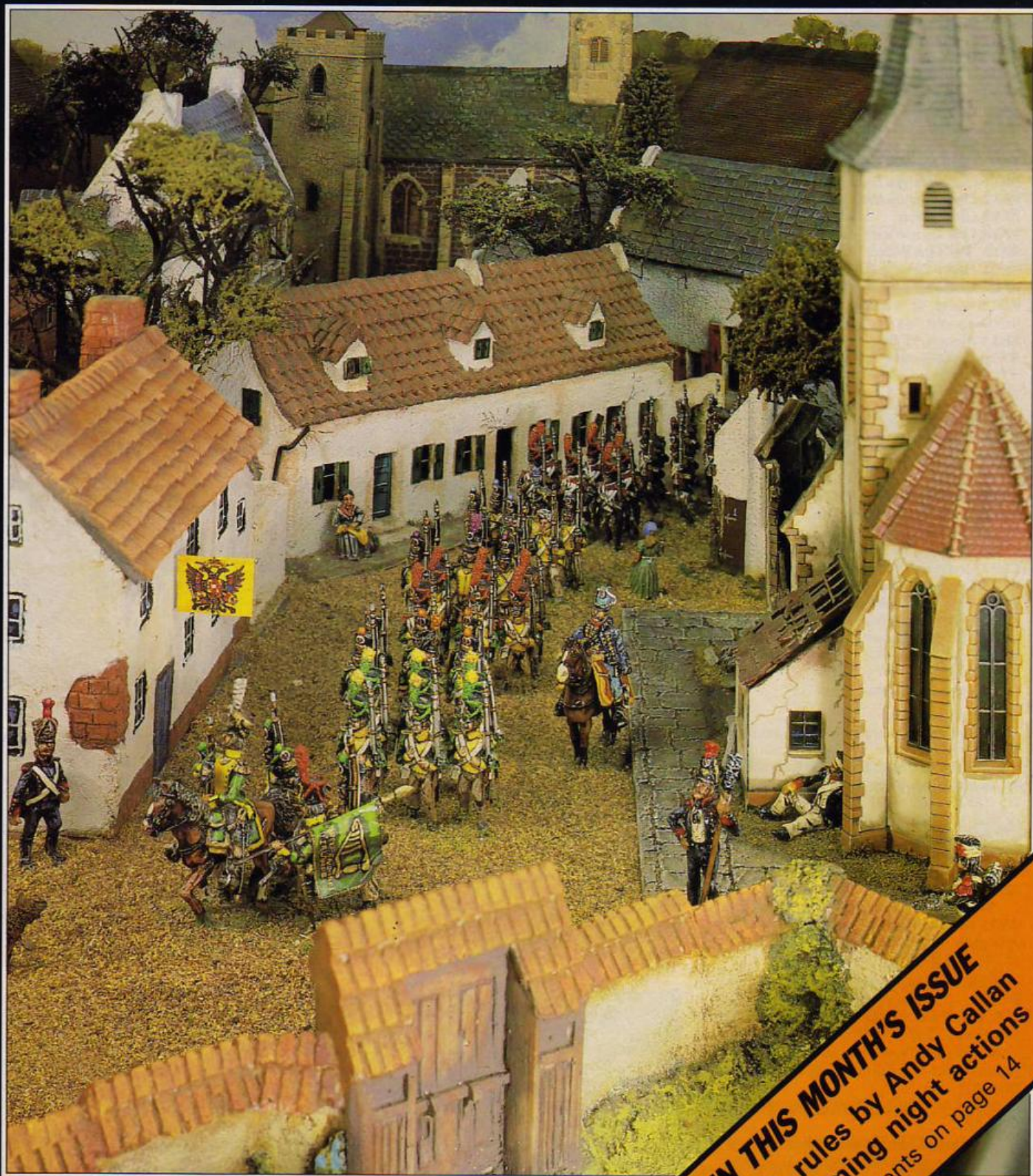


WARGAMES Illustrated



Number 1 September 1987

IN THIS MONTH'S ISSUE
A.W.I. rules by Andy Callan
Wargaming night actions
Full contents on page 14

£1.20 (UK).



New from Battle Honours

THE REVOLUTIONARY FRENCH

- RF01 Fusilier in Tarleton Advancing
- RF02 Fusilier in Tarleton Slope Arms
- RF03 Fusilier in Bicorne Slope Arms
- RF04 Grenadier in Tarleton Advancing
- RF05 Grenadier in Bearskin Advancing
- RF06 Grenadier in Bicorne Advancing
- RF07 Grenadier in Bicorne Slope Arms
- RF08 Skirmisher in Bicorne Firing
- RF09 Skirmisher in Bicorne Loading
- RF10 Light Infantry Bicorne Advancing
- RF11 Light Infantry Bicorne Firing
- RF12 Light Infantry Bicorne Loading
- RF13 Line Officer
- RF14 Line Drummer in Bicorne
- RF15 Standard Bearer
- RFC1 Heavy Cavalry in Bicorne
- RFC2 Chasseur a Cheval in Tarleton
- RFC3 Hussar in Mirliton
- (for Dragoons use FC figures)
- SN14 Mounted Officer
- SS16 Revolutionary Artillery
- (Gun and 4 crew)
- SS17 Above with Howitzer

AUSTRIANS 1805-13

30 new infantry! No space to list them so send for update. (SAE)

CONFEDERATION OF THE RHINE

(suitable for Later French)

- CF01 Fusilier (German) Advancing
- CF02 Fusilier (French) Attack March
- CF03 Grenadier/Voltigeur Advancing
- CF04 Grenadier/Voltigeur Firing
- CF05 Grenadier/Voltigeur Loading
- CF06 Officer in Bicorne
- CF07 Standard Bearer
- CF08 Eagle Bearer
- CF09 Drummer
- CF10 Officer in Shako

IN THE U.S.

The entire Battle Honours range is available from Tom DeVoe at:

BATTLE HONOURS AMERICA

17 Ridge Road, Budd Lake,
NJ 07828 (201) 691 2423
or from the following hobby stores:

Jenkintown Hobby Centre,
Greenwood Ave. & Leedom St.,
Jenkintown, PA 19046
(205) 884 7555

Waterloo Miniatures

4803 Burning Springs Drive,
Arlington, Texas 76017,
(817) 478 0721

PRICES: Infantry/Cavalry - 12p Horses 15p
P & P

U.K. and BFPO - Up to £20.00 15% of order
value (min 25p)

Over £20.00 10% of order value

Overseas Sea and Europe - 30% of order value
(min £1)

Overseas Airmail - 50% of order value
(min £2)

Designed by Anthony Barton
and cast in pewter by Tylers of Worcester
5 Moors Lane, Oretton, Nr. Cleobury Mortimer
Kidderminster, Worcs. DY14 8RH
Tel: 074 632 627



Revolutionary French



Revolutionary French



Austrians



Austrians



Austrians



Confederation of the Rhine

WHERE ELSE BUT AT THE FRONT?.....

The photographs opposite of some of our newest figures demonstrate why Battle Honours are considered to be No. 1 in 15mm. We revolutionised the wargaming world with our Napoleonic which are expanding into the largest range available in this period and the first of our Ancients, the Sassanids, have caused quite a stir. Now we offer the Revolutionary French and shortly their Austrian opponents with which you can recreate the fascinating actions in North Italy culminating in Marengo. While we are on revolutionary topics it was Battle Honours who introduced the pre-packaged battalions and regiments containing officers, N.C.O.'s and other ranks that have become so popular. This month we list our 20:1 **SUPERUNITS** and 50/60:1 **BATTALION PACKS**. For a complete list of Battle Honours figures send for our illustrated catalogue plus latest update price £2.50 including postage. (U.K. & BFPO only).

TYPE

BRITISH - PENINSULA PERIOD

	SUPERUNITS BAT PACKS			
		£		£
Line Battalion	SU01	3.96	BP13	1.44
Light Battalion	SU02	3.60	BP19	1.44
Fusilier Battalion	SU03	3.96	BP15	1.44
Guards Battalion	SU04	4.80	BP14	1.92
Light Dragoon Regiment	SU05	5.40	RP34	2.16
Heavy Dragoon Regiment	SU06	5.40	RP32	2.16
Highland Battalion	SU09	4.80	BP20	1.68
The Rifles	SU10	2.40	BP21	1.20
KGL Line Battalion	SU11	3.84	Use	BP13
KGL Light Battalion	SU12	3.84	Use	BP19
Hussar Regiment	SU17	5.40	RP22	2.16

BRITISH - WATERLOO PERIOD

Line Battalion	SU32	3.96	BP16	1.44
Fusilier Battalion	SU33	3.96	BP59	1.44
Guards Battalion	SU34	4.80	BP58	1.92
Household Cavalry	SU39	5.40	RP60	1.62
Heavy Dragoons	SU41	5.40	RP33	2.16
Royal Scots Greys	SU45	5.40	RP67	2.16

FRENCH

Line Battalion	SU07	3.60	BP01	1.44
Line 2nd/3rd Battalions	-	-	BP02	1.44
Light Battalion	SU08	3.60	Use	BP02
Middle Guard	SU13	2.88	BP04	1.44
Old Guard	SU14	4.80	BP03	1.44
Chasseur a Cheval Rgt.	SU19	6.48	RP07	2.70
Hussar Regiment	SU20	6.48	RP08	2.70
Dragoon Regiment	SU21	6.48	RP09	2.70
Polish Lancer Regiment	SU22	6.48	RP10	2.70
Cuirassier Regiment	SU36	6.75	RP11	2.70
Grenadier a Cheval Rgt.	SU37	6.75	RP12	2.70

PORTUGUESE

Line Battalion	SU18	3.36	BP56	0.96
Cacadores Battalion	SU35	3.00	BP57	0.96
Dragoon Regiment	SU40	5.40	RP62	1.62

RUSSIAN - 1812 PERIOD

	SUPERUNITS BAT. PACKS			
Musketeer Battalion	SU23	4.32	BP36	0.96
Musketeer 2nd Battalion	-	-	BP37	0.96
Musketeer 3rd Battalion	-	-	BP38	0.96
Musketeer in Greatcoats	SU29	4.32	BP39	0.96
Musketeer 2nd Bt. (Gcts)	-	-	BP40	0.96
Musketeer 3rd Bt. (Gcts)	-	-	BP41	0.96
Grenadier 1st Bt. (Gcts)	SU46	4.32	BP42	0.96
Grenadier 2nd Bt. (Gcts)	-	-	BP43	0.96
Grenadier 3rd Bt. (Gcts)	-	-	BP44	0.96
Position Battery	-	-	BP45	6.00
Dragoon Regiment	SU42	6.75	RP63	2.16
Hussar Battalion	SU43	6.75	RP64	3.78
Uhlán Battalion	SU44	6.75	RP65	3.78
Cossack Pulk	SU47	6.48	RP66	2.70

PRUSSIANS 1812-15

Musketeer/Grenadier Bt.	SU15	3.84	BP46	1.44
Fusilier Battalion	SU16	3.84	BP47	1.44
Grenadier Co. x 2	-	-	BP48	0.72
Landwehr Battalion	SU30	3.84	BP49	1.44
Reserve Battalion	SU31	3.84	BP61	1.44
Jager Battalion	SU38	2.88	BP54	1.44
Dragoon Regiment	SU24	6.48	RP50	2.16
Kurassier Regiment	SU25	6.48	RP51	2.16
Hussar Regiment	SU26	6.48	RP52	2.16
Uhlán Regiment	SU27	6.48	RP53	2.16
Landwehr Uhlán Regiment	SU28	6.48	RP55	2.16

AUSTRIANS

German Fusilier - Helmet	SU48	3.60	BP68	1.92
German Grenadiers	SU49	2.88	BP69	1.44
Hungarian Infantry Shako	SU50	4.32	BP70	1.92
Hungarian Grenadiers	SU51	2.88	BP71	1.44
Jager Battalion	SU52	2.88	BP72	1.44

Remember, the above units can be combined to form brigades, divisions, and even armies when you add artillery and staff from our **SUPERSET** range. All the above can be supplied painted to a very high standard. Send an S.A.E. for our painted unit list.

We are in the process of producing a **GEO-HEX** catalogue which will feature many additions to the basic set. We will also shortly be announcing the **GEO-HEX** map system which makes this the ultimate wargaming terrain. We shall be at **SHEFFIELD NATIONALS** 22nd/23rd August and **ARMAGEDDON** 19th/20th September.

ARTILLERY SS Series

£1/set

BRITISH

3 9pdr 4 Loading crew
3F 9pdr 4 Firing crew
4 6pdr 4 Loading crew
4F 6pdr 4 Firing crew

FRENCH

5 8pdr 4 Loading crew
5F 8pdr 4 Firing crew
6 12pdr 4 Loading crew
6F 12pdr 4 Firing crew

RUSSIAN

7 12pdr 4 Loading crew
7F 12pdr 4 Firing crew
8 20pdr 4 Loading crew
8F 20pdr 4 Firing crew

Designed by Anthony Barton and cast in pewter by Tylers of England

5 Moors Lane, Oreton, Nr Cleobury Mortimer, Kidderminster, Worcs DY14 8RH 074 632 627

In NORTH AMERICA :

Tom De Voe, BATTLE HONOURS AMERICA.

17 Ridge Road, Budd Lake, N.J. 07828 (201) 691 2423



VISIT The Guardroom

Beware of cheap imitations!

The Ready Made Army Specialists

WE NOW GIVE YOU A CHOICE OF TWO SIZES OF READY MADE ARMIES OR OUR STARTER PACK!

**15mm
STANDARD
ARMIES**
£16.50
+ £1.50 P&P



**15mm JUMBO
ARMIES**
£25.00
+ £2.00 P&P



**15mm STARTER
PACKS INCLUDING
FIGURES · RULES · DICE**
£9.95
INC P&P



15mm ARMIES USING CHARIOT MINIATURES

STANDARD 15mm ARMIES

£16.50 + £1.50 P&P

Han Chinese
Tibetan
Burmese
Sumerian
Old & Middle Kingdom Egyptian
Hittite Chariots
Hittite Inf/Cav
Nubian
New Kingdom Egyptian Chariots
New Kingdom Egyptian Inf/Cav
Early Assyrian Chariots
Early Assyrian Inf/Cav
Late Hebrew
Mycenean & Minoan Greek Chariots
Mycenean & Minoan Greek Inf/Cav

15mm armies using MINIATURE FIGURINES

NAPOLEONIC – French; British; Prussian; Austrian; Russian;
Brunswick; Saxon; Westphalian; Spanish; Dutch-Belgian; Bavarian;
Wurtemburger; Polish;

SEVEN YEARS WAR – British; French; Prussian; Austro-Hungarian; Russian;

AMERICAN CIVIL WAR – Union; Confederate;

ENGLISH CIVIL WAR – Royalist; Parliament; New Model Army;

Scots Royalist-Montrose; Scots Covenanter;

THIRTY YEARS WAR – Imperialist; French; Spanish; Swedish;

Bohemian;

ITALIAN WARS – Spanish; French; Milanese; Florentine; Venetian;

RENAISSANCE – French Huguenot; French Catholic; Polish;

Samurai; Swiss; Knights of St John; 16th Cent English; Moorish;

Landsknecht Mercenaries;

ANCIENT – Early Hoplite Greek; Early Achaemenid Persian;

Thracian; Later Hoplite Greek; Later Achaemenid Persian;

Syracusan; Alexandrian Macedonian; Indian; Alexandrian Imperial;

Asiatic Early Successor; Lysimachid; Macedonian Early Successor;

Seleucid; Armenian; Camillan Roman; Carthaginian; Parthian;

Spanish; Early German; Marion Roman; Ancient British; Scots-Irish;

Early Imperial Roman; Middle Imperial Roman; Late Imperial

Roman; Pictish; Dacian; Gothic; Sassanid Persian; Early Frankish;

Palmyran; Sub Roman British; Arab Conquest; Slav; Carolingian;

Thematic Byzantine; Nikephorian Byzantine; Norman;

Saxon; Viking;

MEDIEVAL – Anglo-Norman; Feudal English; Feudal French; Anglo-Irish;

100 Years War French; 100 Years War French; Wars of the

Roses-Yorkist; Wars of the Roses-Lancastrian; Seljuq Turk; Saracen-

Syrian; Ayyubid Egyptian; Later Crusader; Teutonic Order;

Theodoran Byzantine; Mongol; Mamluk Egyptian; Ilkhanid; Free

Company; Early Burgundian;

COLONIAL – Zulu War British; Zulu; Sudan War-British; Dervish;

North West Frontier-British; Pathan; Boer War-British; Boer; French

Foreign Legion; Arab;

WORLD WAR ONE – British; German; French; American; Austro-

Hungarian; Russian;

15mm armies using DONNINGTON MINIATURES

ANCIENT – Camillan Roman; Carthaginian; Marion Roman;
Avar; Gallic; Early German; Ancient British; Parthian; Scythian;
Seleucid; Hellenistic Greek; Dacian; Saxon; Norman; Viking;
LATE 17th CENT – Anglo/Dutch; French; Austrian/Imperialist;
AMERICAN CIVIL WAR – Union; Confederate;

25mm ARMIES £49.50 INC P&P

Armies using MINIATURE FIGURINES

NAPOLEONIC – French; British; Prussian; Russian; Austrian;

Armies using ESSEX MINIATURES

ECW Royalist; ECW New Model Army; 100 Years War English;
100 Years War French; Wars of the Roses-Yorkist; Wars of the
Roses-Lancs; Feudal English; Feudal French; Alexandrian
Macedonian; Indian; Early Hoplite Greek; Early Imperial Roman;
Late Imperial Roman; Thematic Byzantine; Nikephorian
Byzantine;

1/300 MICRO TANK ARMIES

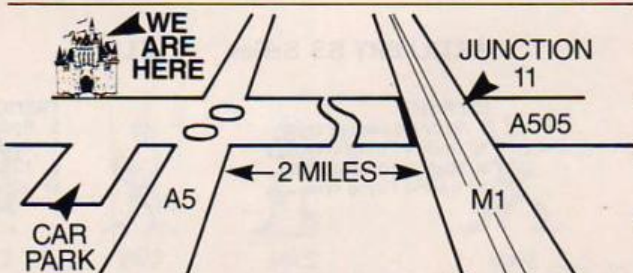
£15.00 inc. P&P. OVERSEAS ADD £2.50

British	Israel	Egypt
American	French	Belgium
West Germany	South Africa	USSR
Dutch	Syria	Libyan
WWII German	WWII British	WWII Russian

UK Customers ordering three or more armies
Pay postage for two only

OVERSEAS CUSTOMERS POSTAGE RATES

EACH ARMY	EUROPE	U.S.A.	WORLD
15mm STANDARD	£4.00	£5.00	£6.00
15mm JUMBO	£5.00	£6.50	£8.50
STARTER PACK	£1.50	£3.00	£5.00
25mm ARMY	£5.00	£7.00	£9.50



ARMIES ALSO AVAILABLE BY MAIL ORDER

**PHONE YOUR ORDER
THROUGH USING ACCESS
OR VISA CARD**

**FOR FURTHER DETAILS SEND SAE OR IRC TO:
38 WEST ST., DUNSTABLE, BEDS. TEL: (0582) 606041**



MINIATURE FIGURINES LIMITED

1/5 Graham Road
Southampton SO2 0AX
Registered in England No 937844

Telephone (Factory)
(0703) 220855
V.A.T. 188 0298 31



FULL CATALOGUE

£3.50 U.K.
£4.00 Seamail
£6 Airmail
Postage Paid

15mm & 25mm HISTORICAL MODELS FOR THE DISCERNING WARGAMER

POSTAGE & PACKING

Minimum 35p
15% up to £20.00
10% over £20.00
30% overseas - sea

FRANCO-PRUSSIAN WAR 1870-1871

FRENCH INFANTRY

1M French Line Infantrymen
2M French Line Chasseurs
3M French Guard Grenadiers
4M French Zouaves
5M French Naval Battalion
6M French Garde Mobile

FRENCH INF. COMMANDS

7M French Line Infantry Command
8M French Guard Grenadiers Com
9M Zouaves Command
10M Naval Battalion Command
11M Garde Mobile Command

FRENCH ARTILLERYMEN

12MA French Line Field Gun Crew
13MA French Mitrailleuse Crews

FRENCH CAVALRY

1MC French Cuirassiers
2MC French Dragoons
3MC French Hussars
4MC French Chasseurs A Cheval
5MC French Chasseurs d'Afrique

FRENCH CAV. COMMANDS

6MC Cuirassiers Command
7MC Dragoons Command
8MC Hussars Command
9MC Chasseurs Command
10MC Chasseurs d'Afrique Com
11MC Mounted Staff Officers

PRUSSIAN INFANTRY

20M Prussian Line Infantrymen
21M Saxon Line Infantrymen
22M Bavarian Line Infantrymen
23M Wurtemberg Line Infantrymen
24M Silesian Riflemen

PRUSSIAN INF. COMMAND

25M Prussian Line Command
26M Saxon Line Command
27M Bavarian Command
28M Wurtemberg Line Command
29M Silesian Rifles Command

PRUSSIAN ARTILLERYMEN

30MA Prussian Field Gun Crew

PRUSSIAN CAVALRY

20MC Prussian Cuirassiers
21MC Prussian Dragoons
22MC Prussian Hussars
23MC Bavarian Lancers

PRUSSIAN CAV. COMMAND

24MC Cuirassiers Command
25MC Dragoons Command
26MC Hussars Command
27MC Bavarian Lancer Command

ARTILLERY GUNS

1MGA Prussian Field Gun
2MGA Prussian Siege Gun
3MGA French Field Gun
4MGA French 'Mitrailleuse'

OTTOMAN TURKS 16th CENTURY

INFANTRY

68X Janissary Arquebusiers
69X Janissary Archers
70X Janissary Spearmen
71X Janissary Halberdiers
150X Naval Janissary
151X Acemi Oglans
152X Azab Bow/Swords
153X Azab Swords & Shields
153X Azab Spears/Shields
154X Azab Halberd/Swords
155X Azab Swords & Shields
156X Azab Arquebusiers
157X Arnauts Arquebusiers
158X Artillery Guard

ARTILLERY

159XA Turkish Artillerymen
(Topdjis)

75p per pack

CAVALRY

69XC Heavy Feudal Spahi
70XC Light Feudal Spahi
71XC Turkish Delli
150XC Spahis of the Porte
151XC Muteferrika Guard
152XC Arab Light Cavalrymen
153XC Akinjis with Spear and Bow
154XC Akinjis shooting bow

CAVALRY COMMAND

155XC Feudal Spahi Command
156XC Suleiman, Turk Commander,
and Standard

CANNON

11XA Heavy Bombard
12XA Light Bombard

75p per pack

RAL PARTHA FANTASY

MANUFACTURED UNDER LICENCE
IN THE UNITED KINGDOM
BY MINIFIGS

BATTLETECH

*The official models to use with the FASA Game
- All you need to fight "The Successor Wars" -
They are great.*

20-806	Hunter, 35 Ton Missile Tank	£2.00
20-807	Stricker Armoured Car	£1.50
20-808	Pegasus Lt. Hover Tank	£1.50
20-816	Vedette, 50 Ton Tank	£2.00
20-822	Demolisher, Super Heavy Tank	£3.00
20-831	STG-3R Stinger	£1.50
20-832	WSP-1A Wasp	£1.50
20-833	PXH-1 Phoenix Hawk	£1.50
20-834	CRD-3R Crusader	£2.00
20-835	GRF-1N Griffin	£2.00
20-836	SHD-2H Shadow Hawk	£2.50
20-837	WVR-6R Wolverine	£2.50
20-838	BLR-1G BattleMaster	£3.00
20-839	TDR-5S Thunderbolt	£3.00
20-840	WHM-6R Warhammer	£2.50
20-841	RFL-3N Rifleman	£2.50
20-842	ARC-3R Archer	£1.50
20-843	MAD-3R Marauder	£3.00
20-844	LCT-1V Locust	£1.50
20-845	AS-7D Atlas	£3.00
20-846	GOL-1H Goliath	£2.50
20-847	AWS-8Q Awesome	£2.50
20-848	ON1-K Orion	£2.00
20-849	CN9-A Centurion	£1.50
20-850	FS9-H Firestarter	£1.50
20-851	VLK-QA Valkyrie	£1.50
20-852	CPLT-C1 Catapult	£2.00
20-853	PNT-9R Panther	£1.50
20-854	HBK-4G Hunchback	£2.00
20-855	OTL-4D Ostsol	£2.00
20-856	ZEU-6S Zeus	£2.50
20-857	UMR-60 Urbanmech	£2.00
20-858	CDA-2A Cicada	£2.00
20-859	SCP-1N Scorpion	£2.50
20-860	VTR-9B Victor	£3.00

Model scale - 3.3mm to 1 metre. All details Copyright FASA Corp.

TRADE ENQUIRIES WELCOMED FOR PRODUCTS BY MINIFIGS, RAL PARTHA & GHQ MICRO ARMOUR.
PHONE or WRITE NEVILLE DICKINSON FOR DETAILS.

HEROICS & ROS FIGURES

1/300th SCALE METAL FIGURES £1.15 Packs containing 50 infantry, 20 Cavalry or 6 Guns & Crews

DISCOUNT OFFER: 10% discount on all orders over £50.

15% discount on orders over £100.

ANCIENT PERIOD

ROME: Punic Wars

- MAR16 Hastati
- MAR17 Principes
- MAR18 Triarii
- MAR19 Velites
- MAR20 Citizen Cavalry

ROMAN REPUBLIC

- MAR21 Caesar's Legions
- MAR22 Caesar's Legions Attacking

IMPERIAL ROME

- MAR1 Roman Legionaries
- MAR2 Romans attacking
- MAR3 Roman Auxiliary Javelins
- MAR4 Roman Auxiliary Archers
- MAR5 Roman Cavalry
- MAR6 Roman Catapults
- MAR7 Praetorian Guard
- MAR8 Roman Guard Cavalry
- MAR9 Western Auxiliary Archers
- MAR12 Roman Generals
- MAR14 Centuriones (3)
- MAR15 Chariots (3)
- MAR23 Cavalry with Contus (12 lance)
- MAR24 Roman Horse Archers
- MAR25 Dromedaries, Roman Camel Patrol
- MAR26 Baggage Wagons and Pack Mules

LATE ROMANS

- MAR10 Late Roman Legionaries
- MAR13 Late Roman Infantry Attacking
- MAR11 Late Roman Heavy Cavalry
- MAR27 Catapults
- MAR28 Late Roman Light Infantry

BYZANTINES

- MAB1 Byzantine Heavy Infantry
- MAB2 Byzantine Light Infantry
- MAB3 Byzantine Armoured Cavalry
- MAB4 Byzantine Heavy Cavalry
- MAB5 Byzantine Horse Archers
- MAB6 Byzantine Foot Archers
- MAB7 Byzantine Light Infantry
- MAB8 Byzantine Heavy Infantry attacking

GREEKS

- MAG1 Greek City Hoplites
- MAG2 Spartan Hoplites
- MAG3 Successor Phalanx
- MAG4 Cretan Archers
- MAG5 Rhodian Singers
- MAG6 Greek Cavalry
- MAG7 Successor Cavalry
- MAG8 Greek Elephants
- MAG9 Thracian Peltasts
- MAG13 Peltasts with Ox Shield
- MAG10 Macedonian Hypaspists
- MAG11 Thracian Light Cavalry
- MAG12 Greek Catapults
- MAG14 Cavalry with Sarissa
- MAG15 Staff Singers
- MAG16 Anatolian Light Infantry

CARTHAGE

- MAC1 Numidian Cavalry
- MAC2 Spanish Infantry
- MAC3 Spanish Cavalry
- MAC4 Citizen Heavy Infantry
- MAC5 Carthaginian Heavy Cavalry
- MAC6 Basileus Singers
- MAC7 Libyan Javelinmen
- MAC8 Carthaginian Elephants
- MAC12 Libyan Spearman
- MAC13 Carthaginian Citizen Javelins
- MAC9 Celtic Swordsman
- MAC10 Celtic Cavalry
- MAC11 Campanian Cavalry

PERSIANS

- MAY1 Persian Immortals
- MAY2 Persian Archers
- MAY3 Persian Spearmen
- MAY4 Persian Horse Archers
- MAY5 Persian Armoured Cavalry
- MAY6 Persian Chariots
- MAY7 Persian Scythed Chariots
- MAY8 Persian Camel
- MAY9 Mounted Spearmen
- MAY10 Persian Scythed Chariots

SASSANIDS

- MAS1 Sassanid Levy Spearman
- MAS2 Sassanid Archers
- MAS3 Sassanid Chariots
- MAS4 Sassanid Catapults
- MAS5 Sassanid Light Cavalry
- MAS6 Sassanid Elephants
- MAS7 Sassanid Singers

ETRUSCANS

- MAE1 Etruscan Hoplites Class I
- MAE2 Etruscan Spearman Class I-II
- MAE3 Etruscan Javelins and Archers
- MAE4 Etruscan Cavalry
- MAE5 Etruscan Chariots

ANCIENT INDIA

- MAN1 Indian Archers & Javelins
- MAN2 Indian Cavalry
- MAN3 Indian Elephants
- MAN4 Indian Chariots

BARBARIANS

- MA11 Dacian Infantry
- MA12 Visigoth Infantry
- MA22 Ostrogothic Archers
- MA14 Gothic Cavalry
- MA15 Hun Cavalry
- MA16 Sarmatian Catapults
- MA17 Ancient British Chariots
- MA18 Ancient British Cavalry
- MA20 Early German Tribesmen
- MA21 Early German Cavalry
- MAF1 Gaulish Infantry
- MAF2 Gaulish Cavalry

DARK AGES

- MD1 Norman Cavalry
- MD2 Norman Infantry
- MD3 Saxons, Vikings
- MD4 Saxon Fyrd
- MD5 Vikings

CRUSADES

- MCR1 Frankish Cavalry, 12th Century
- MCR3 Frankish Cavalry, 13th Century
- MCR2 French Infantry
- MCR4 Saracen Cavalry
- MCR5 Saracen Infantry

RENAISSANCE 1495-1529

- MR1 Swiss Pikemen
- MR2 French Gens d'Armes
- MR3 Spanish Arquebusers
- MR4 Spanish Arquebusers
- MR5 Spanish Sword & Bucklers
- MR6 Spanish Gendarmes

ENGLISH CIVIL WAR

- MECW1 Musketeers
- MECW2 Pikemen
- MECW3 Dragoons on Foot
- MECW4 Dragoons Mounted
- MECW5 Dragoons Mounted with Horseholders
- MECW6 Cavaliers
- MECW7 Royalist Cavalry
- MECW8 Parliamentary Cavalry
- MECW9 Artillery
- MECW10 Artillery Train

MAIRBOROUGH PERIOD

- MBW1 British Infantry
- MBW2 British Grenadiers
- MBW3 British Horse
- MBW4 British Dragoons
- MBW5 French Grenadiers
- MBW6 French Cavaliers
- MBW7 French Hussars
- MBW8 French Hussars
- MBW9 French Hussars
- MBW10 Artillery
- MBW11 Wagons
- MBW12 Portonies and Wagons

SEVEN YEARS WAR

- MSY1 Prussian Musketeers Marching
- MSY11 Prussian Musketeers Attacking
- MSY12 Prussian Musketeers Firing
- MSY13 Prussian Grenadiers Marching
- MSY14 Prussian Grenadiers Firing
- MSY15 Prussian Fusiliers Marching
- MSY16 Prussian Fusiliers Attacking
- MSY17 Prussian Jaegers
- MSY18 Prussian Hussars
- MSY19 Prussian Hussars
- MSY20 Prussian General Staff
- MSY21 Austrian Musketeers Attacking
- MSY22 Austrian Musketeers Firing
- MSY23 Hungarian Musketeer attacking
- MSY24 Austrian Grenadiers Attacking
- MSY25 Austrian Grenadiers Firing
- MSY26 Austrian Hussars
- MSY27 Austrian Hussars
- MSY28 Austrian Hussars
- MSY29 Austrian Hussars
- MSY30 Austrian Hussars
- MSY31 Austrian Hussars
- MSY32 Austrian Hussars

NAPOLEONIC PERIOD

- MFN1 Napoleon and Marshals
- MFN2 French Guard Units
- MFN3 Grenadiers of the Old Guard
- MFN4 Chasseurs a Pied of the Guard
- MFN5 Horse Grenadiers
- MFN6 Empress Dragoons
- MFN7 Chasseurs a Cheval of the Guard
- MFN8 Polish Lancers
- MFN9 Mamelukes and Mameluks
- MFN10 Lithuanian Tartars and Guard
- MFN11 Engineers
- MFN12 Foot Artillery of the Guard
- MFN13 Horse Artillery of the Guard

FRENCH LINE UNITS

- MFN1 French Grenadiers
- MFN2 French Grenadiers Attacking
- MFN3 French Grenadiers in Greatcoats
- MFN4 French Fusiliers
- MFN5 French Fusiliers Attacking
- MFN6 French Fusiliers in Greatcoats
- MFN7 French Light Infantry
- MFN8 French Voltigeurs Skirmishing
- MFN9 French Voltigeurs in Buzes
- MFN10 Swiss Grenadiers
- MFN11 Swiss Fusiliers
- MFN12 Swiss Voltigeurs Skirmishing
- MFN13 French Carabiniers
- MFN14 French Carabiniers
- MFN15 French Line Dragoons
- MFN16 French Hussars
- MFN17 French Hussars
- MFN18 French Lancers of the Line
- MFN19 French Line Foot Artillery
- MFN20 French Line Horse Artillery
- MFN21 Gun Teams (2)
- MFN22 French Line Engineers
- MFN23 French Supply Wagons (3)
- MFN24 French Portonies and Wagons

BAVARIAN UNITS

- MGN1 Bavarian Line Grenadiers
- MGN2 Bavarian Fusiliers
- MGN3 Bavarian Jaegers Skirmishing
- MGN4 Bavarian Light Horse
- MGN5 Bavarian Artillery
- MGN6 Bavarian Gun Teams
- MGN7 Bavarian Portonies and Wagons

POLISH UNITS

- MAW1 Polish Grenadiers
- MAW2 Polish Fusiliers
- MAW3 Polish Hussars Attacking
- MAW4 Polish Lancers
- MAW5 Other Polish Units from French Items

BRITISH UNITS, NAPOLEONIC PERIOD

- MBN1 Wellington and Generals
- MBN2 British Infantry, Belgic Shako
- MBN3 British Infantry, Belgic Shako, Attacking
- MBN4 British Line Infantry Light Company
- MBN5 Belgic Shako, Skirmishing
- MBN6 British Infantry, Stove Pipe Shako
- MBN7 British Infantry, Stove Pipe Shako, Attacking
- MBN8 British Fusiliers
- MBN9 British Fusiliers Attacking
- MBN10 British Light Infantry Skirmishing
- MBN11 British Rifleman Skirmishing
- MBN12 Highlanders Attacking
- MBN13 Highlanders Skirmishing
- MBN14 Household Cavalry
- MBN15 British Heavy Dragoons
- MBN16 Scots Greys
- MBN17 British Hussars
- MBN18 British Light Dragoons in Shako
- MBN19 British Light Dragoons in Tabor
- MBN20 British Foot Artillery
- MBN21 British Gun Artillery
- MBN22 British Supply Wagons (3)
- MBN23 British Portonies and Wagons

PRUSSIAN UNITS, NAPOLEONIC PERIOD

- MPN1 Prussian General Staff
- MPN2 Prussian Guard Grenadiers
- MPN3 Prussian Line Musketeers
- MPN4 Prussian Musketeers Attacking
- MPN5 Prussian Musketeers Firing
- MPN6 Prussian Jaegers Skirmishing
- MPN7 Prussian Landwehr Infantry
- MPN8 Prussian Landwehr attacking
- MPN9 Prussian Landwehr skirmishing
- MPN10 Prussian Dragoons
- MPN11 Prussian Hussars
- MPN12 Prussian Artillery
- MPN13 Prussian Uhlans
- MPN14 Prussian Gun Teams (2)
- MPN15 Prussian Portonies and Wagons
- MPN16 1806 Grenadiers Attacking
- MPN17 1806 Musketeers Attacking
- MPN18 1806 Jaegers Skirmishing
- MPN19 1806 Fusiliers Skirmishing
- MPN20 1806 Artillery
- MPN21 suits 1806 Hussars
- MPN22 suits 1806 Hussars

AUSTRIAN UNITS, NAPOLEONIC PERIOD

- MAN1 Austrian Grenadiers
- MAN2 Austrian Grenadiers Attacking
- MAN3 Austrian Grenadiers Firing
- MAN4 Austrian Hussars
- MAN5 Austrian Hussars
- MAN6 Austrian Hussars
- MAN7 Austrian Hussars
- MAN8 Austrian Hussars
- MAN9 Austrian Hussars
- MAN10 Austrian Gun Teams (2)
- MAN11 Austrian Portonies and Wagons
- MAN12 Austrian Portonies and Wagons

RUSSIAN UNITS, NAPOLEONIC PERIOD

- MRN1 General Staff
- MRN2 Russian Grenadiers
- MRN3 Russian Grenadiers Attacking
- MRN4 Russian Musketeers
- MRN5 Russian Musketeers Attacking
- MRN6 Russian Musketeers Firing
- MRN7 Russian Jaegers Skirmishing
- MRN8 Russian Landwehr Infantry
- MRN9 Russian Landwehr attacking
- MRN10 Russian Landwehr skirmishing
- MRN11 Russian Dragoons
- MRN12 Russian Hussars
- MRN13 Russian Artillery
- MRN14 Russian Uhlans
- MRN15 Russian Gun Teams (2)
- MRN16 Russian Portonies and Wagons
- MRN17 1806 Grenadiers Attacking
- MRN18 1806 Musketeers Attacking
- MRN19 1806 Jaegers Skirmishing
- MRN20 1806 Fusiliers Skirmishing
- MRN21 suits 1806 Hussars
- MRN22 suits 1806 Hussars

SWEDISH UNITS, NAPOLEONIC PERIOD

- MSWN1 Swedish Guard Grenadiers
- MSWN2 Swedish Infantry
- MSWN3 Swedish Dragoons
- MSWN4 Swedish Artillery

PORTUGUESE UNITS, NAPOLEONIC PERIOD

- MDN1 Portuguese Cacadores Skirmishing
- MDN2 Portuguese Light Cavalry
- MDN3 Other Units from British Items

SPANISH UNITS, NAPOLEONIC PERIOD

- MSN1 Spanish Grenadiers (pre 1808)
- MSN2 Spanish Musketeers (pre 1808)
- MSN3 Spanish Musketeers Skirmishing
- MSN4 Spanish Dragoons (boom)
- MSN5 Spanish Lancers
- MSN6 Spanish Artillery (boom)
- MSN7 Peninsular Ox-Carts (4)
- MSN8 Other Units from British and French Items

AMERICAN CIVIL WAR

- MACW1 Federal Infantry
- MACW2 Federal Infantry Attacking
- MACW3 Federal Infantry Skirmishing
- MACW4 Federal Infantry Firing Line
- MACW5 Federal Cavalry
- MACW6 Rush & Lancers (Federal)
- MACW7 Confederate Infantry
- MACW8 Confederate Infantry Attacking
- MACW9 Confederate Infantry Skirmishing
- MACW10 Confederate Infantry Firing Line
- MACW11 Confederate Cavalry dismounted, skirmishing
- MACW12 Zouaves (Turban) Skirmishing
- MACW13 Zouaves (Turban) Skirmishing
- MACW14 ACW Cavalry Charging (Kaps)
- MACW15 ACW Dismounted Cavalry Skirmishing (Kaps)
- MACW16 ACW Artillery
- MACW17 Artillery with 10 or Parrot Rifled Guns
- MACW18 ACW Gun Teams
- MACW19 Mule Drawn Wagons (2)
- MACW20 ACW Portonies and Wagons

COLONIAL PERIOD

- MC1 British Infantry Marching
- MC2 British Infantry Skirmishing
- MC3 Highlanders Marching
- MC4 Highlanders Skirmishing
- MC5 Royal Navy Landing Party
- MC6 Royal Navy Landing Party Gun Detachments
- MC7 British Lancers Charging
- MC8 British Artillery (15 pr)
- MC9 British Gun Teams at Gallop
- MC10 British Gatling Guns and Teams
- MC11 Elephant Guns and Teams
- MC12 Indian Infantry Marching
- MC13 Indian Infantry Skirmishing
- MC14 Gumbas Skirmishing
- MC15 Bangle Lancers
- MC16 Indian Mountain Artillery
- MC17 Mountain Artillery on March
- MC18 Pathan Tribesmen
- MC19 Zulus
- MC20 Dervish Headbands
- MC21 Dervish Ansar Infantry
- MC22 Dervish Ansar Cavalry
- MC23 Dervish Camel
- MC24 Dervish Artillery

FRANCO-PRUSSIAN WAR

- NC1 Prussian Infantry marching
- NC2 Prussian Infantry advancing
- NC3 Prussian Jaegers advancing
- NC4 Prussian Uhlans
- NC5 Prussian Uhlans charging
- NC6 Prussian Dragoon
- NC7 Prussian Artillery
- NC8 French Infantry marching
- NC9 French Infantry attacking
- NC10 French Chasseurs attacking
- NC11 French Chasseurs a Cheval
- NC12 French Hussars
- NC13 French Dragoons
- NC14 French Artillery

SCENIC MATERIAL

- SC1 Trees (Metal)
- SC2 Birch (180 each)
- SC3 Fir (180 each)
- SC4 Scots Pine (180 each)
- SC5 Poplar (180 each)
- SC6 Lime (210 each)
- SC7 Culvert Bridge (250 each)

Wargames Research Group

- Ancient Rules 7th ed (£3.50)
- Army Lists 3000BC-75AD (£2.50)
- Army Lists 558BC-1000AD (£2.50)
- Army Lists 1000AD-1485AD (£2.50)
- Renaissance rules (£2.50)
- Rules for 1665-1845 (£2.50)

HARDCOVER BUILDINGS - 95p

- Sheet 1 European Village Buildings
- Sheet 2 Chateau and Courtyard Farm
- Sheet 3 Bridges and Windmill
- Sheet 4 Timber-Framed Buildings

RULES

- Newbury Rules
- Ancient Period (£2.20)
- Medieval Period (£2.20)
- ECW and Renaissance (£2.20)
- Manual for above three books (£3.30)
- (This gives additional playing information)
- Napoleonic (£3.30)
- ACW (£3.30)
- Colonial (£3.30)
- Late nineteenth century (£3.30)

Tabletop Rules

- To the Sound of the Guns (Napoleonic period, includes full details for 1/300th) (£2.50)
- Circle 1863 (ACW) £1.75
- Ancient Army Lists - £2.50
- Napoleonic Army Lists - £2.50

FIELD BOOKS

- (small scale warfare)
- ACW Rules (£1.40)
- ACW Rules (£1.20)
- Battle in the Civil War (ACW background information) (£4.95)
- "Science v. Pluck" - Sudan Wars (£3.50)

Heretics & Ros/Nanner

- Ancient Period (specifically 1/300th) (£2.50)
- Napoleonic Period (specifically 1/300th and includes full campaign rules) and Army Lists (£3.00)

Dice

- Ordinary six spot, assorted colours 10p each
- Ordinary dice 50p pair
- Percentage dice 50p pair
- Twenty-sided 30p each

1/300th scale is equivalent to 1mm = 1 foot

or 3.3mm = 1 metre. Figures are

individually moulded, fully detailed, and

can be painted easily with ordinary

modellers' enamel paints. A foot figure

stands about 1/4 inch (6mm) tall, and a

cavalry figure proportionately taller.

Packs are identified by a code number and

contain 50 infantry or 20 cavalry or 6 guns

or 5 elephants or 5 chariots or 15 camels of

the type indicated by the pack title.

Generals packs contain 18 mounted

figures, other packs as noted. Wherever

applicable command figures are included

in the packs. We do not supply individual

figures outside the packs, though we can

provide additional command figures at

additional cost if required.

We also make about 450 highly detailed

model tanks and vehicles in the same

scale from World War Two and the Modern

Period. Please send see for list.

We supply to the UK or to any country

worldwide from this address. Language is

not a problem. Payment may be by cheque

(foreign cheques should be in sterling or

payable through a bank in the UK - ask at

your own bank for details), postal order,

international money order, Eurocheque or

cash. We accept Visa, Barclaycard,

Mastercharge, Access, ChargeX and

Eurocard. Just send your card number and

expiry date.

Please print your name and address

clearly.

Overseas customers can be supplied by

Airmail or Surface Mail, but Surface Mail

can take up to three months to USA or

Australasia.

Postage & Packing:

UK: Minimum charge 30p. 10% in £ up to

£10. Over £10: £1 only.

Europe: 20%.

Surface Mail Worldwide: 20% of value of

order, minimum 50p.

Airmail USA & Canada: 40% of order

value.

Airmail Australia & New Zealand: 50% of

order value. Minimum £1.

HEROICS & ROS FIGURES

Unit 12, Semington Turnpike, Semington, Trowbridge, Wilts BA14 6LB, England. Tel: 0380 870228

When replying to adverts please mention Wargames Illustrated.



TABLETOP GAMES

53 MANSFIELD ROAD,
DAYBROOK,
NOTTINGHAM

NG5 6BB 10% P&P

Min. 18p in U.K. 60p Surface Mail.

Overseas: 15% Surface Mail. 60% for Air Mail.
Send S.A.E. for catalogue.

GHQ TANKS BY MINI-FIGS

Micro Armour 1/285 Scale

(33p each unless stated)

NATO		Challenger	
M60A2	25p	Scorpion 76mm	25p
M113	25p	Scorpion 90mm	25p
M125	25p	Scimitar	25p
M106	25p	Spartan	25p
M113 (TOW)	25p	M110A2	25p
M60A1	25p	Hummer	25p
Sheridan	25p	MLRS	50p
Vulcan	25p	M35 Truck	25p
M114 A1	25p	AMX10P	25p
M48 (90mm)	25p	AMX30B2	25p
M48 (105mm)	25p		
M60A3	25p		
Leopard A1	25p		
Chieftain V	25p		
M113 ACAV	25p		
Gamma Goat	25p		
M88 ARV	25p		
M578 ARV	25p		
Centurion (RE)	25p		
M60 Bridge	50p		
M728 CEV	25p		
M1 Abrams	25p		
M1A1 Abrams	25p		
M109 A1	25p		
M109	25p		
Marder	25p		
LVTP-7	25p		
LVTC-7	25p		
LVTR-7	25p		
Kannone	25p		
Rakette SS11	25p		
Jaguar	25p		
M2/3 Bradley	25p		
M548 Cargo	25p		
M577 Comm.	25p		
Leopard 2	25p		
MCV-80	25p		
Fuchs TPZ-1	25p		
ISRAEL			
Merkava	25p		
Zelda	25p		
Ben Gurion	25p		
Super Sherman	25p		

NEW - ACRYLICS

ARMOURY PAINTS £1.20p each

White Primer	Mat Black
Red	Scarlet
Orange	Flesh
Khaki	Yellow
Dark Green	Field Grey
Medium Green	Olive Drab
Dark Blue	Prussian Blue
Light Blue	Grey
Dark Brown	Chocolate Brown
Red Brown	Silver
Brass	Bronze
Brown Drab	Copper
Brick Red	Purple
Ruddy Flesh	Dark Grey
Gunmetal	Suntan Flesh
Chainmail	Iron
Olive Green	Leather Brown
Dark Field Grey	Concrete
Equine Brown	State
Linen	Chestnut
American Drab	Musket Brown
Confederate Grey	Pink
	Russian Green
	Mat Varnish

TREES

	1/300	15mm
Deciduous Green	25p	50p
Deciduous Brown	25p	50p
Deciduous Blossom	25p	50p
Fir	25p	50p

NEW GRID IRON HEROES

American Football Rules - £2.25

Please send for a catalogue of our range of 15mm figures.

RULES BY TABLETOP

Shock of Impact (ancients)	£2.95
Shock of Impact (lists)	£2.25
Lance 3rd Ed. (Medieval)	£2.50
Tercio (Renaissance)	£2.25
Sound of the Guns (Nap)	£2.50
TTG 25mm Nap Rules	£1.75
Circa 1863 (ACW)	£1.75
Trench WWI Rules	£1.75
Zulu (Colonial)	£1.75
Action under Sail (Nap Naval)	£2.75
Once Upon a Time in the West (3 Vol Gunfight rules)	£4.25
'The Return' (Vol 4 of above)	£1.75
Rudis (Gladiatorial)	£1.75
Retinue (Medieval Skirm.)	£2.25
Sword & Pistol (Ren Skirm.)	£1.95
Heroes (Dark Ages Role Pg.)	£3.25
Pony Wars (Indian fighting)	£2.25
Napoleonic Lists	£2.50
Ancient Lists (WRG 7th)	£2.50

WWII

Combined Arms (1/300)	£2.25
WWII List & Organisations	£3.25
Tactical Commander (Skirm.)	£2.75

MODERN

Challenger	£2.95
Ultra Mod list Vol 1	£3.25
Ultra Mod list Vol 2	£3.25
1950/60's Lists	£2.75
Battlezones (17 Scenarios)	£1.95
Digest 2	£2.50
Digest 3	£2.50
Firefight (Modern Skirm)	£2.75
OMG Corps Commander	£2.95

NAPOLEONIC ARMY LISTS

A well researched set of Army Lists covering both 1/50 and 1/200 scales and suitable for most sets of Napoleonic rules. Points values are included for WRG and Sound of the Guns rules. £2.50

CORPS COMMANDER

A new concept in Modern Wargaming which allows players to field and control units up to Divisional level with all its assets. All aspects of modern Warfare are covered and Corps level army lists are included in the rules. £2.95

NEW FIREFLY

WWII 1/300th & 1/200th Micro.

Rules by Bruce Rea Taylor

Author of Challenger

A comprehensive set of WWII Rules covering all aspects of the Period and ALSO includes army lists, suitable for club or competition games £2.95

MODERN MICRO-TANK ARMIES

(R=Ros, S=Skytrex models)

U.S.A.	£17.25 (S) £14.80 (R)
BRITISH	£17.10 (S) £15.80 (R)
CHINESE	£21.50 (S+R)
FRENCH	£16.85 (S) £15.30 (R)
SOVIET	£15.00 (S) £15.10 (R)
W. GERMANY	£15.60 (S) £15.30 (R)
ISRAELI	£15.85 (S+R)
EGYPTIAN	£15.25 (S)

OTHER RULES

ANCIENT (WRG) 6th edit.	£2.90
ANCIENT (WRG) 7th edit.	£3.50
ARMY LIST No.1	£2.50
ARMY LIST No.2	£2.50
ARMY LIST No.3	£2.50
RENAISSANCE (WRG)	£2.50
RENAISSANCE LISTS	£3.60
NAPOLEONIC (WRG)	£2.50
NAPOLEONIC (Newbury)	£3.30
A.C.W. (Newbury)	£3.30
1925-50 (WRG)	£2.50
1950-85 (WRG)	£2.50
MODERN NAVAL (MEGADODOO)	£3.50
NAVAL SHIP LISTS (Skytrex)	£3.50
SEA POWER (Mod.)	£2.50
TOTAL WAR (Mod.)	£2.25
SPECIAL FORCES (Mod.)	£2.25
SKYFIGHT (Mod. Air Combat)	£1.50

ALL WRG BOOKS STOCKED

INTRODUCTORY SETS

EACH SET CONTAINS THE FIGS. AND RULES ETC. TO INTRODUCE YOU TO EACH PERIOD. THESE ARE IDEAL FOR BEGINNERS AND AS AN UNUSUAL GIFT. (PRICES INCLUDE POSTAGE).

ACW (15mm)	£16.00
WWII MICRO-TANK	£13.50
MODERN MICRO-TANK	£13.00
WWI NAVAL	£8.75
WWII NAVAL	£9.10
WWI AIR	£7.85
WWII AIR	£8.75
MEDIEVAL SKIRMISH (15mm)	£8.50
GUNFIGHT	£7.70
SF&SKIRMISH (25mm)	£9.25
15mm NAPOLEONIC	£16.00
LASERBURN WITH 15mm FIGS. inc.	£7.95
BUNKER 17 SCENARIO	£7.95
GLADIATORIAL	£4.50
REAPER (15mm FANTASY)	£12.50
MODERN NAVAL	£6.60
NAPOLEONIC NAVAL	£8.95
MODERN AIR COMBAT	£7.10

TERCIO - REVISED EDITION

A revised edition of our popular Renaissance Rules & Army Lists £3.25

TABLETOP FIGURES FOR THE BEST IN 15mm.

NEW 15mm ANCIENTS

ASSYRIANS

ASC1 Heavy Cav (Spear & Bow)	
ASC2 Light Cav (Spear & Bow)	
ASC3 3 Horse Chariot (4 crew) £1.75	
ASC4 Lt Cavalry (Bow)	
AS1 Heavy Spearman	
AS2 Lt/Inf Spearman	
AS3 Heavy Bowman	
AS4 Lt/Inf Bowman	
AS5 Heavy Slinger	
AS6 Lt/Inf Slinger	
AS7 Heavy Mace/Axe/Man	
AS8 General (for chariot)	

NEW KINGDOM EGYPTIAN

EGC1 2 Horse Chariot (2 crew) £1.00	
EGC2 Pharaoh's chariot £1.25	
EGC3 Lt Cavalry (Bow)	
EG1 Spearman (Med)	
EG2 Kepheshman (H)	
EG3 Libyan (L)	
EG4 Light Archer (Bow)	
EG5 Light Slinger	
EG6 Javelinman	

HAN CHINESE

HAC1 4 Horse Chariot (3 crew)	
HAC2 2 Horse Chariot £1.25	
HAC3 Heavy Cav (Lance)	
HAC4 Heavy Mtd Xbow	
HAC5 Light Cav (Long Spear)	
HAC6 Light Cav (Bow)	
HAC7 Lt Cav (Bow, Jav, Shd)	
HAC8 Mtd General	
HA1 Light Inf (Jav, Shd)	
HA2 Labour Troops (Sword)	
HA3 Convicts (Jav, Shd)	
HA4 Halberdiers	
HA5 Swordsman (Sword, Shd)	
HA6 Archer (Bow)	
HA7 Archer (Xbow)	
HA8 Spearman (Long spear, Shd)	
HA9 Stone thrower with 3 crew £1.50	
HA10 General (for chariot)	
HA11 Bolt thrower & crew 60p	

15mm RENAISSANCE FIGURES (formerly by ASGARD)

INFANTRY 10p each

MR1 Burgundian Pikeman	
MR2 Burgundian Handgunner	
MR3 Burgundian Crossbow	

Early 16th Century

MR4 Swiss Fr/Rank Pikeman	
MR5 Swiss Heavy Pikeman	
MR6 Swiss Light Pikeman	
MR7 Swiss Halberdier	
MR8 Swiss Arquebusier	
MR9 Swiss Crossbowman	
MR10 Swiss Hornblower	
MR11 English Billman	
MR12 English Longbowman	
MR13 English Pikeman	
MR14 English Arquebusier	
MR15 Irish Kern	
MR16 Irish Gallowglass	
MR17 Scot Noble Pikeman	
MR18 Scot Lowland Pikeman	
MR19 Scottish Highlander	
MR20 Italian Pikeman	
MR21 Italian Halberdier	
MR22 Italian Arquebusier	
MR23 Italian Crossbowman	
MR24 Cretan Crossbowman	
MR25 Francis Archer	
MR26 Landsknecht Heavy Pike	
MR27 Landsknecht Light Pike	
MR28 Landsknecht + 2H Sword	
MR29 Landsknecht Arquebusier	
MR30 Spanish Pikeman	
MR31 Spanish Halberdier	
MR32 Spanish Arquebusier	
MR33 Spanish Sword & Buckler	
MR34 European Officer	
MR35 European Standard	

Late 16th Century

MR36 English Billman	
MR37 English Longbowman	
MR38 English Pikeman	
MR39 English Musketeer	
MR40 French Pikeman	

MR41 French Musketeer	
MR42 Dutch Pikeman	
MR43 Dutch Musketeer	
MR44 Spanish Pikeman	
MR45 Spanish Musketeer	
MR46 European Officer	
MR47 European Standard	

Early 17th Century

MR48 French Musketeer	
MR49 French Pikeman	
MR50 Spanish Musketeer	
MR51 Spanish Pikeman	
MR52 German Musketeer	
MR53 German Pikeman	
MR54 German Grenz Infantry	
MR55 Swedish Musketeer	
MR56 Swedish Pikeman	

17th Century

MR57 Scot Mercenary Pike	
MR58 Scot Mercenary Musketeer	
MR59 Dismounted Dragoon	
MR60 English Pikeman	
MR61 English Musketeer	
MR62 New Model Army Pike	
MR63 New Model Army Musketeer	
MR64 Highlander Swordsman	
MR65 Covenant Pikeman	
MR66 Covenant Musketeer	
MR67 European Officer	
MR68 European Standard	
MR69 Balkan Archer	

CAVALRY 20p each

MR101 Burgundian M-at-Arms	
MR102 Burgundian Mtd L Bow	
MR103 Burgundian Coustiller	

Early 16th Century

MR104 Italian Stradiot	
MR105 Italian Mtd C' Bow	
MR106 Swiss Mtd C' Bow	
MR107 English Pensioner	
MR108 English Demi-Lancer	
MR109 English Border Horse	
MR110 Early Reiter + Spear	
MR111 Irish Cavalryman	
MR112 French Gendarme	
MR113 Archer (Man-at-Arms)	
MR114 Spanish Gendarme	
MR115 Spanish Genitor	

MRC16 Spanish Escopetero	
MRC17 European Officer	
MRC18 Standard Bearer (25p)	

Late 16th Century

MRC19 French Gendarme	
MRC20 French Miller	
MRC21 German Reiter	
MRC22 Spanish M-at-Arms	
MRC23 Spanish Herrenrualo	
MRC24 Dutch Lancer	
MRC25 Dutch Carabinier	
MRC26 European Officer	
MRC27 Standard Bearer (25p)	

Late 17th Century

MRC28 Spanish Caballo Coraza	
MRC29 Spanish Arquebusier	
MRC30 Swedish Cuirassier	
MRC31 Cav (Lobster Helmet)	
MRC32 Dragoon	
MRC33 Lt Cav + Pistol	
MRC34 Scottish Lancer	
MRC35 Cavalry Officer	
MRC36 Cavalry Standard (25p)	
MRC37 Hungarian Hussar	
MRC38 Croat Horse Archer	

GUNS 38p each

MRX1 Early 16th. C. Gun	
MRX2 Late 16th. C. Gun	
MRX3 Early 17th. C. Gun	
MRX4 Early 17th. C. Lt Gun	

GUN CREWS 10p each

MRX7 Early 16th C. with Rammer and Ball	
MRX8 Early 16th C. with Powder Barrel & Scoop	
MRX9 Early 16th C. with Swab	
MRX10 Early 16th C. Master Gunner	
MRX11 Late 16th C. with Ball	
MRX12 Late 16th C. with Swab	
MRX13 Late 16th C. with Rammer	
MRX14 Late 16th C. with Powder	
MRX15 Early 17th C. with Rammer	
MRX16 Early 17th C. with Grass Wad & Bag	
MRX17 Early 17th C. with Swab & Bucket	
MRX18 Officer with Linstaff	

U.S. CUSTOMERS

All our products are available from
Alliance Miniatures, P.O. Box 2347,
Des Moines, Iowa 50310.

Frei Korps 15

NEW — 15mm Metal Figures — NEW

ENGLISH CIVIL WAR

- PS27 Pikeman, Monmouth cap, buff coat
PS28 Mounted Dragoon
PS29 Cuirassier command
PS30 Medium cavalry command
PS31 Staff Officers, mounted
PS32 Scots Pikeman
PS33 Scots Musketeer
PS34 Scots Lancer
PS35 Highlanders
PS36 Irish Irregulars
PS37 Montrose, Hurry, Leslie
PS38 Essex, Fairfax, Cromwell
PS39 Charles, Rupert, Hopton



CROMWELL



GENERAL McCLELLAN

AMERICAN CIVIL WAR

- ACM5 1st Virginia Cavalry
ACM6 6th Pennsylvania (Rush's Lancers)
ACM7 Lee, Jackson, Stuart
ACM8 McClellan, Burnside, Hooker

- CM12
CM13 6-mule wagon team
CM14 US Army wagon
CM15 Pontoon wagon and boat
Pontoon boat

price code
F
T
F
C

BOOKS & RULE

- JOHNNY REB Rules
The best set yet available for the American Civil War£10.00
KONIG KRIEG Rules
A comprehensive set of rules for the Seven Years War£3.75
FESTUNG KRIEG Siege Rules
A supplement to Konig Krieg includes La Guerre du Roi. Marburian variants for Konig Krieg£2.50
DER GROSSE KONIG
Campaign rules for KONIG KRIEG£1.50
THEY DIED FOR GLORY Rules
A new set for the Franco-Prussian War, includes order of battle and organisation£1.50

All above rules are post free

MILITARY UNIFORMS IN AMERICA SERIES

- VOL.1 The Era of the American Revolution.
This volume covers the French & Indian Wars as well. 62 coloured plates, 11"x8", with full text, also includes British and French units£25.00
VOL.3 Long Endure, The Civil War Period 1852-67, 66 full colour plates plus text. It covers early wars against Indians, Seminole War, A.C.W. and Maximilian War£25.00

Postage and packing on books 10%

Freikorps 15,
25 Princetown Road,
Bangor,
Co. Down,
BT20 3TA,
Northern Ireland



HOPTON



ITA22

19TH CENTURY EUROPE ARTILLERY

- ORD130 French 4pdr field gun
ORD131 French 12pdr field gun
ORD132 French 24pdr siege gun
ORD133 French Mitrailleur

- ORD136 Austrian 3pdr

- ORD140 Prussian 4pdr muzzle loader
ORD141 Prussian 12pdr muzzle loader
ORD142 Prussian 4pdr breech loader
ORD143 Prussian 12pdr breech loader

B
B
D
A
B
B
B
B



JEB STUART

WORLDWIDE MAIL ORDER SERVICE
S.A.E. FOR ILLUSTRATED LISTS.

19TH CENTURY EUROPE 1848-71

During the course of 1987 we shall release figures to cover the Italian War of Independence, Austro-French, Austro-Prussian and Franco-Prussian Wars and the Paris Commune. The following are now available—

- ITALY**
ITA1 Piedmontese Infantry
ITA2 Piedmontese Infantry command
ITA3 Bersaglieri
ITA4 Bersaglieri command
ITA5 Piedmontese Heavy Cavalry
ITA6 Piedmontese Heavy Cavalry command
ITA7 Piedmontese Light Cavalry
ITA8 Piedmontese Light Cavalry command
ITA9 Piedmontese artillery crew
ITA10 Piedmontese Generals
ITA11a Neapolitan Infantry, coat turned back
ITA12b Neapolitan Infantry, Flank coys/Lt Infantry full coat
ITA13 Neapolitan Infantry command
ITA14 Neapolitan Light Infantry command
ITA15 Neapolitan Dragoon
ITA16 Neapolitan Dragoon command
ITA17 Neapolitan Chasseur
ITA18 Neapolitan Chasseur command
ITA19 Neapolitan artillery crew
ITA20 Neapolitan Generals
ITA21 Pontifical Zouave
ITA22 Pontifical Zouave command
ITA23 Pontifical Infantry
ITA24 Pontifical Infantry command
ITA25 Pontifical Dragoon
ITA26 Pontifical Dragoon command
ITA27 Garibaldi 1859 (Cacciatori delle Alpi)
ITA28a Garibaldi
ITA28b Garibaldi mixed
ITA28c Garibaldi
ITA29 Garibaldi artillery crew
ITA30 Garibaldi personalities

- AUSTRIA**
AUS1 German Infantry
AUS2 Hungarian Infantry (use also for Grenzer)
AUS3 Jager, skirmishing
AUS4 Dragoon
AUS5 Hussar
AUS6 Uhlan
AUS7 German Infantry command
AUS8 Hungarian Infantry command
AUS9 Dragoon command
AUS10 Hussar command
AUS11 Uhlan command
AUS12 Artillery crew
AUS13 Mounted Generals

- FRANCE 1859-70**
FRE1 Infantry in greatcoat 1859/70
FRE2 Chasseur 1859
FRE3 Imperial Guard Grenadier 1859
FRE5 Zouave 1859/70
FRE6 Carabinier 1859/70
FRE7 Cuirassier 1859/70
FRE8 Dragoon 1859/70
FRE9 Chasseur a Cheval 1859/70
FRE10 Lancer 1859/70
FRE11 Hussar, Colpack, 1859
FRE12 Chasseur d'Afrique 1859/70
FRE13 Foot Artillery 1859/70
FRE20 Carabinier Command 1859/70
FRE21 Cuirassier Command 1859/70
FRE22 Dragoon Command 1859/70
FRE23 Chasseur a Cheval Command 1859/70
FRE24 Lancer Command 1859/70
FRE25 Hussar Command, Colpack, 1859

- PRUSSIA 1870**
GER1 Infantry at trail, Pickelhaube
GER1a As above but in Feldmutze
GER2 Infantry, charging, Pickelhaube
GER2a As above but in Feldmutze
GER3 Infantry firing, Pickelhaube
GER3a As above but in Feldmutze
GER4 Jager
GER7 Infantry Command
GER9 Cuirassier
GER10 Cuirassier Command
GER11 Dragoon
GER12 Dragoon Command
GER13 Hussar
GER14 Hussar Command
GER15 Uhlan
GER16 Uhlan Command
GER18 Artillery crew, Pickelhaube
GER18a As above but in Feldmutze

PRICE DETAILS

- Infantry (10 per pack)90p
Cavalry (5 per pack)90p
Command Pack (5 infantry)45p
Artillery crew (4 per pack)40p
Personality pack80p
Field guns40p
Machine guns20p
Siege guns60p

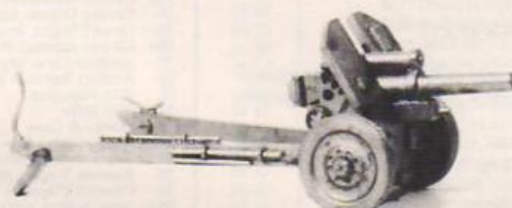
P&P: UK add 10% (min 30p) £15 and over post free
BFPO post free, Europe add 10%
U.S. customers send for special air packet rates.

PLATOON 20

Modern Wargames Figures



COMMAND DECISION
New World War 2 Rules
£10.95 Post Free U.K. only



1987 CATALOGUE
Now lists over 550 figures
plus all the latest releases
Catalogue 50p Post Free

GAMERS IN U.S.A.
ALL-IN KEEN PRICED
DIRECT AIRMAIL SERVICE.

WORLDWIDE MAIL ORDER SERVICE

MODEL FIGURES & HOBBIES
LOWER BALLOO ROAD, GROOMSPORT,
CO. DOWN BT19 2LU, NORTHERN IRELAND.





GAMES PEOPLE PLAY

The gamers games shop.

AVAILABLE again in the U.K. : ARMORY paints from the U.S.A.

(probably the best acrylics in the world)

Over 200 paints in the full range. Send s.a.e. for list

ARMORY PAINT SETS

GG081 BASIC COLOURS	GG092 NAPOLEONIC LAND
GG082 METALLICS	GG093 ANCIENTS
GG083 FLESH TONES	GG094 CONFEDERATE
GG084 HORSE TONES	GG095 UNION
GG085 SILKS & SATINS I	GG096 NAPOLEONIC NAVAL
GG086 SILKS & SATINS II	GG097 WWII NAVAL
GG087 SILKS & SATINS III	GG098 RAINBOW METALLIC
GG088 WEHRMACHT	GG099 FLUORESCENT
GG089 ROYAL TANK REGIMENT	GG100 BUILDINGS
GG090 PATTON'S ARMY	GG101 RUINS
GG091 RED ARMY WWII	

(£9.50 per set, 8 x 1oz. Glass Jars)

What will you find at GAMES PEOPLE PLAY?

GAMES: Galore, too numerous to list from all leading and most minor producers. Wargames, fantasy, sci-fi, role playing, sports and business games. Specialist games magazines. Second hand and out of print games.

FIGURES: ESSEX & MIKES MODELS: We are the premier UK stockist.

HINCHLIFFE 20 & 25mm: We are the London agent.

JACOBITE 15mm: We are the London agent.

FRONT RANK: We are the exclusive London agent.

10 HIGH & WARBAND: We are the London agent.

PLUS: DIXON, TABLETOP, DAVCO, TRITON, CITADEL, GRENADIER UK & US. METAL MAGIC, ASGARD, ESCI, AIRFIX, MATCHBOX and others.

PAINTS: ARMORY, HUMBROL, DBI, MINIATURE PAINTS, CITADEL, HOBBY

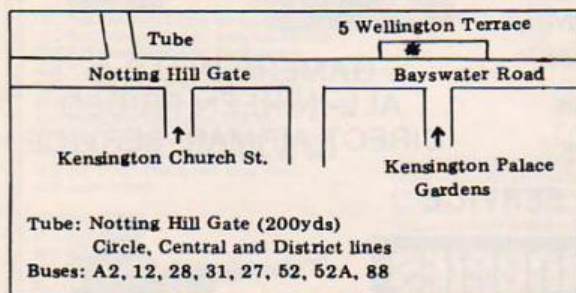
PLUS: WRG, OSPREY, BLANDFORD, RULES, DICE, SPECIALIST MAGAZINES, PENGEL & HURT, WARGAMES GUIDES, BRUSHES, MODEL TERRAIN, BUILDINGS, SCENIC ACCESSORIES, READY PAINTED FIGURES, PAINTING SERVICE and yet more. We cram a lot in.

A=£1.00
B=0.75P

TEN HIGH AMERICAN CIVIL WAR

C=0.50P
D=0.25P

Code	Item	Quantity
ACW		
01	Inf. adv., kepi & blanketroll	25 A
02	Inf. firing, kepi & blanketroll	25 A
03	Inf. adv., slouch hat & blanketroll	25 A
04	Inf. firing, slouch hat & blanketroll	25 A
05	Inf. adv., kepi & backpack	25 A
06	Inf. firing, kepi & backpack	25 A
07	Inf. adv., brim. hat & backpack	25 A
08	Inf. firing, brim. hat & backpack	25 A
09	Officer, slouch hat	6 D
09a	Standard bearer, slouch hat	6 D
09b	Drummer, slouch hat	6 D
10	Officer, kepi	6 D
10a	Standard bearer, kepi	6 D
10b	Drummer, kepi	6 D
11	Cavalry charging, sabre & slouch hat	12 A
12	Dismtd Cav., kneel, carbine, slouch	12 C
13	Cav. horseholders & mounts, slouch	12 A
14	Cavalry charging, sabre & kepi	12 A
15	Dismtd, cav., kneel, carbine, kepi	12 C
16	Cav. horseholders & mounts, kepi	12 A
17	Cavalry Officer, slouch hat	3 D
17a	Cavalry bugler, slouch hat	3 D
17b	Cavalry standard bearer, slouch hat	3 D
18	Cavalry Officer, kepi	3 D
18a	Cavalry bugler, kepi	3 D
18b	Cavalry standard bearer, kepi	3 D
19	Artillery Crew, kepi	12 C
20	Artillery limber, 4 hse team, riders	1 C
21	121b Napoleon	2 C
22	101b Rifle	2 C
23	Mortar & Crew	1 B
24	Zouaves adv., kepi	25 A
25	Zouaves adv., turban	25 A
26	Pontoon Wagon, pontoon boat, 4h. team	1 B
27	Covered Wagon, 4 horse team	1 B
28	Naval landing party (officers incl.)	25 A
29	Waterline level oared longboat, naval crew, landing party in kepi	1 A
30	Generals & Staff (var. mtd & foot)	9 B
31	61b Smoothbore cannon	2 C
32	Artillery Caisson	2 C
33	Inf. charging, kepi & blanketroll	25 A
34	Inf. marching, kepi & blanketroll	25 A
35	Inf. charging, slouch hat	25 A
36	Inf. marching, slouch hat	25 A
37	Inf. charging, kepi & backpack	25 A
38	Inf. marching, kepi & backpack	25 A



5 Wellington Terrace, Bayswater Rd.,

Notting Hill Gate, London W2

Tel: 01-727-9275

★ Amazing special introductory offer from the Armory ★
New 10 pot paint carrying case with 10 1oz paints

Plus 3 red sable brushes

Total Value £15.00 Yours for just £6.95

While Stocks Last

When replying to adverts please mention Wargames Illustrated.

HISTORICAL SIMULATIONS

World War II

8th Army	C	7.95
Aachen 1944	B	19.95
Afrika Korps	C	12.45
Against the Reich (W. Front 44-5)	C	21.95
Ambush (Solo) (Squad ops 1944)	T	20.75
Move Out (Ambush exp.)	T	10.80
Purple Heart (Ambush exp.)	T	19.15
Silver Star (Amb. exp.) (Italy)	T	16.60
Battle Hymn (Ambush syst. Pacific)	T	25.80
Anzio (Italy 1943-45)	C	12.45
Armor at Kursk (Prochorovka 1943)	B	4.45
Arnhem Bridge (1944)	C	7.95
Barbarossa 41-45	C/O	15.95
Battle Cry (Small unit ops Pac.)	T	16.95
Battle of the Bulge 1944	B	14.15
Battles for the Ardennes 40-44	B	19.95
Black Sea & Black Death 1943	B	14.95
Blitzkrieg	W	14.15
Cobra (Normandy 1944)	B	15.95
D-Day (W. Front 1944)	C	12.45
Dark Crusade (E. Front 1941)	C	12.95
Drive on Stalingrad (1942)	C	19.95
Duel for Kharkov (1943)	C	24.95
East Wind Rain (Pacific 41-45)	C/O	26.95
Eastern Front Solitaire (Solo)	O	14.95
Fortress Europa (W. Front 1944-5)	C	14.15
France 1944 (W. Front 1944)	C	13.30
Gazala 1942	B	14.95
Hells Highway (Arnhem camp. 44)	C	17.50
Hitlers Counterstroke (Mortain 44)	B	7.95
Hitlers War (Europe 1939-45)	C/W/S	15.50
Kanev (Dnepr 1943)	B	10.95
Kirovograd (1943)	B	14.95
Longest Day (Normandy 1944)	B/C	55.95
Market Garden (Arnhem camp.d.b.)	C	9.95
Normandy Campaign (d.b.)	C	9.95
Omaha Beach (1st 10 days)	B	15.80
Onslaught (W. Front 1944-45)	C	15.95
Pacific War 1941-45	O	38.25
Panzer Armee Afrika (Desert 41-2)	C	14.15
Panzer Command (E. Front 1942)	T	17.50
PzGroup Guderian (Smolensk 41)	B	15.80
Panzer Leader (W. Front 1944-45)	T	15.80
Panzerblitz (E. Front 1941-45)	T	15.80
Panzerkrieg (E. Front 1941-44)	C	15.80
Pattons Best (Solo) (W. Front 44-45)	T	21.95
Road to the Rhine (W. Front 44-5)	C	9.95
Rommel in North Africa	C	16.95
Rommel in the Desert	C	18.95
Rommel's War (Desert 1940-42)	C	18.95
Russian Campaign 1941-45	C/O	12.45
Russian Front 1941-45	C/O	19.95
Squad Leader (Small unit ops)	T	19.15
G.I. (S.L. expansion)	T	25.80
Sniper (Man to man, all fronts)	T	15.95
Sniper Campaign (Sniper exp.)	T	tba
St Lo (1944)	B	14.95
Stalingrad (E. Front 1941-43)	C	12.45
Storm Over Arnhem 1944	B	14.15
Tank Leader (E. Front 1941-45)	T	19.95
West Front Leader (1944-45)	T	18.95
Third Reich (Europe 1939-45)	W/S	15.80
To the Wolfs Lair (E. Prussia 45)	C	16.95
Trial of Strength (E. Front 41-45)	C	26.95
Twilight War (French Resistance)	C	10.95
Up Front (Squad Combat card game)	T	21.85
Banzai (Up Front Pacific exp.)	T	10.80
Victory in Europe (1944-45)	O	14.95
World in Flames 1939-45	O/W/S	34.75
World War II (Europe 1939-45)	C/O	24.95

T = tactical
 B = battle
 C = campaign
 O = theatre of operations
 P = political
 S = strategic
 M = multi-player
 d.b. = double blind

ASL: Advanced Squad Leader Rules	T	33.30
ASL: Beyond Valour (E. Front mod.)	T	34.10
ASL: Paratrooper (Intro. mod.)	T	13.30
ASL: Streets of Fire (E.F.mod.)	T	24.15
ASL: Yanks (West Front U.S. mod.)	T	29.95
ASL: Hedgerow Hell		tba
ASL: Raid on St. Nazaire		tba

Europa Series (the big one)

Case White (Poland 1939)	C	16.95
Fall of France (1940)	C	33.95
Fire in the East (Russia 1941)	C	49.95
Narvik (Norway 1940)	C	16.95
Near East (expansion only)	C	14.95
Spain & Portugal (exp. only)	C	9.95
Scorched Earth (FITE exp. 42-44)	C	49.95
Their Finest Hour (U.K. 1940)	C	24.95
Torch (French N. Africa 1942-43)	C	19.95
Western Desert 1940-42	C	16.95
Marita-Merkur (Balkans 1940-41)	C	16.95

Post WWII

Aegean Strike (Aegean zone today)	C	17.50
Air & Armour (Wurzburg area today)	B	21.95
Air Cav (Helicopter warfare)	T	16.95
Air Land Battle (W. Germ. today)	T/B	21.95
Arab-Israeli Wars (1956,66,73)	T	14.15
Assault (W. Germ. today U.S.-Sov.)	T	14.95
Boots & Saddles (Asslt sys. Helis.)	T	14.95
Bundeswehr (Asslt. sys. W.G.+Eng.)	T	14.95
Cold War (M) (World Domination)	P/S	15.80
Firepower (Inf. Tactics worldwide)	T	19.15
Fireteam (W. Germ. US-Sov. Tactics)	T	20.95
Gulf Strike (Persian Gulf today)	C/O	25.80
Korean War (Mobile war 1950-51)	C	20.75
Main Battle Area (W.G. US-Sov.)	B	21.95
NATO (Sov. attack Central Front)	C	13.30
Ranger (Solo) (Green beret ops)	C	14.95
Suez 73 (Chinese Farm)	B	18.95
Superpower (M) (World domination)	P/S	12.95
Supremacy (M) (World dominance)	P/S	24.95
Vietnam	C/W	14.15
Platoon (Vietnam tactics)	T	tba

Air and Naval

Airforce (WWII W. Front Air Com.)	T	14.15
Dauntless (Airf. exp. Pacific)	T	14.15
B-17 (Solo) (Daylight bomb. tour)	T/C	14.15
Balloon Busting (WWII) (book format)	T	15.95
Bismarck (1941 breakout)	T/C	14.15
Blue Max (WWI Aerial Combat)	T	14.95
Flight Leader (Jet Combat)	T	22.60
Flat Top (Solomons 1942)	T/C	19.15
Flying Machines (1915 Air Com.)	T	15.95
Knights of the Air (WWI Air Com.)	T	29.95
Luftwaffe (Daylight bomb. 1943-45)	C	14.15
Jutland (WWI Naval)	T/C	11.65
Air Superiority (Mod. Jet Combat)	T	18.95
Midway (1942 Aero-naval)	T/B	14.15
Naval War (Arms Race card game)	T/S	5.45
Norway 1940 (Naval camp.)	C	16.95
RAF (Solo) (Battle of Britain 1940)	C	16.95
Battle Over Britain (1940 Air)	C	24.95
Richthofen (WWI Air, book format)	T	12.95
Richthofens War (WWI Air 1917-18)	T/C	12.45
Second Fleet (GIUK naval today)	C	25.80
Sixth Fleet (Mediterranean today)	C	25.80
Submarine (WWI & II sub. actions)	T	14.15
Top Gun (Mod. Jet Combat)	T	8.95
Top Gun Advanced	T	tba
War at Sea (Atlantic 1939-43)	S	9.15
Victory in the Pacific (1941-45)	S	12.45

GAMES PEOPLE PLAY

Mail Order: UK & BFPO: min p&p 0.50p, otherwise +10% to max of £5.00
 Europe: min p&p £1.00, otherwise +20% to max of £10.00
 Other surface: min £1.50, otherwise +25% to max of £15.00
 Other air: min £2.00, otherwise +50% to max of £40.00

Payment: UK cheque, IMO/Bank Draft in sterling, VISA, Mastercard, AmEx.

When replying to adverts please mention Wargames Illustrated.

TRITON 1/600th COASTAL FORCES "Fight for the Narrow Seas"

The naval skirmish scale provides exciting action as small boats attack at point blank range. The Triton models are superb white metal castings.

COASTAL WARFARE STARTER PACK £7.50
Contains rules, dice and models for both sides.

EXPANSION PACKS

BRITISH 1942..... £5.00
1 large MGB, 1 x MTB, 1 x Fairmile 'B' class.

BRITISH 1944..... £5.00
1 large MTB, 1 MTB, 1 Fairmile 'D' class.

GERMAN ATTACK GROUP..... £4.50
3 S26 Class E Boats.

GERMAN ESCORT GROUP..... £6.00
1xM25 Class heavy escort.
1xF-lighter escort.

ITALIAN ATTACK GROUP..... £5.00
2xMS11 Class MTB, 1xVAS 301 Class.

AMERICAN ATTACK GROUP 1942..... £5.00
2xPT95 Class MTBs, 2xPT34 Class MTB's.

AMERICAN ATTACK GROUP 1944..... £4.50
3xPT565 Class Elco 80ft MTB's.

SKYTREX

NEW 1/600th SCALE BEACH ASSAULT

To complement our coastal forces and bring a new dimension to your campaigns the BEACH ASSAULT range allows you to carry out large scale landings on the tabletop and then transfer inland using larger models if you wish.

BRITISH LANDING CRAFT

CF60 L.C.A. standard infantry landing craft (x4)..... £1.00
CF61 L.C.I. (5) medium size infantry landing craft..... £1.50
CF62 L.C.T. (2) Large ocean going vehicle landing craft..... £1.95
CF63 L.S.I. (5) Prince Charles class infantry landing ship. This 3000 ton vessel carried 6LCA..... £7.95

AMERICAN LANDING CRAFT

CF660 L.C.I.(L) 400 ton ocean going infantry craft..... £2.50
CF661 L.C.M. (3) Standard single vehicle landing craft (x2)..... £1.00
CF662 L.S.T. Ocean going vehicle landing craft 2000 tons..... £5.95
CF663 A.P.D. High speed transport converted from a flush deck destroyer..... £5.95
CF664 L.C.T. (R) Fire support craft with 1000x5in rockets..... £2.50
CF665 L.C.G. Fire support craft with 2 heavy guns..... £2.50

Most of the U.S. vessels were also used by British & Allied Forces

1/600th VEHICLES AND EQUIPMENT

CFA1 Churchill tanks (x10)..... £1
CFA2 Sherman tanks (x10)..... £1
CFA3 U.S. 1/2 tracks (x10)..... £1
CFA4 U.S. 2 1/2 ton truck (x10)..... £1
CFA5 Jeep (x10)..... £1
CFA6 D.U.K.W. (x10)..... £1
CFA7 Bren Carrier (x10)..... £1

Fire Fight 20mm = 1/76th scale superb white metal vehicle kits

BRITISH

FF68 Wombat & 3 crew..... £1.50
FF632 Scorpion..... £4.25
FF633 Scimitar..... £4.25
FF641 FV432..... £3.95
FF657 Bedford RL 4 tonne truck 1952..... £4.95
FF657A Bedford RL Flatbed 1952-87..... £3.95
FF680 British 105mm Light Gun..... £2.95
FF682 British 105mm Pack Howitzer..... £2.95

USSR

FF702 T54..... £5.95
FF703 T55..... £5.95
FF704 T62 Main Battle Tank..... £5.95
FF706 T72..... £5.95
FF707 T74 Main Battle Tank..... £5.95
FF732 BRDM2..... £3.95
FF735 PT76..... £5.50
FF736 BRDM3 + AT5 missiles..... £4.25
FF741 BTR50..... £4.95
FF743 BMP1..... £3.95

NEW THIS MONTH

BRITISH SOFTSKIN TRUCKS

FF661 Bedford MK 4 tonne truck 1972..... £4.95
FF661A Bedford MK Flatbed 1972-87..... £3.95

RUSSIAN A.P.C.'s

FF742 BTR60 PB..... £5.95
FF742A BTR60 PK (open top)..... £5.95

Many more models on full listing. Illustrated catalogue 50p

THE IDEAL WW2 SKIRMISH SCALE ACTION 200

1/200th scale = 9mm figure height

The quality of these models has been shown at exhibitions. Over 200 models WW2 and Modern in the range already including infantry and aircraft with more new models every month.

1/200th WW2 STARTER PACK £7.50
Rules & dice plus German and Russian infantry and tanks.

100s OF MODELS IN WW2 AND MODERN INCLUDES AIRCRAFT AND HELICOPTERS

1/200th catalogue FREE send a stamped self addressed envelope

A FEW OF THE NEW RELEASES THIS MONTH

A325 Jagd Tiger..... 80p
A393 Demag 20mm Flak..... 70p
A380c Opel Blitz with troops..... 60p
A380d Opel Blitz with 20mm AA..... 70p
A822 Hummer with RED-T..... 70p
A823 Hummer with TOW..... 70p
A824 Hummer command..... 70p
A19 British Snipers..... 60p
A24 US LMGs & crews..... 60p
A25 US Bazooka teams..... 60p
A27 US Artillery crews..... 60p
A30A German tank riders..... 60p

1/200th REINFORCEMENT PACKS

BRITISH BATTLEGROUP £5.00

1 x Infantry pack, 1 x Heavy weapons pack
2 Daimler A/cars, 2 Churchills
2 Sherman, 1 Cromwell

BRITISH ANTI-TANK PACK £5.00

2 x 6 pdr, 2 x 17 pdr., 2 x 25 pdr.
2 Bren carrier, 1 Crusader gun tractor
2 Quad x limber, 2 artillery crew strips

BRITISH TRANSPORT PACK £5.00

2 Bedford QL trucks, 2 Austin 3 ton trucks
1 Austin bowser, 1 Scammell Pioneer
1 Scammell tank transporter
1 Bedford Radio truck, 1 Daimler Scout Car

RUSSIAN ASSAULT PACK £5.00

2 x Assault Infantry packs
2 x Su85, 2 x KV2
2 x Su76, 2 x Su152

GERMAN HEAVY ASSAULT PACK £5.00

2 Elephant, 2 Jagdpanther
1 Sturmpanzer IV, 2 Stug III
1 Sturmtyger

GERMAN ANTI TANK PACK £5.00

2 Stug III, 2 Hetzer, 1 Jagdpanther
2 x 75mm Pak40, 1 x 50mm Pak 38,
1 x 88mm Flak 36, 2 artillery crew strips

GERMAN TRANSPORT PACK £5.00

2 x Sdkfz 251, 1 Sdkfz 7, 2 Kubelwagon
2 x Opel Blitz 3 ton trucks, 1 x Command bus
1 x Mercedes 8 ton truck, 2 Maultier 1/2
track lorries.

AMERICAN BATTLEGROUP £5.00

1 Infantry pack, 1 Heavy weapons pack
3 Shermans, 1 x M10, 1 x M18
2 x M8 A/cars.

1/200th SCALE AIRCRAFT

These models are designed to complement the AFV range but are excellent models to collect as an air range at this ideal scale.

GA306 HURRICANE MK IA FIGHTER..... £1.50
GA306A HURRICANE MK IIC (20mm Cannon)..... £1.50
GA306B HURRICANE MK IV with 60pdr rockets..... £2.00
GA307 SPITFIRE Vc..... £1.50
GA312 TYPHOON with rockets..... £2.00
GA340 MOSQUITO..... £2.50
GA341 BEAUFIGHTER..... £2.50
GA343 WELLINGTON..... £3.95
GA591 DC3 DAKOTA..... £3.95
GA402A ME 109G..... £1.50
GA440 JU 87D STUKA..... £2.50
GA670 IL-2 STURMOVIK..... £2.00

LONDON AGENT
HINCHLIFFE & SKYTREX
GAMES PEOPLE PLAY
5 WELLINGTON TERRACE
BAYSWATER ROAD,
LONDON W2.

TRITON 1/1200th NAPOLEONIC SHIPS

BRITISH

HMS Temeraire 2nd Rate 98 guns	£2.20
HMS Victory 1st Rate 100 guns	£2.20
HMS Bulwark 3rd Rate 74 guns	£2.20
HMS Agamemnon 3rd Rate 64 guns	£1.95
HMS Diana Frigate 38 guns	£1.95
HMS Columbine Brig 16 guns	£1.50
HMS Indefatigable 44 gun razee frigate	£1.95

FRENCH

Imperial 1st rate 112 guns	£2.20
Tonnant 3rd Rate 80 guns	£2.20
Genereux 3rd Rate 74 guns	£2.20
Venus Frigate 38 guns	£1.95
La Hoche 3rd rate 74 guns	£2.20
Brig 16 guns	£1.50

SPANISH

Salvador Del Mundo 1st Rate 112 guns	£2.20
Fenix 3rd Rate 80 guns	£2.20
San Domasco 3rd Rate 74 guns	£2.20
Hamdryad Frigate 38 guns	£2.20

DUTCH

Prince Frederick 3rd Rate 64 guns	£1.95
Helder Frigate 32 guns	£1.95
Jupiter 3rd Rate 74 guns	£2.20

There are more BRITISH, FRENCH SPANISH and AMERICAN SHIPS on our full lists plus merchantmen and accessories.

All models are supplied with 'fighting sails' (ie, upper sails spread and mainsails partially furled as correct for commencing action).

NEW 1/1200th NAPOLEONIC NAVAL

THREE, yes 3!, NEW FLEETS!

DANISH

NS90 Christian VII 3rd Rate 80 guns	£2.20
NS91 Havfruen Frigate 40 guns	£1.95

SWEDISH

NS120 Prins Adolf Frederik 3rd Rate 74 guns	£2.20
NS121 Bellona frigate 40 guns	£1.95

RUSSIAN

NS140 Aleksandr Nevski 3rd Rate 74 guns	£2.20
NS141 Vosmislov Frigate 36 guns	£1.95

ALSO NEW

British NS10 HMS Endymion 50 gun frigate	£1.95
British NS84 Bomb vessel	£1.95
Spanish XEBEC frigate 36 guns	£1.95
Mediterranean galley	£1.95

TRITON 1/200TH Napoleonic ships are the best yet produced. The kits comprise of finely detailed hulls, masts and sails. Many more French, British, American and Dutch models available in the full lists.

Always losing at Napoleonic Naval?

BUY AN EQUALISER

HMS WARRIOR the ultimate naval weapon of her time. She could catch and destroy a squadron of any other contemporary navy £5.95
Or if you are not quite so ambitious
GLOIRE, French early ironclad £4.95

THE SKYTREX AND HINCHLIFFE LISTS CARRY AN UNMATCHED VARIETY OF MODELS FOR ALL PERIODS AND SCALES MANUFACTURED BY OURSELVES.

HINCHLIFFE 20MM WW2

QUALITY WHITE METAL KITS
YOUR ARMIES DESERVE THE BEST

20mm EQUIPMENT = 1/76th SCALE

20/22	German WWII 10.5cm Lt. Field Howitzer L/28	£2.95
20/23	German WWII 150mm Nebelwerfer	£1.95
20/24	German WWII 7.5cm Lt. Infantry gun	£1.95
20/25	German WWII 7.5cm PAK 40/L46	£2.95
20/26	German WWII 8.8cm PAK 43/31 L/71	£2.95
20/27	British WWII 17pdr anti tank gun	£2.95
20/28	German WWII Hanomag 251/1	£3.50
20/29	British WWII 7.2" Howitzer	£2.95
20/30	Russian WWII 7.6cm Howitzer	£2.95
20/31	German WWII 15cm Infantry gun	£2.95
20/32	German 15cm SFH18 Howitzer	£2.95
20/33	German towing limber for 20/32	£1.00
20/34	German Horse drawn heavy artillery limber	£1.60
20/35	German Motorcycle despatch rider	£0.50
20/36	German Motorcycle combination and crew	£1.50
20/37	German Horse drawn supply wagon	£2.40
20/38	German Horse team (2 horses, one ridden, one unriden)	£1.00
20/39	Russian Horse Team	£0.75
20/40	Horse Team (2 Harnessed Horses for supply wagons)	£0.75
20/41	German Pak 43 AT gun. This model may be constructed in the travelling or emplaced position	£3.50

20/42	Russian WWII 122mm M1938 Howitzer	£2.95
20/43	Russian WWII Gun Limber (Horse or vehicle drawn)	£1.60
20/44	Russian WWII 120mm Mortar M38 Model	£1.60
20/45	Russian WWII 160mm Mortar M43 Model	£1.95
20/46	Russian WWII Mortar Limber (Horse or vehicle drawn)	£1.60
20/47	American WWII 105mm Howitzer	£2.95
20/48	American WWII 155mm Howitzer	£3.50
20/49A	British WWII 2pdr Anti-tank Gun Firing	£1.95
20/49B	British WWII 2pdr Anti-tank Gun Limbered	£1.95
20/50	German WWII Pak 38 50mm Anti-tank Gun	£2.95
20/51	Russian WWII 100mm Anti-tank Gun	£2.95
20/52	German WWII 120mm M42 Mortar	£1.60
20/53	Russian WWII 76.2mm Inf Howitzer M1927	£1.95
20/54	US 75mm Pack Howitzer M1A1	£1.95
20/55	US 75mm Field Howitzer M1A1	£1.95
20/56	US 57mm Anti-tank gun	£2.95
20/57	Russian 4x4 GAZ tank	£3.50
20/58	Russian 4x6 GAZ tank	£3.95
20/59	Russian GAZ truck with quad AA and crew	£4.95
20/60	Russian quad AA mg & crew	1.50

GC1	British 4 man gun crew	£1
GC2	German 4 man guncrew	£1
GC3	Russian 4 man gun crew	£1
GC4	US 4 man gun crew	£1

STOP PRESS NEW FOR 20MM WW2

Russian GAZ Jeep; British 3.7in AA Gun; Russian Modern D30 gun; German 37mm AA Flak

RING FOR DETAILS

SKYTREX CLUB

Club members received this issue of Wargames Illustrated free of charge. Did you?
Club members have many benefits and special offers.
Send a stamped self-addressed envelope for details.

HINCHLIFFE

1987 Catalogue
£1.50 post free
SKYTREX CATALOGUE
£1 POST FREE

Mail Order address:

28 BROOK STREET
WYMESWOLD
LOUGHBOROUGH
LEICESTERSHIRE

Telephone: 0509 213789

Barclaycard & Access Orders Welcome

U.S. AGENT

For Davco & F.F.20
S.G. Simulations Inc.
2071 Range Road,
Clearwater,
Florida 33575
Tel: (813) 443 3822

AUSTRALIAN AGENT

BATTLEFIELD
50 Clissold Parade,
Campsie, N.S.W. Australia.

POSTAGE & PACKING

U.K. 10% order value
(min. 20p)
over £9 post free.
BFPO (Europe) as above
BFPO (Outside Europe)

30% order
20% order
Europe
U.S.A.
Canada
N.Zealand
Australia

50% order
WE ACCEPT BARCLAYCARD, ACCESS, BANKAMERICARD, EUROCARD, VISA, CHARGE, & MASTERCARD. JUST SEND YOUR CARD NUMBER AND EXPIRY DATE.

SKYTREX

WELL DONE! DUNCAN

A MAN WHO STANDS UP FOR HIS VIEWS
DESERVES OUR WHOLE HEARTED SUPPORT.
BEST WISHES FOR THE NEW MAGAZINE

Opening Shot

In the Spring of this year I was asked by two firms in the hobby to provide a wargames magazine that had the interests of the hobby genuinely at heart: a magazine not fettered by outside commercial interests, which would provide individual wargamers with the quality features and photographs they deserve and traders in the hobby with a vehicle for their adverts at reasonable rates and – above all – would honour the commitments it made to those who loyally supported it. Welcome to issue #1 of that magazine: hopefully it can live up to its aims!

Our first issue has certainly had good support from the trade. At a very early stage it became obvious that the number of pages would have to be increased from the basic 52 page format. Hopefully you, the readers, will in turn support the advertisers and encourage them to continue to support us – thereby increasing your chances of getting a bigger magazine!

As this first issue was put together rather rapidly in order to be out in time for the National Championships in Sheffield the historical spread of the articles is not quite as wide as it might be, but Modernists and Ancients don't despair! – you're well catered for in issue #2.

More on aims and policies in the next issue, but in the space available here let me say that a prime aim is to give full attention to the practicalities of wargaming – mechanisms, systems & scenarios – and include, if possible, a complete set of rules in each issue. The American War of Independence rules by Andy Callan and the Russo-Japanese War scenario by Pete Gritton in this issue are excellent examples of this kind.

Now, if you want to read something more interesting, turn to the first article . . .

D.M.

Front cover photo: French Irish Legion of the Napoleonic period. Connoisseur Figures from the collection of Dave Thomas. Photo taken at the Wargames Holiday Centre. (Ad.p.29)

Back cover photos: Two Essex Miniatures (Ad.p.49) Ancient armies – Egyptian & Greek – both painted by Vista Enterprises (Ad.p.56) for the collection of South London Warlords' Mike Roberts. Architecture custom built by Hales Models. (Ad.p.57)

Contents

Jon Mengham	Off to fight the Zulus	16
Ian Weekley	A Vauban Gateway	18
Arthur Harman	Can we introduce Generalship into the Tabletop Wargame?	19
Peter Gritton	Wargaming Night Actions	23
Andy Callan	'Loose Files and American Scramble'	26
Ian Knight	The Siege of Durban, 1842	36
Martin Tomczak	Notes on the Prussian Army in the Seven Years War. Part I: The Artillery	40
Ian Weekley	Renaissance Defences	46

Editor: Duncan Macfarlane.

Published by: Stratagem Publications Ltd.,
18 Lovers Lane, Newark,
Notts. NG24 1HZ
Tel: 0636 71973

Distributed by: Magnum Distribution Ltd.,
Cloister Court,
22-26 Farringdon Lane,
London, EC1R 3AU
Tel: 01-253 3135

USA: The Armory,
4145 Amos Avenue,
Baltimore, Md. 2125
Tel: 301 764 8100

Australia: Gary Wells,
Essex Miniatures Ltd.,
40 Railway Parade,
Lakemba, NSW 2195
Tel: 02759 1683

Typeset by: Qutable Ltd.

Printed by: Top Type.

© 1987 Stratagem Publications Ltd.



OSPREY WORLD CHAMPIONSHIPS 1987

THE ASSEMBLY ROOMS DERBY OCTOBER 10th. & 11th. 1987

THE FOLLOWING TRADE STANDS WILL BE ATTENDING

The ARMOURY (Birmingham)
NAVWAR
Q. T. MODELS
CONNOISSEUR
SKYTREX
ESSEX MINIATURES
MILITARY MINIATURES
PAUL & TERESA BAILEY
(including Integral terrain)
HEROES MINIATURES
2nd. CHANCE GAMES &
MILIART
ELITE MARKETING (C & D)
PIONEER MINIATURES
WHITTLESEA MINIATURES
CHELIFER BOOKS
GAMES WORKSHOP

MAINLY MILITARY & MBG.
CHARRIOT MINIATURES
A.J. DUMLOW
HOVELS & CAMPAIGNS
IRREGULAR MINIATURES
FARMS & FORTRESSES
NEWBURY RULES
LANCASHIRE GAMES
LAMMING MINIATURES
STANDARD GAMES
RAIDER GAMES
BATTLE HONOURS
SCOTIA MICRO
WARWAGER
JACOBITE MINIATURES
TRAFALGAR MODELS
CLULOWS

HERSANT BOOKS
DIXON MINIATURES
GAMES PEOPLE PLAY
PARADE GROUND (including
Corvus & Tin Soldier)
TIR NA NOG
S.BROWN
HALES MODELS
HOTSPUR MINIATURES
WARRIOR MINIATURES
SOUTHSEA MODELS
PLATOON 20, FREI KORPS
QUARTERMASTERS STORES
(Wargames Foundry)
STRATAGEM
And Last but not least the one
and only **TABLETOP GAMES**

DON'T MISS ONE OF THE LARGEST WARGAMES SHOWS OF 1987

The following countries have entered teams :- France, Italy, USA, Israel, Holland, Malta, Germany, Belgium, Australia & N.Zealand.

FOR HOTEL BOOKINGS
Ring Derby (0332)45894.

PICTURE REVIEWS

Confederate Staff group. **Front Rank** 25mm figures (watch out for their ad *next month*!) These were painted and based by the **Games People Play** painting service. Vignettes of several figures representing a staff group seems to be replacing the solitary general's figure. Good. This is probably far more accurate in terms of ground-scale, as well as being more pleasing to the eye.



A superb **Essex Miniatures** knight superbly painted by **Bill Brewer**. Many of you have probably heard that Bill is to shortly close his Rye Stamp and Hobby Shop – a long-time London landmark in the wargames world – to concentrate on his painting. More info on this venture in the near future – and another superb Essex Knight in next month's Pic Review.

Two equipment groups from **Q.T. Models of Bridlington**. These are both excellent sets, the sturdy horses being particularly good. The gun's obviously Renaissance up to Marlburian; the baggage cart would perhaps be suitable right up to Napoleonic times. Painting by Q.T. proprietor and designer Dave Hoyles. See these two pieces in 3-D on the Q.T. stand at shows.



'OFF TO FIGHT THE ZULUS'

The effectiveness of firepower in the Zulu War

A while ago I had one of those funny turns which most wargamers must recognise. I suddenly thought "wouldn't it be fun to play a Zulu game." The immediate result was a dash to the old bookshelf followed by 'serious research' on 'what happened'.

One of the prime candidates for research was the effect of the firepower of both sides and I was intrigued by what I discovered. Most wargamers will be familiar with the film *Zulu* and the way that the firepower of the redcoats is shown 'mowing down' the Zulu warriors, unfortunately perhaps, the reality seems somewhat less dramatic.

Consider the following. The best documented and the best known action of the 'war' was that which took place at the mission station of Rorkes Drift. The mission was garrisoned by a total of between 100 and 110 officers and men, mostly from 'B' company, 24th Foot. The action commenced about 5.00 pm on 22nd January 1879 and lasted until 1.00 am on the 23rd January.

A survivor described the initial exchanges as the Zulu's advancing "in skirmishing order at a slow slinging run. We opened fire on them from the 'hospital' at 600 yards and, although the bullets ploughed through their midst and knocked many over, there was no check or alteration made in their approach. They seemed quite regardless of the danger, and what struck me as most strange was that they had no war cry, nor did they at this time fire a single shot in return." Okay this isn't too bad, I recognise this from *Zulu*.

At another time one of the defenders noted how the Zulus "took advantage of every bit of cover there was - anthills, a tract of bush we had not had time to clear away, a garden or sort of orchard that was near us. They neglected nothing and large bodies kept hurling themselves against our slender breastworks." The same eyewitness later continues "we had plenty of ammunition but were told to save it, and so we took careful aim with every shot and hardly a cartridge was wasted. I was a marksman in my company and I dropped some of them . . . One of my comrades . . . shot no fewer than nine Zulus, one of them being a chief." This is less familiar, particularly when you consider that this proud claim represents slightly better shooting than one Zulu an hour! However this seems fairly like the film, although I don't remember the Zulu making much use of cover in the film.

The crunch really comes when you look at the casualties. In all the fighting went on for about 8 hours during which time the garrison fired off about 20,000 rounds of ammunition against a Zulu force of about 4000-4500. What were the casualties inflicted? Immediately after the action only 370 Zulu bodies were counted in the immediate vicinity of the mission (some of whom were found to be alive and had to be 'put out of their misery'). The Zulus had dragged some bodies away and dumped them in the drift. As these bodies seem to have been carried on their shields, about 100 of which were found on the banks of the drift we have an approximate idea of the numbers involved. Lastly, reports state that 'lots' or 'scores' of bodies kept turning up over the following weeks.

I would suggest that those killed and wounded seriously enough to be incapacitated can hardly have amounted to more than 1000 Zulus (and probably as few as 500). If this figure is taken as reasonable it means that no more than 5%, and possibly as low as 2.5%, of the shots fired 'told' - not quite like the 'hitting with every shot' mentioned above. Moreover, taking a round figure of 100 men firing, this gives an average figure of only 25 shots fired per hour per man or on average each firer hitting a Zulu every 64 minutes. Overall not quite as effective as one would expect.

Mind you the Zulus were considerably worse. Imperial casualties only amounted to five killed in action plus ten patients killed when the hospital was overrun, although a further 12 men were wounded.

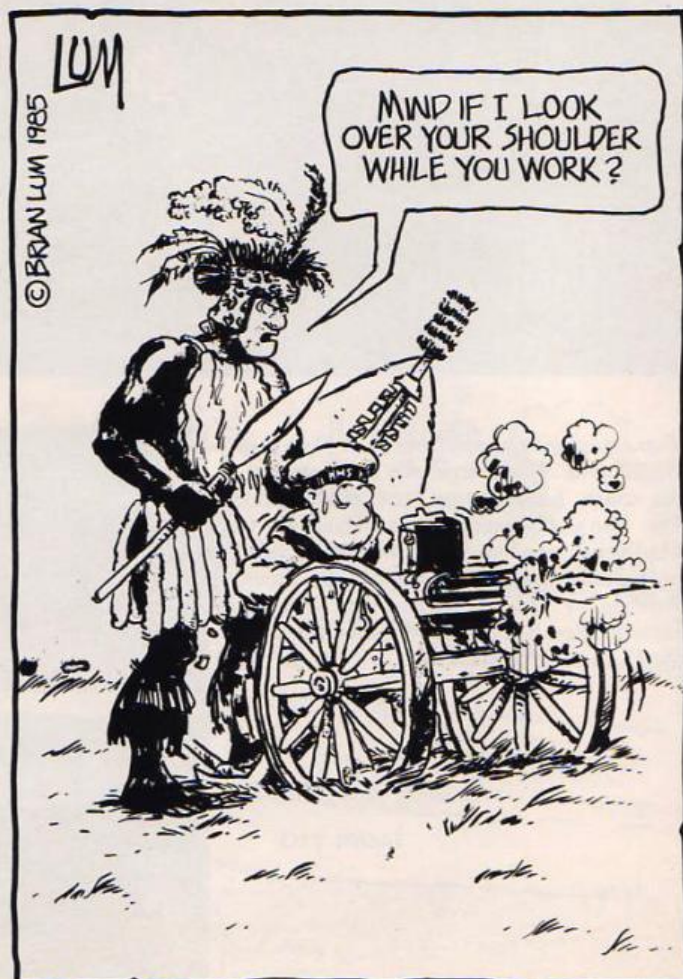
The above figures for effectiveness of fire by Imperial troops compare quite accurately with statistics from other actions. The above figure for rate of fire seems to compare reasonably with the ammunition expenditure at Isandhlwana (22nd January 1879). The survivors' accounts of Isandhlwana agree that the British infantry's

fire began to slacken after about an hour as the troops began to run out of ammunition. The infantry were all carrying at least 40 rounds of ammunition although some had as many as 70 rounds. This would give an approximate average rate of continuous fire of not more than 40 to 50 rounds an hour. Whilst this figure is higher than the Rorkes Drift figure it should be remembered that at Rorkes Drift firing was not continuous, (particularly over the last 2 to 4 hours).

A much less well known action, that of Inyezane on 2nd April 1879 reveals similar figures. A force of about 12,000 Zulus attacked a relief force on its way to the blockaded fortified camp at Eshowe. The relief force had plenty of warning of the impending attack and 'laagered' well before the attack began. Fire from approximately 3,340 Imperial soldiers and sailors, two Gatling guns and two 9lb field guns left 740 Zulu bodies on the battlefield. The maximum distance at which the Zulu could generally be observed was 300 to 400 yards and they never came much closer than 100 yards. The Zulus were routed in 20 to 30 minutes (and Lord Chelmsford had a much needed victory).

The regular infantry (which provided the majority of the troops) were not trusted to 'fire at will' because of the high proportion of 'green recruits'. They therefore fired carefully controlled company volleys, firing only 6 or 7 rounds while fire lasted. Even if we ignore the effects of the Gatling guns and artillery only 3.2% of the shots fired were effective. By comparison Imperial losses were 2 officers and 12 men killed and a further 48 men wounded.

At another time about 600 Imperial troops were involved in a (mostly long range) skirmish of about one hour's duration. About 350



Zulus were killed. If we take an average rate of fire of about 25 shots each this gives an average hit rate of about one Zulu hit per 43 shots fired (2.33%).

With regard to efficacy of Zulu fire little can definitely be said. A lot of Zulus certainly possessed rifles prior to Isandhlwana – which they seemed inordinately proud to show to missionaries, photographers and artists who visited them. Most of the rifles appear to have been muzzle-loading flintlocks, mass produced and frequently sub-standard. A few Zulus had more modern weapons, the Snider being the most popular. Although Sniders were breechloaders they did not use cartridges, which was preferable to Zulus who could then produce their own ammunition. It is extremely unlikely that many of the Zulus attacking Rorkes Drift had had an opportunity of looting rifles from the battlefield of Isandhlwana (unlike the opinion expressed in the film) since they had been fairly distant onlookers. With regard to the battle at Inyezane even if all the Zulus fired once this represents about 0.5% of the shots fired hitting. Zulus appear to have been universally poor shots who did not use the bow and who were unenthusiastic about firing firearms (perhaps because of sub-standard firearms ability to explode with risk to the user!). Zulus also sometimes used their assegais as throwing weapons; however, for various reasons, these don't seem to have been very effective either.

Conclusions

Initially I was surprised by these results, which appear at first glance to be not dissimilar to the conclusions obtained for Napoleonic musketry by Brigadier-General Hughes in his book *Firepower*. I had expected a considerable improvement in the killing power of musketry – after all there is supposed to be a considerable difference between a muzzle-loading smoothbore and a breech-loading rifle. In fact this is not entirely true and there is a noticeable improvement in accuracy. One should remember that the Zulus tended to offer a 'skirmisher' type target. More importantly there is a considerable improvement in the speed or amount of fire given (approximately doubled) and a very considerable increase in the range over which targets were thought worth engaging (about four fold). This unfortunately led to the most noticeable thing about the musketry improvements of the late 19th century as far as the PBI was concerned – he was expected to carry a considerably heavier weight of ammunition!

Perhaps the thing that really needs explaining is why at Rorkes Drift the Zulus failed to overrun the mission station. Clearly if the attacking Zulus had been determined enough a high proportion could have expected to have reached the compound wall safely (and then presumably overrun it). The exact conditions under which troops fail to advance or close with their enemy remain as inexplicable as ever.

Proud of your magnificent armies?

Blowing our own trumpet . . .
to remind you that we make some
of the best wargames scenery
for the hobby.

Ian Weekley
Buildings, fortifications and terrain of quality
made to order to customers requirements.

Battlements

The Old Anchor of Hope
Lammas, Norwich, Norfolk NR10 5JF
Telephone (060546) 708



List & terms £1 (or five IRCs)

GAMES WORLD

RECRUIT AT WEST LONDON'S
LEADING GAMES SHOP

MINIFIGS 15^{mm}
G.H.Q. TABLETOP
GALLIA.GRENADIER
AZGARD.CITADEL &
MUCH MORE

129 KING STREET HAMMERSMITH
LONDON W6 9JG PHONE 01-741 4467
Nearest Tube Hammersmith Late Opening Thursday Till 8pm





The General's dilemma: whether to lead forward the Heavy Dragoons, or to remain with the Reserve (. . . and its attendant mule train bearing various selected wines, fine ports and brandies – now what level of awareness would that lead to?) Figures and buildings from Peter Gilder's Wargames Holiday Centre.

CAN WE INTRODUCE GENERALSHIP INTO THE TABLETOP WARGAME?

Arthur Harman

Have you ever felt, whilst manoeuvring toy soldiers in a 'traditional' wargame, that your perception of the miniature battle bears little resemblance to that of any real commander? I have become increasingly dissatisfied with the lack of atmosphere in such games. I am simultaneously in possession of far too much information about my own troops and those of the enemy, and preoccupied with administering rules to determine the minutiae of combat, to have the need or time to 'read' the battle as it develops in order to judge the right moment to commit my reserves, or order a withdrawal. In the typical face to face game I will be engaged in detailed calculations of morale and musketry for each battalion – no opportunity to indulge in a leisurely lunch, like Wellington at Salamanca, whilst waiting for the enemy's intentions to become clear! It is as if the 'Iron Duke's' habit of riding to those of his units under particular pressure has been exaggerated to the point that the general must visit each battalion in his command every few minutes, a practice what in real life would soon lead to complete physical and mental exhaustion, even supposing such feats of horsemanship were possible on the battlefield. Nor do I find the Variable Length Bound system proposed by George Jeffrey satisfies my desire for atmosphere and tension, since explanatory dialogue between the opposing players is an integral part of the rules; even if mechanisms prevent the players exploiting this knowledge of each other's tactics, their perception of the battle remains that of an observer, rather than a participant. In this article I shall endeavour to offer some alternative ways whereby the general's viewpoint may be introduced into toy soldier games, in the hope that others will publish their ideas and possible solutions to this problem.

Let us first consider the various sources of information available to the general on the battlefield: these are visual, aural and written or verbal communication with other officers. Clearly, any competent

general will derive much of his knowledge of the situation by simply using his eyes to discover the positions of his troops and those of the enemy, observing the number of wounded men or stragglers making their way to the rear, deducing his opponent's intentions from the movements of his units, and judging from a unit's demeanour and appearance whether or not it has reached breaking point. This last, in the case of his own troops, will suggest whether that unit should be withdrawn, reinforced, or roused to greater efforts by some judicious 'hat waving' or personal example; in the case of the enemy, such visual impressions will help the general decide whether to launch a counter-attack, or keep his troops in check until the foe has reached breaking point. Although powder smoke will frequently obscure friend and foe alike, the position, and quantity, of such smoke may still convey much useful information, such as whether an attack is making ground, or has become bogged down in an inconclusive exchange of musketry. At distance, the glint of sunlight on bayonets will warn of the presence of bodies of troops.

Sound also played an important part in a general's appreciation of a battle. The noise of intermittent firing will indicate skirmishing; heavy volleys that the main bodies are in contact; and the sound of artillery in the distance that flank corps are engaged. The wind direction, and strength, will obviously affect the general's aural perception of events.

Finally the general will receive – eventually! – written messages from his subordinates and superiors, which will help him form a mental picture of the situation, albeit at second-hand. Such communications will be subject to the many hazards facing a courier galloping across the battlefield in search of the general, so that they may be received only after the position has already changed, and will always reflect the personality of, and incomplete information available to, the sender. A general who is a good judge of character

and knows his subordinate commanders well will know which urgent requests for assistance and/or reinforcements to take seriously. On the other hand, a general newly appointed to that particular command may have to learn the reliability or otherwise of his commanders the hard way; similarly, a new subordinate will at first be an unknown quantity. Oral communications between officers who meet on the battlefield will be subject to the same influences, including being out of date if the subordinate or ADC has left the scene of action to find the general, but may often be reinforced or contradicted by the evidence of the general's own senses.

It will be apparent the general's ability to receive information, of whatever type, will be related to his proximity to the actual fighting, or particular units. Generally, the closer he is to the 'sharp end', the more detailed his perception of the situation in his immediate vicinity, but the less his awareness of the overall position. Should he decide to lead from the front, then his perception of the battle will narrow to that of a battalion officer, and he will become totally divorced from the remainder of his troops, as well as inaccessible to couriers and ADC's. Moreover, the closer the general approaches the battle-line, the greater the risk of death or wounds, and the more he will tend to be distracted by noise, smoke and tension from concentrating on an overall appreciation of how the battle is developing. There is a price to be paid for the greater depth of knowledge obtained by riding to the front!

However, the general does gain one considerable advantage from approaching the firing line – an ability to intervene immediately to rally a wavering unit, or order a charge if the enemy seem about to break. Remember Wellington at Waterloo with the Guards Brigade: "Now Maitland, now's your time." Part of the general's art is to know where his presence is most necessary: to the rear with the Reserve where he can co-ordinate the movements of his various corps and divisions, keeping track of their progress until the decisive moment; or animating his men at some key point in the front line. The successful general will be he who can make the best decision amidst the contradictory and incomplete information which is all a commander has on the battlefield.

In order to give the player more sense of the general's perception and participation it will be necessary to adopt a slightly different game structure to emphasise those particular aspects of his role. Instead of the traditional two player game, I propose an umpired game for one player; two regular opponents can take turns at umpiring, using different scenarios. The purpose of my game is to create something of the atmosphere of acting as an Army/Corps/Division commander on the battlefield, and so ignores the manoeuvres which led up to the battle, commencing when both opposing armies are drawn up in line of battle. The umpire handles the enemy, using free kriegsspiel techniques, or a system of programming such as that described by Charles Grant in his *Programmed Wargames Scenarios*, and also controls the flow of information to the player. The player issues orders to his own troops, which the umpire implements in due course. At no time should the player have access to whatever rules the umpire may choose to use to control the behaviour of troops and determine the results of combat.

The principal concept underlying the game is that there are three positions the general may choose to adopt, each of which determine the level of knowledge he may acquire about his own, and the enemy's, troops. These are: With the Reserve in the rear of the line of battle; With a Subordinate Commander of the next level formation down (an Army commander visiting a Corps commander, a Divisional general visiting a Brigadier, and so on, according to the level of the particular game being played); and With the Troops in the front line. Each turn or move the player must choose one of these positions, and specify which subordinate commander or unit he wishes to visit, should he have chosen not to remain with the Reserve.

For convenience, I shall refer to these positions as R, S and T respectively hereafter.

Similarly, there are three levels of information or awareness which the general may possess about his own forces or those of the enemy:

LEVEL I : Skirmishers Out or In; Main Body Not Engaged or Engaged; Advancing, Holding Position or Retreating; Can Estimate whether Enemy Units are Corps, Division or Brigade strength if in close range, and see Glitter of Arms and Dust thrown up by movement beyond that; subject to wind direction, can judge Direction of Firing, whether a Pitched Battle or mere Skirmishing, and Approximate Size of Forces Engaged therein.

LEVEL II : Skirmishers Driving in Enemy, or being Driven in themselves, or Engaged; Main Body Making Ground, Holding Position, or Giving Ground, Engaged Heavily or in Inconclusive Musketry; Suffering Light, Medium or Heavy Casualties; Under Pressure or Retiring; Under Artillery Fire or Cavalry Attack; can discern Glitter of Arms or Dust in immediate vicinity, and hear sound of Firing to flanks or rear (subject to wind direction).

LEVEL III: Skirmishers achieving Superiority over Enemy or vice versa; Main Body Wavering (on the point of breaking), Steady, or Hesitating (capable of advancing to attack if encouraged); Tired, Fatigued or Exhausted; Under Skirmish Fire, Heavy Musketry, Case Shot, Shellfire, Cannon shot; cannot perceive any visual or aural impression beyond that particular unit and the enemy immediately opposite/with which it is engaged.

Note that where one receives Level III information about a unit, that includes Level I category information; to save repetition I have simply listed the extra information available at the higher levels. I have assumed that the closer the general is to the firing line, the less able he will be to interpret distant sounds of firing accurately. The umpire should, in any case, use his discretion in employing these information and awareness levels; so, for example, if the player is visiting a unit not currently engaged it would be reasonable to allow him Level I appreciation of adjacent units and distant sounds.

The relationship between the player's Position and Level of awareness is shown in the table below. Once again, I must stress that this is intended as a guide, not as a hard and fast rule.

POSITION	IMMEDIATE UNIT	ADJACENT UNITS	OWN TROOPS GENERALLY	IMMEDIATE ENEMY UNITS	ENEMY GENERALLY
R	III or II	N/A	I	N/A	I
S	II	I	I*	II or I	I*
T	III	I*	N/A	III or II	N/A

* means 'if the unit the general visits is not engaged'
N/A means 'Not Applicable'

Alternatives are at umpire's discretion; unless Level I or above is indicated, no information should be given. Adjacent units include those immediately beside, in front of, or possibly behind the unit in question. The immediate enemy units are those to the front of the unit in question, or closely engaged with it. This table applies only to units that are actually visible to the general in his present position. Written messages may, of course, convey information about any unit. How is the umpire to communicate the appropriate level of awareness to the

Hmm... D'Arcy's skirmishers are advancing on the left... seems to be a lot of straggling from Collins' Division – perhaps I'd better ride over and see...
Heavy firing on the right – good! Bennett's division must have engaged the enemy...



– Add 2 for charge bonus, subtract 1 for poor morale, multiply by 1D6 – turn to table XIII on page 57...

Can I reinforce my centre? See page 33... must be at least 750mm away – what's that if 1mm=2.5 yards?? If columns move 150 yards per 2 minutes it will take... my brain hurts!! Will we get 8 turns in time to go down the pub? ... I could use a drink!!!

player? One method would be to give an oral description, in the manner of a Fantasy Role Play Dungeon-Master, but it might prove difficult to avoid contradicting oneself in the heat of the moment, or to withstand persistent interrogation by players desperate for additional information! Prepared cards, colour-coded to the various information levels, could be presented to the player as circumstances dictated, or coloured counters, whose meanings were explained in a simple chart for easy reference during the game, placed behind units as necessary. Obviously, one or more of the above systems would have to be used to convey certain information, such as whether a unit was under case shot or shell fire (though I have no doubt that expert modellers could produce artistic miniature explosions or casualty groups that could indicate this!), but as far as possible I would prefer to use the toy soldiers themselves to create a visual impression, albeit stylised, which the player must interpret for himself.

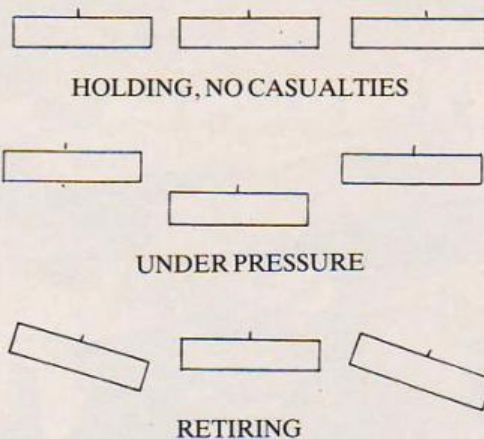
I make the following suggestions on the assumption that the wargame figures will be mounted in groups in single rank on movement stands, and that each unit will consist of at least two ranks of such groups. Since the player in a wargame – and the general, most of the time – views his troops from the rear, it seems sensible to use the rear rank to indicate Level II awareness, as shown in Diagram A. Should the general join the unit, the front rank will then display his increased knowledge of that unit's condition, illustrated in Diagram B. The Level of casualties being suffered can be shown by positioning appropriate numbers of dead and wounded about the unit, whilst retiring or routing may be indicated using groups of stragglers behind the unit, and disorganising the movement stands (see Diagram C for examples). Whether a unit is making or giving ground will be clear from the forward or rearward movement of the unit as a whole, and similarly for skirmish lines. Imitation clouds of powder smoke might be employed to show the volume of musketry, and also to obscure the view of those units closely engaged with the enemy.

The reader may object that it will require considerable effort to create all these effects, not least the groups of stragglers and troops rendered hors de combat. This would perhaps be true if using 25 or 15mm figures, but these scales are not really suitable for representing Army or Corps level actions, unless one has vast numbers of models and a large space available. The 6mm wargame figures, however, are ideal for this purpose; several manufacturers now have extensive ranges, amongst which the blocks or strips of figures produced by Irregular Miniatures offer a simple and economical method of creating the basic units, whilst the individual models of other makers may be used for casualties and stragglers. In this small scale smoke clouds and other visual effects may be constructed very simply indeed from scrap materials.

Playing procedure is fairly straightforward, once the underlying concepts have been understood. The player is given an intelligence summary and map in order to plan his development; the enemy deployment may be made by the umpire before he sees the player's dispositions, or generated by any of the methods employed by solo wargamers. The terrain and troops visible to the player are then laid out, the umpire maintaining a record of other forces on a master map. The player should sit behind the wargame table; the game organiser may care to arrange things so that his eyes are, according to the figure scale, the equivalent distance off the ground to those of a general on horseback. Additional atmosphere may be created by sitting well back from the table edge and viewing the miniature battlefield through a small telescope or pair of binoculars. A suitably resplendent figure portrays the player's game persona and indicates his current position on the field.

Each turn the player decides what position he will take up and the umpire moves his personality figure to the appropriate point on the tabletop. The action is then advanced to allow for the time taken in riding there. Whilst the umpire is doing this the player should turn his back so that he may not profit unduly from observing the movements of the 'hand in the sky'. The umpire then determines what level of information the player should have (if any) about each unit, and conveys this using the methods described above. So long as the player remains in one position, the action may, for convenience, be advanced in standard turns of equal length so that the player has the opportunity to watch the battle unfold, something which the use of turns dictated by critical events does not permit. The umpire can roleplay subordinates and prisoners interviewed by the player in addition to writing and delivering messages from non-played characters. When the player issues an order by sending a message,

DIAGRAM A: LEVEL II AWARENESS, shown by Rear Rank of Bases



CASUALTIES: Place Casualty bases behind unit.

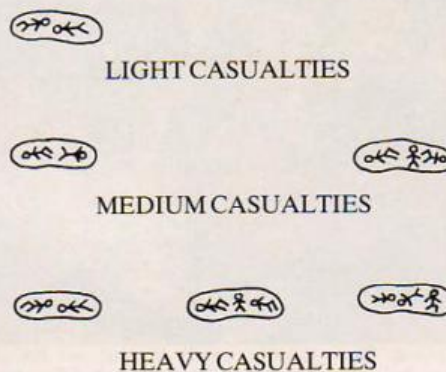
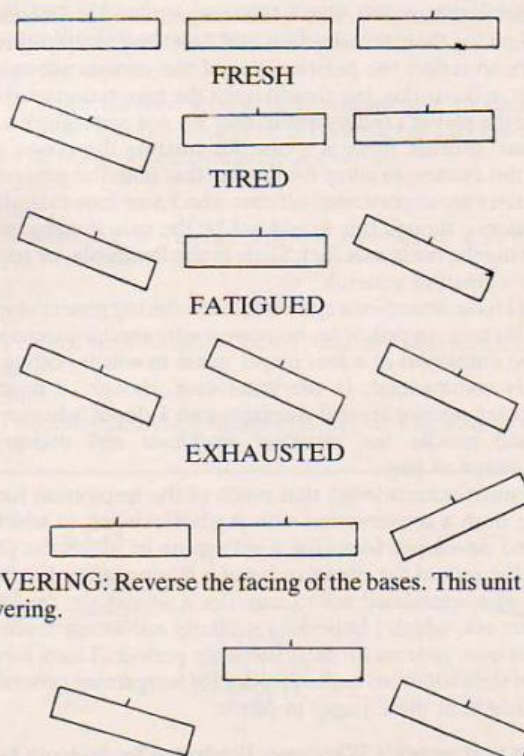


DIAGRAM B: Level III AWARENESS, shown by Front Rank of Bases



WAVERING: Reverse the facing of the bases. This unit is Tired and Wavering.

HESITATING: Advance the centre base. This unit is Fatigued and Hesitating.



A Peninsula village bristling with British intent on holding back the French. General's level of awareness somewhat reduced by intervening buildings! (Wargames Holiday Centre).

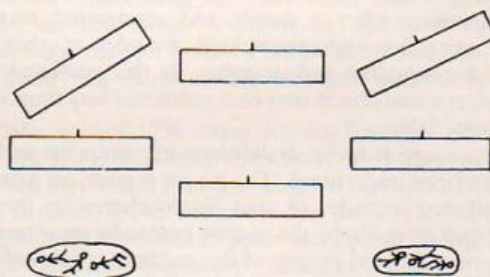
rather than taking control of the unit himself, he must write his orders and pass them to the umpire, who is then responsible for determining the time taken for their transmission and how they are interpreted. He may care to reflect the personalities of the various subordinate commanders in doing this, but should resist the temptation to wilfully misinterpret the player's orders where they are not particularly vague or ambiguous. Indeed, there is a case for treating the player fairly leniently in this matter, to allow for the fact that both the general and his subordinates are experienced officers who know how to draft and interpret orders – though this would not be the case if wargaming a battle involving the notorious Jack Slade in the Peninsula, or some of Washington's amateur generals!

Although I have described a system for introducing generalship to a solo game, there is, in principle, no reason why similar mechanisms might not be employed in a two player game in which both armies were actively commanded. In the latter case, though, it might be necessary to set up two terrain displays, and I doubt whether one umpire could handle the resultant workload and maintain a satisfactory speed of play.

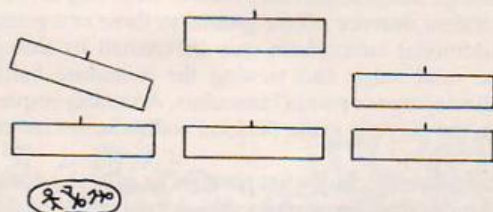
Finally, I must acknowledge that much of the inspiration for this article came from a conversation with Andy Grainger, in which we discussed and developed ideas for a solo game in which the player would take the role of the commander of a Roman army fighting in Germany*. This stimulated me to consider a similar system for the black-powder era, which I hope may similarly encourage readers to develop their own systems for their favourite periods. I look forward to reading of their solutions to the problem of wargaming generalship on the battlefield in these pages in future.

* Don't miss next month's Wargames Illustrated for in-depth look at this!

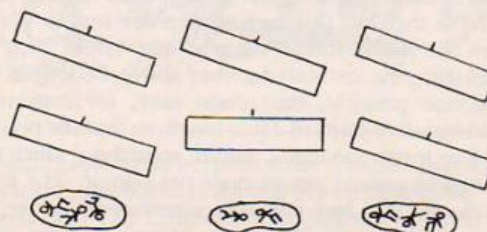
DIAGRAM C: EXAMPLES OF THE SYSTEM IN OPERATION



- (i) This unit is fatigued, under pressure and wavering after suffering medium casualties.



- (ii) This unit is hesitating, on the point of advancing, being tired after sustaining light casualties.



- (iii) This unit is retiring, exhausted, after suffering heavy casualties.

WARGAMING NIGHT ACTIONS

by Pete Gritton

Battles, and especially skirmishes, have been fought by night for hundreds of years, despite the problems which are inherent. Visibility is obviously reduced, often to near zero, which leads to difficulties in navigation, identification of both friend and foe, reduced ranges for effective use of missile weapons, and problems communicating with and controlling troops. Only when the carnage effected by modern weapons made daylight operations inordinately costly in terms of human life, did night fighting become the norm rather than the exception.

During the Russo-Japanese War of 1904-5 the Japanese frequently made both strategic and tactical manoeuvres under the cover of darkness. Most often the aim was to meet the dawn in a superior position, but attacks on the enemy were also made at night. The confusion resulting from fighting in the dark could, and on some occasions did, lead to attacking troops over-reaching themselves, finding their contacts with the rest of their army cut, and a vengeful counter-attack being mounted against them.

The Japanese approach to night attacks can be summarised in the following five points:

- 1) maximum advantage was made of daytime observation, taking into account both terrain and enemy troops;
- 2) generally poor vigilance on the part of Russian sentries made scouting close to enemy-held positions viable after dark. Scouts would select the best route for an assault, and mark it out for the following assault troops;
- 3) bodies of troops kept in touch with each other by extending files between formations, to both flanks and to the rear;
- 4) the formations themselves were carefully deployed, with a leading section in extended order, armed with wire-cutters, grenades and fixed bayonets. The battalions of a regiment, who had trained and often fought together, were positioned adjacent to each other, so that any mixing of troops that might occur would not be excessively confusing.
- 5) bayonets were generally fixed, and firing was not permitted, silence being maintained for as long as possible to minimise the chances of discovery. If the advance came under long range fire the men were trained to lie prone without an order being issued, but if the fire was opened at close range then a bayonet charge, with maximum noise, was immediately executed.

The Russians, whose training was mostly in defensive fighting, naturally adopted a different approach. Every effort was made to illuminate the enemy, sometimes by star shell, and on occasion by burning magnesium torches, connected by cord and thrown by hand, the latter weapon being used in attack as well as in defence. Pre-emptive fire of both artillery and musketry was employed, often at random, to dissuade the Japanese from approaching too closely. If an attack was detected however, fire was withheld till the enemy was some 150 yards away, and then opened with musketry and grenades. There are also several records of the Russians playing military music at night, perhaps with the intention of boosting morale.

What follows is a simple game, devised for solo use, which is open to adaptation to any historical period or setting, but which is set, for the sake of example, in the Russo-Japanese War.

THE SIMULATION

It is March 1905, in the frozen farmland around the city of Mukden in Manchuria the Russians are stoically defending the penultimate line of trenches before the city itself. You, Major General Nambo, command the 5th Japanese Brigade, with which you must penetrate the Russian defence and hold a defensible position by day-break tomorrow. The terrain before you (see fig.1) is flat cultivated land leading to a string of villages and strongholds occupied by about 5000 Russian soldiers, a force approximately equal in numbers to yours. Three positions are known to be held by the enemy; to your left the village of Yu-hung-tun, to your right a redoubt at Chang-shih-chang, and between the two the hamlet of San Gen.

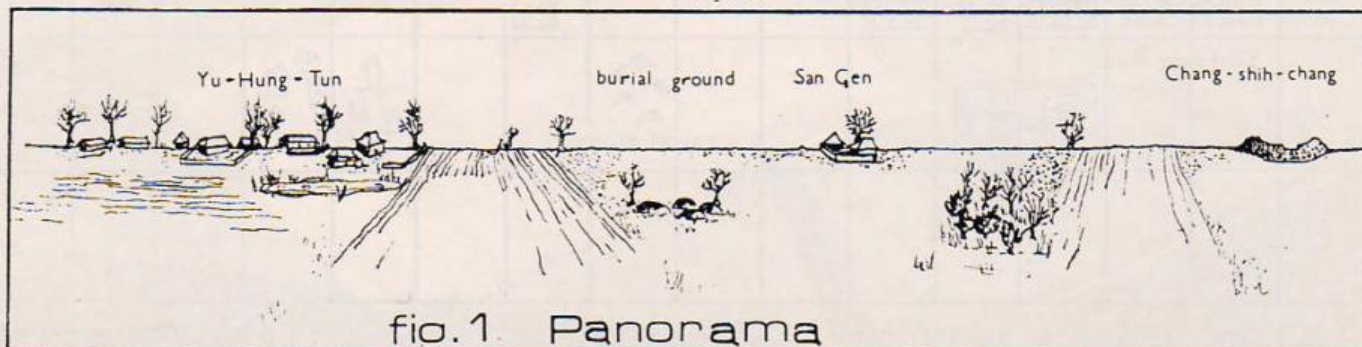
The Russian forces will be controlled by chance, using an ordinary pack of playing cards which will also provide the other random terrain factors that may be discovered only when troops encounter them. Ground scale is approximately 1cm to 25yds, which corresponds to a single 15mm figure representing 50 men, with a base frontage of 1.5cm. Battalions are therefore made up of 16 figures, and you, as the Japanese, have four such battalions available for the assault.

The terrain is laid out as shown in figure 2, with a grid of cards 16 wide by 3 deep, face down on the table. The four remaining cards, which should be randomly selected spades (don't look at the faces!) are placed on top of those already laid down in the areas of Chang-shih-chang, San Gen, and two in the village of Yu-hung-tun, so that although you now know that there are Russian troops there, you have no idea how many, or what else there may be there. This represents the basic knowledge you have of the enemy dispositions, gained by daytime reconnaissance.

The other terrain features are set on top of the cards, which are turned over only when Japanese troops move onto them. The cards represent the following troops and terrain:

Spades

- A - A single Russian sentry, he is vigilant and fires a shot.
- 2 - A single Russian sentry, he is complacent and has only a 50% chance of firing a shot before he is overrun.
- 3 - ditto.
- 4 - ditto.
- 5 - A company of Russian infantry, entrenched if in the open. (4 figures)
- 6 - ditto.
- 7 - ditto.
- 8 - A company of Russian infantry, counter-attacking if in the open.
- 9 - ditto.
- 10 - ditto.
- J - Two companies of Russian infantry, counter-attacking if in the open.



Q - Two companies of Russian infantry, entrenched if in the open.
K - ditto.

Clubs

A - Mines. Enemy are alerted by explosion along entire front, casualties suffered by Japanese as if under fire from a company.

2 - A ditch, as long as the card, running North/South.

3 - A ditch, as long as the card, running East/West.

4 - A wall, as long as the card running North/South.

5 - A wall, as long as the card, running East/West.

6 - Abatis, as long as the card, running North/South.

7 - Abatis, as long as the card, running East/West.

8 - Scrub vegetation, covering the area of the card.

9 - ditto.

10 - Ploughed land, covering the area of the card, reduced movement.

J - ditto.

Q - Connecting file to troop on left flank is broken.

K - Connecting file to troop on right flank is broken.

Hearts and Diamonds do not signify any surprise, and are discounted.

Movement of troops is simply regulated by the card size, the width of a card being used as the basic standard for movement. (Being about 150 yds.) Movement is cut by half if negotiating ditches, walls, scrub or trenches which are unoccupied, or when crossing ploughed land. Units which have connecting files of men between them (a single figure on the table is enough to represent this) may co-ordinate their movement so that if one unit is delayed, the other will slow down and wait for it. If the file is broken, this co-operation is lost, and units may not slow down for each other. This will recreate the confusion of night attacks. An abatis is a deliberate obstacle, and will delay a unit for a whole move.

Scouts, represented by a single figure, may be used to try out approaches for assault, but are eliminated if they encounter a counter-attacking force of Russians. Scouts may not overrun sentry positions, but if the sentry is not alerted he may be bypassed. They may approach an occupied trench, but should run a risk of detection, say 1 in 6, which would result in a volley of fire from the Russians and the elimination of the scouts.

Musketry (the term applied at the time, even though the weapons were bolt action rifles) has unlimited range in game terms and is again simply calculated from the following chart:

No. figures firing	Dice Roll						
	0	1	2	3	4	5	6
1	0	0	0	0	0	0	1
2	0	0	0	0	0	1	1
3	0	0	0	0	1	1	1
4	0	0	0	1	1	1	2
5	0	0	1	1	1	2	2
6	0	1	1	1	2	2	3
7	0	1	1	2	2	3	3
8	0	1	2	2	3	3	4

Casualties in figures.

This is obviously a gross simplification, but tends to reflect the difficulties of accuracy in firing at night, when men tend to aim excessively high. If you feel it produces unwarranted slaughter, why not introduce saving throws, à la Featherstone? The dice throw should be modified by subtracting 1 if the target troops are in trenches or under cover, and again if the range is more than 150 yds (the width of a card).

Morale tests should be made when troops are under fire, or contacting the enemy. A single dice is rolled and adjusted by the following factors, and if the result is 1 or less then it constitutes a setback. One setback will prevent troops from advancing, two consecutive setbacks will cause troops to retire one move, facing the enemy, but three consecutive setbacks cause a retreat, with backs to the enemy for one move towards the base of the board, or in the Russians' case an occupied building if it is closer.

Morale factors:

+1 if there is flank contact with friendly troops in good morale

+1 if the troops are in cover or trenches

-1 if the unit is under fire from flank or rear

-1 if casualties have been suffered

-1 if casualties have amounted to 25%

-1 if casualties have amounted to 50%

-1 if contacted by enemy who outnumber the troops by 2:1 or more

NOTE - all factors are cumulative.



Russian Infantryman, Winter 1904/5.

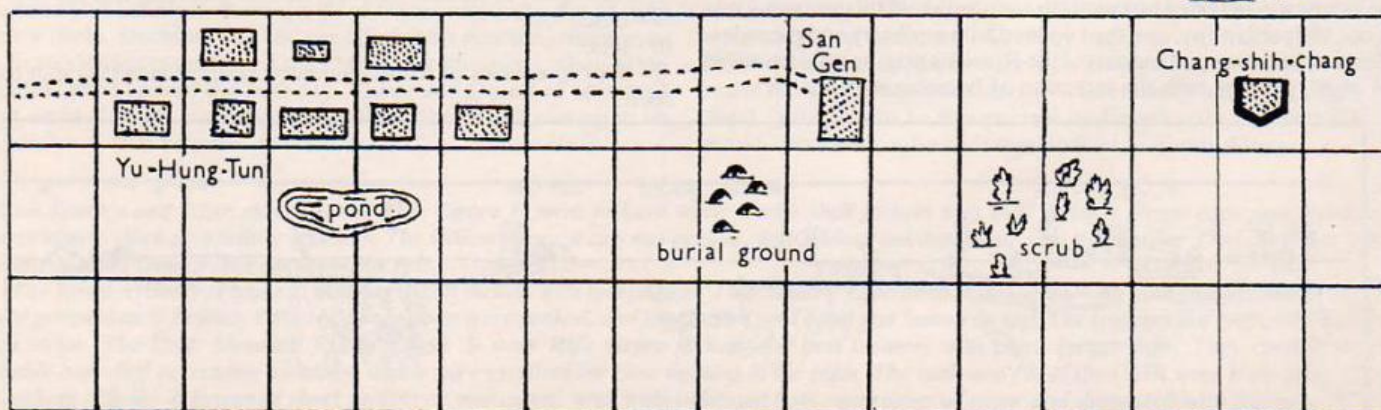


fig. 2

JAPANESE BASE LINE

N ←

Crossing bayonets did not happen often, and when it did the fight was quickly decided. For the purpose of the game a unit's effectiveness in melee is assessed by adding a die roll to the number of figures in contact with the enemy, adding 1 if defending a building, or if the figures are the leading rank of a Japanese unit (armed with grenades), and comparing this to the opposition's score. The lower of the two is said to have lost, loses a figure and retires a move, as it counts as a setback.

Now to the question of Russian vigilance. Other than the notes which accompany the Russian troop cards, the Russians will be alerted by any firing in their vicinity. Whichever unit fires, all the cards adjacent to that on which it stands are turned, and if the card indicates Russian troops, they are put on the board, and will provide support fire. This may be to their front, or to the front of the unit that fired if it was Russian. Allot a 50% chance to each eventuality. If the card turned is not Russian troops it should be replaced face down and ignored.

Summary of events constituting a 'move':

- a) Japanese movement
- b) turn terrain cards
- c) Russian response
- d) Japanese musketry
- e) Russian response
- f) melee
- g) morale testing.

You have a total of 64 Japanese soldiers in four battalions of sixteen men each, and between now and dawn there are eighteen moves. By dawn you must have at least a battalion strength concentrated in a defensible position on the Russian base line. Banzai!

THE HISTORICAL BACKGROUND

You may decide to attempt the game before you read this section, as it shows how the Japanese commander tackled the situation and how his decisions affected the outcome of the action.

Major General Nambo chose to concentrate his efforts against the smallest of the occupied Russian positions, the hamlet of San Gen. Demonstrations were made against the village of Yu-hung-tun and Chang-shih-chang to try and divert the Russians' attention. An overenthusiastic officer in the 33rd regiment on the right flank tried to take Chang-shih-chang, to no avail, while the other battalion of the 33rd stormed San Gen, driving out the two Russian companies there.

WARRIOR MINIATURES

14 Tiverton Av., Glasgow G32 9NX Scotland.

Send a stamped addressed envelope plus a first class stamp for full cat. & price list. Overseas postage is extra, so please write first for order details to save time! Tel: 041-778-3426.

AS AN AID TO 15mm WARGAMERS WE OFFER "GET YOU STARTED" ARMIES FOR ONLY £8.95 + £1.30 POST.

BRITISH NAPOLEONIC.....	132 pieces
FRENCH NAPOLEONIC.....	140 pieces
ROMAN EMPIRE 1st C. AD.....	150 pieces
ENGLISH CIVIL WAR Royalist.....	144 pieces
ENGLISH CIVIL WAR Parliamentarian.....	144 pieces
AMERICAN CIVIL WAR Union.....	136 pieces
AMERICAN CIVIL WAR Confederate.....	136 pieces
18th CENTURY.....	142 pieces

25mm NAPOLEONIC ARMIES ONLY £12.95 + £2.00 p&p

FRENCH, BRITISH, AUSTRIAN, RUSSIAN, PRUSSIAN, SPANISH

Visa

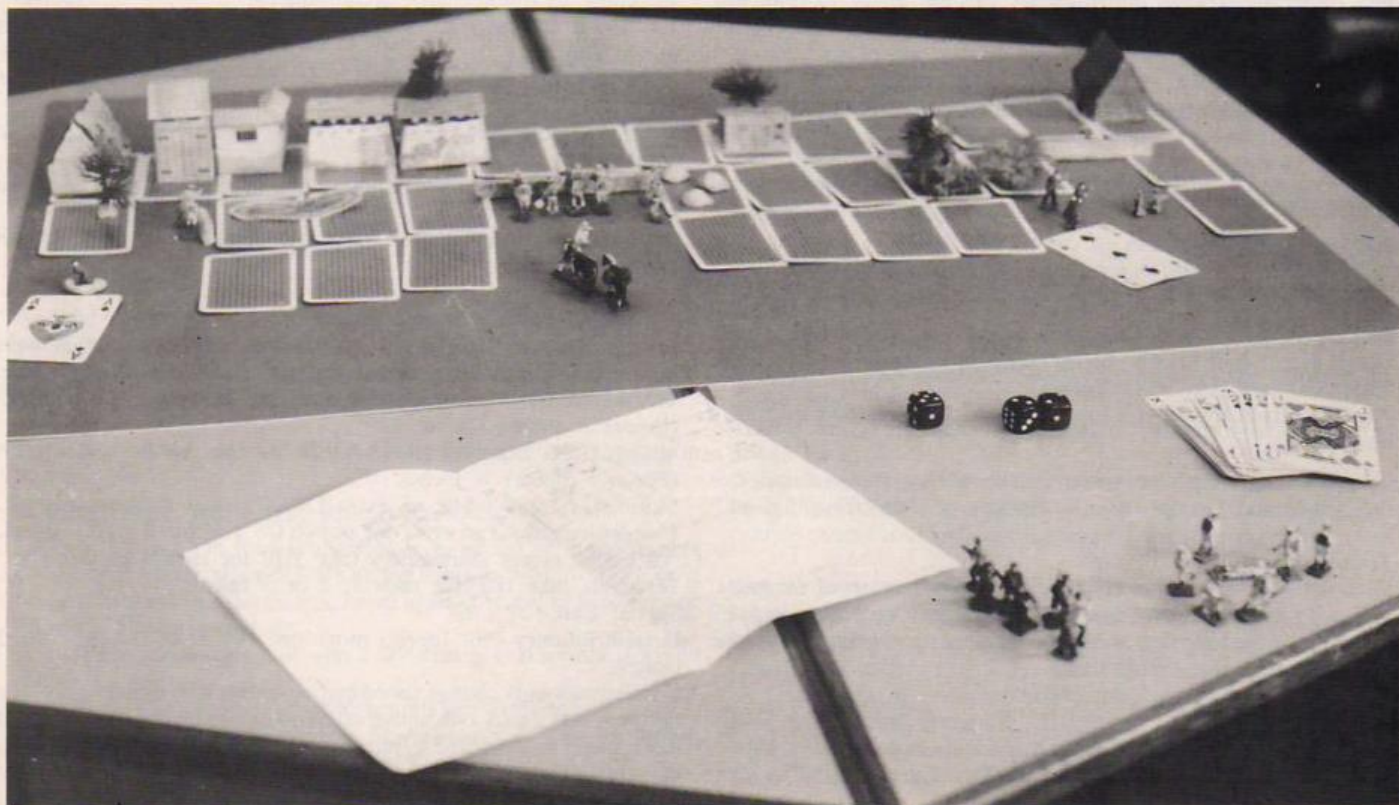
GREAT VALUE

Access

SEND FOR FULL CATALOGUE. MAIL ORDER ONLY.

The Russian officer was slain in single combat with the Japanese commander. On the left the 6th Regiment approached Yu-hung-tan, while its defenders were firing on the diversion party, and overran the Russians holding walls and trenches outside the village. Fighting in the buildings was fierce, and at daybreak only a few of the buildings at the Southern end of the village were held, and the captured buildings at San Gen. Although the deployment had been made in silence, some of the men, who had not been in action for several months, became excited during the advance, and ran forward shouting "Banzai", which had alerted the Russians earlier than was necessary. The soldiers fighting in the buildings found progress difficult as not only had the Russians loop-holed some of the walls, but the freezing weather had hardened the walls so that they were effectively impenetrable by bullets.

Shortly after first light the expected Russian counter-attack came and was directed against San Gen. Although it was repulsed, another attack later in the day recaptured the hamlet. During the following night the survivors in Yu-hung-tun were evacuated, and rejoined the rest of the brigade, having suffered casualties of more than 50% in the preceding twenty-four hours. Despite the initial success, General Nambo failed to hold the ground his troops had taken, and so could be said to have failed on this occasion. Given some luck, and the obedience of your subordinates, can you do better?



"LOOSE FILES and AMERICAN SCRAMBLE"

Wargaming Battles of the American War of Independence

by Andy Callan

Arthur Harman's recent series of articles on battles of the American Revolution in this magazine's predecessor has, I hope, whetted readers' appetites for re-fighting these actions from this much-neglected period. Anyone who has read Arthur's articles will immediately see how far from the truth are the popular myths of the war, which present a view of pipe-clayed redcoats helplessly shot down by wily frontiersmen. The Americans can hardly be blamed for propagating this myth, for it must be hard to come to terms with the fact that the British, although usually outnumbered, managed to win most of the battles of the war. They did this not with the rigid manoeuvres of the European parade ground, but through an intelligent combination of conventional drill and discipline with flexible, fast moving formations and aggressive tactics. Such an innovative approach was ideally suited for the typically broken terrain of American battlefields and produced a fluid style of fighting in which successive waves of infantry attacked and counter-attacked with the edge going to troops able to quickly re-form after an action. So far from being rigid, one-sided affairs, most of the battles of the war were fast moving, close-run and unpredictable. Given the small numbers of troops involved (usually under 5000 men a side) this makes the period ideal for wargaming.

To be realistic, though, the rules need to reflect the fast pace and special features of these actions. It is thus a mistake to think that you can just adapt a typical Seven Years War or Napoleonic set, since these are usually designed for the relatively stately, large-scale engagements of the European theatre. So it is probably best to start from scratch and design a set of rules that are tailor-made for the period. The final version of my own set, printed below, are the product of many revisions and play-testings, polished over the years through the experience of many a close-fought action. I don't expect they will suit everyone, and some of you may find the mechanisms a little unusual. But do give them a try before you write in to complain about apparent omissions or inconsistencies. Playability has been the keynote. I give some 'Designer's Notes' after the main body of the rules to explain the thinking behind some of the rule mechanisms.

WARGAME RULES FOR 15mm AMERICAN WAR OF INDEPENDENCE BATTLES

Scales

1 figure = 10 men. 1 inch = 25 yards. 1 turn = approx. 5 minutes. 1 model gun = 2 pieces of artillery.

Organisation

Infantry: in 'companies' of three figures on a base. Unit size = 9-30 figures.

Cavalry: in 'troops' of two figures to a base. Unit size = 4-12 figures.

Skirmishers: Individually based. Fire in groups of 3 figures. Maximum unit size = 15 figures.

Artillery: Each model gun has a crew of 3 figures and a team of horses.

One company/troop/base in each unit should be clearly identified as the 'Command Group' (e.g. by using a flag or officer figure).

Training

Each unit is given a basic efficiency grade at the start of the game, indicating its training and experience. This may vary in a campaign context, but the following should be taken as standard grades for the different categories of troops:

1st Class: Grenadiers, Light Infantry.

2nd Class: Regulars, Continentals, Rangers, Jagers.

3rd Class: Raw Regulars, Veteran Militia, Loyalists.

4th Class: Militia, Inexperienced Loyalists, European-led Indians.

5th Class: Other Indians.

Order of Play in a Turn (all movement is simultaneous)

1. Compulsory Retreats/Routs following combat in previous turn.
2. Calculate Morale effects provoked by 1 above.
3. Firing.
4. Allocate Command Points. Move commanders and couriers.
5. Movement. Announce attempted advances to contact/charges.
6. Combat.
7. Re-dress ranks (according to training) of units that did not move this turn.

Command

This is exercised through the use of Command Points. At the start of the game determine the command points of each side's commander in chief. Unless these are determined by the scenario the number of command points = Average dice roll +1.

Subordinate commanders (Brigadiers) always have 3 CP's.

The actions possible to a commander are listed below, together with the cost in CP's.

Move up to one dice (Average or D6, as you choose) × inches = 1 CP.

Issue an order = 2 CP's (note: a unit takes one full turn to react to an order).

Inspire troops in Combat (i.e. +1 in combat calculation) = 3 CP's.*

Rally one D. Point (see below) = 2 CP's.*

* Commander figure must be adjacent to unit's command group.

D. Points

Represent the temporary Disorganisation, Demoralisation and Desertion that can affect a unit's performance in action. Unlike casualties (see below) DP's do not have a permanent effect. The number of DP's on a unit may fluctuate up and down according to circumstances, but may never be more than 5. According to their training units may remove D. Points by re-dressing the ranks and otherwise sorting themselves out at the end of a turn. This varies according to training and circumstances.

1st Class units may remove up to 2 DP's per turn, if stationary and not in combat.

2nd Class units may remove 1 DP per turn if stationary and not in combat.

3rd Class units may remove 1 DP per turn if stationary, not in combat and not under fire.

4th Class units may only remove DP's by a commander using his command points.

5th Class units only remove DP's if commander in chief uses his command points.

Movement

In the close terrain typical of this war movement rates were unpredictable and so all movement is randomised in the game.

1st/2nd/3rd Class units move one or two Average dice (Player's choice) × inches.

4th/5th Class units move one AV.D. or one AV.D. and one D6 (Player's choice) × inches.

Skirmishers may move an extra D6 × inches if player wishes.

Cavalry may move an extra one or two D6 × inches if player wishes.

All troops except skirmishers take 1DP for each 1 or 2 rolled.

In woods take 1DP for each 1, 2 or 3 rolled.

Special Cases:

Hessian infantry (not Jagers) move one AV.D or one AV.D +2 inches.

Cavalry may only change speed by one or two dice in a turn (i.e. if a unit is at rest it may only move off at up to two dice × inches, and if it is moving at top speed – four dice – it may only slow down to two dice on the next turn). In any move where it is the intention to close to contact, a cavalry unit must roll at least three dice, whatever the

distance to be covered, taking any penalties in D. Points.

On Roads the player may choose his own roll on any Average dice (thus limiting the random effect and preventing too much 'bunching' in marching columns).

Woods/Uphill: Minus one inch from all dice rolled.

Manoeuvre

Wheeling: Treat as uphill move. Pivot one end of line. Measure distance moved by outer figure. Take 1 DP.

Change Formation: Takes one Turn. Take 1 DP (2 DP's if under fire).

Limber up/unlimber: Takes two turns. Take 1 DP (2 DP's if under fire).

Cross minor obstacle (eg. small stream, gully): Takes one turn. Take 1 DP (2 if under fire).

Cross major obstacle (eg. abatis): Time and penalties determined by umpire.

Cross fence/wall, or about face: Takes ½ move (roll dice as normal, but halve total). Take 1 DP if cavalry or if under fire.

Collisions/Interpenetrations

Each unit takes 1 DP.

Retreating or Routing units move round supports that are better formed, (ie have less DP's), but run through and collide with units equally or worse formed.

Morale

– Troops ignore the retreat of friendly units with a lower training grade but take 1 DP if such a unit routs past within six inches.

– If equal/higher grade unit retreats past within six inches take 2 DP's.

– If equal grade unit routs past within six inches take 2 DP's and 1 Casualty.

– If higher grade unit routs past within six inches take 3 DP's and 1 Casualty.

Firing

1) Artillery: 3 classes of gun are recognised:

Light = less than 3 pounders (e.g. 'gallopers' or 'grasshoppers').

Field = Most guns. 3-6 pounders were in general use.

Heavy = 9 pounders and upwards. Rarely in use in the field (in this theatre).

Ranges: Long = 10 inches to 36 inches (minus 6" for light, plus 6" for heavy).

Short = under 10 inches.

Effect: Roll one D6 for each model gun firing, modified as follows:

+1 : Heavy gun

+1 : Target in column, or limbered artillery.

+1 : Firing at same target, at same range, as in previous turn.

-1 : Firing at new target.

-1 : Each DP on gun firing.

-2 : Target in fieldwork or stone building.

-2 : Target in skirmish order.

-1 : Light gun.

At long range inflict 1 DP for final total of 4 or over.

At short range inflict 1 DP for total of 2 or 3.

inflict 2 DP's for total of 4 or 5.

inflict 1 DP and 1 Casualty for total of 6 or more.

2) Infantry: Note, only skirmishing infantry may fire *and* move in the same turn.

Ranges: Musket 0-8 inches, Rifle 0-10 inches.

Effect: Roll one D6 for each company or group of 3 skirmishers firing, *minus* the number of DP's on the firing unit. Halve the total if firing at artillery or skirmishers, halve again if target in fieldwork or building. Halves round up.

E.g.: A seven company unit with 2 DP's firing at skirmishers would roll

$(7-2) = 5 \div 2 = 2\frac{1}{2}$, rounds up to 3 dice.

Inflict 1 DP for throws of six only. Skirmishers roll again for throws of five, with subsequent 4/5/6 = inflict 1 DP.

Casualties

If a unit under fire has already sustained the maximum number (ie. five) of DP's, any subsequent DP's caused by fire, combat or morale *only* are taken as casualties.

Loss of one 'casualty' = remove one company (3 figures) of infantry or one troop (2 figures) of cavalry. A gun that receives a casualty is knocked out.

Combat

Occurs when a unit advances to within four inches of an opponent. Each side throws one Average Dice, plus or minus the following:

+3 : Each Training grade higher than the opponent.

+3 : Defending fort or stone building.

+2 : Defending fieldwork or wooden building.

+2 : Making bayonet attack (option open only to British regulars. Declare before attack).

+1 : Terrain advantage (eg. uphill, behind stream, gully, wall, fence, etc).

+1 or 2 : General with unit (depends on how many CP's he spent on 'inspiring troops').

-3 : in skirmish order.

-3 : being attacked in flank or rear.

-2 : each DP on the unit.

-2 : each casualty suffered.

-1 : outnumbered.*

-2 : outnumbered 3:2.*

-3 : outnumbered 2:1.*

-5 : outnumbered 3:1 or more.*

* For these purposes one cavalry figure = three infantry; one gun = six infantry.

For two units attacking one, the attackers total up all their factors and divide by two.

Count highest grade unit for training comparison.

Result: Compare scores. If side A's total is, say, +3 and side B's is -2 then side A is the winner by a total of +5 and B is the loser by -5. Consult the following table for the effect on each unit:

+4 or more : **Easy victory.** Take 1 DP. 1st/2nd/3rd class troops obey orders. 4th/5th class pursue (see below).

+2/3 : **Successful action.** Take 1 DP and (if facing infantry or artillery and not in a fort, building or fieldwork) one casualty. Halt one turn.

+1/0/-1 : **Stand off.** No clear result. Both sides halt. Action continues next turn. Both take 1 DP and (unless infantry facing cavalry, or facing a bayonet attack, or in a fort, building or fieldwork) one casualty.

-2/-3/-4 : **Driven Back.** Take 2 DP's and one casualty. Retreat one move at maximum speed (no deduction for about face).

-5/-6/-7/-8 : **Defeated.** Take 2 DP's and 2 casualties. Retreat at maximum speed behind next line of friendly troops, or next terrain obstacle if no support.

-9 or more : **Routed.** Run away at maximum speed to beyond artillery range of enemy or next terrain obstacle (whichever is the further). Take 4 DP's and 2 casualties.

Note:

Pursuit continues until the enemy outdistances the pursuers or is destroyed by them.

Cavalry who get a **stand off** result against infantry or artillery act as if **driven back**.

Generals who attach themselves to a unit may not quit that unit until the combat is resolved, and they must share the fate of that unit (ie. risking retreat/rout **and** getting caught up in a pursuit).

Risk to Commanders

If a unit to which a commander is attached (eg. for rallying purposes, or to give an order, etc) takes a D point from enemy fire, or takes a casualty in any circumstances, roll one D6 to see if the commander is hit (maximum of one such roll in any one turn):

1 = hit. Roll again:

4/5/6 = Light wound. Lose 2 CP's.

2/3 = Serious wound. Retire from field. Loses all CP's.

1 = Killed.

Formations Permitted

	Regulars	Militia	Light Infantry	Jagers/Rifles/Indians
Line	Yes	Yes	Yes	No
Column	Yes	Yes	Yes	No
Skirmish	No	Yes	Yes	Yes

Note: Line is the normal fighting formation for both infantry and cavalry. Column is used only on the march except that regulars may also use it as an attack formation when assaulting a fieldwork, bridge or defile. Regulars are too sensible to consider skirmishing, but militia are happy enough to do it (Minutemen, etc) even though the effectiveness of untrained skirmishers is questionable.

DESIGNERS NOTES

D. Points

Because the number of D. Points affecting a unit is constantly changing it is not practical to try and keep a note of them on paper. Some sort of counters, placed next to the command group of the unit in question is a much better system since you can see at a glance how disordered a unit is – the enemy can see it too, which is only realistic since ranks would be wavering etc. – and you can add or take away counters as required. The counters I prefer to use are little pebbles, sold as gravel for fish tanks in pet shops. These can be handled more easily than flat counters and don't look too out of place on the table.

DON'T YOU WORRY
NONE, ZEKE.
IF WE GETS ANY
MORE OF THESE
HERE BOULDERS
WE'LL HAVE US
A REG'LAR
BARRICADE...



Command Points

Keeping a record of how command points are used is equally important. The system I have settled on, after much experimentation, is to use a little gadget made up of cork tile and mapping pins. Each commander has a small rectangle of cork tile marked so:

MOVEMENT (1)							
ORDERS (2)							
RALLY 1D (2)							
COMBAT +1(3)							

The figure in brackets is the cost in command points of each command action.

Give each commander as many mapping pins as he has command points. At phase 4 on each turn the commander's CP's are allocated by putting the pins in the appropriate boxes. Six is the maximum number of boxes needed, since the maximum command points score is Average dice +1. Thus a four-point general could, say, move two dice × inches and then rally one D Point, or he could issue two orders. But he couldn't move two dice × inches and add one in combat since this would cost a total of five CP's. Using the cork tile and pins this is immediately clear to the Umpire and the players.

The Advance to Contact

A couple of points to note:

(1) You'll find that an attacking unit can avoid coming under fire from the defender before the combat calculation if he carefully times his attack (so that his unit **doesn't** finish a move within musketry range [0-8 inches] but outside the combat range [0-4 inches]). This does take some careful timing and a good deal of luck (since movement is randomised) but does give a particularly finely-judged advance an

appropriate reward. The umpire should, of course, prevent players carefully measuring distances.

(2) The +2 for a bayonet attack is a bonus open only to British regulars, who used the tactic to good effect to "put the frighteners on" their opponents. Note however that the bayonet attack is a two edged weapon (sic) since if you only get a **stand off** result then the defender doesn't take a casualty. This reflects the fact that the attacker has dispensed with any firing during the advance, but has still been subject to the defender's fire. The advantage thus passes to the defender with the opposing sides going into the next round with the attacker on minus four (-2 for a D. Point, -2 for a casualty) and the defender on only minus two (-2 for a D. Point). The lesson for the British player is therefore – only use a bayonet attack to enhance an already likely victory, or as a risky last resort to get out of trouble. Steady Continentals are unlikely to be impressed by it.

Manoeuvre

Under these rules you get some idea of how difficult it is to put a complicated plan of action (or even a fairly simple one!) into effect. The terrain is assumed to be broken up by trees, scrub and fences (this was typical of AWI battlefields) which all get in the way of parade ground manoeuvres. The ability of well trained troops to quickly re-dress their ranks gives them a decisive advantage.

Commanders

Are usually kept busy straightening out the mess manoeuvring units get themselves into. Beware of getting your general shot at, as the loss of all those useful command points can have unpleasant and decisive results. Note that while most commanders can steady a unit in defence by keeping a close eye on them (ie. spending 3 CP's on 'inspiring troops in combat'), a general has to be above average to be capable of raising spirits while leading his men in an attack (the 'hat waving' style of leadership) since moving costs him CP's as well, and exceptionally charismatic to lead a dashing cavalry charge.

Troop Training

Quality is immeasurably superior to quantity. You'll find that seasoned regulars can absorb a lot of punishment, sort themselves out quickly and then come back for more. Militia units, on the other hand, have limited usefulness and life-expectancy, so are best placed behind some sort of cover and told to stay put. Manoeuvre with them at your peril as they soon fall into disorder and become good for absolutely nothing.

Skirmishers

Are easily seen off by regulars determined to use the cold steel. Skirmish fire is primarily of nuisance value but can soon become alarmingly destructive if not dealt with promptly.

Cavalry

You'll see why cavalry didn't play much of a part in this war. Under these rules they are exceptionally difficult to handle to good effect since they usually fall into disorder too easily to be of much use against steady troops. A successful cavalry charge is thus a great rarity, but when it does come off it can be wonderful to behold.

A FLAVOUR OF THE TIMES

A number of quotes which I think sum up a number of the characteristic features of the War of Independence:

The American Experience

"We fight, get beat, rise, and fight again"

General Nathaniel Green

The British Experience

"As we go forward into the country the rebels fly before us, and when we come back they always follow . . . we seem to be playing at bo-peep"

Anonymous British Officer, 1777

"Lord Cornwallis' victories have increased our losses without leaving any hopes"

Horace Walpole

WARGAMES HOLIDAY CENTRE

Weekend Programme 1987

25th, 26th, 27th September	DRESDEN
2nd, 3rd, 4th October	AUSTERLITZ
23rd, 24th, 25th October	BORODINO
6th, 7th, 8th November	SALAMANCA
13th, 14th, 15th November	LEIPZIG

Programme. Arrive for dinner at hotel by 7.00pm on the Friday.

Finish about 4.00pm on the Sunday. **Cost inclusive £60.**

Now available 'IN THE GRAND MANNER' 2nd Edition
Napoleonic rules as used at the Wargames Centre £3.95 inclusive of postage

WARGAMES HOLIDAY CENTRE



Enchanted Cottage, Folkton, Scarborough, N. Yorks YO11 3UH



Tel: (0723) 891062

American Militia

"Place them behind a parapet, a breast work, or anything that will afford them shelter and from their knowledge of a firelock they will give a good account of their enemy . . . but they will not march boldly up to a work nor stand exposed in a plain"

George Washington

British Regulars

"The British line advanced at a sort of trot with a loud Halloo. It was the most beautiful line I ever saw"

Private Thomas Young, with the American Militia at Cowpens

"We were in some confusion after being broke several times in getting over the rails etc. I did all I could to form the two companies on our right which I at last affected, losing many of them while it was performing. I ran from left to right and stopped our men from firing . . . when we got into tolerable order we rushed on and all shouting 'push on, push on' advanced with infinite spirit to attack with our small arms"

Lt Waller, with the Marine battalion at Bunker Hill

American Riflemen:

"The orders were . . . for every man to raise a whoop, rush forward, and fight his way as best he could"

Private Thomas Young, at King's Mountain

"These things are ominous. These are the damned yelling boys"

Captain Abraham de Peyster,

British second in command at King's Mountain

"My riflemen would have been of little service if they had not always had a line of Musquet and Bayonette men to support us"

General Daniel Morgan

Hessians

"Our troops when they are fully closed up are not able to march in line with the English, but lose thirty paces in every hundred"

General Knyphausen

"I believe them steady, but their slowness is of the greatest disadvantage in a country almost covered with woods against an

enemy . . . keeping up an irregular but galling fire on troops who advance with the same pace as at their exercise"

Lt Hale, 45th Foot

Continental

"The regular troops, who had the keen edge of sensibility rubb'd off by strict discipline and hard service, saw the confusion (the rout of the militia) with but little emotion. They engaged seriously in the affair"

Otho Williams, American Adjutant-General at Camden

"I soon removed his fears by pointing to the line and observing that men were not beaten who retreated in that order . . ."

Lt Colonel John Eager Howard at Cowpens

Indians

"They gave him a shot from the top of a ridge and ran according to their custom as soon as the fire was returned"

Captain James Norris, with Sullivan's expedition, 1779

Back to Europe

David Dundas's plans to introduce Prussian style drill into the post-war British army did not always meet with approval. General William Harcourt was very sceptical. He doubted whether every British officer was capable of appreciating Prussian order and discipline *"and upon the whole whether loose files and American scramble would not have been preferred"*.

Acknowledgements:

To D.J. Lambert, whose excellent series in *Military Modelling* (1980-81) first got me interested in the period. The series can be taken as a model of concise and intelligent tactical summary, with sound advice on the essentials of rule writing.

To Phil Barker, for generously providing the nucleus of my AWI Peter Laing collection.

To Jim Wallman, whose 'One Braincell' Seven Years War Rules, published in the Wargame Developments journal, *The Nugget* (Vol.1 No.1) are the direct progenitor of some of the rule mechanisms described above.

AHKETON

UNIT 12A, OLDS APPROACH, BYFLEET INDUSTRIAL ESTATE
TOLPITS LANE, WATFORD, HERTS

Tel: 0923 775398

LYZARDS GRIN

1/1200 scale American Civil war naval ships

IS01	USS Keokuk, Ironclad steamer	£1.98
	CSS Manassas, Ironclad ram	
IS02	USS Monitor, Monitor	£1.98
	CSS Virginia, Ironclad ram	
IS03	CSS Alabama, screw sloop-of-war	£1.98
IS04	CSS Albamarle, Ironclad ram	£1.98
	CSS Neuse, Ironclad ram	
IS05	USS Onondaga, double turret monitor	£1.98
IS06	USS Lafayette, Ironclad ram	£1.98
IS07	USS Osage, River Monitor	£1.98
	USS Neosho, River Monitor	
IS08	USS Tecumseh, Monitor	£1.98
	USS Manhattan, Monitor	
IS09	USS or CSS General S. Price, wood ram (2)	£1.98
IS10	USS Carondelet, Ironclad river gunboat	£1.98
	USS Cairo, Ironclad river gunboat	
IS11	USS or CSS Torpedo launches (6)	£1.98
IS12	CSS Tennessee, Ironclad ram	£1.98
	CSS Arkansas, Ironclad ram	
IS13	USS or CSS Mortar rafts (6)	£1.98
IS14	CSS Atlanta, Ironclad ram	£1.98
IS15	USS Roanoke, Triple turret monitor	£1.98
IS16	USS Passaic, Monitor	£1.98
	USS LeHigh, Monitor	
IS17	USS or CSS General Bragg, wood ram (2)	£1.98
IS18	USS Choctaw, Ironclad gunboat	£1.98
IS19	CSS Tallahassee, screw steamer	£1.98
	CSS Nashville, side wheeler steamer	
IS20	USS or CSS stern wheeler transports (2)	£1.98

**More ships coming soon!*

AHKETON USA

1/76 scale white metal WWII vehicles
under licence from the U.S.A.

A.US1	USA M10 Tank destroyer	£4.92
A.US2	USA M18 'Hellcat' tank destroyer	£4.92

AHKETON

1/76 scale white metal WWII vehicles

WWII 238	Brit 2pdr AT gun w/4 crew	£1.98
WWII 268	Brit A9 cruiser tank	£4.66

*For our US, Mexican & Canadian customers
our ranges are in production near you.*

AHKETON USA

RD#1

Sandyhollow Road,
Phila., New York

USA 13673

Tel: (315) 642-3235

20mm Spanish Civil War 1936-39

NAT7	Hotchkiss MG w/three Civil Guard crew	95p
NAT13	Hotchkiss MG w/three Moorish crew	95p
NAT20	Hotchkiss MG w/three Legionaire crew	95p

25mm World War I

FR5	Hotchkiss MG w/three crew	95p
FR6	Hotchkiss MG only	30p

*"Remember the Maine!"
and the charge up San Juan Hill
The Spanish American War of
1898*

15MM SCALE

**All Infantry Packs have at least three variants of the same basic figure, while the cavalry have two.*

5000	Spanish Infantry standing firing (12)	£1.00
5001	Spanish Infantry loading rifle (12)	£1.00
5002	Spanish Infantry standing w/rifle grounded (12)	£1.00
5003	Spanish Infantry at port arms (12)	£1.00
5004	Spanish Infantry command set (12)	£1.00
5005	Spanish Infantry kneeling firing rifle (12)	£1.00
5006	Spanish Infantry advancing w/fixed bayonets (12)	£1.00
5008	Spanish Infantry marching (12)	£1.00
5009	Spanish cavalry command (6)	£1.00
	A. On horses walking	
	B. On horses trotting	
	C. On horses galloping	
5010	Spanish cavalry with drawn sabres (6)	£1.00
	A. On horses walking	
	B. On horses trotting	
	C. On horses galloping	
5014	Spanish artillery crews (12)	£1.00
5016	3.15" cast steel Krupp guns (4)	£1.00
5019	Plank blockhouse w/interior	£2.00
5020	Plank & sandbank blockhouse w/interior	£2.00
5021	Artillery redoubt	£2.00
5022	Entrenchment, straight section	£2.00
5023	Entrenchment, corner section	£2.00
5025	Thatched house	£2.00
5027	US Infantry standing firing (12)	£1.00
5028	US Infantry standing w/rifle grounded (12)	£1.00
5030	US Infantry command set (12)	£1.00
5032	US Infantry w/rifle at port arms (12)	£1.00
5033	US Infantry marching (12)	£1.00
5034	US Infantry advancing (12)	£1.00
5035	US Infantry loading rifle (12)	£1.00
5036	US Cavalry command (6)	£1.00
	A. On horses walking	
	B. On horses trotting	
	C. On horses galloping	
5038	US Cavalry w/drawn sabres	£1.00
	A. On horses walking	
	B. On horses trotting	
	C. On horses galloping	
5040	US Artillery crews (12)	£1.00
5046	US 'Dynamite' gun (4)	£1.00

**More releases coming!*

Postage:

UK 15% (50p min)

Overseas 50%

Surface 35%

1987-88 catalogue £2.50

Over 500 items in production with
another 500 on their way!

Trade Inquiries Welcome!



**The
Armory**

4145 AMOS AVE.
BALTIMORE, MD. 21215

**AUGUST
SUPER
SPECIAL!**

NEW!

PAINTERS CHEST

CONTAINING: RETAIL
VALUE

10 JAR ACRYLIC
PAINT SET £6.25

3 PIECE RED SABLE
BRUSH SET £2.50

DURABLE PLASTIC
CARRYING CASE.. £6.25

TOTAL RETAIL VALUE
£15.00

**SUPER
SPECIAL!**

ALL THREE FOR...

£6.25
\$9.99 U.S.

CARRYING
CASE CAN HOLD
ALL POPULAR SIZE
PAINT JARS 1/2 to 1oz.
CARRYING CASE SIZE:
8-1/2 X 7-1/4 X 3 INCHES.

SEE YOUR LOCAL PARTICIPATING HOBBY OR GAME SHOP FOR
THESE AND ALL ARMORY HOBBY AND GAMING PRODUCTS!

PARTICIPATING BRITISH HOBBY AND GAME SHOPS

The Model Shop
11 Old Town Street
Plymouth, Devon PL1 1DA
Tel: 0752 221851

Gamers in Exile
283 Pentonville Road
London N1 9NP
Tel: 01-833 4971

Games World
129 King Street
Hammersmith, London W6 9JG
Tel: 01-741 4467

Leisure Games
91 Ballards Lane
Finchley, London N3 1XY
Tel: 01-346 2327

Games Inc
9 Frankfurt Gate
Plymouth, Devon PL1 1QA
Tel: 0752 672149

Esdevium Games
185 Victoria Road
Aldershot, Hants GU11 1JU
Tel: 0252 311443

Virgin Games Centre
100 Oxford Street
London

Spirit Games
1st Floor, Croydon Indoor Market
Park Street, Croydon,
Surrey SE25 6UX
Tel: 01-760 0078

The Model Shop
190-194 Station Road
Harrow, Middlesex
Tel: 01-863 9788

Tabletop Games
53 Mansfield Road
Daybrook, Nottingham NG5 6BB
Tel: 0602 205484

Games People Play
5 Wellington Terrace
Notting Hill Gate, London W2
Tel: 01-727 9275

Games Unlimited
2 Castle Street
Kingston-upon-Thames, Surrey
Tel: 01-549 6486

The Little Soldier
58 Gillygate
York YO3 7EQ



**SKT
WARGAME
FIGURES**
9 WARGRAVE ROAD,
TWYFORD, BERKSHIRE
Proprietor - Steve K Thompson

BURGUNDIAN WARS 15thc.

- BW1: PIKEMAN.
BW2: HANDGUNNER.
BW3: CROSSBOWMAN.
BW4: ENGLISH BURGUNDIAN LONGBOWMAN.
BW5: PAVIS. 12p

ENGLISH MEDIEVAL.

- LE1: LONG BOW BARE HEADED IN CAMBESON'S LOADING.
LE2: OPEN SALLET CHARGING WITH LONGBOW.
LE3: LONGBOWMAN CLOSED SALLET REACHING FOR ARROW.
LE4: KETTLE HELMET LONGBOWMAN HOLDING BOW & ARROW OR SWORD ETC.
LE5: LONGBOWMAN CLOSED SALLET ADVANCING WITH LONGBOW.
LE6: LONGBOW OFFICER.
LE7: HALSBODIER.
LE8: KERN.
LE9: BODDETT.
LE10: CURRIER.

CATALAN/ARAGONAIS.

- CA1: SPEARMAN AT THE READY TO RECEIVE POSITION.
CA2: SPEARMAN LOOKING BACK.
CA3: SPEARMAN THROWING.
CA4: CROSSBOWMAN.

- OS1: FRENCH PAVISER. OS5: I PACE OF STAKES. 35p.
OS2: BOMBARD. 50p OS6: I PACE OF DITCH. 35p.
OS3: ORDNAN GUN. 99p. OS7: I PACE OF PITS. 25p.
OS4: I PACE OF CALTROPS. 25p.

Garrison

INFANTRY 25p
CAVALRY 55p

POSTAGE AND PACKING
Add 10% (minimum 25p)

EUROPE....ADD 20%
REST OF THE WORLD....ADD 35%

SEND £1 for full list of S.K.T. figures products

GREAT BATTLES OF HISTORY REFOUGHT!

All the information you need to recreate the titanic struggles of the Napoleonic era.

HOT FROM THE PRESS!

Anschluss presents an important addition to our range:

THE FRANCO - PRUSSIAN WAR, A GUIDE

56 pages of detailed research. Background, organisations, orders. Everything you want at an affordable price. ONLY £3.95!



OTHER TITLES:					
1809/01	Sackin	\$2.25	1813/01	Lutzen	\$2.25
1809/02	Thann	\$2.25	1813/02	Bautzen	\$2.50
1809/03	Abensberg	\$2.25	1813/03	Gross Beeren	\$2.25
1809/04	Eckmuhl	\$2.25	1813/04	The Katzbach	\$2.25
1809/06	Aspern-Essling	\$2.25	1813/05	Dresden	\$2.75
1809/07	The Piave	\$2.25	1813/06	Leipzig	\$2.50
1809/08	Rast	\$2.25	PEN/01	Bellica & Viniero	\$3.25
1809/09	Wagram	\$3.50	MIN/01	Tippermuir	\$3.25
1814/01	GRANVILLE	\$2.75	PEN/02	Corunna	\$3.50
AN/01	Weitzells Will to Guilford Courthouse	\$3.25			
FW/01	WISSEMBOURG	\$2.75			

ARMIES & UNIFORMS OF THE NAPOLEONIC WARS

By W J Hawkins Each at £3.95

All the research into uniform and organisation of the Armies of the Napoleonic Era. STANDARD WORKS!

CR/1	Russia 1805 - 14	CR/3	Italy 1805 - 14
CR/7	Naples & Cleve-Burg 1806 - 14	CR/9	Prussia 1806 - 15
CR/11	Saxony 1805 - 14	CR/15	Prussia 1797 - 1806
CR/12	Austria-Hungary 1798 - 1814	CR/17	Saden & Wurttemberg 1806 - 14
CR/14	Poland 1807 - 14	CR/18	Sweden 1802 - 14

ANSCHLUSS PUBLISHING
79 GODFREY ROAD,
SPIXWORTH,
NORWICH,
NORFOLK.
Tel: (0603) 890495

MAKE MORE OF WAR WITH ANSCHLUSS

POSTAGE & PACKING Publishing
UK/BFPO - 30p per Title EUROPE - 45p per Title AIR MAIL - £1.20 per Title

Brothers in Arms

70 NORTHLANDS CARRICKFERGUS
CO ANTRIM NORTHERN IRELAND
BT 38 8JZ TELEPHONE 09603 63049

The specialists in high quality figurine painting

25 mm Foot

- Napoleonic £2-05
Marburian £2-05
7 Years War £2-05

25 mm Foot

- Knights.....£3-50
Renaissance.....£3-50
Samurai.....£3-50

25 mm Horses

- Black.....£2-00
Chestnut£2-50
Piebald.....£3-50
Skewbald.....£3-50
Grey.....£4-00

- ◆ Conversions
◆ Vignettes
◆ Specials
◆ Send for details

★ SOMETHING SPECIAL IN A.C.W FIGURES ★

- ◆ Exclusive range coming soon
Watch press for details.◆

BIA Castings Now available painted and unpainted

Any other scales painted to connoisseur standards
Send to us for quotation

ALL PRICES INCLUDE CASTING
★ ALL RANGES CATERED FOR ★
PLEASE SEND FOR MORE DETAILS

KEEP WARGAMING

Paul and Teresa Bailey
The Keep
Le Marchant Barracks, London Road,
Devizes, Wiltshire SN10 2ER, UK
Tel (0380) 4558
with GAMES INNOVATION

We shall be at the following shows in the near future:

5th Sep	Skirmish, Chippenham
6th Sep	Bridge Centre Broadsword, Loughton Loughton Hall
19th/20th Sep	Armageddon, Reading The Hexagon
3rd/4th Oct	Society of Ancients AGM Cecil Sharp House, London NW1
10th/11th Oct	World Championships, Derby Assembly Rooms
18th Oct	SELWG, Lewisham Leisure Centre
18th Oct	International Model Exhibition, Stoke Mandeville Stadium
31st Oct/1st Nov	Northern Militaire, Oldham Queen Elizabeth Hall

We stock a wide range of figures (Minifigs, Ral Partha, GHQ; Heroics & Ros; Dixons etc.), books & rules (WRG; Tabletop; Newbury etc.), terrain (Integral Terrain; K & M Trees; Ahketon). However, it is not possible for us to carry everything to each show so, to save disappointment, we suggest you contact us in advance and we can bring your order with us.

No shows near you? Then don't forget our mail order service, or visit our shop (Tues-Sat 10.00am-6.00pm).

For full details of all our services, send an s.a.e. to the above address.

VISA and ACCESS Accepted

QUARTERMASTERS STORES

(MAIL ORDER SUPPLIERS TO THE WARGAMER)

WE PRODUCE THE MOST COMPREHENSIVE CATALOGUE OF WARGAMING ITEMS IN THE UK.

PRODUCTS:-

5 mm Figures
15 mm Figures
25 mm Figures
1/300th Tanks
1/1200th Ships
1/3000th Ships
Rules & Lists • Uniform Guides
Military Books • Buildings • Terrain
Flags, Bags, Dice, Paints, Brushes & More

SUPPLIERS REPRESENTED:-

Tabletop Games • Wargames Research Group • Newbury Rules
MOD Games • Davco • Skytrex • Raider Games • Athena Books
Partizan Press • PSL • Blandford Press • Osprey • Pengel & Hurt
Jacobite Miniatures • Chariot Miniatures • The Tin Soldier
Donnington Miniatures • Front Rank Figurines • Lancashire Games
Campaign Figures • Stone Mountain • Pioneer Miniatures • Navwar
Bellona • Battleground • Total System Scenic • Jena Enterprises
Hard Cover • Wiseacre Designs • Hovels • Humbrol • Miniature Paints
Revo Flags

WARGAMES FOUNDRY

CATALOGUE PRICE

(Includes £1.25 Credit Voucher)

£2.50 UK & BFPO

£4.00 Overseas

£6.00 Airmail

MAIL ORDER TERMS

Publications - Post Free UK & BFPO

Other Items - 30p per order, UK & BFPO

10% Surcharge Overseas Surface

50% Surcharge Overseas Airmail

VAT Reg. N° 385 7859 81

Partners - R.F. JOHNSON

C.A. JOHNSON

Telephone -

0494 - 442445

Victoria House

28 - 38, Desborough St.

High Wycombe

BUCKS. HP11 2NF

STANDARD GAMES

STANDARD MINIATURES

VIKING RAIDERS



NEW VIKING RAIDERS £11.50

Cry Havoc	£ 9.95
Siege	£ 9.95
Outremer	£11.50
Samurai Blades	£ 9.95
Dark Blades	£11.50
Speed and Steel	£ 8.95
Starship Captain	£12.95

Great Horned Dragon



£34.95

Available from all good games shops. In case of difficulty, we can supply direct. Please send a cheque or postal order to Standard Games, Arlon House, Station Road, Kings Langley, Herts WD4 8LF.

A fully illustrated catalogue of all our games and miniatures is available for 50p and an SAE.

HARD COVER

Designs

RULES

'SCIENCE versus PLUCK, or too much for the Mahdi' by Howard Whitehouse. This is a 'group solo' game for any scale of miniatures in which all the players are British officers and the umpire 'masters' the rest. Fast-moving and atmospheric, the game uses many new ideas to give players the authentic thrill of 'being there.' Top US wargamer Paul Koch called it 'A Kipling novel with figures' and I can't beat that! Officers and umpires booklets, £3.50 the set. Extra Officers' handbooks £1.50.

ARMY LEVEL VLB RULES

Two sets, for the Napoleonic and American Civil wars using George Jeffrey's 'variable length bound' concept with simple mechanics to produce a face-to-face wargame with a very different, and thought-provoking 'feel'. The games are designed for corps-level forces and above using 6mm or even 2mm forces, but the ideas don't come with any scale limitations... Napoleonic rules, £1.40. ACW rules £1.20.

FORM LINE OF BATTLE, a Naval entertainment by Stephen Harrison and Robin Peck 'Age of sail' rules using elegantly simple mechanics to create a game which is capable of putting big fleets onto the table and still being fun, and fast, to play. If you're bored with all those shipcards and battery boxes - this is for you. £1.20.

HARD COVER BUILDINGS

A range of card models using full colour and almost photographic artwork to make very realistic models at an unrealistic price.

- | | |
|----------------------------------|---------------------------|
| 1 European village buildings | 1/300 SETS |
| 2 Courtyard farm & small chateau | 4 Sci-fi military base |
| 3 Bridges | 8 Half-timbered buildings |

- | | |
|--|------------|
| 5 American country house and log cabin | 15mm scale |
| 6 European Inn (late medieval) | |

All at 95p including fully illustrated instructions and a paint-your-own ruin, to fit inside the finished colour model.

- 7 Fortified manor (A double pack costing £1.90)

All available POST FREE in UK from

HARD COVER,
Fieldhead, the Park, Mansfield, Notts, England, NG18 2AT.

All surface mail abroad + 10% US airmail 30% Australasia 50%

Send sae for further details, or ring 0623 35219

Sussex Miniatures

13 WESTBOURNE PLACE
HOVE, E. SUSSEX BN3 5PE
Telephone: (0273) 25759

Formerly the PARADE GROUND we now manufacture the old Corvus range under the name of SUSSEX MINIATURES.

THE TIN SOLDIER range will retain its name. We also stock the SKYWARRIOR range of 1/300 white metal planes and other figure ranges, board-games, rules, paints, brushes and other wargaming items.

In the near future we hope to be manufacturing our own Fantasy figures in 25mm.

Send large S.A.E. for listings or come and see us. We are open from 10am to 5pm Monday to Saturday.

We will be attending all the major shows this year.

Trade enquiries for SUSSEX MINIATURES and TIN SOLDIER welcome.

BRITANNIA MINIATURES

33 St. Mary's Road, Halton Village, Runcorn, Cheshire WA7 2BJ

25mm THE LITTLE BIG HORN RANGE 25mm

- | | |
|---|--------|
| US9 US Trooper firing behind dead horse | 70p |
| US10 US Trooper reloading behind dead horse | 70p |
| US14 Standing cavalry horse wearing saddle | 30p |
| US22 Trooper falling wounded | 25p |
| US23 Trooper lying dead | 25p |
| US24 Trooper lying wounded | 25p |
| US25 Trooper kneeling firing pistol | 25p |
| US26 Trooper kneeling loading carbine | 25p |
| US27 Trooper standing firing pistol | 25p |
| US28 Trooper being scalped by Indian | 70p |
| US29 Trooper fighting with 3 Indians | £1.50p |



- | | |
|-----------------------------|-------|
| US30 US4 horse supply wagon | £4.99 |
| US13 Dead cavalry horse | 40p |

American Indians on foot due November 1987

Also available: Napoleonic, Ancient/Republican Romans, Scythians, Vikings, Carthaginians, Colonialists etc. Send a sae + 30p in stamps for full lists and a sample foot figure.

10% Discount on all orders of 10 or more of the same code number.

Postage UK BFPO 12½% of order. Overseas Surface 33% of order
Airmail 50% of order
Australia/New Zealand 100% of order, surface only.

THE RAIDER'S LATEST LOOT!

Two NEW books on early British Army history

The Army of James II
Uniforms and Organisation

By S. Ede-Borrett

56pp ill. Price £4.95 inc p&p

The British Army of William III
Regiments, Uniforms and Flags

By Alan Sapherson

68pp ill. Price £4.95 inc p&p

Raider Games, Dept W1,
119 Elmete Way, Leeds LS8 2ND
Tel: 0532 611436

Send SSAE for catalogue of other products



HEROES MINIATURES

7 WAVERLEY PLACE
WORKSOP, NOTTS
S80 2SY



MAIL ORDER SPECIALISTS

We stock the following products:

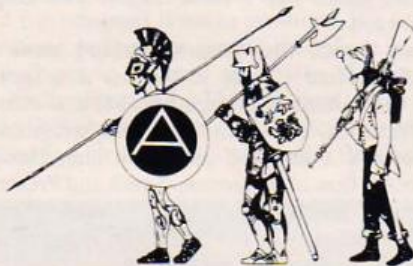
20mm Elite forces, Skytrex, 1/76th scale vehicles, all Tabletop Games rules, Tabletop 15mm Laserburn Sci-fi, Asgard Renaissance, Tabletop Fantasy (formerly Asgard), Torture sets, Triton Napoleonic Ships.

Heroes American Footballers Range, Heroes 25mm Laserburn Sci-fi range, Asgard Space Marines, Starbeasts, Sci-fi Spacefighters, & Ground Attack Vehicles, Super Hero figures, Doctor Who Range by Fine Art Castings (25mm & 40mm only), Ross & Heroics WWII, Scotia Models Modern.

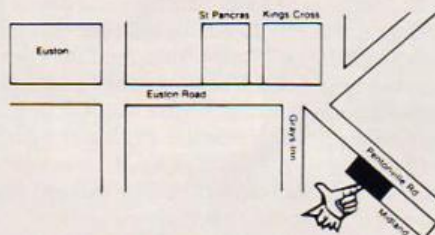
Please send S.A.E. for full list

We are attending the following events:

Armageddon, Selwg, Derby World Team Championships



GAMERS IN EXILE



283 PENTONVILLE ROAD
LONDON N1 9NP
Telephone: 01-833 4971

WARGAMES - FANTASY GAMES

ESSEX
DIXON
FREIKORPS
PLATOON 20
IRREGULAR
H&R

CITADEL
T.S.R.
GAMES WORKSHOP
AVALON HILL
STANDARD
DAVCO

PAINTED FIGURES BOUGHT AND SOLD

Opening: Mon 1.00-6.15
Tue-Sat 10.00-6.15

MILITARY BOOKS FOR WARGAMERS

EXCITING PUBLICATIONS OUT SHORTLY:-

Warriors of Arthur: Matthews & Stewart: 192pp 25 colour illus by R Hook & 30 b/w photos £14.95
History of Art of War in the 16th Century: by Oman 1937 R/p 37 810pp 10pp illus & 33 maps £27.50
The Divided Union: Story of US Civil War 1861-65: Batty & Parish 224pp 60 col photos 119 b/w & 5 maps £14.95
The World's Elite Forces: Weapons, equip, tactics & ops. Lang 208pp. Many colour illus £14.95
The 1914 Campaign (Aug-Oct): David 192pp Many illus 16pp colour £16.95
Victoria's Victories: 7 classic battles of British Army 1849-84: Smith 200pp Many illus 16pp col £19.95

NAPOLEONIC

Campaigns of Napoleon: by David Chandler. Reprint now in stock £25.00
British Sieges of the Peninsular War 1811-12: Myster 200pp Many illus 8pp col, Ldrgs & maps £19.95
Kent & the Napoleonic Wars: Bloomfield 193 pages 15pp illustrations Pbk £3.95
The Eagle in Splendour: Napoleon I & his court. Mansel 232pp Many illus 8pp colour Pbk £16.95
The Wars of Napoleon: (West Point Series) 194pp Many illus & 43-col maps Pbk £14.95
Napoleon's Marshals: Edited by David Chandler 508 pages 52 illustrations £25.00
The Diction Manuscripts: (re-printing in 5 volumes) Vol 1-1809 Pbk £12.50 Hdbk £25.00
Memoirs of Baron Lejeune: (Aide de camp to Marshals Berthier, Davout & Oudinot) Ltd Fac R/p 1897 ed 2 vol set £50.00
Recollections of Marshal Macdonald (1765-1840): Ltd Fac R/p of 1892 ed 2 vol set £50.00
Suchet's Memoirs of the War in Spain 1808-14: Ltd Fac R/p of 1829 ed 2 vol set £50.00
Memoirs of Marshal Oudinot 1897: Facsimile re-print 1986 474 pages £25.00
In the King's German Legion: by Carl Ompstead. Facsimile Reprint of 1894 Ed 320pp £25.00
Rough Sketches of the life of an old Soldier: Lt Col J Leach. Facsimile R/p 1831 Ed £25.00
Letters from Portugal & Spain: written during march of British Troops under Sir John Moore R/p 1809 Ed £20.00
The Subaltern Officer: A narrative by Capt Wood. Facsimile R/p of 1825 ed £20.00
Military History Monograph Series: (Napoleonic) Facsimile Re-prints
No. 4 Letters written by Lt General T Dineley (1806-1815) Pbk £5.50
No. 5 A Detailed Account of the Battle of Austerlitz: Sulzerheim Pbk £3.95
No. 6 Campaigns of the Loyal Lusitanian Legion 1809-11: Mayne Pbk £11.50
No. 7 An Engineer Officer under Wellington in the Peninsula 1808-12 Pbk £8.50
No. 8 Relation of the Operations & Battles of Austrian & French Armies 1809 Pbk £3.50
No. 11 Autobiography of Sgt William Lawrence (Peninsula) due shortly Pbk £12.50
The British Military: Its system & organisation 1803-15. Park & Natziger 120 pages Pbk £10.00
The Russian Army 1800-15: (organisation etc) Natziger 80 pages Pbk £7.50
The Wurmberg Army 1793-1815: (organisation etc) Natziger 59 pages Pbk £4.50
Napoleonic Military History: A Bibliography. Ed by leading specialist D Howard 704 pages Pbk £11.25
A Hawk at War: Peninsula war remins of Gen T. Brotherton. Perrett 84pp 13 illus £11.95
Intelligence Officer in the Peninsula: Letters & diaries of Maj E C Cocks 1786-1812 Page £12.95
Austerlitz 1805: Duffy 194 pages. Some photographs & maps £8.95
Napoleonic Military History: A Bibliography. Ed by leading specialist D Howard 704 pages £30.00
Wellington Commander: The Iron Duke's Generalship (Studies by 7 historians) £17.95
Recollections of Rifleman Harris: 128 pages Pbk £3.95
Napoleon at War: Selected writings of F Lorraine Petre 281p some line illus £14.95
Napoleon's Army: (A study of the army, organisation etc) Rogers 192p Pbk £5.95
Following the Drum: Women in Wellington's War. Brigadier F Page. 150p some illus £9.95
Napoleonic Armies: A Wargamer's Campaign Directory 1805-15. Johnson 148p Pbk £5.95
Flags & Standards of the Napoleonic Wars: Over 112 pages many b/w & col illus Bargain Pbk £1.50
Funcken Uniform Series: - The Napoleonic Wars Vols 1 & 2 (Full col illus) French Text Each £8.50
Uniforms of the Napoleonic Wars 1796-1814: Scott & Haythorpe 195pp 80 col drawings £5.95
L'Esercito Russo 1805-15: 60pp many illus 8pp col (like Men at Arms) Ital/Eng Text Pbk £8.95
Osprey Men at Arms Series: list available on request
Great Battles of History Series 1813 & 1809 Series - list available on request

NAPOLEONIC LIBRARY SERIES

The Note Books of Captain Cogniet: Soldier of the Empire 1799-1816. R/p of 1928 Ed £16.50
A British Rifleman: Journals & corresp. during Pen War & Camp Wellington. Simmons R/p 1899 Ed £15.00
Wellington's Army 1809-14: Oman Facsimile R/p of 1913 Ed 395 pages £16.50
The Campaign of Waterloo: Fortescue R/p of 1920 Ed + 9 maps & chart £15.00
Studies in the Napoleonic Wars: Oman. Fac R/p of 1929 Ed 296 pages £16.50

SAMURAI

Samurai Warriors: Turnbull 160 pages 37 full colour pages and 58 b/w illus. Good value £12.95
Tales of the Samurai: Life of Shogun, young Lord of Oguni. Debenneville 485pp Some L/illus Pbk £7.95
Maker of Modern Japan: Life of Shogun Tokugawa Ieyasu. Sadler 429pp Pbk £11.50

AMERICAN WARS

Military Uniforms & Weaponry: (Poster Books) containing 90 individual colour drawings. Each Pbk £4.99
The American Revolution: The War Pbk £3.99
Battles & Leaders of the Civil War: 4 volume set Each Pbk £14.95
West Point Series-The American Civil War: (Text volume 250pp) (Atlas volume 58 maps) Pbk £14.95
Early US Wars & Military Institutions 1775-1860: 84pp Many maps & illus Pbk £12.95
Rally Once Again: Battle tactics of the US Civil War: 48pp 8pp photos & 10 L/drawings Pbk £4.95
Battle in the Civil War: Generalship & Tactics in America 1861-5. Griffith 48pp Many illus Pbk £12.95
A Battlefield Atlas of the American Revolution: Symonds 128pp 41 maps Pbk £11.95
A Battlefield Atlas of the Civil War: Symonds. 106pp. 43 2-col maps, photos Pbk £7.95
The Spanish-American Revolution 1808-26: Lynch 44pp & 2 maps Pbk £9.85
Frontiersmen in Blue: Army and the Indian 1848-65. Utley 384pp 32pp illus Pbk £12.95
Historic Dress of the Old West: Reeds from 160pp many illus 32 col plates £7.95
The Drums would Roll: Pictorial history of US Army Bands on the frontier 1866-1900. 63pp. 26pp photos £9.95
Great Generals of the ACW & their Battles: Booth 192pp mainly b/w & col illus £8.95
Great Battles of the American Civil War: Johnson 192pp mainly b/w & Col illus £9.95
History of the US Cavalry: Johnson 192pp mainly b/w & col illus £5.95
The United States Cavalry: An illustrated history. Urwin 192pp many illus with 32 col plates Pbk £7.00
Unit Organisation of the American Civil War: Zimmerman 72 pages £12.95
The Civil War Almanac: Day to Day Chronology/Weapons/Biographies: 400pp £12.95
Funcken Uniform Series: US Wars Vols 1 & 2. Full col illus French Text Each £8.50
Osprey Men at Arms Series: Well illustrated. 8pp colour Each Pbk £3.95
Army of N. Virginia: The Campaign of the Potomac/LUS Cavalry on the plains 1850-90
American Civil War Armies (1) Confederate (2) Union (3) Staff, Specialist & Maritime Services (4) State Troop

WARGAMING & MODELLING

Playable Napoleonic Wargames: Edwards 48pp includes wargames & campaign rules + 2 page map Pbk £4.50
Military Modelling - Guide to Wargaming: by Stuart Asquith 126pp Some photos Pbk £5.95
- Guide to Military Modelling: by Ken Jones 140pp Some photos Pbk £5.95
The Modelmaker's Handbook: Jackson & Day 352pp Complete guide with illus Superb! Pbk £19.95
Wargaming on the Armistice: CPC 464, 664 & 6126. 94p & 112p. 94p & 112p Pbk £10.95
Charge! or how to play wargames: by Young & Lawford 118pp well illus Pbk £3.99
Beginners Guide to Wargaming: Quarrie 136pp Pbk £4.95
Little Wars: by H.G. Wells. Reprint of the classic Pbk £1.50
Know the Game Series - Wargaming by P Barker. 40pp very basic guide Pbk £1.50
The Verinder Way: Military Models & Dioramas. Many superb colour photographs Each Pbk £6.50
Verinder's Showcase No 1: (Military Models & Dioramas) More superb colour photographs Pbk £4.95
Shep Paine: (Good Modelling Guides) Each Pbk £5.25
How to Build Dioramas/Modelling Tanks & Military Vehicles/How to photograph Scale Models Pbk £7.95
Heroes for Wargaming: Painting & Collecting miniature figs for role playing games!

ODDS

Soviet Tanks & Combat Vehicles 1946 to Present: Zaloga & Loop 288pp Many photos & 96 L/drawings £19.95
M4 Sherman: by George Forty 160pp Many Photographs & 50 L/drawings £10.95
A History of the Israeli Army 1874 to Present: Schiff 274 pages 16pp photographs £13.95
Spartan: Story of the Soviet SAS: Suvarov 213 pages 8pp photographs £12.95
An Improvised War: The Abyssinian Campaign of 1940-41. Glover 202pp 12pp photos & 9 maps £18.00
Battlefields of Britain: (Ordnance Survey Complete Guide) Smurthwaite 224pp New Ed with coloured maps Pbk £8.95
Sabre & Lance: An illustrated History of Cavalry. Newark 256pp Superb illus b/w & colour £15.95
Army of James II: Uniforms & Organisation. Ede-Borrett 52 pages Some L/drawings Pbk £4.50
Great Events of Bible Times: New perspectives on people, places & history of Biblical World. (3 dimensional illus) £16.95

SHOWS

22nd & 23rd August - 'Nationals' Sheffield
19th & 20th Sept - 'Armageddon' Reading
26th & 27th Sept - 'Euro Militaire'

Payment with your order please.

W.E. Hersant Ltd., 228 Archway Road, London, N6 5AZ.
Telephone orders ring: 01-340 3869

POSTAGE: Inland £1.50. Overseas £3.50

PAYMENT METHODS: Sterling Cheques - \$ Cheques -

Postal Orders - I.M.O. - Post Office Giro Acc No 598 3355

Credit Cards: Visa - Access - Mastercard - Eurocard

SHOP HOURS: Monday to Saturday 9.30-1.00 & 2.00-5.30

Closed Thursday.



THE SIEGE OF DURBAN, 1842

An unusual South African conflict

described by Ian Knight

By the mid 1820s, the raids of the Zulu king Shaka had effectively depopulated most of what is now the present-day South Africa province of Natal. Most of the African peoples had either been incorporated into the Zulu empire, massacred, or driven south, where they fetched up in the powerful remaining tribes in the fringes of the British Cape Colony.

In 1824, however, the first whites had arrived on the scene, a group of British traders and adventurers who, under Shaka's protection, had established a settlement at the idyllic bay of Port Natal. They passed their time eventfully, hunting, squabbling amongst themselves, and interfering in Zulu politics. Most notably, in the light of future events, they obtained several conflicting land-grants, which they attempted to pass on to the British Crown. The Crown, however, was not particularly anxious to have them.

This was to change when the Boers arrived in Natal. They were descendants of Dutch-speaking settlers at the Cape who, dissatisfied with British rule, had simply trekked off into the Interior. By the time they reached Natal, Shaka was dead, and his brother Dingane was on the Zulu throne. The Trekkers tried to persuade Dingane to grant them land in Natal, but the attempt failed and a bloody war broke out which resulted in a check to the Zulu power. The Boers declared Natal to be their "Republic of Natalia".

This caused some concern far away in the Cape. Technically, since they had been born in the Cape, the Boers were British subjects, and the Colonial authorities had watched the seemingly endless conflicts with African tribes which marked their progress north with despair. Worse, there seemed a possibility that the Boers might use Port Natal – modern-day Durban – as a means by which to establish contacts with rival Imperial powers. Remembering the old concessions from Shaka, the British decided to try to isolate Port Natal from the rest of the "republic". From November 1838 to December 1839 the Port was occupied by one company of the 72nd Highlanders, under Major Charters. Since this isolated outpost in no way curbed the activities of the Boers, however, it was finally withdrawn.

The situation did not improve. The British settlers still at the Port complained bitterly of the taxes levied upon them by the Boers. Worse, the Boers conducted a punitive campaign against the Baca tribe in southern Natal. They then proposed a scheme whereby rootless Africans, survivors of Shaka's raid who had trickled back to Natal only to find Boers installed on their lands, should be resettled in the southern Natal territory of the amaMpondo chief Faku. Faku, not unnaturally, was not happy about this. Since Faku's territory lay beyond the Cape Frontier, where the British had already fought a number of messy campaigns against local Xhosa tribesmen, the Colonial authorities were alarmed at the prospect of further disruption. It was resolved to send an expedition to occupy Port Natal.

A force was assembled in Pondoland under the command of Captain Thomas Charlton Smith of the 27th Regiment, a Waterloo veteran. Smith's army consisted of two companies of his own regiment, a detachment of 18 men of the Cape Mounted Rifles, Lieutenant Wyatt and 17 men of the Royal Artillery, with two

ox-drawn 6pdrs and a 24pdr howitzer, and 18 Engineers under Lieutenant Gibb. Transport consisted of 54 light ox wagons of the type favoured by the Trekkers, each drawn by twelve oxen, and their armed drivers. In addition there were a number of wives and civilians with the party.

Smith set out on March 31st, 1842. It was to prove an eventful journey. He had over 260 miles to cover, across rugged country intersected by scores of rivers. For part of the way his force marched along the compacted sand of the beach, between the green bush on one side and the crashing rollers on the other. They marvelled at the remains of shipwrecks from long ago, and the skeleton of a whale washed up on the beach. One man was injured when a wagon fell on him, another died of exhaustion. At least one of the wives gave birth. On May 5th however, Smith and Gibb rode ahead with an escort of CMR, and reconnoitred Durban.

The Port is a large bay, with a narrow entrance to the sea enclosed by two jaws of land, a long sandy spit known as the Point, and the steep, wooded Bluff. There were two small islands in the bay, Farewell and King, named after two of the original British settlers. Most of these now lived at the western end of the bay; a fort, erected by Charters' party, Fort Victoria, still stood on the Point. It had been occupied by the Boers, but was deserted as Smith's men approached. The Republican flag was pulled down, and the Union Jack run up in its place. A 6pdr gun found there was spiked. It was decided not to make Fort Victoria the principle base, however, and Lt Gibb selected a further spot inland from the Point, where a new fort was begun. It consisted of a simple trench and rampart, with the wagons placed as barricades outside, rather like a Boer laager. Two emplacements were dug for the guns.

The main Boer capital was Pietermaritzburg some fifty miles inland, but the Boers had a camp at the bay at a spot known as Congella, under the command of their resolute and able Commandant Andries Pretorius, the man who had defeated Dingane. Pretorius had perhaps a hundred men with him, though he was reinforced by a steady flow of volunteers. Smith and Pretorius opened a rather stiff, formal and totally fruitless correspondence, neither acknowledging the authority of the other. On May 9th there was a parley on the beach, but nothing came of it.

On May 13th a pilot vessel and a schooner, the *Mazeppa*, entered the bay, and anchored off the Point. They had on board two 18pdr howitzers, and supplies of food. Smith moved one of the howitzers to the Fort, where it was emplaced, and put the other in Fort Victoria, which he garrisoned with 19 men from the 27th Foot and 4 gunners. For several days, Boer and Briton watched each other in mounting tension, then Pretorius's patience gave out. On May 21st he ordered his men to round up Smith's cattle which were grazing outside the Fort. Some 600 head were carried away, despite a sortie, which failed to stop them or even inflict casualties. The raid galvanised Smith, who resolved to attack Congella that night.

Smith's plan was daring, but relied rather too much on taking the Boers by surprise. One company of the 27th was marched out about 11pm, supported by the two 6pdrs. It was supposed to march to the



(1) Pretorius' camp at Congella; the bay and Bluff in the background. (Killie Campbell Library.)



(2) Smith's drawing of the Fort at the height of the siege. (Killie Campbell Library.)

beach, then along the sand to attack the Boer camp. The 24pdr howitzer was taken to the Point, and loaded into one of the longboats from the ships anchored there. The intention was to row it to a point where it could support the attack from the sea.

Unfortunately, Smith's movements were detected early on. He proceeded as quietly as his clanking gun teams would allow, but Pretorius realised what was happening, and marshalled about fifty men in the mangroves above the shore. As Smith's column crossed their front, they opened up with a volley which caused the oxen to flee back into the ranks of the 27th in confusion. The infantry tried to make a stand, but they were outgunned, and in the moonlight they were an easy target on the beach, whilst the Boers in the trees could not be seen. The best Smith could do was to get them back to the Fort in reasonable order. Lt Wyatt, RA, and 18 others were killed, and 32 men wounded, including Captain Lonsdale and Lt Tunnard of the 27th. The latter was washed out to sea and would have drowned had one of the ships' crewmen not spotted him. Both the 6pdrs were abandoned; the howitzer had been grounded on a sandbank and did not take part in the fight. The victorious Boers followed up Smith's retreat and opened a steady fire on the Fort until just before dawn.

The next day, Pretorius sent in Smith's dead and wounded under truce. Smith's position was not an encouraging one. The failure of his expedition had greatly reduced his chances of offensive success, and he had a number of wounded and civilians to protect in a confined

Micro-Scape

Pond Cottage, The Street, Somerleyton, LOWESTOFT, Suffolk, Nr31 5QB.
Tel. (0602) 731423.

New Painting Service

All figures are painted to a high standard. Please state your choice of varnish: matt or gloss. There is also the choice of light, mid and dark green or desert flock for the bases. Orders are dispatched within six weeks of reception of your figures. It would be advantageous if customers supplied a telephone number, for referral purposes.

Foot Figures

25mm.	50p
20mm.	40p
15mm.	30p
10mm.	20p
5mm.	10p

Cavalry Figures

1.00
80p
60p
40p
20p

ALSO NEW 15mm. Buildings. Hand made items fully based and painted.

HUT.1 Barbarian / Native hut, Ancient to Colonial 60p

Please add 10% P&P for UK, 30% for Europe, 50% for the USA and Australia. UK postage is free if six or more modules are ordered. Cheques/POs Payable to MICRO-SCAPE. Terms 28 days.

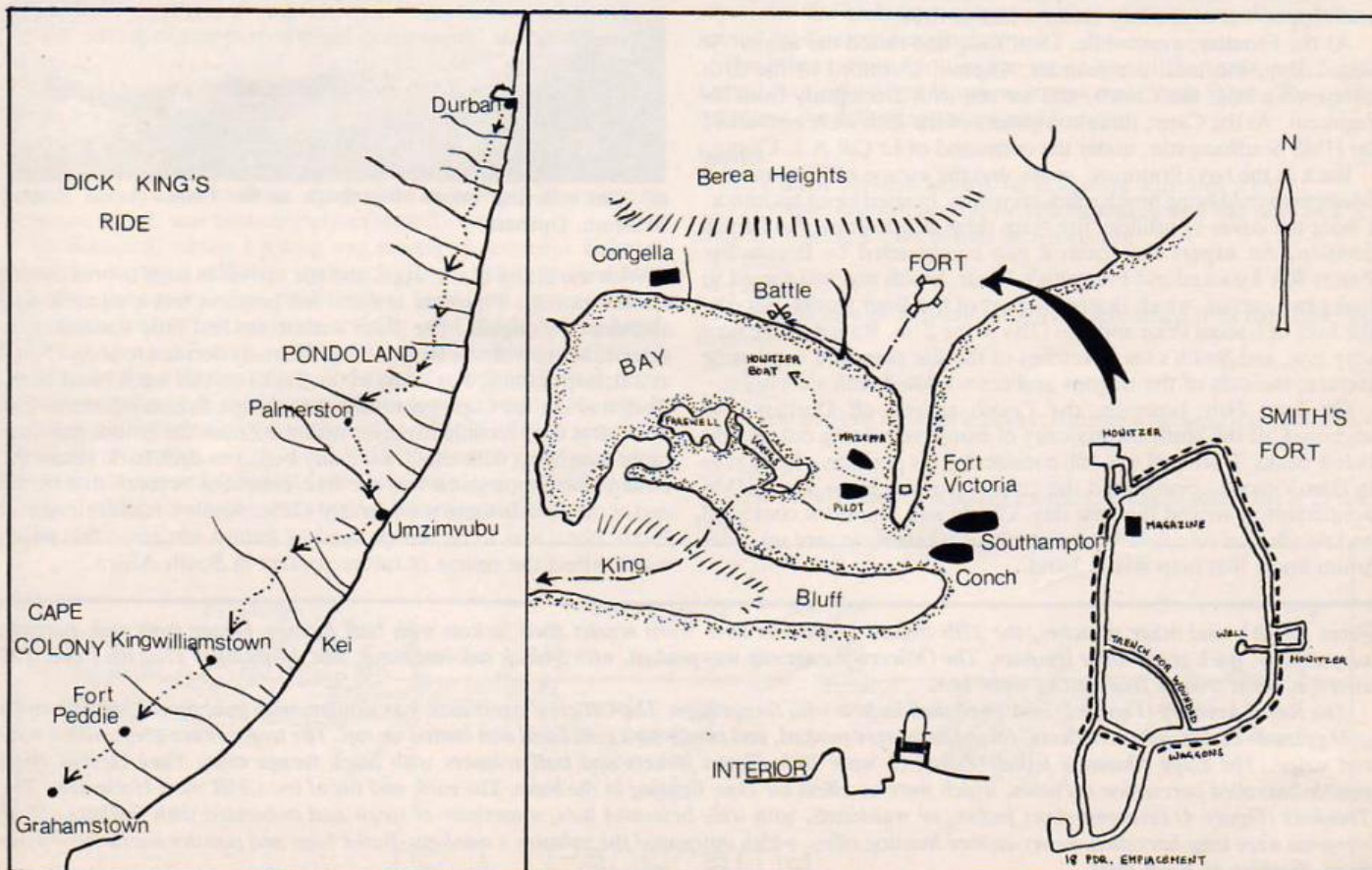


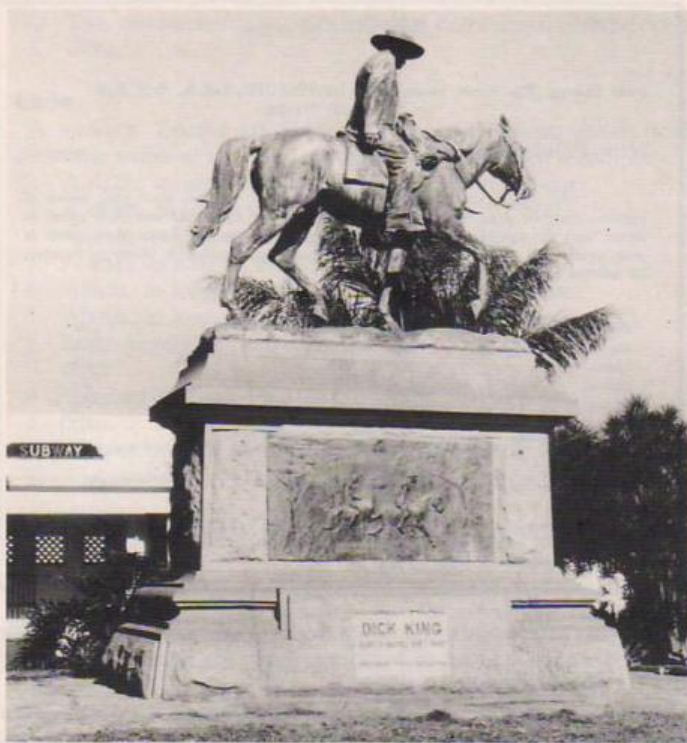
(3) *The Battle of Congella, drawn from behind Pretorius's position among the trees; Smith's troops on the beach beyond. (Killie Campbell Library.)*

space now effectively under siege. He immediately put the garrison on half rations, and set to work improving the Fort, adding a deep trench to protect the wounded.

That night, a messenger set off from Fort Victoria to raise the alarm at the Cape. Two of the local settlers, the brothers Cato, rowed a young hunter named Dick King, and his Zulu servant Ndongeni, out to the islands, and then ashore at the Bluff. Both had horses, though only King had a saddle. Despite a spatter of shots from a Trekker picket who spotted them, they got clean away. Their destination was the Frontier garrison at Grahamstown, nearly five hundred miles away, a distance King covered in a remarkable ten days. Ndongeni, riding without stirrups or trousers, had to give up in Pondoland in an agony of saddlesores!

The night after King left, Pretorius overran Fort Victoria. His men circled Smith's position, and marched down the eastern shore of the Point. They opened a heavy fire on the outpost which killed two sentries and a civilian. With Fort Victoria, the 18pdr and the two ships fell into Boer hands.





(4) A statue of Dick King in Durban commemorates his ride. (IJK.)

Pretorius tried once more to persuade Smith to surrender, as the latter's position was now critical, with supplies running low and conditions in the cramped new fort most unpleasant. Smith, however, would not submit, and Pretorius resolved to take the new fort by force.

The captured 6 and 18pdrs were pressed into action, firing improvised rounds made by embedding lengths of chain in lead balls. Over 120 rounds were fired into the fort, and the Trekkers kept up a heavy small arms fire. Still, they made little impression. The next day Pretorius was reinforced by 400 men from the Orange Free State, under Commandant Mocke. They were not enough, however, to prevent the escape of the *Mazeppa*, which suddenly hauled anchor and slipped out of the bay under a hail of fire.

At the Frontier, meanwhile, Dick King had raised the alarm. At Algoa Bay, the local commander, Captain Durnford of the 27th chartered a brig, the *Conch*, and set sail with a company from his regiment. At the Cape, three companies of the 25th were embarked on HMS *Southampton*, under the command of Lt Col A.J. Cloete.

Back at the bay, Pretorius, aware that the escape of King and the *Mazeppa* would bring Smith reinforcements, hurried along his attack. Under the cover of artillery fire, saps were dug towards the British position. An expert shot from a gun commanded by Bombardier Porter RA knocked out Pretorius's 18pdr. Smith was still forced to make two sorties, which destroyed part of the Boer works, but cost the lives of Ensign Prior and two ORs of the 27th. Rations were now very low, and Smith's own sketches of the site present a depressing picture, the sails of the wagons and tents riddled with shot holes.

On June 24th, however, the *Conch* arrived off Durban, and anchored off the bluff, the majority of troops remaining out of sight below decks. Durnford was still considering his position – Boer guns in Fort Victoria commanded the entrance to the bay – when HMS *Southampton* arrived the next day. Cloete and Durnford conferred and decided on an amphibious assault. Rockets were sent up to let Smith know that help was at hand.

The landing was made early on the afternoon of the 26th. The *Southampton* opened a heavy fire on both sides of the bay – surely the only time a broadside was fired at Boers – and the *Conch* ran the gauntlet, towing several boatloads of troops, one of whom was killed and another wounded by fire from the shore. These were cast adrift, and landed on both the Point and Bluff. Although there was some light skirmishing – two more soldiers were killed and several wounded – the Trekkers made no concerted stand. The Republican flag was run down – again – at the Point, and at 4 pm Cloete entered Smith's camp and raised the siege. It had lasted a total of 26 days.



(5) The *Conch* crosses the bar into the bay, with the relieving troops towed in boats behind. (Local History Museum, Durban.)



(6) The relieving troops disembark at the Point. (Local History Museum, Durban.)

With the lifting of the siege, and the arrival of such overwhelming reinforcements, Pretorius realised his position was untenable and abandoned Congella. The Boer authorities had little option but to come to terms with the British. Britain finally decided to accept Natal as a British colony. For many of the Trekkers this was a bitter blow. They had left the Cape years before to escape British influence, and now, after their terrible struggles with the Zulus, the British had once more caught up with them. So many began to drift back across the Drakensberg mountains into the free Transvaal beyond, that by the end of the decade there was scarcely a Boer family left in the length of Natal. Natal was to be repopulated by British settlers, a fact which would affect the course of future conflict in South Africa.

From Smith's and other sketches, the 27th (figure 1) seem to have worn scarlet shell jackets with buff facings, forage caps and, perhaps surprisingly, dark grey winter trousers. The Officers' forage cap was peaked, with a black oak-leaf band, and the number 27 at the front. The sword is worn from a frog on the waist belt.

The Royal Artillery (Figure 2) also wore shell jackets with forage caps. The Officers' equivalent was similar, with gold shoulder cords and a gold grenade on the collar. Officers' forage caps were peaked, and blue with a gold band and button on top. The trousers are grey, with a wide red stripe. The Cape Mounted Rifles (Figure 3) wore Rifle Green jackets and buff trousers with black forage caps. They carried short double-barrelled percussion carbines, which were excellent for close fighting in the bush. The rank and file of the CMR were Hottentots. The Trekkers (Figure 4) favoured short jackets or waistcoats, with wide-brimmed hats, sometimes of straw and decorated with feathers. Their weapons were long-barrelled, heavy-calibre hunting rifles, which outranged the infantry's muskets. Bullet bags and powder horns were worn from shoulder or waist belts.

1



2



3



4



K58727

"Notes on the Prussian Army in the Seven Years War"

Part 1 – THE ARTILLERY

by Martin Tomczak

This is the first in a series of articles concerning the Prussian conduct of war in the years 1756-63. The information to be presented concerns the theories and ideas behind the various courses of action adopted, and in addition real-life incidents will be included as necessary to illustrate various points. Much of the information has not appeared before in English, and it is hoped it will enable wargamers to increase the levels of both realism and authenticity in their games. A list of sources used will appear at the end of the series.

This was the age of linear warfare, during which large-scale battles were conducted by highly-trained and disciplined armies deployed in up to three main lines, with victory going to whichever army unbalanced the discipline and cohesion of the other to the point where it was either forced to break off the battle or dissolved in rout. The artillery had not yet developed into a weapon capable of exerting a decisive effect on the battlefield – the groundwork for this was laid in technical and theoretical developments later in the century – and was still in a period of transition from being something akin to a guild of master craftsmen to becoming an accepted arm of service on an equal footing with the infantry and cavalry. In the Prussian case the lesser importance accorded to the artillery is shown by the fact that during the Seven Years War the highest rank held by any Prussian artillery officer was colonel.

By this time the artillery organisation had developed to the point where the gunners themselves were organised into companies and regiments, and the heavy guns were being organised into permanent batteries for the first time (beginning in Prussia in 1746, with the units known as "brigades").

The Prussians used four types of artillery during the Seven Years War: regimental artillery, battery (or position) artillery, horse artillery and garrison artillery (which, along with the use of artillery in sieges, will not be looked at here).

Each Prussian infantry battalion, including grenadiers and Free Battalions, had a complement of regimental artillery. Until 1755 each battalion had two 3-pounders, in this year a number of light 6-pounders were cast in accordance with a decision made by Frederick in 1753 to equip units in the first line with 6-pounders and relegate 3-pounders to the second line. A grenadier battalion would always have 6-pounders, and a Free Battalion 3-pounders. The maximum range for effective aimed fire with these guns was 600 paces, although they could hurl their cannonballs to well over 1000 paces. When firing canister, the 3-pounder could reach 550 paces, with the most effective range less than 150 paces, the 6-pounder could reach 650 paces, with a similar effective range to the 3-pounder.

In addition to these cannon a number of 7-pounder howitzers were used as battalion guns during the war. A total of 84 of these were cast in the years 1758 to 1762. Although after the war every infantry battalion had such a howitzer, before 1763 the use of howitzers as battalion guns was limited – for example in 1762 with the King's army in Silesia only the 8 grenadier battalions had howitzers. These pieces were more often deployed in batteries, and from a wargaming point of view they should be used as battalion guns either with grenadier battalions or with units leading an attack.

The 3- and 6-pounders were attached to box limbers (with 3 and 4 horses towing respectively) which carried their ammunition – for the 3-pounder 100 ball and 20 canister rounds, for the 6-pounder 70 ball and 20 canister rounds. The howitzer, towed by 4 horses, was followed by a wagon (also towed by 4 horses) carrying 85 projectiles, including 20 canister rounds, 3 incendiary shells and 2 flares, and 85 bagged charges.

On the march the guns would follow behind the battalion on a one-platoon frontage. Upon the battalion deploying into line, the guns would move to the right of the line in front of the interval between their own and the next battalion. After the Second Silesian War this interval had been set at 12 paces, with each gun allocated a frontage of 5 paces on which to deploy. When howitzers were used later on as battalion guns the intervals would be widened accordingly.

Each battalion's guns were under the command of a corporal, who was supposed to direct their fire as ordered by the battalion commander; this officer was often too busy with his infantry to concern himself with his guns, and the corporal would often have to aim at whichever target seemed suitable. The most important job the corporal had to do was to ensure that the guns were exactly deployed in front of the intervals in battle. A 7-pounder howitzer was always separately commanded by a *Feuerwerker* (NCO) when used as a battalion gun.

The 3-pounder had a crew of 10, of whom 6 were to be trained gunners (*Kanoniere*), the 6-pounder had 12, again with 6 gunners. The remaining men were taken from the battalion's *Zimmerleute* (artificers; the equivalent of Napoleonic sappers). These men had first been used for manning the battalion guns in 1745; in 1749 Frederick ordered that in future the *Zimmerleute* were to form part of the crews for the battalion guns when in the field, and from then on they spent several weeks each summer under instructions by an artillery officer. In 1750 the number of *Zimmerleute* was increased from 12 to 14 per regiment. The 7-pounder howitzer had a crew of 12, 6 of whom were to be bombardiers.

During battle, one man would stand by the limber supervising the handing out of ammunition, and keeping an eye on the civilian drivers (one with the 3-pounder, two with the 6-pounder and howitzer) in case they attempted to desert.

The regulations concerning the use of regimental artillery are contained in a "Manual" of 1754, other than this there are some references in a "Disposition" for the artillery written by Frederick in 1744. (In this connection, the "Manual" was basically a drill manual. A "Disposition" described the way a particular course of action was to be carried out or arranged, for example Frederick might issue a "Disposition" concerning the movement and organisation of a rearguard; an "Instruction" was an order, and would for example be issued to a commander before a battle, describing the task he is to carry out and tying him to a particular course of action in more or less detail).

The "Manual" of 1754 states that the battalion guns were to be unlimbered 1200 paces from the enemy, and the procedure would then be that they would fire two roundshot (or shells), be manhandled forward 20 paces, fire twice more and so on. It would take one minute for the gun to be advanced 20 paces and two shots then fired, during which time the advancing infantry would have come up level with the guns. 400 paces from the enemy canister was to be fired, with one round fired each time the gun halted, just in front of the interval. If the crews were having trouble manhandling the guns because of



"This picture illustrates a typical scene from the period. A 6-pounder is unlimbered at the end of an infantry line".

From Deiss, "Das Deutsche Soldatenbuch" (2 vols) Leipzig 1926

difficult terrain, the NCO in charge was allowed to take up to 10 men for each gun from the battalion to assist. The "Manual" also gave details of how a gun was to be man-handled when as few as four men were available.

When a regimental (two-battalion) square was formed the guns were to be driven in at the corners, and if the enemy cavalry attacked they were to be unlimbered and dragged out into the open, and fire canister.

In action a battalion gun could be served normally by 4 trained men, provided others were available to bring ammunition up from the limber or shell wagon, which would be following close behind the interval. Replacements for casualties could easily be taken from the infantry, and in a wargame battalion gun crews can take a number of casualties before their effectiveness in manning the gun is reduced.

The "Disposition" of 1744 made three points concerning battalion guns. First, the guns with the second line were to remain limbered up until the time came for them to be used; secondly, when the infantry stopped firing and advanced with the bayonet the guns were to cease firing and withdraw behind the intervals, coming forwards to fire again when the enemy retreated; finally, officers in the flank infantry brigades were to ensure that if the Prussian cavalry began to roll the enemy infantry up from the flank, the battalion guns were always to fire on the next unit along from the one the cavalry were attacking.

Concerning the regimental artillery of the Free Battalions, no trained gunners were provided and they had to man the guns themselves, so it is safe to reduce their effectiveness on the wargames table, especially with the units set up later in the war which were decidedly inferior in quality to the earlier ones.

When the battalion guns were used as they were, there was the disadvantage that whenever a unit was driven back the guns would usually be lost, because there would rarely be time to get them away; advantages were that the horses and limbers were rarely exposed to direct enemy fire, and losses in the crews could be made good to some extent with men from the infantry; the support provided for the infantry could be considerable, to the extent that in the opening battles of the Seven Years War the greatest artillery contribution was made by battalion guns.

It must finally be pointed out that there were occasions when battalions deployed with one gun at each end of the line, in 1756 one or two units still did this regularly, and it happened frequently when units were away from the main body, for example as part of a detachment, or on escort duty.

Before we take a more detailed look at Prussian ideas concerning the use of battery artillery (heavy 6-pounders, 12-pounders, 24-pounders and howitzers) on the battlefield, a few general observations on the role of heavy artillery at this time are in order. By this time the massing of guns into larger batteries had become customary – this was a progression from the old system of deploying heavy guns in penny-packets along the line of battle. Beginning in 1746 the Prussians organised their heavy guns into 10-piece units known as "brigades" so as to make administration and the issuing of orders easier – each "brigade" was made of up guns of the same

weight and type. Although on occasions during the war the Prussians deployed mixed batteries and used odd numbers of guns the 10-piece "brigade" remained standard in Frederick's army – his brother Prince Henry deployed heavy guns in 4- and 8-piece "brigades" in his own army. An interesting point concerning the personnel of the Prussian artillery is that only Protestant native Prussians were accepted by the artillery – this had become customary after the Thirty Years War in Brandenburg and was seen as a way of increasing the reliability of the personnel.

Tactical theory was much more developed with the infantry and cavalry than with the artillery, and the heavy artillery was still a long way from playing a decisive role on the battlefield – at this time it was still regarded as something with which to assist the other arms in winning the battle. During the war however Frederick attached increasing importance to the artillery as a factor on the battlefield and his ideas developed accordingly.

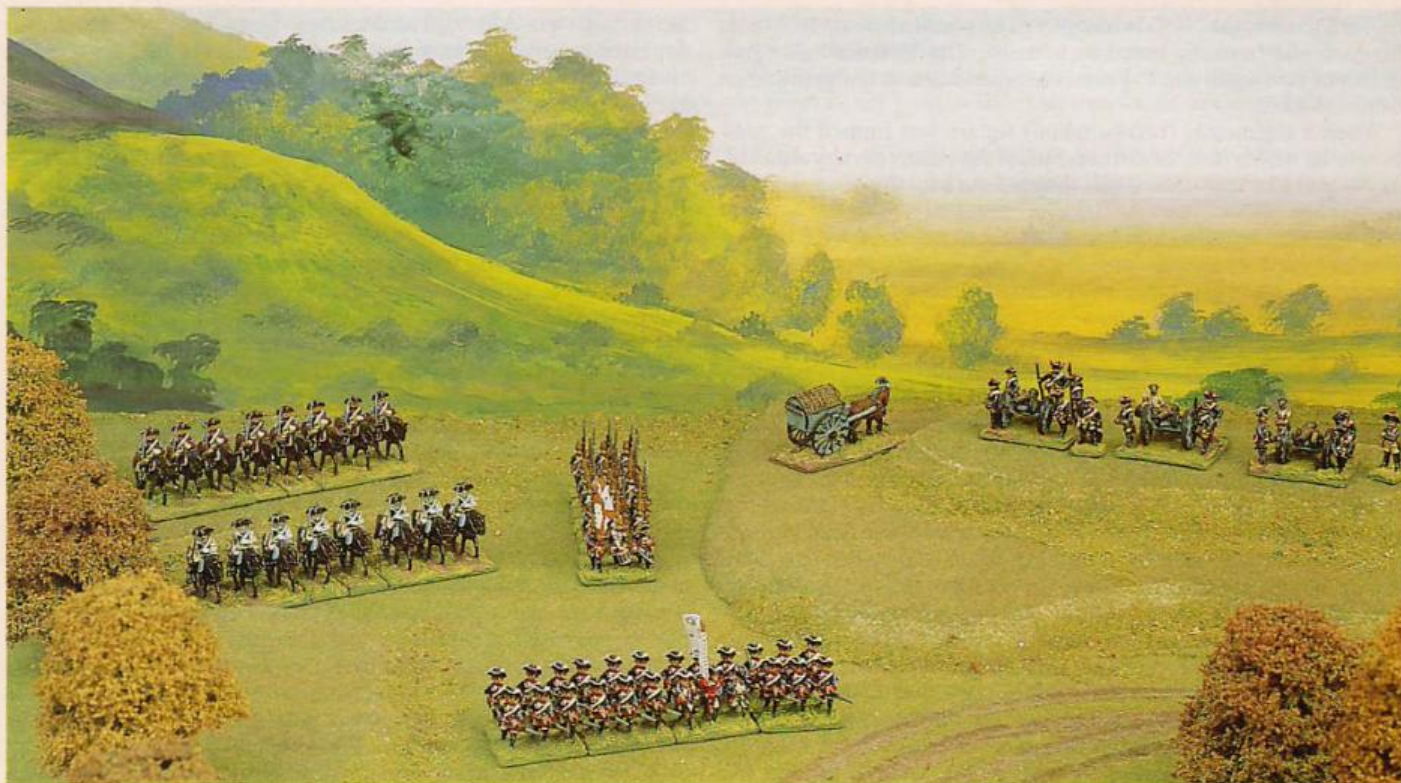
The heavy artillery operated within limited tactical capabilities. The greatest single limiting factor was the slow rate of movement of the guns with their attendant ammunition wagons, a fact demonstrated by the still common use of the term "positive artillery". Frederick complained on several occasions that his ability to manoeuvre rapidly was hindered by his artillery. On a number of occasions the heavy guns were unable to keep up with the infantry during pre-battle manoeuvres and the infantry attacked without heavy artillery support, suffering heavy losses in the process. The problem was made worse for the Prussians by the fact that the horses and civilian drivers who moved the guns had virtually no training, having been assembled each year for the summer campaigns.

When in defence heavy guns would wherever possible be sited on higher ground, covering areas where an enemy attack was thought likely – a line of guns dug-in on higher ground could have a devastating effect, although this idea was overrated and often led to guns being dragged up hills quite unnecessarily. In attack the main purpose was preparatory and destructive fire, the target being the cohesion of the enemy line. Again, deployment on higher ground was favoured. In the Prussian case the time for preparatory fire was always short, since the infantry and cavalry always advanced to the attack regardless of the effect the artillery may have had. Because of the guns' vulnerability to a rapid enemy advance they would usually be deployed close to the main line, usually in front of it. Possibilities for providing direct fire support to an attack were limited by the unmanoeuvrability of the guns and the limited space available when long lines of infantry were advancing. Flanking fire, although much favoured in theory, was only possible in suitable terrain, and the chance of an attacker using it could be prevented by a well-chosen defensive position being taken up.

On the battlefield the Prussians favoured the bouncing shot on the grounds that it might cause damage in more than one line. On some occasions bouncing shot was used to great effect – at Zorndorf, one 12-pound ball was observed to kill forty-two Russians when the Russians were crowding around their flags in the evening, and at Leuthen the Austrians had to re-align their front in a great hurry and

"Another typical scene, here a heavy gun is being pulled across the battlefield. One can imagine from this picture how awkward more difficult terrain might make this procedure".
From Deiss.





Minifigs SYW Prussians: 5th (Bayreuth) Dragoons, 3rd Kürassiere, 1st Musketeers, and 42nd Fusiliers. (But!!! Wagon and some gunners from Freikorps 151!) Note the artillery on the hill – apparently an over-rated tactic. Figures from the collection of Alan Miggin. Terrain from Games Innovation.

in places were several tens of ranks deep, and bouncing shot caused great confusion and numerous casualties. Under ideal conditions a 12-pound ball might go bouncing and rolling on for five kilometres, however on the battlefield it was found that the maximum range for effective aimed fire was 1000 paces, at which range a 12-pounder could expect to score 40-70 percent hits on a company of infantry – at 1500 paces this figure was 15 percent. The most effective range of canister from heavy guns was 3-350 paces, although it would reach up to 800 paces (12-pounders).

When moving across the battlefield Prussian heavy guns were often pulled with the help of the prolong, a towing rope which could be used to pull the gun from either end with either men or horses pulling – when horses were used the limber would follow behind. At Leuthen a number of guns were manhandled by attached infantry and cavalymen so that they kept up with the advance through the whole battle.

Frederick was the first to employ howitzers on a large scale. Three sizes were used by the Prussians during the war – 7, 10 and 18-pounders – all of which could hurl their projectiles over long ranges – at forty degrees elevation the 10-pounder could reach 4000 paces, at two degrees the 7-pounder could reach 600 paces and at twenty degrees it reached 2400 paces. The 18-pounder was only present in small numbers – the improved 1744 version was the one in use, and only ten were cast – and these were never any complete “brigades”. In 1762, two were present with the King in Silesia, and four in Saxony with Prince Henry. In battle they would be deployed with other guns in batteries.

Against targets on higher ground or out of sight the Prussians used high trajectory fire – Frederick saw the howitzer as a valuable weapon against the Austrian defensive positions – whereas against visible targets the howitzers fired their shells like bouncing shot. It was regarded as the height of the bombardier’s skill to have a shell explode on impact, although this occurred perhaps once in fifty shots. An aerial burst had no effect, so fuses tended to be made slightly longer to guarantee a ground explosion. There were numerous individual acts of heroism in which men were able to remove shells to a safe distance before they exploded, on other occasions they managed to extinguish the fuses. When setting the fuses four millimetres of fuse represented one hundred paces of flight.

An innovation which was a state secret at the time was the creation of two horse artillery “brigades” in 1759. Frederick set up the first unit, made up of 10 light 6-pounders each pulled by six horses, at

Landeshut in the spring of 1759. The eight crewmen, trained to ride by Major Kühnbaum of the Bayreuth Dragoons, rode alongside. Initially the “brigade” was attached to the Bayreuth Dragoons. Initial actions included participation in the rearguard combat at Guben, and on a reconnaissance past Liebau near Landeshut the guns covered the withdrawal of the Prussian dragoons and prevented a pursuit by the more numerous Austrian cavalry. The unit was lost at Kunersdorf, and was immediately established anew; sent to Saxony, this unit was lost at Maxen. A third “brigade” was established in 1760, apparently with 12 guns, including it appears a small number of howitzers. This unit spent the year in Pomerania with the Prince of Württemberg’s army, and the guns were divided and attached to a number of different regiments of cavalry. From 1761 until the end of the war the unit was again with the King, remaining under the direct authority of Royal Headquarters and being used to support the advance guard cavalry.

Shortly after Frederick set up the first unit, Prince Henry set up a similar formation in Saxony, with crews of seven men per gun.

The main ideas behind these units were the need to find some way of moving guns faster across the battlefield, and to be able to provide effective artillery support for the cavalry, which had proved very difficult previously. Although these units moved more quickly than the infantry, they were not as fast as the cavalry when it moved at speed. One commentator in fact states that everything achieved by the horse artillery would have been possible with conventional artillery.

When it comes to looking at the ideas behind the use of heavy artillery by the Prussians, other than the “Disposition” of 1744 there are scattered references in Frederick’s writings, and the development of his ideas as the war progresses; there is no single body of theory, and often the artillery is mentioned only in passing or not at all. The “Disposition” calls for a deployment which remained in use well into the Seven Years War, namely that the howitzers, 12- and 24-pounders are to form three batteries, one in the centre and one on each wing of the army. For each of these batteries there was to be a reserve of one artillery lieutenant and thirty gunners positioned close to the second line, to replace casualties as necessary. Although perhaps not on this scale there was certainly a reserve of artillerymen who had not been allocated to specific “brigades”; in 1758, the reserve with the King’s army, on paper at least, consisted of five NCOs, twenty *Bombadiere* and fifty *Kanoniere*. The “Disposition” stated that the batteries on the wings were to fire on the enemy cavalry, ideally with canister, and



Larger (25mm) SYW troops. Hinchliffe Models (now marketed by Skytrex Ltd) formerly in the collection of Phil Robinson, but now gone across the Atlantic. Action shot at the Wargames Holiday Centre.

when the Prussian cavalry attacked fire was to be switched to the enemy infantry. When the guns were 600 paces from the enemy (having advanced), they were to switch to canister (due to the slow movement of the guns this last idea largely remained theory). In the unlikely event that one Prussian wing was defeated, canister was to be used against any enemy cavalry seeking to pursue.

The instructions issued by a commander before battle often included the deployment and use of battery artillery, and those issued by Frederick before the Battle of Hohenfriedberg in 1745 may be regarded as typical for the early part of the Seven Years War: initial fire was to be directed at the enemy cavalry, and was then to be switched to the enemy flags and the intervals in the line where the battalion guns were standing when the Prussian cavalry attacked.

The *Principes Generaux de la Guerre* of 1748 suggests a new deployment in which there is an infantry brigade on each outer flank of the first line cavalry, with heavy guns on each end of the two brigades, this deployment would provide effective fire support for the cavalry and make its task easier.

The *Pensees et regles generales pour la guerre* of 1755 contain three points of interest – villages were to be bombarded and set alight only when the wind blew towards the enemy; when the enemy withdrew or ran away the heavy guns were to be brought forward as rapidly as possible and open fire to help them on their way; and when a river was to be crossed in the face of the enemy the ideal spot at which to do so was from the outside edge of a curve with a bank higher than on the far side, infantry and artillery was to line the high bank and the bridges could then be built.

Frederick placed great emphasis on making preparatory fire as effective as possible in view of the short time available for it, and was convinced it could have serious effects on enemy morale. He was aware of the difficulty of supporting cavalry with artillery, which led eventually to his horse artillery.

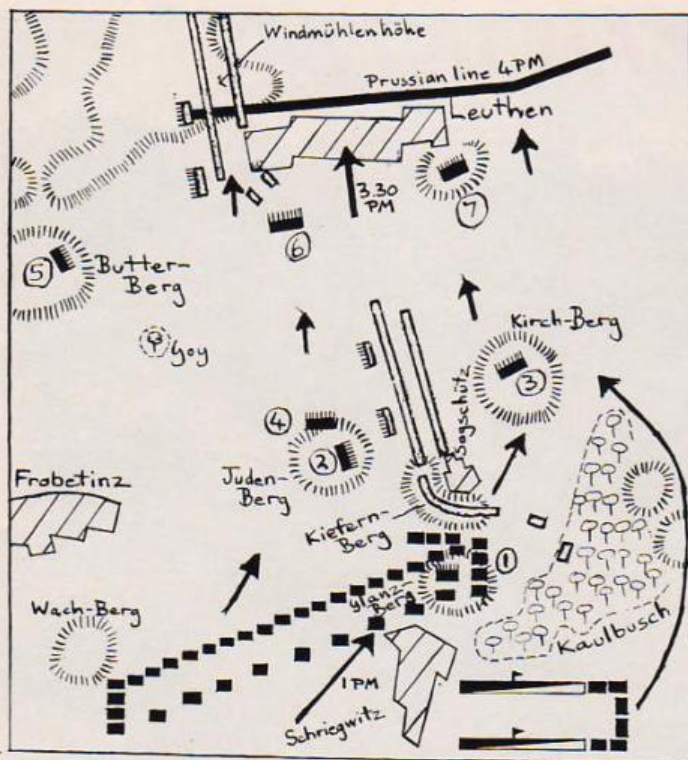
During the Seven Years War itself Frederick was forced to increase the weight and number of his guns for technical and tactical reasons, and came to develop new ideas on the use of heavy artillery as well as attaching greater importance to it. The Austrian artillery, which Frederick described as *pitoyable* after 1745, had undergone extensive reform and proved so effective that Frederick was obliged to increase his artillery greatly to try and keep up. Before 1756 Frederick had been keen on making guns with a separate chamber for the charge, through which it was hoped to get the same results with a smaller charge and lighter barrels, whilst making the guns more mobile in the

process. In practice these lighter pieces were outranged and outperformed by Austrian guns, added to which the Austrians steadily increased the number of guns they fielded as well as taking up ever stronger positions; the final factor requiring Prussian response was the overall decline in the quality and manoeuvrability of much of the infantry through heavy losses suffered in 1757 and 1758. By 1759 Frederick was writing of the need to counter this Austrian superiority and the need to support his weakened infantry as his reason for increasing the weight and number of his own guns, despite his dislike of having to do so. The increase in the number of guns placed great strains on the Prussian economy – early in 1762 an increase of 122 guns was ordered, which called for a large number of wagons, 2,319 extra drivers and 4,576 horses. In January 1758 a report indicated that the artillery in Silesia was short of 1,035 drivers and 2,968 horses. In 1761 the figure for the whole artillery organisation was 3,400 horses short (apparently during the campaigning season).

In 1756 the Prussian artillery stood at 360 guns and 1,740 men; by 1763 it had increased to 662 guns and 6,340 men. Before 1756 the usual number of guns per thousand men in a field army was two to three, during the Seven Years War this increased greatly, with the Austrians reaching seven guns per thousand. The following table shows the Prussian increase (it may be of interest to note that Napoleon fielded two to three guns per thousand men on the first day at Wagram in 1809):

Year	Battle	Men	Guns	Guns per 1000 men
1756	Lobositz	24,000	102	3
1757	Reichenberg	13,600	52	4
"	Prague	64,000	192	3
"	Kolin	34,000	102	3
"	Gross-Jägersdorf	24,600	64	2½
"	Rossbach	21,600	72	3½
"	Breslau	30,000	138	4½
"	Leuthen	32,000	167	5
1758	Zorndorf	32,760	193	6
"	Hochkirch	42,000	172	4
1759	Kay	27,300	110	4
"	Kunersdorf	48,000	230	4½
"	Maxen	13,500	71	5
1760	Landeshut	10,600	68	6½
"	Liegnitz	27,000	120	4½
"	Torgau	44,000	244	5½
1762	Freiberg	27,000	100	4

(The above figures are taken from Heilmann, Vol.1)



"Map illustrating the support given to the Prussian infantry attack by the battery artillery at the Battle of Leuthen"

Key to Austrian initial deployment and sites of Prussian batteries

- | | |
|--|-----------------------------------|
| | - Austrian infantry |
| | - Austrian battery |
| | - Prussian infantry during battle |

- 1 A battery on the Glanz-Berg supported the initial attack on the Kiefern-Berg and the continued advance towards the Kirch-Berg.
- 2 A number of guns on the Juden-Berg caused great confusion in the Austrian line 800 paces away, which, combined with the threat to their rear from the Prussian infantry, forced them to withdraw northwards in confusion.
- 3 Shortly after the Kirch-Berg was stormed against an improvised Austrian defence, heavy guns dragged forwards from the Glanz-Berg (later joined by some from the Juden-Berg) supported the advance on Leuthen.
- 4 Guns on the northern slope of the Juden-Berg fired towards Leuthen as the infantry advance continued.
- 5 The "Brummer" 12-pounders, and a second "brigade" of 12-pounders, enfiladed the the deeply-ranked Austrian line either side of Leuthen to great effect, and remained here as the advance to the north continued.
- 6 This battery engaged the Austrians on the Windmühlenhöhe after Leuthen was taken, in particular a battery which caused problems for the Prussian infantry.
- 7 On a slight rise SE of Leuthen, a battery supported the Prussian right in the final stages of the battle.

- Terrian detail taken from Rehtwisch and Fiedler (Vol. 1), tactical information from a number of sources.

During the war the Prussians were not able to solve the problem of combining guns with a certain level of performance with the desired mobility. This is shown by the fact that of twenty types of gun used by



IN THE GRAND MANNER

BY PETER GILDER

The premier Napoleonic Wargame Rules, suitable for all scales.

£3.95 POST FREE

The new updated second edition available direct from publishers
SELLY OAK & DISTRICT SOCIETY FOR WARGAMING,
44, Mulberry Road, Bournville, Birmingham, B30 1TA



them during the war the majority were eventually discarded. The heavy 12-pounders which were brought from the fortress of Glogau to be used at Leuthen, where they gained the nickname *Brummer* ("Growlers"), were so successful in the field that they remained an integral part of the artillery for decades afterwards. This success was very much an exception, and the majority of guns were recast after 1763.

During the war the use of heavy guns on the battlefield advanced some way from the pre-war ideas. After Leuthen Frederick wanted heavy guns to move with the "attack" into taken positions, and was writing of taking the area in the enemy line where the Prussians would attack under a heavy crossfire. In June 1758 Frederick wrote to his artillery commanders about a new deployment for an attack - this would be the same whether the right or left wing was attacking - in which on the right there were to be 40 12- and 24-pounders, then 9 battalions in line, then a mixed 10-piece battery of 10-pounder howitzers and cannon, and then a further battalion of infantry. The 7-pounder howitzers were to be divided among the attacking battalions. At 800 paces the guns were to start firing canister. On the opposite wing there would be 20 cannon which were to cause as much disruption to the enemy as possible.

In 1759 Frederick wrote of the need to gain fire superiority over the enemy, particularly since he regarded the Austrian artillery as strong enough to defeat a Prussian infantry attack on its own. As he put it, attacking without adequate fire support would be like attacking an armed opponent with a stick.

A final point of interest concerns two developments in 1760. In June Frederick deployed one NCO and four men from the cavalry with each "brigade" to keep the civilian drivers in order and prevent them driving away with the limbers and wagons. And on the march from Dresden to Liegnitz the individual "brigades" were each allotted to an infantry brigade - this was a defensive measure made because of the increasing decline of the infantry. Although it made life uncomfortable for the infantry on the march it did bring advantages - previously the heavy guns had marched in a column with the other vehicles or had taken their own route, in the former case this created a long column which needed extra guards against enemy light forces for example, and in both cases it often led to roads becoming churned up in rainy weather to the point where vehicles could move only slowly or not at all, with consequent delays on the whole army.

As far as wargaming is concerned, the main point to bear in mind is the slow movement of the heavy artillery, particularly if a game involves the Prussians marching against an enemy flank. It would be quite realistic and reasonable for a wargamer to throw his Prussians into an attack without any heavy artillery in support even if he can see it is hopeless, because it happened often enough in real life. A set of instructions should be drawn up before the battle for the various components of an army, including the role the artillery is to play - in a realistic game this would be extremely difficult to change if anything went awry, as it often did. Canister should be used as much as possible on the table top, as Frederick had great faith in its effects, and called for it to be used at every opportunity. Finally, counter-battery fire was very rarely used, partly because battles were so short, and in the Prussian case because Frederick was unconvinced that this could be effective at long ranges - a number of cannonades took place during the war, all with little material effect.

Q.T.MODELS

17 Hilderthorpe Road, Bridlington.

A NEW RANGE of 25 mm FIGURES ENGLISH CIVIL WAR 30 YEARS WAR

MUSKET

PIKE

CAVALRY

SUPPLY TRAIN

FOOT 30_p

CAVALRY 70_p

SEND S.A.E. for ECW LIST

DUE TO THE FACT THAT WE HAVE NO LONGER AN AGENT IN THE U.S.A.

WE ARE NOW OFFERING A SPECIAL SERVICE TO AMERICA

ALL PARCELS WILL BE SENT AIRMAIL.....THEY WILL BE DESPATCHED BY RETURN POST
JUST ADD 30% TO THE TOTAL OF YOUR ORDER

MAY WE TAKE THIS OPPOTUNATY TO APOLOGISE FOR ANY PROBLEMS OUR CUSTOMERS IN THE
STATES MAY HAVE HAD WHEN DEALING WITH OUR AGENT "ASP IMPORT MINITURES"

SEE US AT

AUGUST 22/23 SHEFFIELD

AUGUST 29 YORK

SEPTEMBER 19/20 READING

MAIL ORDER MAIL ORDER

HOT-LINE

(0262) 670421

SEND £2.00

for Catalogue/Sample.

TRADE ENQUIRIES WELCOME

SHOPS PLEASE NOTE

• OUR FIGURES NOW COME PACKAGED •

P&P U.K. 12%

ORDERS OVER £15.00

POST FREE

PLASTIFORM

NEW

25mm

SCIENCE FICTION
AND
FANTASY
FIGURES



ZA3



ZA4



ZA7



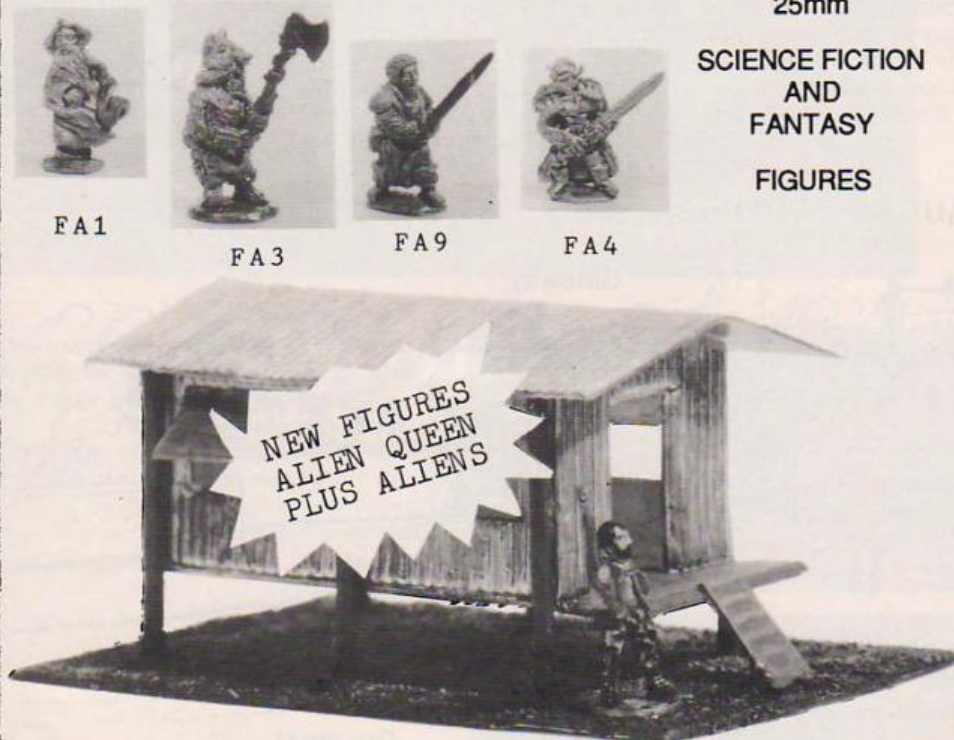
ZA8



ZA9



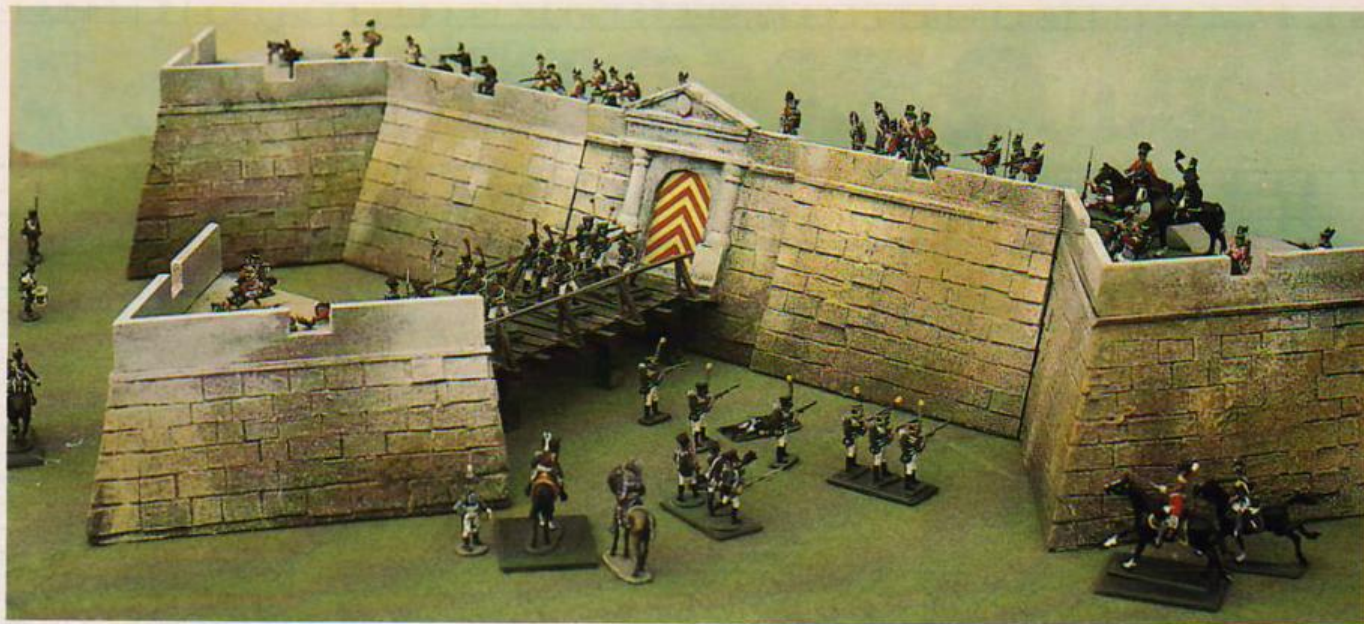
Z26



VACUUM FORMED MODELS

LOWER BALLOO ROAD, GROOMSPORT,
CO. DOWN BT19 2LU, NORTHERN IRELAND.

SAE FOR FULL
CURRENT LIST
TRADE ENQUIRIES WELCOMED



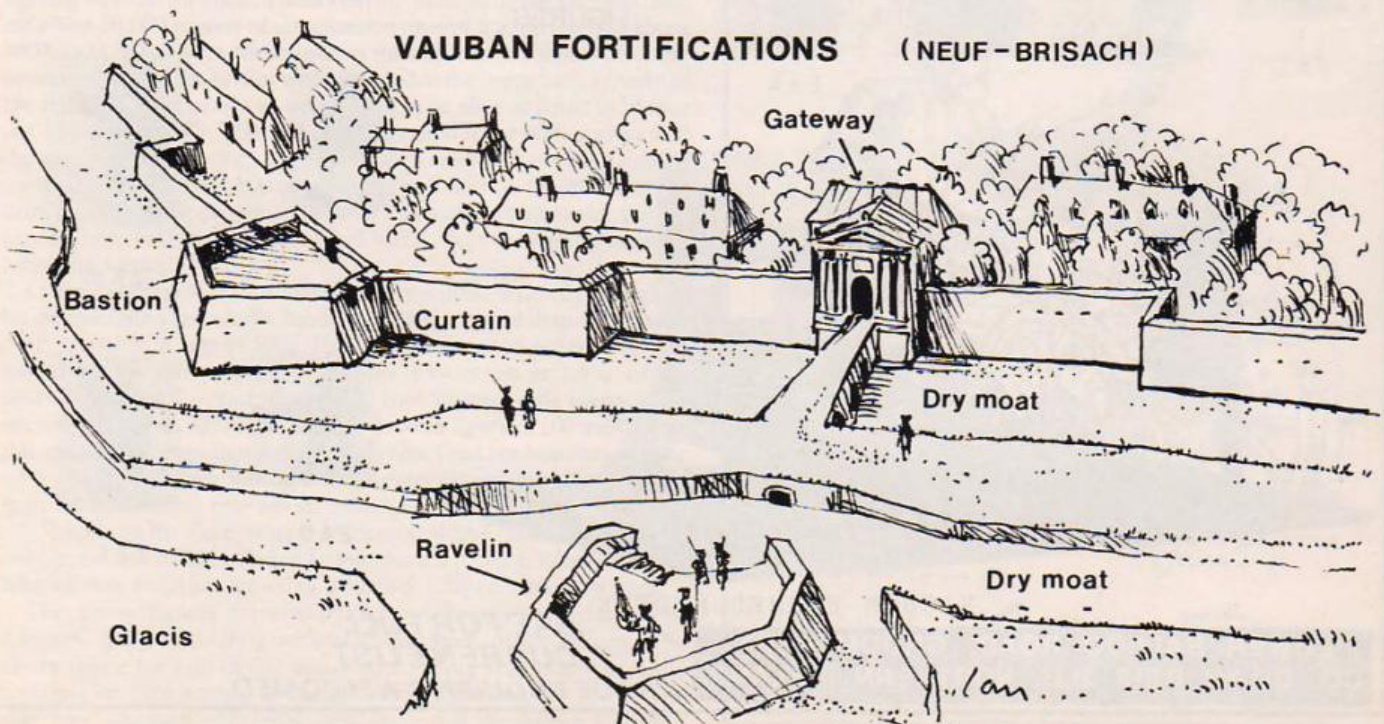
Renaissance Defences

by Ian Weekley of Battlements

Visits over the past few years to the island of Malta, the French fortress town of Rocroi and to the remains of ECW earthworks, have refreshed my knowledge of the type of fortifications of the age of artillery. I even found, in the grounds of Fyvie Castle, Aberdeenshire, Scotland, irregular depressions which had once been the zig-zag trenches dug at the time of Montrose's clashes with the Covenanting Scottish armies in the Civil Wars. A new age of warfare had come into being. In later fifteenth century Italy the very real problems of the new warfare had created the need for lower and much thicker walling than the high, outdated medieval town or castle walls of hitherto. The Franco-Italian wars had demonstrated the devastating effectiveness of France's mobile siege train as one city or castle after another fell to the banners of France. In the sixteenth century the military engineer became a man of supreme importance, an officer whose advice determined military planning and to a considerable extent the conduct of any campaign where sieges formed a part of the programme.

By the sixteenth century the art of siegecraft and the implications for both sides involved in a siege had become formalised and a certain pattern of behaviour was expected by attackers and besieged alike. For example, if the defences had been substantially breached the defenders would receive a formal call to surrender; this might lead to negotiations or not. A second invitation to surrender with the 'Honours of War' – ie. the right for troops to march out with their arms, flags and equipment, could follow. Should the besieged reject the envoys' offers of surrender or treaty and the fighting be resumed, the city or garrison could expect little mercy if their position fell to 'storm'. Then the full horrors of war would descend on the civil and military population alike as depicted by the Spanish artist Goya and many earlier painters.

Walls, bastions, ravelins, hornworks, crownworks and so on were similar in construction. The stonework sloped backwards towards the defenders behind the parapets, so no longer could there be any safety for attackers at the immediate base of a wall. The slope also allowed



shot to bounce off and reduced to some extent the effect of impact. Such walling also offered an enormous depth of material to resist sustained bombardment.

One defensive section covered another, with the rear of forward ravelins being protected by the higher bastions and walls further back. (See sketch).

Timber bridges would cross the dry ditch linking various ravelins to the main fortifications and appropriate gates. Sometimes the ditch might be 'wet', particularly if it could easily be fed from a river or lake as was not uncommon in the 'Low Countries'.

The elementary 'Star' fort of the Sixteenth century had become a vast complex of zig-zag, arrowhead bastions and ravelins overlooking each other and presenting to an attacking army crossing the 'glacis' the prospect of suffering appalling casualties with no cover from musketry and cannon fire.

This type of fortification for garrison, town or city in the style made famous by the greatest of all military engineers, Vauban, was to continue as a viable form of defence into the second half of the nineteenth century.

Construction

An order received for a length of walling and bastions was interesting to make up – and not without problems.

Two bastions were required with three sections of curtain walling of which one was to include a gateway and a forward ravelin. This ravelin was linked to the gateway by a timber bridge across the ditch.

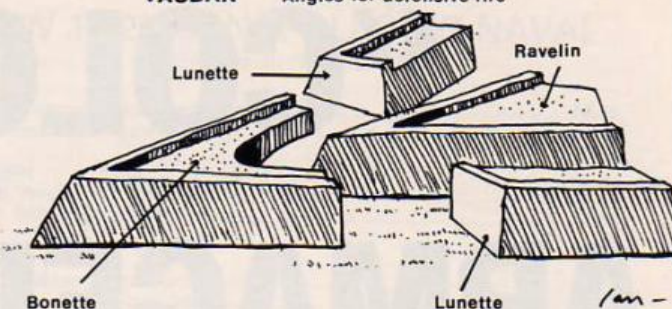
The walls and bastions look simple enough in the illustrations, but were in fact full of complex angles. Cutting out the plywood shapes and making up the different sections to fit together well and yet be easily removed for storage was quite an exercise in practical geometry. Get it right with thin cardboard first before sawing up your 1/4 inch plywood!

The parapets can be removed for replacement by the battle damaged ones, on the bastions. On straight wall sections I merely cut out some small shapes which can be removed and replaced at will.

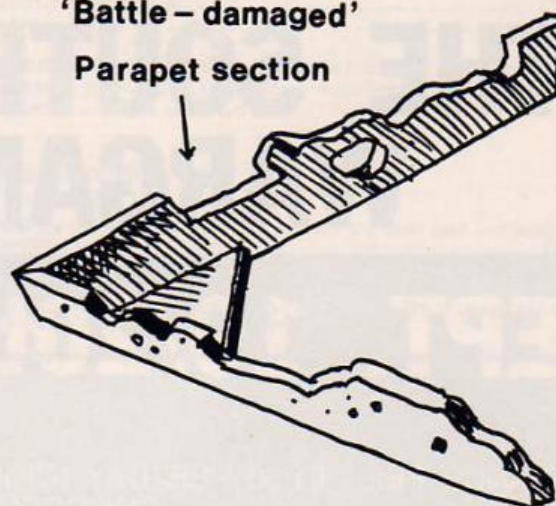
In Rocroi I noticed that the walls were built of quite large blocks of stone, fairly regular in their arrangement, and so pieces of card were cut up and glued to the ply surface in this style.

The timber bridge was made from a single length of 1/16 x 3 inch obeche wood to which were added a mixture of various supporting timbers, legs and posts and rails. This was painted a basic matt brown and oversprayed with some lighter cellulose grey and buff. The walls of the fortifications were painted in different greys and while still wet were dusted with some fine grass textures to suggest moss or a little weed growth or damp. Some slight spray of buff, brown or green near the base of these walls also helps to get away from an otherwise rather grey or monochrome colouring. The figures enlivening the scene are French attacking and British defending, 1815 'Willie' figures from my own collection.

VAUBAN Angles for defensive fire



'Battle - damaged' Parapet section



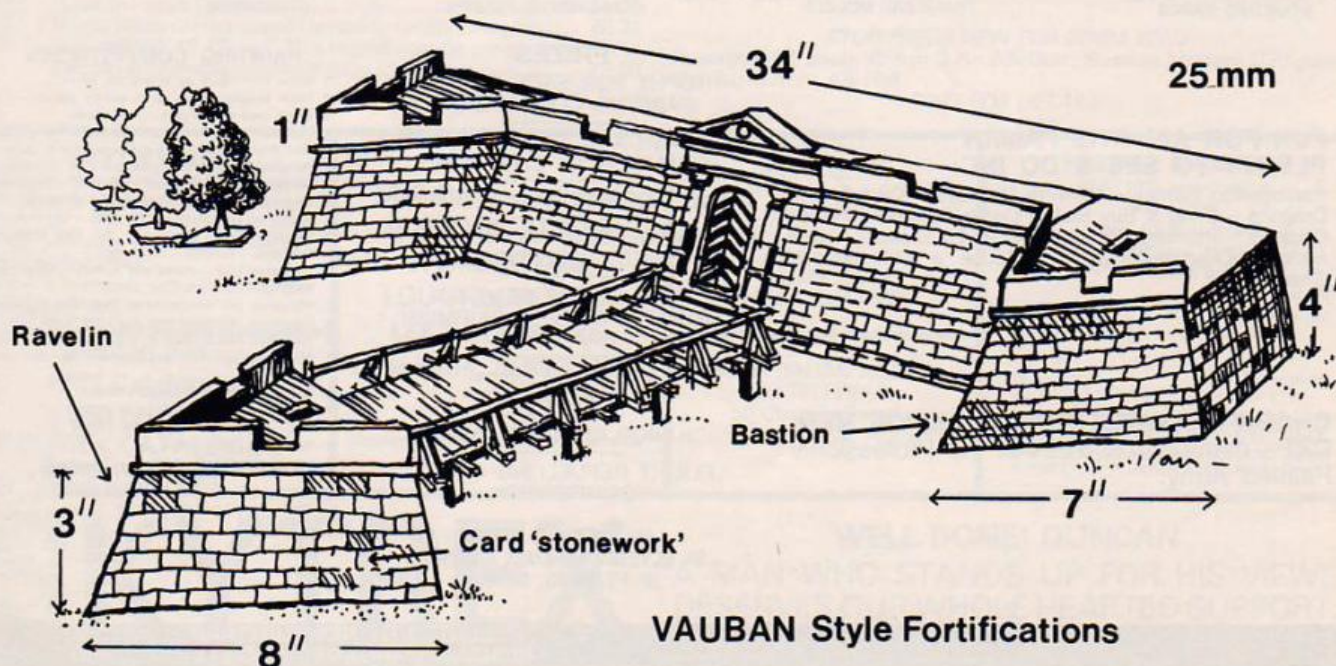
Sources

Siege Warfare 1494-1660 by Christopher Duffy. Routledge and Kegan Paul, 1979.

"Warfare in the 18th Century" by Peter H. Wilson. In *Military Modelling* magazine, January 1985.

Author's visits to fortifications particularly Rocroi, France in 1980.

Photo by the author.



"COLOURS"

AT

ARMAGEDDON '87

THE SOUTH'S MASSIVE WARGAME SHOW

SEPT. 19/20th AT

**THE HEXAGON
QUEENS WALK
READING**

ENTRANCE FEE:- £1.50 PER DAY (CHILDREN UNDER 16 AND OAP £1.00 PER DAY)
CHILDREN UNDER 5 FREE

BAR AND FOOD AVAILABLE

10.30 a.m. to 5.00 p.m.

GIGANTIC TRADE FAIR

GAMES PEOPLE PLAY
QT MODELS
ESSEX MINIATURES
W.E. HERSANT
NAVWAR
SOUTHSEA MODELS
NEWBURY RULES
DONNINGTON MINIATURES
FRONT RANK FIGURINES
MILITARY
SECOND CHANCE GAMES
CHARIOT MINIATURES
STANDARD GAMES

MILITARY MINIATURES
KEEP WARGAMING
DIXON MINIATURES
GRENADEIER MODELS
SKYTREX
BARRY HILL
HOVELS WITH CAMPAIGN
FARMS AND FORTRESSES
HALES MODELS
MINIATURE MASTERS
MILITARY SERVICES
TRAFALGAR MODELS

HOTSPUR MINIATURES
SCOTIA MICRO MODELS
IRREGULAR MINIATURES
TABLETOP GAMES
HEROES MINIATURES
WHITTLESEY MINIATURES
WARRIOR MINIATURES
THE PARADE GROUND
MAINLY MILITARY
ASH BANK ARMOURY
WARWAGER
CONNOISSEUR FIGURES

ALBION SCOTT
QUARTERMASTERS STORES
ESDEVUM GAMES
BATTLEGROUND
BATTLE HONOURS
ABBOTS MINIATURES
DREAMSMITHS
RON ATKINS PAINTING
ADLER/DENIZEN
WARGAMES IMAGES
SKT
STRATAGEM

FUN FOR ALL THE FAMILY PLENTY TO SEE & DO INC:-

Participation Games - Uniform Displays - Dungeons & Dragons - Bring & Buy Stall - Demo Games - Militaire Displays - Painting Competitions in 20 Classes - The National Championships to produce a Champion of Champions.

**CHARITY COMPETITION IN AID OF MEN-
CAP** - many prizes to be won inc. Professional Painted Army.

PRIZES

TROPHY FOR EACH CLASS IN
PAINTING COMPETITION.

CASH AND TROPHY FOR
CHAMPION OF CHAMPIONS

PRIZE FOR BEST PAINTED ARMY

ARMAGEDDON TROPHY FOR
BEST CLUB DEMO

STEVE CURTIS MEMORIAL
TROPHY FOR BEST SKIRMISH
WARGAME

INDIVIDUAL 15mm
CHAMPIONSHIPS

JUNIOR CHAMPIONSHIPS

FLIGHT REFUELLING MODEL
COMPETITION

ALL DETAILS FROM
31 ELVENDON ROAD, GORING
Nr READING, BERKS

PAINTING COMPETITIONS

1. Single Foot Figure up to and inc. 54mm.
2. Single Mounted Figure up to and inc 54mm.
3. Single large-scale Figure - over 54mm.
4. Diorama - any scale - up to 6 figures and two vehicles.
5. Sci-Fi/Fantasy Group - 2-8 figures - up to 30mm.
6. Wargames Unit - Foot Figures pre 1700 - 20-30mm.
7. Wargames Unit - Mounted - pre 1700 - 20-30mm.
8. Wargames Unit Foot - 1700-1900 - 20-30mm.
9. Wargames Unit Mounted 1700-1900 - 20-30mm.
10. Wargames Unit - Equipment - pre 1900 Artillery - Elephants - Vehicles - 20-30mm.
11. Wargames Unit - Horse and Artillery - Post 1900 20-30mm.
12. Wargames Unit Vehicles/AFVs. Post 1900 20-30mm.
13. Wargames Unit Foot/Horse pre 1700 15mm.
14. Wargames Unit Foot/Horse 1700-1900 15mm.
15. Wargames Unit Vehicles/Equipment, etc. Pre 1900 15mm.
16. Wargames Army any period 1/300th.
17. Single Vehicle post 1900 up to 1/32nd.
18. Single Aircraft post 1900 up to 1/32nd.
19. Naval Unit - to 5 vessels.

JUNIORS (16 or Under)

20. Wargames Unit any Period up to 30mm.
21. Single Vehicle/Aircraft 1/72-1/85.

PRESENTED BY NEWBURY AND
READING WARGAMES SOCIETY

ESSEX MINIATURES 15MM MACEDONIAN & PUNIC WARS RANGE

MPA1 Command pack: Macedonian, Greek or Thracian Mounted General & 2 sub-Generals
MPA2 Command pack: Macedonian, Greek or Thracian Foot Officers & Trumpeters

Thracians:

MPA3 Pelast with Rhomphaia & shield
MPA4 Pelast, javelin & shield
MPA5 Javelinmen (Ass. poses)
MPA6 Heavy cavalry
MPA7 Light cavalry

Macedonian, Greek or Thracian:

MPA8 Slinger
MPA9 Archer firing
MPA10 Archer loading

Macedonians:

MPA11 Companions heavy cavalry
MPA12 Command pack: Companions Officer/Std. bearer
MPA13 Prodromoi light cavalry
MPA14 Thessalian medium cavalry
MPA15 Thessalian light cavalry
MPA16 Skythian horse archer
MPA17 Hippokontistai light cavalry
MPA18 Phalangites
MPA19 Hypaspists
MPA20 Agrarian javelinman
MPA21 Cretan archer
MPA22 Staff slinger
MPA23 Elephant with driver and pikeman £1.10
MPA24 Elephant with driver and howdah with two javelinmen £1.40

Later Hoplite Greek:

MPA25 Hoplites (Ass. helmets)
MPA26 Spartan Hoplites Pilos helmet
MPA27 Theban Hoplites Boeotian helmet
MPA28 Heavy Hoplites
MPA29 Pelastoi (Ass. poses)
MPA30 Javelinmen (Ass. poses)
MPA31 Light cavalry
MPA32 Getic horse archer
MPA33 Bactrian or Sogdian light cav., jav & bow

Indian:

MEPA35 General & driver mounted on elephant £1.25
MEPA36 General in howdah with umbrella holder, mounted on elephant with driver £1.40
MEPA37 Elephant with driver & two archers £1.10
MEPA38 Elephant with driver & two javelinmen £1.10
MEPA39 Two horse chariot with driver, archer, and javelinman .80p
MEPA40 Four horse chariot with two drivers, two archers and two javelinmen £1.65
MPA41 Medium cavalry
MPA42 Heavy cavalry
MPA42a Extra heavy cavalry
MPA43 Foot archers (ass. poses)
MPA44 Medium javelinmen
MPA45 Heavy javelinmen
MPA46 Maiden guards
MPA47 Light javelinmen throwing

Early & Later Achaemenid Persians

MPA48 General & driver in two horse light chariot
MPA49 Mounted command
MPA50 Persian or Median H.C. javelins
MPA50a Persian or Median H.C. jav & bow
MPA51 Heavy cav javelin
MPA51a Heavy cavalry jav & bow
MPA52 Extra heavy cav javelins
MPA53 Foot command (3 Off, 3 Std, bearers)
MPA54 Immortals
MPA55 Persian or Median inf jav & sh
MPA56 Persian or Median inf jav & bow shooting
MPA57 Persian or Median inf jav bow sh
MPA58 Paphlagonian javelinman
MPA59 Phoenician marine jav & sh
MPA60 Kardakes, bow, sh, raised jav
MPA61 Kardakes, bow, sh, jav at the ready
MPA62 Kardakes, bow, sh, throwing jav
MPA63 Later Persian archers
MPA64 Later Persian slingers
MPA65 Later Persian javelinmen
MEPA66 Four horse scythed chariot with driver £1.10

Bactrian Greek

MPA67 Bodyguard heavy cavalry
MPA68 Heavy cavalry
MPA68a Extra heavy cavalry
MPA69 Light cavalry jav & bow
MPA69a Phalanx pikemen
MPA70 Pelast

(Use MPA17 for Arachosian light cav.)
(Use MPA16 for Saka horse archers)

MPA ARTILLERY CREW

MPA71 Ass crewman for bolt shooters, etc. for Thracian, Macedonian, Greek, Bactrian, Seleucid, Carthaginian

Carthaginian

MPA72 Poeni heavy cav jav & shield
MPA73 Campanian med cav jav & sh
MPA74 Spanish med/light cav
MPA75 Numidian light cav
MPA76 Poeni citizen spearman med/heavy
MPA77 Medium Libyan spearman
MPA78 Heavy Libyan spearman
MPA79 Libyan javelinman
MPA80 Command pack: Officer/Std bearer
MEPA81 Libyan or Carthaginian 4 horse chariot with driver & 2 javelinmen £1.25
MPA83 Phalangites
MPA84 Argyraspids
MPA85 Roman Argyraspids
MPA86 Companion H. Cavalry
MPA86a Companion E.H. Cavalry
MPA87 Super Heavy cavalry
MPA88 Heavy cav, jav & shield
MPA89 Civic Militia light cav
MEPA90 Elephant & driver with pikeman, archer and javelinman in howdah £1.55
MEPA91 Elephant & driver with three archers in howdah £1.55
MPA92 Arab archers
MPA93 Cyrti slingers
MPA94 Arab camol archers (3 per pack)
MPA95 Thoraktoi
MPA96 Pelastoi

Infantry pack: 8 figures 80p
Infantry command pack: 6 figures 80p
Cavalry pack: 4 horses & riders 80p
Cavalry command pack: 3 horses & riders 80p

ESSEX MINIATURES

UNIT 1, SHANNON CENTRE, SHANNON SQUARE,
THAMES ESTUARY ESTATE, CANVEY ISLAND, ESSEX.

Telephone Orders: 0268 682309

Postage & Packing Rates for U.K. & B.F.P.O.:
Minimum Postage & Packing = 50p
Orders value over £5 and under £12.50 = 10%
Orders over £12.50 = £1.25
Orders over £25.00 — POST FREE

G.H.Q.

MICRO ARMOUR



Southsea Models

35 HIGHLAND ROAD
SOUTHSEA
PORTSMOUTH
HANTS PO4 9DA
ENGLAND 0705-733208

★ NEW ★ NEW ★ NEW ★ FRANCO-PRUSSIAN WAR 1870-1871

PRUSSIAN INFANTRY

20M Prussian Line Infantrymen
21M Saxon Line Infantrymen
22M Bavarian Line Infantrymen
23M Wurtemberg Line Infantrymen
24M Silesian Rifleman

PRUSSIAN INFANTRY COMMAND

25M Prussian Line Command
26M Saxon Line Command
27M Bavarian Command
28M Wurtemberg Line Command
29M Silesian Rifles Command

PRUSSIAN ARTILLERYMEN

30MA Prussian Field Gun Crew

PRUSSIAN CAVALRY

20MC Prussian Cuirassiers
21MC Prussian Dragoons
22MC Prussian Hussars
23MC Bavarian Lancers

PRUSSIAN CAVALRY COMMAND

24MC Cuirassiers Command
25MC Dragoons Command
26MC Hussars Command
27MC Bavarian Lancer Command

ARTILLERY GUNS

1MGA Prussian Field Gun
2MGA Prussian Siege Gun
3MGA French Field Gun
4MGA French 'Mitrailleuse'

FRENCH INFANTRY

1M French Line Infantrymen
2M French Line Chasseurs
3M French Guard Grenadiers
4M French Zouaves
5M French Naval Battalion
6M French Garde Mobile

FRENCH INFANTRY COMMANDS

7M French Line Infantry Command
8M French Guard Grenadiers Command
9M Zouaves Command
10M Naval Battalion Command
11M Garde Mobile Command

FRENCH ARTILLERYMEN

12MA French Line Field Gun Crew
13MA French Mitrailleuse Crews

FRENCH CAVALRY

1MC French Cuirassiers
2MC French Dragoons
3MC French Hussars
4MC French Chasseurs a Cheval
5MC French Chasseurs d'Afrique

FRENCH CAVALRY COMMANDS

6MC Cuirassiers Command
7MC Dragoons Command
8MC Hussars Command
9MC Chasseurs Command
10MC Chasseurs d'Afrique Command
11MC Mounted Staff Officers

MINIFIGS

**HIGH QUALITY
PAINTING SERVICE
SEND £1.00 FOR SAMPLE
AND PRICE LIST**

**THE FASTEST AVAILABLE
WORLDWIDE POSTAL
SERVICE ONLY A PHONE
CALL AWAY**



**ALL MAJOR
CREDIT CARDS
WELCOMED**

MINIFIGS

Latest releases, always, quickly available
by post — worldwide.

MINIFIGS CATALOGUE NOW IN STOCK

£3.50 — U.K. £5.00 — Overseas inc. post.

RAL PARTHA

**SAE FOR FULL
CURRENT LIST**

Military Miniatures

Hi folks! Welcome to yet another NEW Wargames Magazine. Of course MILITARY MINIATURES are in at the very beginning (groans all round).

Just to remind you we are the world's biggest figure painting firm, and the world's largest supplier and manufacturer of terrain. YES, even our antipodean neighbours in AUSTRALIA, are on OUR map (see Gary Wells for details, cobber).

Just to remind you of our very own

25mm	40 piece sets of painted figures at.....	£35
25mm	120 piece painted armies at.....	£99
15mm	140 piece painted armies at.....	£84

These are all painted, texture based, varnished in Matt or Gloss, and blessed by a well known wargames deity! And don't forget folks, these prices include the cost of the figure. No hidden extras with us!

But you know all of this from our adverts in "other" magazines, so what's new Doc'. Well friends, our full time staff down in the wargames laboratory have been working on a number of new projects, just for you.

CONNOISSEUR ARMIES

By the legendary BRIAN DESBURGH, who is probably the finest painter living in the UK.

A basic Connoisseur army can contain for example, three Infantry units, two Cavalry units, Staff and artillery for a total of approximately 100 painted, based, varnished and blessed pieces £399, plus £5 for special Securicor delivery.

WARGAMES FOUNDRY HISTORICAL ARMIES, AND SETS

A 40 piece set will cost £38, a 120 piece Army will cost £110.

Armies include the following: MEDIEVAL 14thC, WARS OF THE ROSES, WARS OF RELIGION, EARLY IMPERIAL ROMANS, MARLBURIAN, ENGLISH CIVIL WAR: Including SCOTS LOWLAND, HIGHLANDERS, FRANCO-PRUSSIAN and SAMURAI*

*Samurai sets are £45, armies are £130

HEXARAIN AND MINI-MATRIX

These systems further enhance the TSS basic range of two foot square polystyrene terrain blocks, as seen at all major wargames events this year, and purchased in van loads by YOU the wargaming public.

MINI-MATRIX

One foot square terrain blocks fully compatible with the basic range of TSS two foot squares, and incorporating some rather nice new features!

These new systems are prepared to the same exacting standards as our current lines, and are backed by the speedy and professional service that you have come to expect, and are of course entitled to expect, and above all positive marketing of our products based on an in-depth knowledge of Wargaming ensure that ALL our products are WHAT THE WARGAMER WANTS, and are available at a realistic, and affordable price. *Why pay more!*

The full range is now available in the following colours, as are the TSS lines:

1. Grass, verdant green
2. Desert, (God, the heat...) sand
3. Oceanic, (cruel sea...) blue
4. Deep-space, (the final frontier...) black

Now you can really make your board-games come to life with our Hexarain system. Mini Matrix/Hexarain and TSS lines are available in any quantity, you do not have to order "sets", however here is an introductory offer which may interest you:

Hexarain or Mini-Matrix terrain pack

including trees, hills and other features delivered to you by Securicor, FREE OF CHARGE

MINI-MATRIX £34.95

contains 15 blocks, hill pack, contours and trees

HEXARAIN PACK £54.95

contains 15 Hexagons, hill pack, contours and trees

SAMPLES

Okay, so how do you get to see all of these fabulous sounding goodies. Well, it only takes a phone call, or a letter or any other means of communication you may have! If you phone you get to talk to Jane, and if you write, your letter will be read by Jane!

We will send you FREE of charge: A 15mm painted figure, a 25mm painted figure, a TSS hill, and a saché of flock, and a load of old rubbish to read about how wonderful all of our products are.

For a sample of Mr Desburgh's work you have to send money. This will cost you £5. State clearly whether you would like a 15mm or 25mm Desburgh sample. You can't lose.



MILITARY MINIATURES, Dept W1,
11, NORTH STREET, WISBECH, CAMBS PE13 1NP
Telephone: (0945) 581582





THE BEST WARGAMES
& COLLECTORS
FIGURES

CEREMONIAL COLOURS

3rd FLOOR, BERROWS HOUSE, BATH STREET,
HEREFORD

Tel: (0432) 278700

PAINTED ARMIES — UNBEATABLE PRICES

Why are we different to any other painting service? We're the Best.
What's the gimmick then? We're the Best.

Painted & Based 15mm Armies — £57.50

Napoleonic Period. British, French, French Old Guard, Russian, Prussian, Polish, Brunswick, Wurttemberg, Saxony, Bavarian, Spanish, Dutch-Belgian, Austrian.

A.C.W. Armies.

E.C.W. Royalists, Parliament.

Ancient. Saxon, Norman, Viking, Greek, Roman, 600BC Greeks, Macedonian, Seleucid, Mongol.

Wars of the Roses. Crecy & Agincourt.

Seven Years War. British, French, Prussian, Russian, Austro-Hungarian.

Zulu Wars. British, Zulus and Boers.

World War One. British, French, German, American, Russian.

If you require an army that is not listed please contact us — because almost any army is available.

Ceremonial Colours also offer a painting service, all scales. Send £1 for a painted sample (state preference) and lists.

We now also offer an even higher standard of painting with both ready-made armies and our painting service. These are called the Veterans. Each figure is painted with all the highlights and shading needed to make each individual a tiny work of art. These figures obviously cost more and are already popular standard figures but we consider them worth every penny. Send for details or send £1.50 for a painted sample veteran (state preference) and lists.

We now accept Access and Visa orders by mail or by phone.

Add 10% p&p to all orders.

(Apologies! But price now includes VAMPIRE ADDED TAX)

NEW!!! 25mm ARMIES ... £99.95

ECW Royalist/NMA.....	16 mtd, 54 foot
Hundred YW, Feudal, Medieval	12 mtd, 64 foot
Romans (any period)	96 foot
Saxons	96 foot
Vikings	96 foot
Normans	16 mtd, 54 foot

All other armies available using Essex figures.

To order simply pick your army and what figures you require (yes! the choice is yours) and send to us your order and payment plus 10% p&p.

Also New! Army supplement packs

20	15mm Inf.....	£10.00
20	15mm Cav	£18.00
20	25mm Inf.....	£24.00
10	25mm Cav	£26.00

State nationality, period, and type of figure required when ordering.

Armies can now be supplied in "unbreakable" army boxes.

Medium size £8; Large £14; "Unbreakable" unit box £6.

'JUST ARRIVED'

AN EXCITING RANGE OF
AIRFIX/HELLER PLASTIC KITS

We have moved to larger premises at:

3RD FLOOR
BERROWS HOUSE
BATH STREET
HEREFORD
Tel: 0432 278700

Also exclusive to us . . .
A Superb Range of Buildings
Designed For Us
From only £5.95

We now stock Plastic Kits and all modelling materials. Huge selection of reference books at the lowest prices in Town.



OPEN MONDAY TO SATURDAY 9 am — 4 pm



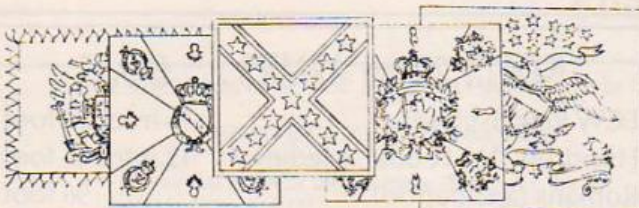
REVO 25mm and 15mm Flags

Revo 25mm and 15mm self-adhesive flags. Printed in full colour, simply cut them out, peel off the backing and attach them to the flag staff.

The range to date comprises:

15mm sheets
 No. 1 France Line Infantry 1804-15
 No. 2 Britain Infantry 1801-15
 No. 3 Britain Infantry 1801-15
 No. 4 Britain Infantry 1801-15
 No. 5 Austria Infantry 1806-15
 No. 6 Prussia Infantry 1803-15
 No. 7 Russia Infantry 1803-15
 No. 8 A.C.W. Union Infantry
 No. 9 A.C.W. Confederate Infantry
 No. 10 Bavaria 1803-15
 No. 11 Britain Guard Infantry 1815
 No. 12 Brunswick and Nassau Infantry 1815
 No. 13 German states Infantry, Hesse, Mecklenberg, Saxony 1803-14
 No. 14 Spain and Portugal 1806-14
 No. 15 France Infantry 1815
 No. 16 Cavalry standards, Austria, Britain, Prussia, Russia 1801-15
 No. 17 Cavalry standards, France, Saxony, Baden, Bavaria etc. 1804-15
 No. 18 German states Infantry, Lippe, Wurttemberg, Baden etc. 1812-14

15mm sheets
 No. 1 France Line Infantry 1804-12
 No. 2 France Line Infantry 1812-14
 No. 3 Russia Infantry 1813
 No. 4 Austria Infantry 1806-15
 No. 5 Prussia Infantry 1803-15
 No. 6 Britain 1801-15
 No. 7 Britain 1801-15
 No. 8 Britain 1801-15
 No. 9 France 1815
 No. 10 Spain and Portugal 1806-14
 No. 11 A.C.W. Confederate Infantry
 No. 12 A.C.W. Union Infantry
 No. 13 Bavaria 1803-13
 No. 14 Brunswick and Nassau 1815
 No. 15 German states, Saxony, Hesse etc. 1806-14
 No. 16 German states, Baden, Wurttemberg etc. 1812-14
 In the pipeline are E.C.W. flags and medieval heraldic symbols as waterside transfers.



REVO 25mm Figures

Revo 25mm wargames and diorama figures offer a wide range of positional and dress variations (66 different French Line Infantry figures alone) in a constant 25mm eye to toe size. We only sell figures direct and are thus able to keep prices reasonable. The list below indicates the items available at the time of writing this ad.

AUSTRIAN INFANTRY AND CAVALRY 1809-15

BAVARIAN INFANTRY 1812-15

BRITISH INFANTRY 1812-15

FRENCH INFANTRY AND CAVALRY 1812-15

RUSSIAN INFANTRY 1812-15

ENGLISH CIVIL WAR INFANTRY AND CAVALRY

A further range of 25mm Multipart figures includes SAXONS, NORMANS, VIKINGS and LANDSKNECHTS. These figures have separate heads, weapons and shields, which can be mixed and matched to make a wide range of different figures. New figures are constantly being added to all ranges. Other items in the pipeline, some of which will be in production by the time this ad is published, include: American Civil War figures, further Napoleonic cavalry and infantry, 14th century soldiers and knights.

Our products can be seen at the following exhibitions:

Nationals, Sheffield 22nd and 23rd August
 Broadsword Loughton 6th September
 Armageddon Reading 19th and 20th September
 Euro-Militaire Folkestone 26th and 27th September
 Osprey World Championships Derby 10th and 11th October
 SELWG Lewisham 18th October
 Northern Militaire Oldham 31st October and 1st November

Flag sheets 15mm = 40p each, 25mm = 70p each + 20% p&p over £6.00 post free (UK only)

Figures 25mm Napoleonic and E.C.W. 20p per foot figure

..... 20p per rider figure

..... 40p per horse

Figures 25mm Multipart 30p per foot figure

..... 30p per rider figure

..... 40p per horse

+ 20% p&p over £10.00 post free (UK only)

Send s.a.e. of i.r.c. for lists of 60p for sample figure and flag plus lists.

WHITTLESEY

Miniatures

6 St. Mary's Street,

Whittlesey, Nr. Peterborough, Cambs.

Access purchases may be made
 by post or by telephone on
 0733 205131



DONNINGTON MINIATURES



LIST AND SAMPLE
 15mm FIGURES (send s.a.e.)
 OUR RANGE INCLUDES

ANCIENT ITALIAN STATES, GREEKS, ACW, LATE 17th C. REPUBLICAN ROMANS, HELLENISTIC, ANCIENT BRITONS, MARIAN-CAESARIAN ROMANS, CELTS, LIGURIANS, THRACIANS, NUMIDIANS, CARTHAGINIANS, ANGLO SAXONS, VIKINGS, NORMANS, EARLY GERMANS, ANCIENT SPANISH AND CELTIBERIANS, ENGLISH CIVIL WAR.

Infantry - 10p; Cavalry - 20p.

Postage & Packing: UK & BFPO - Add 10% of order, minimum 25p; Europe - Add 20% minimum 50p; Rest of World - Add 35% minimum 50p; Foreign Currency Cheques add £1.00.

FOR RULES AND FIGURES:

(DEPT. AP),

15 CROMWELL ROAD,

SHAW, NEWBURY, BERKS

(MAIL ORDER ONLY - NOT A SHOP)

NEWBURY RULES



**NEW NEW NEW NEW
 MEDIEVAL · RENAISSANCE
 ARMY LISTS (1300-1550) £3.30**

ADAPTABLE FOR USE WITH OTHER RULES

COMING SOON

FAST PLAY RENAISSANCE

Our range includes: Warfare Through the Ages (Manual) £3.30, *Upgrades (Ancient, Medieval, Renaissance) £2.20* each. Offer: Manual + 1 Upgrade £5.00, * + 2 Upgrades £7.00, * + 3 Upgrades £8.50* Colonial £3.30, * Aerial Combat (1930-55) £2.80, * Napoleonic £3.30, * 19th C. £3.30 ACW £3.30 £3.30, * Cambrai to Sinai £3.30, * Diekplus £2.80, * Fast Play Rules Napoleonic £1.80, * Ancient £1.80, * Skirmish Wargames Rules Battleaxe £1.80, * Old West I £2.80, * Old West II £2.80, * 20th C. Rules £2.80, * Supplement £2.30, * Tables and Lists £2.20* (all three £6.50*) Army Lists: Ancients F.P. £1.80, * Napoleonic £1.60, * WWII £2.80, * 19th C. £1.60, * Building Cards 40p.*

Postage & Packing* inc. UK P&P: Europe - Surface 75p, Air £1.40; USA - Surface £1.00, Air £2.00; Rest of World - Surface £1.00, Air £2.15. Overseas cheques add equiv. £1.00. USA Agent: Wargames Inc. Box 278 Route 40 East, Tiedelphia WV 26059 U.S.A.

HELLENISTIC
 (Macedonian, Seleucid, Ptolemaic & Pyrrhic)

CAVALRY

HC1 General, Horned helmet, waving sword
 HC2 Companion, Heavy, lance
 HC3 Heavy, plumed helmet, lance
 HC4 Thracian, unarmoured, throwing javelin
 HC5 Tarantine, unarmoured, javelin, shield (2 positions)
 HC6 Aetolian/Hellenistic Greek, heavy, javelin, shield (2 variations)
 HC7 Successor, Unarmoured, javelin, shield (2 variations)
 HE1 Indian Elephant, mahout, tower with 3 crew - £2
 HC8 Seleucid Companion/Agema, heavy, lance, mask helmet
 HC9 Seleucid Cataphract, full armour, lance
 HC10 Antigoniid, heavy, ribbed shield

HORSES

HH1 Walking
 HH2 Trotting
 HH3 Running
 HH4 Half armoured

INFANTRY

HF1 Phalangite, linen cuirass, pike, shield, (5 varieties)
 HF2 Standard bearer, shield
 HF3 Officer, muscled cuirass, shield, waving Kopis
 HF4 Peltast/Thureophoros, thrusting long spear, overarm, shield
 HF5 Peltast/Thureophoros, long spear, shield, advancing
 HF6 Thracian Peltast, rhomphaia, shield, advancing
 HF7 Peltast/Thureophoros, javelins, shield, advancing
 HF8 Seleucid Phalangite (variations)
 HF9 Seleucid Officer
 HF10 Seleucid Standard Bearer
 HF11 Arab archer drawing bow from quiver
 HF12 Arab archer drawing bow
 HF13 Arab archer firing
 PRF1 Persian archer drawing bow
 PRF2 Persian archer firing

NORMANS

CAVALRY

NC1 Knight, Heavy, lance, and Gonfanon, teardrop shield
 NC2 Knight, Heavy, spear, teardrop shield
 NC3 Knight, Heavy, Pennon, teardrop shield
 NC4 Unarmoured, lance, teardrop shield, helmet
 NC5 Unarmoured, lance, teardrop shield, spangenhelm
 NC6 General, Heavy, waving mace

INFANTRY

NF6 Norman/Swabian, Heavy, two handed sword, shield
 NF7 Norman/French/Flemish, Heavy, spear at ready, shield
 NF8 Norman/French/Flemish, Heavy, spear, shield, standing
 NF9 Unarmoured, spear, shield, cloak, bareheaded
 NF10 Unarmoured, spear, shield, helmet
 NF11 Archer, Unarmoured, bow, firing
 NF12 Archer, Unarmoured, bow, loading
 NF13 Crossbowman, Unarmoured, crossbow, advancing



RUSSIANS/SLAVS

CAVALRY

RSC1 Heavy, lance, shield (Russian)
 RSC2 Heavy, lance, shield (Slav)

INFANTRY

RSF3 Medium, axe, round shield
 RSF4 Heavy, axe, spear, teardrop shield, standing
 RSF5 Heavy, axe, spear, round shield, standing
 RSF6 Heavy, axe, spear, oblong shield, standing
 RSF7 Unarmoured, javelin/spear, oblong shield, standing
 RSF8 Unarmoured, javelin/spear, round shield
 RSF9 Unarmoured, bow, loading
 RSF10 Unarmoured, bow, shooting

ANGLO SAXONS

INFANTRY

AS1 Huscarl, Heavy, two handed axe left handed, shield, advancing
 AS2 Huscarl, Heavy, two handed axe, shield, advancing
 AS3 Huscarl, Heavy, two handed axe left handed, teardrop shield, advancing
 AS4 Huscarl, Heavy, two handed axe, shield, standing
 AS5 Select Fyrd, Heavy, spear, shield, cap, standing
 AS6 Select Fyrd, Heavy, spear, shield, cloak, cap, standing
 AS7 Select Fyrd, Heavy, spear, shield, helmet, standing
 AS8 Huscarl Standard Bearer, Heavy shield
 AS9 Select Fyrd, Medium, spear, shield, standing
 AS10 Fyrd, Unarmoured, spear, shield, spangenhelm, standing
 AS11 Fyrd, Unarmoured, spear, teardrop shield, standing
 AS12 Fyrd, Unarmoured, spear, shield, cap, standing
 AS13 Fyrd, Unarmoured, spear, shield, standing
 AS14 Fyrd/Peasant, Unarmoured, slinger, standing
 AS15 Fyrd/Peasant, Unarmoured, club, standing
 AS16 Fyrd/Peasant, Unarmoured, bill or scythe, standing
 AS17 Fyrd/Peasant, Unarmoured, bow, firing
 AS18 Fyrd, Unarmoured, two handed axe, advancing
 AS19 Kentish Man, Unarmoured, throwing axe, shield
 AS20 Horn Blower, blowing horn, spear, shield
 AS21 Saxon General

MEDIEVAL HORSES

MH1 Walking
 MH2 Walking
 MH3 Trotting
 MH4 Running
 MH5 Charging

When replying to adverts please mention Wargames Illustrated.

IRREGULAR MINIATURES LTD

NOTE OUR NEW ADDRESS: 4 PARK ROAD, NORTON, MALTON, N.YORKS YO17 9EA. TELEPHONE: (0653) 697693

Postage & Packing 12% (minimum 25p). Delivery within one week.

We accept ACCESS

All terms and abbreviations are to WRG specifications, and each army is equal to 1000 WRG points. You may alter the composition of any army as long as the number of figures involved does not alter. All relevant generals, officers, etc are included. Post and packing is £3.00.

	Price Code
1 Seljuk. 12EHC, 24HC, 36LC, 24LMI, 24MI	£54.00
2 Fatimid. 42HC, 30LC, 30LMI	£49.50
3 Early Crusader. 34HC, 10MC, 10LC, 80MI, 48LMI	£63.00
4 Later Crusader. 24EHC, 20LC, 48HI, 10LI	£45.00
5 Ayyubid Egyptian. 36HC, 36LC, 24LMI	£47.00
6 Mamluk. 6EHC, 34HC, 20LC, 20LMI	£39.00
7 Mongol. 6EHC, 32HC, 48LC	£50.00
8 Arab Conquest. 4HC, 20MC, 4MCm, 10LC, 75LMI, 50LI	£54.00
9 Arab Empire. 44HC, 4MCm, 48MI, 20LMI	£44.00
10 Ghaznavid. 32HC, 20LC, 40HI, 1 elephant	£44.00
11 East Sudanese. 40MCm, 160LMI	£69.00
12 Early Sassanid. 25EHC, 20SHC, 32MI, 12LMI, 2 elephants	£42.50
13 Later Sassanid. 34HC, 20LC, 32MI, 2 elephants	£44.00
14 Early Byzantine. 24HC, 8EHC, 10LC, 32HI/MI, 40LMI	£42.00
15 Maurician Byzantine. 38EHC/HC, 20LC, 32 HI/MI	£42.50
16 Scots Irish. 21Lch, 120LMI, 30LI	£75.00
17 Norse Irish. 84LMI, 24LHI, 48HI/MI, 40LI	£46.00
18 Pictish. 10Lch, 10LC, 105LMI, 20LI, 30MI	£63.00
19 Ancient British. 12Lch, 20LC, 105LMI, 40LI	£69.00
20 Gallic. 12Lch, 10MC, 120LMI, 40LI	£39.00
21 Early Imperial Roman. 28HC, 72HI, 24LHI	£39.00
22 Republican (Camillian) Roman. 6HC, 12MC, 90HI, 20LI	£39.00
23 Early Spanish. 18MC, 20LC, 120LMI, 30LI	£58.50
24 Viking. 36LHI, 36LMI, 24MI, 18 Berserks	£42.50
25 Tibetan. 32SHC, 20MC, 48LMI	£40.00
26 Khmer. 5 Elephants, 32LHI, 52LMI, 20LI, 6EHC	£40.00
27 Burmese. 6 Elephants, 15MC, 10LC, 60LMI, 22LI	£56.00
28 Indian. 5 Elephants, 4HC, 20MC, 80MI	£56.00
29 Lombard. 35HC, 10MC, 10LC, 40LMI, 30MI	£48.00
30 Carolingian. 35HC, 20MC, 48HI/MI, 24LI	£48.00
31 Norman. 34HC, 20MC, 48HI/MI, 24LI	£48.00
32 Early Polish. 44HC, 48MI, 48LMI	£49.50
33 Early Russian. 34HC, 6EHC, 6MC, 50HI	£39.00
34 Feudal French. 24EHC, 8MC, 8EHI, 12HI, 40MI, 20LI	£39.00
35 Feudal English. 28EHC, 8HC, 24LHI, 24MI, 48LMI	£42.50
36 Prussian. 6LC, 220LMI	£56.00
37 Later Polish. 22EHC, 12HC, 10MC, 10LC, 40LI	£40.00
38 Teutonic Order. 24EHC, 12HC, 10LC, 36HI, 10LMI	£37.00
39 Granadine. 16EHC, 30LC, 24HI, 48LMI	£42.50
40 100 Years War. 20EHC, 10MC, 24HI, 80LMI	£40.00
41 Medieval French. 28EHC, 10HC, 48LMI, 24HI	£38.00
42 Hussite. 12SHC, 20MC, 70MI, 10 four-horse wagons, two bombard	£86.00
43 Wars of the Roses English. 16SHK, 8HC, 80LMI, 36HI	£40.00
44 Palmyran. 34SHC, 26LC, 40LMI	£45.00
45 Pre-feudal Scottish. 16HC, 8LC, 60MI, 63LMI	£44.00
46 Black Sea Sarmatian. 46HC, 8LC, 48 Greek LHV/LMI, 30 Black Sea LMI	£53.00
47 Blenney. 23EHC, 22HC, 64LI, 2 Elephants	£46.00
48 Georgian. 35HC, 16LC, 50LI, 24MI	£48.00
49 Scots Common Army. 14SHK, 84MI, 25LMI, 12LHI, Bombard and crew	£38.00

50 Catalan Company. 4EHC, 16HC, 16LC, 72LMI, 36LI	£46.00
51 Ottoman. 26HC, 20LC, 24LMI, 48MI, 1 Bombard & crew	£48.00
52 Islamic Persian. 42EHC, 20LC, 60LMI	£53.00
53 Ming Chinese. 26HC, 10LC, 80MI/MI, 1 Onager & crew	£42.50
54 Burgundian Ordnance. 21SHK, 8LC, 24HI, 24LHI, 12MI, 8LI, 2 Organ guns and crew	£37.00
55 Han Chinese. 5 four-horse heavy chariots, 24HC, 20LC, 24HI, 48MI, 12LI	£69.00
57 Three Kingdoms Chinese. 1 four-horse heavy chariot, 24SHC, 6HC, 18LC, 12HI, 36MI	£42.50
58 Tang Chinese. 1 four-horse heavy chariot, 40HC, 10LC, 10HI, 40MI, 20LI	£50.00
59 Sung Chinese. 1 four-horse heavy chariot, 8HC, 8LC, 48HI, 96MI, 20LI, 2 bolt shooters, 1 rocket launcher	£53.00

'BLOOD AND SNOT' RENAISSANCE STARTER PACKS

Each pack contains 1 'Brigade' of 40-50 infantry, 5 skirmishers, 1 gun and crew, 1 unit of 12 cavalry, a General and two aides.

Price £23.00 each, postage and packing £3.00.

The choice of packs is as follows:

SWISS - BURGUNDIAN - ITALIAN - EARLY ENGLISH
TUDOR - EARLY SPANISH - LATER SPANISH - FRENCH -
LANDSKNECHT - IMPERIALIST 30 YEARS WAR - SWEDISH
30 YEARS WAR - DUTCH - ENGLISH CIVIL WAR - NEW
MODEL ARMY - OTTOMAN TURK - MING CHINESE -
MANCHU CHINESE.

6MM SAMURAI AND ASIAN RANGE Designer Ian Kay

Figures SS2-SS7 wear sachimono and are therefore ideally suited to the 16th-17th century age of war. The back banner can be cut away, however, making the figures suitable for other periods.

	Price Code
SS1 (L) Mounted lord with standard bearer, seated lord with retainer	24p
SS2 (L) Samurai cavalry	24p
SS3 (C) Samurai foot	12p
SS4 (L) Ashigaru with naginata	12p
SS5 (L) Ashigaru with bow	12p
SS6 (L) Ashigaru with arquebus	12p
SS7 Light cannon with three crew	24p
SS8 (O) Mongol Light Cavalry	24p

SS9 (L) Mongol Heavy Cavalry Lancer	24p
SS10 (L) Mongol Medium Cavalry Bowman	24p
SS11 (L) Mongol EHC Bodyguard Cavalry	24p
SS12 (L) Mongol Generals and Standard Bearers	24p
SS13 Chinese Rocket Launcher and Crew	24p
SS14 Chinese Heavy Cavalry	24p
SS15 Chinese Extra Heavy Cavalry	24p
SS16 (O) Chinese Light Cavalry	24p
SS17 (C) Chinese Spearman	12p
SS18 (C) Chinese Crossbowman	12p
SS19 (L) Chinese Archers	12p
SS20 (O) Chinese or Asiatic Archers	12p
SS21 (C) Chinese Heavy Swordsmen	12p
SS22 Chinese General in 4 horse Chariot	35p
SS23 Burmese Elephant with 12 crew	35p
SS24 (L) Burmese Cavalry	24p
SS25 (L) Burmese Infantry Crossbowman	12p
SS26 (L) Burmese/Khmer Infantry Archers	12p
SS27 (L) Burmese/Khmer Infantry Spearmen	12p
SS28 (O) Burmese/Khmer Light Infantry	12p
SS29 (L) Khmer Maiden Infantry	12p
SS30 (L) Khmer Regular Infantry	12p
SS31 (L) Khmer Cavalry	24p
SS32 Khmer Elephant with warrior astride	35p
SS33 Khmer Elephant with Howdah	35p
SS34 (C) Tibetan SHC	24p
SS35 (L) Tibetan Medium Cavalry	24p
SS36 (L) Nepalese Infantry Archers	12p
SS37 (L) Tibetan and Nepalese Generals	24p
SS38 10 Assorted Asian Standards	24p

6MM READY MADE SAMURAI AND ASIAN ARMIES

Samurai	36HC, 36EHI, 72LMI and Generals	£3.20
Mongol Army	10EHC, 30HC/MC, 45LC, Rocket Launcher and generals	£4.10
Chinese Army	1Hch, 10HC, 10LC, 48HI, 96MI, 24LI and Rocket Launcher	£4.60
Burmese Army	6EIs, 20MC, 72LMI, 24LI, General and Standards	£4.80
Khmer Army	5EIs, 24LHI, 72LMI, 18LI, 10EHC and Standards	£4.30
Tibetan Army	30SHC, 20MC, 10LC, 48LMI, Generals and Standards	£3.60

6MM Catalogue 50p including postage, packing and sample, 25+15mm catalogue £1.00 including postage, packing and sample.

PLAYABLE NAPOLEONIC WARGAMES

A New Book by Barry Edwards

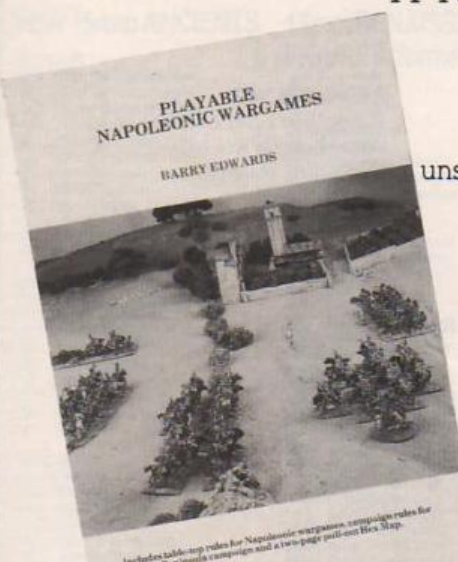
Put the FUN back into your Wargaming

unsolicited quotes from satisfied readers

'...an excellent book...'

'...beautifully presented...'

'...a superb production...'



Background; Basic Wargaming; Tactical Rules; The Game Played (with step by step photos & explanation); The Campaign; Peninsular Campaign Rules Summary; The Weather, Terrain; Formations & Manoeuvres; The Spanish; Figures & Sources.

52pp. 11 3/8" x 8 1/4" 8pp full colour illustrations.

Send £4.50 + 45p p&p to:

**57, Palmers Drive, Grays,
Essex RM17 5AR**

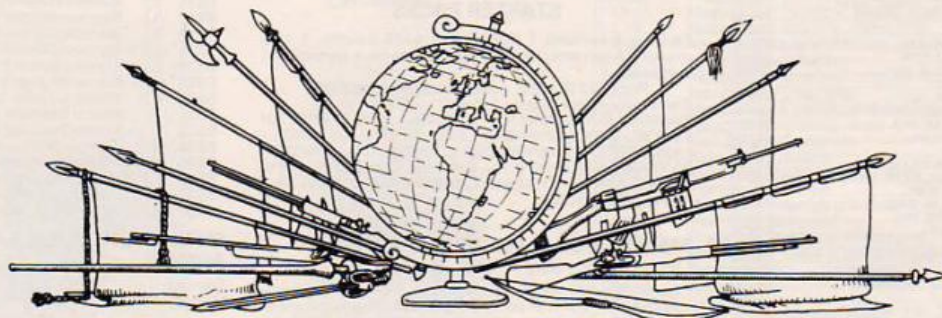
Trade Enquiries Welcome

This is NOT just the usual black and white amateur production of a rule set. The large format contains 8 pages of high quality colour photographs as well as a two page colour centre hex map for a Peninsular campaign in Spain and Portugal. Very suitable for beginners and experienced gamers.

When replying to adverts please mention Wargames Illustrated.

DERBY WARGAMES ASSOCIATES
PRESENT THE

OSPREY WORLD CHAMPIONSHIPS 1987



WORLD'S PREMIER WARGAMING EVENT

**To be held at the Assembly Rooms, Derby
Saturday 10th and Sunday 11th October 1987**

TEAM COMPETITION, INDIVIDUAL COMPETITION,
DISPLAY GAME COMPETITION, TRADE STANDS,
BRING AND BUY STALL

PERIODS TO BE CONTESTED ARE AS FOLLOWS:

ANCIENTS – 15

Rules: WRG 7th Edition
Army Lists: WRG Books 1, 2 & 3
Army Size: 1600 pts
Scale: 15mm

ANCIENTS – 25

Rules: WRG 6th Edition
Army Lists: WRG Books 1 & 2
Army Size: 1250 pts
Scale: 25mm

RENAISSANCE

Rules: WRG 2nd Edition
Army Lists: WRG 1420-1700
Army Size: 1600 pts
Scale: 25mm

NAPOLEONIC

Rules: Newbury 4th Edition
Army Lists: Newbury Lists
Army Size: 2250 pts
Scale: 15mm

MODERN

Rules: Challenger
Army Lists: TTG Vols 1 & 2
Army Size: Given in Event
details available on request
Scale: 1/300th

For further details please contact, enclosing a large s.a.e.:

EVENT ENQUIRIES:

J. GRANT,
29 WADE AVENUE,
LITTLEOVER,
DERBY, ENGLAND

COMPETITION ENQUIRIES:

J. HILL,
c/o 29 WADE AVENUE,
LITTLEOVER,
DERBY,
ENGLAND

TRADE ENQUIRIES:

B. CONNOR,
53 MANSFIELD ROAD,
DAYBROOK,
NOTTINGHAM,
ENGLAND

OSPREY PUBLISHING

LANCASHIRE GAMES

8 DUCIE STREET, BARDSLEY, OLDHAM OL8 2RD

NEW!

BRITISH

BEA1 Line Infantry at ready
BEA3 Line Infantry advancing
BEA4 Line Infantry firing
BEA5 Command pack
BEA7 Rifleman firing
BEA8 Highlander at ready
BEA10 Highlander Command pack
BEA13 Grenadier Guard at ready
BEA15 Grenadier Guard command pack
BEA17 Hussar Trooper
BEA19 Hussar command pack
BEA20 Lancer Trooper
BEA21 Lancer command pack
BEA24 Artillery crew
BEA25 Heavy Dragoon trooper (Scots Grey)
BEA26 Heavy Dragoon command
BEA27 Heavy Dragoon trooper (Albert helmet)
BEA28 Heavy Dragoon command (Albert helmet)
BEA75 Crimean General & aides

15mm CRIMEAN

French

NF1 Infantry advancing
NF2 Infantry advancing Gt/coat
NF3 Infantry Chasseur
NF4 Command pack
NF5 Artillery crew
NF6 Chasseur d'Afrique
NF7 Hussar
NF8 Generals
NF9 Zouave in campaign dress

Piedmont/Sardinian

NS1 Line Infantry
NS2 Infantry command
NS3 Bersaglieri
NS4 Bersaglieri command
NS5 Cacciadori

Russian

CWR1 Infantry at ready
a) in cap, b) in helmet
CWR2 Infantry firing in cap
CWR3 Infantry advancing in cap
CWR4 Rifle battalion
CWR5 Command pack
CWR6 Artillery crew
CWR7 Cossack
CWR8 Hussar
CWR9 Cuirassier
CWR10 Generals

NEW!

EASTERN RENAISSANCE

The following range is designed to cover a variety of armies from Turkish, Persian to Hungarian & Polish.

ER1 Heavy cavalry standing with lance
ER2 Heavy cavalry cantering with lance
ER3 Heavy cavalry cantering with lance
ER4 Heavy cavalry charging with lance
ER5 Heavy cavalry charging with lance
ER6 Medium cavalry standing with lance
ER7 Medium cavalry standing with lance
ER8 Medium cavalry cantering with lance
ER9 Mameluk
ER10 Tartar light cavalry with bow
ER11 Tartar light/medium cavalry with spear
ER12 Steppe Cossack light cavalry with bow
ER13 Steppe Cossack light cavalry with lance
ER14 Eastern light cavalry in turban (spear armed)
ER15 Eastern light cavalry in turban (spear armed)
ER16 Dells light/medium cavalry with lance
ER17 Beslis light/medium cavalry with panzerstecher
ER18 Wallachian cavalry
ER19 Pancerni
ER20 Reiter/Rajtar sword & pistol cavalry
ER21 Polish winged hussar
ER22 Polish dragoon
ER23 Knight with lance
ER24 Boyar/Russian noble
ER25 Moorish light cavalry with lance
ER26 Camel gunner
ER27 Levy with bow
ER28 Levy with javelin/spear & shield
ER29 Levy with sword & shield
ER30 Levy with firearm a) in turban b) in felt hat
ER31 Levy with cross bow
ER32 Levy with improvised weapon
ER33 Eastern fanatic sword & shield (laylars, etc.)
ER34 Janissary with a) bow b) firearm
ER35 Janissary command
ER36 German mercenary with pike
ER37 German mercenary with firearm
ER38 Streltzi with firearm
ER39 Polish infantry with firearm
ER40 Gun crew (5 figures) 50p
ER41 Generals (Turk/Persian, etc.)
ER42 Generals (Polish/Muskovite, etc.)
ER43 Light gun
ER44 Medium gun
ER45 Heavy gun
ER46 Fortified wagon & team

BOXED ARMIES:- £16

BA15 Crimean British
BA17 Crimean French

BA16 Crimean Russian

(Each army consists of 20 cav, 3 gens, 4 art crews & 140 inf).

INDIAN MUTINY

British

IMB1 Advancing in campaign dress
IMB2 Command in campaign dress
IMB3 Regular in shell jacket
IMB4 Regular command
IMB5 Rifleman in campaign dress
IMB6 Infantry (prone) firing in campaign dress
IMB7 Highlander
IMB8 Advancing in campaign dress (pork pie hat)
IMB9 Advancing in campaign dress (peaked cap)
IMB10 Naval detachment in straw hat

Sepoys

IMS1 Advancing with levelled musket
IMS2 Sepoy firing
IMS3 Sepoy charging
IMS4 Sepoy attacking with musket
IMS5 Sepoy (prone) firing
IMS6 Light horse with carbine
IMS7 Sepoy command in Kilmarnock cap
IMS8 Sepoy charging in Kilmarnock cap
IMS9 Sepoy charging in bell top shako
NB - The above sepoy can be used as mutineers

Mutineers

IMM1 Crouching with sword & shield
IMM2 Crouching with musket
IMM3 Advancing with musket
IMM4 Elephant with light gun & crew
IMM5 Elephant with howdah
IMM6 Advancing with spear
IMM7 Mutineer at ready with musket
IMM8 Mixed bag of casualties (British, Sepoy & Mutineers)

SEVEN YEARS WAR

COMING SOON

AND

NAPOLEONIC AUSTRIANS

COMING SOON

FIGURES NOW SOLD IN PACKS:-

Standard Pack (10 Inf or 5 Cav)
Command Pack (5 Inf or 3 Cav)
Art Crews Pack (4 crew)

90p
50p
40p

SEND S.S.A.E. FOR NEW LISTINGS OR 3 IRC's

POSTAGE & PACKING

UK 10% (min 30p)
OVERSEAS 12½% Surface (min £1.00)
25% Airmail (min £1.00)

BOXED ARMIES AVAILABLE!

LANCASHIRE GAMES PAINTING SERVICES

FOR THE BEST VALUE IN PAINTING 5-25MM

15MM READY PAINTED ARMIES

(Using Miniature Figurines)

Each includes a balanced army for the period

Price includes the cost of the figure, painting, varnishing and Tetron basing

ECW £55 + £3 P&P (UK only)

ROYALIST - 26 MOUNTED, 100 FOOT, 1 GUN & CREW

PARLIAMENTARIAN 22 MOUNTED, 120 FOOT, 1 GUN & CREW

NAPOLEONIC £66 + £4 P&P (UK only)

BRITISH - 32 MOUNTED, 90 FOOT, 3 GUNS, CREWS & LIMBERS

FRENCH - 30 MOUNTED, 96 FOOT, 3 GUNS, CREWS & LIMBERS

PRUSSIAN - 29 MOUNTED, 100 FOOT, 3 GUNS, CREWS & LIMBERS

RUSSIAN - 34 MOUNTED, 98 FOOT, 3 GUNS, CREWS & LIMBERS

7 YEARS WAR £55 + £3 P&P (UK only)

BRITISH - 32 MOUNTED, 80 FOOT, 3 GUNS & CREWS

FRENCH - 37 MOUNTED, 78 FOOT, 3 GUNS & CREWS

PRUSSIAN - 32 MOUNTED, 80 FOOT, 3 GUNS & CREWS

RUSSIAN - 32 MOUNTED, 83 FOOT, 3 GUNS & CREWS

AUSTRIAN - 32 MOUNTED, 78 FOOT, 3 GUNS & CREWS

ACW £55 + £3 P&P (UK only)

UNION - 10 MOUNTED, 110 FOOT, 2 GUNS, CREWS & LIMBERS

CONFEDERATE - 23 MOUNTED, 95 FOOT, 2 GUNS, CREWS & LIMBERS

LANCASHIRE GAMES BOXED ARMIES

We now have an expanding range of boxed armies using our own figures on offer at bargain rates.

£16 unpainted + £1.50 UK (Overseas see p&p rates)

£66 painted + £4 p&p UK (Overseas see p&p rates)

Our boxed armies include Fantasy, Russo-Turk, Eastern Renaissance, Boxed Uprising and more ...

SEND FOR DETAILS NOW!

We now take Mastercard & Access

FIGURE PAINTING RATES

15mm FOOT - 32p/CAV - 58p

25mm FOOT - 70p/CAV - £1.10p

TETRON BASING - a hard wearing finish that will last for years (as seen on our trade stand around the shows) - add 10% to the painting costs above.

15MM Designer Armies (A 200 piece bargain)

In answer to demands for more variety than given by our Ready painted armies at our usual bargain prices we have introduced this unique service:-

You choose your army from any period up to a maximum of 200 pieces. (infantry 1, cavalry 2 pieces), from any of the below manufacturers and we will complete the army to your specifications for the bargain price of:- £70 + £5 p&p UK (Overseas see p&p rates)

The price includes the cost of the figure, painting, varnishing and Tetron basing to your specifications.

You just choose from any of the following manufacturers and we do the rest. Choose from :-

Miniature Figurines, TTG, Jacobite, Irregular Miniatures, Donnington Miniatures and our own Lancashire Games Miniatures.

At this price can you afford to go anywhere else!



Hotspur Miniatures

P.O. Box 8, Heaton,
Newcastle upon Tyne NE6 1ER.
Telephone: (091) 265 5800.



NOT BAD EH?

And there's 120 more where he came from...

... knights, archers, billmen, hand-runners, peasants, the best artillery you've ever seen and more new figures released EVERY MONTH.

See us at:
Warrior '87 (Washington)
Armageddon (Reading)
Euro-Militaire (Folkestone)
Osprey World Championships (Derby)
Northern Militaire (Oldham)
Warfare '87 (Reading)

And don't forget our 20mm moderns range. We think they're the best 20mm figures ever. Don't take our word for it, see the photos in our next ad.

Send S.A.E. for full catalogue.

Overseas wargamers contact us in YOUR area at:

New Zealand, Australia and Hong Kong:
"Military Miniatures",
Parnell Games & Hobbies Cellar,
Downstairs 211 Parnell Road,
Parnell, P.O. Box 9550,
Auckland, New Zealand.

United States of America:
"Alliance Miniatures",
P.O. Box 2347 Des Moines,
Iowa 50310,
U.S.A.

"Hotspur - The New Standard"

SHOWCASE PAINTING SERVICE

All your 25mm & 30mm figures painted to showcase standard

Foot = £4.50
Mounted = £7.00
Six horse gun team = £48.00

KIRK KILDER

13, Pedna Carne, Higher Fraddon,
St. Columb, Cornwall, England TR9 6LF

CLASSIFIED ADS SECTION STARTS NEXT MONTH

Rates: 15p per word + VAT
(Minimum charge: £2 per insertion)

NB: Clubs wishing to recruit new members or announce the date & venue of forthcoming events & individual wargamers seeking to contact other individuals or clubs: NO CHARGE (- but keep it brief!)

ALSO STARTING NEXT MONTH
The Inspector General
Regular review column.

PIONEER MINIATURES

15, Mount Pleasant, Brierley Hill, West Midlands DY5 2YY. 0384 77176

Late 19th Century Specialists

American Civil War

ACW1 Infantry firing	ACW20 Cavalry with sabre
ACW2 Infantry loading	ACW21 Cavalry with carbine/shotgun
ACW3 Infantry at ready	ACW22 Cavalry with pistol
ACW4 Infantry advancing	ACW23 Cavalry Officer
ACW5 Infantry Officer	ACW24 Cavalry Standard Bearer
ACW6 Drummer Boy	ACW25 Cavalry Bugler
ACW7 Standard Bearer	ACW26 Dismounted cavalry
ACW8 Negro Infantry	ACW30 General
ACW9 Zouave Infantry	ACW31 Galloping horse
ACW10 Mounted Infantry Officer	ACW32 Cantering horse

PRICES

Infantry.....	11p
Cavalry	11p
Horses.....	12p
Generals.....	33p

The above figures have the usual Pioneer hallmark of detail but now with an added bonus. There are at least 2 poses for most of the above codes each have been altered in some way, by the addition of blanket rolls, back packs, water bottles etc.. There are also various types of headgear, kepis, slouch hats, bowler hats etc.. We will supply a random mixture unless you specify you would prefer a given type of headgear.

Don't forget our other ranges:-
Franco Prussian War 1870/71
Austro Prussian War 1866
Russo Turkish War 1877/78

SAE for full lists and sample.

POSTAGE & PACKING

UK.....	10% (min 30p max £2)
Overseas.....	20% (min £1)
Airmail	50% (min £2)

See us at Sheffield (22/23 Aug), Armageddon (19/20 Sep), Derby (10/11 Oct), SELWG (19 Oct).

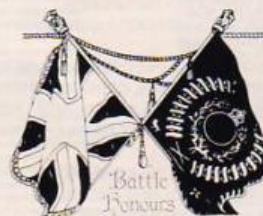
Proprietors: John Delaney & John Hollyoak



VISTA ENTERPRISES

The Painting Service for discerning wargamers.

Now part of the
Battle Honours Group



Send an S.A.E. for information to:

Sales Office, 5 Moors Lane,
Oreton, Nr Cleobury Mortimer,
Kidderminster, Worcs. DY14 8RH
Tel: 074 632 627

PETER LAING

Pioneer specialist in 15mm, easy to paint, wargaming figures and equipment, over 1,000 items to choose. Rapid mail order.

Ancients, Egyptians, Assyrians, Greeks, Persians, Romans, Carthaginians, Gallics, Byzantines. FEUDALS, Normans, Saxons, Saracens, Vikings; MEDIEVALS, including Siege warfare, Mongols. SAMURAI, RENAISSANCE; Landsknechts, Turks, English, Spanish, Aztecs, ECW, including Scots. MARLBURIAN, AWI, NAPOLEONIC, British, French, Prussian, Egyptian Campaign. CRIMEAN, British, French, Turks, Russians. FRANCO PRUSSIAN WAR, ACW & INDIAN WARS COLONIAL, British, Dervishes, Boers, Zulus, N.W. Frontier, Boxer Rebellion. LATE VICTORIAN PARADE. WW1 1914-18 Western front, Eastern front, Middle East, Tanks, Russian Revolution and Civil War, WW2 infantry action.

Send 25p stamp (overseas 2 International Reply Coupons) for list and sample. Please state interest.

PETER LAING

Minden, Sutton St. Nicholas, Hereford, HR1 3BD
Tel: 043-272 518.

Elite Miniatures

High quality 25mm wargames figures 26 Bowlease Gardens

SAXON ARMY 1806

Prussia's ally in 1806
& Napoleon's until 1813

- S1. Musketeer Advancing
- S2. Musketeer Charging
- S3. Musketeer Officer
- S4. Musketeer Drummer
- S5. Standard Bearer
- SC1. Mounted Musketeer Officer

THESE FIGURES, IN THE
EARLY UNIFORM, CAN BE
USED UP TO 1809/1810.

PLEASE NOTE OUR NEW
MAIL ORDER ADDRESS

See the ranges on the
CONNOISSEUR/ELITE
stand at the
Conventions.

Elite Miniatures are
available in the USA
from:

Elite Miniatures USA
2625 Forest Glen Trail
RIVERWOODS
ILLINOIS 60015
U. S. A.

Bessacarr
Doncaster
S. Yorkshire
DN4 6AP

PRICES:

Foot 35p
Cavalry 35p
Horses 45p

Postage & Packing

U.K. & BFPO -
10%, min. £0.50
Orders over £15
Post Free

OVERSEAS -
Surface 30%, min.
£1.00
Airmail 60%, min.
£2.00



ATHENA BOOKS

Distributor for:

Pengel & Hurt Seven Years War series Partizan ECW series,
Raider Games, Datafile, Leeson Wargames Library,
The Courier, Empires Eagles & Lions, ECW Notes & Queries.

We stock new books from all the main military publishers,
plus 25,000 second hand & out of print
military titles.

Send for details & free catalogue to:



ATHENA BOOKS
34 IMPERIAL CRESCENT
TOWN MOOR
DONCASTER DN2 5BU
S. YORKS., ENGLAND

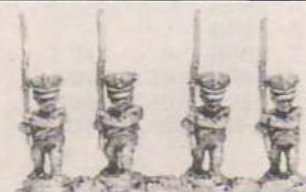
ADLER MINIATURES

129 BONCHURCH RD, BRIGHTON, SUSSEX



1/300TH!

SEE OUR STAND AT
ARMAGEDDON 87



OUR RANGE OF FIGURES NOW INCLUDES
23 FRENCH INF CODES, 14 FRENCH CAV CODES AND 9 RUSSIAN INF CODES.
COMING UP NEXT FRENCH/RUSSIAN ARTILLERY, RUSSIAN CAVALRY,
MTD OFFICERS AND THE FIRST OF OUR AUSTRIANS.

For Lists + Sample send stamped sae + 18p stamp



RED TRIANGLE PAINTING SERVICE

for excellent standards of painting
& basing. We paint historical, fan-
tasy & science fiction in 1/200,
15mm, 20mm & 25mm: larger
scales on request.

Send £3 for sample figure & catalogue to **RED TRIANGLE**

or telephone (most evenings) 34 Imperial Crescent
0302 724564 (Stuart) Town Moor, Doncaster
0302 745756 (Andrew) S. Yorkshire DN2 5BU

MAIN FORCE MINIATURES

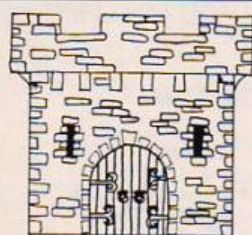
94 Westmoreland Street
Darlington, Co. Durham, DL3 0NU

Introducing Modern Micro Infantry
packed in complete companies



- | | |
|--------------------------------|-------|
| C1 BRITISH | £3.25 |
| C2 AMERICAN (Division '86) | £2.50 |
| C3 RUSSIAN (Motor-rifle) | £2.70 |
| C4 WEST GERMAN (Panzertruppen) | £2.00 |
| C5 WEST GERMAN (Luftlande) | £2.55 |
| C6 AMERICAN (USMC) | £4.70 |
| C7 IRANIAN (Assault) | £3.25 |
| C8 IRANIAN (Pasdaran) | £4.55 |

MORE TO FOLLOW SOON Please allow 10% P&P. Trade enquiries welcome



HALES MODELS

15/25MM FORTIFICATIONS, BUILDINGS, SIEGE EQUIPMENT & SHIPS
Made to your own requirements

Send SAE or 4 IRC's for catalogue to:

HALES MODELS
43, HAWKSCLOUGH, SKELMERDALE, LANCS WW8 6PY
Tel: 0695 32325



TRADING POST



AGENT FOR FREIKORPS 15
ACW, INDIAN WARS, PIKE & SHOT IN STOCK

See us at
YORK, August 29
WASHINGTON, September 5

Tel. 0642 490470

When replying to adverts please mention Wargames Illustrated.

DIXON MINIATURES

Superior quality casting, better quality metal, one of the most considerate and efficient mail order services and figures with more character than ever before!

**DON'T TAKE OUR WORD FOR IT
SEE FOR YOURSELF!**

*See us at 'ARMAGEDDON '87', September 19th & 20th,
the HEXAGON READING.*

THE BEST ORIENTAL
ROLE PLAYING FIGURES
IN THE WORLD!

NEW

(25mm).



SE.G.2 Samurai Taiko (Big Drum) with Ashigaru Drummer - £1.75

THE ARMY OF JAMES II



EG.3 6 pounder Gun with 2 gunners & Officer - £2.95



'Age Of Marlborough' 15mm

PLEASE ADD 10% for orders under £20
5% for orders over £20.

NEW—Marlborian Army Packs—£19.95

Consisting of
8 Regiments of Foot (120 infantry)
3 Regiments of Cavalry (15 cavalry & horses & 3 command groups)
& 1 Company of Dragoons (8 horse & 8 foot)

Also New:—

15mm Marlborian Cavalry (5 pack) 65p

AMC7 Mounted Dragoon (in Tricorn)

AMC8 Horse Grenadier (Mitre Cap)

Horses (5 pack)—75p

H10 Cavalry Horse at canter

H11 Dragoon Horse trotting



AMC7



AMC8

15mm Vikings

VIK1 Advancing with raised sword, shield & helmet

VIK2 Standing with spear & shield

VIK3 Archer shooting bow

VIK4 Wielding axe



VIK1



VIK2



VIK3



VIK4

Send £1.75 for our fully illustrated catalogue

DIXON MINIATURES, Spring Grove Mills, Linthwaite, Huddersfield,
West Yorkshire, England. HD7 5QG Tel: 0484 846162

← **STRATAGEM** → 18 Lovers Lane, Newark, Notts. NG24 1HZ



Sci-Fi figures 40p each

SPACE MARINES

SF1 Trooper firing blaster pistol
SF2 Trooper with grenade launcher
SF3 Trooper firing blaster rifle
SF4 Trooper advancing, blaster rifle

Post & Packing:

UK/BFPO: 10% (minimum 35p).
Overseas: Surface 25% (minimum £1). Airmail 50% (minimum £2).

Cheques/POs payable to Stratagem please.
Overseas customers please remit in sterling.
Personal callers by appointment only.



Irish Gallowglas (WR10) and Chieftain (WR11)

Marlburian Wars, 1702-1715 (25mm)

FOOT 30p
CAVALRY 70p

NEW! Jacobites for the 'Fifteen

MSJ1 Highland Chieftain
MSJ2 Bagpiper
MSJ3 Charging, broadsword & targe
MSJ4 Charging, Lochaber axe
MSJ5 Advancing, musket
MSJ6 Rear ranker, musket
MSJ7 Broadsword & targe
MSJ8 Attacking, broadsword & targe
MSJ9 Mounted gentry
MSJ10 Highland lassie

Introductory offer: pack of 50 Highlanders post paid £13.50
pack of 100 Highlanders post paid £25.00
(UK only)

More Jacobites to follow

Spanish Nap. Guerillas 25p

SNG1 Army Officer, sword, pistol, bicorne
SNG2 'El Capuchino', Guerilla leader
SNG3 Guerilla firing blunderbus
SNG4 Guerilla firing musket
SNG5 Guerilla advancing, musket and knife
SNG6 Guerilla advancing, spear
SNG7 Monk firing musket
SNG8 Woman firing brace of pistols
SNG9 Drummer Boy
SNG10 Spanish Light Infantry
SNG11 Spanish Light Infantry
SNG12 Spanish Light Infantry

Wars of the Roses Range 30p

WR1 Wars of the Roses billman (4 variants)
WR2 Burgundian pikeman (16 variants)
WR3 Burgundian handgunner (13 variants)
WR4 Longbowman (10 variants)
WR5 Swiss EH1 pikeman (4 variants)
WR6 Swiss H1 pikeman (4 variants)
WR7 Swiss M1 pikeman (4 variants)
WR8 Swiss L1 pikeman (4 variants)
WR9 English man at arms, two-handed axe (3 variants)
WR10 Irish gallowglas (9 variants)
WR11 Irish Chieftain (2 variants)
WR12 Irish Kern (several variants)



GCM

**A new company offering a
high quality painting service
for all wargaming figures**

ALL PERIODS ARE AVAILABLE

WE PAINT STARTER PACKS

(to individual requirements)

TO COMPLETE ARMIES

EITHER YOUR FIGURES OR OURS

A HIGH STANDARD IS GUARANTEED

MATT or SILK FINISH AVAILABLE

FULL BASING SERVICE at plus 10%

POSTAGE and PACKING plus 10%

for more information please contact
Mr R. Wigham, 73 Century Road, Cobholm,
Great Yarmouth, Norfolk NR31 0BX
Telephone (0493) 655376

