They are very well sculptured with much animation and also mix very nicely with my T.T.G. armies. If it had not been your encouraging review in Vol. 5, #3 - quote "I can't say enough good things about them!" - I would have overlooked these outstanding figures. The MWAN is excellent and I can not imagine myself ever not receiving it. My point - is there a lifetime membership subscription price? (Editor's Note: I've several remarks to make to this obviously intelligent wargamer. First of all, I have always maintained, though not for awhile, in my reviews of figures that I do not believe there is any such thing as a 'bad' wargames figure. Everyone has their likes and dislikes and I am not about to review figures in a highly critical manner because of this - in addition, I have no training in this area. This attitude can be attacked by some stating that I am doing the readers a dis-service by not critically reviewing figures but I do not agree with that. I'll describe figures and if it's something that I really like, I'll state that. Just wish to make my method known. Secondly, regarding the lifetime subscription - whose lifetime are we talking about, Skip. Mine or yours?!!!! All joking aside, I am pleased that you enjoy MWAN enough to inquire about lifetime subs, however, my experience with lifetime subs is that they are always shorter than the life of the subscriber and the publisher! Since MWAN is a one-man operation, except for the writers, if something were to happen to me, MWAN would be no longer. It requires so much time that I do not see anyone taking it over for me should that happen, at least not anyone in their right mind! Although I really love doing MWAN, except for late-night typing and collating, I do not see myself doing it for the rest of my life. This issue marks the end of the fifth year of MWAN, which is a fair amount of time as far as amateur wargaming publications go. I can see myself doing another five years (hope my wife doesn't read this!) or so but it is hard to see beyond that. I do, however, have a bridge that you may be interested in! Thank you, Skip!

From Dick Bryant of Brockton, MA: I enjoyed the double issue of MWAN. You mentioned the need for a rules set that allows large games yet can utilize TSATF basing. One method would be to mount magnetic tape to the individual TSATF stands and use metal movement trays (stands) to consolidate figures for the larger game or reverse the system..metal washers on the bases of the figures and magnetic tape on the movement stand. Gives the best of both worlds. Just by way of setting the record straight, the first, I believe, mention of TSATF was in THE COURIER in the Sept. 1980 issue with an update and revisions (later reprinted in THE HELIOGRAPH and as "Revision #1 by Greenfield) in the next issue. My personal issue was autographed by the author in November, 79. I feel the COURIER's first theme year, "The Zulu Wars" (78/79) had a lot to do with the upsurge of the period. (Editor's Note: Sorry, Dick, I forgot about that - probably right on that as I was inspired by that theme year).

From Dr. Paddy Griffith of Surrey, England, I was astonished to read on the last page of MWAN (#27) how distasteful you found THE NUGGET's coverage of 'Black Wargames'. If I might venture an opinion, I think you have misunderstood what all this is about - namely the true face of war. Since wargames are about war and not about romantic paintings, colourful uniforms or patriotic self-deception, it is inevitable that any sensible wargame will cover subjects that are uncomfortable or 'black'. War itself is uncomfortable and 'black'. Hence in your own latest issue you describe the following games:

- A German soldier destroying a US tank with a panzerfaust (not just a figure game but a full dress re-enactment!!).
- Norman lords putting down Saxon insurrections.
- A Roman punitive expedition on a Dacian chief ('It was good sport killing 25 of the enemy'..men, women & children to be sold off in the slave markets; etc).
- Graf Spee naval scenario ('sinking some 50,000 tons of allied merchant shipping').
- 'Alice in Panzerland' (1).
- Omdurman as 'boring' native-bashing (cf skirmish games can give 'exciting' native-bashing, presumably).
- Murdering British diplomatic envoys to Burma and the Sudan (both of which countries are described as 'pestholes').
- 'Minutes of high-intensity shooting, stabbing and swearing' (at the poor old Mahdists, once again).
- Zulus who must kill or capture at least two-thirds of the enemy (i.e. British force, but preferably annihilate them totally).

In your previous, double-size, edition on colonial warfare one hundred percent of the articles were on the distasteful subject of colonial warfare! Come on now - how can you possibly edit a magazine like this and yet take exception to games about terrorism? There is a huge inconsistency in such a position, sir, which I sincerely suggest you should think about rather carefully! As far as I am concerned personally, the 'black' side of wargaming is fascinating because it can tell us far more about the reality of warfare than any number of colourful, unthinkingly romantic-patriotic games. Of course our 'black' games have to be run properly and for the right motives - but that is true of everything else in this life, from driving a car to looking at women! We are adults and do not need to be protected from the truth. The truth is that victims of colonialism resort to 'terrorism' today, just as they once resorted to the massed charge of the Zulus or the organised tribal resistance of the Dacians. To put it another way, the commerce raiding of the Graf Spee was no less an attack on innocent civilians than the Norman massacre of the Saxons or the Japanese massacre of Puerto Ricans at Lod airport. Where do you draw the line? Maybe you prefer to not think about this problem at all, and stick to 'good clean fights' between evenly-matched opponents. In that case, it seems that there are an awful lot of MWAN articles that need to be censored out. Almost all of them at present can give offence to someone. Your other point was the THE NUGGET could increase its circulation by censoring out its 'black wargame' coverage. This is doubtless true, and in fact the editor took precisely that decision about six weeks before your review appears. THE NUGGET is no longer to be a magazine that carries 'the morality debate'. Personally I find this a great shame, and so if any of your readers wish to pursue such debate in private I hereby invite them to write to me at Cartwheels, 47 Owlsmoor Rd., Camberley, Surrey, England. I am in a position to put them in touch with such a debate which has been running for some time.

(Editor's Reply: Thank you for your letter and opinion, Paddy. I rather suspect that I can be expecting another letter from you when my next 'Dispatch' column appears in THE COURIER as I also ventured my opinion concerning a boardgaming publication which had an article about nuclear weapons in wargames which I also thought inappropriate. Paddy's contention that MWAN contains many subjects which would offend someone and that my position is inconsistent is quite true IF I indeed view wargames as "about war and not about romantic paintings, colourful uniforms or patriotic self-deception". However, my conception of wargames is 90% influenced by "romantic paintings, colourful uniforms" and "patriotic self-deception", not to mention attractive terrain and firstly, Toy Soldiers. I would not be in this hobby, nor any facet of it (i.e. boardgaming) were it not for Toy Soldiers. My interest would be limited to reading about military history. If my primary interest was "war", I, like Paddy, would probably not go the toy soldier route, but rather, would study it as Paddy has and will, I am sure, continue to do so. I have no doubt whatsoever that the 'black' side of wargaming "can tell us far more about the reality of warfare than any number of colourful, unthinkingly romantic-patriotic games". Donald Featherstone maintained that wargaming bears only the slightest resemblance to real war (thankfully so) and I am in complete agreement with him. However, as I stated previously, my interest in wargaming is probably only 10% concerned with real war and that portion deals with understanding the mechanics so as to be able to write rules which will allow my toy soldier armies to operate on the wargames table in such a manner that approximates the military tactics of the period. I have the utmost respect for Dr. Griffith and have, within MWAN's pages, stated the fact that I feel he has greatly contributed to wargames rules development. I feel

we are both looking at the same elephant and because of our different interests (Paddy's concerning war and mine concerning toy soldiers), seeing something entirely different. My original opinion of finding 'black' wargames distasteful and inappropriate for wargaming publications still stands and I can not imagine an argument that would sway me from finding games where terrorists hold hostages exceedingly distasteful unless it was being used by trained professionals to gain further insight into the problem. I suppose, however, that I did make the mistake of putting THE NUGGET into the category of miniatures publications (perhaps because I think they would have much to offer writers of miniatures rules) whereas I think their actual stated purpose, at least at that time, was to present ideas concerning 'other' types of wargames. I do tend to think of 'wargames' as being miniatures games. I might also add that when I mailed out the last MWAN, the postal employee asked me what MWAN was concerned with and after being informed that it was about 'wargaming', she replied "oh, so now we have made war into a game". It's all relative, isn't it; depends upon where we are standing. As usual, other opinions from MWAN readers would be appreciated.

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HMGS - MIDWEST

A meeting of the Historical Miniatures Gaming Society—Midwest was held on April 26, 1987 at Little Wars in Chicago, Illinois. President Hal Thinglum chaired the meeting and the following business items were discussed:

1) Joe Gepfert, on behalf of the many friends of Tony Adams, presented Tony with a gift of a rare two volume set of British Military history as well as some certificates from wargaming companies in appreciation of his valuable contribution to the hobby of historical wargaming with miniatures in the midwest over a number of years. Everyone was very pleased to be able to honor Tony for his achievements as there are few individuals who have given as much of their time and energy to the hobby as Tony has done. I might add that this award was independent of HMGS—Midwest.

2) Todd Fisher, Treasurer for HMGS—

Midwest announced that the organization would again be organizing the historical miniatures events for GEN—CON—87 to be held in Milwaukee, Wisconsin in August. Gamers were asked to judge games and to consider attending the convention to show that historical miniatures players are alive and well and also to have a good time. Todd also provided some followup on the ORIGINS—GENCON convention in 1988 which will also be held in Milwaukee, Wisconsin. HMGS—Midwest will provide organization for the historical miniatures events.

3) Ken Kaufmann, co-organizer of LITTLE WARS, reported that he had investigated the possibility of HMGS—Midwest achieving corporate status to deal with liability and that forming a nonprofit corporation would cost \$55.00. This was approved by the membership.

4) Ken Kaufmann announced that he would be resigning from LITTLE WARS but hoped to return in the future. He was thanked for his past efforts and it is hoped that Ken will return to the convention staff in the future.

5) President Hal Thinglum announced that he was resigning as President and requested nominations for the organization's offices from the floor. Bill Protz was nominated as President, Joel Kloepping as Vice-President, Todd Fisher as Treasurer, and Walter LeBeque as Secretary. They were then appointed as officers for the upcoming year.

6) Todd Fisher suggested that the organization adopt a due change going to a three year membership at \$6.00 instead of a one-year membership at \$2.00 to save on book-keeping. This was approved by the membership.

7) Hal Thinglum, on behalf of the membership, thanked Todd Fisher, Ken Kaufmann, and any other LITTLE WARS convention staff, for their excellent work on the LITTLE WARS convention. It was suggested that other individuals be located who can assist with running LITTLE WARS, as well as other conventions, and be in a position to eventually assume a major leadership role. Todd Fisher requested assistance in running LITTLE WARS in the future. Interested parties can contact Todd at 6010 North Marmora,

Chicago, Illinois, 60646.

8) Treasurer Todd Fisher reported that HMGS-Midwest had a total of \$274.00 in it's treasury prior to the LITTLE WARS convention and that the Executive Board had approved giving \$100.00 to Tom Beach, organizer of Chiwaukee convention.

9) Hal Thinglum reported that Orv Banasik, HMGS-Midwest member, had produced a very nice poster concerning the hobby of historical miniatures wargaming which could be posted in public places and had a space for individuals to write in their name, phone number, and address so that interested individuals could contact them. The posters were sold at cost (.50 each) at the LITTLE WARS convention. Orv was thanked for his outstanding work.

10) Pat Condray and Wally Simon of HMGS-EAST, our parent organization, reported that they would be holding their convention, HISTORICON '87 July 16-19th, 1987 in Harrisburg, PA. and that any midwest members would be more than welcome to attend.

11) Other business:

- A) It was suggested that guidelines be developed for judges to award prizes offered at games. However, after some discussion, it was decided that the judge would be the best person to make such a decision and that ideally, the judge should announce, prior to the game, how the awards will be given. Some degree of discussion was concerned with the practice of awarding prizes.

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Questions And Answers

#28-1; Jim Goehmann, 12254 S. Greenwood, Blue Island, IL 60406 writes: "I am painting some Minifigs 25mm Napoleonic characters. Anyone know the colors of the rather non-standard outfits worn by England's Picton and Austria's Arch Duke Charles?"

#29-2; Bruce Bretthauer, 14065 eerd Ave So. Seattle, WA 98168 writes "Does anyone have a reference of the uniforms of the Foreign regiments in French service from 1800-1812? I am referring to units such as Regiment Isenbourg, La Tour du Pin, and so on. Specifically, I am after information on these units from 1805-1809. I've been back through my copies of EE&L, and those Blandford Press & Osprey books I own but to no avail."

#26-2; David Corbett responds to Orv Banasik's question "regarding the flag of the ACW unit the Hampton Legion, in MWA Vol. 5, #4 pg 137; the flag shown on the left; red field, blue cross with palmetto stars and crescent in white, is, according to my sources the first secessionist Confederate flag of South Carolina. The flag on the right is the traditional state flag of that state. Both of these flags may have carried at First Manassas, but my question remains - are either of these flags the actual unit standards of the Hampton Legion? I have seen another South Carolina state flag identical to the flag shown on the right except it's field is red instead of blue. This flag was shown being used by the cadets of Charleston's famed military

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USA from Howard Whitehouse, Apt G1, Amberidge Apts, 1031 Scott Blvd, Decatur, GA 30030. \$7 post paid Extra Officer's Handbooks \$3 post paid

school, The Citadel. There is also evidence that this flag was flown by C.S. forces bombarding Fort Sumter. Thanks to everyone for their kindness in offering information. Ripping bunch of fellows, these wargame chaps, what?!"

#28-3; David Corbett, 17300 Holmes, Hazel Crest, IL 60429 writes "I'm ON TO RICHMOND Paul Koch suggests using 4-6 stands of Berdan's Sharpshooters to represent that unit. Since the basic unit is the brigade and since there were only two regiments of U.S. Sharpshooters, would it perhaps be allowable or even better to simply add one stand of Sharpshooters (thus representing a regiment) to an existing brigade and then have that brigade fire small arms at -1?!"

MWAN News

1) John Grossman of THE COMPLETE BRIGADIER (Rules set) and Frying Pan & Blanket, 2283 Apache St. Mendota Heights, MN 55120, who supports MWAN via advertising, reports that Seth Owen, 6 Whelden Lane, Acushnet, MA 02743 will be publishing a magazine PLATOON FIRE on a quarterly basis which will be concerned with THE COMPLETE BRIGADIER rules set. Please contact him if interested.

2) I have noted that MWAN has been nominated as BEST AMATEUR ADVENTURE GAMING MAGAZINE, 1986 for the ORIGINS awards. This is,

to my knowledge, the second such nomination for MWAN. I still have no idea as to how this takes place. If anyone knows, I would appreciate finding out.

3) Rich Black's Norman & Saxon game won best game at the Milwaukee Convention in October of '86 and was awarded a prize for best terrain at LITTLE WARS in April. It is very appealing visually with terrain boards and a very well built Norman keep. Perhaps Rich could be talked into doing an article on how he constructed them. While at his house several weeks ago he showed me some hills/tree bases he is working on that are very effective.

4) Bruce Bretthauer would like us to know that "The Game Club, and The Game Preserve (Editor's Note: The Game Preserve supports MWAN via carrying store copies), both in Indianapolis, are organizing a Central Indiana Ancients Tournament scheduled to start in August and run through the beginning of November. These are for 15mm Ancients Armies using WRG, 7th Edition. The Army limit is 2000 points, but you don't have to pay for the CIC or one subordinate general. The tournament is a double-elimination type, and is open to the first 32 who enter. Players may choose their armies from any of the WRG Army List books, or the TTG Army List book. Each battle will be a 'fair & open' battle starting at Hour 12. Paul Wenzel at the Game Club (2070 54th NE, #12, Indianapolis, Ind.) is the one to contact for more info."

5) Bill Hargrave of Metalcraft Miniatures & More, 1000 North 9th St., Elwood, Ind. 46036 (317-552-2073), who also supports MWAN via advertising, recently held their 3rd Annual Painting contest judged by Chuck Crain and John Winkler of Ral Partha. A total of 314 entries in 14 different categories were received from contestants from Indiana and several other states. Bill, and his wife Ada, are to be congratulated for their contributions to the hobby via this effort. I may have mentioned this previously, but one of Bill's contests for this event is to have people paint the same figure, purchased by them, and it is then judged. A neat idea.

6) Fred Vietmeyer recently was awarded painting prizes at the November '86 PentaCon II Convention in Fort Wayne, Indiana. These included 2nd prize for a French Guard 12 pound Cannon and 3rd prize for a French Oudinot Carabineer battalion in 30mm. Fred

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of course, is the author of the legendary rules set, COLUMN, LINE & SQUARE.

7) The wargames at Oak Forest Hospital, 15900 S. Cicero, Oak Forest Illinois, which are open to anyone who wishes to attend are as follows: July 10th, August 14th, September 11th, October 9th, November 13th, and December 11th. They are always the second Friday of the month and start about 6:30-7:00. Stop at the main gate and ask for the Nurse's Parlor Room and they will direct you. We have two games scheduled each game night.

8) MWAN members who have published elsewhere:

- Pat Condray, "The Royal & Imperial Army" and "Austro-Hungarian Uniforms of 1859-66", THE COURIER, Vol VII #4.
- Ken Bunger, "Fontenoy-The Battle, The Armies", THE COURIER, Vol VII #4.
- Dean West, "Insuring Your Figures", THE COURIER, Vol VII #4.
- Hal Thinglum, "Dispatch", COURIER, Vol VII, #4.
- Milton Soong, "Uniforms of the Annamites", HELIOGRAPH, #42.
- Milton Soong, "Fire & Storm in the Maiden Valley", HELIOGRAPH, #42.
- Howard Whitehouse, "Meanwhile In the Mead Hall", SAGA, April-May '87.
- Rob Lusk, "Buildings for 25mm Ancient & Medieval Wargaming", SAGA, April-May '87.

- Terry Gore, "One Day in Olde England..Skirmish Type Rules for Dark Ages Battles", SAGA, April-May '87 & "The Changing of the Guards: Barbarians & Rome".
- Walter Compton, "Short Postal Campaign", SAGA, April-May '87.
- Luigi Casali, "The Austrian Army in the War of 1859", MINIATURE WARGAMES, #47.
- Ned Zuparko, "Facts & Figures", MINIATURE WARGAMES, #47.
- Wally Simon, "The Arms Bazaar", PW REVIEW, June, '87.
- Mike Pierce, "In Defence of Miniature Wargames Magazine", PW REVIEW, June, '87.
- Wally Simon, "The Harrisburg Encounter", "More on the Great 30mm Civil War", PW Review, May '87.
- Bill McHarg, "Concord Reversed", PW REVIEW, May '87.
- Duke Seiffried, "Fire and Sword in the Sudan", HELIOGRAPH, #40.
- Bill Protz & Bill McHarg, "Canadian Militia & French Regular Flags in North America During the French & Indian War", SYWA, March, '87, and Bill Protz, "Attrition on Campaign in N. America During the French-Indian War & its Application to Wargaming",
- Paddy Griffith, "Storming" EE&L, #97.
- Ned Zuparko, "Okouneff on Cavalry, Part II", EE&L, #97.
- Wally Simon, "A Tale of the Baroque", "A Brief Report on the HMGS Convention", "The Fog of War", and "A Tale of Tactics on Two Tables", PW REVIEW, April '87.
- Paddy Griffith, "Wargaming 1066-1500", SLINGSHOT, #130, & "The Medieval Siege Committee."
- Mark Keigwin, "Thirty Years War Flags", ARQUEBUSIER, #1, '87.

Sutlers Wagon

WANTED: Interested in buying/trading Zulu War books. Glenn Grundei, 1823 Fallbrook Ln., Cincinnati, Ohio 45240.

WANTED: Almark Napoleonic books; 25mm unpainted Sudan & Foremost/Gilder Napoleonic. Hal Thinglum 22554 Pleasant Dr., Richton Park, IL 60471.

(2) **WANTED:** 54mm Britians Swopnot Knights (they 'pop' apart). Also 54mm gaming accessories. Ray Bramer, 630 N. Hagadorn, E. Lansing, MI 48823 (517-332-8644).

(2) **WANTED:** Copy of VHS movie WATERLOO. James Kocur, 106 Cranford Ave., Linden, N.J. 07036.



(W) **WANTED:** Back issues of **LONE WARRIOR** magazine. Wayne Burch, 1305 Marjorie Dr. Matthews, N.C. 28105.

(F) **FOR SALE:** Unpainted 15mm Minifig British, French & Prussian (1806) Napoleonics. Freikorps 7YW Austrians, Prussians, British & Hanovarians. All figures half price. Send SASE to Todd Kauderer, 303 Ashland Ave., River Forest, IL 60305 (312-771-1733 between 8:00PM and 9:30PM).

(U) **FOR SALE:** Napoleonic Naval odds & ends (20-24 ships-\$3.50); WWI 1/4800 naval collection ptd (\$30); 1/76 & 1/72 Airfix/Rocco Armor-inf ptd (\$50); wide selection of cassettes on diverse range of military history; 15mm Spanish (minifig) Ren Army (\$250); Byzantine Army (\$50); Greek-Seleucid Army (\$80); Heritage/Freikorps 1836-48 (1000+ figs) Mex-Am Armies w/books for \$425; Irish-Welsh Asgard Army (\$45-Minifigs); Viking Army (\$45); Union ACW (\$85); CSA ACW Army (\$100); S.J. Schoenberger, 430 Ocean Pkwy-30, Brooklyn, NY 11218. Send for other items with 3 .22 stamps. **WANTED:** Heritage 15mm ACW; 15mm Ren, well ptd ships/bldgs; WWII micro armor; complete armies/games/books/zines/rules; opponents to join new club (718-826-2709).

FOR SALE: Many 'old' wargaming magazines; i.e. "old" **COURIERS**, **WARGAMER'S DIGEST**, **MILITARY MODELLING**, etc., wargaming rules. Send SASE for list to Hal Thinglum, 22554 Pleasant Dr., Richton Park, IL 60471.

(1) **FOR SALE:** 15mm Russians/French Napoleonics. Les Davis, 100 St. Francis Wds. Rd. Madison, CT. 06443

(1) **WANTED:** Miniature Wargames #1,5,7. Military Modelling April '86. Several odds & ends for sale; send SASE for list. David Kim, 4268 Shire Cove Rd., Columbus, Ohio 43220.

(1) **FOR SALE:** Paraguayan War; Colonial; Civil War; Aztecs; Buildings painted & unpainted. Send SASE to Thomas Shydler, 913 Skoglund, Las Vegas, NV 89108 (1 of 6).

(1) **WANTED:** Out of print Osprey books (pre-20th century). Top Dollar. **FOR SALE:** Zulus, Dervish, other colonials. Essex Norman-Saxon-Viking. All well painted - 25mm. Send SASE to R. Hugger, 1313 Seaspray Ln., Sanibel, Fl. 33957.

(1) **WANTED:** Someone to assemble & paint 1/72 WWI airplane kits for use in wargaming. Send SASE for details. Also want Valiant 1/900 ancient galleys and Task Force 25mm Swordplay figures, especially #8001 Pirates & Cutthroats. Jed Docherty, 21 Moran Ave., Princeton, NJ 08542.

CIVIL WAR GAMERS: Subscribe to **VOLUNTEERS**, the newsletter of Civil War gaming. Reviews, new scenarios and variants, book notes, previews, want ads, inside news, and more. \$8 for 4 quarterly issues to Bill Koff, Volunteers, 146 Chimney Lane, Wilmington, NC 28403.

WANTED: Gamers in St. Louis, MO area. Contact Orv Bansik, 3165 26th Ave., Marion, Iowa 52302.

- I have decided to list wanted and for sale items for free in this column and not limit each subscriber to one per year. Please keep the ad to 50 words or less. Each ad will run for two issues. Those wishing to have ads run beyond two issues will be charged .50/issue.

Upcoming Events

By S. Richard Black

Anyone wishing to list conventions/test out possible times for a future convention can contact me at 1018 Samson Dr. University Park, IL 60466 (312-534-6694).

ORIGINS '87: Baltimore, MD, July 2-5, '87. Atlanticon Inc., PO Box 15405, Baltimore, MD. 21220. HM, BG, FM, RP.

EMPEROR'S BIRTHDAY GAME XVI: U. of Indiana, South Bend, IN, July 11-12, '87. R. Hagerty, 227 N. 2nd St. Apt. G., Elkhart, IN 46516 (219-293-4398). HM, BG, FM, RP.

HISTORICON '87: Penn Harris Inn, Harrisburg, PA. July 16-19, '87. Walter Simon, 12905



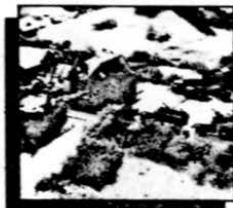
Layhill Rd., Silver Springs, MD. 20906. HM, BG.

RUDICON 3: Rochester Institute of Technology, Rochester, NY. Oct 16-18 '87. Steve Ritzau, Rudicon/RWAG, C/O Student Directorate, One Lomb Memorial Dr. Rochester, NY 14623. FM, RP.



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GEN CON GAME FAIR: MECCA Auditorium & Convention Hall, Milwaukee, WI. August 20-23, '87. Gen Con Game Fair, PO Box 756, Lake Geneva, WI 53147. HM, BG, RP, FM.

AUTUMN CAMPAIGNS '87: Lexington Hilton Inn, Lexington, KY. Oct 3-4, '87. Convention Info, The Rusty Scabbard Hobby Shop, 188 Woodland Ave., Lexington, KY 40502. BG, HM, FM, RP.

TOLEDO GAMING CONVENTION: Toledo University, Scottpark Campus, Toledo, Ohio. Oct 3-4, '87. Mind Games, 3001 N. Reynolds Rd. Toledo, Ohio 43615. HM, FM, RP, BG.

COUNCIL FIRES III: Paris Golf & Country Club, Paris, Ontario, Canada. Oct 17-18, '87. Ms. Barbara Barron, 39 Willow St., Paris, Ontario, Canada N3L 2K7 (1-519-442-4313). HM.

ROCK-CON XIV: Wagon Wheel Resort, Rockton, IL. Nov 7-8, '87. Rock-Con XIV Info, 14225 Hansberry Rd., Rockton, IL 61072. HM, RP, BG, FM.

NAPOLEONIC SOCIETY OF AMERICA CONFERENCE: Halloran House Hotel, New York, NY. Oct 23-25, '87. Napoleonic Society of America, 640NR Poinsettia Rd., Belleair, FL 33516 (813-586-1779).

MILWAUKEE NINTH HISTORICAL WEEKEND: Bucyrus-Erie Hall, 1120 Monroe Ave., Milwaukee, WI. Oct 3-4, '87. Joe Gempfert, 3440 S. Monterey Dr., New Berlin, WI 53151. HM.

GATEWAY '87: Los Angeles, CA. Sept 4-7, '87. Gateway '87, DTI, Box 8399, Long Beach, CA. 90808.

PENTACON III: Grand Wayne Convention Center, Ft. Wayne, Ind. Nov 14, '87. NIGA, PO Box 11133, Ft. Wayne, Ind. 46856. HM, RP, FM.

GOLDCON '87: Broward Comm. College Omni Auditorium, Coconut Creek, Fl. Sept 5-6, '87. John Dunn (305-973-2249) HM, RP.

Bits & Pieces

By Hal Thinglum



1) Falcon Miniatures, Suite 102, 1 High St. Medford, Mass 02155 (617-488-3541) has released a number of new figures including their Western Barbarian line. Included are a command group, 2 Gaul packs, 3 Britions attacking, 3 Germans attacking, 1 German Lt. Inf., 2 Barbarians attacking, 1 Barbarian Lt. Inf., slinger, archer, Gaesati Warrior, light & medium cavalry, & British Chariot (\$7). These are 25mm figs & cost \$4.00/6 inf or 3 cav. For the SYW they have added the following 25mm figs: Austrian command group, musketeers in march

attack & firing; musketeer on guard (Hungarian uniform); Grenadiers on guard & march attack (march attack pose in Hungarian uniform). In 25mm Colonials they have released Boers (command pack and 3 foot and 2 cavalry and one artillerest) & Sudanese (Command group, 2 Dervish, 2 Fuzzies, Jihad rifleman, and Devish cavalry and camel troopers). Same prices as above.

2) International Military Books, 76 Priestfield Rd., Gillingham, Kent, ME7 4RF, England, has a nice selection of military books.

3) Inspector-General is a new publication that promises to provide information about new releases in wargaming such as books, rules, magazines, figures, terrain, paints, painting services, prints, etc. \$12.00 by airmail (Checks payable to IG Publications) Inspector-General, 119 Elmete Vay, Leeds LS8 2ND, England.

4) RSM Ltd. Historical Miniatures will be moving July 1st, '87 to 188 Woodland Ave., Lexington, KY 40502. (606-255-3514). They offer 25mm lines for the SYW, French-Indian War, Jacobite Rebellion, and Am Rev., as well as 20mm figures for the ACW, British Colonials, & Napoleonics.

5) Duke Seifried is offering Wargame Weekends covering Friday night, Saturday and Sundays. Games available include Napoleonics, ACW, Am Rev., Dark Ages, Renaissance, Fantasy, Sudan, Zulu, NW Frontier, Boer War, WWII, Greek/Persian, and Punic Wars. Further info is available from Wargame Weekends, Route 1, Fox Hollow Rd. Box 38J, Clinton, WI. 53525.

6) Andrew Preziosi, 11017 SW 125th Ave., Miami, FL 33186 (305-274-9745) offers 19th & 20th Century orders of battle concentrating on the colonial and imperial wars of expansion from 1816-1918. Andrew was, and still is associated with George Nafziger and they concentrated on the French Revolutionary and Napoleonic periods but he has decided to branch out into this period as well.

7) Those interested in WWII wargaming would do well to contact The Lizard's Grin, PO Box 14522, Oklahoma City, OK 73113 as he has a quite extensive line of 1/76th scale WWI weapons, some vehicles, and an impressive line of WWII 1/76th figures for the Russians, British, Italians, Germans, Japanese, French, & Americans. The figures are priced mostly at .25 each (metal) so they are quite a buy!

8) Rivertown Hobbies, PO Box 308023, Cincinnati, Ohio, 45230, has released a set of wargame rules for small-unit actions in the modern era. PEOPLE'S WAR: Wargame Rules

for the Age of the Guerilla. The cost is \$7.00.

9) Minifigs, Box P, Pine Plains, NY 12567 offers an extensive line of 25mm Ship's crews to go with the 25mm Greenfield Garrison ships. There are 15 sets of figures (\$4.50 per pack) with sailors w/cutlasses, muskets, loading/firing muskets, gunners, cannoneers, SYW British Marines and French Marines, AMR British, French & American Marines, Napoleonic British Marines, 18th C. Naval officers, and Napoleonic Naval officers. In addition, they have cannon and swivel guns.

10) Munro Miniatures, PO Box 1512, Cambria, CA 93428 offers 25mm French, Prussians, and Bavarians for the Franco-Prussian line. Foot are .70 while cavalry are \$1.40.

11) Editions Brokaw, C/O Pat Condry, 8234 Kings Arm Drive, Alexandria, VA 22308, have released Swedes and Russians for the Age of Marlborough in 15mm. 10 horse/20 foot with command/3 battalion guns & 6 gunners/2 field guns & 8 gunners for \$3.50. They currently have French, Austrian, Bavarian, Spanish, Dutch, British, and more.

12) The Armory is currently offering a new line of paints available through many hobby stores. They come in 12 different sets in 1 oz glass jars and cost \$10.95 per set. Included thus far as flesh colors, equine colors, panzer army, royal tank regiments, Patton's Army, Red Army, Napoleonic Colors, Ancient, Confederate, Union, Ships of the Line, and WWII Naval colors. Each set contains 8 jars of water-based paint which they report has been designed for metal miniatures but is also suitable for plastic models.

13) Snuggles & Bear, Inc., Box 1141, Denville, NJ 07834 (formerly Mike's Models USA) offers painted and unpainted figures for a number of different periods. Figures cost \$2.00 per pack unpainted and \$6.00 painted. I have seen the paint job and it is quite acceptable, as far as I am concerned. They are also offering custom stands for Johnny Reb.

14) Ulster Imports Ltd., Box 1748, Champaign, IL 61820 carries the fine line of Platoon 20 and Friekorps 15 figures. Platoon 20 makes 20mm figures WWII (189 figs); Vietnam (170 figs); and post WWII actions (170 figures). They announce that they will be releasing WWII British for NW Europe, modern British with Bullpups, and more.

15) 25mm wargaming figures are available for the period 1870-1918 for the Imperial German Army and its adversaries from Die Kaiserzeit, 82 Atlantic St., Keyport, NJ 07735.

16) Peter Gilder has released 25mm British Napoleonic Peninsular figures (KGL Dragoons; riflemen, foot artillery, horse artillery, & infantry); Russian artillery crews (Guard horse & foot artillery); French artillery crews (line & horse); French Carabiniers; and guns including Russian (6lb and light licorne), French (8 & 12 lb and howitzer), and a Russian 12 lb & heavy licorne. These are, of course, great figures and are available from Connoisseur Figures, USA, 2625 Forest Glen Trail, Riverwoods, IL 60015. Infantry are .90; cavalry .90, horses 1.25 & 1.40, and guns are 5.50.

17) Guard Du Corps is described as an operational level set of Napoleonic rules with a scale of 1:60 for \$10 from Time Portal Hobbies, C/O Rudy Nelson, PO Box 668, Ashland, Alabama, 36251.

18) Wargames, Box 278, Route 40 East, Triadelphia, WV 26059 offers 25mm Essex; 25mm Corvus (Burgundian figures and equipment); Cilician Armenians, Camilian Romans; 15mm Essex; and terrain (a 4' X 6' or 7' for \$99.95).

19) Adler Miniatures, 129 Bonchurch Rd., Brighton, Sussex, England, has a line of 1/300th Napoleonic which appear, at this time, to consist of French Cavalry and Russian Infantry.

20) Battle Honours America should now have the new Russian Napoleonic in 15mm covering cavalry (Hussars, Dragoons, & Uhlans, as well as a Russian Mtd. officer. They are also offering 15mm Sassanid Infantry, cavalry, and horses. Tome DeVoe, 17 Ridge Rd., Budd Lake, NJ 07828 (201-691-2423).

21) Ahketon USA, RD #1, Sandyhollow Rd., Philadelphia, NY 13673 (315-642-3235) should now have 15mm Napoleonic structures (barn, destroyed barn, stone walls, stone bridge, stone farm house, log artillery redoubt, wooden house, 'L' shaped stone house, half-timbered house, square stone tower for city wall, straight log & earth breastwork, and corner section for same). For the Colonial period in 20/25mm they are offering mealie bag & biscuit box sections, and an Arab house. I am told that they also have 20mm WWII Soviet cavalry & infantry and weapons.

22) Back issues of CAMPAIGNS (issue #'s 1,33-47) are available through Historex Agents, 3 Castle St., Dover CT16 1QJ, England. The prices seem quite reasonable.

23) Hinchliffe has released some 20mm 1/76 scale WWII metal items including Russian Anti-aircraft, Gaz truck & crew; and US WWII artillery pieces (57mm anti-tank gun, 76mm field & pack howitzers).

24) Tradition Scandinavia, available through The Model Shoppe, 321 Richmond St., El Segundo, CA 90245, now offers the 30mm "Willie" figures as well as the 25mm and 30mm Tradition models.

25) Standard Games, Arlon House, Station Rd., Kings Langley, Herts, England offers 15mm medieval miniatures and 25mm Armies of the Holy Land. The pictures that I've seen of this line look very good indeed!

26) Scotia Micro Models, 32 West Himming St., Letham Angus, DD8 2PU Scotland offer a line of 1/300th modern (China, USSR, USA, South Africa, British, Argentina, Israel) tanks; WWI tanks (Britain); and WWII tanks (French, German & Japanese).

27) Premier Productions Ltd., 46 Buchanan Rd., Walsall, West Midlands, England, WS4 2 EN, has released 25mm wargames figures for the Napoleonic period (I believe it is this period anyway) and their first releases include British Line Infantry and French Line Infantry command packs (officer, standard bearer, mtd officer, drummer and 20 cavalry) for 6 pounds each (24 figures for British and 25 for French).

28) Minifigs, Box P, Pine Plains, NY 12567, has decided to again publish the MINIFIGS BULLETIN (free at your request!), a small publication which 10 years ago I enjoyed greatly. It is primarily a house organ for Minifigs (nothing wrong with that!) and one can keep up on their releases by belonging. It appears as though they have been quite busy as there are a number of new items available. First of all, they are offering 15mm ACW "Quick-Start" sets and each set includes rules, siege supplement, painting instructions, organizational guide, scenarios and figures. I really like this approach! Sets include Union infantry division (120 foot, 8 mtd cav for provost guard; 8 dismtd cav; 4 guns, 16 artillerymen, 2 mtd brigade commanders & 1 mtd divisional commander); Union cavalry brigade (32 mtd cav, 32 dismtd cav, 2 guns, 8 gunners, 2 limbers, 2 horse teams & artillery riders, & 1 mtd brigade commander); Union Siege Set (4 30lb parrots on siege carriages, 3 siege mortars, 36 gunners, 6 snipers, 36 gabions, 48 chevaux-de-Frise, & q supply wagon & team). The same sets are available for the Confederates. Each set sells for \$48.00, which sounds very good! They are also re-releasing a number of 25mm Napoleonic packs including troops for virtually all Napoleonic armies. Napoleonic era devotees will be most pleased to hear that they are re-releasing the French Old Guard Band Set (\$20); French Old Guard Corps of Drums set (\$15); French Mtd Chasseurs Band set (\$20); French mtd Carabiniers Fanfare set (\$20); British Infantry band set (\$24); and British Drum & File band set (\$15). They also offer separate 25mm weapons and shields sets. Minfig "house" rules for Ancients, Pike & Shot, SYW (tactical or grand tactical), Sailing ship rules (Limeys & Slimeys and Limeys & Slimeys Galley supplement); Napoleonic; ACW Bluebellies & Butternuts, siege supplement, or Steam-Iron&Tine 15mm Ironclad are available for \$1 each or any 3 for \$2.00 with no postage & handling. Each reportedly takes no more than sides of a piece of paper. Also available in the line of rules are A KNIGHT TO REMEMBER (Chainmail era rules) for \$3 (no postage) and TACTICAL RULES FOR THE 18th CENTURY (\$4). 15mm WRG 1500 Point armies and 25mm WRG Boxed Basics sets are also available. Good to see Minifigs out there again!

FOR SALE: Scruby's 25mm SYW Highlanders, half-painted; Grenzlers painted & only primed; Prussian Jagers painted. 30 cents each. French Dragons unpainted .50 each. Old Minifigs Russian Grenadiers SYW (.50 each - about 30 figs); Hinchliffe Turkish infantry - some already primed .40; Hamelukes painted w/fancy colors .80; Hinton-Hunt 25mm Mamelukes & Cossacks .30 unpainted. Magazines: Wargamer's Newsletter from 175 to 210 (.50 each); Miniature Warfare (ask for #'s available \$1 each); Slingshot (79,80,81, & 82 complete \$10/year); Tradition #'s 68-72 \$7 each; #73 (\$10). Luigi Casali, Vile Sardegna 26, 27100 Pavia, Italy.

Bits & Pieces Continued:

29) Simtac, Inc., 20 Attawan Rd., Niantic, CT 06357 is carrying 15mm Jacobite Napoleonic (huge line!) which includes 26 personality figures and troops from France, Denmark, Britain, Russian, Wurtenburg, Baden, Bavaria & Sweden. They also offer guns for France, Prussia, Britain and Russia, and horse teams for Poles, Baden, Swedes, Danes, Wurtenburg, Bavaria, Prussia, France. 12 foot, 4 artillery or 5 cavalry for \$2.50; 6 command, 3 personality per pack for \$1.50. Jacobite Ancients are also carried (roughly 100 packs), as are the Scotia Micro Models mentioned in #26 on the last page. Most of the Scotia Micro models are \$3 per pack of 5.

30) Miniature Soldiers Company, PO Box 9745, Fountain Valley, CA 92728-9745 offers a 1/87 HO scale Soviet tank made by Petner Panzers for \$4.50 plus .50 postage.

31) Mite-y Minions, PO Box 574, Croton Falls, NY 10519 has 25mm figures of gamers (gamer with snack sacks; in deep thought; with pipe; & in army jacket) for \$1.00 each. They will also sculpture your drawing or description of a figure for \$35 (add \$10 for painted figure).

32) The Toy Soldier Company, 100 Riverside Dr., New York, NY 10024 (212-799-6348) offers Timpo, Britains Deetail, Airfix, Atlantic, Sturlux, Cherilea, Louis Marx, Elastolin, Swoopet-Esque, Herald, Deetail, Multiple Plastics Corporation, Ideal, Lido, Tim-Mee Toys, Charbens, and Lone Star figures, all at what seem to me to be awfully high prices, however, I guess if someone wants them badly enough, they will pay for them! Dave Corbett, who provided me with their catalog, reports that he is checking up on another source which appears to have more reasonable prices and I will pass this on when he gets it.

1987 LITTLE WARS CONVENTION

By Hal Thinglum

The 1987 LITTLE WARS convention was again a huge success - more than the previous three years had been. I am told that over 700 gamers attended the three day event April 24-27 at Triton College in River Grove, Illinois. Congratulations should be extended to Todd Fisher and Ken Kaufmann as well as the others who assisted with the convention. It certainly is growing into one of the premier conventions in the country.

There were well over a hundred historical miniature events available for gamers as well as over 40 manufacturers (not dealers, mind you, but manufacturers!) present

with virtually every (1) historical figure line available in this country. Amazing!! I wish I could have spent much more time in the dealer area as there was much I did not get to see - it was that kind of convention!

There were a great many games with interesting terrain, well-painted troops, and interesting rules systems. In addition, LITTLE WARS featured a WRG Ancients tournament as well as a Johnny Reb tournament. I have no idea of who the winners were in either of these events unfortunately. What I enjoyed most of all was running into and talking to so many wargamers from virtually all over the country (and Canada). It was plain to see that the quality of terrain, judges, and selection of rules have all gone up in the last few years and I think we saw the best of all this year.

Of the games I was able to see, I enjoyed Bob Beattie's "The Legation Relief Column" as he used simple, functional terrain, and utilized a train (I love trains in wargames!); Rich Black's Norman-Saxon game in which the Saxons & Vikings attempted to take a Norman keep. Rich's game had terrain pieces which were simply made, yet highly effective/functional, and a nicely home-made Norman keep; Todd Fisher's "Pony Wars" game which used Peter Gilder 25mm wild-west figures; RSM's fine-looking SYW 25mm game which utilized their great figures; Rick Thomas' "The Three Musketeers" game which used a large two-story country inn with individually-based figures; Bob Pavlik's "Gold of the Aztecs" 25mm game with a nice looking Aztec temple (boy, it seems as though there is a lot of home-made model building going on that is very nice!); Tom Harris' "Quebec 1759" game with 15mm troops and great looking terrain; Todd Kershner and Dale Wood's "Norman, Viking, Byzantine & Arabs" game and "Son of Iroquois Terror" (one of my favorite games!) which both used simple, functional, yet attractive terrain; Frank Chadwick's 20mm WWII games using his GDW's COMMAND DECISION rules which I suspect will become the 'most' popular set of WWII miniatures rules in a very short time; and many others which I only had time to look for a minute or two. I was pleased to see so many 'home-grown' rules being used in many of the games.

What I would like to do someday is to spend the three days of LITTLE WARS on site - there was so much to see that one would have to do that to really experience the entire convention. Great Job, Todd & Ken!!!

SKULKING IN THE REAR By Howard Whitehouse
Being a Column By The Scoundrel At the End Of The Column -
Pvt. Howard Whitehouse, 52nd Foot (Deserted 1813)..



Greetings and Salutations! This is the first in a series of ramblings, snippets, ideas - good and bad - and general disorderly conduct by me, Howard Whitehouse, the self-styled "Al Eisen" (TV commercial enthusiasts will know Al as the socially aware, community-conscious inventor of a lavatory flush cleanser) of wargaming. Regular MWAN readers will know to skip this section right away in favour of something more conventionally acceptable, so be warned that those who choose to read on deserve what they get - on to business..

1) EFFICIENCY! It occurs to me that very often wargamers choose to quantify the competence of historical military units in rather limited terms. We look at morale (A=Marvelous; E=Multinous) and perhaps drill/training (regulars & irregulars, etc). Sometimes this gives us an inadequate assessment - especially when the spectre of 'popular myth' (or 'what everyone knows') appears and gets in our way. One of my 'peeves' over the years has been how the idea that different units, with different training systems/tactical preferences/assortment of company officers & NCO's/battalion commanders/states

of contentment, can be lumped together as A, B, C, etc.

In the 1970's attempts were made to expand this by means of 'national characteristics' - but this rapidly degenerated into subliminal racism ('they're French - of course they're better!' or "Spaniards! Bah!") and acceptance of chauvinist myths. Many moons ago Paddy Griffith suggested that all combat functions related to two functions, "Morale" and "Drill/Manoeuvre", at least in reference to Napoleonic troops. The alledged fire superiority of the Peninsular British would thus have less to do with being able to point a Brown Bess ..

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straighter than anyone else, but on confidence and on enough training to remember the loading sequence and fire when ordered to. Likewise, movement is a function of drill (can we move in a line without falling over one another?) and morale (do we really want to get any closer?) as much as anything. Thus, on a 1 to 5 scale (the system I used in my "Honour & Fortune India rules") you'd get -

French Old Guard - Drill 5, Morale 5 (Superbly confident and disciplined)

Spanish Regular Infantry of 1808 - Drill 2, Morale 2 (Bad & they know it)

Spanish 'Junta' volunteers of 1808 - Drill 1, Morale 4 (Enthusiastic-no training)



This is all well and good. There are, however, other factors that are worth a look at. Fieldcraft is relevant in some situations; Greg Novak has rightly said that some people can find cover on a pool table, others can't find a safe place in a concrete bunker. We'd expect that Iroquois warriors would find their way through a wood much easier than a squad of British Grenadiers, even if the latter set aside their bulky equipment and walked in Indian file through the trees. More broadly there is the issue of 'flexibility' or 'adaptability'. What I mean by this is that some units which rate highly on Morale and Drill are not as effective as they might be through inexperience or overly-rigid discipline or unimaginative officers. Take the British Household Cavalry of the Napoleonic period. Pretty much all miniatures rules regard them as top-notch elites, and certainly they were well drilled, well mounted, and thought a lot of themselves. Were they really very good, though? Well they served in the Peninsula 1813-14, but never made a charge; they threw away their curry-combs on the voyage to Portugal because they didn't think they'd need them; the C.O. of the 2nd Life Guards was considered grossly incompetent by his comrades. They made their first charge of the era on June 16th, 1815, defeated a French Lancer regiment as it debouched from a village - i.e. at very advantageous odds. At Waterloo, witnesses observed Household Cavalrymen retiring to the rear when they got muddy, as if it was all an exercise in Hyde Park! So, what can we say? Drill - excellent. Morale - High. Adaptability - Low. These are chocolate soldiers, at home on the parade ground and very ill-at-ease away from it. In the same way, Wellington's most reliable divisions were the 3rd, 4th, and Light rather than the prestigious 1st; the guardsmen drilled superbly, and were the best troops in a retreat; but on the battlefield - and especially in sieges - scruffier, more experienced units were more likely to get it right! In the late C19th the tendency is even more pronounced. A look at the British army of Victoria's wars might be as follows -

Guard Regiments: Superb grand soldiers. Supremely self-confident; Very limited practical experience - nothing between the Crimea and Egypt 1882 - leading to inability to adapt to circumstance or appreciate realities of situations. High proportion of 'amateur' aristocratic officers. High sickness rate in the Sudan 1898 due to being "Too much spoiled."

Line Regiments: Less impressive in terms of physique or drill, but often highly experienced and efficient. Morale generally very high, though units with many young soldiers could be panicky ("Fort Funk" 1879, Majuba Hill 1881). Many career officers interested in improving themselves and their units.

Naval Brigade: High morale, enthusiastic, very-well drilled in small unit tactics but little opportunity to practice "grand scale" maneuvers. Probably excellent in hand-to-hand combat. Fieldcraft - not idea at all! (in 1885 sailors caulked the humps of injured camels with tar and oakum, an inventive if absurd solution to the problem!)

Marines: Excellent drill and morale, again more used to working in small numbers than large. At Tama! they seem to have had difficulty marching in step with the rest of their square.

Highlanders and Irish Troops: as for line regiments, though expected by cultural demands to be aggressive/'wild' rather than 'calm' and 'stolid' like the English. Highlanders were regarded highly, had nice exotic uniforms, etc. and were inclined to think well of themselves - even when the recruits were lowlanders from city slums.

Cavalry: Variable experience, often rather unintelligent officers - Churchill records that he did too badly in the Army Entrance Exam to join the infantry, and had to settle for the hussars.

As you'll notice, a lot of this is rather difficult to 'pin down' in easy-to-quantify terms. My suggestion is that we bear these characteristics in mind and avoid getting trapped into narrow assumptions of performance that may have little or no relevance to the situation.

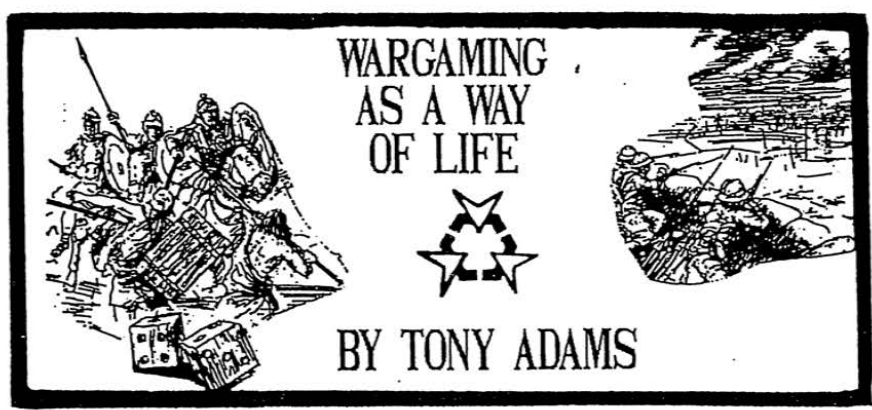
2) I enjoyed Ed Rohrbach's piece on Armoured trains in MWAN #26. How right he is

to complain about unreasonable rules that allow the enemy to move, shoot and pull up the traces! Totally unrealistic! With this in mind, I suggest a couple of rules that ought to help out:

- A) When the train appears on the board, roll a die for each enemy unit:
 - 1, 2 - runs away screaming off the board.
 - 3, 4 - transfixed immobilized for D6 X turns.
 - 5, 6 - Rush to track, lay aside weapons, throw pennies on the rails, wave at driver.

- B) Disabling the rails (bool hiss!). For each figure involved in this despicable action, roll a D6 -
 - 1 - Blows himself up with dynamite.
 - 2, 3 - hits own foot with pick, disabled D6 turns.
 - 4, 5 - gets foot stuck under rail, immobilized for rest of game.
 - 6 - succeeds in destroying D6 X 1 millimetre of track.

Sounds fair to me! I've seen the 1900 propaganda picture of Boers running away from a combined cavalry charge/infantry volley/oncoming train outside Mafeking so I know its all true - - - anyway, I've got 5 feet of 1/300 scale track from Ros/Heroics and the makings of a train myself to add to the technologically advanced (3 gunboats and a balloon) Whitehouse imperialist Juggernaut, so those who dare insult the Queen-Emress had jolly well better watch out!



"GETTING THE LEAD OUT"

This time we are going to talk about some things that we don't often think about when setting up and running our miniatures games. It is the element of real time that passes while we are playing the game itself. We will be asking whether or not the best use is being made of the time it takes to actually play the game we are playing and, if not then how can we use the time more effectively to add to the game.

First of all let me outline what I see as the problem, if you will, and then we will talk about possible solutions. I will begin by saying that not all of you may agree that these things are a problem, but I hope that you will bear with me and you may still be able to benefit from some of my suggestions later.

The typical miniatures game may begin at a friends' house in the early afternoon or evening with the terrain set-up before the gamers arrive and the scenario well thought out with the troops divvied up accordingly. The players are mostly on time and the kibbitzing and general conversation stops when the gamemaster calls the game to order and starts explaining the scenario and the players choose sides. The respective sides are then allowed to decide on their strategies and then the game begins. What follows are the turns of the game unfolding throughout the afternoon or evening at a fairly normal pace until time is called and the game is over. Usually the judge must make some decision as to who wins as there is not enough time to complete the entire game (nor is there usually the interest if one side is a clear cut loser). As the gamers help the host pack up and put away there are endless discussions as to what might have happened if the game had continued 3, 2 or even 1 more turns.

If you put the game in question at a convention, you have much the same situation only with a few different parameters. The players

are usually slower to get going and move the game along as they are unfamiliar with rules and playing styles being used more often than not. The time limit imposed by a convention schedule is usually quite a bit stricter than at home and the game may not even reach a point where it can be fairly well adjudicated by the gamemaster.

So now, using the examples above we see a potential problem. We need more playing time to complete our games to our own satisfaction. Or do we? What needs to be done is to take a look at how the time we are already spending is being used and what might be done to make better use of it, both in terms of making a better game and in being able to play out more of it. The basic solution I am advocating is the speeding up of the players themselves as they play the game. This may not be popular with some players or gamemasters, at least at first, but it deserves a try.

Let's begin by going back to our games above and find out where time might be wasted either by the gamemaster or the players during the playing of the game itself.

The pregame set-up and scenario layout should always be well prepared by the host or gamemaster beforehand. In this way the initial briefings of the players is expedited and the game can begin. The players planning sessions for strategy should be amply long enough for them to decide exactly what they wish to do and how they will do it. Time, so far, has not really been wasted on anything. In fact, a good planning session can actually expedite the game later on, as you will see. Now the game actually begins and here is where the time starts to get wasted. Troops entering the table from off-board always seem to take an overly long time to be placed by most players. Some players are invariably slower than others in everything they do, but many players use up an inordinate amount of time making decisions about where troops will deploy or move to during their turn. It often seems as if wargamers' brains click off when they finish moving their troops and don't come back on until it is time to move again. Then there are calculations to do for fire, melee and morale which the judge must usually assist in. Sometimes we even have an occasional rules dispute which needs checking in the rule book or a lot of hashing out before some agreement can be reached and the game can continue. As the game wears on and there are less and less troops on the table to fight with, the turns seem to take longer and longer to play. This continues on until time is up and the game is called.

Now that we have seen what is happening, we have to decide if this is the way we want it, and what can be done about it. The problem lies in the fact that we don't regulate the amount of time that the players have to perform the mechanical functions of playing a wargame. The result is what we have above, which is actually very 'unrealistic' in many ways. Allowing players to take the same amount of time to move their regiment or brigade as Napoleon took to plan the invasion of Russia is just not right. It does not give the player any appreciation of what types of decisions had to be made by the real-life commanders and what type of time frame they had to make them in. To put this element into our games we have to go to the thing most wargamers dread a time limit!

Now that the cat is out of the bag and many of you are groaning, if you haven't already stopped reading this, let me give you a description of a game of a different sort altogether. We will keep everything the same as the games above, but with the judge imposing strict time limits. Let's see what this would be like and how our games would benefit by it.

The initial planning stages are actually a bit more critical now than before because each player (who has a rank as a commanding officer of something or other on the board) will be much more on his own during the course of the game than before. There simply will not be time for a lot of questions and messages back and forth between players. So, while there is a definite time limit set for strategy sessions at the beginning, it should be adequate to plan the game for both sides. Now the game begins. Each move, or sequence is kept to a strict, and usually just a little bit too short, time limit. Players will only have enough time to perform the mechanics of moving troops and resolving fire and melee if they know ahead of time what they are going to do and they do it when their time limit starts. This means that they must be thinking about what they will do with their troops while other players are occupied resolving actions on other parts of

the field. This effectively narrows the vision of the player down to his own command. He simply does not have the time to let his attention wander all over the battlefield and 'help' other players by overseeing their moves or calculations. The gamemaster should also be taking a very active part in resolving whatever he can to keep things moving. And get things going into the next sequence or turn. It should be stressed that players should be doing most of their own calculations though. This will keep them occupied and allow less time for them to think about what they are going to do in their next turn.

What we have created here is some pressure on the players. Pressure to make sure that everything gets deployed or moved in time. Without an infinite amount of time to ponder, decisions and reactions to unexpected moves must be made rapidly and possibly without obtaining all possible information and approvals from other parts of the field. Mistakes are bound to be made and opportunities missed on both sides. The 'fog of war' will start to take on a new meaning as the player must concentrate on only his own field of vision and not have a chance to worry about what else is going on all around him until he has to react to it. All of these things, as you can see, are actually very realistically contributing to the game as a playing experience for the players. They now must start acting like field commanders and making the same types of decisions while under pressure that actual commanders must make. In this way the game itself benefits as the turns get shorter and the playing time goes down. What happens next is that the game comes all the way to a conclusion because you can play out more turns in the same amount of time. Different type of scenarios can be done that would have taken too long before. The advantages of the system are numerous once you initiate them.

I know that there is a large school of thought out there that doesn't feel that this type of thing is appropriate because they are enjoying a leisure time activity. They don't want pressure and time limits put into their hobby as they have enough of it in the real world. That is a valid argument and to those people I would simply suggest giving my ideas a try once in a while and see what you think. Just for something different they may provide some enjoyment on a different level than you are used to playing.

For the rest of you, though, that are looking for this type of thing to try, there are a few guidelines. First off is the attitude you and/or your group has towards trying this type of game. You have to bring the game down from the level of a Masters Chess tournament to

one of gaming for fun. Too many wargamers seems to take an excessive amount of time to make their moves in games because they are so afraid to make a mistake. You have to come to the realization that there is not always an optimum solution to a problem in a wargame. More than one approach may work. Also, keep in mind that mistakes and oversights should be a part of any wargame that claims to be historically accurate. Players should approach the game with more of an attitude to just play, rather than to compete and perform at a high level of perfection. It is the gamemasters responsibility to have everything laid out clearly in advance to get things moving from the beginning. During the game all players must have easy access to charts and tables for doing calculations. It also helps if all players are familiar with the rules. The judge should perform any duties that will help speed up play but not get too distracted in any one area where he forgets to keep the time limits going for everyone. Rules disputes should be handled by the judge immediately with a minimum of discussion. Even a die roll is fine to decide a rules question as long as the game keeps moving. There will be plenty of time later to discuss rules. The scenario should also be set up so that all of the players are kept fairly equally busy and one player doesn't get too overburdened while others have nothing to do. If time restrictions are not met then troops may not get their turn to move or fire or perform other actions. Once you get past the first couple of times that these penalties are imposed, the players will begin to understand a bit better. (Remember, even if you make a mistake or blow an action, your opponent isn't going to have an unlimited time to capitalise on it).

The time limits themselves can actually be whatever you want them to be based on the game you are playing. They might be anywhere from 10 or 20 seconds for a skirmish game to 5 minutes for a large battle. It will take some trial and error on your part to see what will work best for you or your group. The important thing to remember is that you are not trying to hassle the players, you are simply trying to put

them in the same positions that they are supposed to be playing in the game. This can be done with any set of rules and any game. It should make your players into better commanders and turn your wargames into better battles.

After a game like this the players can all talk about what they might have done had they thought of it at the time. They will also have a chance to find out what their other commanders have been up to on other parts of the battlefield that they were too busy to watch. In this way the post game debriefings can be even more enjoyable than they were before.

Any way you look at it, we 'waste' a lot of time during the playing of our games. Sometimes we don't mind because it is part of the game itself and the reason for doing it. But often we can enjoy leisure by setting up a mental challenge that will make us think and react under pressure. This too can be enjoyable when we want to play and try to get somewhat of a realisation of what it must have been like to command. I think it is well worth a try and it is something that anyone can do. So next time you plan a scenario, plan to 'get the lead out' as well.

RALLY ROUND THE RADIO

Some Thoughts on a Good Idea Found in the Wrong Place By Greg Novak

I read Tony Adam's article "Rally Round the Flag - The Mass Confusion Version" with some interest, for the problem of curtailing command control and preventing players from using the "Helicopter Hover" are familiar ones to me. However, as I read the article, the thought struck that while Tony has come up with a great system for doing 20th century battles at the operations level, that as an accurate attempt to look at the problems with command in the ACW at the brigade level, the game was off base.

Consider the role of the ACW Brigadier. He has from 2 to 6 regiments under his direct command/control, operating usually on a frontage of 1,000 yards or less. Unless the battle is being fought in a densely wooded area, the Brigadier will be able to see most of his command at any given point. If need be, he can move along his front in minutes to assess the situation, and react to it. In addition to all this, he is a target for enemy sharpshooters and the like, as his job usually requires him to remain mounted, and thus visible to the enemy. It is a busy job, and yet not a hard one to fill - as neither army had a shortage of brigadiers during the war. And, perhaps most important of all from the standpoint of command, he has the ability to react, and cause a reaction to that which affects his command. A brigadier has the ability to take over a command and lead it if need be in an attempt to carry out his orders.

Consider the plight of the brigadier generals in Tony's game. Cut off from their commands, they have been rendered blind and deaf - and left only to react from written statements that may or may not be truthful. Each action that they take is carried out by another player, and one suddenly can no longer use one's personal presence to lead, or even find out what is happening. One is tied to a radio set as in the 20th century, and the whole problem of command at the brigade level distorted.

As mentioned, both armies found it easy to find commanders to fill the task of leading brigades during the ACW. A good regimental commander had the makings of a good brigadier. The great problem in command for both ACW armies was never at the brigade level - but rather started at the divisional, and got worse as one went to corps and on to army. The problem starts at the division as for the first time in an ACW structure, a commander is no longer able to see/control all of his command at a given time. With a brigade holding an area of 1,000 yards or so, a division can cover 3-8,000 yards. The commander of a division no longer can quickly get about and visit the entire command, not just because of the size but because of the fact that he is dependent for the first time on written/oral messengers from his commanders - he must have a point where those messengers can reach him and report. At the corps and army levels this problem exists on a higher level.

As the level of command gets higher, the commander finds that he has more time on his hands, and less to do during the battle. Here is where the true problem of command takes over, as a commander at this level finds out all too often that he has enough time to "take counsel of his fears". As reports come in he orders, counterorders, and suddenly finds himself in disorder as his subcommanders attempt to carry out their instructions. He is no longer able to ride to the front and straighten things out by personal example, as he can't be everywhere at once.

Looking back at Tony's game, what he did was to overload the brigadiers, which to me is the wrong place to do so on an ACW battlefield. Now, if he had run this game on a WWI, or even WWII or WWIII basis, he would have been far better off. At

the modern battalion, brigade, and divisional level, all too often command is controlled by those who are not on the scene - who can not see what is happening, and who rely on second-hand reports that come in over the radio. Again, the great problem of command however is not that the commanders have too much to do, but that they have too little to do. Time hangs heavy as one waits to hear what is happening. At the local level of company or less, the commanders do not have this problem as they have more than enough to do - time does not hang heavy - rather there is a shortage of it.

Overall, there were some good ideas - and the end result was an excellent example of the confusion of the battlefield - it's just that the means of getting there was not a realistic means of looking at the problems of command in the American Civil War.

Wargames Products Review

By Hal Thinglum & Mike Adams
& Jim Torello

From Mike Adams - ESSEX 15mm ANCIENTS

I was back at Charlie Prosek's Hobby Store again and got to see Essex's new 15mm ancient Carthaginians; by far these are the best 15mm to date from them. Hardly any flash (and I do mean hardly!). Also they released some Sudan 15mm figures. I can't say enough about these figures. They are Great! (Editor's Note: This comes from a man who has 8,000 painted 25mm Ancients). Also, in a past review of Corvus 25mm Ancients, I mentioned that their Light Infantry Javalin had only one sandal and made light of this fact. However, not having done my homework, I later found out that some Ancient Greek Javalinmen did only have one sandal. So, sorry, I was wrong and probably will be wrong again. Also, at Charlies, new RAFM ACW 25mm (7 new releases). Separate heads and a price increase from \$4.00 per pack of 6 to \$4.50.

By Hal Thinglum - MILITARY MODELLING BOOKS

MILITARY MODELLING, thanks I am sure to Stuart Asquith, forwarded several new books to MWAN for review. First of all is A GUIDE TO WARGAMING by Stuart Asquith. This soft-cover book runs 126 pages (6" X 8") and attempts to cover the entire subject of wargaming with miniatures, a goal which I feel it accomplishes very well! Stuart provides the reader with a brief, yet interesting and adequate history of the hobby, briefly discusses the 'ethics' of wargaming, the various scales available, how to buy them, flats, casting your own figures/conversions, painting, purchasing professionally painted armies, basing figures, organization of units, a short discussion of frontages, the playing area, how to carry out a wargame, determination of the winner/loser in wargames, wargames rules, written orders, as well as selecting a period, discussion of each period along with short, simple rules for that period, and a reading list for wargamers and lists of figure manufacturers including what scales they produce. He does not provide a breakdown as to which periods are produced by the manufacturers, something which would be helpful to the beginner but would also take up a great deal of space. The book is highly illustrated with black & white photos (many of them!) and I would have to give this book high marks as it really does serve as an introductory book for wargaming with historical miniatures as it covers so many areas which have not been mentioned previously in introductory books. The pictures would serve to excite the old-timer as well as the newcomer to the hobby and because of this, even though it lacks the "flavor" of Donald Featherstone's first book WARGAMES in the narrative manner, it comes a close 'second' just because of the organization of the book and the wide range of information it provides to the newcomer. Highly recommended to newcomers and I believe us old-timers would enjoy it as well. It would not be a bad idea for clubs to purchase a copy (5.95 pounds - no American price listed) to have on hand to lend to newcomers!

Secondly is A GUIDE TO MILITARY MODELLING by Ken Jones, the Editor of MILITARY MODELLING with the same price, size, and goal. Ken provides six chapters (scales, research, tools & materials, miniature figures, modelling military vehicles, and dioramas) on the subject. Again, there are many black & white pictures. Gamers who enjoy building their own scratch-built items will find this book of interest as well. Miniatures wargamers as concerns the conversion/painting chapter and the diorama section (I am always on the lookout for books providing diorama information as I can use this in constructing wargames terrain. A well-done book!

By Hal Thinglum - PREZIOSI COLLECTION OF 19TH AND 20TH CENTURY ORDERS OF BATTLE

Andrew Preziosi, 11017 SW 125th Ave., Miami, Florida, 33186 (305-274-9745), who has been, and continues to be associated with George Nafziger of the Nafziger/Preziosi collection which concentrated on the French Revolutionary War and Napoleonic War, has branched off into providing orders of battle for the 19th/20th century era. My understanding of how this works is that Andrew provides the customer with a listing of colonial wars. The customer decides which war he requires information concerning the orders of battle for, and sends in his money for that information. I have no idea as to cost, however, Andrew's listing is most extensive. For example, there are at least 166 listings for orders of battle for different battles in just the British Colonial listing, and Andrew reports the list is growing. He also included lists for the Russian, Prussian, French, Austrian, Turkish, and Italian

Colonial wars. A most extensive offering! Also included was part of a sample order of battle for the Tochi Valley Field Force (June-July, 1897) for the Khyber. The Commander is listed as well as the individual regiments within the brigades and the brigade commanders. No strengths were listed and I do not know if this information is available. We may find Andrew's service quite valuable in chasing down hard-to-find information, especially if you are not near a really good library.

By Hal Thinglum - LYZARD'S GRIN GUNS

Richard Houston of Lyzard's Grin, PO Box 14522, Oklahoma City, OK, 73113, has released a number of new guns, two of which were provided for review. First of all is a beautiful 7" or 150 pdr Fort Gun on barbette carriage in 25mm. This is a beauty!!!! It is well cast with no flash and is truly HUGE as I am sure it was in real-life. I do not have a price on these guns but knowing Rich's price structure, it will be relatively inexpensive! Secondly is a 9" Dahlgren on a two wheel carriage which again is up to the high standards of the first gun. As mentioned in a previous issue, I have visions of a 25mm ACW wargame in which Union gunboats attempt to run a Confederate river with a fort overlooking the river! Well-done, Richard, and I recommend them most highly to those interested in ACW naval actions!

By Hal Thinglum - STONE MOUNTAIN'S 15MM AMERICAN REVOLUTION FIGURES

When I first entered the hobby of historical wargaming with miniatures, MINIFIGS came out with their 15mm figures, five to a strip, and I recall being quite impressed with the tiny fellows even though the early figures in 15mm (Minifigs has since redone their entire 15mm line in a high quality manner) even though detail was not really good at that time. The scale of 15mm wargames figures has certainly come a long way since then and Stone Mountain's latest releases add only more luster and appeal to this scale. Included for review were the following figure packs:

- ARV1-Inf(British line/American line/Continental) marching slope arms, cocked hat, gaiters; Very nice figures, no flash, formal pose, yet with the figure leaning forward a bit it becomes a little less formal.
- ARV2-Inf(as above) advancing port arms; Even the muskets are good in this scale!
- ARV4-Inf(as above) advancing at ready; very good!
- ARV6-Inf(as above) standing firing; I've purchased many figures, even in 25mm, where I had to scrape away metal between the face and the musket with firing poses. You won't have to worry about that with these figures.
- ARV7-Inf(as above) Standing loading; A nice pose, one that I personally like in figures. Two different poses, one dropping the ball down the musket, the other reaching in cart. box.
- ARV8-Inf(as above) advancing at ready with blanket roll instead of packs;
- ARV10-Casualties: one face down, one face up - again well done!
- ARV11-Inf(as above) advancing at ready, bare head; Stone Mountain continues offering a variety of poses, a fact which I really enjoy in wargames figures.
- ARV20-British Grenadiers advancing at ready; It's nice to see 15mm figures where the musket does not resemble a pole - these are very good.
- ARV25-Highland Inf advancing at ready; this, as well as AV20, contains command figures. The flags are very well done offering detail on them and are separately cast from the flag pole using Stone Mountain's procedure (a good one in my opinion). The flag poles are scaled very well to the figures.
- ARV29 & 49: British Line Command and American Line Command; Same remarks as above.
- ARV35-American Inf advancing at ready, hunting shirts, cocked hats;
- ARV34-American light Inf, plumed caps;
- ARV36-As ARV 35 with plumed soft hat; nicely done.
- ARV37-South Carolina advancing at ready; Good.
- ARV38-Continental Marines or Virginia Line advancing;
- ARV71-Hessian musketeers advancing at ready; nice pose.
- ARV100-American dragoons; Horse is well done, seems to be in scale with rider.
- ARV110-British Dragoons; As above, sword is leaning over horse's neck which is good system to reduce possibility of breakage!
- ARV200,201,220: Field gun 6 and 12 lb'ers and American or British crews; Guns are very nice and gunners are in variety of poses.
- Please refer to inside back page of this issue for complete listing and prices. One thing that I have always liked about Stone Mountain is that they offer a complete line of figures when they produce a range. They also offer castings without flash, something we don't always see. The detail is very good, one might say outstanding. Each pack of foot has 16 troops, two officers, a drummer and flagbearer with several flags included as well as a blank which can be painted to simulate state or special unit flags. Several additional packs of figures are also being planned according to Stone Mountain. Highly recommended!

By Hal Thinglum - GAME DESIGNER'S WORKSHOP "BATTLE FOR MOSCOW"

From Kevin Fitzpatrick of Games, Crafts, & Hobbies, 9220 Lackland Road, Overland, Missouri, 63114, comes GDW's BATTLE FOR MOSCOW boardgame. An interesting fact about this game is that it is FREE! GDW is really making an effort to encourage newcomers to the hobby of wargaming in general, and with them publishing miniatures rules

such as COMMAND DECISION (Which I really believe will become 'the' set of rules for WWII/modern gaming), JOHNNY REB, and others, we as miniatures players, can only stand to gain from their efforts. This game is concerned with the WWII Battle for Moscow. It provides an introduction to boardgaming, a section of learning how to play, a well-done section of the hobby of wargaming which includes boardgaming, role-playing, miniatures, and computer gaming and a 4 page rules section (this must be the shortest rules written for boardgames ever!) as well as a map and a section on the historical aspect of the game. Also included are quality cardboard counters for the game. I am not a boardgamer and although I have purchased several boardgames before I started in miniatures, I never was able to learn how to play them. However, I firmly think that GDW deserves a great deal of credit for what they have done with this game. I'm most anxious to see them get into the historical miniatures end of the hobby even more than they already have! Game Designer's Workshop, PO Box 1646, Bloomington, IL 61702-1646. Well done, GDW!!!!

By Hal Thinglum - RAFM 25MM FLINT & FEATHER/ALL THE KINGS MEN/ACW LINES

Received in the mail recently was a real surprise! RAFM, 19 Concession St., Cambridge, Ont., Canada N1R 2G6, has added even more figures to the "Flint & Feather" and All the Kings Men lines. These additions are as follows:

FLINT & FEATHER

- IN6- Iroquois Warrior firing musket (re-designed); not included for review.
- IN37-Scottish Highlanders 1759, advancing; Boy, I can't wait to paint these up. Except for some flash between the musket and the body (stomach), there is no other flash on these figures. Great detail!
- IN38-Scottish Highlanders, Grenadier Co. 1759; In bear-skin hats in march attack position. Very nice!
- IN39-Scottish Highlander Command Group 1759; 1 officer, 1 drummer, 1 piper, & 3 flag-bearers. Flags are the usual RAFM pliable soft metal type which can be bent very easily without danger of breaking. Ten other weapons are included (the flag-bearers are open-handed) so the flag-bearers can be made into other types of weapon-bearing troops. Can't say enough about the detail!
- IN40-British/American General officers (Wolfe & Washington) 1759; One mounted, nice horse and mounted figure is nicely posed; and one on foot advancing with sword. I do have some difficulty understanding why the price for this pack is the same as for six foot figures - perhaps RAFM could let us know the rationale behind it.
- IN41-French/Canadian General Officers (Montcalm & Captain) 1759; As above, Captain has spontoon. Well done as usual!
- IN42-French Artillerists 1759; 6 poses of same open-handed figure with artillery equipment and barrels separate.
- IN43-British/American Artillerists 1759; As above.
- IN44-Colonial Infantry Firing; Very nice indeed; RAFM's early releases in this line had strange looking muskets with too long of a stock, I believe. However, they have overcome this problem.
- IN45-French Cavalry in Bearskins 1759; Not included for review.

ALL THE KINGS MEN

- 6158; 8lb Artillery piece 1759; 2 such guns, both very well done! Detail (wood section) is very high!
- 6159; 4lb Regimental gun 1759; again two guns, as above.
- 6160; Swivels and hand cannon 1759; 16 assorted guns; Most interesting collection - I didn't know these were used in this period but I haven't studied the period well at all.
- 6161; 6lb Artillery piece 1759; 2 guns included - nice.
- 6162; British Galloper gun 1759; 2 guns, as above.

AMERICAN CIVIL WAR

Thanks to Greg Principato of OF DICE AND MEN, 16301 Cobbler Court, Tinley Park, IL, 60477 for the RAFM ACW figures. RAFM has added some additional packs to the 25mm ACW line. I only have three of them for review and don't recall what the others are. 6629-Union Cavalry dismounted firing; A very nice pose, no flash. 6630-ACW Artillery signals & Officers; Two GREAT!!!!!!mounted officers, one with cape and two foot figures. One is an officer looking through binoculars wearing a Grant type loose coat (very nice) while the other foot figure is waving a signal flag. These figures seem to possess a little more animation than usual. The mounted officers would make great Infantry/Cavalry officers!!! 6633-ACW Infantry firing - assorted heads; blanket rolls and 6 different heads (3 kept/3 broad hat). I really like these. I also saw infantry kneeling at ready, one pack had separate weapons and the other had the usual attached weapon. I really like the 25mm RAFM figures and am using them, as well as other manufacturer's figures, for my upcoming 25mm ACW armies. I have to admit that of the 25mm ACW figures I have seen, RAFM is quite possibly the best. They are making a very wide range and the detail is very good! Highly recommended!!!!!!!!!! One other thing I'd like to add about RAFM is that in each pack of figures they provide a painting guide, very useful. Foot figures are \$4.50 as are cavalry. Six foot/two guns/3 cavalry per pack.

From Jim Torello - COISSANT MINIATURES

I must admit that I was somewhat baffled when Hal asked me to review some Croissants. I thought "Poor Hal, all the newsletters, Family, work, etc... have finally caught up with him. I'm to review French Rolls?" I was relieved when Hal then handed me a plastic package containing #2506 German Pazerjaegar Co./ with Recon Platoon (stug III). & too Midwar Zero's. And the good news didn't stop there, once I opened the package I was amazed at the detail moulded on the tiny 1/285th scale vehicles. But wait, whats this? The Stug III's are not all the same. As I examined each one I found there were three different versions. One has extra road wheels stacked on the rear deck, the second extra tank tracks on the side of the hull, the third has what looks like an extra gas tank, pipes, and roadwheels on the rear deck. On top of which they all have attached skirt armour, and Croissant has packaged two different gun barrels. The 75 mm L48 and what looks like a 105mm L28. But, wait also included are two very nicely done maultier half-track trucks, with, would you believe textured canvas tops. And if that isn't enough for you, lets look at the recon platoon; six SdKfz 222's, not only do they have the storage boxes in the right places. Somehow Croissant has managed to mold the effect of wire mesh on top of the small turrets. And finally there are two open-topped Kubelwagons, that are casted with a driver. All this for only \$18.50. The Zero's are little jewels which I'm sure would not be able to paint up, to do them justice. I mean it has the panels molded on, the flaps, the ailerons, etc... for only \$2.50. In fact Croissant offers about 79 different aircraft from an P-40C to a F-18 and almost everything in between. Croissant Miniatures Inc. 3671 Industry Ave. #B-4 Lakewood, Ca 90712.

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P.S. I saw their U.S. 9th Light Inf. Companies at Little Wars. & I know I'll definitely be buying one or two units of the Hummv Companies. And the good news is Croissant Miniatures are non-fattening.

DANGER UXPI

By Greg Novak

(Editor's Note: Since this issue is eight pages oversize, I trust you will allow a little light-heartedness)

The following game is published at the request of Duane Warnecke, whom the author met at Hal Thinglum's Memorial Day weekend helping to destroy Hal's swimming pool. Based on the events of that day - and a favorite BBC Production known as DANGER UXB - have been combined to make this tongue in cheek game -

DANGER - UN - EXPLODED POOL!!!!!!!!!!!!!!

THE CAST

Sergeant Major WARNECKE - Royal Engineers, Master of All Trades, VC, GC, DSO, etc.

Sub-Leftenant THINGLUM - Seconded to the Royal Engineers from the Royal Navy where he was seconded from the Royal Air Force after he was seconded to them from Lord Chemsford's staff - anyway - the Officer in Charge of Destroying the Pool.

Major NOVAK - No awards but he at least has the brains not to get into the hole.

MATERIALS NEEDED

- One Swimming Pool
- Several Power Tools
- Several Hand Tools
- A Mind that's Weak
- A Back that's Strong

SEQUENCE OF PLAY

The three players decide which roles they will play. They may do so by either rolling dice, flipping coins, or by flipping each other. After they determine which players hold which roles, play starts in a series of half hour turns. Each player rolls a six-sided (D6) die to see what they must do for the next half hour.

Sergeant Major WARNECKE'S Table - Roll D6

- 1: Use Power Tools one half hour.
- 2: Use Power Tools one half hour.
- 3: Use Power Tools one half hour.
- 4: Use Power Tools one half hour.
- 5: Use Hand Tools one half hour.
- 6: Take Break.

Major NOVAK'S Table - Roll D6

- 1: Supervise
- 2: Direct
- 3: Offer Constructive Criticism
- 4: Watch
- 5: Administre
- 6: Take Break

Sub-Leftenant THINGLUM'S Table - Roll D10

- 1: Attempt to use Hand Tool.
- 2: Attempt to use Hand Tool.
- 3: Attempt to use Hand Tool.
- 4: Attempt to use Hand Tool.
- 5: Attempt to use Hand Tool.
- 6: Attempt to use Hand Tool.
- 7: Attempt to use Hand Tool.
- 8: Paint 20,000 Zulus.
- 9: Publish Great Issue of MWAN.
- 10: Take Break.

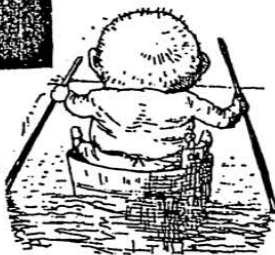


Sub-Leftenant Thinglum photographed at hospital emergency room after he removed drain from bottom of pool.

Sergeant Major Warnecke on break.



Major Novak observing Sub-Leftenant Thinglum remove drain from bottom of pool.



Sub-Leftenant THINGLUM wins when Sergeant Major WARNECKE destroys his pool for him. Major NOVAK and Sergeant Major WARNECK win when Sub-Leftenant THINGLUM publishes another wonderful and exciting and neat and cool - issue of MWAN.

PROBLEMS

Where do we find all the needed swimming pools to destroy?

Wargaming Magazines

By Hal Thinglum

LOVE WARRIOR - Bill Farley, 50 King Arthur's Rd., Exeter, Devon, England, EX4 9BH; \$19 US for surface mail/6 issues; #70 has details re a nice service offered to members. Eighteen members have offered to provide information to members on periods they have experience in. Sounds like a good system! As stated previously, LW is a publication for solo wargaming, and as such, as a number of good ideas in this area. #70 has a scenario on a Napoleonic battle; the accuracy of automatic fire and it's application to wargames rules (enjoyable piece); Part 4 of LW Founder John Bennett's interesting series on "My Life With Gussie", a fictional solo 'world' which provides the reader with many good ideas for doing the same on their own; Part 14 of a fine series on "Wargame Basics" which deals with reviewing systems of determining casualties; constructing castles from cardboard; as usual, a stimulating 'Letters' section; a nicely done review section of wargaming publications (they like MWAN); and a Play-By-Mail section. I always enjoy LW!

THE INTERNATIONAL GAME TRADER AND GAME COLLECTOR - John Farewell, 61 Midland Ave., Stamford, CT 06906; \$7/6 issues; A 16 page amateur publication (issues #8/9 on hand) which appears to cover boardgames. Provides a fair amount of coverage as concerns prices boardgames have brought at recent auctions. Also an interesting article on the fact that GAMA last year awarded the "Best Amateur Magazine" award to a professional publication.

MINIATURE WARGAMES - \$3.70/issue; available at many hobby stores; #48 provided the news that Editor Duncan Macfarlane has been replaced by Iain Dickie due "to irreconcilable difficulties between the publishers and the editor" which I personally feel is too bad as I think Duncan did a great job in getting MW off the ground and keeping it going. This would have been the end of the fourth year of publication for Duncan and how many wargaming magazines have made it that far? I am told the problem was over exclusive distributorship though I don't know that for sure. I am also told that Duncan has plans to start a new magazine; if so I wish him luck on it. From what I understand, Duncan, for some reason, was not in favor of exclusive distributor and there was a disagreement over who MW belonged to - the Editor or the Publisher - although the situation seems to be resolved in favor of the publisher evidently! It should be interesting to see what Mr. Dickie does - I rather suspect there will be no change in appearance or format although I have to wonder what the reaction of the advertisers and potential writers will be. Anyway, #48 has an article on painting wargames figures which encourages us to paint up hypothetical armies using a minimum of detail; Part 3 of Renaissance Campaigns (some good stuff); an interesting article by Arthur Harman which concerns a role-playing type game about New Caledonia (1699-1700); Part 2 of an interesting piece on the Colorado Coalfield War (1913-14); a nice piece on putting together the Siege of Alesia 52BC for a TV program; one on South Africa's current military force; Part 2 of a very fine and extensive listing of wargames manufacturers by period and scale. I find it interesting that no American manufacturers were represented - it seems to me that when Americans list figures available for different periods, they usually mentioned British firms as well as U.S. firms. Perhaps England still believes we depend heavily upon them for our wargames figures! Arthur Harman has a second article "Cockpit of Europe" which includes rules; one on constructing the Trojan Horse; and as usual, great ads.

MILITARY MODELLING - \$3.50/monthly; available at most hobby stores/many book stores; The May '87 issue has an interesting piece by Keith Benson concerning how National Wargames Championships should be organized which may provide some information to U.S. convention organizers as to what to be thinking of in terms of convention things to consider although it is mostly concerned with the 'competition' aspect. I must admit that as much as I thank our English 'cousins' for introducing wargaming to the U.S., I am most glad that we haven't gotten the 'competition' bug except in the Ancients area! A continuation of Regimental Mascots & Pets (this must of interest to someone); another excellent piece on painting wargames figures (painting wargames equipment); "Dracula", an article on Vlad Tepes (1462); old lead soldiers; putting together a Historex Ney; another excellent column of "Small Scale Scene" covering military vehicles for modellers & wargamers; Stuart Asquith's "Observation Post" which provides much data on new releases and magazine reviews; Israeb's T167 tank; Military Band Instruments; the Sherman Hybrid Ic; a boardgaming column, and much more. Recommended!

THE COURIER - Box 1878, Brockton, MA 02403; \$16/6 issues; Vol VII, #4 has the Battle of Fontenoy; orders of battle for the Royal & Imperial Army (1859-66); observation balloons in wargames (Actually everything you'd ever care to know about balloons); Austro-Hungarian Uniforms of 1859-66); a comparison of WRG's 6th Ed. to their 7th Ed (what we should do is wait till they get their act together and publish the final edition); a most interesting piece by Jim Arnold on his trip to England; a skirmish scenario set in 1816 using skirmish 'wild-west' rules; a valuable piece by MWAN'er Dean West (who also introduced me to the hobby) on insuring your figures; an article written by a wargamer's wife detailing her attempts to be part of her husband's life/hobby (unfortunately for many of us, including myself, the word "life"

and "hobby" mean the same - watch for my editorial next month on this subject) which my wife somehow read (She has never looked at any wargaming publication including my own before - unfortunate that she picked up this one!); a full set of rules for a strategic campaign of the SYW by Barry Gray; many reviews of figures lines (I really like the expansion of this; my regular "dispatch" column which provides news within the hobby; and more.

HELIOGRAPH - Milton Soong, 6580 Prague Ct., San Jose, CA 95119; \$5/10 issues: Uniforms of the Annamites; fire combat systems in TSATF; and a scenario/battle report on the Northwest Frontier as well as some hobby news. Another good job by Milton in his second issue since taking over for Tony Adams. Good stuff!

STRATEGIST - Scott Orten, 1430 Audubon, Grafton, WI 53024; \$9.99/12 issues: MWAN'er George Phillies, who has published more wargaming publications than anyone I know of, also publishes this one. It is concerned with boardgaming although does have miniatures news/scenarios/information in it from time to time. It is a 12 page professionally printed publication and contains much news regarding wargaming magazines and conventions news as well as what I listed above.

WARGAMER'S INFORMATION - Flying Buffalo Inc., PO Box 1467, Scottsdale, AZ 85252; \$3.00 for 12 issues: The purpose of this 4-page publication is to "print reviews, gossip, opinions, press releases, and inside information on the wargaming field" and they seem to accomplish this. In issue #46 there was some gossip regarding TSR (there's always gossip about TSR - might be a dull hobby if there were not); news regarding a board-gaming magazine; convention announcements, etc.

SAUVE QUI PEUT! - Edi Birsan, 950 Alla Ave., Concord, CA 94518; \$1/3 issues: Devoted to Napoleonic wargaming, especially to the "Empire" system. Provides updates of their campaign games, rules changes (Should be interesting to Napoleonic gamers); some news re new products, etc.

SAGA - Terry Gore, 890 Janes Rd., Rochester, NY 14612; (\$10/6 issues: Devoted to Ancients, Medieval, and Renaissance periods. April-May '87 issue on hand for review. Report on attendance at Historicon's WRG tournament; another on a WRG tournament in Rochester, NY; Howard Whitehouse's column (H.W. is always interesting); wargames buildings for the Ancient and Medieval period available from manufacturers (I like this type of article!); a set of skirmish rules for dark ages battles; the Barbarians & Rome; a wargames scenario; info on a postal campaign by MWAN'er Walter Compton; and a wargames report. Well-done publication along the lines of MWAN.

ARQUEBUSIER - David Scott, Flat 2, 102/104 Stockingstone Rd., Luton, Beds, LU2 7NF, England; 8.50(surface) pounds/12.50 pounds (airmail); Covers the 'Pike & Shot' period and is a nicely-done publication consisting of 24 professionally printed pages. #2 of '87 contains the First Battle of St. Albans (1455); battle of Shepton Mallet (1685) - both articles are scenarios and battle reports -; First Siege of Bristol (1643); Armies of the Postal Campaign (run by members); Swiss Burgundian War (1474-1477); and a biography of an ECW general.

A-CALL TO ARMS - NIGA, PO Box 11133, Ft. Wayne, Indiana, 46856; \$5/6 issues: A club publication which is visually appealing and contains articles pertaining to a wide combination of gaming though seeming to lean toward the fantasy end of the hobby.

THE PICKET LINE - Joel Kloopping, 120 S. Chicago, Ave., Freeport, IL 61032; \$12/12 issues for club members: Another club publication though this time concerned with historical miniatures. Aply manned by MWAN'er and new Vice-President of HMGS-Midwest Joel Kloopping, this 8-page amateur effort is quite good. May '87 issue had articles on the recent LITTLE WARS Convention; Battle of the Bulge II miniatures game; and local news.

THE CAISSON - The Editorial Coalition, 51 Norman Lane, Eccleshill, Bradford, England, BD2 2LB; 5 pounds/4 issues: A brand new publication devoted to Napoleonics and especially the Empire III system. Issue #1 runs 16 pages, of which 1/2 are blank (gasp! how can anyone waste space in a wargaming publication!!!) and it is the same size as MWAN although not photo-reduced. Has articles on close action combat in built-up areas (I liked this piece!); the use of mass in cavalry vs cavalry and cavalry vs infantry; and an order of battle for the French/Allied troops at Ebelsberg. Shows considerable promise!

THE VEDETTE - 618 W. Union, Champaign, IL 61820; Club publication of the Central Illinois Tabletop Warriors and edited very well by MWAN'er Greg Novak who is now looking for a replacement (Good luck, Greg!). Greg keeps telling me he doesn't want subscriptions from non-club members and then he publishes things like "Rules Modifications for COMMAND DECISION" which I suspect a number of people would like to get their hands on (if anyone does, I'll make a copy for you); modifications for LIMEY & SIMEY rules from Minifigs; and club news. This is quite an active organization and they cover a wide variety of periods. The group is highly recommended!

SEVEN YEARS WAR ASSOCIATION NEWSLETTER - Bill Protz, 5690 West Glenbrook Rd., Brown Deer, WI, 53223; \$10/4-5 issues: May '87 issue has articles on Mid-18C combat &

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campaigning; first-hand battle accounts of The Prince De Ligne; an always interesting news section detailing new products/etc; French Mitre caps; naval action off Louisbourg (1756); the batteaux & the flat-bottomed boat of the French & Indian War; and SYW artillery. Recommended to SYW gamers!

PW REVIEW - Wally Simon, 12905 Layhill Rd., Silver Springs, MD 20906; \$10/monthly; April '87 issue has articles on an ECW wargame; report on HMGS Convention; fog of war; a battle report using two identical SYW armies on two side-by-side tables; while May '87 featured an ACW battle report; SYW game; Am. Rev. game; campaign rules for ACW; and June '87 had pieces on a role-playing game with Paddy Griffith on selling arms (enjoyable); a defense of MINIATURE WARGAMES magazine after Wally had analyzed a copy of found only 4 pages of 'true' wargaming material in it(!); some rules ideas for ship to ship warfare in the ancients period; a review of LITTLE WARS Convention including an entertaining description of our HMGS-Midwest meeting in which Wally reported we all said silly things (which we did), much as he reported they did at their meetings. The great thing about PW REVIEW is the emphasis on how the rules work in each of the games they report on.

THE NUGGET - Bob Cordery, 84 Eglinton Hill, London, England SE18 3DY; \$10/6 issues; #38 on hand for review.

New Editor Chris Kemp has put to-

gether a very nice issue. Articles include a continuation of the Paddy Griffith "Guns of August" megagame; writing up wargame reports for their annual conference; rules for a "simple modern infantry game"; a set of Samurai miniatures rules; a Norman-Saxon miniatures game with rules; another rules set for late 19C wargaming with miniatures; a review and letters section. From what I understand, Chris is attempting to make THE NUGGET appealing to more people and if this issue is any indication, he may well succeed at his quest. I suspect he will lose the 'old-timers' and I hope this is not true as I think WARGAMES DEVELOPMENT, of which THE NUGGET is their journal, could contribute greatly to the hobby of historical wargaming with miniatures. Much of their non-miniatures stuff is also quite interesting and can be drawn from to use in the miniatures end of the hobby. Paddy Griffith has a letter concerning what he refers to as the 'morality debate'/'black wargames' debate in which he appears to be concerned, though understanding, that it will no longer be carried in THE NUGGET. Perhaps I do not understand the issue/definition but I am confused about the fact that morality and black wargames are used as the same thing. Perhaps Paddy can make some sense of this for me/us via MWAN (or is your recent letter an attempt at that, Paddy?). Recommended!

SLINGSHOT - Mark Gilby, 230 Rempstone Rd., Merley, Wimborne, Dorset, BH21 1SY, England; Price unknown; Publication of the Society of Ancients; #130 on hand for review. Articles on Tamberlaine, a Mongol chieftain; a report on the Medieval wargames workshop; a role-playing game on catching rabbits in England; Paddy Griffith's Wargaming 1066-1500 (interesting piece - wish he'd have written more); pre-battle skirmish scouting (good stuff); discussion of 'culturism'; naval battles of Peloponnesian War; results of '86 Wargames Championship; letters column (good stuff); article on rules; scenario or an ancients game; and a review section. Highly recommended!

Capitol Con III - Prairie Capitol Convention Center, Springfield, IL, July 25, 1987; Bill Wilson, 3320 Gaines Mill Rd., Springfield, IL 62704 (217-787-7092 or 522-5803).

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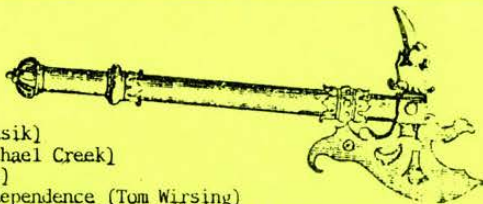
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The MIDWEST WARGAMER'S ASSOCIATION NEWSLETTER (MWAN) is an amateur publication devoted to the hobby of historical wargaming with miniatures. Published six times per year (September, November, January, March, May), a year's subscription costs \$10.00. Articles concerned with historical wargaming with miniatures are welcomed and submissions should, if possible, be typed using single spacing and a one-inch margin on all sides although non-typed articles will still be published. Please do not submit articles which have already printed elsewhere or those which have been submitted to other publications. Articles/photos will not be returned unless specifically requested. Overseas surface subs are \$12.00 while airmail subs are \$15.00. English subscribers may pay in pounds (8 pounds for surface; 10 pounds for airmail as long as it is in cash). Checks should be made payable to HAL THINGLUM. Please inform me as to any address changes as Bulk Mail is not forwarded!!!!!!!!!! Contact me if interested in advertising in MWAN or if you would like to carry MWAN in your hobby shop. Hal Thinglum, 22554 Pleasant Drive, Richton Park, Illinois 60471.

AVAILABILITY OF BACK ISSUES

The following back issues of MWAN are available:

- #14 (Special 78 page issue on Mex-Am War/Tex-Mex War \$1.50 including postage).
- #15, 16, 17, 18, 19, 20 (Special Issue on Innovations in Wargaming), 21, 22, 23, 24, 25, 26 (Special Issue on Colonial Wars & the French-Indian War - \$5.00 including postage), 27.

Numbers 14-16 are high quality mimeograph while others are professionally printed as this issue.

- #14 - \$1.50 including postage; #15,16 - \$1.00; 17-19 are \$1.25; 21-25 are \$2.00; #27-28 are \$2.50. Make checks payable to Hal Thinglum.

Editor and Publisher - Hal Thinglum. Contributing Editors - Tony Adams, S. Richard Black, Andy Dumelow, Mike Adams, Howard Whitehouse. Illustrators - Joseph Matthews, Tom Reed. Printer - J&L Printing, Park Forest, Illinois.

COVER PHOTO - S. Richard Black's Norman, Saxon, Viking game of Attack on a Norman Keep. All buildings/terrain scratch-built - 25mm figures from a variety of figure companies. Photo by Duane Warnecke.