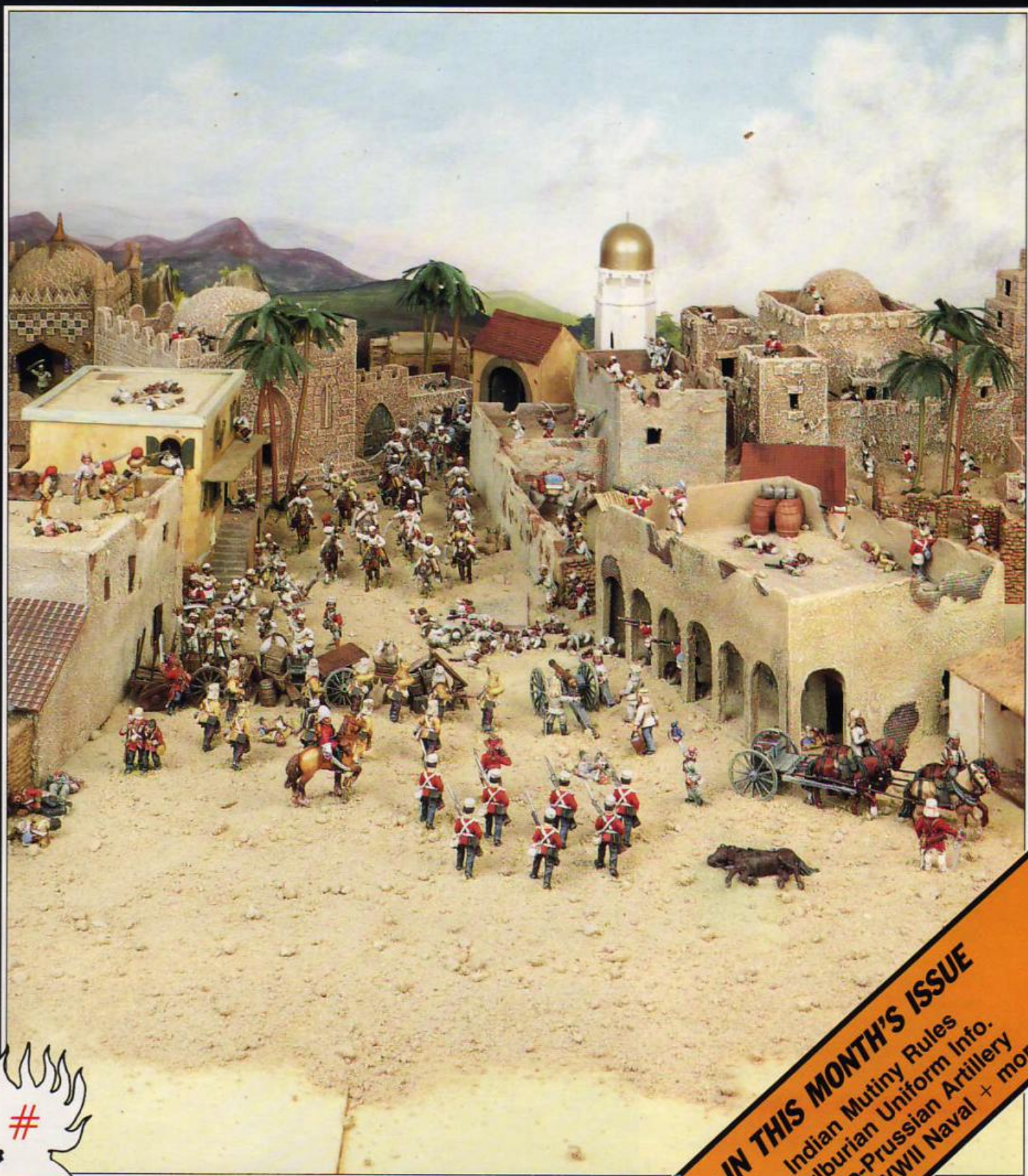


WARGAMES Illustrated



10

June 1988

IN THIS MONTH'S ISSUE
Indian Mutiny Rules
Marlburian Uniform Info.
Franco-Prussian Artillery
Crimean; WWII Naval + more.

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French Cuirassiers



French infantry - greatcoats



Polish infantry



Early French & Austrian artillery



French artillery team



Early Austrians

GOOD THINGS COME IN SMALL PACKAGES (AND LARGER ONES TOO!)

You all know by now that BATTLE HONOURS figures, such as those in the photographs opposite, are sold individually. This means that you can make your units exactly as you want to. You also probably know that in order to make life easier we sell a range of units already pre-packaged with officers, NCO's and other ranks in 20:1 and 50/60:1 scales. You can combine battalions to make regiments, combine regiments to make brigades and so on. **SUPERUNITS** contain an information sheet giving details of the units composition and some general history. This month we list our range of 20:1 **SUPERUNITS** and 50/60:1 **BATTALION PACKS** with the latest additions.

BRITISH - PENINSULA PERIOD

	£	£
Line Battalion	SU01 4.62	BP13 1.68
Light Battalion	SU02 4.20	BP19 1.68
Fusilier Battalion	SU03 4.62	BP15 1.68
Guards Battalion	SU04 5.60	BP14 2.24
Light Dragoon Regiment	SU05 6.40	RP34 2.56
Heavy Dragoon Regiment	SU06 6.40	RP32 2.56
Highland Battalion	SU09 5.60	BP20 1.96
The Rifles	SU10 2.80	BP21 1.40
KGL Line Battalion	SU11 4.48	Use BP13
KGL Light Battalion	SU12 4.48	Use BP19
Hussar Regiment	SU17 6.40	RP22 2.56

BRITISH - WATERLOO PERIOD

Line Battalion	SU32 4.62	BP16 1.68
Fusilier Battalion	SU33 4.62	BP59 1.68
Guards Battalion	SU34 5.60	BP58 2.24
Household Cavalry	SU39 6.40	RP60 1.62
Heavy Dragoons	SU41 6.40	RP33 2.56
Light Dragoons	SU66 6.40	RP35 2.56
Royal Scots Greys	SU45 6.40	RP67 2.56

PORTUGUESE

Line Battalion	SU18 3.92	BP56 1.12
Cacadores Battalion	SU35 3.50	BP57 1.12
Dragoon Regiment	SU40 6.40	RP62 1.92

FRENCH

Line Battalion	SU07 4.20	BP01 1.68
Line 2nd/3rd Battalions	SU08 4.20	BP02 1.68
Middle Guard	SU13 3.36	BP04 1.68
Old Guard	SU14 5.60	BP03 1.68
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Hussar Regiment	SU20 7.68	RP08 3.20
Dragoon Regiment	SU21 7.68	RP09 3.20
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CONFEDERATION OF THE RHINE/LATE FRENCH

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Bavarian Light Battalion	Su67 4.20	BP92 1.68
French Line Battalion	Su56 4.20	BP76 1.68
German Line Battalion	Su57 4.20	BP77 1.68
Polish Line Battalion	SU61 4.20	BP81 1.68

REVOLUTIONARY FRENCH

French Line 1791-7	SU58 3.78	BP78 1.68
French Line 1797-1804	SU59 3.78	BP79 1.68
French Light Battalion	SU60 3.36	BP80 1.68

PRUSSIANS 1812-15

Musketeer/Grenadier Batt	SU15 4.48	BP46 1.68
Fusilier Battalion	SU16 4.48	BP47 1.68
Landwehr Battalion	SU30 4.48	BP49 1.68
Reserve Infantry Batt	SU31 4.48	BP61 1.68
Jaeger Battalion	SU38 3.36	BP54 1.68
Dragoon Regiment	SU24 7.68	RP50 2.56
Kurassier Regiment	SU25 7.68	RP51 2.56
Hussar Regiment	SU26 7.68	RP52 2.56
Uhlán Regiment	SU27 7.68	RP53 2.56
Landwehr Uhlán Regiment	SU28 7.68	RP55 2.56

RUSSIANS 1812-15

Musketeer Battalion	SU23 5.04	BP36 1.12
Musketeers in Greatcoat	SU29 5.04	BP39 1.12
Grenadiers in Greatcoat	SU46 5.04	BP42 1.12
Dragoon Regiment	SU42 8.00	RP63 2.56
Hussar Battalion	SU43 8.00	RP64 4.48
Uhlán Battalion	SU44 8.00	RP65 4.48
Cossack Pulk	SU47 7.68	RP66 3.20
Cuirassier Regiment	SU65 8.00	RP85 3.20

AUSTRIANS

German Fusiliers/Helmet	SU48 4.20	BP68 2.24
German Grenadiers	SU49 3.36	BP69 1.68
Hungarian Fusiliers	SU50 5.04	BP70 2.24
Hungarian Grenadiers	SU51 3.36	BP71 1.68
Jaeger Battalion	SU52 3.36	BP72 1.68
German Fusiliers/Shako	SU53 4.20	BP73 2.24
Grenz Battalion	SU54 4.20	BP74 1.68
Dragoon 1/2 Regiment	SU68 7.68	RP93 2.56
Hussar 1/2 Regiment	SU69 7.68	RP94 2.56
Uhlán 1/2 Regiment	SU70 7.68	RP95 2.56
Kurassier 1/2 Regiment	SU71 7.68	RP96 2.56
Cheval-Léger 1/2 Regiment	SU72 7.68	RP97 2.56

These contain officers, N.C.O's and standard bearers where appropriate but for higher command and artillery support see our SUPERSET range.

Our Christmas DIVISION were so popular that we have decided to make them permanent features:

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NEW this month the long awaited BRITISH LIMBER with 6 horses and drivers, price £2.45 (SS45) also PF27 a FRENCH GRENADIER MARCH ATTACK. That's all this month 'cause the maestro has been working on the 'SECRET ARMY'! more details next month. Also next month more Revolutionary Austrians.

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Seleucid; Armenian; Camillian Roman; Carthaginian; Parthian;

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

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Theodoran Byzantine; Mongol; Mamluk Egyptian; Ilkhanid; Free

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ROSES – Yorkist; Lancastrian; **AMERICAN CIVIL WAR** – Union; Confederate;

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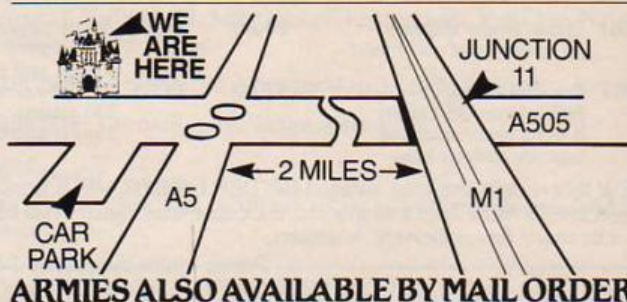
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Opening Shot

Last month when we moved up to a regular 60 page format I thought I'd at last have space to write lengthy editorials, examining crucial topics within the hobby (- thus pleasing I.D.G., if no-one else!) Alas, along came Mike Ingham, within 24 hours of printer's deadline, and pinched my space.

This month too, advertisers have presumed upon my charity:

Firstly, Dave Allsop of Hotspur Miniatures has teamed up with wargames worthy and prolific pensman Jim Webster in a scheme to start a "Society of Moderns" devoted to post-1914 warfare and wargaming, with a (probably bi-monthly) journal. Jim did want to narrow it down to COIN ops (which isn't a launderette in Cumbria), but 'feet-on-the-ground' Dave has caused a wider view to prevail. The guys need 250 would-be members to make the society viable at a reasonable subscription cost, and would welcome suggestions for a name for the society and a title for the journal. Drop a line to Dave at the address in the Hotspur ad on page 43 if you're interested. (Count me in, Dave!)

Secondly, this issue contains an ad. from Games Workshop, who are offering full-time employment within the hobby to "Mr. Right". (see p.37). Team leader Rick Priestley writes:

Perhaps you could mention something in your editorial about the job, as it's not every day a real career in the wargames industry comes along. This is, hopefully, the second member of my Warhammer Design Team - the first being Nigel Stillman, co-author of the WRG book on Ancient near east armies and several magazine articles on biblical armies.

Well, that's very presumptuous of Rick, but since he's a pleasant chap and an admirable Marlburian period opponent, I've complied. (What makes Rick such a nice opponent is his habit of never winning, but always fighting on long enough to keep the game interesting. I recommend these qualities to all my opponents!)

For those who do want to examine crucial topics within the hobby, Genghis raises the dread spectre of conventions and commercialism on p.44. What should clubs do with the VAST PROFITS they amass? Fire in your views!

Those with a candlelit-handloom-in-a-thatched-cottage view of the convention scene should instead turn to p.29 where Graham Evans offers a glimpse of a wargames Shangri-la in the English Midlands: the "must" on at Knuston.

Well, assuming that advertisers will all know and respect the proverb 'Even Buddha's smile will fade if you go to him with your begging bowl three times in a row', I'll now have to think of something crucial to write about next month.

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Contents

Page	
11	Stephen Allen
14	Martin Tomczak
18	Ted Brown
22	Luigi Casali
29	Graham Evans (& Dormouse!)
22	Peter P.H. Heath
36	Chris Peers
38	Roger Underwood
42	Staff Photographer
44	Keith 'Genghis' Benson
46	Ian Weekley
47	'Seamus'
48	The Inspector General
50	Neil Hammond
54	
57	Classified Advertisements
	Crimean Small Actions III: Skirmish on the Bulganak Rules for the use of the Prussian artillery 1870-71 The Devil's Wind Wargames rules for the Indian Mutiny The Piedmontese Army, 1701-1712 Strange Deeds in Deepest Northamptonshire... (The "must" on at Knuston.) The Death Ride of the Battleship Yamato (Part II): Mini-Campaign Cavalry of Imperial China, 300BC-1500AD Decision Games, Part I Picture Reviews The Convention Scene Middle East houses at 1/300th scale Cartoons Reviews & previews The Swiss Chess System Four Summer Conventions

NOTA BENE *1

*Our front cover photo shows Indian Mutiny action with 25mm Wargames Foundry figures from the collection of designer s Alan and Michael Perry, painted by themselves and Colin Dixon. Alan, Michael, and photographer Duncan Macfarlane spent 2½ hours on this shot. There's no substitute for hard work. It's because of efforts like this that we regard our covers as an integral part of the magazine - and accordingly include them in our pagination!!! But the hard work doesn't end with the front cover. Not for us a **virtus post nummos** policy of deceiving the unwary with a flashy front cover, only to disappoint them with an insipid interior. The hard work continued right through to the last page - that's page 60, (yes, it's the back cover!) where this month you'll find two more shots of the WWII Western Desert collections of Grimsby wargamers Colin Rumford and Andy Hamilton. In issue 8 it was the Italians; here it's the British (-and Indians!). The **Afrika Korps** will appear in a future issue.*

*1 Latin for N.B.

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MAR16: Hannibal
MAR17: Punic Archers
MAR18: Triarii
MAR19: Velites
MAR20: Citizen Cavalry

ROMAN REPUBLIC

MAR21: Caesar's Legions
MAR22: Caesar's Legions Attacking

IMPERIAL ROMAN

MAR2: Roman Legionaries
MAR3: Roman Auxiliary Archers
MAR4: Roman Auxiliary Cavalry
MAR5: Roman Catapults
MAR6: Praetorian Guard
MAR7: Roman Guard Cavalry
MAR8: Western Auxiliary Archers
MAR9: Roman Legionaries
MAR10: Roman Legionaries (3)
MAR11: Cavalry (3)
MAR12: Cavalry with Contus (12 lance)
MAR13: Roman Horse Cavalry
MAR14: Roman Camel Patrol
MAR15: Baggage Wagons and Pack Mules

LATE ROMANS

MAR10: Late Roman Legionaries
MAR11: Late Roman Infantry Attacking
MAR12: Late Roman Heavy Cavalry
MAR13: Catapults
MAR14: Late Roman Light Infantry

BYZANTINES

MAR1: Byzantine Heavy Infantry
MAR2: Byzantine Light Infantry
MAR3: Byzantine Armoured Cavalry
MAR4: Byzantine Heavy Cavalry
MAR5: Byzantine Light Cavalry
MAR6: Byzantine Foot Archers
MAR7: Byzantine Foot Archers
MAR8: Byzantine Heavy Infantry attacking

GREEKS

MAR9: Greek City Hoplites
MAR10: Spartan Hoplites
MAR11: Spartan Phalanx
MAR12: Spartan Archers
MAR13: Spartan Slings
MAR14: Greek Cavalry
MAR15: Spartan Cavalry
MAR16: Spartan Catapults
MAR17: Peloponnesian Hoplites
MAR18: Peloponnesian Hoplites
MAR19: Peloponnesian Hoplites
MAR20: Peloponnesian Hoplites
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MAR29: Peloponnesian Hoplites
MAR30: Peloponnesian Hoplites
MAR31: Peloponnesian Hoplites

CARTHAGE

MAR1: Numidian Cavalry
MAR2: Spanish Infantry
MAR3: Spanish Cavalry
MAR4: Citizen Heavy Infantry
MAR5: Carthaginian Heavy Cavalry
MAR6: Balaic Slinger
MAR7: Libyan Javelinmen
MAR8: Carthaginian Archers
MAR9: Libyan Spearman
MAR10: Carthaginian Citizen Javelins
MAR11: Celtic Slingers
MAR12: Celtic Cavalry
MAR13: Campanian Cavalry

PERSIANS

MAR1: Persian Immortals
MAR2: Persian Archers
MAR3: Persian Spearman
MAR4: Persian Horse Archers
MAR5: Persian Armoured Cavalry
MAR6: Persian Chariots
MAR7: Persian Scythed Chariots
MAR8: Persian Cavalry
MAR9: Persian Cavalry
MAR10: Persian Cavalry
MAR11: Persian Cavalry

SASSANIDS

MAR1: Sassanid Levy Spearman
MAR2: Sassanid Archers
MAR3: Sassanid Catapults
MAR4: Sassanid Light Cavalry
MAR5: Sassanid Elephant
MAR6: Sassanid Slingers

ETRUSCANS

MAR1: Etruscan Hoplites Class I
MAR2: Etruscan Hoplites Class II
MAR3: Etruscan Hoplites Class III
MAR4: Etruscan Hoplites Class IV
MAR5: Etruscan Cavalry
MAR6: Etruscan Chariots

ANCIENT INDIA

MAR1: Indian Archers & Javelins
MAR2: Indian Cavalry
MAR3: Indian Elephants
MAR4: Indian Chariots

BARBARIANS

MAR1: Dacian Infantry
MAR2: Dacian Infantry
MAR3: Dacian Infantry
MAR4: Dacian Infantry
MAR5: Dacian Infantry
MAR6: Dacian Infantry
MAR7: Dacian Infantry
MAR8: Dacian Infantry
MAR9: Dacian Infantry
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MAR24: Dacian Infantry
MAR25: Dacian Infantry
MAR26: Dacian Infantry
MAR27: Dacian Infantry
MAR28: Dacian Infantry
MAR29: Dacian Infantry
MAR30: Dacian Infantry
MAR31: Dacian Infantry

BARBARIAN AGES

MAR1: Norman Cavalry
MAR2: Norman Cavalry
MAR3: Norman Cavalry
MAR4: Norman Cavalry
MAR5: Norman Cavalry
MAR6: Norman Cavalry
MAR7: Norman Cavalry
MAR8: Norman Cavalry
MAR9: Norman Cavalry
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MAR26: Norman Cavalry
MAR27: Norman Cavalry
MAR28: Norman Cavalry
MAR29: Norman Cavalry
MAR30: Norman Cavalry
MAR31: Norman Cavalry

CRUSADES

MAR1: Frankish Cavalry, 12th Century
MAR2: Frankish Cavalry, 13th Century
MAR3: Frankish Cavalry, 14th Century
MAR4: Frankish Cavalry, 15th Century
MAR5: Frankish Cavalry, 16th Century
MAR6: Frankish Cavalry, 17th Century
MAR7: Frankish Cavalry, 18th Century
MAR8: Frankish Cavalry, 19th Century
MAR9: Frankish Cavalry, 20th Century
MAR10: Frankish Cavalry, 21st Century
MAR11: Frankish Cavalry, 22nd Century
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MAR13: Frankish Cavalry, 24th Century
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MAR20: Frankish Cavalry, 31st Century
MAR21: Frankish Cavalry, 32nd Century
MAR22: Frankish Cavalry, 33rd Century
MAR23: Frankish Cavalry, 34th Century
MAR24: Frankish Cavalry, 35th Century
MAR25: Frankish Cavalry, 36th Century
MAR26: Frankish Cavalry, 37th Century
MAR27: Frankish Cavalry, 38th Century
MAR28: Frankish Cavalry, 39th Century
MAR29: Frankish Cavalry, 40th Century
MAR30: Frankish Cavalry, 41st Century
MAR31: Frankish Cavalry, 42nd Century

RENAISSANCE 1485-1525

MAR1: Swiss Pikemen
MAR2: French Gens d'Armes
MAR3: Spanish Arquebusers
MAR4: Spanish Arquebusers
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FRENCH LINE UNITS

MAR1: French Grenadiers
MAR2: French Grenadiers Attacking
MAR3: French Grenadiers in Greatcoats
MAR4: French Fusiliers
MAR5: French Fusiliers Attacking
MAR6: French Fusiliers in Greatcoats
MAR7: French Light Infantry
MAR8: French Voltigeurs Skirmishing
MAR9: Voltigeurs in Busbies
MAR10: Swiss Grenadiers
MAR11: Swiss Fusiliers
MAR12: Swiss Fusiliers Skirmishing
MAR13: French Carabiniers
MAR14: French Carabiniers
MAR15: French Carabiniers

FRENCH LINE UNITS

MAR1: French Line Dragoons
MAR2: French Chasseurs a Cheval
MAR3: French Hussars
MAR4: French Lancers of the Line
MAR5: French Light Foot Artillery
MAR6: French Line Horse Artillery
MAR7: Gun Teams (2)
MAR8: French Line Engineers
MAR9: French Supply Wagons (3)
MAR10: French Portonies and Wagons

BAVARIAN UNITS

MAR1: Bavarian Line Grenadiers
MAR2: Bavarian Fusiliers
MAR3: Bavarian Jaegers Skirmishing
MAR4: Bavarian Light Horse
MAR5: Bavarian Artillery
MAR6: Bavarian Gun Teams
MAR7: Bavarian Portonies and Wagons

POLISH UNITS

MAR1: Polish Grenadiers
MAR2: Polish Fusiliers
MAR3: Polish Fusiliers Attacking
MAR4: Polish Lancers
MAR5: Other Polish Units from French Items

BRITISH UNITS, NAPOLEONIC PERIOD

MAR1: British Infantry, Belgic Shako
MAR2: British Infantry, Belgic Shako, Attacking
MAR3: British Line Infantry Light Company
MAR4: Belgic Shako Skirmishing
MAR5: British Infantry, Stove Pipe Shako
MAR6: British Infantry, Stove Pipe Shako
MAR7: British Fusiliers
MAR8: British Fusiliers Attacking
MAR9: British Light Infantry
MAR10: British Light Infantry Skirmishing
MAR11: British Riflemen Skirmishing
MAR12: Highlanders
MAR13: Highlanders Attacking
MAR14: Highlanders Skirmishing
MAR15: Household Cavalry
MAR16: British Heavy Dragoons
MAR17: Scots Grenys
MAR18: British Hussars
MAR19: British Light Dragoons in Shako
MAR20: British Light Dragoons in Tarkleton Helmets
MAR21: British Foot Artillery
MAR22: British Gun Teams (2)
MAR23: British Supply Wagons (3)
MAR24: British Portonies and Wagons

PRUSSIAN UNITS, NAPOLEONIC PERIOD

MAR1: Prussian General Staff
MAR2: Prussian Guard Grenadiers
MAR3: Prussian Line Musketeers
MAR4: Prussian Musketeers Attacking
MAR5: Prussian Jaegers Skirmishing
MAR6: Prussian Landwehr Infantry
MAR7: Prussian Landwehr attacking
MAR8: Prussian Landwehr skirmishing
MAR9: Prussian Dragoons
MAR10: Prussian Hussars
MAR11: Prussian Artillery
MAR12: Prussian Uhlans
MAR13: Prussian Gun Teams (2)
MAR14: Prussian Pontoon Train

PRUSSIAN UNITS, 1806 JENA CAMPAIGN

MAR1: 1806 Grenadiers
MAR2: 1806 Grenadiers Attacking
MAR3: 1806 Musketeers
MAR4: 1806 Musketeers Attacking
MAR5: 1806 Jaegers Skirmishing
MAR6: 1806 Fusiliers Skirmishing
MAR7: 1806 Artillery
MAR8: 1806 Artillery
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MAR31: 1806 Artillery

AUSTRIAN UNITS, NAPOLEONIC PERIOD

MAR1: Austrian General Staff
MAR2: Austrian Grenadiers
MAR3: Austrian Grenadiers Attacking
MAR4: Austrian Grenadiers in Helms
MAR5: Austrian Musketeers in Helms
MAR6: Austrian Musketeers in Helms
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MAR31: Austrian Musketeers in Helms

AUSTRIAN UNITS, NAPOLEONIC PERIOD

MAR1: Austrian Grenadiers
MAR2: Austrian Grenadiers Attacking
MAR3: Austrian Grenadiers in Helms
MAR4: Austrian Musketeers in Helms
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AUSTRIAN UNITS, NAPOLEONIC PERIOD

MAR1: Austrian Grenadiers
MAR2: Austrian Grenadiers Attacking
MAR3: Austrian Grenadiers in Helms
MAR4: Austrian Musketeers in Helms
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MAR13: Austrian Musketeers in Helms
MAR14: Austrian Musk



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MOC2 Mongol HC + Bow
MOC3 Keshik LC
MOC4 Mongol MC + Lance
MOC5 Mongol MC + Bow
MOC6 Keshik HC
MOC7 Korean HC
MOC8 Mongol LC + Bow
MOC9 Mongol LC + Sword
MOC10 Eastern Steppe LC
MOC11 Mounted Officer
MOC12 Mounted Khan
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AU4 Hungarian Grenadier adv
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AU8 Line Command (3) 30p
AU11 Grenz firing
AU12 Jager firing rifle
AU13 Jager Officer
AU14 Jager Bugler
AU15 Landwehr advancing
AU16 Landwehr Command (3) 30p

Cavalry

- AUC1 Hussar
AUC2 Hussar Command (3) 60p
AUC5 Lt Dragoon charging
AUC6 Heavy Dragoon advancing
AUC7 Dragoon Command (3) 60p
AUC10 Lancer
AUC11 Lancer Command (3) 60p
AUC14 Cuirassier
AUC15 Cuirassier Command (3) 60p

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BC112 Light Dragoon Trooper
BC113 Light Dragoon Command (3) 60p
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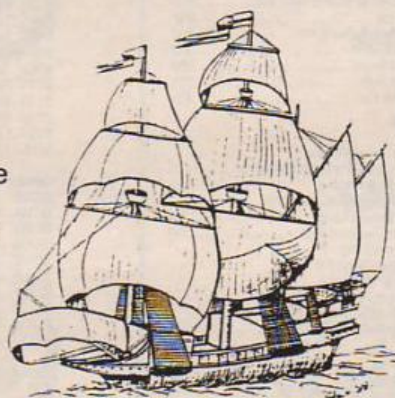
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14KC Hussars
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16KC Cossacks
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18KC Line Dragoons Command
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33KC Light Cavalry Command
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9M Zouaves Command
10M Naval Battalion Command
11M Garde Mobile Command

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

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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
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RM51 IT122	P2	RM5 BTR 152V SP mortar	19p	FM1 AML 20 A/C	19p	US1 Hummer	P1	FM2 AML 90 A/C	19p	G51 Pos 1b light tank	P1	SF1 Large tank (20 metres)	95p
RM54 IT130	P2	RM6/CM12 ZIL 164 (open top)	21p	FM3 AML 60 A/C	19p	US2 Hummer with TOW	P1	FM4 4 Crotale SOAA missile	25p	G52 Pos 12c light tank	P1	SF2 Standard air cushion tank	25p
RM55 BTR 60 PA APC	P1	RM7/CM13 ZIL 164 (canvas top)	21p	FM5 AML 60 A/C	19p	US3 Hummer with Auto G/L	P1	FM5 Crotale SPAA FCR	21p	G53 Pos 34(c) light tank	P1	SF3 Air cushion scout vehicle	25p
RM56 BTR 60 PB APC	P1	RM8 BTR40	19p	FM7 GBU 15 canister	23p	US4 Hummer with 25mm chain gun	P1	FM8 VAB 4x4 APC	19p	G54 Pos 111c medium tank	P1	SF4 Primitive grav tank	25p
RM57 BTR 60 PB command	P2	RM9 BTR40 with armoured roof	19p	FM9 Panhard VBL	19p	US5 LAV 25	P1	FM10 AMX 10P tracked	19p	G55 Pos 111N medium tank	P1	SF5 Large grav APC	25p
RM58 BTR 60 PU 12 command	P1	RM10 Gaz 66 truck	19p	FM11 ERC-90 H4 A/C	19p	US6 LAV with TOW	P1	FM12 Tarasque towed	19p	G56 Pos 112N medium tank	P1	SF6 Small scout grav vehicle	20p
RM59 BTR 50 mine clearer (MTC)	P2	RM11 Gaz 66 canvas top	21p	FM12 VAB sp 61mm Mortar	19p	US7 LAV (M) SP mortar	P1	FM13 VAB sp 61mm Mortar	19p	G57 Pos 1V1	P1	SF7 Heavy grav truck	30p
RM61 MDK 2M rotary excavator	P2	RM12 Gaz 66 body	21p	FM15 VAB 6x6 APC	19p	US8 LAV (C) command version	P1	FM16 VAB 6x6 VCI	19p	G58 Pos 1V2	P1	SF8 Small grav jeep type vehicle	20p
RM62 ST 210 mobil crane	P2	RM13 Ka 255b Hvy truck	23p	FM17 VAB with HOT	21p	US9 LAV (L) logistics carrier	P1	FM18 VAB with HOT	21p	G59 Pos 1V3	P1	SF9 Std. Imp. grav tank armed with hyper velocity gun	50p
RM63 BAT M engineers vehicle	P2	RM14 Ka 255b Hvy truck	23p	FM19 AMX 30 with side skirts	21p	US10 RDP light tank	P1	FM20 AMX 30 with side skirts	21p	G60 Pos 1V4	P1	SF10 Std. Imp. grav tank armed with heavy duty laser	50p
RM64 UAZ452 light van truck	P1	RM15 BRDM2	19p			US11 Fast attack vehicle (FAV)	P6			G61 Pos 1b command tank	P1		
RM65 UAZ452 minibus/ambulance	P1	RM16 BRDM2 U	19p			US12 FAV with bull Auto G/L	P6			G62 Stug 110c assault gun	P1		
RM66 T 157(1)	P2	RM17 BRDM2 Rkh	19p			US13 FAV with TOW	P6			G63 Jagd Pos 38(1)	P1		
RM67 M 1977 ABV	P2	RM18 BRDM2 with sagger	19p			US14 FAV with bull Hg	P6			G64 Jagd Pos 38(1)	P1		
RM68 Gaz 66 with cum body	P2	RM19 SSA-9 GASKIN	19p			US15 LAV(2) recovery vehicle	P1			G65 Stug 110c assault gun	P1		
RM69 URAL 375 heavy truck	P2	RM20 BRDM3 with Spandrel	19p			US16 M103 Hvy tank	P2			G66 Stug 110c assault gun	P1		
		RM21 Gaz 66 Van body	21p			US17 M151 Jeep	P1			G67 Stug 110c assault gun	P1		
		RM22 PMP Ferry/Bridge	50p			US18 FAV with Hydra 70 MGL	P1			G68 Stug 110c assault gun	P1		
		Centre section				US19 M73 APC	P1			G69 Stug 110c assault gun	P1		
		RM23 PMP Ferry/Bridge	50p			US20 M59 APC	P2			G70 Stug 110c assault gun	P1		
		RM24 TMM Bridgelay	50p			US21 M59 A/C	P1			G71 Stug 110c assault gun	P1		
		RM25 TMM trench digger	23p			US22 FAV with roof M10 AGL	P6			G72 Stug 110c assault gun	P1		
		RM27 IMR CEV	23p			US23 FAV with roof M10 AGL	P6			G73 Stug 110c assault gun	P1		
		RM28 Gaz 66b Ambulance	19p			US24 Hummer Command/ambulance	P6			G74 Stug 110c assault gun	P1		
		RM29 BRDM1 with Snapper	19p			US25 Hummer Stinger carrier	P1			G75 Stug 110c assault gun	P1		
		RM30 BRDM1 with Swatter	19p			US26 Hummer Pick-up	P1			G76 Stug 110c assault gun	P1		
		RM31 BRDM1 with Sagger	19p			US27 Hummer Defender II SPAA	P1			G77 Stug 110c assault gun	P1		
		RM32 BRDM1 with Swatter	19p			US28 Hummer Defender II SPAA	P1			G78 Stug 110c assault gun	P1		
		RM33 BRDM1 with Sagger	19p			US29 Hummer Defender II SPAA	P1			G79 Stug 110c assault gun	P1		
		RM34 BRDM1 Rkh	19p			US30 Hummer Defender II SPAA	P1			G80 Stug 110c assault gun	P1		
		RM35 T-64 MBT	21p			US31 Hummer Defender II SPAA	P1			G81 Stug 110c assault gun	P1		
		RM36 T-64 MBT	21p			US32 Hummer Defender II SPAA	P1			G82 Stug 110c assault gun	P1		
		RM37 T-55 MBT	21p			US33 Hummer Defender II SPAA	P1			G83 Stug 110c assault gun	P1		
		RM38 T-62 with add-on armour	21p			US34 Hummer Defender II SPAA	P1			G84 Stug 110c assault gun	P1		
		RM39 BMP 1 APC	19p			US35 Hummer Defender II SPAA	P1			G85 Stug 110c assault gun	P1		
		RM40 T64 MBT	21p			US36 Hummer Defender II SPAA	P1			G86 Stug 110c assault gun	P1		
		RM41 T64 with reactive armour	21p			US37 Hummer Defender II SPAA	P1			G87 Stug 110c assault gun	P1		
		RM42 T72 MBT	21p			US38 Hummer Defender II SPAA	P1			G88 Stug 110c assault gun	P1		
		RM43 T55 (A) MBT	21p			US39 Hummer Defender II SPAA	P1			G89 Stug 110c assault gun	P1		
		RM44 T55 ARV (BTS-2)	23p			US40 Hummer Defender II SPAA	P1			G90 Stug 110c assault gun	P1		
		RM45 T34 ARV	21p			US41 Hummer Defender II SPAA	P1			G91 Stug 110c assault gun	P1		
		RM46 T72 MBT	21p			US42 Hummer Defender II SPAA	P1			G92 Stug 110c assault gun	P1		
		RM47 BMP1K (command)	19p			US43 Hummer Defender II SPAA	P1			G93 Stug 110c assault gun	P1		
		RM48 BMP1K (com)	19p			US44 Hummer Defender II SPAA	P1			G94 Stug 110c assault gun	P1		
		RM49 BMP1R (reco)	19p			US45 Hummer Defender II SPAA	P1			G95 Stug 110c assault gun	P1		
		RM50 BMP1R (radar)	19p			US46 Hummer Defender II SPAA	P1			G96 Stug 110c assault gun	P1		
		RM51 BMP1E (add on armour)	21p			US47 Hummer Defender II SPAA	P1			G97 Stug 110c assault gun	P1		
		RM52 BMP2	23p			US48 Hummer Defender II SPAA	P1			G98 Stug 110c assault gun	P1		
						US49 Hummer Defender II SPAA	P1			G99 Stug 110c assault gun	P1		
						US50 Hummer Defender II SPAA	P1			G100 Stug 110c assault gun	P1		
						US51 Hummer Defender II SPAA	P1			G101 Stug 110c assault gun	P1		
						US52 Hummer Defender II SPAA	P1			G102 Stug 110c assault gun	P1		
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						US71 Hummer Defender II SPAA	P1			G121 Stug 110c assault gun	P1		
						US72 Hummer Defender II SPAA	P1			G122 Stug 110c assault gun	P1		
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						US74 Hummer Defender II SPAA	P1			G124 Stug 110c assault gun	P1		
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						US80 Hummer Defender II SPAA	P1			G130 Stug 110c assault gun	P1		
						US81 Hummer Defender II SPAA	P1			G131 Stug 110c assault gun	P1		
						US82 Hummer Defender II SPAA	P1			G132 Stug 110c assault gun	P1		
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						US92 Hummer Defender II SPAA	P1			G142 Stug 110c assault gun	P1		
						US93 Hummer Defender II SPAA	P1			G143 Stug 110c assault gun	P1		
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						US95 Hummer Defender II SPAA	P1			G145 Stug 110c assault gun	P1		
						US96 Hummer Defender II SPAA	P1			G146 Stug 110c assault gun	P1		
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						US99 Hummer Defender II SPAA	P1			G149 Stug 110c assault gun	P1		
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						US101 Hummer Defender II SPAA	P1			G151 Stug 110c assault gun	P1		
						US102 Hummer Defender II SPAA	P1			G152 Stug 110c assault gun	P1		
						US103 Hummer Defender II SPAA	P1			G153 Stug 110c assault gun	P1		
						US104 Hummer Defender II SPAA	P1						

Stephen Allen looks at

CRIMEAN SMALL ACTIONS – 3:

Opening shots – the skirmish on the Bulganak

The invasion of Tsar Nicholas I's Crimean province by the combined forces of Britain, France and Turkey began on the 14th September 1854 at the aptly-named Calamita Bay some thirty miles north of their objective, the Russian naval base of Sebastopol. Six days after the Allies landed the first of the four major field actions of the Crimean War was fought at the Alma. It was not, however, the first engagement of the campaign. This distinction belongs to a small, almost insignificant skirmish which took place near the Bulganak stream a few miles north of the Alma on the 19th September.

Because of delays, mainly due to the confusion among the British, the Allies' march on Sebastopol did not begin until the morning of the 19th. In the words of William Howard Russell, the first of that new species, the war correspondent, it was "an unforgettable spectacle". In a giant square four miles wide and four deep, the armies advanced with colours flying and bands playing. On the right, having claimed the post of honour, marched the French, nearly 28,000 strong, followed by the Turkish contingent of 8,000 men. On the left, the British, numbering about 25,000 and covered by the 1,000 or so men of the Light Brigade, the only mounted troops available to the Commander-in-Chief, Lord Raglan.

This deficiency in cavalry worried Raglan. The terrain they were now crossing was ideal for horse soldiers: a rolling, treeless downland. From the day of the landing, Cossack scouts and patrols had observed the Allied forces and now dogged their line of march, always just out of range. For their part, the invaders were marching virtually into the unknown. Raglan was aware that the Russians were waiting, possibly on the line of the Alma, but the ever-present Cossacks prevented effective reconnaissance. His own light cavalry was too weak to counter them and he dare not hazard them against a more numerous enemy for fear of leaving the flanks and rear of the rest of the army completely exposed.

There was also a further problem: that of the commanders. In overall command of the British Cavalry Division was George Bingham, Lord Lucan, a martinet by whose efforts the 17th Lancers had become known as 'Bingham's Dandies'. A fair assessment of him was that he was conscientious, brave, prejudiced, narrow-minded, vindictive and violently unpopular! He did at least have some first hand experience of campaigning, having served with the Russian Army during the Russo-Turkish War of 1828. It was more than could be said for most of Raglan's other senior officers including the commander of the Light Cavalry Brigade, James Brudenell, Lord Cardigan, was Lucan's brother-in-law. Just as much of a military maniac, his own regiment, the 11th Hussars, were known as 'the Cherrypickers' after the colour of their pantaloons. He was described as being petty, prejudiced, narrow-minded, vindictive and arrogant. He simply knew he was right, whatever the circumstances.

The two of them cordially loathed each other, a loathing which had increased in recent weeks since the army had arrived in the East. Lucan had been consistently left behind in the army's movements first to Scutari and then to Varna, and was furious with both Cardigan for issuing orders to the cavalry without consulting him and with Raglan for allowing it to happen. Cardigan, on the other hand, was convinced that Raglan had given him an independent command. The Commander-in-Chief had done nothing to try to resolve the situation, hoping it would just go away. Unfortunately it did not and was to have tragic consequences five weeks later at Balaklava.

Despite their magnificent appearance, upon closer inspection the Allied forces gave cause for some alarm. Tell-tale signs of cholera and fever could be seen in the pale faces of many of the troops. The field day atmosphere of the march soon wore off. More and more men fell out of the ranks as the temperature rose, not only because

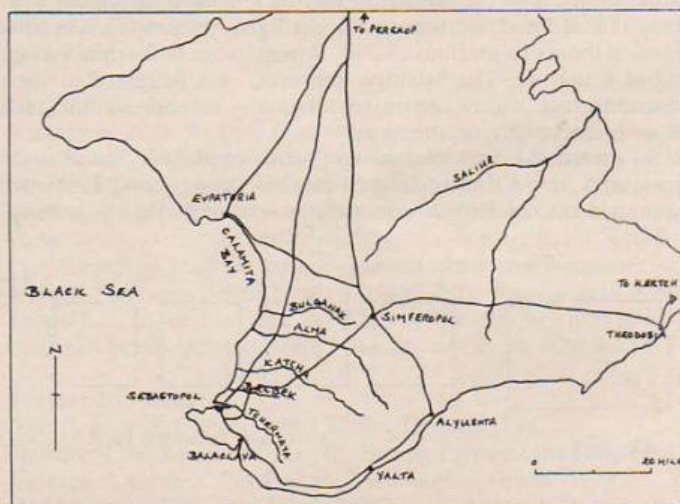
of sickness but also due to heat exhaustion and dehydration. Frequent halts had to be called to allow stragglers to catch up, but not a drop of water was to be had until, after ten miles, the Bulganak was reached in the early afternoon.

Beyond the Bulganak the nature of the ground changed slightly, rising and falling in a series of ridges and hollows. Just over the brow of the first of these ridges to the south of the stream, barely half a mile away, a group of Cossacks were seen to be retiring. With a great many men breaking ranks to reach the water, it was essential to scout the further bank before any crossing could be attempted. Four squadrons from the Light Brigade, two each from the 11th Hussars and the 13th Light Dragoons, were sent forward from the left flank with Cardigan at their head. Upon seeing this, Lucan galloped after them, determined to assert his authority over his subordinate. As they cantered over the crest, instead of a few isolated Cossacks, they found themselves up against over two thousand enemy cavalry advancing slowly down the opposite slope.

The Russian horse now bearing down on Cardigan's men, outnumbering them by almost 9 to 1, were part of a detachment sent forward at midday by the Russian Commander-in-Chief, Prince Menshikov, from the main position on the heights above the Alma. Under the command of General Kiriakov, it consisted of nine 'sotni' of Don Cossacks, two regiments of Hussars and a brigade of Kiriakov's own infantry division together with a battery of guns. Kiriakov had deployed them in battle order with the Borodinsky Regiment on the right and the Tarutinsky Regiment on the left, both in battalion columns. Between them were the artillery, with the Hussars and Cossacks on the right and left flanks respectively.

The Russian infantry halted on the hill overlooking the Bulganak while the Cossacks and Hussars rode down the slope to come face to face with the British. On seeing them, the Russians halted. It was the moment Cardigan had been waiting for: he ordered the 13th Light Dragoons to deploy skirmishers and the other squadrons to form line. The Russians too threw out skirmishers and both sides opened fire at long range. This desultory fire-fight lasted approximately twenty minutes and resulted in the wounding of four British cavalrymen and the death of four of their mounts.

Meanwhile, Raglan had arrived on the ridge which the British advance guard had crossed a short time before. Down in the shallow valley he could see the skirmish in progress. Beyond, on the top of the hill opposite, was a more alarming sight: the eight grey



Map showing the principal theatre of operations in the Crimean Peninsula

masses of the Russian battalions, invisible to Cardigan and Lucan because of the lie of the land. It was clear to Raglan that he must withdraw his advance guard from this unexpected and unwanted confrontation which risked bringing on a general engagement, or else see a substantial portion of his mounted troops destroyed. Fortunately, for the moment at least, the Russians appeared to be overawed by the show of confidence and precision in manoeuvre displayed by the British light cavalry, and had made no move to advance any further. It was the first example of the strange and inexplicable phenomenon encountered by the Allies in the Crimea in which the Russians seemed to 'freeze', often in the midst of battle, apparently fascinated by the actions of their opponents. Whatever the reasons for this, it was to serve the Allies well, as it did on this occasion.

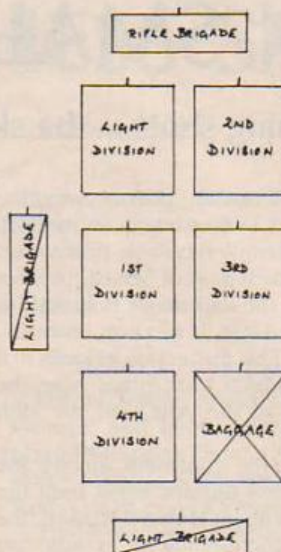
Raglan summoned his two leading divisions, the 2nd and the Light, to the brow of the ridge whilst the four squadron of the 8th Hussars and 17th Lancers, together with Bradling's troop of Royal Horse Artillery, were called forward from their position guarding the left flank of the Army to take post to the left rear of Cardigan's men. These, he now recalled, under such circumstances, a concise, clearly-worded order was essential. That sent by the Commander-in-Chief was neither, however, Raglan's order, if it can in fact be called such, was polite and imprecise. Polite because politeness was fashionable, especially so in an army where so many of its commanders were of noble family, and imprecise because Raglan saw his role not so much as a leader as an adviser who was always prepared to defer to 'the man on the spot' . . . as well as giving many of his officers credit for more good sense and intelligence than they deserved! He was, according to his great admirer Kinglake, "unwilling to embarrass Lord Lucan by an order too precise and imperative".

His instructions were delivered by General Airey, the Quartermaster-General, who found Lucan and Cardigan arguing. The former, trying to exercise his command, was insisting on some minor alterations to the dispositions of the troops still under fire, and the latter urging a charge to disperse the enemy. Airey, whose brusque manner contrasted sharply with that of his commander, cut them both short and ordered them to retire "in Lord Raglan's name".

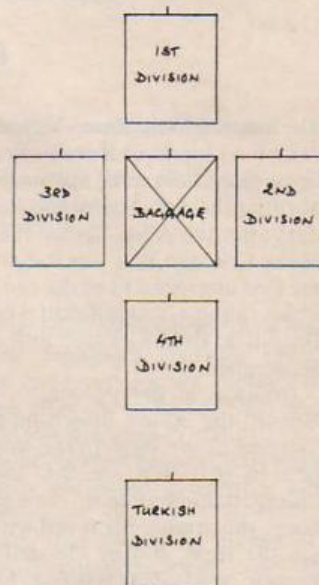
The Light Brigade was withdrawn by alternate squadrons to the sound of the jeering Russians who followed up slowly. From their left a squadron of Hussars rode out ahead of the line and opened their ranks to reveal a battery of horse guns which began firing on the British cavalry. Bradling's troop returned the fire but, like the Russian battery, was only armed with 6 pounders, the effect of which was negligible at this range. Seeing this, Raglan ordered forward Maude's troop of horse artillery, attached to the Light Division, which was armed with 9 pounders. They were accompanied by men of the Rifle Brigade, riding on the limbers. Their greater range and hitting power forced the Russian gunners to pull back up the hill towards their infantry, to be followed shortly after by the Cossacks and Hussars. Burning with humiliation and frustration, the British advance guard returned to the Bulganak. Still not aware of the unseen threat, they blamed Lucan for what they saw as his interference with Cardigan, preventing him from leading them in a glorious charge. A wag in the ranks dubbed him 'Lord Look-on'. The infantry, however, was delighted at their discomfort which helped to offset the resentment they felt against the cavalry on the march.

So ended the first engagement between British and Russian troops in the Crimea. Casualties had been slight: four men wounded on the British side and, as was subsequently learned,

British



French



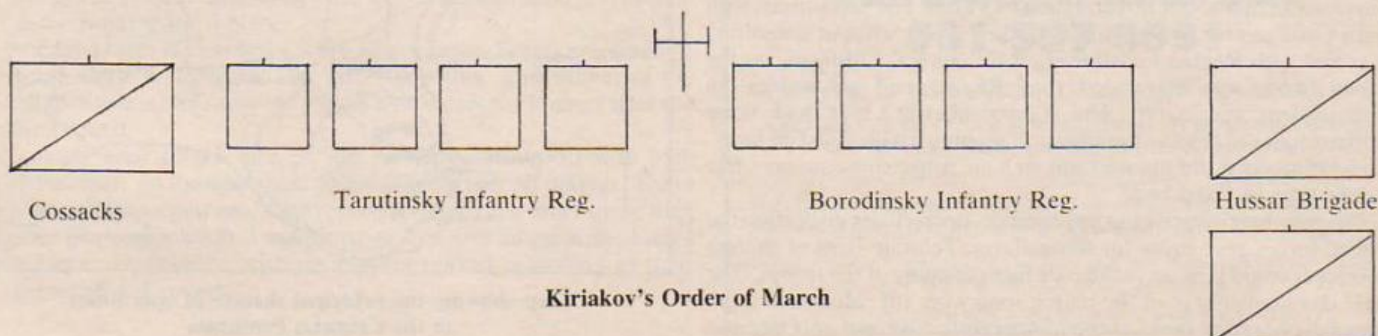
Allied order of march – 19th September 1854.

twenty-five men killed or wounded on the Russian. The whole affair was characterised by a distinct lack of identification and control. The French, more than a mile to the right of the British, were too far away to be able to play any part in the action. Raglan had been concerned about the distance between the Allied forces and had sent Colonel de Lagondie, a French liaison officer on his staff, to request the French commander, Marshal St. Arnaud, to move nearer to the British right flank. On the way back, de Lagondie mistook a group of Russian Hussars for Raglan's escort because of his short-sightedness and was promptly taken prisoner. The Russians too were not without their own problems. Two squadrons of the Kievsky Hussar Regiment had been deployed in advance of Kiriakov's force earlier that morning. Because of the hot weather they were dressed in white tunics rather than the blue dolmans worn by the rest of the regiment. As the Russian cavalry fell back on its supporting infantry these two squadrons came in last. Unbelievably, Kiriakov himself took them to be French Cuirassiers and ordered his artillery to open fire. Several Hussars were killed or wounded before the error was realised, and the Kievsky's commander had to be forcibly restrained from sabering the artillery officer!

Raglan called a halt to the advance for that day and the Allies bivouacked on the south bank of the Bulganak in battle order, in the expectation of a dawn attack. The Russians, however, did not oblige. In accordance with his orders, Kiriakov retired back to the Alma, to the position Menshikov boasted he could hold "for weeks".

British Order of Battle:

Light Infantry Division, comprising the following regiments: 7th, 33rd, 23rd and 19th, 88th, 77th:



Kiriakov's Order of March

2nd Infantry Division, comprising the following regiments: 1st, 50th, 38th and 28th, 44th, 4th;

i.e. 12 battalions, a total of approximately 8,000 men.

Light Cavalry Brigade, comprising the following regiments: 8th and 11th Hussars, 13th Light Dragoons, 17th Lancers;

i.e. 8 squadrons, a total of approximately 600 men.

C troop (Maude's) and I troop (Bradling's) RHA, a total of 12 guns.

Russian Order of Battle:

2nd Brigade, 17th Infantry Division, comprising the Borodinsky and Tarutinsky regiments, each of which had four battalions, an approximate total of 6,400 men;

2nd (Hussar) Brigade, 6th Light Cavalry Division, comprising the 11th (Kievsky) and 12th (Ingermanlandsky) regiments, each of which had eight squadrons, a possible maximum total of 2,400 men.

In fact this figure is probably too high. Because of their pampered lives on the parade ground, Russian line cavalry horses died like flies on campaign with the result that squadrons were often grossly under-strength. If we assume an average of 120 sabres per squadron then we are not far off the figure of 2,000 usually quoted for the Russian cavalry in British accounts of the action.

9 sotni of Don Cossacks from the 57th and 60th regiments, each numbering about 90 men.

1 battery of Horse Artillery (8 guns), probably Number 12, attached to the Hussar Brigade.

Wargaming the Bulganak

It might be said, since the skirmish at the Bulganak river represents a battle that never was, it is ideal material for a wargame which could possibly give us an idea of the outcome had a full scale engagement taken place. It certainly does provide for an interesting game and was well-received a couple of years ago when members of the Crimean War Research Society laid it on at Northern Militaire.

To try to simulate something of the confusion which reigned over the whole affair, a game could be devised for five players, three Allied: Raglan, Lucan and Cardigan, and two Russian: Kiriakov and the Hussar Commander, Khaletsky. Two umpires, one per side, should be employed to direct matters and settle (or provoke) arguments as necessary.

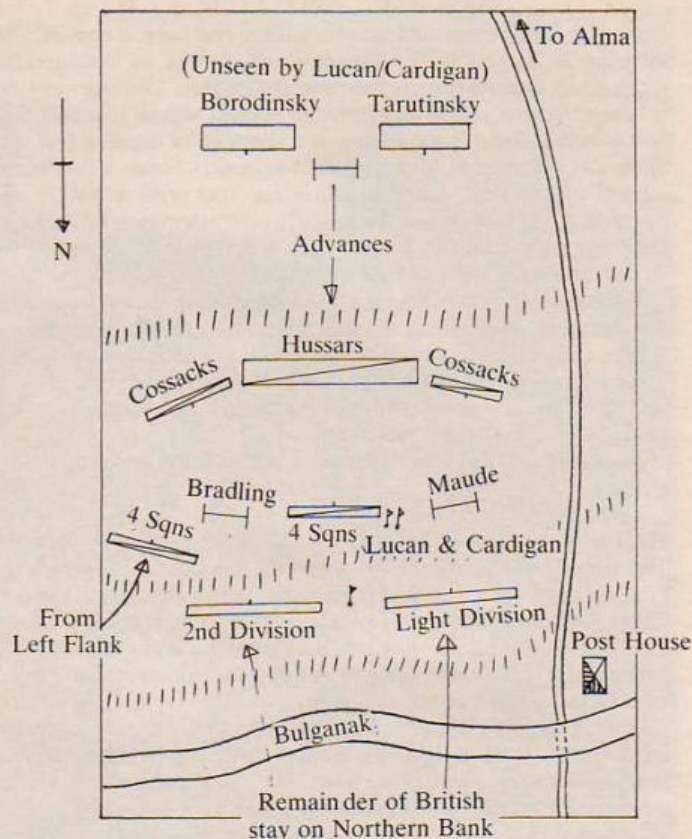
Using 15mm figures (of which there is now a very wide and pleasing choice), the playing area of about 6ft x 4ft might be set out as suggested below:

The game should be played along the length of the table in order to provide sufficient depth for deployment of reserves etc. With a ground scale of 1mm to 1m, there will still be plenty of room on the flanks.

The umpires should set up the game without the players being present. The only on-table forces at the start will be Raglan's advance guard (4 squadrons) and the Russian Cossacks and Hussars. The three players in charge of the cavalry are then briefed individually by the umpires. Each is given an oral description of the situation and, for the noble lords, an idea of their personal feud. A degree of role play will greatly enhance the game here and both 'Lucan' and 'Cardigan' should be encouraged to enter into the spirit of the thing, damning each others' eyes! An inconclusive skirmish action can then be played out, strictly controlled by the umpires to avoid any premature routs, or come to that, charges.

Meanwhile, the two commanders-in-chief will have been mulling over their written briefs. Kiriakov will know of Menshikov's intention to fight at the Alma and the strength of that position. He will also be aware, as a result of information from his Cossack scouts, of the rather hesitant advance of the invaders and, to some extent, their numbers. He will also know of their poor state of health, and that a sizeable gap has opened up between the English and French troops. Raglan will be well aware of the state and situation of his own troops and that of the French, but due to his crippling lack of cavalry he will not know anything about the Russians except for the Cossack scouts which Cardigan's men have been ordered to see off before the Bulganak can be crossed.

'Raglan' and 'Kiriakov' are then brought into the room. The remainder of the Russian forces are placed on the table and the game proper may begin with the umpires requesting an immediate reaction from Raglan, but insisting that any orders he gives must be politely phrased. Again, the game will benefit from this rôle-



playing. In any case, the umpires should attempt to exploit any opportunity to create confusion by rephrasing any and all orders as they see fit.

Raglan may only order up the 2nd and Light Divisions, as in reality, since it is assumed that they had already crossed the Bulganak and were in a fit state to fight, whereas the rest of the Army was still strung out and struggling to get at the water. The British infantry were not on top form and some account should be taken of this in any clash with the enemy. Either subtract 1 from dice scores or, if a combat-rating system is used, simply reduce the basic ratings as appropriate.

One other thing which the umpires must do to simulate C3 (Chaos, Confusion and Cock-up) is to impose upon the Russian commander a mechanism whereby he may or may not recognise any cavalry coming his way. E.g. throw 1 Average Dice: 3 or 4, he recognises them and acts accordingly; 2 or 5, he opens fire regardless!

A figure scale of 1:50 is probably the best for the purposes of the game. Referring back to the orbats, this breaks down as follows:

British: battalions of 12 figures, squadrons of 2 figures and batteries of 2 model guns each with 3 crew figures.

Russian: battalions of 16 figures, Hussars – say 20 figures per regiment, Cossacks – say 2 figures per sotnya; battery of 2 model guns each with 4 crew figures.

Conclusion

The skirmish on the Bulganak was an appropriate beginning to the fighting in the Crimea, including, as it did, several aspects which characterised the war between Russia and the Allies. It is also a good starting point for wargaming the Crimean campaign since there was no battle and therefore no hindsight on which a reconstruction may be based. The unsuspecting wargamer can wander, unencumbered, into this still little-known period and proceed to make the same mistakes as the real-life protagonists over 130 years ago. Hopefully, though, not more than once!

Further Reading:

The Banner of Battle, Alan Palmer, London, 1987.
Battles of the Crimean War, W. Baring-Pemberton, Pan, 1968.
Cadogan's Crimea, Book Club Associates, London, 1979.
The Crimean War, RLV French-Blake, Sphere, 1973.
The Crimean War, a Russian Chronicle, A. Seaton, Batsford, 1977.

During the past three or four years there has been a considerable increase in interest in the Franco-Prussian War as a subject for wargaming, and wargamers can now choose from a number of more or less extensive ranges of figures in several scales. It seems clear however that there is something of a shortage of detailed technical information available to interested wargamers about a number of aspects of the war, and this article together with a further one concerning organisation of the artillery is an attempt to fill at least a part of the gap (a list of sources used will appear at the end of the second article).

The information concerning the use of artillery should be of some interest to wargamers, as it will enable them to use their artillery within a realistic and authentic framework. (This writer's efforts at Franco-Prussian wargaming began with Minifigs 25mm figures in the mid-seventies, and never really got "off the ground" through a lack of information on what happened and why.)

The article will conclude with some notes on the opposing French artillery.

The Use of Artillery in Battle

The details which follow represent the doctrine with which the Prussian army (or to be more precise the Army of the North German Confederation, although this largely consisted of the Prussians) went to war in 1870. This doctrine emerged from the experiences of 1866 and the new possibilities opened by the introduction of steel, rifled, breechloading field guns.

In 1870 the field batteries were equipped with 4 and 6 pounders (horse batteries always had 4 pounders), with 6 guns per battery. In June 1870 it was ordered that from then on 6 pounders were to be designated "heavy", and 4 pounders "light".

It should be pointed out that methods of using artillery differed slightly in some details in other German contingents.

In 1866 the Prussian artillery had been placed too far back in the columns and had generally arrived too late to support the infantry in the early part of the battles, thus the infantry frequently had to operate without any artillery support. The reason for keeping it back down the columns was that it would be deployed behind the bulk of the infantry on the battlefield. The two remedies in the new doctrine that were to overcome these shortcomings were that a strong body of artillery was to be included in an advance guard (*Avantgarde*), whether of a division, corps or army, and the former practice of holding a reserve of artillery was to cease. The main body of artillery was to march near the front of its column so as to be able to intervene in a battle as early as possible.

In 1870/71 a few mistakes occurred initially – for example at Wissembourg the batteries were kept some way down the columns and could not intervene rapidly – but these were quickly ironed out and the new doctrine was henceforth applied very successfully.

Specific Tasks of the Artillery in Battle

Within the "ordre de bataille" of a Corps, the 4 and 6 pound batteries were attached partly to the divisions, and partly to the reserve (corps) artillery.

As a rule each of the 2 infantry divisions received 4 foot batteries, the cavalry division 1-2 horse batteries, and the reserve artillery received 4 foot and 1-2 horse batteries.

In general terms the divisional artillery had the following tasks:

- To prepare the battle for other troops by covering their deployment;
- To support the other troops by engaging the enemy artillery and drawing their fire on itself, and by firing on advancing enemy columns.

The reserve artillery, which will as a rule become involved in the battle later, had the following tasks:

- To reinforce the divisional artillery where necessary, and chiefly
- To occupy important points at the decisive moment, from where its use *en masse* and the effect of this lead to a favourable outcome of the battle, or in a defeat halt the enemy advance.

With the divisional artillery the batteries again have different tasks depending on whether they are with the *Avantgarde*, and *Gros* (main body) or the Reserve (if such is present).

The number of batteries with the *Avantgarde* depends on its strength and the tactical conditions. If the division is fighting independently, the *Avantgarde* should have 1-2 batteries. If it is linked with others in an *ordre de bataille* the size of the *Avantgarde*

might vary considerably according to the situation, as will its complement of artillery. When numerous cavalry are with an *Avantgarde* it could even include horse artillery.

The immediate task of the *Avantgarde* artillery is to cover the deployment and any approach connected with it (for example debouching from a defile). It should therefore take up position at suitable points where the other troops will later deploy, and from here fire on the enemy artillery and keep their attention away from the deploying troops. In doing so it must note the approaches and deal with any enemy movement over them.

From these tasks follows:

- That for the initial deployment an especially mobile artillery is to be used, which can take post rapidly, preferably 4 pounders.

- That the artillery should be very near to the front in the order of march, as a rule behind the *Tete* and in front of the main body of the *Avantgarde* so that it can deploy as soon as the *Tete* has scouted or cleared the terrain.

It must be noted that the *Avantgarde* artillery will usually face more numerous enemy guns, and often at long ranges. It is therefore desirable that 6 pounders support the 4 pounders as soon as possible, because of their greater effect at long ranges.

If the *Avantgarde* is intended to occupy an area of ground rapidly this will be done by cavalry with horse artillery present if required.

Batteries with the main body or reserve will advance to support the *Avantgarde* artillery, or appear at threatened points, or enter the battle with the main body or reserve and support them. For the first two of these tasks 4 pounders are very suitable, whereas both 4 and 6 pounders are equally suitable for the third.

The artillery with the main body and reserve is less endangered than that with the *Avantgarde*, and can safely march behind the *Tele* of each column, which will mean that when ordered forward they will not reach the battlefield with exhausted horses.

Following from the tasks of the reserve artillery:

- 4 pounder and horse batteries are especially suited to carrying them out through their mobility
- It is not so far forward in the order of march that it will become engaged in the uncertain initial to-and-fro fighting, but is near enough to be available when called for.

Artillery in connection with a cavalry corps – such a corps could be set up to undertake movements around an area, or operations against the enemy's flank or rear, or to halt an enemy advance in the event of a defeat, or a pursuit after a victory. The horse artillery must be used to support these actions, especially when the enemy uses artillery or mixed arms, and when the terrain does not permit full use of the cavalry's strength. The artillery will have the following tasks –

- To cover the cavalry's deployment
- To prepare their attack
- To prevent a beaten enemy rallying
- To provide a rallying point for the cavalry
- To secure the holding of specific points in the defence.

Importance of Terrain for the Artillery Battle

The following terrain features are to be noted:

1) An open, flat area without villages, woods, etc., permits the deployment and movement of troops in all directions and also the most effective use of the artillery. It is also helpful to cavalry and the artillery will require strong protection.

2) If such an area is heavily cut up by streams, ditches, sunken roads, etc. the artillery and cavalry lose their superior mobility relative to the infantry. The infantry will be forced into frequent formation changes, these are very dangerous under enemy fire.

3) A plain covered with woods, settlements, etc. hinders the artillery and ties it to the roads. Although mobility is reduced, movements are also hidden, and the artillery must be carefully protected by the other arms.

4) If such a plain is also cut through by streams, marshes, etc. the infantry becomes decidedly superior to the other arms. The artillery loses a high degree of its mobility and effect, and most of its independence.

5) Higher ground is very important for the artillery battle, and lower heights with gradual slopes are more suitable than higher areas with steep slopes. The former permit easy deployment on the position and mobility in all directions, the latter do not. As regards effect of fire and the observation of this, and observation generally, all higher ground is helpful, in addition (if used properly) it can provide cover



“Rules for the Use of the Prussian Artillery 1870-71”

by Martin Tomczak

It would have been very easy and rather obvious to illustrate an article on Prussian FPW artillery with photographs of guns. For our higher-than-average-intelligence readership however, we thought this might be rather trite. So, we have, as it were, skipped the beat and put the accent on the after-beat: here are German Staff officers wondering where the hell the artillery has got to, and Bavarian infantry wishing they had its support.

The figures, 25mm. Wargames Foundry, are from the collections of Tim Hall & Roger Needham, who also built the barricades. The buildings were put together by Wargames Architect of the Year (1986): Phil Robinson.



and prevent the enemy observing the results of his fire.

6) Steep-sided valleys, depressions, etc. reduce the artillery's mobility and effect in that they make measuring distances and observation difficult.

7) Water, marshes, etc. hinder artillery movement, but are helpful as cover to the front and flanks. Marshes to the front can reduce considerably the effects of enemy fire (but should not restrict forward movement too much).

8) Woods reduce mobility and effect to a high degree. Deployment either in or opposite a wood is unfavourable.

9) Ditches, gardens, enclosures, settlements, buildings and defiles all create difficulties for the artillery because they pose obstacles to movement and provide the enemy with strong points which are mostly difficult to take from him.

10) It follows from the above that certain points are important when judging terrain in the light of the artillery battle:

- The observation which it affords
- Security to the front and flanks of the battery against both an enemy approach and the effects of enemy fire
- How suitable or not it is with regard to the artillery's effect.

General Rules for the Artillery in Battle

1) The long range of the rifled guns permits some freedom of choice in their deployment, but requires great care in finding cover when under fire from rifled guns, so as to avoid heavy losses. Uneven ground, embankments and other features should be used if running roughly at right angles to the line of fire, particularly in the defence.

2) If time permits natural cover should be increased by man-made features, if the former is not present the guns should be dug in.

3) More important than cover is deploying for maximum effect and positions must be taken that provide good observation, accurate measuring of distance, and a full view of the effect of fire.

4) Taking post on high ground in open terrain offers decided advantages. In defence however the slopes falling away to the front must be covered.

5) All oblique positions which can easily be flanked are to be avoided even at extreme ranges.

6) During all movements on the battlefield close columns and grouped formations must be avoided, and a column with extended intervals is to be used whenever the terrain permits. When moving within enemy range a faster pace is to be used and cover used when possible, otherwise heavy losses can occur.

7) Firing must not begin at too great ranges. Although the guns are accurate at well over 3,000 metres the judging of distances at these ranges is difficult and observation of fire very uncertain. Firing over 1,500 yards is generally wasteful, unless particular circumstances demand it or the size and composition of a target warrant it.

8) If fire opens at long ranges, a battery may later find itself short of shells at close range in important moments.

9) Conserving ammunition is an important principle that must be adhered to. The guns permit very rapid firing, however good shooting requires a calm crew and precise aiming. At shorter ranges firing can be faster, since conditions are better for it. The urgency or importance of a task might demand a higher rate of fire. When firing at fixed objects, if no real success is visible or it is done at long range, a slow rate is to be maintained.

10) To ensure the ammunition supply the first line of ammunition wagons must be near at hand, preferably to the side and under cover so as not to catch fire aimed at the battery.

11) Every pause during which a battery is not under fire must be used to bring up ammunition. Even if under fire the battery must be replenished at the latest after half its stock is used up.

12) Firing over other troops should be avoided, and if done at all, then done with great caution.

13) Columns and squares should be fired on ideally down their longest sides, batteries from the flank or at an angle.

14) When selecting from the various enemy targets, the most important is that which at a particular moment poses the greatest danger to friendly troops, or the destruction of which will contribute most to reaching a decision. To bring about a decision the batteries must fire on the same targets, and not each at a separate one.

15) Frequent changes of position are damaging, especially within enemy artillery range as it can not then take place without losses. Moving forwards or back over short distances should be avoided as the accuracy and range of the guns makes it unnecessary.

16) Taking the artillery within enemy small arms range is wasteful, since the artillery's effect depends on its material and this should be protected. However, if great objectives can be achieved by doing so it should be prepared to go within small arms range.

17) In defence it is a major responsibility of the artillery to find points which dominate the surrounding area or which through their situation result in the holding of the battlefield itself depending on their being held. The most dominant of these points are to be occupied with 6 pounders, which can then develop their full potential against the enemy columns and their deployment, beginning at long ranges. The distance to various points which the enemy will have to pass should be judged in advance and confirmed with ranging shots. From such a position the enemy can be kept under fire for the whole time of his approach, and be help up by well-aimed fire while crossing obstacles. Such positions must be defended hard, down to the use of cannister. The 4 pound batteries will support the troops during the various small actions during the battle and support their attacks. The reserve artillery will be brought against the main enemy advance at the appropriate time and place. Having dealt with this they will leave the battle to the other troops.

18) Covering a retreat after a defeat is one of the artillery's most important tasks. It must exploit every useful piece of terrain, and endeavour to gain time for the retreating troops. The accuracy of the guns will often make this fairly easy, a few hits on a chosen target can delay the enemy. The artillery must in particular draw all or at least some of the enemy artillery fire onto itself. The 6 pounders should operate on the line of withdrawal, the 4 pounders more to the flanks.

Some Experiences from the War

During 1870/71, only two 6 pounder barrels were destroyed by enemy fire, along with 14 gun carriages. Eleven limbers were destroyed and 7 heavily damaged. Sixty-nine shells and 650 bagged charges (*Kartuschen*) became unusable during transport, the latter mostly through damp.

The percussion fuse proved very reliable, and very few dud shells were recorded.

Cannister was used for self-defence by artillery more than 40 times, in half of these incidents the cannister drove the enemy off.

Shrapnel was used only by a few Bavarian and Saxon batteries, and later in the war by Prussian batteries.

Up to now 600 metres had been regarded as effective small arms range, this now doubled because even at 1,500 metres French *Chassepot* fire caused casualties in gun crews. The battle had to be begun and carried through at much greater distances than before.

Shellfire was frequently used at 3,000 metres and more, at 1,800 to 2,000 metres a significant effect was noticeable and at the most frequent range of 1,100 to 1,800 metres enemy troops were often forced to retreat from their positions or cease advancing and retire. The enemy very rarely got to nearer than 600 metres – an eye-witness recorded how 30 guns of the Garde during the Battle of Gravelotte – St. Privat defeated a French divisional attack, in column from Amanvillers. The column came over a hill and the first ranging shots hit it at 1,900 metres, and heavy fire opened. The same happened at 1,700 metres, and then at 1,500, 1,300 and 1,100. Only at 900 metres did the attack break down and the enemy retire.

At short ranges the shells often had a devastating effect, and in addition to the material effect the moral effect was considerable.

The superiority of heavy over light guns was noticed in a greater moral effect and through their greater effects against stationary objects.

The greater mobility of light batteries opposed to heavy was demonstrated over difficult ground. Elsewhere the mobility of both proved adequate. The horse artillery demonstrated fully the characteristics for which it is noted.

The entire range of equipment proved highly usable on the battlefield. Only two 6 pounder and twenty-five 4 pounder barrels became completely unusable, sixteen 6 pounder and fifty-seven 4 pounder barrels were temporarily so, mostly through fires in the barrels.

A French commentator wrote that the mass use of artillery gave the Prussian infantry "an immediate and insurmountable superiority". The French batteries still went into action one at a time, and this meant that there were never enough French guns in position to achieve fire superiority. The reserve batteries at the rear of the French columns never came into action in time whereas the Prussian corps

artillery was if necessary engaged, like divisional artillery, as soon as an action began.

The Saxon artillery, totalling 14 batteries at Gravelotte-St. Privat, fired a total of 2,235 rounds. Soon after at Beaumont it fired 7,324 rounds.

Final Point

It would seem that in wartime a complete *Feld-Artillerie-Regiment* of 90 guns would make up the artillery of an *Armee Korps*, although the author has not been able to find this confirmed in writing as yet (see forthcoming article on Organisation).

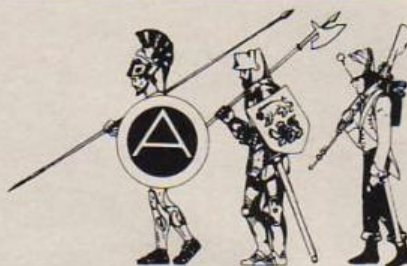
Some Notes about the French Artillery

We conclude with some points about the opposing French artillery. Initially the French fielded 164 6-gun batteries, comprising 38 horse and 94 driving batteries with 4 pounders, and 32 driving 12-pounder batteries. The guns were bronze, rifled, muzzle-loaders of the *La Hitte* system, which proved a sensation when used against the Austrians in 1859. The 4-pounder was sighted up to 3,200 metres, although the maximum range is claimed to have been 4,600 metres.

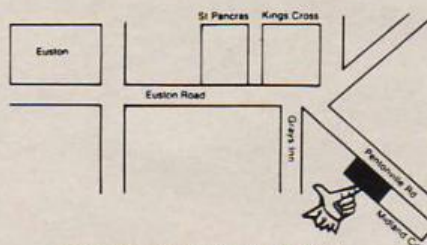
The French lagged behind Prussia in the development of steel, and for cost reasons the supporters of bronze had a strong case – bronze barrels could easily be melted down and recast. However they had already begun development of breech-loaders before 1870. In 1867 the Director of the gun foundry at Bourges, Reffye, constructed a bronze breech-loader known officially as *Canon de 7*

rayé se chargeant par la culasse. The figure 7 referred to the weight of the shell, around 7 kilogrammes. The shell had an effective percussion fuse, and the gun also fired shrapnel. This new gun was only cast from late 1870 in larger quantities. Through contributions from the public 1,500 were to be cast in Paris (during the Siege); 800 were actually produced. Further quantities were made in the provinces and were used among other things to equip new formations of the Loire Army. A German eye-witness recorded how it equalled the German guns in accuracy, and effect.

A final point of interest about the French artillery concerns the fuses on the shells – these gave the shells bursting zones limited to 1,350 to 1,550 metres and 2,650 to 2,850 metres.



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Wargames Foundry 25mm Indian Mutiny figures. Designers A & M Perry painted the figures and built the buildings.

THE DEVIL'S WIND

INDIAN MUTINY WARGAMES RULES

by Ted Brown

Following on from the Indian Mutiny piece that appeared in *WI* No.5 this is a set of simple but effective rules to enable you to stage table-top encounters set during the 'Devil's Wind' of 1857. In my humble opinion one of the best things to happen in wargaming of late has been the wide spread turn away from the idea that highly complex rules lead to accurate, realistic wargames. More & more wargamers now seem to realise that it is tactics that count, rather than the numbers of pages in a rule book.

So these rules are deliberately as simple as I could make them whilst retaining a high degree of accuracy. However, I want to emphasize that for these rules to work the two or more players must take some care in setting-up a realistic scenario, use the correct tactics – of which more or below – and above all play the game in a spirit of *friendly* competition.

Scenarios

You will all have seen it and – like me – done it: The two miniature armies are lined up on their base lines, both sides advance and have a big thrash in the middle of the table...Yes, a 'typical' wargame, but in real life this kind of battle was rare. In

reality one side or the other would be in possession of ground the other wanted, so the defending side would be in position to hold a vital road, waterhole, village or what have you. The two sides might blunder into one another while in marching formation, one side might spring an ambush, or be trying to make a fighting retreat. The possible scenarios are endless.

In the Indian Mutiny the British tended to be trying to do one of three things: hold a position – fort, village, etc; march to the relief of another force; break up a concentration of mutineers. Conversely the mutineers were trying to capture positions, block relief columns or, towards the end of the campaign, simply survive. This was a bloody, hard-fought war, involving two groups of tough, professional soldiers. At the same time the involvement of British and Indian civilians gave the war a vicious black edge.

Remember that 'Indian' armies tended to have large baggage trains of bullock carts, camels and elephants; an attack on one of these makes an interesting wargame. Both sides made use of pontoon/boat bridges and the attack and defence of these can be interesting. The Mutiny also saw much street fighting as well as several well known (and some not so well known) sieges. Set up an



'The defence of Ethne Harrington-Smythe'. More from the Terrible Twins . . . BUT WAIT! – civilian figures painted by (the equally terrible) Ally Morrison.

interesting and realistic scenario and you are more than halfway to a good, enjoyable wargame.

Tactics

Like the Crimean War and the American Civil War the Indian Mutiny was one of the campaigns fought during the change from smooth-bore muskets to rifled muzzle-loaders, indeed the change over from the old Brown Bess to the new Enfield was one of the immediate causes of the Bengal Army mutiny. This advance in technology had its effect on the tactics of the campaign.

The new rifle enabled the British troops to engage at longer ranges and to make more use of extended lines of skirmishers. The sepoy mutineers also made use of open order formations. Cavalry on both sides continued to carry out its traditional role: reconnaissance, pursuit and the set-piece charge. Dismounted carbine fire was used, though not as often as in the ACW. The British made some limited use of mounted infantry. Both sides made use of fairly large amounts of artillery, including the field use of heavy guns. Only the British used horse artillery. Both sides made occasional use of rockets. Some mutineers used heavy wall muskets or *jingals*.

Because of the increased effectiveness of the new rifle, infantry seldom formed square, at least on the British side.

It is worth pointing out that not all the British forces had the new Enfield rifle. At the siege of Lucknow for example only the 32nd Foot had Enfields, most of the rest of the garrison had to make do with the older percussion Brown Bess. Many of the civilian volunteers and loyal native troops on the British side did not have the Enfield. On the Mutineer side some men did make use of the Enfield, but most did not.

The British made use of many irregular units. Some were formed from the wild, warlike peoples of the Northern India, such as the

Sikhs and Pathans. Others were made-up of officers from units that had mutinied, or from groups of civilians. Most such units were mounted. On the Mutineer side some of the small – and often rag-tag – private armies of local land-owners took part, sometimes equipped with match-locks. Large numbers of local thugs and bullyboys also joined the Sepoys in the hopes of loot and pillage. These so called *Badmashes* were of little use on the battlefield.

In skill-at-arms and minor tactics there was little to choose between the two sides, but in higher tactics the British often had the edge, although this was to some degree offset by their usually smaller numbers. When it came to the nitty-gritty of hand-to-hand combat the heavier and bigger British soldiers had a distinct edge. On the British side Havelock and Sir Colin Campbell – of 'thin red line' fame, stand out as higher class commanders. Campbell, who was later made Lord Clyde, could sometimes be over cautious, but he never lost. For the Mutineers Tantia Tope was a wily field commander of talent and skill.

Earthworks played an important part in the fighting, both sides making extensive use of fieldworks, during the siege and at some of the field actions. Mining also played a part in most of the sieges. The British made great use of the Royal Engineers and the Sepoys suffered from their lack of skilled engineers.

Indian Mutiny actions tend to be of Brigade or at the most divisional size, making them excellent for wargames. British and loyal Indian units were made up of 10 companies, each with a nominal 90–100 men. Most were under strength. In each infantry battalion one company would be a light company and one a grenadier company. Apart from Granadiers being bigger men and the light company doing a little more training for skirmishing there was little real difference between the companies. When the mutineer battalions stayed together their organisation was much the same.

Cavalry units were of varied size, some of the volunteer units being as small as 30 troopers. A good average would be three squadrons of two troops each, with between 50 and 90 men per squadron. Artillery on the British side was in batteries of six guns, one of which was often a howitzer. Heavy Royal Navy and Mutineer batteries varied in size.

Very often the British broke up units so that an odd number of companies would be serving with some column or another. For this reason the basic unit in the rules that follow is the company, ten figures representing a company of 100 men. If you want to tinker with this feel free!

Finally the title of the rules 'The Devil's Wind' comes from the Indian term for the great mutiny that swept through the sepoy army in 1857.

THE DEVIL'S WIND INDIAN MUTINY WARGAMES RULES

Equipment

A table at least 4x4 feet, bigger if you have one. If you cannot even manage 4x4 feet use 5/6mm figures and halve all the distances in these rules. ACW figures make good Indian Mutiny types in this tiny scale.

Terrain: Plains, hills, paddy fields, jungle, villages, wide rivers, small streams, tanks (ponds), old forts, dirt roads, etc.

Two opposing forces in 15mm or 25mm. Peter Laing does a good range in 15mm and the new 25mm Wargames Foundry figures are first class. Remember Mutiny figures can be used for other 'colonial' actions, such as the Anglo-Sikh Wars of the 1840's. The first Afghan War, 1856 Persian campaign, etc.

A couple of extended steel rules marked in centimetres. Up to a dozen or so normal six sided dice (D6).

Sandwiches, tea or coffee, or beer for my fellow alcoholics, although curry and arrack might be better for 'mood'!

Game Organisation

All distances are in cm. Ground scale is roughly 5cm/50yds. Figure scale is one figure/ten men. Basic units are infantry companies & cavalry squadrons of 10 to 12 figures. Each company/squadron should have one officer figure. (On foot if infantry.) Every four companies can have one mounted officer. Artillery should be in two or three gun batteries. Indian land-owners' troops should be more or less as per sepoys/British. *Badmashes* should be in units of from 12 to 25 figures (most without firearms). No points system is used.

Troop Types

EUROPEAN REGULAR INFANTRY: British infantry, Queen's or H.E.I.C. European troops.

SEPOY REGULAR INFANTRY: Loyal or Mutineer Indian Infantry of the H.E.I.C.

EUROPEAN REGULAR CAVALRY: British regular cavalry units.

INDIAN CAVALRY: Any loyal or Mutineer Indian cavalry units.

IRREGULAR EUROPEAN CAVALRY: Any non-regular British cavalry unit such as civilian volunteers or mounted British officers from Mutineer infantry units, etc.

NATIVE LAND-OWNERS' FOOT: Armed retainers of Indian land owner.

NATIVE LAND-OWNERS' HORSE: As above.

BADMASHES: Mobs of very irregular Indian civilian criminal types.

ARTILLERY: May be Field, Horse or Siege. Only British may have Horse guns. Siege artillery (18pd+) should be bullock/elephant drawn. Rockets may also be used in small numbers.

Armies should consist of a mixture of these troop types. Each army may have one to three command figures, perhaps elephant mounted if Mutineer.

Movement

Movement is at one of two rates: Normal or charge. Charge may only be used every other turn. When charging throw one D6 per company or group of companies charging: 123 do not charge, unit stays where it is. 456 unit charges. All regular troops (and irregulars if British or Sikh/Pathan) add one to D6 score. *Badmashes* deduct one from D6 score.

Troop Type	Normal Rate	Charge Rate
All European Foot	8cm	12cm
All Indian Foot	10cm	12cm
All European Horse	14cm	20cm
All Indian Horse	15cm	20cm
All Foot Artillery	8cm	-
All Horse Artillery	14cm	-
All siege guns	6cm	-
Rocket units	8cm	-
Elephants/Camels/Mules	9cm	-

For crossing obstacles (low hedges and walls, small streams, paddy fields, jungle, climbing steep hills, etc) deduct 50% of move distance. Changing formation takes 50% of move distance. Limber/unlimber guns: Field, one move, horse, ½ move, Siege, two moves. Rockets into/out of action, one move.

Firing: Small-arms

Throw on D6 per group of five figures firing, result is number of enemy casualties subject to: Point Blank range plus 2 per D6. Extreme range minus 1 per D6. Enemy in soft cover (hedges, edges of woods, etc) deduct one. Enemy in hard cover (thick walls, earthwork, building, etc) deduct two per D6. To see if officer hit throw D6:123 means officer hit.

Weapon	Point Blank Range	Effective Range	Extreme Range
Enfield rifle	0-12cm	-40cm	-50cm
S.B. Musket	0-6cm	-16cm	-24cm
Matchlock	0-4cm	-12cm	-15cm
Jingal (wall piece)	0-6cm	-20cm	-30cm
Enfield carbine	0-8cm	-30cm	-36cm
S.B. Carbine	0-4cm	-12cm	-18cm

Officers count as per their troop type.

Firing: Artillery

Throw one D6 per gun firing. At canister range add three per D6. At extreme range deduct one per D6. Enemy in any kind of cover, deduct two from D6. Result is casualties caused. To knock-out enemy gun, kill crew (five per field gun/four per horse gun/six per siege gun, plus one officer per battery). To see if officer hit: As per small-arms fire.

Gun	Canister Range	Effective Roundshot	Extreme Range
6pdr	0-12cm	-60cm	-70cm
9pdr	0-15cm	-65cm	-75cm
12pdr	0-20cm	-70cm	-85cm
18pdr	-25cm	-80cm	-95cm
12pdr	0-30cm	-90cm	-110cm

Howitzers/Mortars/Rockets

Howitzers fire as per 9pdr. Mortars fire as per 18pdr. However, howitzers and mortars only deduct one from D6 if enemy is in cover. Mortars may not fire canister and cannot be used against targets closer than 25cm. Rockets as per 6pdr, but no canister and cannot hit targets closer than 12cm. On firing rocket throw one D6:1-rocket flies straight left for 50cm and hits whatever is there; 2-rocket flies straight right for 50cm with similar effect.; 3-rocket 'goes wild' and disappears; 4,5,6-firing normal.

Melee

Use the basic melee factor given below for each group of 5 figures in base-to-base contact. Throw one D6 per 5 figures and adjust as follows: 1,2/-1;3,4/no change;5,6/+1. Then take account of adjustment factors. Result is number of enemy killed. Gunners count as infantry.

Troop Type	Basic Melee Factor
European Regular Foot	3
European Regular Horse	4
European Irregular Horse	3
Sepoy Foot (loyal/mutineer)	2
Indian Horse (loyal/mutineer)	3
Land-owners' Foot	1
Land-Owners' Horse	2
Badmashes (Foot)	0

Adjustment Factors

- Foot charging +1
 Foot behind wall, fence or hedge +1
 Foot in building +2
 Foot in Square Vs horse +1
 Gurkhas +1.
 Horse charging +3
 Horse charging foot in square -4
 Horse standing still being charged by horse -2
 Lancers vs. infantry +1
 Attacked in Flank -1
 Attacked in rear -2.

Note: Horse may not melee with foot in buildings.

Example: European Regular foot charges Mutineer Sepoys behind hedge. Europeans: Basic melee 3 + D6 throw of 5 means +1, ie 4; +1 for charging means a total of five casualties by these five figures. Sepoys: Basic Melee 2 + D6 throw of 2 means -1, ie 1; +1 for being behind hedge means the five Sepoy figures cause a total of two casualties.

Morale

Test Morale:

- A) If charged.
 B) If advancing under fire within 15cm of the enemy.
 C) After unit forced to halt or routed (in this case you may test once per turn for as long as the unit is on the table).
 D) If unit is counter-attacked within two turns of capturing a position from the enemy, ie when the enemy is within 12cm.

Troop Type

- All European Regulars:
 All European Irregulars/
 All Indian Regulars:
 All Land-Owners' Troops:
 All Badmashes:

Basic Morale Factor

6

5

4

3

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Test each company as follows: Take the Basic Morale Factor and subtract one for every two casualties (in figures) the company has suffered. Then throw one D6 per company: 1,2,3/-1; 4,5,6/+1. Adjust as follows: Unit in cover +1
 Mounted officer with unit +1
 Command figure with unit +2.

This will give you a final morale figure. Result:

3 or above, carry on as wished.

2, halt & retire to cover or friendly troops.

1 or less, rout to rear at charge movement rate.

Treat cavalry squadron and artillery batteries in the same way as infantry company. Badmashes also, but subtract one from morale factor for every three casualties, rather than two.



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 15/NS1 Numidian Slinger
 15/RT4 Triarius
 15/RV1 Velites
 15/S11 Spanish

CAVALRY

- 15/RC1 Hyr Cavalry
 15/RC2 Li Cavalry
 15/RC3 Numidian
 15/RC4 Galic
 15/RC5 Pergamene
 15/RC6 Illyrian Cavalry
 15/RC7 Spanish
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 15/RO1 Officer
 15/RS1 Standard Bearer

ROMAN ARMY 15.03

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 15/SE15 Peltast
 15/SE13 Singers
 15/RC6 Sub General
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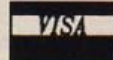
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THE PIEDMONTESE ARMY

in the SPANISH SUCCESSION WAR in ITALY

1701-1712

by Luigi Casali

Introduction and Operations of War

The Spanish Succession War broke out when Philip of Anjou, grandson of the King of France, Louis XIV, ascended to the throne of Spain following the death of Charles II.

Empire, England and Holland refused to accept an act, which increased excessively the power of the "Sun King", and declared war on the French.

As Lombardy was a Spanish possession, French troops crossed the Alps in 1701 to occupy Milan and its territory. The Duke of Piedmont, Victor Amadeus II, was favourable to the Imperial cause, but united with Louis XIV because he feared being crushed by powerful France and could not count on prompt help from the Imperials.

A Piedmontese force, constituted by six battalions of infantry (Guards, Monferrato, Saluzzo, Savoia, Crocebianca and Chablais regiments) and three regiments of cavalry (Piemonte Reale Cavalleria, Savoia Cavalleria and Dragoons Genevois) each of three squadrons, joined the French Army led by General Catinat and took part in the battle of Chiari (1 September 1701) where Victor Amadeus had his justaucorps hit by a ball. In December Piedmontese troops went home to take up their winter quarters.

At the beginning of Summer they again joined the French army, which was now headed by Marshal Vendôme, to take part in the

new campaign. Piedmontese troops were at the battle of Luzzara (15 August 1702) which had an indecisive outcome. In November they went into winter quarters in Piedmont.

The campaign of 1703 began in the first days of May. A Piedmontese corps of six battalions and 12 squadrons again joined the French Army in the camp of San Benedetto. The war in Italy was going wrong for the Emperor. The Imperial army was in bad condition. It was in need of men and supplies to go on with the war and Prince Eugene had to go to Vienna to ask for help.

In spite of this unfavourable situation for Austria, both because Piedmont's interest was not served by a French strengthening in Italy and he was resentful of the insolent behaviour towards him by the French generals, Victor Amadeus II was in secret contact with the Court of Vienna to agree a reversal of the alliance with France. When the French learnt this, they resolved to prevent Victor Amadeus II changing sides. On September 29th, 1703, they captured, by a trick, the Piedmontese troops in the camp of San Benedetto Po. Following this, on 7th October, Victor Amadeus declared war on France and Spain and drew up an alliance with the League between the Empire, England and Holland. Nevertheless, as these were unable to send immediate support to Piedmont, Victor Amadeus was isolated and with his army weakened facing the powerful French forces. With alacrity the Duke reconstituted

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MA8 Infantry standing
MA9 Dragon advancing
MA10 Dead infantry
MA11 British Grenadier advancing
MA12 French Grenadier lighting grenade
MA13 Austrian Grenadier, musket secured at the shoulder
MA14 Swedish Grenadier, musket secured at the shoulder
MA15 Russian Grenadier, musket shouldered
MA16 Dutch Grenadier, advancing
MA17 Prussian Grenadier, advancing
MA18 Bavarian Grenadier, advancing
MA19 Spanish Grenadier, advancing
MA20 Danish Grenadier, advancing
MA21 Infantry standing at order
MA22 Infantry priming musket
MA23 Officer in informal tricorn
MA24 Sergeant in informal tricorn
MA25 Infantry advancing
MA26 Infantry standing
MA27 Infantry firing

CAVALRY

MA.CAV.1 Officer
MA.CAV.2 Standard Bearer. Lance not supplied
MA.CAV.3 Trumpeter
MA.CAV.4 Cuirassier in tricorn
MA.CAV.5 Trooper of Horse. Breast plate under coat
MA.CAV.6 Trooper of Horse
MA.CAV.7 Dragon in Tricorn
MA.CAV.8 French Dragon
MA.CAV.9 Cuirassier in lobster pot***
MA.CAV.10 Officer in informal dress
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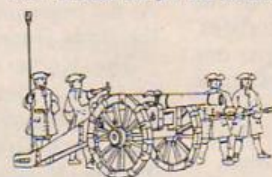
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TYW.4 Sergeant with halberd
TYW.5 Drummer marching with drum on back
TYW.6 Filer

FRENCH MUSKETEERS

TYW.7 At the ready in montero
TYW.8 At the ready in tall crowned hat
TYW.9 At the ready in fur hat
TYW.10 At the ready in floppy hat
TYW.11 Firing in montero
TYW.12 Firing in tall crowned hat
TYW.13 Firing in fur hat
TYW.14 Firing in floppy hat

EUROPEAN MUSKETEERS

TYW.15 Marching in hat, front turned up
TYW.16 Marching in hat, back turned up
TYW.17 Marching in hat, side turned up
TYW.18 Marching in broad brimmed hat & cassock

EUROPEAN PIKEMEN

TYW.19 Standing in morion
TYW.20 Standing in burgonet
TYW.21 Standing in pot
TYW.22 Standing in floppy hat
TYW.23 Marching in morion
TYW.24 Marching in cabbaset
TYW.25 Marching in pot & cassock
TYW.26 Marching in slung helmet

MUSKETEERS (suitable for Swedish army)

TYW.27 At the ready in long coat
TYW.28 Firing in long coat

CAVALRY

TYW.Cav.29 Cuirassier in 'closed helmet'
TYW.Cav.30 Cuirassier in open 'closed helmet'
TYW.Cav.31 Cuirassier in single bar pot
TYW.Cav.32 Mounted Arquebuser in burgonet
TYW.Cav.33 Mounted Arquebuser in birnhelm
TYW.Cav.34 Mounted arquebuser in floppy hat
TYW.Cav.35 Mounted pikeman

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some of the battalions lost at San Benedetto Po, raised Provincial regiments and the *Milice* and engaged new foreign regiments.

Louis XIV had ordered Vendome to march forward to Turin at once, but the French Marshal advanced slowly and the favourable opportunity was lost. General Stahremberg, the Austrian command in Italy who had temporarily replaced Prince Eugene, formed a corps of about 12,000 men and joined the Piedmontese Army. The contending Armies went into their winter quarters in January, 1704.

At the beginning of the new campaign the French Army, led by Marshal Vendôme, was divided into two forces: one, led by Vendôme himself, was destined to attack Piedmont, the other, under the command of the Duke's brother, Philip of Vendome, faced the Imperial Army toward the east. The French and Spanish forces were far superior to the Imperial and Piedmontese, who were scattered in a number of fortresses.

In the course of the year the French inflicted heavy losses on the Piedmontese Army by seizing the fortresses of Vercelli and Ivrea, where they captured many Piedmontese and Imperial battalions. In 1705 the fortress of Verrua fell too after a long siege. By the time of the surrender the original garrison of 5,000 Piedmontese and Imperial troops had been reduced to 1,241 men.

The siege of Verrua had lasted six months. This gave time for strengthening Turin's defensive works. The French were in bad state too. They had suffered heavy losses and their troops were in such bad condition that Vendôme had to go into quarters even though it was already Springtime.

Operations resumed in June with the siege of Chivasso by the French. It was taken on the 29th. Victor Amadeus retired to Turin. Meanwhile Prince Eugene of Savoy had arrived in Italy with a new army and was bearing down on the French army under Philip of Vendome to invade Lombardy. Marshal Vendome was forced to slow his operations against Piedmont to face Eugene. At the battle of Cassano d'Adda on 16th August he succeeded in preventing Eugene from marching into Piedmont, but the operations against Turin could not be really resumed until the next year.

In May 1706 the situation for Victor Amadeus was desperate. A great part of his possessions was occupied and a French army under

the command of General de la Feuillade was besieging his capital. Turin was defended by six Ordnance regiments, a total of nine battalions, seven weak Imperial battalions, four Provincial battalions, some regiments, of cavalry a total of about 8,200 infantrymen (6,700 were Piedmontese, 1,500 Imperial), 1,070 cavalrymen (700 were Imperial and 370 Piedmontese), 1,030 artillerymen with 254 guns and mortars. Also there were 8 battalions of Militia raised from the inhabitants of Turin. The Allied forces were under the command of Marshal Daun. The French army comprised 63 battalions, 73 squadrons, 2 battalions of artillery and 3 companies of miners. Another French army under the command of Vendome was placed on the Mincio river facing Eugene's Imperial Army.

On July 18th, Vendome was replaced in command by the Duke of Orleans. Just on that day Eugene was crossing to the right bank of the Po river to march forward to Piedmont's capital. The Duke of Orleans withdrew to Turin and joined de la Feuillade.

On 29th August Prince Eugene and Victor Amadeus, who in the meantime had succeeded in going out from Turin with the cavalry, joined at Carmagnola, a village a few kilometres from the capital. On 7th September Eugene attacked the French Army under the walls of Turin. The French suffered a heavy defeat and withdrew toward Pinerolo and then beyond the Alps.

Piedmontese Body Guards, Dragoni S.A.R. and Genevois and Savoia Cavalleria regiments took part in the battle in the Imperial Army. The Ordnance and Provincial infantry regiments which defended Turin made a sortie and took the French unawares.

As a consequence of the battle of Turin a great part of Piedmont was liberated from the French, who kept only some Alpine forts, Savoy and Nice.

In the following years Victor Amadeus engaged to reconquer these territories. This was accomplished in 1708 with the definitive reconquest of the Alpine border; only Savoy remained in French hands.

The war dragged on with some minor fighting and siege operations for another three years. With the Treaty of Utrecht of 1713, Victor Amadeus regained Savoy and received Sicily, with the title of King of Sicily, and some Lombard territories.

ORGANISATION OF THE PIEDMONTESE ARMY

At the beginning of the Eighteenth Century the Piedmontese Army comprised National Ordnance regiments of cavalry, infantry and artillery, Provincial Militia formations which in peacetime were organised in the so called "Piedmont Battalion", the peasant militia formed by men who were not enlisted in the former, and foreign regiments, generally Swiss or German, engaged by contracts (called *capitolati*) with foreign officers.

The Ordnance regiments had their names from ducal provinces, while the other formations, both the Provincial and the Foreign units, generally had their names from their commanding officers.

The Ordnance and Provincial regiments were usually all made up of Piedmontese. The exception was the Chablais regiment, which was partly constituted of Irish soldiers.

INFANTRY

Ordnance Regiments

At the beginning of the war the Ordnance regiments were of one battalion, except the Savoia regiment, which had two battalions. Each battalion had from 10 to 12 companies of 50 men; one company was of grenadiers. The Guard regiment had three battalions, each with 6 companies of fusiliers with 95 officers and men and one of grenadiers with 56 officers and men. A Guard grenadier company had 1 Captain, 1 Lieutenant, 1 Ensign, 2 Sergeants, 1 drummer, 4 Corporals, 4 Appointés, and 42 grenadiers. A Guard Fusilier company had 1 Captain, 1 Lieutenant, 1 Ensign, 3 Sergeants, 2 drummers, 5 Corporals, 5 Appointés and 75 fusiliers. A company of grenadiers of Ordnance regiments had 1 Captain, 1 Lieutenant, 2 Sergeants, 1 drummer, 4 Corporals, 4 Appointés and 39 grenadiers. A fusilier company had 1 Captain, 1 Lieutenant, 2 Sergeants, 1 drummer, 4 Corporals and 42 fusiliers. The *Colonnella* and *Luogotenenza-Colonnella* companies had an Ensign too.

Variations occurred in the course of the war. At the beginning of 1704 the Monferrato and Saluzzo regiments were on two battalions each of 10 companies. In 1704 the Aosta and Chablais regiments were entirely destroyed at Ivrea and were never reconstituted. By the end of 1706 the Savoia regiment had only one battalion and the Guards only two. In 1708 Savoia regiment was on two battalions again, each with 10 companies. In 1710 the Crocebianca regiment was incorporated into the Piemonte regiment, which was thus increased by a second battalion.

Provincial Regiments

In October 1703, twelve Provincial regiments were raised, but in December of the same year they were reduced to seven. They were as follows: Maffei, La Trinità, San Nazar, San Damiano, D'Este, Trivié and Cortanze. In January and June of the following year the Du Villar and Tarantasia regiments were added to them. At the end of 1704 Du Villar's regiment was disbanded. At the end of 1705 San Damiano and Trivié were disbanded and never reformed. Tarantasia's regiment was entirely destroyed in 1705 during the siege of Verrua. In 1706 the Santa Giulia regiment was raised; it was in existence until the end of 1710.

Foreign Regiments

At the beginning of the war there were only two foreign regiments in the service of the Duke of Piedmont: the Schulenburg (German) regiment and the Reding (Swiss) regiment. In the course of the war other foreign regiments were raised. Their organisation varied and their names changed according to their commanding officers.

Schulenburg German regiment. Raised on two battalions each of 6 companies of 100 men. It was captured at Ivrea and reformed in 1704. At the end of 1706 it had only one battalion. At the beginning of 1707 it reformed its second battalion. There was one grenadier company in each battalion.

Fridt German regiment. Raised on two battalions of 6 companies in March 1704. Disbanded in October the same year.

D'Aygoin German regiment. Raised in March 1704 with German, Swiss and French soldiers. Disbanded in November of the same year.

Reding Swiss regiment (Ghidt's from 1706). It had three battalions at the beginning of the war, each with four companies of 150 men. There were no grenadiers. It was entirely captured at Ivrea in 1704, but reformed in 1706 on a strength of one battalion by a *capitolato* with Colonel Ghidt.

Desportes regiment. Raised in 1703, one battalion of French protestants. At the time of its raising it was of 13 companies; reduced to 12 in 1705.

Du Meyrol regiment. Raised in 1704 from French deserters. One battalion of 12 companies of 50 men. In 1706 it had a grenadier company. Disbanded in 1707.

Alt Swiss regiment. Raised in 1704 of Catholic soldiers from Fribourg. Disbanded in 1705.

La Reyne (or Tschärner) Swiss regiment. Formed in 1704, two battalions of Bernese soldiers. Disbanded in 1705.

Cavalier regiment. Raised in 1704 from Huguenot refugees from the Cevennes. It had one battalion of five companies. Disbanded in 1707.

CAVALRY

At the beginning of the war the Piedmontese cavalry consisted of the Body Guards, two Horse and three Dragoons regiments.

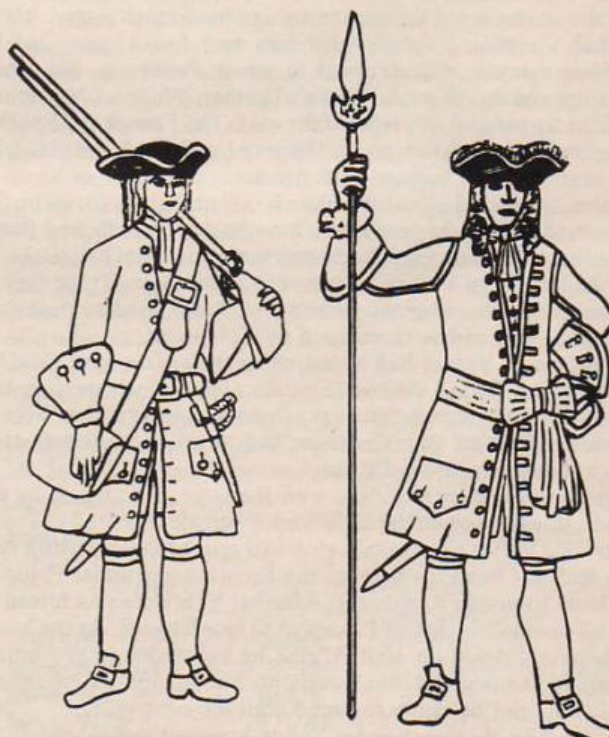
The Horse regiments were *Piemonte Reale Cavalleria* and *Savoia Cavalleria*. The Dragoon regiments were the *Dragoni S.A.R.*, (called the Blue Dragoons), the *Dragoni Gènévois*, (called the Green Dragoons) and the *Dragoni Piemonte*, (called the Yellow Dragoons).

The Body Guards were of four companies of 60 men. Horse and Dragoons regiments were at first of 8 companies, each of 60 men. Each Dragoon regiment had a company of grenadiers. Two companies formed a squadron.

At the end of 1703 the number of the companies of the *Piemonte Reale Cavalleria*, *Dragoni S.A.R.* and *Dragoni Gènévois* was increased to ten. *Dragoni Piemonte* and *Savoia Cavalleria* had 10 companies respectively at the beginning of 1704 and 1707.

ARTILLERY

At the end of the war the Piedmontese artillery constituted a battalion of 6 companies of artillerymen, one company of Engineers and one company of sappers. Each company had a strength of 40 N.C.O.s and men. Field guns were 10pdr, 8pdr, 6pdr and 4pdr. They were generally manned by six men. Other than these guns, there were some breech loading guns of 6pdr and 4pdr, called "guns of new invention", invented by a German engineer in the service of Victor Amadeus. These guns did a good job in the defence of Turin in 1706. It is interesting to note that light breech loading guns continued to be employed by the Piedmontese Army until the Austrian Succession War.



1. Infantryman

2. Infantry officer

UNIFORMS

INFANTRY

Ordnance Regiments

Uniform style was similar to that of the other armies of the period and in particular to the French. The infantrymen (called fusiliers) wore a black felt tricorne edged with white skin or lace. The grenadiers had a brown fur bearskin with the "bag" in the facing colour. Dress consisted of an unbuttoned coat with lining and cuffs in distinctive facing colour; it had sixteen buttons along its front. Unlike France, where the number and disposition of buttons distinguished regiments from each other, cuffs and pocket flaps were buttoned with three buttons in all regiments. Under the coat the vest was worn; it was greyish white or in the facing colour. Breeches were greyish white or of various colours according to regiment. Sometimes long white gaiters were worn, particularly by the grenadiers. Shoes were black with a steel buckle. All leather was buff with brass or steel metal fittings. Black gibernes with brass plaques are reported for the Guards.

Armament consisted of a flintlock musket, a bayonet and a short, straight sabre for the fusiliers or curved one for the grenadiers, slipped in a leather scabbard with ferrules of yellow metal. The fusiliers had muskets without straps. The grenadiers had a hatchet too; and muskets with straps, so that they could carry them across their backs when throwing grenades or attacking palisades with their hatchets.

The officers wore the same uniform as their men, but of finer white cloth. Guards and the Nizza regiment's officers wore blue and red coats respectively. Coat, cuffs and buttonholes were laced with silver or gold braid. The tricorne had white feathers. The Grenadier officers wore bearskins. As peculiar distinction of their rank, the Piedmontese officers wore a blue sash with a gold stripe and gold fringes wrapped around their waists.

Armament was a partisan and a straight sabre in a black scabbard. The Grenadier officers had muskets with bayonets.

Drummers of all regiments wore red coats with blue cuffs, waistcoats and stockings and white lace with a blue stripe. The drums had cases painted red or blue or in the facing colour, with Savoy's device (white cross on red field and gold frame); rims were red, cords and piping were white. Drums were suspended from red belts edged with the usual white and blue lace.

Privates wore their hair long; the officers wore long wigs.

The Ordnance regiments had the following distinctions:



3. Grenadier



4. Drummer

Foreign regiments

Also for these regiments information on uniform is very scarce. The only uniform descriptions actually known are as follows:

– Reding regiment (Ghidt from 1706). Red coat with deep blue cuffs, breeches and stockings. From 1706, during the siege of Turin, deep blue coat with red cuffs and white buttons. Possibly this last uniform was adopted when the regiment became Ghidt. Buttons were white metal. Lace on tricorne was white.

– Schulenburg regiment. Deep blue coat with white cuffs, deep blue waistcoat, greyish white breeches and stockings. Buttons were tin. The grenadiers had a deep brown fur busby with deep blue bag.

Regiment	Coat	Cuffs and linings	Waistcoat	Breeches	Stockings	Buttons	Tricorne Lace
Guards	Royal blue	red	Royal blue with silver lace	red	red	silver	silver
Savoia	greyish white	sky blue	sky blue	sky blue	white	tin	white
Aosta	greyish white	red	greyish white	greyish white	white	tin	white
Monferrato	greyish white	blue	blue	blue	red	tin	white
Piemonte	greyish white	red	greyish white	greyish white	white	tin	white
Nizza	madder red	bright green	bright green	bright green	white	brass	yellow
Crocebianca	greyish white	red	greyish white	greyish white	white	tin	white
Saluzzo	greyish white	red	greyish white	greyish white	white	tin	white
Chablais	greyish white	greyish white	greyish white	greyish white	white	tin	white
Fusiliers	greyish white	red	greyish white	greyish white	white	tin	white

Provincial Regiments

Information on Provincial regiments' uniforms for this period is very scarce, almost non-existent. Coats were grey-white, but the regimental distinctive colours are unknown with few exceptions. Tarantasia regiment had red cuffs, white vest, breeches and stockings; the buttons were tin and tricorne lace white. Trinità regiment had red cuffs also with white buttons and lace. It had a grenadier company too. The other regiments probably had similar facings.

During the siege of Turin eight Militia regiments were raised, each of one battalion. Their officers wore red coats with yellow facings, so possibly this was the uniform worn by men too.

– D'Aygoin regiment. Deep blue coat with red cuffs and linings.

– Desportes regiment. Greyish white coat and linings with red cuffs, waistcoat, breeches and stockings. Buttons were tin. Lace on tricorne was silver.

– Fridt regiment. Coat was deep blue; cuffs, waistcoat and breeches are unknown.

– La Reyne (or Tscharner) regiment. Red coat with white cuffs, linings, waistcoat, breeches and stockings. Buttons were copper. Lace on tricorne was white.

CAVALRY

As a general reference the uniform's style was similar to the French. The uniform consisted of a tricorne of black felt edged with white or yellow lace according to button colour, a buttoned coat of various colours with cuffs and linings in the distinctive colour and horizontal pockets, a short vest or waistcoat, which was of buff skin for the Horse regiments, a pair of breeches of different colours and high boots or gaiters. The sixteen buttons were disposed in a single line down the front of the coat with three on the pocket's flap. Gloves and belting were buff; ties were white. The saddle cloth was red with white edge both for Horse and Dragoons.

Body Guard, Horse and Dragoons had the following uniforms:

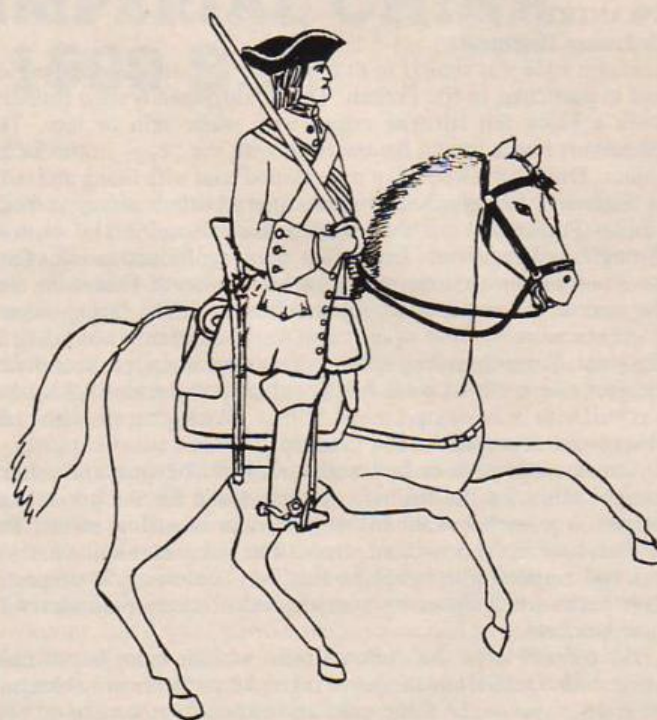
Body Guard

The coat was red with blue cuffs, vest and breeches; the buttons and the lace on the cuffs and along the front of the coat were silver. The tricorne was black with silver lace. The shoulder belt was blue with silver edges. Armament consisted of a sabre with silver hilt in a black scabbard with silver ferrule and a carbine hooked to the shoulder belt. The saddle cloth probably was red with silver edge.

Horse

Cloaks were greyish white.

Armament consisted of a short musket or carbine, carried on the right side hooked to the shoulder belt, two pistols and a straight heavy sword with brass hilt in a leather scabbard with brass ferrule. It was carried on a belt which could be worn on the right shoulder or around the waist. The giberne was suspended from a strap worn over the right shoulder. The trumpeters wore red coats with blue facings, waistcoat and breeches with white and blue lace.



5. Trooper of Horse

Regiment	Coat	Cuffs and Linings	Waistcoat	Breeches	Buttons	Tricorne Lace
Piemonte Reale	greyish white	crimson	buff skin	greyish white	brass	yellow
Savoia	greyish white	blue	buff skin	greyish white	tin	white

Dragoons

Until 1708 coats of different colours were worn. From 1709 they became red for all three regiments. Though the headgear was the regular felt tricorne, a "night cap" hat in the French Dragoons' fashion was often worn when on service. This was red for Dragoni Piemonte. (Its colour is unknown for the other two regiments but it was probably in their facing colour.)

the giberne was attached on the right side.

The grenadier company wore the bearskin, as in the infantry. The Dragoons had drummers instead of trumpeters.

Officers wore coats either in the same colour as their men or of their own choice. It is impossible to give positive information. From some contemporary pictures they seem to have worn tricornes with white feathers, coats with laced buttonholes, sleeves and cuffs. The usual distinctive blue sash with gold stripe and fringes was wrapped around the waist.

Uniforms of Dragoon regiments

(1701-1708) Regiment	Coat	Cuffs	Waistcoat	Breeches	Button colour	Tricorne Lace	Cloak
Dragoni S.A.R.	Royal blue with silver lace	red	red	russet red	tin	white	Royal blue
Dragoni Genovais	green	red	green	russet red	tin	white	green
Dragoni Piemonte	yellow	black	white	russet red	brass	yellow	red
(1709-1714) Dragoni S.A.R.	red	deep blue	deep blue	deep blue	tin	white	red
Dragoni Genovais	red	green	green	red	tin	white	red
Dragoni Piemonte	red	light grey	light grey	light grey	brass	yellow	red

The Dragoons wore white cords on their right shoulder. Instead of the boots worn by the Horse, the Dragoons wore high leather leggings buckled on the outer side and fixed under the soles with a leather strap.

Armament consisted of a musket which was shorter than that of the infantry, a pistol, a bayonet and a curved sabre. This last was carried in a leather scabbard suspended from a waistbelt, to which

Horses were 1.22 metres high for Horse and 1.14 metres for Dragoons.



6. Dragoon



7. Artilleryman

ARTILLERY

The coat was blue with cuffs, waistcoat and breeches in the same colour; the cords on the right shoulder were yellow; the buttons were brass. Tricornes were black with yellow lace. Stockings were red. White leggings were often worn.

The train drivers wore red coats with blue cuffs, waistcoat and breeches with white buttons.

Trains and guns were painted with red oil paint. They were pulled by six horses.

GENERAL OFFICERS

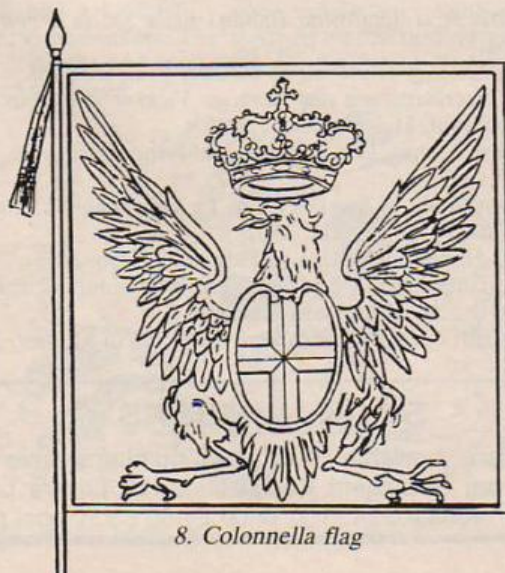
Tricornes had gold lace and white feathers. They generally wore a blue coat with gold lace on the cuffs and along the front and the usual blue sash. The saddle cloth was blue or red heavily embroidered with bold or silver lace.

FLAGS

Infantry

Each infantry regiment had two flags: the *Colonnella* which was the same for all regiments and the regimental one, called the *Ordnance*. They were squared, possibly about 2.4m by 2.4m with the staff 3.5m long. There was one *Colonnella* and one *Ordnance* flag for each battalion.

The *Colonnella* had a blue field with the black Savoia eagle with yellow beak and claws and the Savoia shield with the white cross on red field and gold frame on its centre. The eagle was surmounted by a red crown with yellow metal (this was for the claim of Savoia dukes to the Cypriot crown). Flags were edged with white. Staffs were blue or red with gold point. Cords and tassels were blue and gold.



8. Colonnella flag

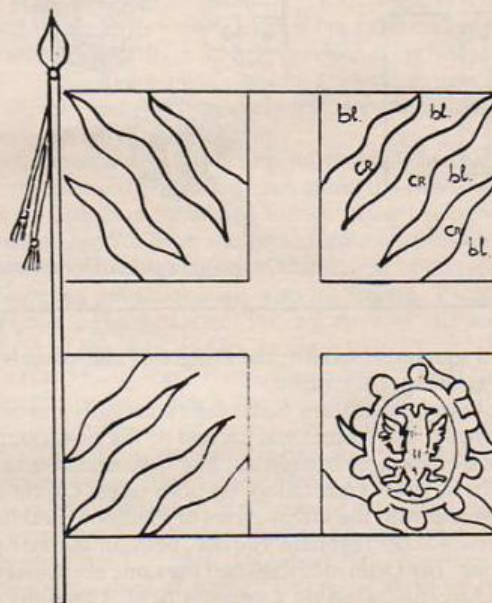


9. Guard regiment's Colonnella flag

The Guards regiment's *Colonnella* was an exception. The field was blue, but instead of the eagle there were two yellow lions which bore a shield with the Ducy of Savoy's great arms.

Regarding the regimental flags for this period we have very scarce information. We know all the flags had the Savoy white cross which divided the field into four quarters. The field was generally red or, more rarely, royal blue. Quarters could be crossed by flames which were generally white. On one quarter there was the regimental device. Many flags had blue or red borders with white lace, or teeth or flames. Staffs were generally red or blue. Cords were blue.

The Guard regiment's Ordnance flag had a red field with white cross. On each quarter there was the golden ducal cypher. The Nizza regiment's flag had a blue field with white cross. On each quarter there were three crimson flames. The device was a crimson two-headed eagle on a white field enclosed in a silver oval frame. Cords and staffs were blue.



10. Nizza regiment Ordnance flag

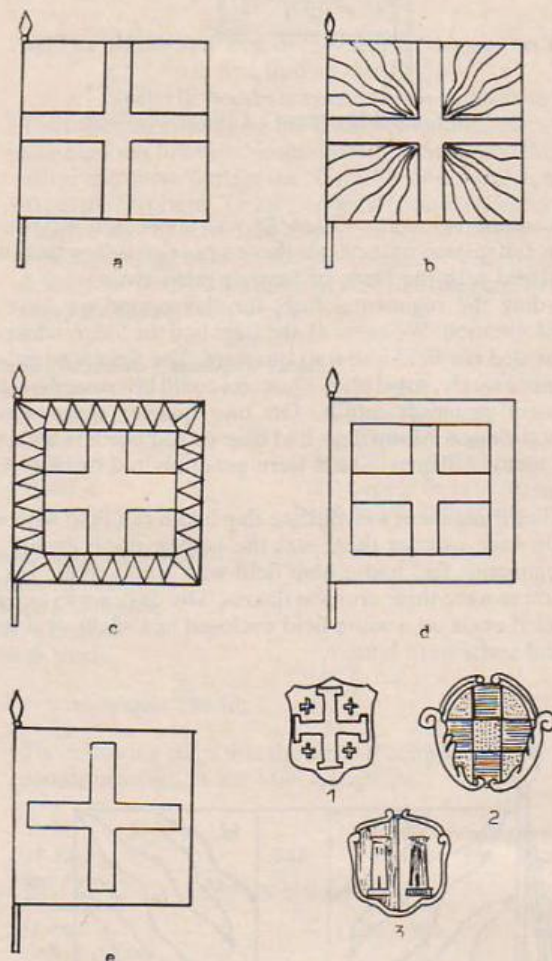


12. Piemonte Cavalleria standard

From a) to e) general pattern flags are described:

a) white cross on red or blue field; b) white cross on red field with white flames; c) white cross on red field, blue border with white teeth; d) white cross on blue field with deep blue border; e) white cross on red field.

11. General pattern infantry flags



and Dragoon regiment's devices

Cavalry Flags

The Horse had squared standard; the Dragoons had cornets with tails. There was one per squadron.

As for the infantry, there were *Colonnella* standards and cornets and *Ordnance* ones. The former was carried by the first squadron, the others by the other three squadrons. The *Colonnella* had a blue field with gold and silver embroidery on both sides. On the right there was the shield with the Great Arms of Piedmont and on the reverse side there was the regiment's device, both supported by two gold-yellow lions. The *Ordnance* flags had the same embroidery and devices as the *Colonnella* but on a crimson field. The staffs were crimson with gilt cords and point. A Piemonte Reale Cavalleria standard, which probably dates from the period of Victor Amadeus, is conserved in the Italian Cavalry's Museum in Pinerolo. It has a golden rampant horse with heavy gold embroidery on the reverse side. Dragoon regiment's devices are shown in figure 11:

- 1) Dragone di S.A.R.: yellow cross on white field
- 2) Dragone Génovais: Blue cross on yellow field
- 3) Dragoni Piemonte: red and white with white and red towers.

Some other infantry *Ordnance* flags and some Foreign regiments' flags (La Reine, Reding, Schulenburg and Aigoin) are described in a booklet recently published by August Kuhn, 8218 Hinterwössen, Hellenstall 10a (West Germany) with the title: *Heeresrüstung des Herzogs Viktor Amadeus II von Savoyen-Piemont*.

Black and white drawings plates on some Piedmontese units are published by Siegbert Wagner, D 3000 Hannover, Linden Limmerstrasse 65 DBR, West Germany.

Order of battle of the Piedmontese Army on 7th March 1704 (source: K.u.K. Archiv Wien).

CAVALRY Regiments

Regiments	Squadrons	Actual strength in men and horses
Body Guards	2	258
Piemonte Reale Cavalleria	5	685
Savoia Cavalleria	4	322
Dragoni di S.A.R.	5	574
Dragoni Genovais	5	613
Dragone Piemonte	4	394
Total	25	2846

INFANTRY Regiments

Regiments	Battalions	Actual strength
Guard	3	1651
Savoia	2	1293
Aosta	1	286
Monferrato	2	1179
Piemonte	1	580
Crocebianca	1	303
Saluzzo	2	1079
Fucilieri	1	338
Schulenburg	2	1238
Reding	2	1073
Nizza	1	589
La Trinità	1	508
Trivié	1	600
D'Este	1	563
Maffei	1	480
San Nazar	1	344
S. Damiano	1	494
Cortanze	1	600
Duvillar	1	585
Desportes	1	361
Fridt	1	301
Total	28	14345

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BACK NUMBERS

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Strange Deeds in Deepest Northamptonshire

or

Why all Wargames Conventions are not the same

by Graham Evans, illustrated by "Dormouse"

Introduction

"Well what's he talking about? 'Course they're not the same. I mean Armageddon's in Reading. Salute's in London, and Triples' in Sheffield. Three completely different places. Anyway, what if all the trade stands and demonstration games are the same, I like them that way. I know what I'm getting when I go. And don't start on about competition games. They are not all full of arguments, and if you don't like them either don't watch them or don't take part. It's a free country isn't it?"

Actually, I wouldn't argue with the above statement. I do enjoy very much the traditional Wargames Convention. I love looking at the latest releases, meeting old friends, and marvelling over the work put into the display games. I can't really say competition games do much for me, so I have little or nothing to do with them.

However, I usually find that going to conventions is like eating candyfloss, it's lovely at the time, but it's over much too quickly, and doesn't satisfy the hunger. Conventions last from nine to five, often they are over two days, both of which are the same, so there is little point going to both. They are often so packed and noisy that you can't find the people you want to talk to, and when you do, you can't hear them speak. I inevitably end up with a headache (and that is not from drinking too much, as I'm the one who has to drive home at the end of the day), and when I get out I can't remember where I parked the car, which is miles from the Convention Hall anyway.

What is really needed is a convention concerned more with the nuts and bolts of wargaming and less with the cosmetics of what figures you use, and how you painted them. Preferably in quiet, relaxed surroundings, with people who know and care about the hobby. Actually, if you made it residential over a week-end, that would expand the time available for playing and working on games. And you could have a convivial drink or two without worrying about driving home. Or where you parked the car. Sounds like a good idea, doesn't it?

No one would organise a convention like that though, would they? I've got good news for you!

Just such a convention has been running successfully for seven years now.

Getting down to business

Every year the Convention Of Wargamers (COW to its friends) takes place at Knuston Hall, a country hall set in the depths of the Northamptonshire countryside. It starts on a July Friday evening, and runs on until late Sunday afternoon.

You won't find any trade stands (although some participants will try to sell you their latest publication – and autograph it for you!), but you will find forty to fifty keen wargamers talking about and developing their hobby. The accent is on practical wargaming in a variety of sessions where games are developed or demonstrated, presented or played.

Most, if not all, games put on or played are 'working wargames'. What do I mean by this? Well, most display games put on at traditional conventions are club efforts. Members of the club concerned have laboured night and day to develop the game, and then produce a visual spectacle. I know, I've done it. This is all well and good, but has little to do with the games played in your own home or down the local club. Games at COW are games that anyone could put on in a moderately well organised club. They are strong on ideas and originality (and where appropriate usually look quite good as well, although that is not the main idea).

The main aim of COW is the interchange of ideas. It's an opportunity to meet fellow wargamers and ask them why they used such-and-such a mechanism, or didn't do so-and-so, and to pick their brains whilst they pick yours. You'll find many of the hobby's great and good at COW, from both ends of the spectrum (both Phil Barker and Paddy Griffith are regular attenders). It's a fairly safe bet that well over half the contributors to this and other wargaming magazines have turned up at COW at one time or another.

Opening Up

This is all very well and cosy you may be thinking, but it sounds like an elitist club – I'll be a bit left out, won't I? COW recognises this problem, and has managed to overcome it with two mechanisms. Firstly, there are only as many meal places set as attendees, so you will get to know people over dinner. In fact it is in this relaxed and easy atmosphere that many new ideas are born and exchanged. Secondly, and more importantly is what has become known as the "Plenary Game". This is a very grand name for Friday evening's game that runs after dinner, and involves everyone attending – yes, that means everyone, all fifty or so of them.

How can you have a two hour game that fully involves fifty people? So far there have been such games at the last two COWs, both very different. The first game was called "Send a Gunboat" and was designed by Jim Wallman and Brian Cameron. This was a nineteenth century colonial scramble game, with teams of players representing the European countries each with an umpire. Each player had a distinct role – Head of state, Foreign minister etc, and we were all thrown in at the deep end to get on with it.

Last year's game was "The Arms Bazaar", a brief trip through the military procurement jungle run by Chris Kemp and Paddy Griffith. The game portrayed an arms race between two fictional Latin American countries, named Paprika and Ribena. There were two state governments, arms salesmen from all the major countries (East, West and Israel) as well as gentlemen of the press to sow discord and misinformation. Finally there was also a smattering of umpires.

This game was a triumph, I was part of the Paprikan revolutionary council (Naval chief of staff to be precise) lead by 'El Presidente' Cordery with that well known subversive Phil Barker as Army Chief of Staff. We also had a rather dubious head of intelligence, about



And don't start on about competition games . . .



The revolutionary committee were in complete agreement

whom the less said the better. The trading was fast and furious. Who was it bought parachute battalions as Marines? No sir, not I. Well if you insist, maybe it was. I am not sure who won the sales side of the game, although I suspect it was the Italians.

Success of the purchase side was decided late at night when the invasion of the corrupt and tottering dictatorship of Ribena was played out. I am pleased to say that the revolutionary forces of Paprika triumphed in a bitter and hard fought struggle, even though my services had been dispensed with by then (I had gone on to play in another game). All I can say is that if you are having fifty people round for the evening, you could all do worse than play 'Arms Bazaar'.

Getting stuck in

Once the Plenary Game is over, the Friday evening breaks up into numerous after dinner games (ADG's). These are not programmed, and anyone is welcome to take along anything that is fast, furious and lots of fun. The great strength of COW is the concentration of hard-core wargamers willing to throw themselves into anything with the sole intention of enjoying themselves. In seven years of going to COW I can scarce remember a dispute with either an Umpire, when I've been playing, or with a player if I've been umpiring – and I've run some half-baked games. What I have got back is lots of constructive criticism or fair comment.

ADG's run from about 10 o'clock to the early hours. Subjects have covered everything from two army, umpired tabletop games, with something extra to make you think (either in the rules or in the scenario), to some very silly games, such as my own Napoleonic fox-hunt. I still relish Nic Robson's classic game of the Blitz played out on a Monopoly board. Formats vary, and some people have made a certain style their own. Each year Tom Price runs a 'Homefront' Game. These appear to be simple role-play games, but there is nothing simple once you get involved. Many fantasy game-masters could learn from watching the way Tom involves and manipulates his players. He has done much to save this sort of game from becoming the exclusive preserve of the D & D set.

Some ADG's have rather odd claims to fame. Last year I played in an ACW naval game called "Running the Forts", which had the two opposing sides about as far apart as you can be without going postal. It certainly kept the umpire fit, running between the Unionists in the Main Hall and the Rebels in the Stable block. Odd qualification for an umpire – must be able to run a four minute mile! This game actually provided us Unionists with some interesting problems as we dealt with authentic period maps and limited intelligence (no, not ours!) during the planning phase. Once we had plucked up courage to go up the Mississippi to seize New Orleans, we all transferred to the stable block where the defending Rebels had been planning on the game table itself.

One regularly occurring event is the late night Committee Game. The players represent members of a planning committee each with an individual brief and objectives who try to agree a coherent plan. These have covered many subjects – Chinese communists plotting to seize a province in the 1920's (ie. before Mao and the Long March), the Roman Senate following Caesar's assassination, Renaissance Italy trying to come to an agreement to fight the Turks, or a WWII strategic bombing planning group. Last year's was a triumph of atmosphere. It was played in Knuston's table tennis room. This is extremely pokey and dusty with a low ceiling, usually a most unsatisfactory venue. The players were supposed to represent French officers in a bunker, discussing strategy during an imaginary war with

the Germans at the end of the nineteenth century. I put my head round the door to see what was happening, and was greeted by the sight of the players sitting round a table strewn with wine bottles and glasses, illuminated by flickering candles in wax encrusted bottles. The discussion was animated and definitely in the French Style. You could almost here the guns rumbling in the distance.

Other games I either saw or heard about this year included a Franco-Prussian War skirmish (nice terrain there by Peter Dennis of Hardcover Designs), a British in the Sudan army level game with figures, and an Ancient game with some interesting morale rules that gave leaders influence over and above the "plus one if within 150mm" that is usual. There were many others, but I'm only human, and can't be in two places at once – especially if I want to run a game, and take part in a few!

The Main Attraction

Saturday morning starts with a full English breakfast for those who didn't overdo it the night before. We then get into the 'serious' business of the weekend. Saturday morning and afternoon and Sunday morning are divided into 1½ or 3 hour segments, and there are five locations for sessions to run simultaneously. These sessions are put on by people attending the Conference, and vary according to who is running the session and what they want to do in it. Group sizes therefore vary from 5-15. The more common types of session are given below.

Discussion workshops

These are normally exchanges of ideas, and usually are intended to be beginnings rather than ends. Last year there were sessions on Postal Wargaming and Mega-Games (ie. very large games lasting a full day or more and involving over fifty people. There are usually several of these each year promoted by Wargames Developments). Previous years have been privileged to have Phil Barker hold forth on how to write rules, and John Armatys of MegaDodo publications give solid advice on how to publish your own.

Design-a-game

The group leader here usually has a clear idea of his subject and what he is intending to achieve. Participants then 'brainstorm' the subject and produce something that can be played. Last year's big success was Nic Robson (formerly of Irregular Miniatures) who wanted to produce a Dublin Easter Rising Game. This was so successful that the group spilled out of their allotted time to finish the work. This has since been published in *The Nugget*, Wargames Development's journal.

New Games

These are presentations of new rules written by the group leader, who usually umpires a game for participants to play in. These sessions are two way affairs, however. The idea is that the players can ask questions about the rules (a totally different thing to questioning the rules), and make comments and suggestions. The session usually starts with the group leader saying what he is trying to do, eg. "This is an Army Level Game that tries to portray the difficulties of getting sub-ordinates to do as they are told". This year we had a Variable Length Bound Franco-Prussian Game presented by Peter Dennis, which taught me a lot about both this war, and how to make a VLB system work. I'll put in a plug here for my French Wars of Religion game, run on Sunday morning. To me it was all an umpire could ask for. I had four enthusiastic and interested players who were willing to try something a little different. There were no complaints and everyone entered into the spirit of the game. A few people came to watch, and provided me with valuable feed back (as well as saying nice things about my paint work). It was also enjoyable to watch an old Napoleonic hand struggle with an unruly block of Landsknechts. Other sessions covered the Boer War, and Wellington in the Peninsula in 5mm, but again those are only the ones I saw.

Classic Games with a clever twist

There are a number of games with surprises each year. The age old problems with refights is how do you do a well known battle like Waterloo. Everyone knows what happened and what Napoleon did wrong. One answer might be to call the British French, and the French Austrians, and call the game a refight of a relatively unknown battle, only letting the players in on the secret at the end. This year



Getting stuck in to it . . .



An old Napoleonic hand faced with recalcitrant pike blocks

Jim Roche did a refight of the sinking of Z force by Japanese torpedo bombers, and completely suckered the British into believing that they faced a weak foe they could crush with their little fingers (just as happened historically). He transposed the game to the 1930's and postulated a bust up between the British and the Italians over Abyssinia. The Brits were provided with a large floor space, model ships and a set of Fletcher-Pratt naval rules, without any mention of planes and torpedo bombers. Whilst they practiced fleet manoeuvres the 'Italians' hid away in another room with maps and planned their reconnaissance and tactics. They had a set of rules that included torpedoes. The British suffered culture-shock when the planes came in, dropping their cocktail stick torpedoes. I am assured that one British Player like his historical counterpart was heard to say "But they don't have torpedo bombers". Whoever said that seeing is believing? The British performed quite credibly once they realised what was happening, and with little complaint. I can think of a few clubs where such a revelation would have led to the Umpire being lynched.

The Kriegsspiel

COW is lucky to number amongst its regular attendees Bill Leeson, who publishes reprints of the "von Reisswitz" Kriegsspiel rules and playing aids. He puts on a full game each year (Red & Blue Teams, separate maps, umpires – the lot), so that modern players get a chance to partake of the earliest type of recreational wargame. I give this session special mention as it is always a pleasure to take part in one of these games, with an umpire who has a deep knowledge of the subject. The maps are really nice as well.

Conclusion

As you will probably have picked up COW is run under the auspices of that much mis-understood group, Wargames Developments. You do not have to be a member to attend, but priority is given to members if space is tight.

Obviously, it is impossible to describe all that happens at a COW weekend in such a short article. Conference reports and feedback fill up several editions of *The Nugget* each year. It is also difficult to convey the thrill and excitement regular attendees feel as COW approaches. I have been attending for nearly seven years now, even when I was a student, and later when I was unemployed, I still scraped together the cash to go. Other people make long journeys from Scotland or Europe (although Andy Callan did not make it back from Australia this year!).

If you are interested in attending COW, write to the Conference Secretary for 1988, Peter Merritt at 131 Inchmerry Road, London, SE6. The cost is expected to be £45.

If you would like more information about Wargames Developments, then write to its Publicity Officer, Paddy Griffith, 47 Owlsmoor Road, Camberley, Surrey, GU15 4DW.

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9th/10th Jul	Challenger, Bath King Edward's School
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THE DEATH RIDE OF THE BATTLESHIP YAMATO (Part II)

The Mini-Campaign (And how to do it)

by Peter P. H. Heath

The creation of a 'Mini-Campaign' based on historical fact is no easy task. No sooner have you put pen to paper than someone says 'Ah, but . . .' Those who have gingerly dipped their toes in the icy and danger fraught waters of the Historical Mini-Campaign will by now probably be nodding their heads in agreement.

In this article I shall, nonetheless, attempt to create the MC depicting the events of the last voyage of the Yamato, (see last issue of WI for the real story!) as well as some interesting 'what if' scenarios. They all work. They have been play tested at my local club (Norwich Warriors), where sado-masochists abound!

The Campaign. 'Orchestra and Beginners'

- 1) Your attention is drawn to Map 1. This is the area map on which the players will plot their strategic moves. (It is advisable to have at least one map for each player.)
- 2) The following is the optimum strategic command breakdown. (Number of players in other words!)

United States	One Umpire	Japanese
Task Force Commander (CinC)		Kamikaze Air Commander
Naval Air Commander (Carriers & aircraft)		Surface Fleet Commander
Surface Fleet Commander (Battleships, etc)		

NOTE: In tactical set-ups everyone can be involved, and indeed, particularly when large numbers of aircraft are involved, the more the merrier!

- 3) **Area Map Movement:** Things could at this point take on great mathematical significance, as we attempt to divide 246 by Wednesday to come up with the answer of 6. However, matters are simplified by saying that the Japanese and Americans can move their surface forces one square every two campaign hours at maximum speed, and the American carrier force(s) half a square. (Nice and simple so far, eh?)

But why should the US Carrier Fleet be so much slower? The answer is that though the US ships may or may not have been quite as fast as the Japanese, their tactical use is weighted as a game balance, because historically they did not zoom about during the period covered!

- 4) **The search template (A)** should be used by the US Naval Air Commander to delineate the area of search. Dawn is considered to break at 06.00, and flying operations may then begin. By use of the template it should not be necessary to plot the routes of aircraft in detail. Each aircraft or group of aircraft may traverse one square every 30 minutes, but must spend an additional 30 minutes in the square if a detailed search is to be carried out. The following charts should be consulted to determine the results. (This is a job for the Umpire. Local conditions should be tested in each square using 1D4.)

Passing Search Chart						Use % Dice Detailed Search Chart					
Distance from Start Point (Squares)						Distance from start point (Squares)					
	1	2	3	4	5		1	2	3	4	5
Poor	20	10	5	2	1	Poor	40	20	10	4	2
Average	30	20	10	5	2	Average	50	40	20	10	4
Fair	40	30	20	10	5	Fair	60	50	40	20	10
Good	50	40	30	20	10	Good	70	60	50	40	20

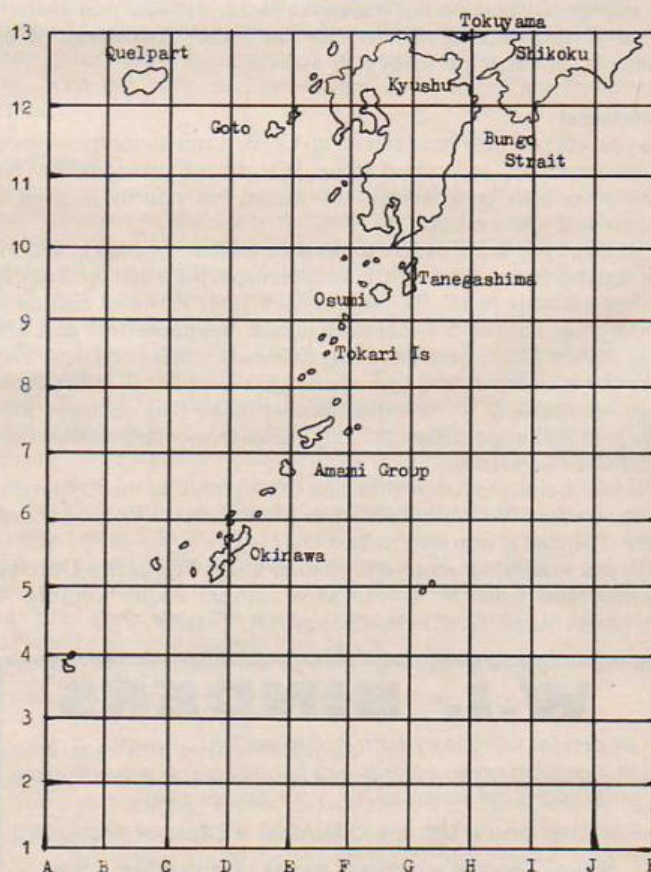
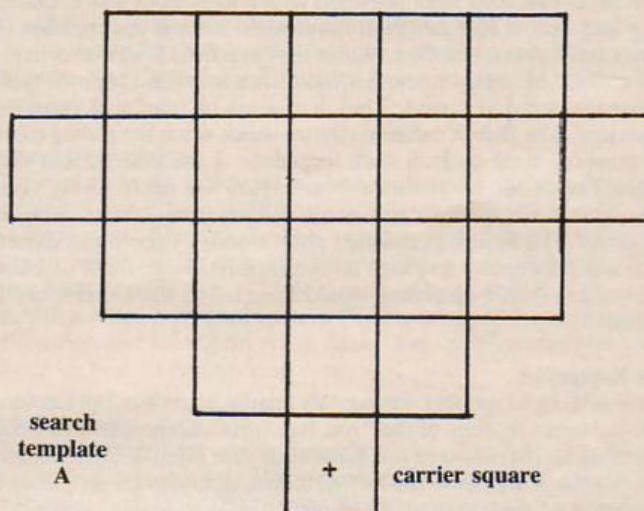
Add 2% for each aircraft above one involved.

- 5) It should be noted that carrier-based aircraft detailed to search have an operational radius of ten squares, **but** if their operational radius goes out five squares from their base the following may happen:

The aircraft will get lost and lose radio contact. In this case the Umpire rolls 1D6. If the result is a one the aircraft runs out of fuel. Any other result means that the problem is solved and radio contact re-established. (Umpire's attention is drawn to rule 7!)

- 6) If and when Japanese vessels are located, the following chart must be referred to in order to determine the search aircraft's report accuracy.

No. A/C	Report Accuracy (1D6)					
	1	2	3	4	5	6
1-4	50	50	40	30	20	10
5-10	60	60	50	40	30	20
11-15	80	80	80	60	50	50
16-20	100	100	100	100	100	90
20+	100	100	100	100	100	100



Campaign Map

If the report is inaccurate the Umpire may have fun, but keep it within the spirit of the game please, and here is a suggestion to give you some ideas of your own.

Historically, the US search aircraft found a convoy of Japanese merchant vessels heading towards Japan. What fun the sadistic Umpire can have with a report like this if the US player has indeed registered an inaccurate report throw.

- 7) Aircraft at this time had radios which could only range out to one square, so the Umpire must at the start of the game inform the American players of this, because, if they don't organise a relay system for messages, the Pony Express don't get thru!
- 8) Having (hopefully) located the Japanese, the US players must now launch their aircraft. Attempting to launch everything at once would result in total confusion, not to mention a number of collisions, so the US Naval Air Commander must decide on an order of launch, and which Carrier Divisions make up which attack waves. If we assume 15 minutes as launch time for each carrier, and nine carriers being able to launch at the same time, all **should** be well. **However**, if nine or more carriers do launch at the same time, the Umpire throws 1D6 for each. If a six is thrown, the carrier's aircraft launch late and get lost, taking no further part in the campaign.
NOTE: Some may think this rule hard on the US players, but in fact it is accurate. See last month's article for details.
- 9) With the aircraft launched, the paperwork could get a bit messy, so I suggest that to simplify matters a chart similar to the example below is used for each carrier.

Carrier	Takeoff	Local CAP	Wave Attack	Attack CAP	D/B	T/B	Notes
HORNET	10 00 hrs	9F6F (6 cieling 3 medium)	2	9F6F (9 cieling)	18SBC (high)	9TBF (med)	Attack CAP CAPx500lb bombs each 9 D/B AP 9 D/B SAP

- 10) **The Japanese fleet**, as has already been mentioned, can move a maximum of one square per two hour strategic turn. They **must** start from Tokuyama at 1530 hours on the 7th April. It should be pointed out to the Japanese players that the only access to the open sea is via the Bungo Strait, (Due to the draught of *Yamato*). The **whole** course of the fleet should be plotted at the outset, a copy of which should be given to the Umpire.

The course plotted should reflect the following Historical Order.
'You are to sail from Tokuyama Naval base to Okinawa, there to inflict as much damage as possible on the American navy and transports then to beach the *Yamato* where she will provide artillery support for the defenders.
You have fuel enough for a one way journey.'

Imperial Headquarters, Tokyo

- 11) **The Japanese fleet** in fact has fuel sufficient to traverse 17 map squares.
- 12) US Surface forces must start in any square(s) south of line 5.
- 13) **US aircraft** which are 'bombed up', ie loaded with munitions, have a maximum radius of only eight squares, (four there – four back)
- 14) **Japanese Kamikaze rules.**
 - a) The Japanese Kamikaze Air Commander has the following aircraft available for operations on the 7th April. Bomb loads for information only, – if they hit a ship, the results tend to be academic!

Tokara Islands	10 Zero	(1x500lb bomb)
	6 Judy	(1x2000lb bomb)
Osumi	12 Zero	(1x500lb bomb)
	10 Judy	(1x2000lb bomb)
Tanegashima	8 Zero	(1x500lb bomb)
	10 Betty	(6x500lb bombs)
	20 Judy	(1x2000lb bomb)
Kyushu	30 Betty	(6x500lb bombs)
	10 Zero	(1x500lb bomb)

These aircraft may be launched at any time after dawn (0600) and have a range of seven squares. As there is **no** Japanese reconnaissance available, each group of aircraft must have their

courses plotted, as well as height, remembering that if no target is sighted, they should be able to return to some Japanese base. (This includes Okinawa for up to 10 aircraft). Course plots should be handed to the Umpire.

If a group of Japanese aircraft enter a square containing US surface vessels, the **Passing Search Chart** (Rule 4) should be consulted. If this is successful, there is a chance that other Japanese aircraft in **adjacent** squares will receive the report and act accordingly. Successful transmission of the message is 1,2,3 on 1D6. (Thrown by the Umpire)

- 15) **US Radars** can pick up aircraft at a maximum range of two squares, and can vector in **local** CAP accordingly. (By 1945 radar had improved to the extent that though numbers of aircraft were difficult to quantify, the height and distance were relatively easy to discern.)

Note for umpire: For convenience, every aircraft moves one square in 30 minutes, so only US CAP that can legitimately intercept may do so. Refer to the following chart for location distances.

Aircraft Height Band	Radar Range Band (Squares)
Deck	1
Very Low	1
Low	1
Medium	2
High	2
Ceiling	2

Aircraft may climb two height bands in 30 minutes, and may dive a maximum of six. (Splash!)

Battles on Table. 'The Crescendo'

Having by now got the bulk of the paperwork out of the way, the second phase of the campaign must now be addressed, namely the physical conflict on the wargame table, assuming that the two sides have now found each other!

There are two legitimate alternatives available when approaching the battles on the table.

- i) Follow the standard General Quarters rules system.
 - ii) Use a system best liked by you.
- Whichever you use, the following information should be of some use.

- A) The size of the action is dependent upon the amount of space you have available. Two 8' by 4' tables placed together would preferably be ideal, but not everyone can conform to ideals!
- B) It is quite possible that large numbers of aircraft will be required. Hasagawa, the Japanese plastic kit manufacturer make Japanese and American aircraft in 1/700 scale, which look very effective, and at about 80p for 32 aircraft, it has to be good value, but they are difficult to get hold of, so I suggest counters would do the job just as well.
- C) In the case of the ships, both Navwar and Davco make 1/3000 scale metal models, but once again representative counters can be used.
- D) The movement rates of both aircraft and ships on table is up to the rules you use.
- E) Dive bombing attacks must be launched from either Medium, High or Ceiling.
- F) Torpedo attacks can be launched from either Deck, V. Low or Low.
- G) Kamikaze attacks can be launched from any height.
- H) Strafing attacks must be launched at Deck.
- I) In the case of attacks on *Yamato*, the GQ rules do not take into account the ship's ability to absorb punishment. Therefore, **only** in the case of this ship, add the following columns to the Torpedo and Bomb damage tables.

Torpedo Damage Table
Yamato

1	-/-
2	-/-
3	1/2/-
4	1/-
5	1/2/-
6	-/-

Bomb Damage Table (1000/2000lb)
Yamato

1	-1/2 1/2/1/2
2	-1/2 1/2/1/2
3	-/- -1
4	1/2/1/2 1/1
5	1/2/- 1/1/2
6	-/- 1/-

NOTE: 1000lb SAP bombs only register damage on Yamato if a 5 or 6 is first thrown on 1D6.

500lb HE bombs may register no damage on Yamato.

- J) The following charts give the US aircraft munitions capabilities and numbers of available munitions. Referring to these charts will give endless 'fun' for the Naval Air Commander, as he tries to get the mix right. To further complicate matters for him, the Umpire should state that torpedoes should be set at deep or shallow settings before take-off. (Deep for vessels larger than destroyers, shallow for destroyers. Your rules and/or common sense should tell you why!)

Aircraft Munitions Capability Chart

F4F	N/A
F6F	2x500lb HE bombs
F4U	1x2000lb AP bomb
SB2C1	2x1000lb AP or SAP* bombs
TBMF-1	1x21" torpedo or 1x1000lb bomb and 2x500lb bombs

Available Munitions Chart

28x2000lb AP bombs
63x1000lb SAP bombs
128x21" torpedoes
150x500lb bombs

* SAP = Semi-Armour Piercing

- K) The following chart lists the aircraft compliments for each US carrier involved in the Mini-Campaign.

	Aircraft Complements				
	F4F	F6F	F4U	SB2C1	TBMF-1
TF 58.1					
San Jacinto	1	8			9
Bennington	11	9	8	10	18
Hornet	(12)	16		10	10
Belleau Wood		8			6
TF 58.3				10	
Essex	(18)	12			15
Bataan			12	10	9
Bunker Hill	(18)	12			18
Cabot		10		10	9
Hancock	10	11			18
TF 58.4				14	
Intrepid	(6)	13			15
Langley		10		14	9
Yorktown	(6)	8	8		15

Note: Numbers in brackets in the chart above indicate aircraft available for CAP above the carriers. (Local CAP) These may not be used for any other purposes and have a 'loiter' time in the air of ten map moves. All other aircraft may be used for attacks on enemy surface vessels.

- L) The more observant readers will by now be thumbing through their copies of *Conway's Fighting Ships 1922-1945* to verify their suspicions that the number of aircraft available is wrong. The reason for this is that I have adopted a 1:2 scale. If you want to re-adjust, good luck to you!

The Listing of the Surface Forces. 'The Finale'

The total number of ships which can, in theory, find themselves on the wargame table is staggering. However, for the purposes of this particular MC we can discount the transports and small escorts off Okinawa. (After all, if you have read the last article, you will know that they had their dose of excitement on the day before this MC begins.)

This still leaves an impressive number of ships to classify. The said classification is by the GQ system, but if you want different 'specs' you will have to look them up yourself, as space is not available for me to do it for you.

Japanese (Yamato is sample of layout)

S=Mx6 M=18"				YAMATO	BA 32
FIRE CONTROL	DAMAGE CONTROL	BRIDGE	RUDDER	AA-16	
39 5/5	29 4/4	19 3/3	13 2/2		
11'	9	6	3		

YAHAGI (CL) AA Factor 6 DF3

S=3"

M=6.1"

4-1(4)/1(4) * 3 1(4)/1(4) * 2-(4)/-(4) * 1 -(-)/-(-)

13 10 7 3

YUKIKAZE, ISOKAZE, HAMAKAZE (DD) AA Factor 3 DF2

M=5"

2 (8) * 2 (4) * 1 (4) * 1 (-)

14 10 7 3

FUYUTSUKI, SUZUTSUKI (DD) AA Factor 6 DF2

M=3.9"

4 (4) * 3 (4) * 2 (4) * 1 (-)

14 10 7 3

ASASHIMO (DD) AA Factor 3 DF2

M=5"

2 (8) * 2 (4) * 1 (4) * 1 (-)

14 10 7 3

Sample Coastal Freighter (AK) AA Factor 1 DF2

M=3"

1 (Cargo) * 1 (Cargo) * - (Cargo) * - (Cargo)

6 4 3 1

HATSUSHIMO (DD) AA Factor 3 DF2

M=5"

2 (9) * 2 (6) * 1 (6) * 1 (3)

14 10 7 3

KISUMI (DD) AA Factor 3 DF2

M=5"

2 (8) * 2 (4) * 1 (4) * 1 (-)

14 10 7 3

American

HORNET, ESSEX, BENNINGTON, BUNKER HILL, HANCOCK, YORKTOWN, INTREPID (CV's)

DF 13

S=5"

M=48A/C

FD 3/3 * HD 2/2 * FD 2/2 * HD 1/1

12 9 6 3

AA=Hornet 11, Essex 13, Bennington 15, Bunker Hill 15, Hancock 15, Yorktown 15, Intrepid 13.

SAN JACINTO, BELLEAU WOOD, BATAAN, CABOT, LANGLEY (CV's)

DF 6

S=-

M=17A/C

FD - * HD - * FD - * HD -

12 9 6 3

AA=San Jacinto, 4, Belleau Wood 4, Bataan 4, Cabot 3, Langley 3.

TENNESSEE, WEST VIRGINIA (BB's)

DF=16

S=5"

M=14"

36 4/4 * 27 3/3 * 18 2/2 * 9 1/1

8 6 4 2

AA=Tennessee 12, West Virginia 14.

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NEW MEXICO, IDAHO (BB's)

DF=14

S=5"

M=14"

36 4/4 * 27 3/3 * 18 2/2 * 9 1/1

8 6 4 2

AA= New Mexico 12, Idaho 14.

MARYLAND (BA)

DF=17

S=5"

M=16"

34 9/9 * 25 7/7 * 17 5/5 * 8 2/2

8 6 4 2

AA=13

COLORADO (BB)

DF=16

S=5"

M=14"

36 6/6 * 27 4/4 * 18 2/2 * 9 1/1

AA= 15

PORTLAND, MINNEAPOLIS, SAN FRANCISCO, TUSCALOOSA (CA's)

DF=5

S=5"

M=8"

10 2/2 * 7 2/2 * 5 1/1 * 3 1/1

12 9 6 3

AA=Portland 5, Minneapolis 7, San Francisco 8, Tuscaloosa 8.

BIRMINGHAM, MOBILE, BILOXI (CA's)

DF=6

S=5"

M=6"

10 3/3 * 7 2/2 * 5 1/1 * 3 1/1

12 9 6 3

AA=Birmingham 7, Mobile 7, Biloxi 7.

12 FLETCHER CLASS DESTROYERS (DD's)

- Example

DF=2

M=5"

3 (5) * 2 (5) * 2 (-) * 1 (-)

14 10 7 3

AA=3

10 ALLEN M. SUMNER CLASS DESTROYERS (DD's)

- Example

DF=2

M=5"

3 (10) * 2 (10) * 2 (5) * 1 (5)

14 10 7 3

AA=2

You will notice that the US surface forces list includes the ships of Admiral Deyo's TF 54. (See last article for details) The presence of this Task Force will present interesting 'what if' scenario potential, as it is quite possible that if the US aircraft do fail to discover the Yamato, TF 54 becomes the US players' 'bottom line'.

Umpires with sense will not now rush out to their clubs and immediately say 'Anybody want a game?', but will sit down and carefully work out how they wish to approach this campaign. The more prep work you do, the more you and the players will get out of it.

One final thing, I would be interested to hear from anyone who plays this campaign. Any comments would be appreciated and if viable will be incorporated in future articles. Following the research done on this and other World War II Air/Surface actions I am of the opinion that there is no set of rules which adequately covers the role of air power in the naval sphere. Therefore, watch out for a new set of rules which will (hopefully) fill this gap at some time in the not too distant future.

THE CAVALRY OF IMPERIAL CHINA

300 B.C. to 1500 B.C.

by Chris Peers

The magnificent life-size terracotta army of the first Ch'in emperor, featured on television in connection with the Queen's 1986 visit to China and recently the subject of an exhibition in London, has brought one aspect of Chinese military history into the glare of public interest, but the subject is still a poor relation in the wargaming world. The image of the Chinese wargames army is still that of reluctant crossbowmen hiding behind spearmen in a corner of the table during some stereotyped competition battle, but three thousand years of history covering half a continent has much more to offer than that. What I hope to do in this article is to offer a brief introduction to the development of the main striking arm of Chinese armies in this period, the cavalry, with a guide to its changing equipment and to the way in which its tactics may be reproduced on the wargames table.

The Warring states and the Ch'in dynasty, 300 B.C. to 200 B.C.

History ascribes the introduction of cavalry in China to Wu Ling of the state of Chao, who around 307 B.C. ordered his troops to adopt the dress and riding techniques of the nomads of the north, who had previously used their superior mobility to carry out dangerous raids into Chao. Within a few years Wu Ling's innovation had proved so effective that all the independent states had adopted it and the previous mobile arm, the chariot, began to disappear. The Chinese horse of the time, however, was a small, stocky beast related to the modern Mongol pony and not suitable for carrying heavy loads. This meant that tactics could not progress much beyond the light cavalry skirmishing of the nomads. The Ch'in pottery figures show that a few elite troops could wear armour on horseback, but most would be unarmoured, and it was usual to dismount for close combat, using a sword and shield. Missile weapons for mounted use would originally have been restricted to the bow and light javelin, but by the end of this period the crossbow was coming into fashion among the cavalry.

Horsemen were most useful for scouting and for the surprise manoeuvres and ambushes so popular among Chinese generals, as is illustrated by the story of the battle of the Ching-hsing Pass in 204 B.C. Han Hsin was fighting Chao in one of the battles which led to the establishment of the Han dynasty, and drew up his army with its back to a river and with the general's banners isolated out in front, protected only by one division of ten thousand men. The Chao troops were unable to resist this tempting bait and left their fortifications in the pass to attack the Han, driving them slowly backwards. At this point, two thousand Han cavalry emerged from a hidden valley, occupied the deserted defences and set up their own banners. Seeing the enemy behind them, the Chao soldiers tried to turn back and panic spread through their ranks. The result was that they were attacked from two sides and slaughtered.

The Han Dynasty and the "Chinese Dark Ages", 200 B.C. to 589 A.D.

By 221 B.C. Ch'in had unified the warring states of China, but its rule was short-lived, and by 200 it had been replaced by the Han dynasty, which was to preside over four centuries of Chinese greatness. Tomb finds of the first two of these centuries show that the appearance of the cavalry changed only slowly at first. The empire was exhausted by the long wars, and horses were in such short supply that the first emperor could not find four of the same colour to draw his chariot. As their power grew, however, the Han were able to recruit nomad horsemen as auxiliaries and to import better horses from the west. The result was the realisation of the cavalryman's full potential.

The cavalry, divided into light and heavy, was the main strength of the army, and its tactics employed a cunning combination of shock and firepower. The official history of the dynasty described the drill for fighting the barbarian Hsiung Nu; mounted men armed with crossbows shoot at the enemy's horse-archers as they advance slowly, relying on the superior range and penetrating power of the crossbow to drive the barbarians back in disorder, and then they

dismounted and charge with swords and halberds. The crossbow was by Han times manufactured in huge numbers, individual arsenals containing hundreds of thousands of the weapons, but it is not clear how they were adapted for mounted use. The normal cocking procedure involved standing on the bow while drawing the string back with both hands, but this is obviously impossible on horseback, and the cavalry may have been issued with less powerful weapons than the infantry, or alternatively have been expected to dismount to reload.

Eventually the empire's reliance on this excellent mounted force proved a recipe for disaster. More and more power fell into the hands of the noble horse-breeding families of the north, who had been allowed to maintain their own huge retinues, and after 220 A.D. the Han state fell apart, to be fought over by local warlords. The years between 220 A.D. and 589 A.D. have been called the "Chinese Dark Ages" because of the continual civil wars and nomad invasions, but it was a period of economic and technical progress in the less affected regions, and for the first time Chinese armies began to be influenced by the techniques of other cultures. The stirrup was adopted, and towards the end of this era we see the first recorded use of horse-armour. Nomad style of armament became the fashion, and the compound bow, which although less powerful was easier to manufacture and use on horseback, and gave a higher rate of fire in skilled hands, replaced the crossbow as a cavalry weapon. One distinctively Chinese weapon was invented around this time however, a type of halberd resembling a broad-bladed sabre on a staff, weighing up to 90 lbs, and wielded two-handed. This remained popular with the cavalry for many centuries.

The T'ang Dynasty, 618 A.D. to 907 A.D.

In 589 China was reunified by the Sui dynasty, but the cruel exactions of this regime led to a revolt which by 618 placed in power a dynasty under which China and its cavalry were to achieve their greatest glory – the T'ang. Li Yuan and his son, Li Shih-min, led the half-Chinese, half-Turkish squires from their northern estates to smash both the Sui and the nomads who were threatening the borders, and over the next century T'ang power spread through Central Asia as far as the Caspian Sea. As under the Han, the agents of this expansion were the cavalry recruited from the nobility, the infantry being provided by a peasant militia of a very variable standard of motivation and training. Light cavalry on the nomad horse-archer model were widely used, often dressed in the styles of Turkish Central Asia, but the cream of the army was, as before, the regiments of heavy cavalry.

These men often wore coats of lamellar armour and carried lances or halberds, and often also the bow. Shields may have been carried, but paintings and statues still show mounted men without them, and I doubt that they were ever widely used by Chinese cavalry, as they interfere with the use of two-handed weapons such as the bow and halberd. Certainly later Mongolian horsemen, recognised as the best in the world, did without them. Horse armour was also in use, but statuettes of armoured horses have only been found accompanying the burial of emperors and princes, so they were probably restricted to guard units. The main strength of the T'ang cavalry, however, was its standard of training. Some long-service units, usually of nomad mercenaries, garrisoned the border camps permanently, but most were called up for two months' service each year, either for training with the frontier garrisons or for guard duty in the capital. By now, although archery was still used, shock tactics appear to have been dominant.

After about 750, a series of disasters affected the empire, and the role of the regular cavalry declined. Losses in battle against the Arabs, the Khitans and the state of Nan Chao in the calamitous year of 751 were followed by the revolt of General An Lushan who led the north-eastern frontier troops against the emperor, and in 763 came the final blow. Taking advantage of the absence of the north-western garrisons, which had been withdrawn to fight An

Lushan, the Tibetans launched a massive invasion. They overran Kansu province and sacked the T'ang capital, Chang-an. They were eventually bought off, but not before they captured the imperial stud farms and drove off seven hundred thousand of the best horses. The T'ang cavalry never recovered from this loss, and in later years of the dynasty the mounted arm was increasingly provided by foreign mercenaries, Arabs, Tibetans, Uighurs and Turks.

The Sung, Yuan and Ming Dynasty, 960 A.D. to 1500 A.D.

After 907 the empire disintegrated again, but in 960 a provincial military leader, Chao K'uang-yin, succeeded in reimposing unity under the Sung dynasty. Fearing a repetition of the revolts which had toppled the T'ang he set out to break the power of the local magnates by introducing a strongly centralised professional army, and replacing the old nobility in government posts by civil servants. This removed the main source of the cavalry of earlier dynasties, and the atmosphere of anti-militarism, together with the fact that the Khitan still occupied the main horse-breeding areas, ensured that the Sung cavalry would never be as numerous as that of the T'ang. However, in compensation, it was well-equipped, horse-ammour becoming more common as lavish state arsenals took over responsibility for supplying the troops.

In 1126 the Jurchen tribe from Manchuria, which had been enlisted by the Chinese against the Khitan, turned against their old allies, invaded China and occupied the northern part of the country. Pushed gradually back into the water-logged terrain of the south by successive waves of nomads, the Sung had less and less use for cavalry. Although Sung China was economically and culturally the most advanced state in the world, in military matters it failed to live up to its early promise. The social status of the army was low, and reliance on fortifications led to demoralisation of the field armies. Nevertheless, interesting developments in weaponry took place in this period, from the spear with a hook below the blade for pulling opponents off their horses which was introduced around 1170 by General Yueh Fei, to the growing influence of gunpowder. The fire-lance, basically a Roman Candle on a bamboo pole, with a spear-point for close combat, was invented in the tenth century and often used by Sung cavalry. A charge of semi-explosive gunpowder shot out flames, stones and iron pellets for several minutes when lit, but range was very short, as we hear of men being killed by sword-thrusts while using them.

Finally, in 1279, the entire country fell to the Mongols under Kublai Khan, who established the Yuan dynasty. The Mongols' own cavalry was world-famous, and together with guard units recruited from western Asiatic people such as the Kipchaks formed the mounted arm of the dynasty. The Chinese contribution was largely restricted to poorly-armed conscript infantry and artillerymen. In 1368 another rebellion drove out the Mongols and established the native Ming dynasty under Chu Yuan-chang, a bandit leader from the south. The new state was organised along the bureaucratic lines of the Sung, and although at first its power rivalled that of any previous dynasty, the seeds of imperial China's irreversible decay had already been sown. The first Ming emperors were ignorant and brutal men, who terrorised intellectuals into conformity and began to stifle the inventiveness which had been behind the country's technical progress until then, and their reliance on court eunuchs to run the government and the army soon led to disaster. One of these, a man of no military experience, was given command of an invasion of Mongolia in 1450 and, ignoring the advice of the veterans, led the army to the terrible defeat of Huai Lai in which the Mongols wiped out the best mounted units of the empire, slaughtered the leading generals and captured the Emperor Cheng T'ung. The Ming never regained the initiative on the northern frontier, and reverted to a defensive policy which allowed little opportunity for cavalry tactics.

Service in the army was no longer socially acceptable for a man of ability, and the Ming resorted to filling its ranks from military families for whom service was made compulsory, augmented more and more by mercenaries. The emphasis was on fortifications, rockets and firearms, and although many cavalry could still be raised, their standard of training fell as they waited idly in the military colonies on the borders. Their style of equipment and method of fighting were strongly influenced by their Mongol enemies, although laws would later be passed against wearing

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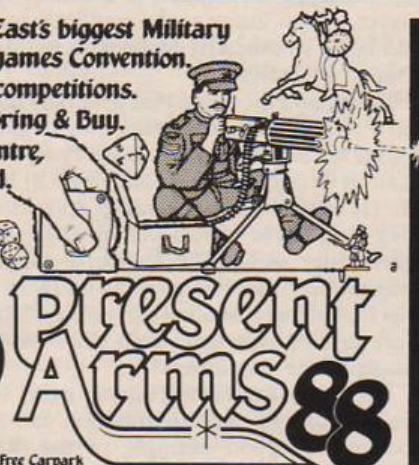
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Mongol costume. As the Ming military machine stagnated, therefore, the era in which the Chinese cavalry was feared throughout Asia came to an end. In its day, however, it could compare with any in the world, and certainly deserves more attention from the ancient and medieval wargamer than it receives at the moment. I hope that this article will do something to redress the balance, and that more of these colourful and effective troops will be making an appearance on our wargames tables in the future.

Ed. Note: Rather like some of the Chinese dynasties mentioned above, the WRG dynasty seems riven by the 6th vs. 7th controversy, just as its temporal sprawl across the centuries was stretching credibility and cohesion rather thin. (I've sold my Ramesside Egyptians, kept my Burgundians - the two never met. Peter Heath's crack to Jim Webster: "Hurry up and finish your Vietnam War rules, or 8th edition might make them superfluous!")

So, with the hegemonical tiara perched somewhat precariously on Phil's worthy pate, here's the chance for all you 'warlords.' A plethora of period - specific ancient rules could well spawn some new ideas and mechanisms which more general sets might draw on to create a new super-set. The pages of this magazine are offered for your first ("suck it and see") edition!

DECISION GAMES

by Roger Underwood

Over the years there have been a good many articles in numerous magazines extolling the virtues of campaigns. There have also been many articles singing the praises of playing set scenarios as opposed to single one-off competition type games, with equal points lined up on opposite sides of the table. Many of the articles have been excellent, particularly those by the late Charles Grant Senior and C.S. Grant.

However, excellent though campaigns may be, they do usually depend to an enormous extent upon a generous third party devoting a great deal of energy and time in organising and umpiring them. Another consideration is that being involved in a campaign can tie players down for weeks and even months. Not all players want to be tied in this way, preferring to play against different opponents and even in different periods each week.

Furthermore, unless the umpire is able to exercise outstanding control and ingenuity, most if not all of the battles will either be encounter battles or with one side holding a defensive position. In truth, the campaign battles will be no different from the standard competition type game save for the fact that the points totals will probably be unequal.

Moreover, whilst the players may have manoeuvred at the grand strategic level, possibly using "KINGMAKER" style map movements, they are unlikely to have manoeuvred at the tactical level other than on the wargames table. Consequently, the chances of a scenario type battle occurring in a campaign are very limited. Indeed, I would go so far as to say that I have never witnessed such an event and I would congratulate any umpire who has managed to engineer a situation in a campaign where one player accepts losing a vital conflict through being outmanoeuvred and being smashed by an unexpected flank attack on his army in column of march.

The reason for this is that generally most wargamers demand to have more information than they ought, and they feel that they should be able to manipulate every company and squadron in their army as if they were personally with it. In all probability, most real life Generals had only a vague appreciation of how many troops they themselves had, never mind how many the enemy had or where they were. The standard wargamer's instruction to the umpire that "I shall deploy my army off the table because I know that the enemy is waiting for me on it", begs the question of "Why were armies ever ambushed when oft-times they actually 'out-scouted' the ambushers?"

The simple truth is that an important aspect of early warfare was the lack of maps and information and also the poor standard of scouting. A good example of the difficulties involved is the Bosworth campaign of 1485. Not only was Henry Tudor short of information about King Richard's forces, he was also short of information about his own army. During the march from Lichfield to Tamworth he lost touch with it. That night, August 20th, stranded and accompanied by a mere twenty men, he considered giving up and running for it. Had he not had the fortitude to persevere possibly Bosworth might never have become a part of English history.

A second example is the 1487 campaign. Hearing that Lambert Simnel had marched from York to Newark, Henry VII marched from Kenilworth through Coventry and Leicester, but was actually unable to "find" Nottingham. He missed it somewhere on the way and spent the night lodging at a gentleman's house three miles south of his intended overnight accommodation.

For an umpire to be able to create ambushes and raids etc. and to assimilate some of this fog of war the campaign moves would have to be very detailed and broken down into campaign hours and days rather than weeks or months. In all probability this would mean that on most club nights the majority of the players involved in the campaign would be without a game. This is obviously unsatisfactory as in reality a campaign is primarily a device to create interesting war games with a background to them.

I was once involved in a Napoleonic campaign in which it actually took five weeks before a contact was made and then the battle only involved two of the half dozen players. Needless to say, interest soon waned and the campaign ended in disarray.

Now, having written so much about the problems of campaigning it may appear that I am against campaigns. Far from it. I enjoy campaigns immensely and I also much prefer playing scenarios to competition type games. The problems I have raised can be identified as follows:

1. How can a campaign be played without an umpire.
2. How can a campaign include both grand strategic and tactical manoeuvring without becoming bogged down?
3. How can the campaign manoeuvring determine a variety of battle scenarios and battlefields?
4. How can a campaign manage all of the above and still be played and completed in a single club night with possibly a different opponent on each occasion?

First of all we must of course define "what is a campaign"? For me a campaign is a short period of hostilities with two or more armies manoeuvring in the field. The combination of one or more campaigns along with activities such as espionage, finance, fleet and defence building etc., becomes a war rather than a campaign. I believe that "Wars" are best dealt with by using boardgames and as such are not included in this article, except to say that I usually use the brilliant "KINGMAKER" for wheeling and dealing in club medieval campaigns/wars. I then use a system which is the subject of this article and which I have developed over the last three years, for when armies close on one another. I also use the system to generate a club night campaign in its own right and thus answer all of the above four problems.

The system which is the subject of this article, is what I call my "DECISION GAMES". It takes as its central theme the premise that during any campaign, a commander usually had half a dozen or so critical decisions to make, and each decision was normally limited to two or three options. Moreover, on most occasions there was no such thing as a right or wrong decision. The wisdom of the decision was dependent upon the opposition's choice of action. eg Red commander is informed that Blue is to his front. He makes a decision to attack immediately. Now, had Blue attempted to withdraw then Red may well have caught Blue in column of march and easily destroyed him. Alternatively, Blue may have decided to hold in a good defensive position and in turn defeated Red's hurried attack. In the first instant, Red could be said to have made a correct BOLD attack. In the second instant he could be said to have been too hasty.

This then is my theme. At different stages of the campaign, each player will have a decision to make with a choice of two or three options. THIS IS A DECISION GAME. Readers familiar with solo fantasy books such as *Warlock of Firetop Mountain* will instantly see the similarity. The crucial difference being that in the solo adventures, one option is always correct whilst the others are wrong. In my system each option will have a win result, a lose result and on occasion an equal result. All dependant upon the choice of the opponent. A typical format for a DECISION GAME is shown in Figure 1 where results 1A 2C 3B favour Red, 1B 2A 3C favour Blue and 1C 2B 3A are equal.

Figure 1.

RED	'A'	'B'	'C'
		Anticipate:	
BLUE	North	West	East
Move North 1	RED	BLUE	EQUAL
Move East 2	BLUE	EQUAL	RED
Move West 3	EQUAL	RED	BLUE



Medieval baggage train from the collections of London wargamers Tim Hall & Roger Needham. 25mm figures including old *Citadel* and *Essex*. Buildings from the editor's collection including the 'butter market' that launched the *Hovels* range.

As a further explanation of my way of thinking and reasoning I shall briefly outline a short real life historical campaign.

The campaign is that of 1471 during the Wars of the Roses. Richard Neville, Earl of Warwick, "The Kingmaker", had fallen out with Edward IV and had reinstated Henry VI as King. He invited Queen Margaret to rejoin the King in London but, before she landed, Edward had himself landed and defeated Warwick at St. Albans. Margaret chose to land at Weymouth in Devon where she had been promised the support of Edmund Beaufort, Duke of Somerset. She could have landed in the north as did Henry Bolingbroke in 1399 and Edward IV in 1471. She could have landed in Wales as did Richard II in 1399 and as Henry Tudor was to do in 1485. She certainly expected support in Wales from Jasper Tudor, Earl of Pembroke. She could also of course have landed in Kent, emulating Warwick himself who landed there in 1460 and 1471. But no, she chose to land in Devon.

Her second decision was to advance to Exeter and wait for west country support. In this respect she was more fortunate than Perkin Warbeck, who in 1496 was to fail to gain the hoped for support. Whilst dallying too long before unsuccessfully storming Exeter, he was caught cold by the rapid advance of Henry Tudor. Warbeck's forces disintegrated without fighting and Warbeck was captured and eventually executed.

Margaret's third decision was to march north via Wales, no doubt hoping to be joined by Jasper Tudor. Her obvious alternative was to make an immediate march on London. In fact she made an effort to deceive Edward into thinking that that was indeed her intention. Unfortunately for her, her decoys and stratagems failed to deceive him and with a rapid march from Windsor he arrived at Cirencester before she had left Bath.

Her fourth decision could have been to continue with her advance and give combat or to have turned back and then east to march on London. She chose neither of these, instead she swung west and advanced to Bristol. This obviously surprised Edward who had deployed his army ready for battle three miles south of Cirencester. Instead, Margaret entered Bristol which had only recently pledged loyalty to Edward. There, she gained rest, supplies and reinforcements.

A fifth decision to mislead Edward into thinking that she was going to give battle nine miles east of Bristol at Chipping Sodbury, but to instead make a secret forced march north was almost successful. Edward actually deployed his army for the second time during the campaign. This time along Sodbury Hill. She was only foiled by Edward's constable of Gloucester, Sir Richard Beauchamp, refusing (under Edward's specific orders) to permit her passage across the Severn.

Her sixth decision, to turn and fight at Tewkesbury was probably forced upon her due to the fact that her army was fatigued by all of the forced marches. Both armies in fact marched almost forty miles during the day prior to the battle. Edward himself was advised not to give battle, but to rest his weary men and to await further support. In the event the battle ended in defeat for Margaret, with her son Edward, Prince of Wales, Edmund Beaufort and most of her allies being killed or executed. Had Margaret managed to cross the Severn at Tewkesbury or even had she marched east along the Avon, who can tell what effect that would have had upon history. Another battle at Evesham possibly?

Having given the background of the aims of the system and also some examples to justify my theories, now let me describe the actual mechanics of the system.

Mechanics

Before commencing the game, each player should list his army in order of his choice of selection. The points value should be 1600 WRG or equivalent (according to your choice of rules) excluding commanders of which there must be four and who are free. Four are required so that each can command the four "battles" that are an essential part of the tactical section of the game. The "Battle" referred to is the medieval term for a grouping of a number of units under a single sub-general. In this system they are defined as Vanguard (Van), Centre 1 (C1), Centre 2 (C2), and Rearguard (RG). The maximum size for any of the battles is thirty percent of the total points available. Each must have a sub-general except that C1 must be controlled by the commander in chief.

It is essential that the commanders are placed first in the list and, if rules such as WRG 7th are used, it is also necessary to include the total cost of the command element, banner and all. Only rarely will all 1600 points be used, the average will be about 1000-1300. A typical army list is shown in figure 2.

Figure 2. Example list.

		VAN	C1	C2	RG	TOTAL
1	General + Sub-Generals	0	0	0	0	0
6	RB SHK L @ 18=108 +10=118	118			118	118
6	RB SHK L @ 18=108 +10=118				118	236
8	RC HI 2HCT @ 6= 48)					
16	RC LHI LB @ 3= 48)+10=106		106			342
8	RC HI 2HCT @ 6= 48)					
16	RC LMI LB @ 3= 48)+10=106			106		448
8	RC HI 2HCT @ 6= 48)					
16	RC LMI LB @ 3= 48)+10=106		106			554
8	RC HI 2HCT @ 6= 48)					
16	RC LMI LB @ 3= 48)+10=106			106		660
6	RB HC L @ 9= 54 +10= 64	64				724
6	RB HC L @ 9= 54 +10= 64				64	788
8	RC HI 2HCT @ 6= 48)					
16	RC LMI LB @ 3= 48)+10=106		106			894
8	RC HI 2HCT @ 6= 48)					
16	RC LMI LB @ 3= 48)+10=106			106		1000
6	RB SHK L @ 18=108 +10=118	118				1118
6	RB SHK L @ 18=108 +10=118				118	1236
16	RC LMI LB @ 3= 48 +10= 58		58			1294
16	RC LMI LB @ 3= 48 +10= 58			58		1352
24	IC HI LTS @ 4= 96 +25=121		121			1473
24	IC HI LTS @ 4= 96 +25=121			121		1594

During the tactical stages there are times when it becomes necessary to define order of march or deployment etc. Only the "Battles" need to be specified, not units. eg From left to right flank: Van, C1, C2, RG.

Each player will take the part of one of the protagonists. They will each read the relevant opening passage which will specify the amount of troops that they have at their disposal. This will be expressed in the following terms: "You have approximately 9,000 men (900 noble points) at your disposal." The 9000 men bit is just colour and has no real effect. The noble points is the relevant information and will be used to determine the actual WRG points available. This is explained at the end of this section. As the players move through the initial stages of the campaign, they will recruit troops. These are expressed as following: "You are joined by approximately 2,500 men (250 noble points)." Again, this means that their force is increased by 250 noble points plus or minus up to 25 points according to chance. When the time comes to determine the strength of each player's force, then each will take units up to the permitted level from their list and in the order specified. Only whole units are permitted to be used, and therefore units that fall across the permitted value are discarded. eg. A player is permitted 1,500 points and his units progressively total say 1,350 1,450 and 1,550 then the last unit must be forfeited.

To find how many WRG points you are permitted: First agree upon the maximum points possible for the largest army conducive with the time available and then apply the following points formula:

$$\text{Formula: } P = \frac{\text{Agreed Highest Total}}{1.35 \times \text{Highest Declared Noble Points}}$$

Next: Round P to the nearest whole or half number and then multiply each army's actual Noble Points total by the rounded P. eg. The players arrive at 21G, where the Exile has 215 and the King 260 Noble Points approx. Both agree on a maximum of 1600 WRG points.

$$\text{Therefore: } P = \frac{1600}{1.35 \times 260} = 4.558 \text{ say } 4.5$$

Exile has 215 - 20 (chance card) = 195x4.5 = 877 WRG points.
King has 260 + 25 (chance card) = 285x4.5 = 1283 WRG points.

It is also necessary to create a pack of "Chance Cards" ranging from +25 to -25 in multiples of 5. At the beginning and at each recruitment stage each player takes one "Chance Card" and keeps the contents secret. This along with the probability of having to discard a unit, helps to recreate the fog of war.

At each DECISION GAME each player will secretly select his option and these will then be simultaneously displayed. The combination of the two selections is the index of the next event to which they must turn. eg Red calls 3 and Blue calls B, then both players must turn to event 3B. In the tactical section, both selections will be numbers. Again the next event will be a combination of the two numbers. eg Red calls 140 and Blue calls 3. The next event will be 140 + 3 = 143.

It only remains now for me to demonstrate a DECISION GAME CAMPAIGN. On this occasion I have extracted a small section from my "MEDIEVAL LANDING" module. To quote from its introduction:

"English history and in particular the medieval period, contains many examples of short campaigns where pretenders or aspirants to the crown, made landings with limited foreign support and tenuous promises of support from nobles with grudges against the ruling faction. They then proceeded to recruit as quickly as possible while the monarch in his turn was also gathering his own forces. Usually the King had more troops at the onset of the campaign and thus the general tendency was for him to attempt to force a battle and crush any uprisings as quickly as possible."

For this demonstration, I have deliberately selected that section which ties in with the example of a campaign that I used earlier, namely Queen Margaret's landing at Weymouth in 1471. In the full module, Margaret had the option of landing at Kent, Wales or Devon and I have purposely followed her own choice. After landing in Weymouth the module set the options of either advancing on London, marching north or moving to Exeter. Again I have deliberately followed the historical path and selected Exeter. Throughout this scenario Margaret is referred to as "The Exile" and Edward IV is referred to as "The King". The two players involved should read either the section headed "The Exile" or "The King", not both.

"THE EXILE"

- 8E. You march to Exeter where you are well received. You are joined by the Earl of Devon with approximately 2,000 men (40 noble points), bringing your total to approximately 10,000 men (200 noble points). The news is that the King is at Oxford or thereabouts, and is struggling to gain support. You have the following options:
21. Advance on London, where the Duke of Suffolk has promised to join you on route with 1,500 men (30 noble points).
 22. March north via Gloucester to Wales where the Earl of Pembroke has promised to raise 2,500 men (50 noble points).
- 21G. You advance on London as planned. As you pass through Salisbury you are joined by the Duke of Suffolk. However the Duke has only managed to bring a disappointing 750 men (15 noble points). This brings your total to approximately 10,750 men (215 noble points). You continue your march, but as you approach Newbury your scouts inform you that the King's forces are to your front and advancing towards you. He has approximately 13,000 men (260 noble points). Go to Tactical Decision Game 0. Newbury.

21H. You advance on London as planned. When you near London you are greeted by the Duke of Suffolk who has bettered his promise and brought approximately 2,250 men (45 noble points), bringing your total to approximately 12,250 men (245 noble points). However, London refuses to open the gates. As you have neither the siege equipment or the time to besiege the city, you decide to march north. As you approach Barnet your scouts report that the King is to your front and advancing towards you with approximately 11,500 men (230 noble points).

Go to Tactical Decision Game 0.

Barnet

22G. You advance north, crossing the Severn at Gloucester and arriving at Hereford unhindered. You are joined there by the Earl of Pembroke who has raised an incredible 3,250 men (65 noble points) to your banner bringing your total to approximately 13,250 men (265 noble points). After resting your army you eventually march north. However, as you pass through Ludlow, your scouts inform you that the King is to your front and advancing towards you with approximately 10,500 men (210 noble points).

Go to Tactical Decision Game 0.

Ludlow

22H. You march north via Bristol where you are joined by the Earl of Pembroke with 1,750 men (35 noble points), bringing your total to approximately 11,750 men (235 noble points). As you leave Bristol your scouts inform you that the King is to your front. You slip past him with an early morning march, but your passage across the Severn is refused at Gloucester. Instead you race for the ford at Tewkesbury. As you approach Tewkesbury you are again informed that the King is to your front and advancing towards you with approximately 12,000 men (240 noble points).

Go to Tactical Decision Game 0.

Tewkesbury

"THE KING"

8E. You march into Oxford where you are joined by Lord Rivers with approximately 1,250 men (25 noble points), bringing your total to approximately 10,500 men (210 noble points). When you eventually have news of the Exile it is that he has marched west to Exeter and has been well received. You now have the following options:

G. Anticipate the Exile marching on London where the treacherous Duke of Suffolk is reported to have raised 1,500 men (30 Noble points) for the rebel cause.

H. Anticipate the Exile marching north to Wales where the Earl of Pembroke is known to have raised 2,500 men (50 noble points) in support of the Exile.

21G. You march south to Newbury where you are joined by the Earl of Salisbury with approximately 2,500 men (50 noble points), bringing your total to approximately 13,000 men (260 noble points). You swing west and are delighted to hear that you have anticipated correctly. The Exile is to your front and marching on a collision course with approximately 10,750 men (215 noble points).

Go to Tactical Decision Game 0.

Newbury

21H. You march west as planned, but when you reach Cirencester you are horrified to hear that you have been outfoxed. The Exile has marched on London and been joined by many rebels. You hastily retrace your tracks travelling through Oxford and St. Albans, where you are joined by the Earl of Salisbury with approximately 1,000 men (20 noble points), bringing your total to approximately 11,500 men (230 noble points). As you pass through Barnet your scouts inform you that the Exile is advancing towards you with approximately 12,250 men (245 Noble points).

Go to Tactical Decision Game 0.

Barnet

22G. You move south to Newbury and wait until eventually you hear news that the Exile has marched into Wales via Gloucester. You decide not to wait for any further reinforcements and race north via Evesham and Worcester. You still have approximately 10,500 men (210 noble points).

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As you approach Ludlow you are informed that the Exile is advancing towards you with approximately 13,250 men (265 noble points).

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Ludlow

22H. You march west as planned. As you pass through Cirencester you are joined by the Earl of Worcester with approximately 1,500 men (30 noble points), bringing your total up to approximately 12,000 men (240 noble points). As you advance on Bristol you are informed that the Exile has slipped past you. You know that his passage is blocked at Gloucester and so the race is on for the ford at Tewkesbury. As you approach Tewkesbury your scouts inform you that the Exile is advancing towards you with approximately 11,750 men (235 noble points).

Go to Tactical Decision Game 0.

Tewkesbury.

Continues next month

PICTURE REVIEWS

Six firms' products photographically featured this month as our frenetic photographer endured Easter amidst a cacophony of clicks.



RAFM Figures (**Portage Miniatures** in the U.K.) painted by **Bill Brewer**. Left to right it's (U.K.) codes IN-44, IN-33, & IN-6 from the 'Flintlock & Feather' range which covers the French and Indian Wars in 18th. Century North America. Watch out for the war canoes in a future photo! But don't wait to write off for a catalogue & samples! **RAFM/Portage** have other historical ranges and what is probably, figure for figure, the best quality fantasy range in the world.



Peter Dennis just had to take time off from illustrating those excellent **Field Books** & designing those superb **Hard Cover** buildings to paint these terrific 15mm. **Irregular Miniatures** Arabs & French Foreign Legion. Budding Beaux Gestes should ring or write Malton-Hub-of-the-Universe to organise a razzia of Rif riff-raff.

ADDRESSES

Connoisseur Figures: 20A Coastal Road, Burniston, Scarborough, N. Yorks.

Irregular Miniatures: 4 Park Road, Norton, Malton, N. Yorks. YO17 9EA (Tel: 0653 697693)

Lancashire Games: 8 Ducie Street, Bardsley, Oldham, OL8 2RD

Portage Miniatures: Unit 8, Millgate Museum Workshops, Newark, Notts. NG24 4TS (Tel: 0636 701843)

RAFM Company Inc.: 20 Parkhill Road East, Cambridge, Ontario, Canada, N1R 1P6



Lancashire Games are responsible for both the production and painting of the very nice Franco-Prussian War Prussians (above) and Seven Years War Bavarians and British (left) both in 15mm. Lancs. Games do many other ranges – watch future editions of this column for more; but in the meantime, check them out for yourself!



Connoisseur Figures have moved recently, so note the new address. Having sold the **Wargames Holiday Centre** Peter Gilder is threatening to bring out more figures more quickly. Sudan and Peninsula seem current favorites at the moment. Figures shown are obviously from the latter range, but the mules, accompanied by other humans, would obviously be very much at home in the Sudan. (If a mule can be very much at home anywhere in fact – some of them are nearly as cantankerous as some wargamers I know!)

If you want to view in 3D before purchase, Dave Thomas totes the Connoisseur Range around the Shows.



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Hotspur Miniatures are perhaps best known for their 20mm 20th Century ranges. Rightly so, since they cover several subjects which no other manufacturer touches. However, they do produce a large and varied 25mm. Medieval range. (Varied = more variations than any other range currently on the market.) Figures come in packs of three different poses, grouped by weapon type.

If you don't want to mail order, Hotspur are easily found at shows under the prominent yellow banner. (OK, so it's not as prominent as the pale blue Irregular Miniatures cumulo-nimbus Toku-teb-tengri banner, but it's still prominent.) Designer-Proprietor Dave Allsop is easy to talk to (- not so easy to stop him talking, but it's all interesting & informative stuff! -) and the Hotspur stand has attractive displays.

Skytrex 1/76th Firefight range gives unparalleled excellence for ultra-modern wargames. Shown left are an M48A3 (FF803, £5.05 unpainted) and a Bradley APC (FF846, same price). These were painted by Skytrex's own Steve Cox and have been donated to the **Budge Military Vehicle Collection** in Retford. The **Budge Collection** is made up principally of real vehicles of World War II and more recent vintage, some of them now unique. They're having an Open Day on 21st-22nd May (I know - that's 2 days!) in West Carr Road, Retford - just a short walk from Retford B.R. station. There'll be a small admission charge - proceeds to charity. Retford bills itself as an 'historic market town'. Certainly ex-Slingshot editor Richard Nelson, Games Workshop supremo Bryan Ansell, and Wargames Illustrated's Duncan Macfarlane have all lived there in the past. Historic indeed. A sort of Wargames Mecca, really. Cut along there, chaps; see the vehicles & pay homage at the shrines!

ADDRESSES

Hotspur Miniatures, P.O. Box 8, Heaton, Newcastle-upon-Tyne, NR6 1ER

Skytrex Ltd. (Mail order) 28 Brook Street, Wymeswold, Loughborough, Leics.

CONVENTION SCENE

by Our Man at the Conventions (at the bar)

Keith 'Genghis' Benson

Well I said that this column would be controversial and stir up argument, so this month, feeling liverish (been training for the conventions), I'm going to pose a question I've never seen aired openly, but I've certainly heard it muttered about. The question is, how much profit is made at conventions by the organisers, and what happens to it? Have you ever seen a balance sheet for a Convention? The only ones I've ever seen are for those I helped organise.

Let us put it into perspective and take a hypothetical 'typical' one day convention, not one of the very large ones. The admittance fee is probably going to be about £1, there will perhaps be eight trade stands, each being charged around thirty quid. Attendance is probably of the order of 4 to 5 hundred people, call it 400. That gives an income of £640. Against that must be set expenses, and this is difficult to quantify. It is possible to get a venue for nowt, but a medium sized hall, not in London, say £300 top whack. Then there is the cost of publicity, for our show say £100, add on postage and ticket costs etc, and I reckon you are talking about £50. That adds up to £450 – giving a profit of £190, all of which will disappear into club funds. Given that the larger and more popular shows also have higher expenses, (you are expected to lash out on the full page ads) the income is also higher, both on an individual admittance fee and on what the trade are charged to attend. And this is the crux of the whole matter, I am not quibbling with a small profit being made, ploughed into either financing next year's show or buying figures/scenery for the host club, but are clubs becoming too greedy, and is the sole purpose of holding the Convention to put money into the Club coffers, and damn the punter and the trade? It is becoming increasingly common for admittance charges to creep towards the £2.00 mark, certainly £1.50 is the 'norm'. Trade stand prices are a bit more difficult to ascertain, but I have heard increasing mutterings over the last two years about the costs at major shows. Incidentally, for anyone (still) reading this and thinking that what the trade is charged does not affect me, **WRONG**. Firstly you will in effect pay, because the trade has to make a profit, so the increased costs are passed on to the punter. Secondly the trade may not attend shows where the charges are so high that they are non profitable, so you have less choice. This, in turn, could cut attendance as it is not worth going if there are no decent trade stands there. It is an economic fact of life that everything is interconnected, so you not only pay an increased charge, you also pay more for the figures you have gone there to buy.

I have often wondered why there is so much vicious competition to stage, note the use of the word stage – not win, the Nationals. Could it be the profit motive, the Nationals being a 'nice little earner'? Certainly the Nationals has changed in recent years. It is now the norm for a host of organisers/umpires from the organising club to descend on each Regional, with the travelling/accommodation costs being paid for. That is all well and good, but is it necessary? It never used to be. This trend, I realise, is expensive and could certainly account for the charges of the Nationals, but what about other large Conventions, where does the profit start, and where does it go? Is it really right for a few clubs to make large profits, whether or not they use them for their own members benefit? Should there not be open publication of the accounts of ALL conventions, not just the large ones? What do you think? More importantly, what do the Convention organisers say and think? It may be that I am being a trifle unfair and expenses are larger than I reckon. Let me know, and I'll let the readers know. My personal opinion, for what it's worth, is that profits like this should be used for the benefit of the hobby as a whole, rather than benefitting only the members of one particular club. This of course poses immediate problems – like how? This leads on to other related questions, such as how the hobby is administered, or rather not administered.

The trouble is that the hobby has changed, the people who mutter about the 'good old days', when there were only a few

figures available etc, have got it right in some respects. The answer to what has happened can be expressed in one word – commercialism. The hobby has changed, in many respects for the better, but this has inevitably gone hand in glove with a growth of commercialism. It really was inevitable, if the hobby as a whole was to continue to grow and prosper, one benefit of commercialism is that it leads to change and experimentation, and this keeps up a certain stimulation level, without which staleness sets in, followed by decay and decline. This has resulted in a plethora of major competitions, there are the Nationals – although here efforts have been made to put it on a more regular footing, there are the 15mm Nationals and more recently we have seen the arrival of the Osprey World Team Championships. There are National competitions in other countries as well, but all these events are run as one offs, they are all separate with no co-ordination or even compatibility between any of them. Surely this is wrong, no disrespect to the Osprey event which is well organised and held in an excellent venue, but how can it be seriously considered as a **WORLD** team championship, when most of the entrants are U.K. wargamers? If you sit down and think about the whole topic coolly, calmly and put personal and club prejudice aside, the inescapable conclusion, it seems to me, is that we need to get the act together with regard to the single facet of competition wargaming where the competition has pretensions to be a national or international event. This, regrettably, means a degree of liaison and central co-ordination and control. I say regrettably because most wargamers are highly individualistic and bitterly resent anything that smacks of arbitrary central control. Yet this is the only real way to get a degree of professionalism into this aspect of conventions.

Finance is the real key, and this brings us back to the profits, or possibly non profits, at present being made from these major events. Should not some of this money be used to finance some sort of control and organisation of the major events? At the very least it would help prevent the increasingly frequent clashes of major events.

I hope this has provided food for thought. Let me know what you think about this. And, a special plea to the organisers, why not let people know the actual expenses and profits made on these events? Perhaps they do not make these rumoured huge profits, but unless information is available, no-one knows for sure – and people always mutter.

Turning now to a forthcoming event, I would like to have a look this month at one of my favourite conventions, despite the fact it doesn't have an extension. It is one of the friendliest shows going, and is definitely fun. I refer to FIASCO, run by the Leeds wargames club, and this year shifting venue again to larger premises. This show is being held in the Armley Leisure Centre, in (surprise, surprise) Armley, just a little way out of the city centre. Maps showing the precise location are available, send an SAE to John Smith, 27 Armley Grange Mount, Leeds, LS12 3QB. This new large venue will comprise of two large halls and four squash courts (not also being used for squash, I hope), and I am reliably informed the show will be bigger and better than ever. Another first, the show will feature the first major Northern Play by Mail show, this is something new to me, and promises to be interesting. It will include display and participation games and the appropriate trade.

The competition format has also changed, it promises to be even more fun and entails the competitors not having to provide anything, no figures, rules or even dice. It will consist of three large multiplayer games. The games will be; a mediaeval or renaissance hack, an A.C.W. river action (full ahead both and damn the torpedoes) and a WWII dogfight. Each team will have one player in each period, and the Leeds Club will provide two umpires and a question answerer, as well as superb terrain and full information boards. The rules, the result of extensive play testing, will be simple, fun and fast. Obviously a conventional scoring system would not work, so points will be awarded by the umpire for skill,

valour, daring, cowardice, skulduggery and drinking. It should also eliminate any possibility of gamesmanship or taking things too seriously.

There is a possibility of a series of informal seminars/discussions being held in some of the side rooms, featuring the trade and manufacturers, but this has not been confirmed yet. The usual facilities, i.e. a bar and food will be available. No details of admission charges or car parking, but there is a regular bus service from the city centre to Armley, and Leeds is well served by rail and road links. This is a friendly convention, well worth a visit, and Leeds is a good shopping centre, so you can give the wife/girlfriend a day out as well. I do hope I can join in on the river, I love messing about in boats. I'll see you there. Full details re trade/competition and the Leeds Club, send an SAE to John Smith at the previously mentioned address.

Finally, and at last a show report, The Triples, held at the Octagon Centre, Sheffield on Saturday 19th and Sunday 20th March. This, believe it or not, was the eighth Triples, and I always count it as the opening of the season. It is one of the major national shows. I must apologise for the incomplete nature of this report, the car was broken into later and some of the notes were lost/destroyed – more serious was the loss of the USMC – be warned, don't leave figures in the car.

The basic format followed the old pattern, a team wargames competition, lots of demo/participation games and all the trade stands you could desire. This year the organisers had changed, after seven seasons Roy Gunson had had enough, and I'm sure everyone will join in thanking him for his previous efforts. The handover has been very smooth, but inevitably there were a few minor hiccups. These were mainly on the administrative side – mislaid addresses etc. The only major one, unfortunately reflected in the attendance figures, was a degree of oversight on advertising, this resulted in only one ad appearing, and that was not really adequate. However the Sheffield Club, as usual, rose above such matters and the show was a success. Attendance figures, along with all the competition results have been lost, but it was only about 10% down, which given the unseasonably good weather was better than might have been expected.

The Octagon as a venue suffers two drawbacks, it is an extended venue and can be a bit confusing, despite the excellent maps in the free programme. I feel that this could be overcome if greater use was made of signs – preferably better produced than handwritten ones. The other drawback is potentially more serious – in terms of lost revenue. The lower floors of the venue have numerous entrances and exits, it is not feasible to man them all, and people do come in that way, thus avoiding payment. These minor points apart, the venue is excellent, all the facilities are there: it is close to the station and city centre, on main bus routes, car parking is adequate, the food is good and reasonably priced and the bar had an extension – it also sold good ale.

Turning to the competition, The Skytrex Team Trophy, featuring teams fighting in Ancient, Napoleonic and Modern periods. The actual scoring system is complex, I've never understood it even when fighting, but this doesn't put people off. Thirty teams entered, some greedy clubs (Southern) entering four teams! As a result of the large entry a three division set up was used this year. Congratulations to all entrants, everyone (even the losers) enjoyed it. The terrain was the best I've seen in a competition, functional, robust and convincing. I did not see an unpainted figure on any of the tables, nor was there any apparent gamesmanship. Such was the lack of this that the Triples umpire, Dave Ransom, as impressive and immovable as ever, confessed to being bored – but don't take that as a challenge. The only drawback to the appearance of the competition tables was the ever prevalent litter disease, a pity this, it does detract from the overall appearance. Access for the viewing public was also somewhat restricted, but to allow more space would inevitably reduce the number of tables available. Find a bigger venue is the answer. There was a wide variety of armies in use, not too many unrepresentative figures, and all in all this was a very good advert for the competition side of the hobby.

Turning to the trade stands, it is not possible to mention all those in attendance, suffice it to say that all major ones, and a lot of smaller ones were there, you could get just about everything you wanted, and judging from the trade response it was a good

weekend's sale. Some traders were located on the lower floor on Saturday, this has happened before and some dissatisfaction has been expressed with the location due to the remoteness and bad lighting. Much the same applied this year, but all the stands were relocated, bar one, on the Sunday, as space became available. Advance information indicates that next year no trade stands will be banished to this outer darkness, there is no doubt that it does affect the takings! As usual, there were masses of participation and demonstration games, and it would take an entire issue to adequately review them all, so I shall concentrate on my personal favourites. First of all there was the massive demo game put on by Selly Oak, Napoleonic in 25mm using hundreds of figures, a rare sight these days. As always with this group, presentation and information was superb, handouts and people actually prowling, eager to pounce and explain all to the onlooker. That is what a demo game should be. It was therefore a pity that more people did not appreciate this game, it was somewhat tucked away at the very end of the hall – a case of out of sight, out of mind for many of the visitors.

Next, to my mind the most visually impressive game on display, The siege of Vilehausen (a pun?) put on by the Newark Irregulars, a siege of the War of Austrian Succession, and the terrain, especially the fortress, was absolutely stunning, all scratchbuilt – including some of the fortress artillery, and a tribute to the modeller's art. The display was not let down by the figures either, hundreds of well painted infantry lined the defences and waited in the trenches. The whole affair was visually stunning. There was a fair abundance of people willing to explain what was going on, and unwary passers-by were likely to be conscripted for mining duties. This was the virtual centrepiece of the main hall, and quite rightly, it proved that sieges are not boring. If there was a fault, it was in the lack of a handout, but with people ready to talk this was not too serious. I do hope this display is going to become one of the 'regular' demo games on the circuit, it is well worth close study.

The Doncaster Fanatics, under the amiable guidance of Terry Wise, put on a refight of Asculum (279BC) on the Sunday, Pyrrhus versus the dastardly Romans. As usual with the Fanatics, a model demonstration game, neat functional terrain, accurate figures well painted, and always someone available to explain and inform. The actual result, obtained using Athena Ancient Rules, followed history – a pyrrhic victory. Only one omission – the only time anti-elephant wagons were used, and they got lost before they could be seen on the table. The Fanatics are to be congratulated for a very professional display.

John Bright's Regiment put on a neat and effective game set at the Siege of Tangier, an unusual choice, but one that was well presented and constructed.

The remainder of the demo games were also all good, although some suffered from the litter disease, even more suffered from no-one to explain and a lack of instant information about the game. I am talking of such essentials as what the game is and who is putting it on. I also noticed a few tables with games on them, but totally unattended. Apart from looking bad, this is also an open invitation to the dishonest few to indulge in pilfering.

There were a wide variety of participation games, all very good and popular. Aerial warfare appears to be making a comeback, both the Leeds club with a Battle of Britain game and the Humberside club with a WWI game were available to those wishing to gain their wings. They were all, without exception, well presented, but special mention must be made of the South London Warlords Power armour game – not everyone's cup of tea, but the sheer enthusiasm of the presentation and the visual attraction must have made a few converts, and these people will probably try other, more conventional, periods.

Viewing the demonstration and participation games as a whole, I felt they were probably one of the best representative selections I've seen at the show, they showed the whole gamut of the hobby, none of them could be described as bad, a lot were good, and all were presentable.

It was the little irritating things that detracted, litter, lack of identification of game or people running it, lack of easy information. Without doubt the overall standard has improved over the years, I trust it will continue to do so in the future.

That's it for this month, I'm off to Salute, full report and comment next month.



Middle East Houses at 1/300th Scale

by Ian Weekley of Battlements

A challenge is a challenge I suppose . . .

Having had a little trouble with my optics recently, I found the prospect of making some buildings at 1/300th scale a daunting one! 15mm upwards is fine, no problem. However, I was asked to make buildings for a Palestinian/Arab/Israeli scenario. Now, typical Middle East houses of the ordinary run-of-the-mill kind do tend to resemble small boxes. The roofing is simple enough; flat for the most part, inside very low parapet walling, with possibly the odd water tank to enliven the skyline.

So, with no tiling work to strain the eyes, I decided to have a go at this one. My customer also wanted a number of 2 foot square by 2 inch high terrain boards showing a desert landscape - not too sandy. These I ordered from Games Innovation (Integral Terrain) which is excellent basic material. I modified these sections, introducing more green here and there where some rustic agriculture could be taking place, and darkening some of the sand colour where a "wadi" might have a water course underground. I nearly came unstuck once (or rather, very much stuck) when driving across a stretch of desert in Saudi Arabia - dark sand areas indicate the presence of water, quick sands, etc! I drove very fast to get out of trouble on that occasion.

But back to the village houses...

Construction

I was asked to make nine houses and a mosque, and the customer sent me tanks (AFVs of various kinds) and some figures - these helped me establish the correct scale. My colleague Robin Peck (who does a lot of useful modelling jobs for me) made some palm trees and more general bushes, scrub etc. which I could fix to the small plywood bases, adding interest to the houses. Each small building was made from a core of solid wood sawn to the length required. As can be seen, three different sized houses were made, the largest being 'L' shaped. Ply at about 1/16 inch was then glued to form the wall on each side, standing up at an extra 1/16 inch to give the appearance of the parapet walling.

Before this a small steel tool was ground to cut out the window shapes, and another made for the doors. A sharp thump with a heavy hammer and you cut through the very thin ply cleanly. (An old screwdriver is an ideal tool with which to make such a 'punch').

Some 1/4 inch strip wood was cut to produce some tiny water tanks which were glued on to some of the flat roof tops. (At this point I stopped for coffee and an eye massage!) The houses were then glued to pieces of plywood and painted white. Groundwork was added later, and wet paint dusted with fine scatter material. The mosque was slightly more elaborate, with a piece of wood the thickness of a pencil serving as the minaret tower, and a wood bead added for the dome on top. Some raised roofing also added interest, and apart from the blue dome the building was painted white with the roofing a green/grey. The village would have been rather dull without the mosque, which gives some height and a different shape in the little village.

Measurements (excluding bases) in inches

Small house 1 x 3/4 x 1/2
Medium size house 1 3/8 x 3/4 x 1/2
'L' shape house 1 5/8 x 1 1/8 x 1/2
Mosque 2 x 1 x 2 (top of minaret)

Models photographed by the author.

Terrain by Games Innovation (Integral Terrain) adapted by the author.

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Inspector General

MODERN MICRO INFANTRY

Available from: Main Force Miniatures, 94 Westmoreland Street, Darlington, Co. Durham, DL3 0NU

A new name in figure manufacturing was brought to my attention at the Nationals in Sheffield last year. The name is Main Force Miniatures from Co. Durham. To date they have released the first four out of a proposed eight. These are:

	Figures	Bases	Price
C1 British (Mechanised)	148	52	£3.25
C2 American (Division 86)	96	37	£2.50
C3 Russian (Motor-Rifle)	102	42	£2.70
C4 West German (Panzertruppen)	72	31	£2.00

The figures are sold in company-sized units and the price depends upon the number of figures in the unit. The Russians work out at 2.6p per figure and the West Germans at 2.7p per figure. Unlike some 1/300 scale figures they are not in strips or loose single figures but are mounted on bases to match the CHALLENGER Micro Modern Rules, although in fact they seem to be slightly larger – but nothing a quick file or scrape with a modelling knife would not cure.

Depending on what the group is supposed to represent there are between 1 and 4 figures per base. Most of the figures are in the prone position, which in a way is not a bad thing – no more figures broken off at the ankles! Command groups tend to be either kneeling or a mixture of kneeling and prone figures. The only standing figures are those such as the chap firing Redeye or the Russian SA7. The figures themselves seem to be a bit on the large size for 1/300 and some of them look like dead frogs but others are well animated for their size such as one of the West German rifle group figures who has rolled onto his side and is reaching into his hip pouch for more ammo. (Let's hope not in vain.) The British also have a nice Milan group, while the Russians have a good PK1mg group.

One thing that I was not too happy about was that the standing figures already mentioned are joined to the base by a sprue from which you have to detach the figure before sticking it into the two holes provided in the base. Sounds simple, but for the flash around both the figure and the sprue.

One very good idea is that on the back of the packet there is printed the contents of the pack. None of the packs were short of the stated figures and indeed, the Russian pack contained an extra 5 groups of figures. (Damn sneaky these Ruskies.)

The bases are very lightly textured, which will save a lot of time when it comes to setting up and painting.

To sum up: a little dearer than others, but already based. Could do with a few more standing or kneeling groups because the command group sticks out like a sore thumb. A little more detailing would be appreciated for better national identification. Reasonable selection of units within the companies. If time is of the essence – get buying.

HALLMARK 15mm MARLBOROUGH GUNS AND CREW

Available from: Warlords Models, 27 Faversham Crescent, York, YO3 7HQ

Hallmark figures have produced guns and gunners which fit in well with Dixon's "Age of Marlborough" range of figures.

Amongst the guns, a 12/18 pounder and a six pounder, are excellent models, with trunnions just the right length to fit the carriage (easily painted to represent capsquares), wheels with linchpins, and bores to the barrels, particularly of the six pounder, that are sufficiently narrow. The only problem with the castings is the breeches of both guns appear to be out of square, however this is not noticeable when the models are assembled. The castings

needed very little cleaning, and the parts fitted together very well.

The crew figures include an officer wearing cavalry style boots, a gunner carrying a shot, a gunner with a sponge and a man with a bucket. All the figures are wearing full coats and tricornes and can be painted to depict any of the armies involved in the European wars of the early eighteenth century. The castings needed virtually no cleaning and appeared to be reasonably well detailed, although a basic paint job followed by a wash brought out detail that had not been visible on the bare metal figures, producing a very acceptable crew for any of the guns.

The 12/18 pounder retails at 60p without gunners, whilst the six pounder is 80p including four crew figures. Other guns available in the range include a three pounder and a galloper gun at 30p each. The crew figures are available separately at 10p each.

A

SCENARIO BOOK TWO FOR CRY HAVOC, SIEGE AND OUTREMER

Available from: Standard Games & Publications, Arion House, Station Road, Kings Langley, Herts, WD4 8LF

This is a booklet of 29 scenarios, of most value to those having all three of the games listed above. It would be of use to those possessing only one or two of the games, however, as quite a number of the scenarios can be adapted for use with more than one of the games. Some of scenarios are designed for solo play and some for more than the usual two players.

The plots for the scenarios are varied and interesting. For example, in "Waiting for Odo", a solo adventure, a spearman is ambushed by three villagers he has annoyed. This can also be played by more than one person.

"Knights in White Satin" has a group of knights of religious orders being besieged in a village by a force of Moslem troops. This is a three player game with the third party taking the role of a relieving force of Christians.

In "The Day They Hanged Big Tom", one player attempts to use a group of outlaws to rescue one of their number who is about to be hanged by the local Lord. This is an interesting and amusing scenario, with the opportunity for the outlaws to bribe various people to either aid in the escape or distract the forces of law and order in various ways.

The booklet is well laid out and easy to understand, and provides a very useful addition to these games. The scenarios would possibly also be of value to role-playing gamers, as they would be quite easy to convert to most systems.

G & AS

FRANCO-PRUSSIAN WAR – PAINTING GUIDE

Available from: Wargames Foundry, 21 Villiers Road, Woodthorpe, Nottingham, NG5 4FB

Wargames Foundry (who produce some of the finest 25mm figures currently available) have published a very handy painting guide to accompany their 1870 Franco-Prussian range.

The main part of the guide is two A4 sheets of high-quality paper showing in full colour the main types of the French and Prussian armies, and including details of drums, saddle cloths and packs. These sheets are well drawn and beautifully coloured. In addition a black and white sheet gives details of the facing colours of the Prussian cavalry and Bavarian infantry and lists the shoulder board colours of Prussia's line infantry. Two further pages, with line drawings and uniform notes on the Württemberg and Saxon armies, complete the package.

The only adverse comment that can be made about the guide is the occasionally erratic spelling.

The painting guide is available from the address above at £2.95

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post paid. The company's list seems apologetic about the price, and offers an explanation about the high cost of colour printing. This is unnecessary, since the guide is excellent value for money and very useful for any wargamer contemplating building an army for the Franco-Prussian conflict.

Previous purchasers, who may have missed out on the Saxon and Württemberg sheets, can get copies by sending a stamped addressed envelope to Wargames Foundry.

JA

UP & COMING FOR THE SPRING OFFENSIVE FROM ANSCHLUSS PUBLICATIONS!

HELL BY DAYLIGHT: Rules for regular and insurgent warfare in the 20th Century.

Jim Webster, the Doyen of the shellburst and napalm, has written this new set of rules for small scale squad/platoon level infantry action in the 20th Century, with a distinct slant towards regular v. insurgent actions, but including rules for armour, artillery and aircraft.

His brief was to come up with realistic, fast and simple rules, and we think he has done it! So go on, buy some partisans and take on the Wehrmacht!

Probably out in June

EBB AND FLOW OF BATTLE: Module 1; Napoleonic rules system for French Empire against the Hapsburgs, 1809.

If you have ever purchased or read one of the Anschluss 'Great Battles' series, and/or have an interest in the Napoleonic period, you are ready for what follows.

Have you ever felt that the Napoleonic rules you use are basically silly? Ever thought that your opponent is using the rules for his own benefit rather than playing 'Historically'? We are sure that most of you will agree that the rules on the market at present are too general, (how can one thin volume cover the entire Napoleonic period?) and lead to strange anomalies.

Peter Heath and his team of highly experienced researchers and

playtesters are going to make your day. They have been putting the finishing touches to the 'Ebb and Flow' rules, a set which we think will take your breath away. They have produced a genuinely new concept in wargames rules.

Each Napoleonic Campaign will shortly have its own rules module, which dovetail into Module 1, the Master Set, and each, including the 1809 module, will have detailed Historical Army Lists for the combatants.

A few of the other features of this system are: Tactical and Theatre movement, Combat Initiative, Pursuit after Battle and No Dice rolling. (Yes, that's right.) Above all, these rules will mean that you can handle large numbers of troops, no matter what the scale, in historical organisations, using correct tactics, and do it realistically, simply and fast. We could wax lyrical on this development, but time and space are limited. This is the start of the NEW WAVE! When it comes, ride with it!

Prob. July/Aug.

1814/02 La ROTHIERE: Napoleonic warfare in France, 1814.

Peter Heath, when asked about this title, stated that of all the books he has written, this is by far the best to date. We haven't seen the final result yet, but Peter tells us that it will be 60+ pages, and will contain all the text, maps, etc. expected, plus detailed historical Army Lists for both French and Allied forces, which as far as he knows (and he should), have never before been available in English. He also keeps going on about how wonderful Vincennes was, but we think that may be the drink talking!

Prob. July

Subscriptions

For outlying garrisons eager to secure their supply routes, a twelve month subscription to this magazine may be had direct from the publishers in Newark for £16.50 UK, £20.00 Europe all-up & world surface, £31 World Airmail.

Competition Organisation – THE SWISS CHESS SYSTEM

Explained by Neil Hammond

Introduction

There are now several well known methods of organising wargames competition – knockout, round robin and Swiss chess system are examples. These methods can all be used at any level, from club friendly to major competition. Round robin, where everyone eventually plays everyone, involves many rounds. It is therefore more suited to local club competitions. Knockout is well known and has been used in most major competitions. The Swiss chess system is becoming better known, but is often over-complicated by organisers. This article will briefly describe the mechanisms of the Swiss chess system, and outline some of the systems advantages over the other methods of organisation.

Has the system been much used before?

The answer is yes – Australia has been using the Swiss chess system since 1981. All major competitions there now use this system; it is well-tried, understood and liked. Its use is also creeping into the UK, but it is interesting to note that figure cost points are still being used to score, rather than a system of game points.

Why use the Swiss system?

There are a number of advantages of this system:

1. It is simple and straightforward to use.
2. Players play in all rounds.
3. The Swiss chess system ensures that players will very soon get to play players of a similar standard. A new player is not faced with the prospect of four rounds of ego shattering routs at the hands of the most experienced competition players in the land. Similarly, an experienced player should not get an easy initial three rounds.
4. I have noticed, when playing in competitions that were originally knockout but are now Swiss, that the atmosphere became much more friendly and relaxed. People know that even if they lose, they still make the next round.
5. Guaranteed games also encourage newer players to enter and gain gaming experience and meet other gamers.
6. I have also observed that players not usually favourable to "competition gaming" enter competitions. The reason seems to be a friendlier atmosphere and guaranteed games encourage these people to enter.

These points have, I believe, gone a long way toward breaking down a "competition clique" atmosphere that used to exist in wargaming. This is certainly the case in Australia.

So how does the system work?

The Swiss chess system is essentially a sorting system. Like knockout, winners will play winners. However, unlike knockout, losers remain in the draw. Additionally, drawn games are possible. This puts an end to a style of play where a player manoeuvres to gain a half dozen point lead, and simply plays to maintain this slim lead. A draw is usually when someone has less than 10% lead at game end. In fact, a player can still lose or draw a round, but remain in the running for a place.

Each player is awarded a score after a game. Scores are: loss = 1 point, draw = 2 points, and win = 3 points. The winner of the competition is obviously the player who scores the highest after the final round.

After each round, players are ranked, starting off with high scores first. To draw the next round, simply pair off players. There is one all important rule – players never play each other more than once in a competition. I can illustrate this with an example. Listed below is an example with six players ranked according to their scores after a round:

Player	Score	My comment – outcome of 1st round
Blue	3	Winner vs Yellow
Green	3	Winner vs Brown
Red	2	Draw against Orange
Orange	2	
Brown	1	
Yellow	1	

For the second round, the draw is: Blue plays Green; Red plays Orange; and Brown plays Yellow. However, Red has already played Orange. The cardinal rule is players cannot replay each other during a competition. So we alter the draw to: Blue plays Red; Green plays Orange; and Brown still plays Yellow.

That is the system. After each round, players know exactly where they are. Winners will continuously get pared down after each round until a final winner emerges.

The minimum number of rounds that should be played in a competition is four. However, five is better, six ideal.

What happens if at the end of the competition there is a tie?

The answer is that you do a count back. Add up the final scores of all the opponents of the first tied winner. Do the same for the other tied winner. The higher scoring count back is declared the winner as he/she is deemed to have played the tougher opponents during that competition.

Special considerations – First Round

The initial round can be drawn at random. However, in Australia it has been found that it is effective to rank all the players for the first round, then split the list into two halves – a bottom half and a top half. The two halves are then drawn against each other. This has the effect of confirming the ranking. If a top ranked player wins, he/she is confirmed in their place but, more important, it ensures that in the second and subsequent rounds they are playing tough opponents – no easy ride for experienced players should be allowed.

If a bottom ranked player wins, it means that we probably got the ranking wrong. This would be automatically corrected because a low ranked player is catapulted into a competitive level at an early stage.

If a player is of an unknown rank, he/she should be middle ranked.

Conclusion

That is the Swiss Chess system, modified to suit wargaming requirements. It can be used at any level – local friendly, club competition, or at a regional, national or international level. Give it a go!

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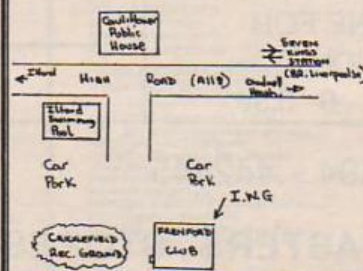
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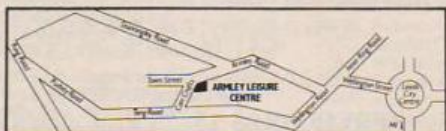
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SYWP2 Musketeer charging
SYWP3 Musketeer command pack
SYWP4 Fusilier march attack
SYWP5 Fusilier charging
SYWP6 Fusilier command pack
SYWP9 Field Jaeger
SYWP10 Cuirassier
SYWP11 Cuirassier command
SYWP12 Dragoon
SYWP13 Dragoon command
SYWP14 Guard musketeer
SYWP16 Hussar
SYWP17 Hussar command
SYWP20 Bosniak Lancer

Saxon
SYWS1 Musketeer
SYWS2 Musketeer command
SYWS3 Grenadier
SYWS4 Grenadier command
SYWS5 Dragoon
SYWS6 Cuirassier

Britain
SYWB1 Musketeer march attack
SYWB3 Grenadier/Fusilier march attack
SYWB4 Infantry command
SYWB7 Guard cavalry
SYWB9 Line cavalry
SYWB10 Line cavalry command
SYWB11 Light inf. (Asstd)
SYWB13 Light dragoon

Austria
SYWA1 Infantry march attack
SYWA2 Infantry advancing
SYWA3 Infantry charging
SYWA4 Line command
SYWA5 Grenzer (assorted)
SYWA6 Grenzer command pack
SYWA7 Grenadier
SYWA8 Hungarian infantry
SYWA10 Jager
SYWA12 Cuirassier
SYWA13 Cuirassier command
SYWA14 Dragoon
SYWA15 Dragoon command
SYWA17 Hussar
SYWA18 Hussar command

German States
SYWG1 Bavarian infantry marching (in waistcoat)
SYWG2 Bavarian infantry marching (full coat)
SYWG3 Bavarian Grenadier
SYWG4 Hesse Darmstadt Grenadier

Hanoverian
SYWH1 Musketeer at ready

Specials
SYWSP1 Militia standing (asstd)

French
SYWF17 Hussar (wearing cloak)

FRANCO PRUSSIAN INDIAN MUTINY

Prussia
FPP1 Prussian Line Inf. advancing (Picklehaube)
FPP2 Prussian Line Inf. advancing (Feldmütz)
FPP3 Prussian Line Inf. advancing (Great Coat)
FPP4 Prussian Line Command
FPP5 Prussian marching rifle slung
FPP6 Prussian marching rifle over shoulder

France
FPF1 Line Inf. advancing

Colonial Enemies

Mahdist
CE1 Hadendowa Swordsman
CE2 Hadendowa Spearman
CE3 Hadendowa Rifleman
CE4 Ansar Swordsman
CE5 Ansar Rifleman (Jehadiya)
CE6 Ansar Spearman
CE7 Ansar Command
CE8 Mahdist Cavalry with Rifle
CE9 Mahdist Cavalry with Sword
CE10 Mahdist Camelman with Rifle
CE11 Mahdist Camelman with Spear
CE12 Asstd. Emirs
CE13 Pack Camels £1.00

Sikhs
CE20 Sikh Regular charging

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
IMB11 Charging British infantry

Sepoys
IMS1 Advancing with levelled musket
IMS2 Sepoy firing
IMS3 Sepoy charging
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 Sepoys 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 & crew
IMM6 Advancing with spear
IMM7 Mutineer at ready with musket
IMM8 Mixed bag of casualties (British, Sepoy & Mutineers)

Pack prices	
Standard pack	£1.00
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This month see our 7yrs war & Franco-Prussian figures in the photo review section.
NEW See issue 12 for our first releases of early renaissance & French Napoleonic NEW

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Later Italian: As above, but arquebus replaces Xbows

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MW3(L) Sergeants on unarmoured horses	UN4(L) Skeleton foot command group with standard	A 12p
MW4(O) Mounted crossbowmen	DWARVES - Stout chaps!	
MW5(C) Plate armoured pikemen advancing on foot	DW1(O) 2 Mounted and 2 dismounted Dwarf champions	B 24p
MW6(C) Armoured billmen on foot	+DW2(L) Dwarf warriors with axes	A 12p
MW7(C) Inf. command group with twin flags, drummers and officer	+DW3(L) Dwarf warriors with spears	A 12p
+MW8(L) Longbowmen on foot	+DW4(L) Dwarf crossbowmen	A 12p
+MW9(L) Crossbowmen on foot	+DW5(L) Dwarf command group with standards and chiefs	A 12p
+MW10(L) Handgunners on foot	DW6 Dwarf "avenging hammer" machine with crew	D 35p
MW11 Bombard with crew	DW7 Dwarf cart with supplies and driver	B 24p
MW12 Laden supply wagon and wagoners	GOBLINS - Cannon fodder for the Orcs	
ORCS - Fairly loathsome	G01 Boar drawn Goblin chariot	B 24p
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OR2 Wolf drawn orc chariot with 3 crew	+G03(L) Goblin infantry	A 12p
OR3(L) Wolf mounted orc warriors with hand weapons	G04(L) Goblin Infantry Command	A 12p
+OR4(L) Orc foot warriors with hand weapons	CREATURES - Cheap and nasty	
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OR8 Orc stone thrower with crew	FANTASY ARMIES	
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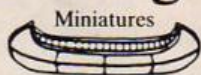
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(see photo on page 42).

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ESSEX WARRIORS. The club meet at the Village Hall, Writtle, near Chelmsford, one or two Saturdays a month from 10 am to about 5 pm. New members 16 and over welcome. Further information from John Jackson, 0206 272 776.

FORTHCOMING EVENTS

F.I.A.S.C.O. '88. An innovation at the Convention this year will be a number of talks of interest to many wargamers. The following have been arranged so far (some others may be added): **11.00 The Society of Ancients.** Talk on their organisation and aims. **13.30 Ian Hale (Hales Models).** Talk on the construction of model buildings, etc. **14.30 Wargames Developments.** Talk on their ideas for wargames. **15.30 Roundhead Association.** Talk on the English Civil War battles they put on.

WANT A FIGHT? Then come to Leicester Wargames Society open day 21st/22nd May at West End Community Centre, Andrews Street off Hinckley Road. The two-day event will include demonstration games, participation games, trade stands, refreshments etc. Entrance fee: 30p.

HOPEFULLY FORTHCOMING EVENT

MODELS, WARGAMES AND BOARDGAMES '88. We are hopeful of staging the above event at the Corporation Hall at Stockton-on-Tees on Saturday, 4th December 1988, however there is a possibility that the venue may have to be changed owing to proposed redevelopment of the area. We are currently investigating the situation, watch this space for further details! David R. Clemmet & Thomas Davidson, co-organisers.

CALENDAR

MAY

Sat 21st and Sun 22nd: Present Arms '88 at Rocheway Youth Centre, Rocheford Essex.

Sat 21st: Bridgehead '88, N.E. Regionals, at the Museum of Army Transport, Beverley, Humberside.

Sat 21st & Sun 22nd: The 4th European Championship of Wargaming, Salle de la Roquette, rue Merlin, Paris XIth, France.

JUNE

Sat 4th & Sun 5th: Woughton Centre, Milton Keynes

Sat 11th: Partizan '88, The Grove Sports Centre, London Rd., Newark. East Midlands Regionals for the National Championship.

Sat 18th: FIASCO '88, Armley Leisure Centre, Leeds.

Sat 25th: Blitz '88 at Central Hall, Warwick Road, Coventry.

JULY

Sat 9th/Sun 10th: Midland Militaire, Birmingham.

Sat 9th/Sun 10th: Challenger '88 at King Edwards School, North Road, Bath. S.W. Regionals of the Nationals.

23rd/24th: To the Redoubt '88, The Redoubt, Marine Parade, Eastbourne. A convention in a Napoleonic artillery fort. Great!

Sun 31st: Sabre '88, Old Swan Hotel, Harrogate.

AUGUST

Sat 6th: Claymore '88, Adam House, Edinburgh. Top show of the year in Bonnie Scotland.

Fri-Sun 19th-21st: Warcon One, City of Birmingham Polytechnic. See ad. elsewhere in this issue).

SEPTEMBER

Sat 3rd, Sun 4th: National Wargames Championship Finals, at the Portland Leisure Centre, Muskhams St., Nottingham.

Sat 10th: Ceasefire '88 at the Armitage Centre, Firs Athletic Ground, Fallowfield, Manchester. Features the MAFVA National Championship Finals.

17th/18th: "Colours" at Armageddon '88, The Hexagon, Reading.

24th/25th: Euromilitaire, Folkestone.

OCTOBER

Sat 8th & Sun 9th: Osprey World Championships, Assembly Rooms, Derby.

opposite top: 25mm Ancient Greeks by Essex Miniatures; painted by Gary Worden, these were prize winners at last year's Northern Militaire. The ruin from Hales Models.

opposite below: 'They gloom, they glower, they look so big.' 25mm Stratagem Highlanders painted by Sue Maidment. Crofts: Hales Models.

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