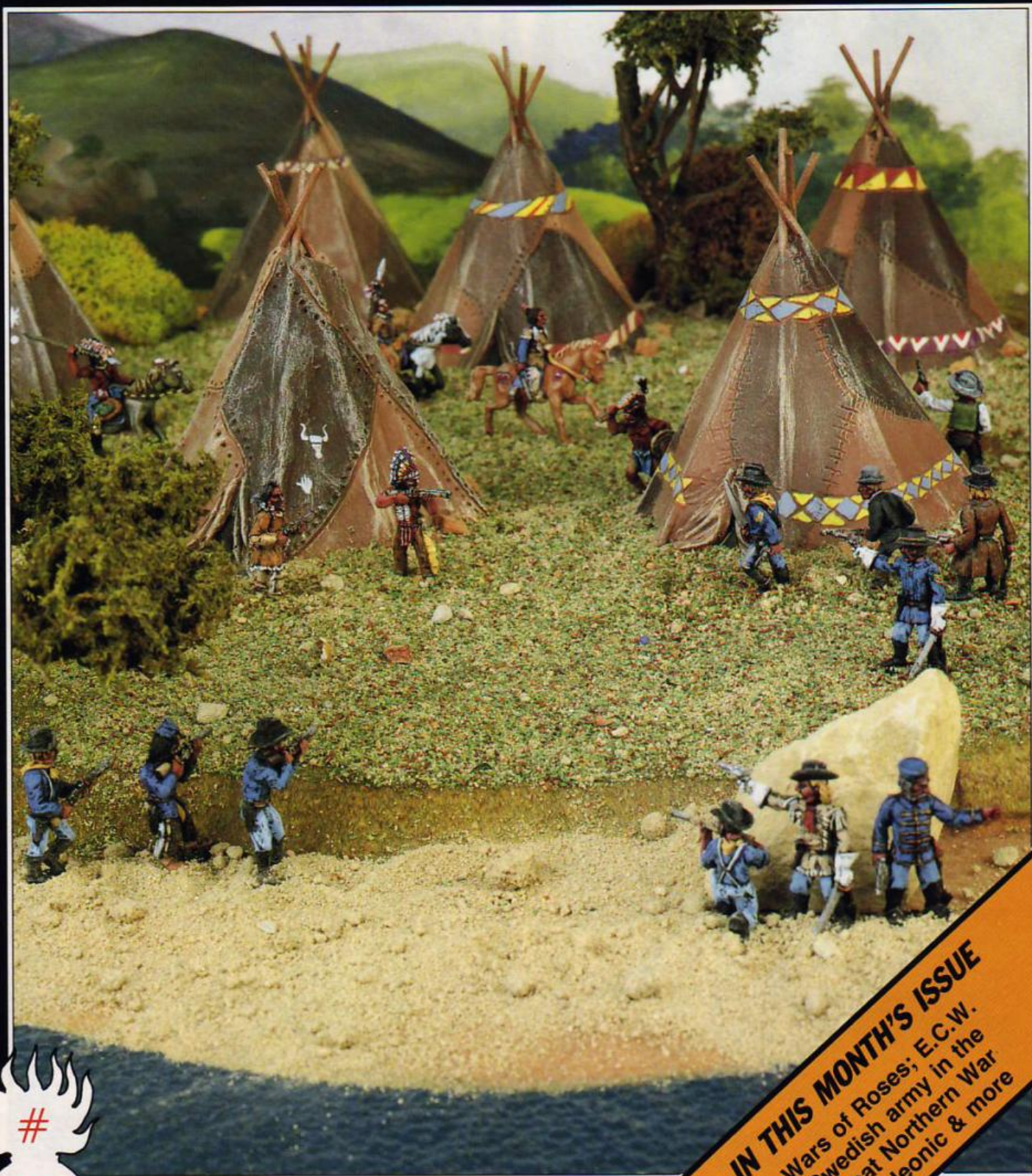


# WARGAMES Illustrated



#  
**11**

July 1988

**IN THIS MONTH'S ISSUE**  
Wars of Roses; E.C.W.  
Swedish army in the  
Great Northern War  
Napoleonic & more

**£1.30 (UK).**  
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Above: **Wargames Foundry** 25mm ECW Scots crossing a **Hales Models** one-off bridge. The figures painted by & from the collections of Tim Hall and Roger Needham. Bridge from the editor's collection.

Below: **Hovels** 15mm buildings & figures. This is a small diorama used for display purposes on the Hovels stand at conventions, which is where you should go to ask 'How do you do the cornfields?' – don't write to me!





# WARGAMES Illustrated



## Opening Shot

Not a lot of space to write much this month as I've accepted a couple of late-coming ads, arriving less than 48 hours before we're due on press – we try to be flexible!

Perhaps this is just as well, as there's not a lot of time to write much either. One of the problems with being a one-man-band is that whilst most editors can take at least an hour to mull over an editorial, this particular editor, being also the advertising manager, photographer, invoice clerk, credit controller, warehouse manager, transport manager, P.R.O., paste-up man, tea-boy, etc., has to be phoning, photographing, typing, phoning again, packaging and despatching parcels of magazines and binders, attending conventions, cutting & gluing, boiling the kettle, etc. – but I do get to wargame every other Sunday!

Fortunately we do have lots of talented people writing articles, and I'm sure you'd rather read them than a long-winded editorial!

### NOVEMBER

**Sat 5th/Sun 6th:** Northern Militaire, at a new venue – full details next month.

*Front cover photo: The Boys in blue and buckskin raid a hostile village. (All Indian villages were 'hostile' – if not before the raid, then certainly afterwards!) Combatants are 25mm RAFM Miniatures (if you're in North America) (ie. Postage Miniatures in you're in the U.K.). Dwellings are by Hales Models. (These are scratch-built, but they now also do a stone-cast lodge with pushed-in cocktail stick poles!) The terrain is from the T.S.S. 'Country Boys' down in the Cambridgeshire Blue Grass country around Wisbech.*

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*Back cover photos: Two more shots of Elite Miniatures Franco-Prussian War, 1806 vintage – ie. early Napoleonic. (See their ad. on page 23). These are from Pete Morbey's collection. Pete nobly sacrificed a Sunday morning and missed out on the roast beef & Yorkshire pudding back home to slave away in the production of these pics.*



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23rd/24th Jul	Attack! Devizes Corn Exchange
6th Aug	Claymore, Edinburgh Adam House
20th/21st Aug	Warcon One, Birmingham Polytechnic

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Wargames Research Group; Rafm Publications; Empire Games Press;  
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## WOT! NO NEW RELEASES!!!!!!!

Fact of the matter is we have caused quite a bottleneck in Tyler Casting's mouldmaking department with the latest additions to the world's no. 1 Napoleonic range. Rather than keep your orders waiting we thought we would keep them under our hat this month and have them all ready to go when we announce them in a month's time. One thing we can say, there is an entire new range just going into production. The 'SECRET ARMY' is even now going through the process that turns Tony Barton's brilliant originals into perfect pewter copies, but, of course, we can't say what it is Senor, Ole and Costa Brava. So this month we list some of our other ranges.

### RUSSIAN INFANTRY

BR01 Grenadier Advancing  
BR02 Musketeer/Jager Firing  
BR03 Musketeer/Jager Advancing  
BR04 Officer with Standard  
BR05 Musketeer/Jager Officer  
BR06 Musketeer Drummer  
BR07 Musketeer/Jager High Porte  
BR08 Grenadier Officer  
BR09 Grenadier in Greatcoat  
BR10 Musketeer in Greatcoat  
BR11 Pavloski in Greatcoat  
BR12 Officer in Greatcoat  
BR13 Standard Bearer Greatcoat  
BR14 Drummer in Greatcoat  
BR15 Musketeer March/Attack  
BR16 Grenadier March/Attack  
BR17 Grenadier at the Ready  
BR18 Musketeer at the Ready

### RUSSIAN CAVALRY

BRC01 Hussar Trooper  
BRC02 Hussar Charging  
BRC03 Hussar Officer  
BRC04 Hussar Trumpeter  
BRC05 Dragoon Trooper  
BRC06 Dragoon Officer  
BRC07 Dragoon Trumpeter  
BRC08 Uhlan Trooper  
BRC09 Uhlan Officer  
BRC10 Uhlan Trumpeter  
BRC11 Cossack (4 variations)  
BRC12 Cuirassier Trooper  
BRC13 Cuirassier Officer  
BRC14 Cuirassier Trumpeter

### RUSSIAN ARTILLERY

SS07 12lb Cannon Loading  
SS07F 12lb Cannon Firing  
SS08 20lb Howitzer Loading  
SS08F 20lb Howitzer Firing  
SS39 6lb Loading  
SS39F 6lb Firing  
SS40 10lb Licorne Loading  
SS40F 10lb Licorne Firing  
SS41 Horse 6lb  
SS42 Horse 10lb Licorne

### OTHER SS'S AND SN'S

SS15 Russian Staff  
SS18 Russian Casualties  
SN11 Artillery Officer  
SN12 Mounted Officer  
SN16 Officer in Frockcoat

### PORTUGUESE

PP01 Line March/Attack  
PP02 Line Advancing  
PP03 Line Officer  
PP04 Cacadores Firing  
PP05 Officer with Standard  
PP06 Line Drummer  
PP07 Cacadores Officer  
PP08 Cacadores Loading  
PPC01 Dragoon Trooper

### PENINSULA BRITISH

PB01 Centre Co. Officer  
PB02 Centre Co. Sergeant  
PB03 Centre Co. Advancing  
PB04 Centre Co. Firing  
PB05 Centre Co. Loading  
PB06 Centre Co. Drummer  
PB07 Ensign with Standard  
PB08 Light Co. Officer  
PB09 Flank Co. Advancing  
PB10 Flank Co. Firing  
PB11 Flank Co. Loading  
PB12 Light Infantry Officer  
PB13 Light Infantry Advancing  
PB14 Light Infantry Firing  
PB15 Light Infantry Loading  
PB16 Light Infantry Bugler  
PB17 Rifleman Firing  
PB18 Rifleman Kneeling  
PB19 Rifles Bugler  
PB20 Rifles Officer  
PB21 Highlander Advancing  
PB22 Highlander Firing  
PB23 Highland Officer  
PB24 Highland Piper  
PB25 Highland Ensign  
PB26 Officer Pointing  
PB27 Highland Flank Advancing  
PB28 Highland Flank Firing  
PB29 Rifleman Advancing  
PB30 Rifleman Loading  
PB31 Centre Co. at the Ready  
PB32 Flank Co. at the ready  
PB33 Highland Sergeant  
PB34 Sergeant Advancing  
PB35 Ensign Advancing  
PB36 Drummer Advancing  
PB38 Line in Greatcoat

### BRITISH CAVALRY ... Cont

PBC01 Light Dragoon at Rest  
PBC02 Light Dragoon Charging  
PBC03 Light Dragoon Officer  
PBC04 Light Dragoon Trumpeter  
PBC05 Heavy Dragoon at Rest  
PBC06 Heavy Dragoon Charging  
PBC07 Heavy Dragoon Officer  
PBC08 Heavy Dragoon Trumpeter  
PBC09 Hussar at Rest  
PBC10 Hussar Charging  
PBC11 Hussar Officer  
PBC12 Hussar Trumpeter

### BRITISH ARTILLERY

SS03 9lb Cannon Loading  
SS03F 9lb Firing  
SS04 6lb Loading  
SS04F 6lb Firing  
SS11 Royal Horse Artillery

### OTHER SS'S AND SN'S

SS09 Mounted Staff Officers  
SN01 Officer with Cane  
SN04 Mounted Officer  
SN06 Dead Line Infantry  
SN10 Artillery Officer

### HORSES

CH01 Horse Standing  
CH02 Horse Cantering  
CH03 Horse Cantering Type 2  
CH04 Horse Galloping  
CH05 Horse Walking  
CH06 Horse Galloping Type 2  
CH07 Heavy Horse Trotting  
CH08 Heroic Horse  
CH09 Heavy Horse Standing  
CH10 Horse Cantering Type 3  
CH11 Cossack Horse  
CH12 Heavy Horse Trotting

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O.K., so what else is new? We'll be spending a lot of time between now and August organising WARCON ONE which should turn out to be quite an event. Lots of traders, lots of games and lots more going on. Try and make it, you will enjoy it. On the figure front we've got more gaps to plug in the Napoleonic and then it's full steam ahead with more ANCIENT ranges. If we've time we'll also produce this year the beginnings of an ACW range. Just to prove that there's a lot more to come from the B.H. stable.

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 4K Guards Infantrymen (Bearskin)  
 5K Highland Infantrymen  
 6K Line Command  
 7K Light Command  
 8K Guards Command  
 9K Highland Command  
 10K Staff and A.D.C. on Foot

#### BRITISH CRIMEAN CAVALRY

1KC Heavy Dragoons  
 2KC Light Dragoons  
 3KC Hussars  
 4KC Lancers  
 5KC Scots Greys  
 6KC Heavy Dragoons Command  
 7KC Light Dragoons Command  
 8KC Hussars Command  
 9KC Lancers Command  
 10KC Scots Greys Command  
 11KC Staff and A.D.C. Mounted

#### FRENCH CRIMEAN INFANTRY

20K Line Infantrymen  
 21K Guard Grenadiers  
 22K Chasseurs  
 23K Zouaves  
 24K Algerian Infantrymen  
 25K Line Command  
 26K Guard Command  
 27K Chasseurs Command  
 28K Zouaves Command  
 29K Algerian Command

#### FRENCH CRIMEAN CAVALRY

23KC Chasseurs  
 24KC Spahis  
 25KC Chasseurs Command  
 26KC Spahis Command  
 27KC Staff A.D.C. Mounted

#### ARTILLERYMEN

1KA British Line Artillerymen  
 2KA British Horse Artillerymen  
 3KA Russian Artillerymen  
 4KA French Artillerymen  
 5KA Turkish Artillerymen

#### RUSSIAN CRIMEAN INFANTRY

12K Line Infantrymen (Cap)  
 13K Heavy Infantrymen (Helmet)  
 14K Line Infantry (Cap)  
 Skirmish Order  
 15K Caucasian Light Infantrymen  
 16K Line Command  
 17K Heavy Command  
 18K Caucasian Command  
 19K Staff and A.D.C. on Foot

#### RUSSIAN CRIMEAN CAVALRY

12KC Heavy Dragoons  
 13KC Line Dragoons  
 14KC Hussars  
 15KC Caucasian Lancers  
 16KC Cossacks  
 17KC Heavy Dragoons Command  
 18KC Line Dragoons Command  
 19KC Hussars Command  
 20KC Caucasian Lancers Command  
 21KC Cossacks Command  
 22KC Staff and A.D.C. Mounted

#### TURKISH CRIMEAN INFANTRY

30K Line Infantrymen  
 31K Line Command  
**TURKISH CRIMEAN CAVALRY**  
 29KC Cavalrymen  
 30KC Cavalry Command

#### SARDINIAN CRIMEAN INFANTRY

32K Infantrymen  
 33K Infantry Command

#### SARDINIAN CRIMEAN CAVALRY

31KC Light Cavalrymen  
 32KC Heavy Cavalrymen  
 33KC Light Cavalry Command  
 34KC Heavy Cavalry Command

#### ARTILLERY PIECES

6KA British Light Cannon  
 7KA British Heavy Cannon  
 8KA British Howitzer  
 9KA British Limber  
 10KA Russian Light Cannon  
 11KA Russian Heavy Cannon  
 12KA Russian Limber

### 15mm EAST EUROPEAN and FAR EAST

#### INFANTRY

61X Polish Halberdiers  
 62X Polish Arquebusiers  
 63X Muscovite Retainers (Bows)  
 64X Streltsi Musketeers  
 65X Streltsi with Axes  
 66X Cossack Arquebusiers  
 67X Crossbowmen  
 72X Moghul Levy Spearman  
 73X Moghul Levy Bowmen  
 74X Moghul Musketeers

#### CAVALRY

61XC Polish Dragoons  
 62XC Polish Winged Hussars  
 63XC Pancerni Cavalrymen  
 64XC Lithuanian Hussars  
 65XC Wallachian Cavalrymen  
 66XC Cossacks  
 67XC Muscovite Boyars  
 68XC Tartars  
 72XC Moghul Noblemen  
 73XC Moghul Light Cavalrymen

### 15mm FRANCO-PRUSSIAN WAR 1870-1871

#### FRENCH INFANTRY

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

#### FRENCH INF. COMMANDS

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

#### FRENCH ARTILLERYMEN

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

#### FRENCH CAVALRY

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

#### FRENCH CAV. COMMANDS

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

#### PRUSSIAN INFANTRY

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

#### PRUSSIAN INF. COMMAND

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

#### PRUSSIAN ARTILLERYMEN

30MA Prussian Field Gun Crew

#### PRUSSIAN CAVALRY

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

#### PRUSSIAN CAV. COMMAND

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

#### ARTILLERY GUNS

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

### 15mm OTTOMAN TURKS 16th CENTURY

#### INFANTRY

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

#### ARTILLERY

159XA Turkish Artillerymen  
 (Topdjis)

#### CAVALRY

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

#### CAVALRY COMMAND

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

#### CANNON

11XA Heavy Bombard  
 12XA Light Bombard

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MO2 Korean inf + spear  
MO3 Light inf + bow  
MO4 Light inf firing bow  
MO5 Mongol officer on foot

- MOC1 Mongol HC + Lance  
MOC2 Mongol HC + Bow  
MOC3 Keshik LC  
MOC4 Mongol MC + Lance  
MOC5 Mongol MC + Bow  
MOC6 Keshik HC  
MOC7 Korean HC  
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(on rearing horse)

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F105 Fusilier in Greatcoat	
F106 Line Command (3)	30p
F109 Line Grenadier	
F110 Guard Grenadier	
F111 Guard Command (3)	30p
F114 Mid Guard Fusilier	
F116 Young Guard Voltigeur	
F117 Young Guard Firing	
F118 Lone Command Greatcoat (3)	30p

#### Cavalry

FC100 Hussar	
FC101 Hussar Command (3)	60p
FC104 Chasseur	
FC105 Chasseur Command (3)	60p
FC108 Line Lancer (helmet)	
FC109 Line Lancer COMMAND (3)	60p
FC112 Polish Lancer	
FC113 Polish Lancer Command (3)	60p
FC116 Dragoon Charging	
FC117 Dragoon at Rest	
FC118 Dragoon Command (3)	60p
FC121 Cuirassier Charging	
FC122 Cuirassier at Rest	
FC123 Cuirassier Command (3)	60p
FC126 Carabinier	
FC127 Carabinier Command (3)	60p
FC130 Guard Lancer	
FC131 Guard Lancer Command (3)	60p
FC134 Empress Dragoon	
FC135 Empress Dragoon Command (3)	60p
FC136 Chasseur a Cheval	
FC139 Chasseur a Cheval Command	60p
FC143 Grenadier a Cheval	
FC144 Grenadier a Cheval Com (3)	60p
FC148 Guard Chasseur a Cheval	
FC149 Guard Chasseur Command (3)	60p

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FA11 Line Horse Crew (4)	40p
FA12 Guard Foot Crew (4)	40p
FA13 Guard Horse Crew (4)	40p
FA14 Limber	36p
FA15 Limber Horses (pair)	36p
FA16 4pdr Gun	38p
FA17 6" Howitzer	38p
FA18 8pdr Gun	38p
FA19 12pdr Gun	38p

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AU1 German Line adv	
AU2 German Grenadier marching	
AU3 Hungarian Line	
AU4 Hungarian Grenadier adv	
AU5 Grenadier Command (3)	30p
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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AUG1 Foot Crew (4)	40p
AUG2 Horse Crew (4)	40p
AUG3 Limber	36p
AUG4 Limber Riders	20p
AUG5 Limber Horses (pair)	36p
AUG6 3pdr Gun	38p
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AUP1 General	30p
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#### BRITISH

<b>Infantry</b>	
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B101 Line Infantry Charging	
B102 Line Infantry Greatcoat	
B103 Line Command (3)	30p
B106 Scots Infantry Advancing	
B107 Scots Infantry Defending	
B108 Scots Command (3)	30p
B111 Rifleman firing	
B112 Rifle Officer	
B113 Rifle Bugler	
B114 Light Infantry Firing	
B115 Line Command Gcoat (3)	30p

#### Cavalry

BC100 Scots Grey Trooper	
BC101 Scots Grey Command (3)	60p
BC104 Household Cav Trooper	
BC105 Household Cav Command (3)	60p
BC108 Dragoon Trooper	
BC109 Dragoon Command (3)	60p
BC112 Light Dragoon Trooper	
BC113 Light Dragoon Command (3)	60p
BC116 Hussar Trooper	
BC117 Hussar Command (3)	60p

#### Artillery

BA1 Foot Crew (4)	40p
BA2 Royal Horse Art Crew (4)	40p
BA3 Limber Horses (pair)	36p
BA4 Limber	36p
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BA6 Limber Riders (RHA)	10p
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BA8 8pdr Gun	38p
BA9 9" Howitzer	38p

#### RUSSIAN

<b>Infantry</b>	
R100 Musketeer/Jager Attacking	
R101 Musketeer/Jager Greatcoat Defending	
R102 Musketeer/Jager Command (3)	30p
R105 Grenadier Advancing	
R106 Grenadier Command (3)	30p
R109 Guard counter marching	
R110 Guard Command (3)	30p
R113 Light Infantry Firing	
R114 Musketeer/Jager Gcoat Comm (3)	30p

#### Cavalry

RC100 Hussar	
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RC101 Hussar Command (3)	60p
RC102 Uhlan	
RC103 Uhlan Command (3)	60p
RC104 Irregular Cossack	
RC105 Guard Cossack	
RC106 Guard Cossack Command (3)	60p
RC107 Dragoon	
RC108 Dragoon Command (3)	60p
RC109 Cuirassier	
RC110 Cuirassier Command (3)	60p
RC111 Irregular Cossack Officer	

#### Artillery

RA1 Foot Crew (4)	40p
RA2 Horse Crew (4)	40p
RA3 Limber	36p
RA4 Limber Horse (pair)	36p
RA5 Limber Riders	10p
RA6 12pdr Gun	38p
RA7 6pdr Gun	38p
RA8 18pdr Lincorne	38p
RA9 9pdr Lincorne	38p

#### RUSSIAN

<b>Infantry</b>	
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P101 Fusilier/Musketeer Firing	
P102 Command (3)	
P105 Landwehr in tunic	
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P107 Landwehr Command (3)	30p
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P111 Grenadier Command (3)	
P112 Grenadier Command (3)	30p
P115 Jager Firing	
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#### Cavalry

PC100 Hussar	
PC101 Hussar Command (3)	60p
PC104 Lifeguard Hussar	
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PC108 Dragoon	
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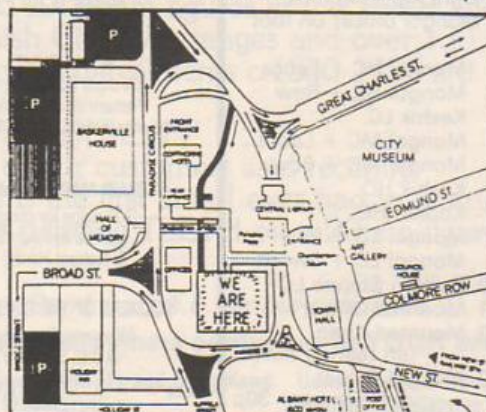
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		RW35 BTR40 with armoured roof	P1	FM35 Crotale SPAA missile	P1	UM35 Hummer Defender II SPAA	P1
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		RW42 BTR40 with armoured roof	P1	FM42 Crotale SPAA missile	P1	UM42 Hummer Defender II SPAA	P1
		RW43 BTR40 with armoured roof	P1	FM43 Crotale SPAA missile	P1	UM43 Hummer Defender II SPAA	P1
		RW44 BTR40 with armoured roof	P1	FM44 Crotale SPAA missile	P1	UM44 Hummer Defender II SPAA	P1
		RW45 BTR40 with armoured roof	P1	FM45 Crotale SPAA missile	P1	UM45 Hummer Defender II SPAA	P1
		RW46 BTR40 with armoured roof	P1	FM46 Crotale SPAA missile	P1	UM46 Hummer Defender II SPAA	P1
		RW47 BTR40 with armoured roof	P1	FM47 Crotale SPAA missile	P1	UM47 Hummer Defender II SPAA	P1
		RW48 BTR40 with armoured roof	P1	FM48 Crotale SPAA missile	P1	UM48 Hummer Defender II SPAA	P1
		RW49 BTR40 with armoured roof	P1	FM49 Crotale SPAA missile	P1	UM49 Hummer Defender II SPAA	P1
		RW50 BTR40 with armoured roof	P1	FM50 Crotale SPAA missile	P1	UM50 Hummer Defender II SPAA	P1
		RW51 BTR40 with armoured roof	P1	FM51 Crotale SPAA missile	P1	UM51 Hummer Defender II SPAA	P1
		RW52 BTR40 with armoured roof	P1	FM52 Crotale SPAA missile	P1	UM52 Hummer Defender II SPAA	P1
		RW53 BTR40 with armoured roof	P1	FM53 Crotale SPAA missile	P1	UM53 Hummer Defender II SPAA	P1
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		RW57 BTR40 with armoured roof	P1	FM57 Crotale SPAA missile	P1	UM57 Hummer Defender II SPAA	P1
		RW58 BTR40 with armoured roof	P1	FM58 Crotale SPAA missile	P1	UM58 Hummer Defender II SPAA	P1
		RW59 BTR40 with armoured roof	P1	FM59 Crotale SPAA missile	P1	UM59 Hummer Defender II SPAA	P1
		RW60 BTR40 with armoured roof	P1	FM60 Crotale SPAA missile	P1	UM60 Hummer Defender II SPAA	P1
		RW61 BTR40 with armoured roof	P1	FM61 Crotale SPAA missile	P1	UM61 Hummer Defender II SPAA	P1
		RW62 BTR40 with armoured roof	P1	FM62 Crotale SPAA missile	P1	UM62 Hummer Defender II SPAA	P1
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		RW65 BTR40 with armoured roof	P1	FM65 Crotale SPAA missile	P1	UM65 Hummer Defender II SPAA	P1
		RW66 BTR40 with armoured roof	P1	FM66 Crotale SPAA missile	P1	UM66 Hummer Defender II SPAA	P1
		RW67 BTR40 with armoured roof	P1	FM67 Crotale SPAA missile	P1	UM67 Hummer Defender II SPAA	P1
		RW68 BTR40 with armoured roof	P1	FM68 Crotale SPAA missile	P1	UM68 Hummer Defender II SPAA	P1
		RW69 BTR40 with armoured roof	P1	FM69 Crotale SPAA missile	P1	UM69 Hummer Defender II SPAA	P1
		RW70 BTR40 with armoured roof	P1	FM70 Crotale SPAA missile	P1	UM70 Hummer Defender II SPAA	P1
		RW71 BTR40 with armoured roof	P1	FM71 Crotale SPAA missile	P1	UM71 Hummer Defender II SPAA	P1
		RW72 BTR40 with armoured roof	P1	FM72 Crotale SPAA missile	P1	UM72 Hummer Defender II SPAA	P1
		RW73 BTR40 with armoured roof	P1	FM73 Crotale SPAA missile	P1	UM73 Hummer Defender II SPAA	P1
		RW74 BTR40 with armoured roof	P1	FM74 Crotale SPAA missile	P1	UM74 Hummer Defender II SPAA	P1
		RW75 BTR40 with armoured roof	P1	FM75 Crotale SPAA missile	P1	UM75 Hummer Defender II SPAA	P1
		RW76 BTR40 with armoured roof	P1	FM76 Crotale SPAA missile	P1	UM76 Hummer Defender II SPAA	P1
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		RW78 BTR40 with armoured roof	P1	FM78 Crotale SPAA missile	P1	UM78 Hummer Defender II SPAA	P1
		RW79 BTR40 with armoured roof	P1	FM79 Crotale SPAA missile	P1	UM79 Hummer Defender II SPAA	P1
		RW80 BTR40 with armoured roof	P1	FM80 Crotale SPAA missile	P1	UM80 Hummer Defender II SPAA	P1
		RW81 BTR40 with armoured roof	P1	FM81 Crotale SPAA missile	P1	UM81 Hummer Defender II SPAA	P1
		RW82 BTR40 with armoured roof	P1	FM82 Crotale SPAA missile	P1	UM82 Hummer Defender II SPAA	P1
		RW83 BTR40 with armoured roof	P1	FM83 Crotale SPAA missile	P1	UM83 Hummer Defender II SPAA	P1
		RW84 BTR40 with armoured roof	P1	FM84 Crotale SPAA missile	P1	UM84 Hummer Defender II SPAA	P1
		RW85 BTR40 with armoured roof	P1	FM85 Crotale SPAA missile	P1	UM85 Hummer Defender II SPAA	P1
		RW86 BTR40 with armoured roof	P1	FM86 Crotale SPAA missile	P1	UM86 Hummer Defender II SPAA	P1
		RW87 BTR40 with armoured roof	P1	FM87 Crotale SPAA missile	P1	UM87 Hummer Defender II SPAA	P1
		RW88 BTR40 with armoured roof	P1	FM88 Crotale SPAA missile	P1	UM88 Hummer Defender II SPAA	P1
		RW89 BTR40 with armoured roof	P1	FM89 Crotale SPAA missile	P1	UM89 Hummer Defender II SPAA	P1
		RW90 BTR40 with armoured roof	P1	FM90 Crotale SPAA missile	P1	UM90 Hummer Defender II SPAA	P1
		RW91 BTR40 with armoured roof	P1	FM91 Crotale SPAA missile	P1	UM91 Hummer Defender II SPAA	P1
		RW92 BTR40 with armoured roof	P1	FM92 Crotale SPAA missile	P1	UM92 Hummer Defender II SPAA	P1
		RW93 BTR40 with armoured roof	P1	FM93 Crotale SPAA missile	P1	UM93 Hummer Defender II SPAA	P1
		RW94 BTR40 with armoured roof	P1	FM94 Crotale SPAA missile	P1	UM94 Hummer Defender II SPAA	P1
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		RW96 BTR40 with armoured roof	P1	FM96 Crotale SPAA missile	P1	UM96 Hummer Defender II SPAA	P1
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		RW98 BTR40 with armoured roof	P1	FM98 Crotale SPAA missile	P1	UM98 Hummer Defender II SPAA	P1
		RW99 BTR40 with armoured roof	P1	FM99 Crotale SPAA missile	P1	UM99 Hummer Defender II SPAA	P1
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# "OPERATION WATCH-CHAIN"

## "Mad" Mike Hoare In The Congo August 1964

by Derek R Henderson

### Background:

The history of the Congo (now Zaire) since 1960 is a confused and bloody one. The following then, by necessity is abbreviated and somewhat simplified.

On 30th June 1960 the Belgian Congo was granted independence after 52 years of colonial rule and became the Republic of the Congo. Power was split between one Central and six Regional Governments (Fig. 1). The elections to the new Government were marked by violent clashes between rival groups – often split on tribal or ethnic grounds. The electoral outcome gave President Joseph Kasavubu his first Prime Minister in Patrice Lumumba.

Trouble flared the very day after the independence ceremonies with Congolese troops mutinying against their Belgian officers. In the province of Katanga the Premier, Moïse Tshombe, requested Belgian aid and 800 paratroops were flown in on 10th July to guarantee the safety of beleaguered whites. The next day Tshombe declared Katanga independent – partly at least to keep Katanga's mineral wealth within the province, although he claimed that Lumumba was about to 'sell out' to the Russians and that he wanted no part of this.

U.N. troops were called in to bring the rebellion to an end, although Lumumba, claiming that the U.N. was reacting too slowly, did appeal for Russian aid on 14th July. A dozen or so Russian aircraft and over 100 trucks did arrive to ferry loyalist troops around, but their presence was short lived owing to the arrival of over 4,000 U.N. troops who closed the airports to all but U.N.-approved flights. With his Russian support neutralised Lumumba lost power to a coup on 14th September and was jailed. He was murdered in January 1961 whilst being transferred for 'safety reasons' to Katanga.

Tshombe meanwhile had employed white mercenary troops, including Mike Hoare, to lead his native troops and enjoyed unrivalled military success. It took three operations by U.N. troops and their first full use of military force before, in December 1962, the invasion of Katanga brought it back within central Government control. Mr Tshombe exiled himself to Spain.

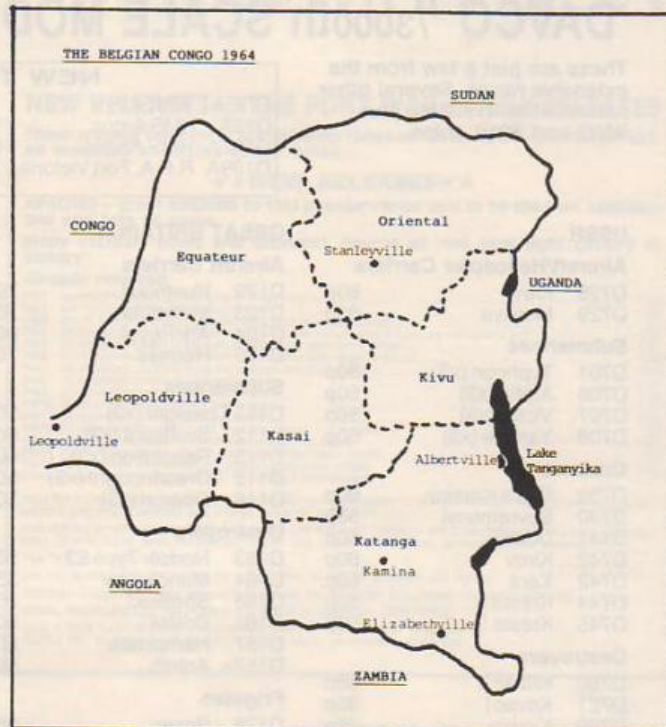
Peace was never fully restored to this troubled country and rebellion rumbled on, based around Stanleyville. In January 1964 Pierre Mulele, the ex Minister for National Education and the Fine Arts, led a revolt in Kivu, in Leopoldville province, which spread to Kivu province and even north Katanga. In Orientale and Kivu provinces Gaston Soumiallot, an ex bank clerk, attempted to weld separate insurgent movements into a single uprising, whilst in Orientale again Christopher Gbenye and Thomas Kanza, both ex politicians, joined Soumiallot and others to form the "Executive Council of the Popular Republic of the Congo". The rebels called themselves the 'Simbas', 'Lions'.

Soon two thirds of the country was under rebel control and the loyalist troops of the A.N.C (Armée Nationale Congolaise), were in full retreat. The U.N. was unwilling to become involved and pulled out its troops in June 1964. Moïse Tshombe was invited back to the Congo by Kasavubu to form a "Government of Reconciliation".

One of Tshombe's first moves was to request Mike Hoare, the mercenary leader who had served him best in Katanga, to raise a force of 1,000 mercenaries to help restore order and put down the rebellion.

Hoare based himself in Kamina and within 3 weeks his recruiting officers had signed on over 1,000 men. He decided that there was a need for a quick victory to show the civilian population and Government troops that the rebels were not unbeatable. The A.N.C's morale was at an all time low and their military efforts were often half-hearted.

Albertville, on the west side of Lake Tanganyika, was chosen for the show of strength. Units of the A.N.C. were advancing upon this town from both south and west, but were making slow progress. Further, it was believed that whites taken hostage and held in Albertville jail were in danger of execution.



### The Raid.

Hoare decided on a large scale raid of 100 men by lake, as no road transport was available. He secured 100 sets of equipment from General Bobozo of the A.N.C., 16 fibreglass assault boats from the Belgians and requested that his recruiting officers send the first batch of 100 men to his base camp and H.Q. at Kamina.

Only 38 men arrived, of whom 9 immediately withdrew on hearing that their's was to be a combat unit! Appointing 3 lieutenants and a sergeant from the remainder, Hoare decided to press on regardless with his plan which was simply to fly from Kamina to Kamipini (a force of Douglas Dakotas under a Major Alan Blume of the Belgian Air Force was available for logistical purposes but not combat), drive from Kamipini to Moba and from there sail under the cover of darkness to Albertville. After Hoare had captured the airfield at Albertville, Blume would fly in A.N.C. reinforcements and the town would be relieved and the hostages freed.

Of Hoare's 29 remaining men 12 were from a military background and it was 3 of these who had been appointed as the lieutenants. These were Kirton, a South African, Mueller, a German and ex Wehrmacht sergeant and Bridge an ex Royal Marine. Four of the available assault boats were transported to Moba where Hoare's troubles began . . . .

A diary of the next few days follows:

### 19 August.

One boat is found to have been damaged by a volunteer who rebels saying that the lake is too dangerous and that the men won't go. Hoare pistol whips him and dismisses a further six men who he has doubts about. The signal flares, for Blume's benefit, have somehow gone missing. At 00.30 Hoare and his 22 men set out in the 3 intact assault craft and at 05.00 on the morning of 20th August land just south of Mpala to hide up for the day.

### 20 August.

At midday a motorboat with a priest from Mpala mission finds the mercenaries – having been put onto them by Elizabethville (Hoare's



base prior to Kamina). He says that the hostages in Albertville jail will all be killed within 48 hours. Hoare decides to proceed straight to the jail without first capturing the airfield. That night however two outboard motors fail and so the assault boats have to be paddled. They reach Cape Rutuku, about 15 miles south-west of Albertville.

#### 21 August.

Mueller and two scouts push northwards along the lakeside enlisting civilians to help carry supplies. At 09.00 there is an incident in the main body as one volunteer breaks and regrets having enlisted. As he becomes hysterical Hoare's sergeant punches him in the mouth and order is restored. (Seems to be the universal answer to dissent!). At noon the group reaches Malembe and a halt is called. Malembe sits about 100 yards from the shore of the lake and is overlooked by a hill some 700 yards distant, the beach is dotted with fishing boats and lined with trees. At about 14.30 the villagers warn that a party of about 30 Simbas are on their way. Hoare splits his men into three groups and Bridge and Mueller move out with their groups to cover the flanks. Hoare holds the centre. Within 15 minutes the rebels, who have come down from the hill and through the village have been beaten off. Although coming to hand-to-hand combat range the mercenaries have suffered no loss. 28 rebels have been counted dead and 3 more have been spotted fleeing. Most of the rebels were badly armed. A few possessed Mauser rifles, the rest relied on 'magic' to win. The headman of the village informs the mercenaries that it is 30km to Albertville by an inland track and about 25km by a coastal track he believes is held by the enemy. Hoare decides to continue by lake in view of the need for haste and sets off, led by a couple of fishing boats as guides. The outboards are still not working. At 19.00 in relative darkness the group attempts a landing and is flashed a recognition signal by a group of rebels (or A.N.C. ?) on the shore. They do not respond and come under fire from 2 machine guns and some rifles. Despite Hoare's orders to the contrary, fire is returned and the fire from the shore closes in. The mercenaries pull back out of range to discover that their fishing boat guides have gone. Luckily no-one has been hit.

#### 22 August.

Today Hoare should be attacking the airfield but he is back south of Malembe and the airfield is 30km away across the bay. Blume flies over the mercenaries in a C47, but those on the ground cannot signal and Blume is forced to leave after taking hits from ground fire.

#### 23 August.

At 03.00 the mercenaries are awoken by a sentry's fire. A canoe has approached in darkness and has been made short work of. Evans, the unit's medic, does what he can for the woman occupant, but both she and her two children die. Hoare is now short of supplies so Kirton is detached in the good assault boat to call Blume from Mpala mission and request re-supply.

#### 26 August.

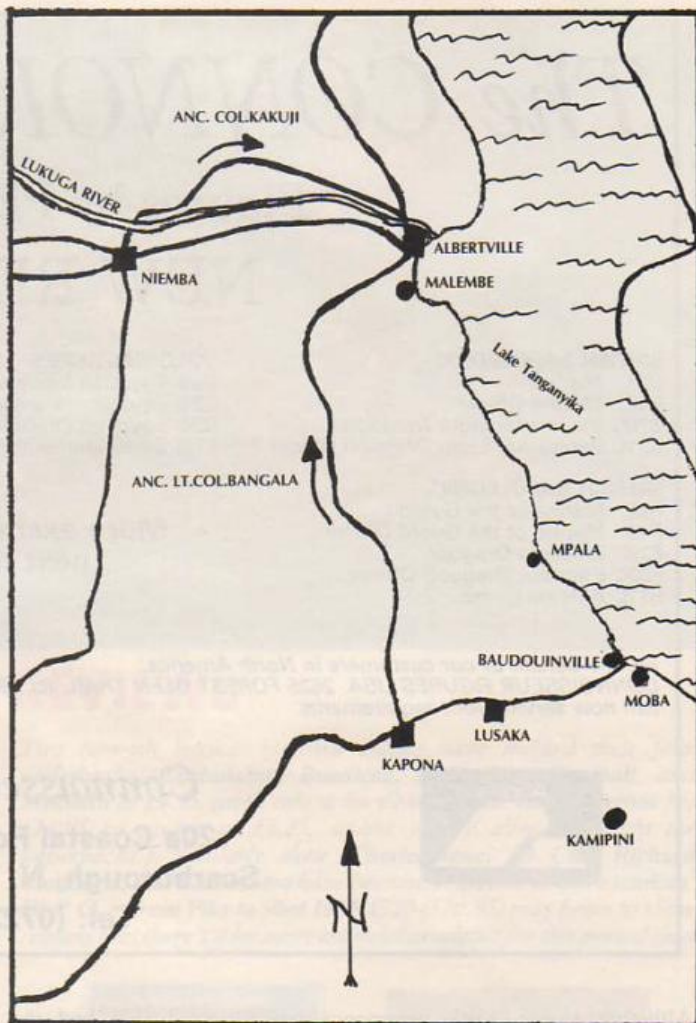
Fed up of waiting for Blume (Kirton's walking – the outboard broke down!) Hoare decides to strike at the airfield anyway. He sets off at 15.00 with 2 fishing boats (guides or commandeered?) and 2 assault craft for Albertville.

#### 27 August.

03.30. Bridge lands and recesses inland alone. All clear. The rest of the mercenaries land and move inland to find the airfield deserted. There is no control tower, petrol drums are strewn across the runway and there are piles of supplies and further drums littering the area. A cluster of houses nearby is apparently unoccupied and down a track a single building (Filtisaf Clinic), showing signs of life is spotted and approached. The airfield garrison is quartered here and in the ensuing battle 2 volunteers are killed and Lt. Bridge takes a spear in the leg. Whilst Hoare and 5 men cover the retreat Mueller leads the rest of the mercenaries back to the boats which are about a mile away. The group reaches the boats without further casualties and the retreat by lake begins.

#### 27 August.

The lake roughens up and progress is slow. (Remember, the mercenaries are still paddling). At 23.00 they reach Malembe and sleep exhausted with no guard. The sentry has fallen asleep too.



#### 28 August.

The mercenaries leave Malembe for Mpala.

#### 29 August.

The mercenaries are met by a canoe whose paddler guides them back to Mpala where they arrive at midnight with little energy left. They pass the night at Mpala mission.

#### 30 August.

Albertville falls to the A.N.C. – most of the hostages have already been killed by the Simbas. Operation Watch-Chain has been a failure.

#### Aftermath.

Despite the mission's failure in a military sense Hoare was nevertheless pleased by the general spirit shown by his men after the initial weeding-out process. He resolved that in future none of his men should see action without a better level of basic training. The raw recruits involved in Watch-Chain had had only a month or so's training and even the veterans, for the most part, had had no experience or training for the prevalent style of warfare. Later events were to prove that the mercenaries were a very potent force in Congo warfare and despite this poor beginning the successes of Katanga were to be repeated on a multitude of similar occasions. Despite a generally unfavourable press for their activities there is no doubt that Hoare and his men were responsible for saving the lives of a good many civilians in the Congo, both black and white, in this bloody civil war which was to continue on and off for several years to come.

#### The Wargame.

This raid makes an ideal mini campaign for an evening's play involving just one player, as Hoare, and an umpire. The forces required never exceed, say, 60 men/figures and there is a plentiful supply of 'random' incidents to keep the game interesting. (e.g. Outboards break down on a roll of 1 on a normal die, roll once per hour. At Malembe 30 + a twenty sided dice Simba attack, etc. etc.).



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Although Hoare 'lost', experience later showed that had the mercenaries reached Albertville and had a little more luck the enemy could well have fled despite their numerical advantage. When faced by a determined enemy with a superior fire-power the Simbas rarely resisted for long.

### The Mercenaries.

Hoare's 22 men for the raid probably contained the 12 military veterans but if the game is played from the 19th August there is no reason why the players cannot start with 38 men under command and randomise as to who drops out. The rolls for staying or going can be modified for raw or experienced men and varied by the umpire as to the way in which 'Hoare' reacts. All the mercenaries were armed with the SETME F.N. rifle – the Spanish version of the Belgian N.A.T.O. standard weapon. Uniforms would be mixed and varied, with bush hats worn in preference to helmets, although Hoare did insist on a relatively smart appearance among his men. Hoare himself also carried a 9mm Browning pistol and probably wore his famous green beret in the style of the Royal Marines.

### The Rebels.

The Simbas were generally indifferently armed with a variety of homemade weapons, clubs, knives, spears, razor-sharp pangas and a few Mauser rifles of differing vintages. Whilst clothed in a uniform of sorts these were often described as 'rag-tag' and augmented with animal pelts, feathers and monkey-skin caps etc. The Simbas had also been psychologically armed with three magical weapons: They could drink the *dawa*. This was a specially prepared medicine which would make them immune to enemy fire and bullets would either pass right through them or turn to water. They could shout the magic words "*Mai Mulele*", which would cause the enemy to run in fear or, They could 'throw their eyes' with a stare which would render the enemy helpless.

Many rebels were 'jeunesse', youths of 12 – 20 years, who through ignorance, superstition and fear really believed in their powers. The A.N.C. too often believed and any rules used should be adapted to allow for this morale effect. Those who died had not believed strongly enough or had not correctly followed the *dawa* ritual.

Morale seems to be very straight forward and I would suggest no morale checks are made on the rebels until they have taken 50% casualties, when a normal die should be rolled once per move. On 50% casualties a roll of 1 makes the rebels retreat. A roll of 1 or 2 on 60% is sufficient, 1, 2 or 3 on 70% and so on. Any retreating band of men rolling low again turns from retreating to routing.

### The Setting.

A rebel army had just been routed from Baudeville, although small gangs still roamed the area. Moba was deserted and destroyed and Albertville itself was held by only a 'handful' of badly armed jeunesse. The A.N.C. under Bangala were also active in the area, so troops on the lakeside could be friend or foe. Lake Tanganyika itself can get very rough, although usually by day a gentle north east wind blows and by night it is usually calm. The lakeside is a mixture of mangrove swamp and gentle beach. Over the time of the raid there was a ¾ moon.

### Sources.

Due to the size of this raid only Hoare himself covers it – in his book *Congo Mercenary*. The account upon which this scenario is based is therefore perhaps biased in his favour, though it hardly reads as such! Details of time and place have been cross-referred to other accounts of the Congo rebellions where possible, though histories of the war seem somewhat thin on the ground. A useful source of the other side's point of view proved to be some of London's third world, leftist bookshops, though these in general were thin on data for wargamers purposes and heavier on the political side.







## PICTURE REVIEWS

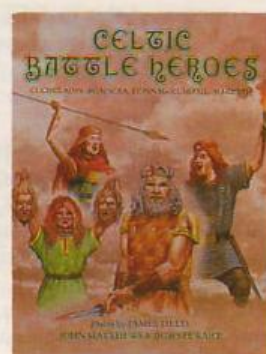
Britannia Miniatures 25mm Crimean War range includes these Guards in the "just-off-the-ship" uniform that preceded the "mufflers-shawl-leg-warmers" winter uniform. For full details see the Britannia ad. elsewhere in this issue. These are display figures from the Britannia stand. Britannia suffered (?) a sell-out of their Crimean range at Salute this year, and the period seems to be the "in" one for 19th Century gamer this year. Our own series on Crimean War small actions resumes next month.

Two new-ish books: Firebird Books have melded their four paperbacks, *Cuchulainn*, *Boadicea*, *Fiona Mac Cumhail*, and *Macbeth* at £4.95 each, into a hardback *Celtic Battle Heroes* for £14.95 (a saving of £4.85, unless you've already bought the paperbacks.) Similarly their *Charlemagne*, *El Cid*, *Richard Lionheart*, and *Barbarossa* have become *Warriors of Christendom*. W.R.G.'s *From Pike to Shot 1685-1720* (£10.95) may begin to show readers that there's a lot more material available for this period than

'King Arthur' board game, £14.95 from Wotan Games, available from all good games shops, has gone off to a team of reviewers, who will play it over a few bottles of Lindisfarnemead, and (hopefully) write an intelligible review to appear next month. Meanwhile, here is a pic of the box lid artwork and an assurance that the quantity and quality of the ingredients (board, cards, rules, dice) make it good value for money. The game splits into two parts; first, a "quest" phase in which players (as individual knights) attempt to build up their personal strength (reputation, followers, lands, etc.) and secondly a civil



war phase, in which they strive for the hegemony of old England as she might have been.



most wargamers previously thought. Whilst this volume is by no means exhaustive it's a good start at making readily-available a lot of info. that's either very expensive or hard to come by. Hopefully the second edition will be split into two volumes, 1660-1700 and 1700-1720, allowing greater depth of coverage.



U.S. Vietnam River Patrol Craft, one of the popular resin hull/white metal fittings from the Skytrex 20mm range. This one put together by Skytrex's Steve Cox. (For Vietnam fans there's an article and more pics in WII2.)

### BACK NUMBERS

Copies are available of all back numbers, save #1, direct from Stratagem Publication, 18 Lovers Lane, Newark, Notts, NG24 1HZ, price £1.50 each, post paid.



# DECISION GAMES – Part 2

by Roger Underwood

In last month's article, I outlined Queen Margaret's and Edward IV's Tewkesbury campaign of 1471, and presented a section from my "MEDIEVAL LANDING" campaign module. In that module, Edward attempts to anticipate Margaret's manoeuvres in order to bring her to a quick battle before she is joined by too many supporters. This month, I shall move from the political/grand strategic aspect to the more local tactical manoeuvring, ie when the two armies make contact via their scouts.

Put quite simply, my approach is that in such circumstances a commander in chief yet again has only three basic options:

1. Attack
2. Hold
3. Evade

There may be detailed variations to these options, but any plan will basically fall into one of these categories. eg:

1. Attack, could be with a little or a lot, quickly or slowly.
2. Hold, could be indefinitely or merely a temporary decision.
3. Evade, could mean run away or manoeuvre to one side. Again a brief study of the Tewkesbury campaign will serve to illustrate my point.

Margaret could have left Bristol and marched directly against Edward. Had he held his position at Sodbury Hill then the engagement would probably have developed into a "Hill line defence". However, had Edward also chosen to advance, the combat could have turned out to be a "Vanguard encounter" with troops entering the engagement as and when they arrived. In the event, whilst Edward "held", Margaret ran for it. In my terminology, she "evaded".

I have presented this in DECISION GAME 0. The usual cross reference of the respective commanders will either lead to another DECISION GAME, or to one of the following scenario type battles. Vanguard encounter, Hasty attack or Attack on column of march.

In DECISION GAME 10, I have set the options of offering or rejecting peace talks. The different outcomes affect the armies' morale and are liable to cause desertions. In DECISION GAME 20 the two protagonists are locked in parley wherein the attitude that they each adopt will again either lead on to another DECISION GAME or a battle, the types being: Dawn raid, Ambush and Dawn encounter.

Finally, just a gentle reminder that each player secretly selects his "numbered" option. When they are simultaneously disclosed, the two selected numbers are added together and that number is the next event to which they must turn.

## The Exile

- 0 As you advance, your scouts report that enemy forces are ahead and contact seems imminent. Your options are:

- 0: Make an immediate attack with your Van, with the others to follow up at best speed.
3. Deploy your forces on your present hill position whilst your scouts reconnoitre the land and the enemy dispositions. (\*List your deployment\*)
6. Withdraw your army immediately, to fall back on a good defensive position beyond a river that you crossed earlier. (\*List your deployment\*)
- 1 As your Van pushes forward they encounter the enemy Van who are similarly pushing forward. The battle is joined and you are committed to get as many troops forward as quickly as possible. Go to scenario 1.
- 2 Your bold attack appears to be a little hasty. The enemy are deploying in a good defensive position along the front of a hill. Your Van must depend upon its own impetus and surprise to at least hang on until the rest of your forces can arrive. Go to scenario 2 and follow Red's/attacker's instructions.
- 3 Your bold attack appears to be a stroke of genius. Your Van catches the enemy in column of route as he attempts to retreat beyond the river. Half of his army has already crossed the river

and the remaining forces are strung out along the road. Go to scenario 3 and follow Red's/attacker's instructions.

- 4 Whilst you are still deploying your forces, the enemy Van appears out of the mist to your front. You must attempt to contain this surprise attack until your forces are prepared. Go to scenario 2 and follow Blue/defender's instructions.
- 5 You deploy your forces along the hill and your scouts report that the enemy has deployed in a similar position. You send out more scouts whilst you consider your plan of action. Go to 10.
- 6 You have just completed your deployment along the front of the hill when your scouts report that your enemy has outwitted you and withdrawn his army to a strong defensive position beyond a river. Go to 49.
- 7 Your army is caught in a most vulnerable position. The rear guard has crossed the river, but the rest of the army is strung out along the road in column of march when the enemy van appears. Go to scenario 3 and follow Blue's/defender's instructions.
- 8 You have outwitted your opponent and successfully retreated your army to an excellent defensive position behind a river. You have nothing to gain by further retreat; on the contrary you would anger your allied Lords and invite desertions by displaying an apparent lack of courage. Go to 50.
- 9 As you start your preparations to retreat, more of your scouts arrive and report that the enemy has also started to retreat. Your allied Lords sense that your enemy must have less troops than you imagined. They persuade you to hold your present position and to send out more scouts. You therefore deploy along the hill. (\*List your deployment\*). Go to 10.
- 10 Whilst you await further reports, your camp is visited by a deputation of local dignitaries and clergy. They plead with you to settle your differences with your enemy in a peaceful manner. What attitude will you take?:
  10. Offer to talk to your enemy.
  13. Concede to accept an offer to talk if your opponent requests it.
  16. Reject the preposterous idea of peaceful talks at this late stage.
- 11 Your opponent has also expressed a desire to talk and therefore a Parley has been arranged for tomorrow. Go to 20.
- 12 Your opponent has accepted your request to talk and therefore a Parley has been arranged for tomorrow. However your eagerness to talk terms with him is seen as cowardly and possibly even treacherous by Sir John. After a heated argument he storms out of your camp taking with him his retinue of 1,000 men. (Deduct 20 noble points from your total). Go to 20.
- 13 Your opponent rejects your invitation to peace talks. However your spies report that he has angered his nobles and in fact Sir Peter has deserted him talking his retinue of 1000 men (20 noble points) with him. Go to 30.
- 14 Your opponent's eagerness to talk suggests to you that his support is unsure. Your spies bring reports that Sir Ralph has in fact already deserted from the enemy camp taking his retinue of 1000 men (20 noble points) with him. Go to 20.
- 15 Your enemy has also refused to consider talks and therefore no Parley is arranged. Go to 30.
- 16 By not being positive enough to either request talks or reject them out of hand, you anger Sir John who accuses you of indecision. After an angry exchange in which he belittles your lack of leadership, he storms out of your camp taking his retinue of 1000 men (20 noble points) with him. Go to 30.
- 17 Your refusal to even consider the plausibility of saving unnecessary bloodshed, appals and angers Sir James. After a stormy confrontation he storms out of your camp taking his retinue of 1,000 men (20 noble points) with him. Go to 30.
- 18 The firmness of your refusal to consider peace talks, displays your confidence and boosts the morale of your troops. Furthermore,



- your spies report that your opponent's allies are dismayed at his lack of leadership and that Sir Ralph has deserted him taking his retinue of 1,000 men (20 noble points) with him. Go to 30.
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- 20 A Parley is arranged. What attitude will you adopt at the meeting?:  
 20. Will you be honest, trusting and genuinely seek reconciliation?  
 23. Will you be cautious and prepare for treachery? If so secretly specify now which Battle will lie in ambush for any raiding party.  
 26. Will you be completely treacherous and lead a dawn raiding party to catch your opponent unawares and asleep? If so secretly specify which battle will conduct the raid. You will of course personally lead it.
- 21 After a full day's negotiations, the Parley breaks down. With so many grievances and bitter feelings, both sides are irreconcilable and so you all return to your respective camps to prepare for tomorrow's fighting. Go to 30.
- 22 Although the talks break down after a full day's negotiating, you return to your camp happy in the knowledge that your open and generous attitude persuaded Sir Peter to desert your opponent taking his retinue of 1,000 men (20 noble points) with him. Go to 30.
- 23 Whilst lying in bed pondering the outcome of tomorrow's Parley, you are startled to hear shouts, screams and the clanging of swords. You have been betrayed and your enemy has led a dawn raid on your camp. Go to scenario 4 and follow Blue's/defender's instructions.
- 24 Your suspicious and distrusting attitude during the day's long negotiations not only caused the Parley to fail, but also caused Sir James to desert you, taking his retinue of 1,000 men (20 noble points) with him. Go to 30.
- 25 After a full day's negotiations, the Parley breaks down. With so many grievances and bitter feelings, both sides are irreconcilable and so you all return to your respective camps to prepare for tomorrow's fighting. Go to 30.
- 26 Your suspicions of your enemy's deceit have proved well founded. Your prudent preparation of an ambush in anticipation of him leading a dawn raid have stood you in good stead. As you and your force stand hidden from view, your enemy appears from the mist leading his raiding party into your trap. Go to scenario 5 and follow Red's/attacker's instructions.
- 27 You personally lead your raiding party into position and arrive undetected. You view before you a quiet sleeping camp, an easy target for a quick bold strike. Go to scenario 5 and follow Red's/attacker's instructions.
- 28 As you lead your raiding party through the morning mist, you savour the anticipated look of horror on your opponent's face as you drag him from his bed to his execution. Suddenly however, you yourself are dismayed to discover that you have led your men into an ambush. Go to scenario 5 and follow Blue's/defender's instructions.
- 29 As you lead your raiding party through the morning mist you suddenly become aware of shadowy movements ahead of you. You quickly realise that you have bumped into an enemy raiding party. As you shout your orders you spot your enemy's personal banner and realise that he is actually leading their raid. Go to scenario 6 and follow Red's instructions.
- The King**
- 0 As you advance, your scouts report that enemy forces are ahead and contact seems imminent. Your options are:  
 1. Make an immediate attack with your Van, with the others to follow up at best speed.  
 2. Deploy your forces on your present hill position whilst your scouts reconnoitre the land and the enemy dispositions. (\*List your deployment\*)  
 3. Withdraw your army immediately, to fall back on a good defensive position beyond a river that you crossed earlier. (\*List deployment\*)
- 1 As your Van pushes forward they encounter the enemy Van who are similarly pushing forward. The battle is joined and you are committed to get as many troops forward as quickly as possible. Go to scenario 1.
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# WARS OF THE ROSES

Four pics of Wars of the Roses figures from Tim Hall's and Roger Needham's large and varied collections. The figures are the old Citadel range, formerly marketed as fantasy "Men-at-Arms"! The photos demonstrate the military doctrine of the time: the banners were so big, that lots of heavy plate armour had to be worn to keep the bearers stable in the breeze. With the coming of gunpowder – more accurately, with the coming of personal handheld firearms – opponents' volleys usually shot the flags full of holes, allowing the breeze to pass through, thus rendering armour obsolete, save for members of the aristocracy having their portraits painted. (Warning to younger readers: **don't** quote this theory in your history exams!) The buildings are by Hales Models.



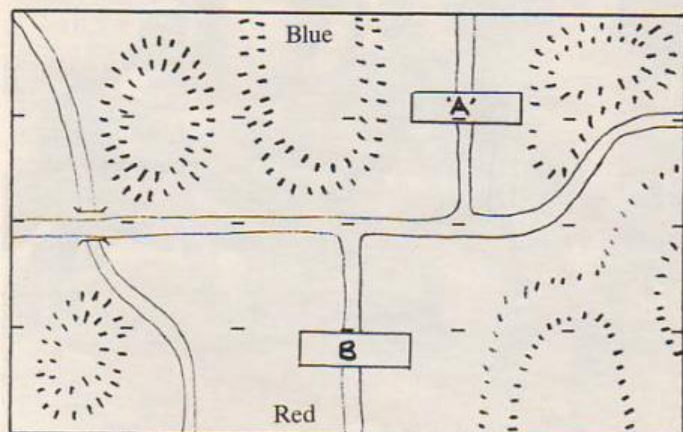






- 19 Your opponent similarly has no desire to talk and therefore no Parley is arranged. Go to 30.
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### Scenario 1: Vanguard Encounter (Equal)



### Blue:

The Van is deployed at position A. i.e. up to six inches on each side of the road, and up to twelve inches on to the table.

The Battle C1 with the commander in chief is scheduled to arrive on bound 3 and may enter anywhere on Blue's table edge. The Battle C2 will automatically arrive the bound after C1.

The Rear Guard will automatically arrive the bound after C2.

### Red:

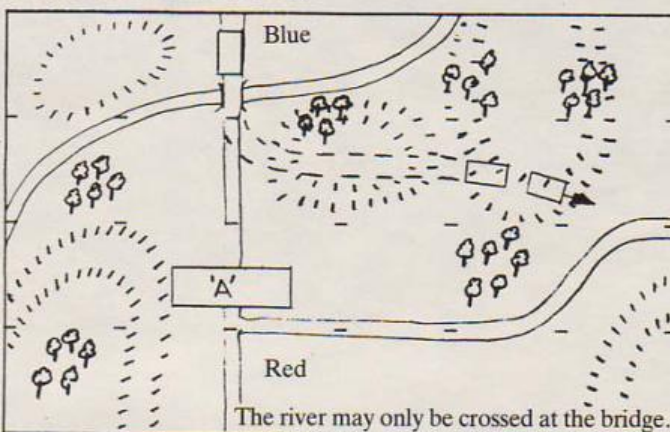
The Van is deployed at position B. i.e. up to six inches on each side of the road, and up to twelve inches on to the table.

The Battle C1 with the commander in chief is scheduled to arrive on bound 3 and may enter anywhere on Blue's table edge.

The Battle C2 will automatically arrive the bound after C1.

The Rear Guard will automatically arrive the bound after C2.

### Scenario 2: Hasty attack (Blue)



### Blue:

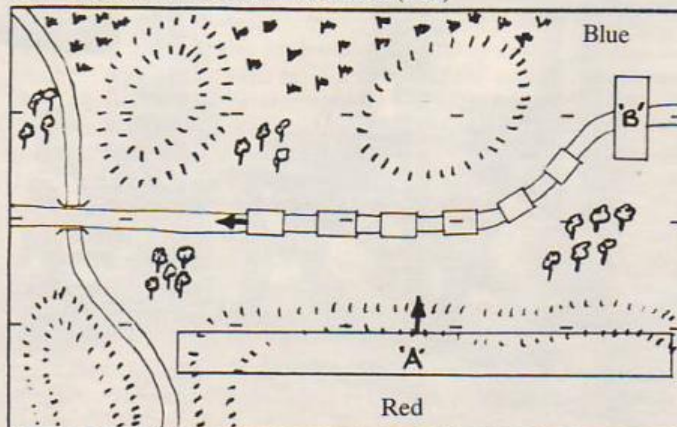
The Vanguard and C1 are still deploying along the front of the hill line. They are still in column of march facing in the direction of the arrow i.e. 40mm frontage, and they are disordered. C2 is also in column of march and disordered. It is just about to cross the bridge. The rearguard too is in column of march and disordered, and is on the road but off the table, to the rear of C2. The column must contain one wagon per Battle i.e. four weapons. Each wagon must initially be in line and with its own Battle.

The column halts on sighting the enemy and may not move in bound one except to turn and reform as per the rules. They may shoot and cavalry may countercharge if permitted. All count disordered, and count surprised for tests. Units that rallied, become formed at the end of bound two. The commander in chief may send new orders in bound two by either courier or trumpet etc. as per the rules.

### Red:

The vanguard is deployed at position A. i.e. up to six inches on each side of the road and twelve inches from the nearest enemy unit. It must have attack orders, and may charge instantly if it wishes. C1 is scheduled to arrive on bound three led by the commander in chief, and will also arrive in position A. C2 will automatically arrive on the bound after C1's arrival, and the rearguard on the bound after that. C2 and the rearguard may arrive anywhere on Red's side of the table.

### Scenario 3: Attack on column of march (Red)





**Blue:**

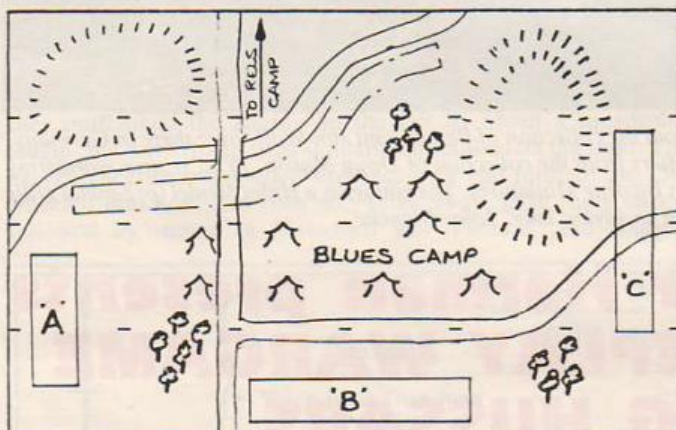
Blue deploys first. The rearguard and C2 are both safely across the river. The commander in chief follows with C1 and the Vanguard follows up at the rear. All units must be deployed on the road and be in column of march i.e. 40mm element frontage and are disordered. The exception to this is that up to two units of the Vanguard (who in this scenario are acting as a rearguard), are properly deployed and formed up. The head of battle C1 is positioned sixteen inches from the bridge, and the acting rearguard is positioned six inches from the table edge. The rest of the column must be spread out evenly along the road and must include two wagons, the second of which contains the treasury. Loss of this wagon will lose your cause through desertions. The river may only be crossed at the bridge.

**Red:**

The Vanguard must be deployed in area A as shown. i.e. to within twelve inches of the nearest enemy and with a frontage of up to forty eight inches. It must have attack orders and may declare charges instantly if it chooses. C1 is scheduled to arrive on bound three accompanied by the commander in chief and will be positioned on the road at B and up to six inches in. C2 automatically arrives one bound after C1, and the rearguard automatically arrives one bound after that. Both arrive on the road at position B.

**Scenario 4: Dawn Raid (Red)**

Blue



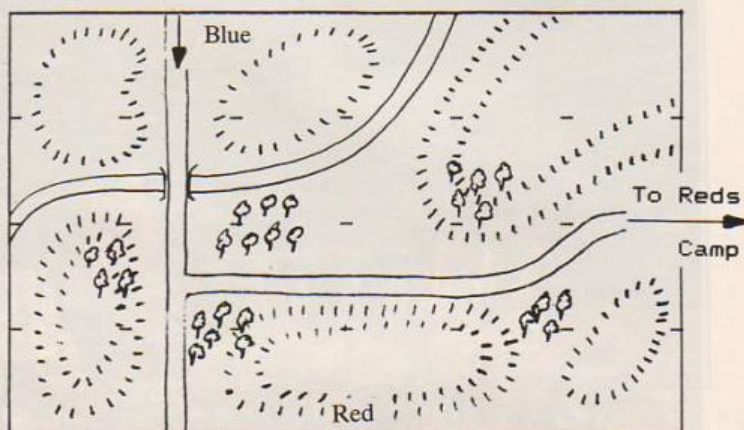
Red

**Blue:**

Deploy all units using "cards". There should be one card plus one "dummy" card for each unit. Cards are revealed when an enemy is within ten inches. One Battle (player's choice) may be delegated as being on guard and therefore be formed up and ready for action, the rest being asleep and thus will be disordered until they have rallied. The units on picket duty may be deployed either in groups or spread around the camp perimeter. All units will assume hold orders except that troops normally able to may have skirmish orders. Sleeping troops will start to wake at the end of the bound in which an alarm is given. An alarm will be given at the end of the bound following the first sighting and will have the standard order "wake and form up". New orders may be issued by each Battle commander independently at the end of the bound following his awakening. e.g. Bound 1 = first sighting. Bound 2 = alarm sounded at end. Bound 3 = units and commanders wake. Bound 4 = units start to rally and commanders dress and assimilate the situation. Bound 5 = new orders written. Bound 6 = orders delivered.

**Red:**

Before Blue has deployed his "cards", select whether to deploy your raiding party at either A, B, or C positions. They may be positioned to within twelve inches of the nearest enemy card. (subsequently any of the Blues cards within twelve inches must be revealed). All units must have attack orders and charges may be declared instantly if in charge distance. All others may move normally without being sighted or shot at.

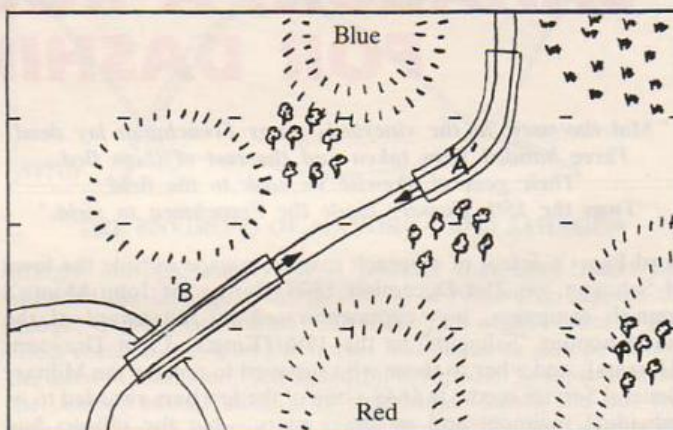
**Scenario 5: Ambush on Raiding Party (Red)****Blue:**

You have already selected which of your Battles is carrying out this raid and of course your commander in chief is personally leading it and is accompanied by his bodyguard.

Write down your order of march and then give your units orders which must be either hold or skirmish. After Blue has written his orders you must deploy your troops as specified on the road and in column of march i.e. one 40mm element frontage. Your troops are disordered until they have rallied and may not have scouts ahead or off the road to the sides. You may only react to troops as and when they are revealed.

**Red:**

You have of course already selected your ambushing party and you should include your commander in chief and his bodyguard. Write your orders and deployment or use cards i.e. one card plus one dummy card per unit. Wait for your opponent to deploy his force in column along the road and allow him to move until you are ready to spring your trap.

**Scenario 6: Early Morning Flank Encounter (Equal)****Blue:**

You have of course already selected your ambushing party and you should include your commander in chief and his bodyguard. Write your orders and order of march. When you deploy it must be in column of march i.e. one 40mm element frontage and units disordered and on the path. All units must have hold orders except that units normally capable of skirmishing may have skirmish orders. Both forces are simultaneously deployed. Blue at position A and Red at position B, i.e. twelve inches apart. The game starts with a simultaneous sighting, and each general may instruct his trumpeter to sound a standard order, e.g. form up and hold, or form up on my left etc.

This game will be decisive in any campaign. The game will end either with one commander in chief being killed or fleeing the table. Either result will cause his army to panic and disintegrate. Disillusioned members of his faction will mutiny and assassinate him.





The flamboyant boys above are the first regiment Gardes d'Honneur from the collection of flamboyant Jim Wolf, over there in Germany. Hi, Jim! Solid support for the sabreurs comes from Old Guard Grenadiers from the collection of Doug Mason. (You're now wondering whether or not Doug is "flamboyant", aren't you?) The figures are 25mm Bicorne Miniatures. The cottage is a Hales Model (pre-metal grille windows vintage). The shrubbery: Phil Robinson. The backdrop, with its idyllic lake: John Blanche.

## Beau Sabreur Arthur Harman presents SAHAGUN: A ROLEPLAY WARGAME FOR DASHING HUSSARS

*"Mid the snow in the vineyards many Frenchman lay dead  
Three hundred were taken and the rest of them fled.  
Their general likewise we took to the field  
'Twas the 15th Hussars made the Frenchmen to yield."*

Lord Paget's defeat of a French cavalry brigade outside the town of Sahagun, on 21st December 1808, during Sir John Moore's Spanish campaign, was commemorated by the award of the battle-honour "Sahagun" to the 15th (King's) Light Dragoons (Hussars), and a bar to those who survived to receive the Military General Service medal in 1848 – one of the few bars awarded to an individual regiment and no other units – but the officers had already celebrated the first anniversary of the 15th's brilliant charge, as the adjutant's diary for 21st December 1809 records: "The trumpeters played 'God save the King'. Gave three cheers and a party of the mess assembled in the officers' barracks yard and sang a song composed by themselves on the action at Sahagun." This engagement between two bodies of cavalry, neither more than about 500 strong, could simply be used as an unusual scenario for a small, traditional wargame, but on reading the vivid account of the action by Captain Alexander Gordon, who commanded the left-hand troop of Major Leitch's squadron, I decided to create a game that would portray his experience of the charge, rather than the whole action. Fortunately, Captain Gordon had made a detailed sketch map showing the movement of both the 15th Hussars and the French, which, together with other accounts, would enable me to pre-programme the battle. I could then concentrate on recreating the perception and experience of one participation in the charge, in an endeavour to give the player the atmosphere of tension, and the speed of cavalry

action, which are often lacking in conventional wargames. My various suggestions for gaming Sahagun will be found after a short historical account and a player Briefing. Ideally, the player should neither be familiar with the engagement nor have read the historical account prior to the game; since, however the structure of the game allows him only to experience the action, not to change history, some prior knowledge would not be a great disadvantage or bar to his enjoyment.

### The Expedition to Sahagun

Sir John Moore had concentrated his infantry at Mayorga, and his cavalry at Melgar de Abajo, on 20th December 1808 on order to attack Soult before retreating to the coast. The Duke of Dalmatia, learning that General Baird's troops were moving in his direction, but believing that they would join Moore's forces at Valladolid, concentrated his two divisions at Carrison and Saldana, with Debelle's cavalry brigade in a covering position at Sahagun. Debelle was pre-occupied with Spanish cavalry in the Mansilla area, and remained unaware that General John Slade's brigade of light cavalry, comprising the 10th and 15th Hussars with four pieces of horse-artillery, had reached Melgar de Abajo, only twelve miles away.

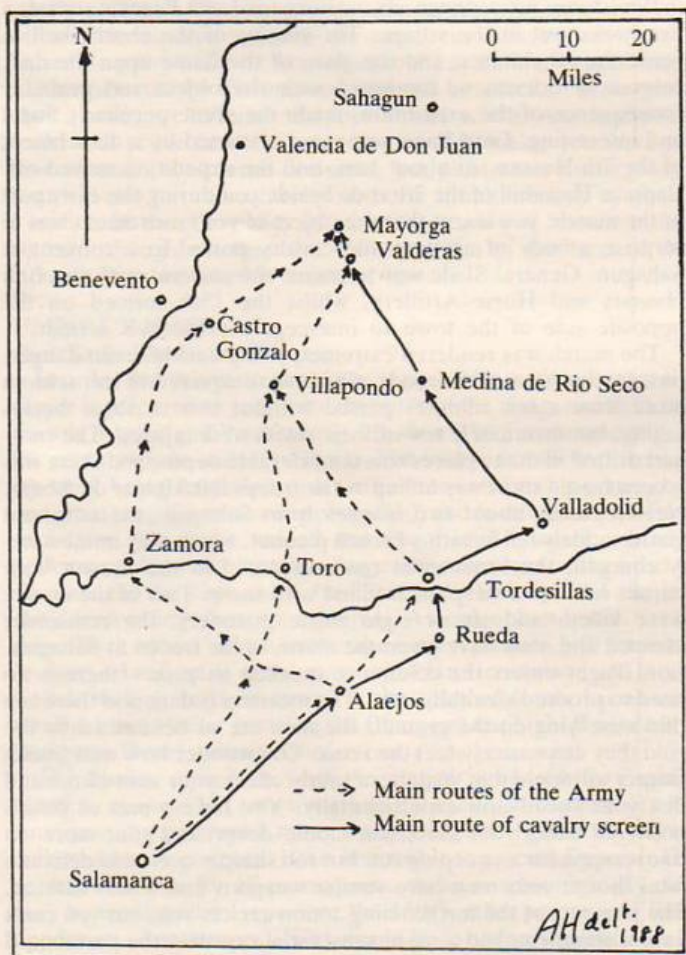
On the evening of 20th December Lord Paget called together his commanding officers and their adjutants to issue orders for a night attack upon Sahagun: the cavalry brigade was to march at one the following morning and arrive before Sahagun at half past six; Slade was to take the 19th Hussars and the artillery along the west bank of the Cea, demonstrate and if possible push into the town, whilst Paget would lead the 15th along the eastern bank and take up position to cut off the enemy's retreat once Slade should have driven them from the town.



The first part of the advance proceeded smoothly. Some miles north of Melgar, Slade led the 10th Hussars and the horse artillery across the Cea. The night was bitterly cold: the ground was covered by frozen snow, in places as much as four feet deep, and there were intermittent showers of sleet. The tracks were so icy that the troops frequently had to dismount and lead their horses. After about four and a half hours the advanced guard of the 15th came upon a French picquet, some two leagues south of Sahagun, charged it and took several prisoners. However, the remainder escaped and raised the alarm at Sahagun. The French were sleeping in the stables by their saddled and bridled horses; consequently they were soon assembled by the eastern gate of the town. As the 15th approached Sahagun, along narrow causeways covered with ice, which obliged them to march in single file, the enemy was discovered formed in close column of squadrons near the Carrison road. The darkness and morning mist prevented Paget distinguishing the number and description of the French cavalry. Debelle's force in fact comprised the 8th Dragoons and the 1st Provisional Chasseurs à Cheval.

### The Battle of Sahagun

The French appeared to be moving off on the Carrison road, so Paget immediately ordered the 15th to form open column of divisions and trot, in order to gain upon the enemy. Seeing that they must be caught, the French halted, deployed from column of squadrons into two lines, the 8th Dragoons in the second line, behind a ditch or ravine which Debelle assumed would stop or disorder as charge by the 15th. It appears that Debelle believed the hostile cavalry approaching his brigade was Spanish, and may, therefore, have expected the ditch to prevent the enemy charging him, for the French made no attempt to counter-charge, but receiving the Hussars at the halt. Paget led the 15th forward until they outflanked the enemy on the left by about a squadron's length, but were themselves similarly outflanked on the right. The French cheered and opened fire once they had formed; the 15th wheeled into line, less than 400 yards away, gave three cheers followed by shouts of "Emsdorff and Victory!" and charged



THE BRITISH ADVANCE TO MAYORGA

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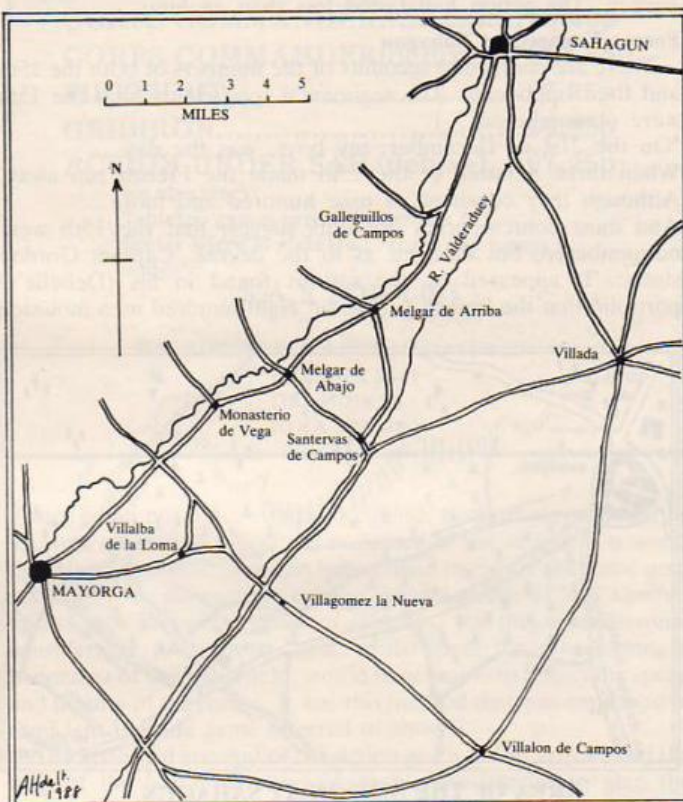
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### THE ENVIRONS OF MAYORGA AND SAHAGUN

straight into the enemy. It is possible that Lord Paget had intended the left squadron to remain in reserve to support the charge; Captain Gordon recalled that: "...no explicit order to that effect reached us. After the horses had begun to gallop, indeed, the word of command, 'left squadron to support!' was passed from the centre, but so indistinctly that Major Leitch did not feel authorised to act upon it, and at that moment we were so near the enemy that it would have been difficult to restrain either the men or horses."

The 15th's devastating charge instantly broke the chasseurs - "The shock was terrible: horses and men were overthrown, and a shriek of terror, intermixed with oaths, groans, and prayers for mercy, issued from the whole extent of their front." Who recoiled onto the Dragoons, throwing them into confusion. Debelle himself was unhorsed and trampled in the melee. After some minutes of desperate combat, the French broke free and fled towards the Carrison road. The 15th pursued for about a mile, "pell-mell, cutting and slashing", and then rallied beside the Saldana road. The 8th Dragoons retreated by the Saldana road, pursued by the right and right centre squadron of the 15th; the Chasseurs were followed down the Carrison road by Lord Paget with the left centre and left squadrons. Paget allowed the enemy he was pursuing to escape, by sending an officer under a flag of truce to demand their surrender. Major Leitch ignored a message from



one of Paget's aides, Baron Ernst Trip, that he should endeavour to parley with the enemy; charging them instead, leaving the astonished aide behind, he took about 70 prisoners. The 10th Hussars had meanwhile arrived, thanks to Slade's pusillanimity, too late to participate in the action, and were at first mistaken for French cavalry. Lord Paget ordered the 'Rally' to be sounded to meet the apparent threat, which brought the pursuit to an end. Debelle's brigade was wrecked: its baggage, many horses and mules, and a large amount of plate and money were taken; although only a few Frenchmen were killed, two lieutenant-colonels, a captain, ten lieutenants and about a hundred and fifty men, many of whom were wounded, were captured. The British infantry later took more wounded men who had escaped from the field but had subsequently been unable to proceed, and so were abandoned along the road. The 15th Hussars lost only two men killed, and Colonel Colquhoun Grant, Lieutenant Charles Jones the Adjutant, the Quartermaster and about twenty men wounded; four horses killed, ten wounded and twenty-six carried off by the French. The action had lasted less than an hour.

#### Forces Engaged at Sahagun

There are conflicting accounts of the numbers of both the 15th and their opponents. The regimental song claims that the 15th were outnumbered 3-1:

"On the 21st of December, my boys, was the day,  
When three hundred of the 15th made the French run away,  
Although they consisted of nine hundred and more..."

And most contemporary accounts suggest that the 15th were outnumbered, but disagree as to the degree. Captain Gordon states: "It appeared by the returns found in his (Debelle's) portfolio that the French had about eight hundred men mounted

have had more than 450 sabres in the field. Fortunately, it is not necessary to reach a firm conclusion as to numbers for the purposes of this game – what is important is that the Hussars believed themselves to be facing about 700 Frenchmen, even though in fact they may have outnumbered the enemy. In a game which attempts to recreate individual experience, perceptions are more important than objective "truth".

#### PERSONAL BRIEFING:

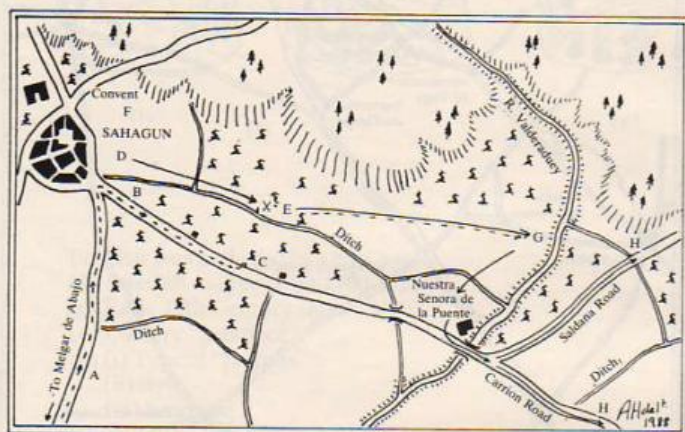
##### Captain Alexander Gordon, Commanding Left Troop, Major Leitch's Left Squadron, 15th King's Hussars

Aged 27 the son of a wealthy Scottish family, your military career has been spent in the 15th Hussars since you were first commissioned in July 1803. On March 3rd 1808 you were appointed to the command of the Left troop of Major Leitch's squadron. The troop presently comprises Lieutenant Baron L. During, Cornet Frederick Phillips, a Troop Sergeant-Major, 2 Sergeants, 3 Corporals, a Trumpeter and 40 Hussars. The 15th is a fine regiment, and its officers all excellent fellows; the regiment is famous for a gallant charge in the Seven Years' War which is commemorated by the battle-honour 'Emsdorf'. So far this campaign you have had little opportunity to distinguish yourselves against the French, but now at last, it appears Lord Paget intends to surprise an enemy cavalry brigade at Sahagun, a large town only three or four leagues to the north.

Last night, at 10 o'clock, Colonel Colquhoun Grant summoned the Troop and Squadron Commanders to his quarters at the Convent of Melgar de Arriba to announce that the regiment was to parade in marching order within the hour to march on Sahagun early the next day. In order to keep the Spaniards in ignorance of the intended march, in case of treachery, the bugles were not sound and, as a result, several men whom the non-commissioned officers had not ordered to turn out were left behind. Lieutenant John Buckley, who had joined the regiment that evening with a number of men and horses that had been left in Galicia, remained in the village to follow with the baggage and ineffectives in the morning.

Whilst you were drawn up, waiting for Lord Paget's arrival, a fire broke out in the village. The ringing of the church bell to rouse the inhabitants, and the glare of the flame upon the dark column of horsemen, combined with the object and probably consequence of the expedition, made the scene peculiarly awful and interesting. Lord Paget appeared, escorted by a detachment of the 7th Hussars, at about 1am, and the expedition moved off. Captain Thornhill of the 7th rode beside you during the early part of the march; you learnt that the object of your movement was to surprise a body of artillery and cavalry posted in a convent at Sahagun. General Slade was to attack the convent with the 10th Hussars and Horse-Artillery, whilst the 15th formed on the opposite side of the town to intercept the enemy's retreat.

The march was rendered extremely disagreeable, even dangerous, by the state of the roads, which were covered in ice; seldom more than a few minutes passed without two or three horses falling, but fortunately few of their riders were injured. The snow had drifted in many places to a considerable depth, and there was a keen frost – snow was falling as the troops left Melgar de Abajo. Near a castle, about two leagues from Sahagun, the advanced guard suddenly fell in with a French picquet, which they immediately charged; the Frenchman ran away, and in the pursuit both parties fell into a deep ditch filled with snow. Two of the enemy were killed, and six or eight made prisoners; the remainder escaped and must have given the alarm to the troops at Sahagun. Lord Paget orders the column to quicken its pace – there is no need to proceed stealthily now. The morning is dark and there is a thin mist lying on the ground; the men are so benumbed by the cold they can scarcely feel the reins. You wonder how well frozen fingers will wield the '96 pattern sabre, check your sword knot and flex your sword-arm experimentally. You have a pair of pistols holstered under your sheepskin saddle-cover, and your sabre – a fine weapon for a sweeping cut, but too sharply curved to deliver a fatal thrust; your men have similar weapons and a sort carbine. The prospect of the forthcoming action excites you, but you can't help wishing you had a more substantial cap than the pasteboard lined fur 'muff' that balances precariously on your head....



AREA OF THE ACTION AT SAHAGUN  
21st DECEMBER 1808

- Key:
- > Route of 15th Hussars
  - Movement of French
  - A: 15th Hussars approach in single file
  - B: 15th Hussars form open column of divisions
  - C: 15th Hussars halt, wheel into line, charge
  - D: Position of French in column of squadrons
  - E: French receive charge at halt
  - F: 10th Hussars appear at close of action
  - G: Spot to which 15th pursued before rallying
  - H: Routes of French retreat
  - x Site of melee
  - Vineyards
  - Ruined Chapel

in the field, whilst we only mustered betwixt three and four hundred, as, independent of various small detachments, above a hundred men and horses were left at Melgar de Abajo." Paget wrote: "I judge them (the French) to be between 6 & 700 men, but from the reports of prisoners they must have amounted to 750", and in two letters spoke of the 15th as having "about 400" men. On the 19th December the 15th were returned as 527 rank and file, so, taking Captain Gordon's statement at face value, may be assumed to have numbered at least 400 at Sahagun. Lord Paget had also an escort from his own regiment, the 7th Hussars, of twelve men under Captain Thornhill. Oman claims that the 15th were outnumbered 2-1, but Fortescue suggests that Debelle could not



### Your Role in the Game

The object of the game is to 'relive' Captain Gordon's experiences at Sahagun: You will, therefore, concentrate upon managing your mare, defending yourself in combat, and encouraging your men by exhortation and example. Orders from your Colonel or Squadron Commander must be obeyed at all times, and you will relay to your troop by Trumpeter – provided that he is beside you to hear your instructions. It is important that you are not separated from your Trumpeter, or you will be reduced to shouting and gesturing with your sabre; remember that in the excitement of combat it will be difficult to make yourself heard or understood to men more than a few yards away – especially when to rally troops after a charge. It is necessary to be in front of those you are addressing in order to gain their attention – it is useless shouting at the backs of men riding away! Your principle role as an officer is, of course, to set an example of coolness in action and to inspire your men to emulate your gallant behaviour: you should be first in the charge and last in retiring.

The control of your mare is effected by using the reins and spurs. She will respond to command to Walk, Trot, Canter, Gallop, Turn Left or Right, Jump or Pull Up. It is possible to put on a burst of speed when galloping, or clear difficult obstacles, by using your spurs, and to make violent turns or halts (necessary in combat) by wrenching the horse's head round or up. You should not over-use such treatment, or your mare will become 'blown' and less able to react promptly to further commands. You will have to judge the difficulty of each obstacle and the degree of danger in action from the information supplied by the umpire, and react accordingly.

In combat it will be impossible to reload your pistols, so remember you have only two shots, and that you are most unlikely to hit a moving target more than three or four yards away. However, the flash and report of a pistol can disconcert an enemy – or his mount – so that you can take advantage of his momentary confusion. It is possible to fire a pistol with the right hand whilst the sabre is retained by the sword knot around the wrist; the left hand, of course, holds the reins at all times. The sabre may be used to deliver a Thrust, a Cut (in the interests of simplicity you will not be required to know the numerous different cuts!) or a Guard (to parry a blow). According to the method of representing combat selected by the umpire, you will be asked to make your choice orally, or to mime the appropriate action. Any hesitation could well prove fatal! In a swirling cavalry melee you have no time to make considered decisions, but must react instinctively. You will also have to control your horse simultaneously by giving a section of the commands listed in the section of horsemanship above – though whether she will obey you in the heat of the moment may be another matter....

### UMPIRE'S NOTES

#### (Not To Be Shown To Players)

In order that this game should be successful it is essential that the player is prepared to enter into the spirit of the thing, and flesh out his role by plenty of 'ham' acting. He should be encouraged to give his commands in suitably Hussar-like tones, to talk to his mare (thereby being rewarded with swifter response to his commands and greater agility in clearing obstacles), and to mime his pistol and swordplay. He might, indeed, use toy or replica weapons, and a uniform could be attempted (a large tea-cosy worn on the head to simulate the fur cap, and a fur-lined anorak slung from the left shoulder for the pelisse, for example). A stool, or better still, one of these 'back-chairs' which encourage correct posture, will act as his 'mount' – I still smile at the memory of Ian Greenwood and Andy Callan rocking in their chairs in the roles of Lords Lucan and Cardigan in a similar game on the Charge of the Light Brigade at a Wargame Developments Conference a few years ago!

The display represents what the player, in his role as Captain Gordon, can see. His own troop and the enemy immediately to his front may be portrayed by as many wargame figures as can be collected for the purpose. If it is impossible to procure figures in the correct uniforms for all participants, those anachronistically clad may be employed to represent the 15th's other troops and their opponents. Another possibility would be to have a small display in 25 or 15mm scale to portray the player's immediate field of vision, and one in 6 or 2mm of the whole field to one side, at which he may



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glance when not otherwise preoccupied. Both displays should be updated quickly to follow the sequence of the action; it is worth rehearsing and practising this beforehand to ensure the game goes smoothly. An alternative, used in several games at WD Conferences, is to prepare a series of sketches, but this would require considerable preparation, and, whilst ideal for representing a panorama of the battlefield, would be less able to reflect the speed and fluidity of the melee. It was this method that was employed in the Light Brigade game referred to above.

The historical account of the action given in this article, and the map of the battlefield, should enable the umpire to plan the movement of the protagonists. Captain Gordon's personal adventures are recounted below, in order that the umpire may draw up a programme of incidents to inflict upon the player. Obviously he should be prepared to 'fudge' events if the player makes an unwise decision; thus, failure to parry cuts should result in 'narrow shaves' or flesh wounds, not instant death! Errors of horsemanship should similarly cause refusals to jump obstacles, stumbles which perhaps causes the Captain to lose his cap or drop his pistol. Every obstacle and different type of terrain should be recorded opposite the optimum speed and any use of spurs required to clear it without difficulty; other speeds will result in predefined events. Thus, for example, a ditch might require to be jumped at a Canter with Spurs; at any other speed the mare will stumble on landing, causing her rider to cling on with both hands to avoid falling, thereby releasing hold of his sabre and dropping his pistol, if holding it at the time; failure to spur the horse will cause a refusal.

The melee, as it affects the Captain personally, must also be planned in detail. This part of the action is probably best played orally, like any roleplay game. The umpire calls out, say, that a French Chasseur, sabre upraised for a downward blow, appears to his left. The preferred solution might be guard, wrench horse left, Spur, Cut (thus parrying the blow, turning towards the opponent at speed and striking at him); others may result in hairbreadth escapes, light wounds, death or wounding of adjacent Hussar as the umpire chooses. The umpire must indicate the result of the player's activity by suitable screams, curses and whinnies, and not simply tell the player that he has wounded or killed his opponent.



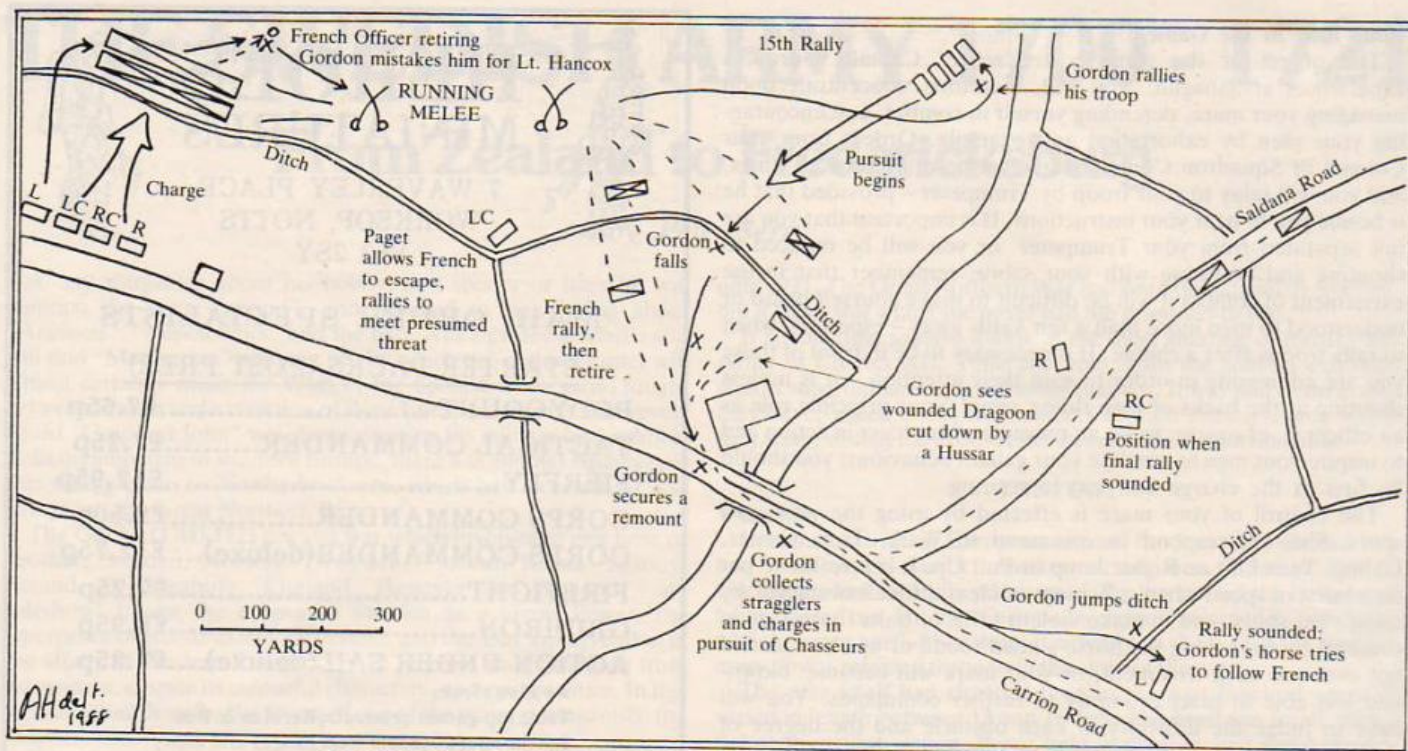


DIAGRAM TO SHOW CAPTAIN GORDON'S EXPERIENCE AT SAHAGUN

- KEY**
- Captain Gordon's route
  - 15th Hussar Squadrons, R = right, RC = right centre, LC = left centre, L = left
  - 1st Provisional Chasseurs
  - 8th Dragoons
  - Route of French retreat
  - Site of incident in Gordon's experience

It will be apparent that the umpire has a great deal of work to do; his task maybe made easier by recruiting a team of willing assistants, each of whom is made responsible for one aspect of the game, such an individual combat, updating the display, or horsemanship. If sufficient assistants are available, it might prove possible for more than one player to participate.

#### Captain Gordon's Experience

The following numbered points should be read in conjunction with the historical account of the battle: they merely detail Gordon's personal observations and incidents affecting him.

1. Finding no enemy to his immediate front, Gordon may choose to order his troop to turn right to take the French in flank. Whatever he decides, by the time he reaches the ground they had occupied, the French column will have already broken and be flying in all directions, pursued by the 15th Hussars.
2. Gordon sees an officer withdrawing from the melee. If he pursues the officer, when he is on the point of cutting at him he will suddenly realise it looks like Lieutenant Skinner Hancox. At this point, should he ride off without questioning the officer's extraordinary conduct in quitting the field, he will only learn later – by meeting the real lieutenant Hancox – that it was an officer of the Chasseurs' elite company. Should he attempt to interrogate the officer, he will discover his mistake and engage in combat.
3. Back in the melee, Gordon suddenly hears a pistol shot behind him. Turning, he sees one of his men fall. A burst of laughter from the other Hussars reveals that the awkward fellow has shot his own horse!
4. During the pursuit, Gordon's mare stumbles in leaping a wide ditch and flounders in a snowdrift. Gordon is thrown, but his foot catches in the stirrup and he has to struggle to extricate himself. The mare recovers and runs away. Gordon is bruised but unhurt.
5. Whilst following the squadron on foot, he sees a man of Griffith's troop ride up to a French dragoon lying wounded on the ground, who strips of his cross-belts to show he wants to surrender. Before

Gordon can intervene, the villain splits the Frenchman's skull and gallops away.

6. After running about four hundred yards, Gordon meets some men of his troop leading captured French horses. Meanwhile he has been passed by several French stragglers, none of whom attacked him. He selected a horse, but it proves to be ill-broken and headstrong. When he attempts to ride away from the French at any subsequent point in the action, the horse will try to rejoin its comrades, and will only be prevented by Wrenching and Spurring.

7. Gordon notices a fresh body of cavalry appearing on the eminence outside the town, and at first takes them for the enemy (in fact it is the 10th Hussars).

8. Once the 15th reassembles, Gordon's mare, which has been found by the 10th, is returned to him. However, his valise with all his baggage, which was strapped to the saddle, has disappeared.

#### Conclusion

Once the 15th has rallied and abandoned the pursuit, the game is concluded. It might be interesting to ask the player to write an entry as if in Captain Gordon's journal, or a letter home describing his experience. The game's structure could be employed to recreate the experiences of other officers of the 15th, or that of Lord Paget himself. There is no reason why similar games should not be devised set in other battles: all that is required are a detailed map and some reliable modern histories to recreate the battle as a whole, and a vivid account by the participant whose experiences are to be portrayed.

#### Sources

Good accounts of Sahagun will be found in:  
*A History of the Peninsular War* Vol.1 Sir Charles Oman  
*History of the British Army* Vol.6 Sir John Fortescue  
 Or, failing these classic tomes, a satisfactory description based heavily on Captain Gordon's account is given in:  
*Corunna* Christopher Hibbert Batsford/Pan Battles Series  
 Lord Paget's orders and some other details may be obtained from:  
*One-Leg: The Life and Letters of Henry William Paget, First Marquess of Anglesey*

The Marquess of Anglesey Jonathan Cape  
 The full text of 'Sahagun' as composed by the 15th (for an after-game rendition?) and music may be obtained from:  
*Songs & Music of the Redcoats* Lewis Winstock Leo Cooper  
 Finally, pride of place must go to:  
*The Journal of a Cavalry Officer in the Corunna Campaign 1808-1809*  
 Captain Alexander Gordon Edited by Colonel H.C. Wylly John Murray 1913.



# MR MAINSTREAM

by R. James Oliver  
(Apologies to  
Roger Hargreaves)

This is the sad story of Mr Mainstream.

The trouble was, he just didn't enjoy wargaming any more. Not a bit!

He had tried Ancients, but Egyptians and Assyrians and Persians and Greeks and Macedonians and Romans and Gauls and Chinese and Turks were somehow all the same. So that wasn't any good.

He had tried the Middle Ages, but he couldn't find out when they had happened. So that wasn't any good either.

He tried Renaissance, but the battles were all too small. He tried Horse-and-Musket, but the battles were all too big.

He tried World War One, but nothing ever moved. He tried World War Two, but nothing ever kept still.

He tried Moderns, but there were too many rules to remember. He tried Fantasy and Science Fiction, but it seemed that there weren't any rules at all.

He tried Colonials, but his friends wrote nasty letters about him to "The Grauniad".

He tried Naval Wargaming, but it left him all at sea. He tried Aerial Wargaming, but he couldn't keep it up.

"Perhaps," thought Mr Mainstream, "Perhaps I should try playing with some different people for a change."

He arranged to play against Mr Forgetful, but he didn't remember to turn up. So that was no good.

He arranged to play Mr Busy, but he knocked the table over and all the toy soldiers fell onto the floor. So that wasn't any good either.

He asked Mr Small to play, but he couldn't reach the table. He invited Mr Tall, but he could see what was happening over the other side of the hill too easily.

He offered Mr Slow a game, but it took him all day just to set up the terrain.

He tried to play Mr Happy, but he was pleased even when he lost. He tried to play Mr Grumpy, but he was cross even when he won.

He even asked Little Miss Sunshine, but she was playing Nell Clipsom already.

One day Mr Mainstream was on his way to the shops to buy *Wargames Illustrated* when he met Mr Nugget.

"Hello," said Mr Nugget, "You're looking fed up."

"I know," replied Mr Mainstream, "I can't seem to find a decent game of toy soldiers these days."

"Ah!" said Mr Nugget, "I have the very thing for you." And he told Mr Mainstream all about a country called Knustonland, where everyone played games all day long (before and after dinner).

"That sounds wonderful!" exclaimed Mr Mainstream.

It so happened that Mr Nugget was off to Knustonland that very weekend, and he invited Mr Mainstream to come with him.

"There's even money off if you're a pensioner or on the dole," joked Mr Nugget, knowing quite well that his friend was a staunch proponent of Victorian Values.

Mr Mainstream had a wonderful time at Knustonland. He learned that real generals don't choose their forces from a list the night before the battle. He discovered strange new uses for beermats and hair curlers and the tubes from old ball-point pens. He threw 'deadly discs' (frisbees, not Des O'Connor records!). He found himself doing something, thinking he was doing something else, when he was really doing something different altogether. Best of all, he put a cardboard box on his head and pretended to be a tank commander.

Wargames had never been quite the same for Mr Mainstream ever since. In fact, now he plays "Monopoly" and "Scrabble" instead.

So you see, the story of Mr Mainstream isn't such a sad story after all.

Is it?

\* \* \* The characters in this story are wholly fictitious and any similarity to real persons, either living or members of my club, is purely coincidental. \* \* \*



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PH17	German States	£5.95



# THE ROAD TO BERLIN

## A WW2 game fought at Divisional level and above

by David Harrison

### Background Story:

On 22nd March 1945, just outside the small town of Kustrin, the Russians launched an attack along the Berlin road. In front of them was a hastily formed Panzer division of no name or number with an armoured strength of 27 Panther and 28 Tiger II tanks, the last mobile force before Berlin. The Russian attack followed a 90 minute artillery barrage. Massed Soviet infantry led some fifty T-34's in the assault.

As the German artillery began its counter barrage the Russian infantry dived for cover leaving the T-34's to continue alone. They ran into two of the German tank companies which had been positioned to cover the approaches on either side of the highway. Methodically selecting their targets the German armour destroyed many of the Soviet tanks, forcing the survivors to withdraw. The Russians replied with another artillery stonk, this time catching the German command group in a village. The Germans withdrew to re-group. The Russians launched another attack, this time covered by a smoke screen. The German armour had by now sorted itself out and was waiting. As the Russian tanks emerged from the smoke, well silhouetted against it, the Germans opened fire. The quick battle ended totally in the Germans' favour. The Russians left the scene of the battle to try somewhere else - leaving over 60 wrecked tanks behind them and the Germans in control of the field.

This, one of the last battles fought by a Panzer division, forms the basis for the game.

The playing area is the equivalent of no less than 25 standard 6' x 8' tables, although only one or two may be required at any one time. This gives a scale area (converting to metric and using a 1mm to 2 metre ground scale) of 24 x 18km. The sheer size of this game and the forces to be used make it ideal for multi-player participation, thus it lends itself nicely to club games or for public demonstration purposes, alternatively it can be used as a mini-campaign in its own right.

### Rules

The game has been based on the WRG WW2 set (Armour & Infantry 1925-50), although other sets can be used with little or no alteration.

My own preference is to use the WRG set as a basis and add the 'Optional Actions & Target Acquisition' sections from their 1950-85 set. This gives a more balanced game, although it does tend to favour the defender. As for amendments I would only make two suggestions.

1) The Russians lose the '+1' on morale. At this stage of the war they were more concerned about staying alive than 'liberating' the motherland.

2) Deduct 1 from Soviet direct fire at ranges over 1000m. German weapon sights and optics were far superior to the Soviets, and German troops were better trained, even at this late stage.

### The Battlefield

Covering a scale area of 432 square km and shown divided into 6' x 8' tables the ground is criss-crossed by roads and rivers. The River Oder in the north is 100m wide at its narrowest point; fast flowing, it is uncrossable except by means of a bridge. A smaller river flows into the Oder. Whilst not presenting such a barrier, (there are seven bridges over it), crossing points are restricted to the bridges and where forest tracks cross, forming a ford. The Autobahn is a dual carriageway with a wide central reserve which has a considerable amount of small trees and bushes in it, providing excellent cover. The other roads are two vehicles wide, have a ditch on one side and hedges (walls in villages) to both sides. The rough tracks are very uneven (count as cross country for movement) and only one vehicle wide. Tracks leading off other roads will have a hedge on both sides. The railway is on a slight rise above the surrounding ground, a vehicle behind this counts as being hull down. The embankments and cuttings marked are classed as very steep hills and cannot be

climbed by wheeled vehicles. Only tracked and half-tracked vehicles can use the railway bridge or follow the line of the railway at cross country speed. Apart from the major features shown there will be numerous hedges, walls and small copses dotted around the country side.

The contours shown are at double spaces to keep things clear; when building the terrain for the game the intermediate contours should be represented. A tank can go hull down behind a 2½ contour and is totally hidden by a contour as shown on the map.

### Tactical Situation

The German army, after suffering a major defeat, has retreated across the Oder and is attempting to form another defensive line. The Russians pursued the fleeing German army and, finding the road/rail bridge blown up, threw an infantry battalion across in small boats. The Germans attempted a local counter-attack, but this was unsuccessful. Spurred by this success the Russians poured more troops across the river whilst at the same time building three pontoon bridges to take their armour. It was not until the first bridge was completed that the Germans realised what was happening and a reserve Panzer division has been sent to eliminate the Russian bridgehead. The Russians completed the three bridges and have expanded the bridgehead, the Soviet forces on the 'German' side of the river now comprise a Guards tank corps, one and a half infantry divisions (the other half is still to cross) and an independent tank battalion. Facing them are the remains of an infantry and a Panzer division (both of which are well below strength), and the mobile reserve comprising the newly arrived Panzer division. At this point the Russians have learnt that there are no other forces between them and Berlin, although German reserves are coming up from the South and will be in Berlin in about 24-30 hours. Being only 50km from the city the Russians calculate that they have 12 hours in which to destroy the forces in front of them. If they can do that they will beat the Germans to Berlin, thus ending the war . . . .

### The Russian Deployment

With the exception of the artillery, which is 'off table', all Soviet forces to the south of the Oder are in the three central tables, north of line 'A'. No Soviet forces are allowed to start past this line. Within these limits the players can dispose of their forces as they wish. The units on the north bank of the river will take four hours to cross, at a rate of one infantry battalion and one support company per hour.

The off table artillery may cause the Russian players some problems. ALL the available 76.2mm batteries are some 5,000m behind the Soviet edge of the table. With a maximum range of 15km they can only reach as far as line 'C'. To be able to cover the whole table they will have to be brought right up to the river bank, a process that will take six hours.

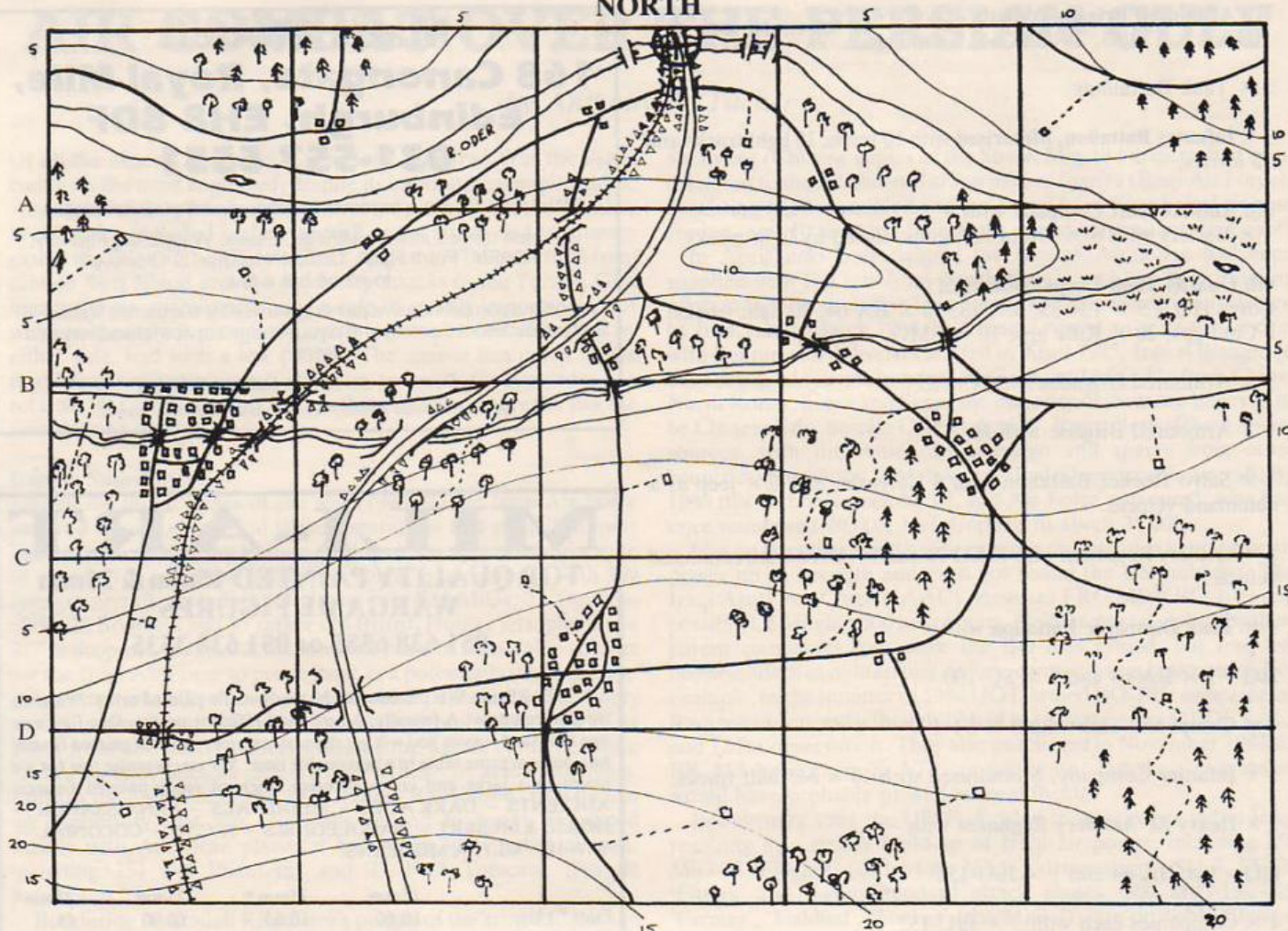
The 122mm and 152mm batteries are not much better off. At the same distance from the table they have a maximum reach as far as line 'D'. The Katyusha rocket launchers come off the worst; they are positioned only 3,000m from the edge of the table and can still only reach line 'B', although they can be brought up to the river's edge in only three hours to reach line 'C'.

### Soviet Orders

You have been instructed to advance and take Berlin which is some 50km away. To do this you have to destroy the German forces facing. To merely by-pass them is not enough, you must inflict sufficient damage to prevent any remaining German force being a threat to your supply echelons which must follow you. This means that you MUST destroy all German mobile units. Your time limit to achieve this is twelve hours. As each move is assumed to occupy five minutes of real time this gives you a limit of 150 moves. This includes any time for artillery fire prior to starting the advance. It's 06:00 hours, dawn is breaking, the start of a dry, bright day.



NORTH



## Key:

Open/Light wood  
Dense wood  
Marsh/Swamp

Embankment  
Cutting  
Contour lines

Town  
Village  
Isolated Buildings  
Bridges (Ø if demolished)  
Autobahn (running North-South)  
Other roads  
Rough tracks  
Railway

## Soviet Forces

The basic infantry unit is the **Battalion**, which contains:

HQ - 2 × Command groups, 2 × Rifle groups, 2 × Light Machine gun teams (LMG), 3 × Companies, each with -

HQ	1st Platoon	2nd Platoon	3rd Platoon	4th Platoon
Cmd gp	5 × Rifle gps	5 × Rifle gps	5 × Rifle gps	1 × Rifle gp
Rifle gp	2 × LMG	2 × LMG	2 × LMG	4 × Heavy MG
				5 × LMG

1 × Company with -  
Cmd gp 3 × 82mm Mortar    3 × 82mm Mortar    3 × 82mm Mortar

1 × Company with -  
Cmd gp 4 × 5mm Anti Tank guns    9 × Anti Tank rifles    4 × Heavy MG

An **Infantry Brigade** has three **Battalions** with -  
Brigade HQ with - 3 × Cmd gps, 4 × Rifle gps, 4 × LMG

A **Light Artillery Company** with -

HQ - Cmd gp  
1 × Battery with 6 × 76.2mm Howitzers & observer (Horse towed)

An **Anti-Tank Company** with -

HQ - Cmd gp

3 × Batteries each with 4 × 57mm A-T guns with lorry tows.

An **Infantry Division** consists of:

HQ company with - 4 × Cmd gps, 8 × Rifle gps, 4 × LMG carried in 4 jeeps, 10 trucks and 2 × BA-64 armoured cars

3 × Infantry Brigades (as detailed above).

An **Artillery Battalion** (all horse towed) with:

HQ - Cmd gp, 2 × Rifle gps.

6 × Light artillery batteries each with 6 × 76.2mm field guns

3 × Medium artillery batteries each with 6 × 122mm field guns

9 × Observer teams on foot (assigned to the infantry brigades)

9 × Observer teams in jeeps or light trucks.

An **Anti-Tank Battalion** with

HQ - Cmd gp, 2 × Rifle gps

6 × Batteries each with 4 × 76.2mm A-T guns, towed by light trucks.

The basic Armoured unit is the **Battalion**, it contains either 32 T34/85 or, 21 JS 2 or KV 85.



An **Armoured Brigade** consists of –  
HQ – 2 × T34/85, 2 × BA 64, 2 Cmd gps.

3 × Tank Battalions.

1 × **Infantry Battalion**, Motorised with 10 jeeps, 15 light trucks and 35 lorries.

An **Anti-Aircraft Company** with –  
1 × Battery with 6 × 37mm AA guns, towed by light trucks.

**6th Guards Tank Corps** consists of –  
Corps HQ – 5 × T34/85, 3 × JS, 10 × BA 64, 20 light trucks,  
8 Cmd gps, 20 × Rifle gps, 10 × LMG.

3 × Armoured Brigades with T34/85

1 × Armoured Brigade with JS 2

1 × Salvo Rocket Battalion with 8 Katyusha and 1 × jeep as a command vehicle.

1 × Artillery Regiment with 12 SU-76 and 1 × BA 64 as a command vehicle.

1 × **Tank Destroyer Battalion** with –

HQ – 1 × BA-64 and 1 × SU-100

4 × Companies each with 5 × ST-100

1 × Infantry Company, Mechanised with 10 × M3 half tracks.

1 × **Heavy SP Artillery Regiment** with –

HQ – 1 × BA-64 and 1 × JSU-152

4 × Companies each with 5 × JSU-152

1 × Infantry Platoon, Motorised in 3 light trucks

1 × **Anti-Aircraft Battalion** with –

HQ – 1 × BA-64

3 × Companies each with 6 × SU-37/1.

1 × Infantry Brigade. (As detailed above)

Two Battalions Motorised in lorries.

One Battalion Mechanised with 35 × M3 half tracks and 10 light trucks.

All Support units equipped with lorries/light trucks in place of horses.

1 × **Rece Battalion** with –

HQ – 2 × T-70 light tanks, 2 × Cmd gp, 4 × Rifle gps, 4 × LMG, 6 × light trucks.

1 × Light tank company with 10 × T-70

1 × Scout company with 11 × BA-64

1 × Infantry Company, Motorised with 7 lorries.

1 × Light Scout Platoon with 10 motorcycle combinations.

And that's it . . . .

You have available on the south bank of the river a full Tank Corps, a full Infantry Division, an independent Heavy Tank Battalion with KV-85 and five battalions from the second Infantry Division. The remaining four plus all divisional support arms are still on the north bank.

The Russian fans amongst you will have noticed a couple of omissions from the order of battle. (1) Sub-Machine gun

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companies. As the game is based on WRG rules these are the same as rifle companies, for those of you using other rules replace one rifle company in each battalion with an SMG company. (2) Engineers. None are included as they are all deemed to be attempting to keep the pontoon bridges from falling apart under the weight of men and equipment that is pouring over them.

The SP Artillery units can be fielded either on or off table.

And finally (for the Russians) – your air support . . .

You have 12 × 112M Shturmovik in three flights of four, plus 8 × Yak 9 fighters in two flights of four.

They are based 20 minutes flying time (four moves) from the edge of the table. They can remain over the table for 8 moves. They can be refueled and re-armed in three moves. A total sortie will therefore take 19 moves, a maximum of six sorties will be allowed and aircraft must operate in flights of four. They cannot fly at night.

That finalises the Soviet Army, next month we will look at the German defences and try to assess their chances!



# AIR COMBAT OVER THE PERSIAN GULF

by Anthony R. Tucker

Of all the aspects of the eight year long Iran-Iraq War the aerial conflict is the most neglected, despite its international implications. Attention is firmly fixed on the protracted ground war, the "Tanker War" which included surface as well as air attack and to a lesser extent the 'War of the Cities'. On 12 August 1987 the startling Iraqi raid on Sirri Island and the escalating attacks in the Persian Gulf meant the air war was assuming a role of greater importance. But why has the air war previously, apart from its limited offensives by either side, had such a low profile. The answer lies partly in the problem of replacing aircraft and crew, as well as the avoidance of a total air war, although this is something neither side really has the resources to conduct.

## Iranian Superiority

During the initial stages of the war (1980-81) the Iraqi Air Force suffered from poor tactical strike capabilities and ground support liaison, even though the Iranian Air Force was apparently in a state of chaos. Iraq, with the weaker air force, was equipped with 369 combat aircraft; including 180 Soviet supplied MiGs, 22 Tupolev-22/IL-28 Bombers and 15 rather old British Hunter jets, plus some 277 helicopters. But it has taken seven years of intractable conflict for the Iraqi Air Force to prove itself as a potentially decisive arm.

Iran to start with, due to problems with pilots and spares, only put up its American F-4s and F-5s, although reportedly some of its F-14s were also used to effect. Most of the fighter casualties were caused by both sides air defences rather than by actual dogfights. Prior to the upheaval of the 1979 Iranian Revolution, Iran had an air superiority that was regionally second to Israel. Equipped mainly with American planes it had some 500 combat aircraft; including 354 F-4 Phantoms and 77 F-14 Tomcats, plus 84 helicopters.

But during Ayatollah Khomeini's purges of the armed forces the US and Israeli trained Air Force suffered badly. During December 1979 and January 1980 7,500 military personnel, mainly of high rank, were purged. It seems very likely that at least another 11,000 were also affected. The purge between February 1980 and mid-July 1980 affected another 4,500 personnel, these executions and purges continued until the Iraqi invasion in September 1980. In July 1980 a plot was uncovered involving 300 people, including Major General Sayyed Mahdian, former commander of the Air Force and 20 Air Force pilots. Furthermore the Air Force lost 20% of its men through desertion. So, by the time the war had broken out, the Iranian Air Force's superiority had dwindled away to almost nothing.

Many Iranian pilots even had to be let out of prison to defend Iran. Colonel Mohammed Mo'ezzi was one such case, but defected in his F-14, after becoming a war hero, with the ousted President Bani-Sadr in June 1981. Furthermore, with the Iraqi invasion contained by 1981, the Ayatollah's purges continued for fear of Royalist plotting. The Iranian Air Force's morale and chain of command was severely harmed by a whole series of different commanders; Major General Sayyed Mahdian (1979, lasted three days), Major General Shahpour Azarbazin (1979, lasted 10 days), Major General Amir Bahman Bagheri (1980), Colonel Javad Fakouri (1980), Major Mo'inifar (1984), Colonel Sadri (?), Colonel Hushang Sadiq (1986) and Colonel Abbas Abedini who defected to the West in 1987. While the Deputy C-in-C in 1985 only held the rank of Airman, a man called Bazargan.

## Replacement Problems

After the Revolution the US imposed an embargo, and because of the poor state of repair of Iran's aircraft it was assumed no effective air defence would be put up. Iraq suffered a similar problem when the USSR ceased its supplied. However, both countries have managed with some success, quite considerable on the Iraqis' part, to circumvent this situation.

In early 1980 Iraq bought 24 French Mirage F-1s, took the option on the Mirage 2000 and negotiated the purchase of the Crotale air defence missile system. Egypt confirmed that in early 1983 40 F-6

Shenyang (Chinese copies of the Soviet Mig-19 Farmer), had been delivered to the *Al Quwwal al Jawwiya al Iraqiya* (Iraqi Air Force), consisting of 30 assembled and test flown from King Faisal air base Jordan, and 10 similarly built from crated components in Egypt.

In April 1983 Iraq claimed the Iranian Air Force had been supplied with F-6 jets from North Korea, and had been training pilots to fly new aircraft in East Germany. This was officially denied by Iran, but in March 1984 the Chinese signed an arms-for-oil deal with Tehran and deliveries started in April 1985. Iran is thought to have received several hundred MiG-19s and MiG-21s from China, North Korea, Libya and Syria, the majority of them are believed to be Chinese F-6s, despite China's denials. Regardless of these Soviet sources, with the American embargo and spares from other countries sporadic by 1984, Iran only had 60 serviceable aircraft. By 1986 this had only risen by 10, and Air Force personnel, who had once numbered 70,000, had dropped to about 35,000.

Iraq on the other hand has been more successful in keeping its air power up to strength and even got round the US embargo. The Iraqi Army Air Corps (IAAC) possesses FRG MBB BO-105s and possibly US Hughes 500 helicopters. Neither were supplied by their parent companies, nor were the BO-105s armed, but Iraq has become adept at militarizing civilian configuration helicopters. For example, in the summer of 1984 HOT-armed BO-105s appeared on Iraqi television, even though 12 had been supplied as MEDEVACs and 12 for observation. They also purchased in November 1984 six BK 117 helicopters in VIP configuration, but their conversion would have probably proved more difficult.

In February 1984 the USSR decided to increase its aid to Iraq, resulting in a steady build-up of Iraqi air power; including 350 MiG-23 'Flogger' (codename NATO designation), SU-7, SU-20 'Fitters' and Super-Etendard attack planes, 300 MiG-19/21/25 'Farmer', 'Fishbed', 'Foxbat' (the MiG-21s are probably Chinese F-7 Shenyang) and Mirage F-1 interceptors supported by 30 Tupolev bombers and 150 attack helicopters. Somewhat ironically China had been selling to Iraq, as well as to Iran, MiG-19/21s. Iraqi Air Force personnel strength has remained constant at about 38,000, including 10,000 men in air defence units.

The Reagan administration in 1985 approved the sale of 45 'Super Transport' helicopters, possibly the CH-47 Chinook or CH-46E Sea Knight, to the Iraqi Communications and Transport Ministry. The sale was defended on the grounds they were for civilian use.

In July 1985 Congress debated selling 24 Hughes Model 5030-F helicopters worth \$25 million to Iraq, because of their potential military application. Congress though was only informed after the sale had been approved despite past assurances by the State Department that Congress would be notified of any significant aircraft sales to Iraq. The Soviets also supplied Iraq with 50 Mi-24 Hind helicopter gunships.

## Air Defence

Both Iraq and Iran use the Soviet ZSU-57-2 and ZSU-23-4 Gandish anti-aircraft self-propelled guns mounted on the T-54 and PT-76 chassis respectively. The Iranians deploy MIM-34B Improved Hawk, Rapiet, Blowpipe and Tigercat surface-to-air missiles (SAMs). On Kharg Island, one of Iraq's prime targets, as well as the ZSU-23-4 Iranian defences are known to consist of Soviet SA-7 Strellas (Grail) and US Hawks. Nonetheless Iran's air defence was poor, enabling easy penetration of its airspace. The Iraqis were even able to use their cumbersome Tu-16 'Badger' and Tu-22 'Blinder' bombers, equipped with air-to-surface AS-5 and AS-6 missiles, with impunity.

Iraq has been supplied with the complete range of Soviet tactical surface-to-air missiles including the SA-7, SA-9 'Gaskin' and the longer range SA-2 'Guideline', SA-3 'Goa' and SA-6 'Gainful'. They deploy the tracked SA-6 'Gainful' triple launcher in addition to the Franco-German Roland low-level air defence system, that has been used at least twice successfully. In 1981 Iraq ordered the trailer version, but had to settle for the model mounted on the



AMX-30 chassis. Also about 100 HOT equipped UTM-800 turrets installed on Panhard VCR chassis were supplied to Iraq. AA guns include 100mm, 85mm, 57mm and 37mm, as well as the ZSU.

In July 1982 one of two F-4Rs attacking the Ad-Dora refinery near Baghdad was shot down by Iraqi Rolands, parked on earth mounds to give them a greater field of fire. The pilot, Colonel Abbas Darran, Iranian Air Force Assistant Director of Operations, was killed. On 26 February 1982 three F-5E Tigers attacking Kirkuk were fired on by three Rolands, SA-9 and SA-6 missiles as well as 57mms. Only one aircraft was actually shot down, another though fell victim to an Iraqi F-1 from Mosul air base. Also in 1982, using Roland and Milan, two Iranian helicopters were shot down. In 1984 Iraq had 70 long range SAM batteries, Iran 12.

### Ground-Attack

Initially the Iranian Air Force did quite well in response to Iraq's attack. Soon after the invasion 140 planes bombed the Iraqi oil centres of Mosul, Kirkuk and the Basra petro-chemical complex. With Iraq bombing the Abadan oil refinery both sides suspended oil shipments on 26 September 1980. In ground attack capabilities Iraq has maintained a significant superiority. Iran has some fighter ground-attack units left, but Iraq's easily outnumber them. Iraq has the Army Air Corps formed in 1981 under General Khaleed formerly of the Air Force. Its operations against Iranian ground forces have been quite successful.

The Iranians, increasingly short of aircraft, (in 1984 some 30 F-4s and 8 F-14s were held back for air defence), have relied on helicopters for ground attack. Flying in groups of two or three their AH-1J Huey Cobras have operated in the forward battle area, flying nap-of-the-earth missions. The F-7s have also been used in this role.

To begin with the IAAC was mainly equipped with the powerful Soviet Mi-24 Hind, but is now also armed with HOT-equipped Gazelles, BO-105s and Hughes 500s. The Mi-24 has been used in a long-range artillery role, similar to Soviet use of it in Afghanistan to provide suppressive fire. The Gazelles have been employed as anti-tank vehicles, engaging targets from Chieftain tanks to patrol boats.

Iraq, however, suffers from poor communication between the Army and the Air Force, as well as poor target acquisition. Often the latter is simply left up to the regional air base commanders. By 1984 Iraq had 20 military airfields, Iran only nine. Due to Iraq's poor MiG low-level attacks the Mi-24s were frequently used instead. The situation was partially rectified, in 1984 there were 60 Indian low-level bombing specialists in Iraq. This was the year that Iraq accelerated the Tanker War.

### Tanker War

In March 1984 Iraq declared an aerial siege of Kharg Island oil terminal, which handled 80% of Iran's oil exports. The aim was to strangle Iran's war economy. The terminal was damaged by the air attacks and output cut from two million to half a million barrels a day. Iran responded by threatening to seal the strategically vital Strait of Hormuz, the entrance to the Persian Gulf. Although the Iraqis reduced their raids both sides continued to attack shipping.

On 27 June 1984 the Liberian registered tanker *Tiburon* was hit by a missile after loading at Kharg Island. It was struck from 50 miles away suggesting the use of long range AM-39 Exocet anti-ship missiles. The raiders were intercepted by the Iranians after the attack, and it is possible that one of Iraq's remaining Super-Etendards was shot down.

Confusion often arises over Iraq's claims to have engaged a naval target; this is due to the news agencies translating the Arabic word *Bahia*, which describes anything of the sea, as naval. Nor are the Iraqis that selective with their targets. They tended to launch their AM-39s from maximum range. As a consequence Exocet hits have been below the 60% hit ratio achieved in the Falkland War. By August 1984 32 AM-39s had hit their targets, but up to 99 ships could have been struck. The Iranians in turn have been using Hughes AGM-65A TV-guided 'Maverick' anti-armour missiles against tankers. But the shaped charge of the warhead is not suited for use against shipping.

France, the USSR and the UK have provided instruction for Iraq's aircrew. So has India. Iraqi pilots spent two-three years training in the south-west of France. At the end of July 1985 four of

the five Super-Etendards lent by France were sent back; the fifth was out of action. Iraq still had 80 Mirage F-1s and 40-60 Mirage 2000 on order in 1985, plus three seconded French test pilots, 40 technicians and their families. Specialist Flying Training, a private UK company, trained at least 70 Iraqi pilots. The net result was that Iraq's low-level attack capabilities began to improve.

After the Iraqis' attacks on Kharg the Iranians set up auxiliary oil terminal facilities on Sirri at the southern end of the Persian Gulf. On 12 August 1986 three Iraqi jets surprised 20 tankers off Sirri, which is more than 550 miles from Iraq. They left three ablaze and scattered 12. The casualties were the highest in a single strike on shipping; 16 were killed and an unknown number wounded. The Iraqis are thought to have attacked with extremely accurate French-supplied laser-guided bombs, first used in Iraqi raids on Kharg in September 1985.

The Iranians moved even further south to Larak Island, but on 25 November 1986 54 Iraqi jets attacked six targets, including Larak. This was a 1,500 mile round trip, meaning the Iraqis had either undertaken mid-flight refuelling or assistance from one of the Gulf states. On 28 January 1987 Larak was again bombed. Between May 1981-August 1987 339 vessels were attacked by both sides, of which 115 were declared losses due to the extent of the damage. With international attention focused on the Gulf Iraq called a two week lull in the Tanker War during October 1987, this ended on 28 October 1987 with a resumption of air attacks on shipping and cities.

### War of the Cities

Iraq in March 1985 declared a strategic bombing campaign against both civilian and military targets, designed to force Iran to the negotiating table. Air Marshal Hamid Sha'aban in April 1985 said the Iraqi Air Force could bomb any part of Iran. This has not been a hollow boast. Industrial and military targets from Ahwaz, Bakhterah, Bushehr, Dezful, Hamada, Isfahan, Rasht, Shiraz, Tabriz to Urmia were bombed.

By 1985 Tehran with its air defences in tatters was under regular attack by large numbers of Iraqi fighter-bombers, with up to two raids a day. Despite three nearby Iranian airfields the Iraqis were able to attack all the main targets in the capital with relative ease. It has always been the civilian population that has borne the brunt of these attacks.

On 25 November 1986 Iraq attacked six targets, including a SAM site, near Dezful and Andimeshk railway station. This was followed by further attacks on 5 December 1986, the army barracks at Mariwan, Moshahk and Rabat were bombed. Also attacked were the Haft Tieh railway station, the Mellah Zingh road bridge and the Tshawer bridge. The next day Iraqi aircraft raided as far as the Caspian sea, bombing the Dangha power station.

### Improved Air Defences

Despite the Iranian Air Force's poor performance its air defences have improved in the short term. Between September 1986 and November 1986 the US supplied Iran with about 235 Hawk missiles and these contributed significantly to Iran's improved air defences. Certainly during the fighting in early 1987 Iraqi aircraft losses were quite substantial.

Operation Karbala 5 launched towards Iraq's second city of Basra on 9 January 1987, saw the Iranians using a new weapon for the first time, most probably the Improved Hawk. By 14 January the Iraqis had lost 38 aircraft. Although the Iraqi Air Force became cautious, it maintained mastery of the sky. Between 14-15 January 1987 its pilots flew over 500 combat missions. On 28 January Lieutenant Abdel Ali Fahd flying an Iraqi MiG-23, was shot down at 13,000 feet over Basra by a Hawk missile. He claimed Iran had greatly improved its air defences since its 1986 offensive against the Fao Peninsula to the south. The Iranians by the end of the month had claimed to have downed another 31 Iraqi planes.

The Iraqis throughout January 1987 flew 200 raids in their War of the Cities against over 35 Iranian towns. By the end of January 7,786 Iranian civilians had been killed or wounded, which hardened Iran's determination to continue the conflict. Nor had Iran's air defences just improved over its oil facilities and the battlefield. During 14-15 February 1987 Iraq lost three more planes over Iran's south-western towns. With 72 aircraft shot down this led the Iraqis to call a two week halt in their raids on civilian targets. These losses



were quite significant when compared with those from 1980-84 when Iraq lost about 200 combat aircraft, as well as 70 helicopters and several bombers.

### Conclusion

Iran's improved air defences depend on adequate resupply sources as does the continued conduct of the air war. To pay for it, an arms-for-oil policy is now common practice as both sides have run out of hard currency. Although the Iranians succeeded in giving the Iraqi Air Force a bloody nose at the beginning of 1987, it has not solved Iran's basic lack of aircraft and aircrew. Iraq, having suffered such high losses in aircraft, will have lost a large number of precious pilots, who will be harder to replace than the planes.

Regardless of its significant numerical superiority the Iraqi Air Force has been unable on its own to beat Iran into submission. On a tactical level this would suggest that it would have been better employed in a combined operations role with the Army. Iran, with inferior resources, has to hold back the bulk of its aircraft and pilots for home defence, making it largely only possible to launch nuisance raids.

Therefore it seems that Iraq's aerial supremacy will remain unchallenged, but its ascending contribution to the Iraqi war effort will remain secondary unless its application is better directed and sustained. The War of the Cities was designed to force the Iranians to negotiate. Iraq's initiation of the Tanker War was aimed at forcing international mediation efforts, but its over-estimation of Superpower leverage has resulted in escalation and it remains to be seen if air power will prove to be the decisive arm in the Iran-Iraq War.

### Aircraft Deployed in the Iran-Iraq Air War

#### Strike and Multi-Role

(Designation, NATO codename, maximum speed, combat range, armament, country of origin)

**F-3 D/E Phantom**, Mach 2+, 1145km, 4×AIM-7 Sparrowhawk III + 4×AIM-9 Sidewinder missiles, 7250kg bombs, USA.

**F-5 A/B/E/F Tiger II**, Mach 1.64, 890km, 2×AIM-9, 2×20mm guns, 3.17 ton bombs, USA.

**F-6 Shenyang**, People's Republic of China, (copy of Soviet MiG-19 Interceptor).

**FGA-6/F-70/FR-10/T-66/T-67, Hawker Hunter**, Mach 0.8, 4×30mm guns, 0.5 ton bombs, Britain.

**MiG-17 Fresco**, 1145km/h, 1400km, 1×37mm, 2×23mm guns, 500kg bombs, USSR.

**MiG-23 BN Flogger**, Mach 2.3, 1200km, Apex & Aphid Air-to-Air Missiles, 1×23mm twin barrel gun, USSR.

**F-1 A/B/C/D Mirage**, Mach 2.2, AIM-9/R-530 + R-550 Magique, AS-30 Air-to-Ground Missile AGM, 2×30mm guns, 3600kg bombs, France.

**Mirage 2000 (?)**, Mach 2.2+, range with external tanks & bombs 1480km, 2×Super AAM + 2×R-550 Magique AAM, 2×30mm guns, up to 5000kg bombs, France.

**SU-7 Fitter A/B**, Mach 1.6, 480km, 2×30mm guns 1 ton bombs, USSR.

**SU-20/22 Fitter C**, Mach 2.17, 630km, AA-2 AAM, 2×30mm guns, 4000kg bombs, USSR.

#### Interceptors

**F-6 Shenyang PRC**, (MiG-19).

**F-7 Shenyang PRC**, (Soviet MiG-21).

**F-14 Tomcat**, Mach 2.4, 4×AIM-7 or 4×AIM-54A Phoenix + 4×AIM-9, 1×20mm gun, USA.

**MiG-19 PF/PFM Farmer C/D**, 1452km/h, 685km, 2×AA-2 AAM, 2 or 3×30mm guns, USSR.

**MiG-21 MF/S/U Fishbed**, Mach 2.12, 1100km, 2×AA-2 AAM/advanced Atoll, 1×23mm gun, USSR.

**MiG-25 Foxbat A/B**, Mach 3.2, 1130km, 4×Aphid/Acid AAM, USSR.

#### Bombers

**IL-28 Beagle**, 900km/h, 2260km, 2040kg bombs, 4×23mm guns, USSR.

**Tu-16 Badger**, 945km/h, 4800km, Kelt AGM (AS), 9000kg bombs, 2×2×23mm guns, USSR.

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# PAWNS IN THE GAME

Jason Monaghan

Modern skirmish games fall into two types. The first is the normal table-top tussle with limited objectives. The second is a sort of 'Dungeons and Dragons' quest where the Vietcong replace goblins and helicopter gunships fulfill the role previously reserved for fire-breathing dragons. As an enforced solo gamer I wanted a modern skirmish campaign with an active background, which could be played over several weeks.

What I wanted to duplicate was platoon action within a large scale conflict. The combat I envisaged would not only be daring raids on key positions, but also those futile battles over otherwise unimportant terrain, which are only logical when seen in the light of major offensives. I would then be placed in the position of the average platoon commander, needing to avoid heroics and keep the platoon intact whilst carrying out what seem to be frustratingly inane orders. Modern warfare is not, however, highly suited to games on this scale due to the rapidity of movement and devastating power of certain heavy weapons. I then considered the Iran-Iraq war: an interminable stalemate despite the weaponry involved. Translate to Europe and suddenly, I had a campaign.

## Scenario

The scenario chosen was NATO vs Warpac, and assumed that initial Soviet offensives had run out of steam and the conflict had degenerated into a slogging match. Conveniently, one can assume that heavy losses of the most expensive high-technology weapons has taken place and therefore avoid having too many heavy tanks, cluster bombs and laser-guided shells around to annihilate the poor old infantry. The battleground chosen was Kent, using the OS map a 1 km map square translates well onto a table top and equates with scaled down weapons' ranges. My command was a platoon of British infantry. Most conflicts since 1914 could be handled in a similar manner to that outlined below.

The battle for Kent was fought as a board game. Each side randomised for the number of units it received. I aimed at rough parity for each side, but if you wanted one side to be on the strategic offensive it would have to be numerically stronger. As the expected battlefield was 30km wide, I allowed roughly 60 units per side. Each 'unit' equated to 1 section of infantry, a pair of infantry support weapons, 1 heavy weapon or 1 tank.

A "front line" was arbitrarily chosen across the map. Half the units of each side deployed along it, a 1km gap between the lines. The front was then divided up into sectors which coincided with map features, eg, along a river, facing a wood, inside a town, etc. The rest of the units were randomly distributed as reserves.

## Strategy

The platoon the player commands is made up of three of these units. At the start of the campaign they are placed together in reserve. At any time they may be called forward to join an offensive, support the line or be allocated particular tasks. Each day, the high command of each side makes a strategic decision.

1,2 = will only defend.

3,4 = will counterattack if attacked.

5,6 = attack.

Add 1 to roll if the side is deemed to be on the offensive for the campaign.

The high command then looks at the displacement of their troops. This is expressed as troop density in each sector. For example, if a sector is 10 km wide and is defended by 20 units, the density is 2. This density may be altered after the command decision.

Situation	add 1	withdraw 1
Quiet	6	1
Quiet, supplies low	—	1,2,3
Quiet but enemy strong	4,5,6	—
Attacked but held	4,5,6	—
Attacked & ground lost	2,3,4,5,6	—
Attacked elsewhere	—	1,2,3
Attack planned	6,5	—

Units move up from reserve to reinforce the line or are withdrawn and sent elsewhere. The platoon may be three of the units who are

ordered to redeploy (random). If in the front line, the sector density will control how much ground they have to hold, eg. at a density of 1, the platoon covers 3 km squares. At 3, it covers just 1km. At 4 it covers 1km and has an additional unit in support. The minimum density is 1.

## Action

If one or both sides have decided to attack, check which sectors will be given specific attack orders. Compare the density of opposing sides in each sector. If the "attacking" side has a numerical advantage, a general attack takes place in that sector. Combat is boardgame style between heaps of units in adjacent squares, comparing odds and taking account of the map terrain. There are two periods of combat: AM and PM. In the PM move, a side whose orders are "counterattack" moves the sector's reserves temporarily up to the front for the second combat phase.

## Attacker's odds

Score	<1:1	1:1	2:1	3:1	4:1	5:1	6:1
0	A	A	A	A	A	A	A
1	A	A	A	A	A	1	2
3	0	0	1	1	2	2D	3D
4	0	1	1	2	2D	3D	4D
5	1	1	2	2D	3D	4D	5D
6	1	2D	2D	3D	4D	5D	6D
7	2	3D	3D	4D	5D	6D	7D

A = attacker loses 1 unit

D = defender loses 1 unit,

any number = defender pushed back this number of kilometers.

Deduct 1 if defenders in parkland or on hill, 2 if in town, 3 if behind river.

Add 1 if attacking a salient from two sides.

At the end of the combat phases the "front" will have skewed as the defenders are pushed back at weaker points. I usually take an average advance for each sector to stop the picture becoming too messy, but leave salients if the units have taken key points. It may be necessary to change the size and number of the sectors as the battlefield veers away from the initial straight line.

## Supply

Reinforcement rules are simple: roll a d6 for each side each day and they receive that many new units. Each side is allotted a 'supply rate' equal to two-thirds the number of units they started the game with. This is the number of supply points the army receives each day. The supply points available are reduced by 1 for each unit committed to the front line that day. If a side has negative supply points "Supplies are short".

## The Platoon

This is meant to be a skirmish campaign, remember? Whilst the generals plan grand strategy, what has our platoon been doing? All the action in the campaign is fought between counters, as above, except in those map squares where one or more of our three 'units' are stationed. These will receive orders which will fit in with what the troops either side of them are doing. Theirs will be a small but important part of a grand event. The platoon's orders for the day are decided by the roll of a d10.

## Sector is Attacking

- 1 recce
- 2 attack
- 3 attack
- 4 attack
- 5 attack
- 6 attack
- 7 attack
- 8 attack
- 9 attack
- 0 raid/disrupt

## Other Sectors Attacking

- hold
- harass
- harass
- harass
- harass
- guide observer
- support signals
- probe
- attack
- raid/disrupt



**Sector is Defending**

- 1 retire if exposed
- 2 retire if exposed
- 3 retire if outflanked
- 4 defend
- 5 defend
- 6 defend, with observer team
- 7 defend and harass
- 8 defend and harass
- 9 defend and harass
- 0 make spoiling attack

**Other Sector's Defending**

- retire to strongpoint
- reinforce flanking units
- dig in
- dig in
- stand by to reinforce
- support observer
- harass
- harass
- harass
- raid/disrupt

**All Quiet**

- 1 retire if exposed
- 2 dig in
- 3 dig in
- 4 support observer
- 5 support press, brass, VIP, etc.
- 6 harass
- 7 harass
- 8 recce
- 9 recce
- 0 raid

**In Reserve**

- rest
- rest
- rest
- rest — join reinforcing echelon
- rest — join reinforcing echelon
- rest — join counterattack
- rest — join counterattack
- rest — join counterattack
- aid construction unit
- guard key point/HQ/POW etc

The platoon commander may interpret his orders as he chooses, then pass on his own instructions to his section NCOs. The support of heavy weapons may be obtained by the methods contained in your usual skirmish rules. I simply give a platoon 10% chance for each enemy unit present (eg. facing 3 units = 30% chance of artillery support that day). In a similar way, other special equipment could be made available for specific tasks, eg. boats for water crossings, wire and mines when digging in, helicopters when raiding. This brings us to . . .

**The Enemy**

Are not going to sit idly by and watch the platoon rake in the medals! Roll a dice for each unit present. This may also be used to determine the type of supporting friendly units.

- 1,2 = an infantry section
- 3,4 = a motorised infantry section with APC
- 5 = a pair of support weapons
- 6 = a light tank

Random action by these units plus other perils which will have to be faced:

- Mines** — 10% chance if attacking, 1% if on the march  
**Guerrillas** — 5%, unless under general attack.  
**Air Raid** — 5%, 1% if the major attack elsewhere, 10% if key position.  
**Sniper** — 5%, 1% if on the march, in reserve or attacking.  
**Airborne Assault** — 10% if under attack or guarding key position.  
**All Out Attack** — 90% if enemy sector orders are "Attack".  
**Raid** — 100% if enemy orders are "Attack", 10% if it is airborne.  
**Harassment** — 10% unless in reserve.  
**Recce** — 10%, 20% if enemy are attacking other sectors.  
**Artillery** 20% if under attack. 5% otherwise.  
**Innocent** — 5% (ie civilians, own troops etc).  
**Counterattack** — The enemy will be reinforced by reserves at noon if the orders of the day are "counterattack".

**Attrition**

After table top combat, translate the enemy casualties into the whole 'units' and remove this number of counters from the campaign map. In a similar manner, each time a section is lost, the platoon represents one less 'unit'. The campaign will end when the platoon NCOs and officer are all casualties or specific campaign objectives by one side have been met. The platoon gets another man by rolling 5% x the number of new units the army received that day. Their chance of resupply can likewise be based on the general abundance/shortage of supplies.

**The Battle for Kent**

I have actually played the above game on half a dozen occasions, using different OS maps. In a couple of games the platoon was wiped out in the first few days by unfortunate airstrikes or by being abandoned by the uncaring high command to face odds of 5:1. In my first "Kent" campaign, however, things were different. Using

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OS maps gives interestingly varied terrain. Areas fought over in this campaign included an oil refinery, a Butlin's camp, a golf course and a caravan site: a welcome change from the usual two woods and a farm! The platoon was the only one to successfully make a waterborne assault on the Isle of Sheppey (the supporting counters all failed!), which turned out to be the turning point of a previously indecisive campaign. It was very rewarding to see how a minor action by a small unit influences the course of a campaign, and also how the campaign affected the unit.  
 (So that's NATO's 'secret weapon' — lure them into a Butlin's camp. An old trick . . . but it might just work! Ed.)



# THE SWEDISH ARMY 1700 - 1721

## From Zealand to Fredericksburg

by Pete Berry

Ask any wargamer about his hobby, and sooner or later he will mention the term "period", and proceed to wax lyrical about "Ancients", "Napoleonic" and the like. Amongst these labels, you will find "Marlburian" popping up, by which the said wargamer will almost certainly mean the Wars of the Spanish Succession, fought between France and a coalition of West European powers. However, whilst "Corporal John" was demonstrating his military and political skills in campaigns in Western Europe, there was another equally epic war taking place in Northerly climes, which has received far less coverage – the Great Northern War.

The GNW. (1700-1721), was a war which involved at one time or another, Sweden, Norway, Denmark, Finland, Russia, Saxony, Poland, Brandenburg, England, Hanover and Holland – no sideshow! It saw the eclipse of Sweden as a Great Power, the emergence of Russia as a modern state, and the Tsar's intervention in the affairs of Western Europe. Yet, it receives scant attention from wargamers, despite its colourful characters, and epic qualities. In this article, I shall describe the forces of one of the major protagonists, the kingdom of Sweden.

But first, a little scene-setting, as the course of the war will be unfamiliar to most readers. The causes of the war lay in the Treaty of Westphalia in 1648, which effectively ended the Thirty Years War in Germany. This ceded to Swedish control large areas of the Baltic coastline, and in the following years, the Baltic Sea became a "Swedish Lake". However, Sweden's Great Power status was illusory, as she did not have the resources in terms of wealth or population to support this. In 1700, Denmark, Saxony and Russia decided that the time was ripe to make their bid to gain at Sweden's expense. Part of their confidence lay in the fact that their combined armies easily outnumbered the Swedish forces, and also that the Swedish King, Charles XII, was an inexperienced teenager. Unfortunately for this triple alliance, they had underestimated their victim.

Far more space than I have here could be given up to describe adequately the reckless and brilliant Swedish Monarch, Charles XII. Vasa was fifteen years old when he ascended the Swedish throne in 1697. He was a precocious child and had been given a frighteningly comprehensive education. He inherited from his father, Charles XI, a small but highly efficient army, which he was prepared to use and well able to lead.

The early years of the war are a catalogue of Swedish triumphs. Immediately taking the offensive, Charles invaded Denmark, and after arriving outside the walls of Copenhagen, forced the Danes out of the war. Without hesitation, he transported his forces across the Baltic to the town of Narva, and under cover of a snowstorm attacked a Russian army of at least 50,000 men with his army of 10,000, and utterly routed it with minimal losses to himself. The next few years saw more battles and campaigns in Poland and Courland. However, the greater resources and numbers of his foes meant that Charles was never able to strike a truly decisive blow. Bearing this in mind, he decided to unseat his most dangerous opponent, and in 1708 invaded Russia in an attempt to deal once and for all with Peter the Great. Unfortunately for the Swedes, the winter of 1708-9 proved to be unusually severe, and in combination with the Russian scorched-earth policy forced Charles south in search of supplies, away from his main objective of Moscow.

By the start of the 1709 campaign season, the situation was dire for Charles, and he besieged a local supply centre, the town of Poltava, in an attempt to secure much-needed food and material. Peter led his army, now 60-70,000 strong, into the field. Charles' army, once 43,000 strong, had been reduced to only 16,000. The resultant battle was Charles' first defeat. It is worth noting that even in this battle, it was the Swedes who took the offensive, while the bulk of the Russian army stayed behind their fortifications, rather than risk taking on the Swedes in the open!

Following the disaster at Poltava, the Swedish star was on the wane, and despite continuing success on the battlefield, she lost ground steadily, as more countries with a chance to gain joined in the attacks on Swedish Baltic possessions. The end was already in sight when Charles was killed by a stray bullet in 1718. The war continued

until 1721. The Great Northern War had been dominated by Sweden, but it was a war which she never had the resources to win.

It is now time to have a look at the most amazing of forces – the Army of Charles XII. Time and time again the soldiers exhibited almost superhuman battle-winning qualities. It was said of them that they never asked about the numbers of their enemies, only where they were, so that they could find them and beat them in battle.

### THE FOOT

#### Weaponry

In common with all European armies, the foot were divided into two main types. Firstly, musket armed men, whether line or Grenadier, and secondly pike armed. By this period the latter were being phased out, but the "Queen of weapons" retained its popularity with the more northerly nations. Certainly, in the case of the Swedish army, it was retained through to the close of the war.

The pike itself had changed little in the past hundred years. It varied in length between 12 and 16 feet. The head was small, with a flat or triangular section. It was held in place by two metal cheeks, which extended down the staff to prevent the head from being lopped off. Primarily a defensive measure in most contemporary armies, in the hands of the Swedes, it was used as a shock weapon.

The musketeers were, in the main, armed with a flintlock musket, which had replaced the older matchlock. The design for the new weapon was noted in 1692, and by 1696 was being distributed, although it seems likely that some units may have still been using matchlocks at the outbreak of the war.

The musket was, like all smoothbore weapons, neither reliable nor accurate, anything over 60 yards being a long distance target. As a result, the Swedes relied on cold steel and shock rather than fire tactics, preferring the lethal effects of a well-placed 20 inch bayonet to the dubious accuracy of hot lead.

A certain number of men from each battalion were designated as Grenadiers. In addition to the normal infantry weapons, they were issued with grenades, and their musket was equipped with a sling to enable them to prepare and throw the grenades. These were used in sieges, or attacks on redoubts and fortifications, when the Grenadiers were used as shock troops. The eighteenth century grenade was a small hollow ball, filled with gunpowder, with a fuse stuck into a fusehole, looking for all the world like a miniature cartoon "bomb". Grenades were lobbed underarm.

All of the foot were also armed with a sword. These were between 24 and 30 inches in length, straight, with a leather grip and metal guard.

#### Organisation

Sweden in the seventeenth century was a country poor in financial and population resources. The problem of maintaining an army required by her Great Power status was solved by the introduction of the system known as the *Indelningsverk*, (lit. allotment system). This made groups of farms responsible for providing a fully equipped infantryman. The result was that a small, but well-equipped army of over 40,000 men could be maintained permanently, at little or no cost to the central government, as the men paid for themselves in peacetime by working on the farms. It also had the effect of ensuring that the quality of the army was a considerable improvement over the conscripts and assorted scum that constituted the rank and file of other European armies.

The allotment system was reflected in unit organisation. Upon the signal to muster, 50 men gathered at a local centre to form a *Korporalskap*. Three such constituted a *Kompani* of 150 men. Four companies went to make a 600 strong *Bataljon*, of which each line *Regement* had two, giving a theoretical strength of 1200 men. In practice, the battalion was the tactical unit on the battlefield.

One third of the regiment were pikemen, a ratio reflected all the way down to the corporalships. These weapons were retained throughout the GNW, although one source states that the ratio was down to one quarter of the total strength by the latter years of the war.



## Tactics

As mentioned above, the Swedes preferred to put their faith in cold steel, and their battlefield tactics reflected this. A battalion would form up four ranks deep, with the pikemen in the centre, the musketeers divided equally on either side, and the grenadiers on the two ends of the line. On marching to the attack, the two rear ranks fired a volley at 50 yards distance from the enemy, and the two front ranks gave fire at point blank range. Then, on the command, *Gå På!*, (lit. Fall On!), the entire unit charged through the musket smoke to engage the enemy with cold steel. These tactics proved to be highly effective, especially against poorly trained or unenthusiastic opponents. However, they could prove suicidal if misused, for example, the unsuccessful attempt to storm fortifications at Verprik in January 1709, when 1200 officers and men were mown down. It needed the genius that only a good general could provide to apply these tactics properly.

## Uniform and Equipment

From comparatively early times, Swedish troops were uniformed, and throughout the latter half of the seventeenth century, each Regiment had its own distinctive coat and facing colours. In the latter years of his reign, Charles XI approved a new series of dress regulations which were introduced in the early 1690's.

The new style coats were knee-length, with full skirts, waist pleats at the side falling from buttons at hip level. The coats buttoned down the front, with plain tin or pewter buttons, and had narrow cuffs which turned back exposing the lining colour. These cuffs were much smaller than the contemporary military fashions, and eventually passed into general use, being known as, (logically), "Swedish cuffs". Two large button-down pockets were set low on the front of the skirts. Unusually for this early period, the skirts of the coats were turned back and fastened securely, so as to facilitate greater freedom. These turn backs exposed the lining colour of the coat.

Under the coat a thigh-length waistcoat was worn. This was generally made of leather, though occasionally of wool. Around the neck was worn a neckerchief. Leather knee-breeches were issued, buttoning at the knee. Woollen stockings were worn, pulled over the breeches and held up by knee-bands, high-tongued shoes, fastening with a buckle completed the outfit.

As with other armies, the most popular headgear was a broad-brimmed black felt hat, turned up and fastened on three sides, held in place on the front left side by a plain button. The edge of this was laced in various different colours depending upon the wearer's rank, arm of service or regiment. In theory the "tricorn" shape was universal, but after a few weeks on campaign, they began to acquire a less-uniform appearance. Certainly, the painting of the crossing of the Dvina in 1701 shows troopers wearing hats with only one turn-up, at the front.

Grenadiers were issued with a cap, as they needed to be able to sling their muskets while preparing and throwing grenades. I have been unable to trace any regulations as regards the appearance of this, as it would seem that each regiment had its own issue. All I can say is that I have found examples of both cloth-fronted, and metallic fronted grenadier caps dating from this period.

In addition to these familiar types of headgear, the Swedish army was peculiar in having a third type, known as the *Karpus*. This was a long-standing piece of Swedish military equipage, being a lined woollen cap, with a large brim which could be turned back thus exposing a facing colour. As a practical piece of uniform, for keeping the head and ears protected from chilly north-European weather, it had the tricorn beaten hands down. Surviving civilian examples, and one being worn by Charles XII in a portrait are fur-lined, the *Karpus* was distributed to all ranks, and to every service arm. Hair was gathered together at the back, and tied in a black "hair bag". This practice was common to all ranks and arms except, for some reason, the artillery.

Following the reforms of Charles XI's reign, all infantry regiments were clad in dark blue coats, lined with yellow, which showed up on the skirt and wrist turnbacks. The Västerbotten, Närke-Varmlands and Jonkoping regiments differed from this, in that the first two retained a white facing colour, and the last red. Stockings were the same colour as the facing. However, towards the end of the war, a shortage of dyes and materials resulted in grey becoming more common as the colour for coats and stockings. *Karpuses* were also made in regimental colours.

Officers were dressed as the rank and file, and far more plainly than their contemporaries. As with other European armies, there was no formal distinction of rank by ornaments, the wearing of a gorget, and carrying of a pole arm signifying no more than officer status.

All foot soldiers carried a sword belt, with a frog to hold the sword. Musketeers carried their cartridges in a large cartouche box suspended on a bandolier hung over the left shoulder. Grenadiers had a larger than average pouch to accommodate their grenades, and in addition a wick case was attached to the front of the bandolier. All ranks, both musketeers and pikemen were issued with a pair of stout leather gauntlets. These, like all other items of leather equipment were buff-coloured.

## THE HORSE

### Weaponry

In common with their counterpart elsewhere, Swedish cavalry were armed with a long straight sword, a brace of pistols and a carbine. In practice, following their monarch's preference for direct action, little time was given over to firearms, and indeed contemporary illustrations show Swedish cavalry without carbines. Cuirasses were not worn by the troopers, as the emphasis was placed upon speed and manoeuvrability.

### Organisation

As with the infantry, the cavalry were raised by use of an allotment system. In this case, local yeoman farmers agreed to finance a trooper, in exchange for exemption from taxation and conscription. His farm then became known as a *Rusthåll*, and provided a local focal point for training and mustering.

Regimental strengths varied with time and location. The tactical unit was the 250 strong squadron, which consisted of two troops. Each regiment had two squadrons. However, in effect, they were often bigger. In 1707, when Charles XII invaded Russia at the head of his largest and best-equipped army, his eight horsed regiments totalled 8,500 men – about 1060 to a regiment. Swedish mounted troops were anything between 40% and 55% of the army. A far higher percentage than any other contemporary army, except perhaps that of Turkey.

### Tactics

The offensive spirit that underpinned Swedish military thinking at this time is no better demonstrated than in the tactics of the Swedish horse. Companies, or even squadrons would draw up in three ranks, in the shape of a long thin wedge, the troopers riding knee behind knee. The Captain and cornet formed up in the centre of the front rank, thus forming the point of the wedge. At a distance of about 150 yards from the enemy, the horses were put to the gallop, and the attack pressed home with cold steel at top speed. The troopers were trained to use their swords for the thrust rather than the cut. The horses were expected to baulk at no obstacle. Using these tactics, the blue-coated arrowheads of Swedish cavalry were unequalled, riding down Poles, Saxons and Russians with equal ease. However, one is left to wonder about the turnover rate of cornets and commanding officers . . . .

The horse were also expected to follow-up victories. In 1704, Schulenberg's Saxon army was chased for nine continuous days. Upon catching their quarry, two regiments of horse, charged the Saxons, totalling some 10,000 men, riding down infantry, cavalry and gunners with contemptuous ease, and destroying the army as a fighting force.

### Uniform and Equipment

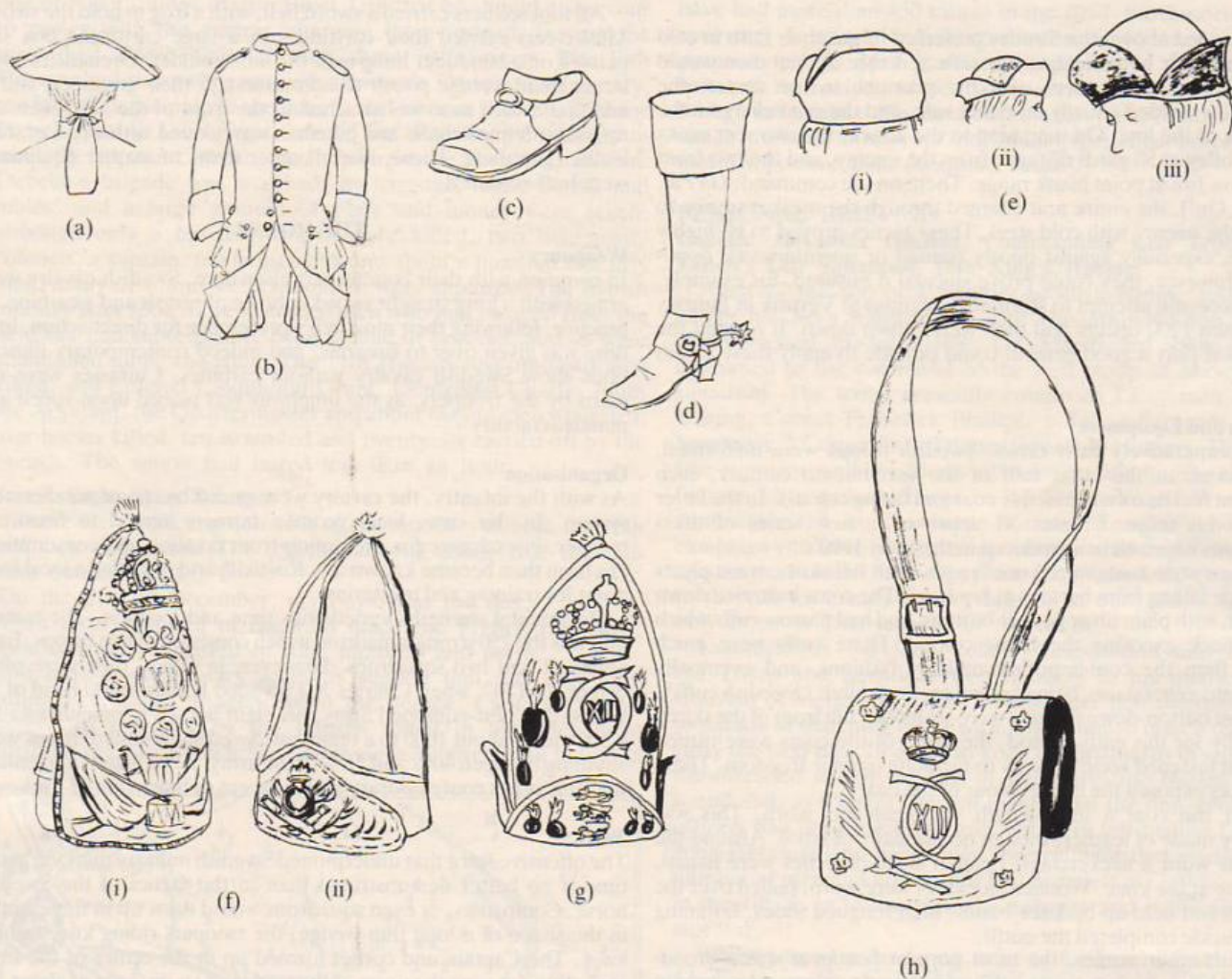
In general terms, the horse were clothed and equipped as the foot, with the addition of a carbine sling, when this weapon was carried. Knee-length black jacked boots were worn to prevent the rider's knees from being crushed during a charge. Cavalry hats were trimmed with white lace. *Karpuses* were also issued to mounted troops. The coats were dark blue, lined with light blue, and of the same style and cut as those of the foot. Unfortunately, I have been unable to glean any information on horse furnishings, but the contemporary illustrations indicate that saddlecloths were small and plain, with perhaps a narrow edging strip, probably being blue or brown in colour. Pistol holsters were left uncovered.

## THE ARTILLERY

### Organisation

Despite the emphasis on shock action, the Swedish army was well-equipped with artillery, which was both modern and manoeuvrable. As with the rest of the army, the artillery in peacetime was distributed around the country, with larger permanent bodies stationed at Stockholm, Goteberg and Riga. These mobilised to form a single regiment, which was theoretically to accompany the field army.

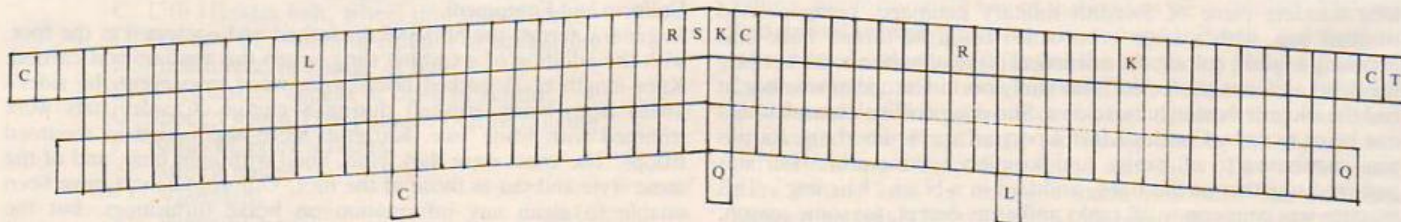




- (a) Hair was gathered in a hair bag.  
 (b) Swedish military coat 1700-1721.  
 (c) Early 17th Century shoe.  
 (d) Cavalry "jackboot".  
 (e) (i) Typical "Karpus"  
      (ii) style  
      (iii) headgear.  
 (f) (i) Brass-plate Grenadier cap, (front)  
      (ii) and rear.  
 (g) Cloth-fronted Grenadier cap.  
 (h) Cartridge pouch. Probably Guard or Grenadier.

#### SWEDISH CAVALRY SQUADRON – 1697-1722

- R : Rytmästers (Captain)  
 L : Löjtnant (Lieutenant)  
 S : Standartjunkare (Regimental Cornet)  
 K : Kornett (Cornet)  
 Q : Kvartermästare (Quartermaster)  
 C : Korpral (Corporal)  
 T : Trumpetare (Trumpeter)



#### Tactics

Artillery in this period was not the battle-winning arm it was to become a hundred years later, and therefore was a secondary factor in deployment, conforming to, rather than being an integral part of, the disposition of the Horse and Foot. In practice, the train was unable to keep up with Charles XII's breakneck style of campaigning, often over difficult ground and with extended lines of communication. Charles himself was said to be contemptuous of the arm, but it should be noted that a major factor in the Swedes defeat at Poltava was the massive amount of well-sited Russian artillery.

#### Uniforms and Equipment

Artillerymen wore the same style of coat as other arms, but did not turn back the skirts. The coats were mid-grey in colour, with light blue facings. Stockings were blue in colour. Hats and Karpuses were issued, the former being trimmed with red and white tape. Unlike the cavalry and infantry, hair was worn loose.

In 1701, the establishment of the artillery regiment was two 12 pr guns, four 6 pr guns, twenty six 3 pr guns, and two howitzers. Gun carriages appear to have been painted light blue.

Next Month: A brief note on Flags & Standards – and a battle!





Cavalry trooper charging  
in the "Swedish Manner".

Most persistent opponents of the Swedish swashbuckler, a Russian regiment, hastening to Holowczyn, rests by riparian residences. Skilfully sculpted by Total Systems Scenic, the river was to prove no obstacle to the boys in blue on their way to Poltava. Mike and Alan Perry painted the 25mm Wargames Foundry figures. Phil Robinson hewed the balsa logs and applied the DAS putty thatch for the delightful buildings.

Swedish Infantryman.  
(Pikeman replaces musket  
with sword.)



Swedish Artilleryman.



# THE CONVENTION SCENE

By Our Man at the Conventions,

Keith 'Genghis' Benson

## SALUTE '88

This was held on Saturday 16th April at Kensington Town Hall. I drove down, but profiting from previous experience left the car parked outside a friend's on the outskirts, and tubed it. Arriving at the venue, the first impression was of an excellent idea; three entry doors, one for advance ticket holders, one for payment with the correct amount (£1.50) and one for people requiring change, it did speed up the entrance procedure. This is a very large venue, but it is still very crowded, on entering you nearly fell over the trade stands, including the Editor doing a roaring trade and he never bought me a drink! It is not a good idea to have trade stands directly by an entrance, it tends to cause traffic jams.

There was a wide and varied selection of trade stands, in the usual cliché – anything anyone could want for wargaming. They all appeared to be doing very well, but I feel that too many were crammed into the entrance foyer, it got very crowded and it was next to impossible to browse with any degree of comfort. The few trade stands in the main hall were easier to browse at, but this is definitely a show for knowing what you want and from whom. There were a lot of new figures and books available, and several new (at least to me) trade stands, an indication that the hobby is still growing and still healthy, a good sign.

Salute is a somewhat unusual show, it has to be the biggest one day event in the country, and it is also strictly demo participation games and trade stands. It is also held in the virtual centre of London. As such it is in a unique position to present the hobby in an easily accessible venue to vast numbers of people. By implication, this means that all the games should be immaculate, well presented and show all the facets of my hobby. I am going to be harsh and judge Salute '88 against these criteria. How well did it do?

First of all the standard of terrain and figures in the games. Terrain varied from the absolutely superb (Rob a Bank with a Tank), to the downright obscene (an unlabelled Sci-Fi in the lower hall) – multi-coloured garish carpet, the whole effect was of the after effects of someone being ill. There were few examples of really good terrain, but the vast majority was certainly just above average. I was also very impressed with the 2mm terrain in both '1859' and 'Battle of Murfreesboro', it shows what can be done in the small scales. I did not see a single unpainted figure on any table, neither did I spot any obviously badly painted figures, all figures were well painted – certainly above average, and they provided a good show.

Turning to game presentation, I have to say that it was, on the whole, very bad. Far too many games had absolutely no indication of what they were or who was putting them on. This was especially difficult to understand when in so many cases the subject matter was a little out of the ordinary, and the terrain and figures were so good. It is all well and good having a visually decent display, but only experienced wargamers will readily recognise it for what it is, novices or the less experienced, and Joe Public, will not, and the whole thing is therefore lost on them. The demonstrators of course have probably had a good game – but that is not the idea. This fault was further compounded by the large amount of indifference of the demonstrators to the viewing public, very little effort was made to communicate with the public. I visited every demo game, and only one made the effort to explain the game, rules, scale and scenery, not only to me, but to other passing members of the public, so take a bow Streatham and Tooting Wargames Club (Murfreesboro), you at least were doing what all demo games should be doing – COMMUNICATING. They were also selling a very good booklet with the history, rules, order of battle and maps of the battle. An excellent idea that should have been pushed more; they were very impressive.

Even where the games were labelled, they were often hidden away, badly done or just incomplete. For poor labelling, I nominate

a large 15mm Napoleonic game where the only label I could find, stated that the terrain had been loaned by Geo-Hex (Battle Honours), and that was upside down! This was an important piece of info; but what was the game, who was putting it on and what rules were used? (Answers on a post card please.)

With regard to covering all the facets of the hobby, this the games did achieve, at least as regards land warfare, fantasy and Sci-Fi. I am open to correction, but I could not find a single naval or aerial wargame. This was, I feel, especially in the case of the naval, a somewhat glaring omission, both are certainly very popular types of wargame. It was noticeable that a wide range of scales was on display, this is to be encouraged, far too often all the games are 15 or 25mm ones.

In summary, I was disappointed with the games, they generally failed to achieve what I consider they should have, it was a missed opportunity. The fault for this lies with the clubs and individuals themselves; in no way is this a criticism of the South London Warlords, in fact all of their games (4) were of a uniformly excellent standard in all respects.

The Salute '88 show was slickly and well organised by the Warlords, they provided good publicity, a superb venue and an opportunity for the participating clubs that was not taken up. If any of the participating clubs want an idea of what my ideal of a well presented demo game should be like, I refer them to the Rayners Lane group demo at Salute '87 and the recent article by C.S. Grant in *Practical Wargamer*, an admirably lucid guide to putting on a good demo game.

The other major attraction at Salute was the painting competition; sadly not oversubscribed, but all the entries were of a very high standard indeed. The prizes were presented by well known wargamer and author, Stuart Asquith. The competition was supported by a really excellent idea, a painting demonstration, very informative and useful, I just wish I could paint like that.

The usual catering facilities were available, including a bar; prices were very reasonable by London standards.

Overall Salute was a well organised, enjoyable convention, somewhat let down by the poor standards of the demonstration games, but congratulations to the Warlords for such excellent organisation, I look forward to next year's show and trust that I will only have to think of superlatives to describe the demo games. Final grouse – WHAT IS THE MOVEMENT RATE OF A PINT POT ON THE TABLE, and does it vary with degree of fullness?

At the time of writing (May), I have been completely underwhelmed by the response to the survey questions, get off the backside and answer them please, you want people to know what you, the wargaming public, want at conventions – so do something.

I'll see you at the Conventions, remember – send your views, reports, moans and news – this is your column.

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## FISTICUFFS AT WEYMOUTH – 23rd APRIL 1988

*John Laing sets out at 4 am for the Deep South*

The second annual 'Fisticuffs' show was held at the St. John's Hall on Westway Road. The event bills itself as the Skirmish Convention. I thought the event small, but of very high quality.

Attendance was not large, likely in the 50-70 area, but the enthusiasm and level of participation more than made up for the small numbers.

There was a surfeit of excellent offerings, all under the overall organising efforts of Martin and Julie Goddard. Most games, in keeping with the show's theme, were of the skirmish variety. The most imposing was a large ACW affair hosted by Martin. This game used masses of 54mm Timpo models, mounted singly. Games lasted about 1½ hours and a nearly continuous series went on throughout the day. Participants seemed to enjoy themselves thoroughly.

Steve Smith of the Bournemouth club presented an attractive 15mm chariot race game in a well turned out Roman circus. I played in this one and found the rules and play balance excellent – meaning, I won! Once again it was a quick game, even allowing for my having caused the other players to wait while I manned my trade stand. A good touch was that it was in aid of the St. John's Ambulance, who provided the venue.

Other high quality games were in evidence. Stan Heals hosted a particularly good event using sailing warships and 15mm figures, including landing parties and coastal fortification. I also played in this one, and the dice were with me, so that I came away with two victories in one day (!). Very accurate rules I'd say . . .

Yet another top notch effort was the ECW boar hunt in 25mm. In a tight field I will call this the best visual effort of the day, and the most unusual. Congratulations to Rob Roriston and Pete Griffen.

Among other games seen, in what was a cornucopia of good offerings, was a nice WWII scenario presented by a visiting group from Alumwell. Dorchester's Dave Barnes had a nice presentation of Bosworth in 1/300 scale. Dave Howes oversaw three 15mm

competition games and there was a sizeable and attractive Warhammer 40,000 game run by Paul Frith.

In fact, such was the number of good, quick games that the participants spent their time shuttling about playing each other's games. It is a pity that such a good effort could not have been better attended.

The Bring-and-Buy Stand was well stocked with the usual odds and sods of models and figures. Some of it was very good and going at extremely good prices. The organisers, Martin and Julie Goddard were indefatigable in their hospitality and efforts to make the show a success. Refreshments were available, and if they were fairly basic, the price was certainly right. As a hardened denizen of convention bars, I did miss an on-site facility. This lack was partly made up by the presence of several good pubs within easy walking distance.

Weymouth itself makes an enjoyable visit, including Fort Nothe – if only it had been open (only after 2.00 pm Sunday in April). Next year I hear a new venue may be in order, as the old hall is to come down to make room for yet another housing scheme.

The show was understandably lightly attended by traders. Certainly those of us who were there have not opened Swiss bank accounts. Still, I think we were all happy to be there and sort of "help out" as it were. My wife, Margaret and I were very pleased to meet so many good gamers and consider ourselves privileged to have been present.

Fisticuffs is an excellent show. The energy of all involved was evident and they have reached a high standard in their games. The hobby could well use many more events of this size and nature. It does seem that the club's enthusiasm has come along faster than its reputation. In future years we can hope that the organisers will avail themselves of more publicity to bring their efforts to a larger audience.





*A village defended by a stout body of men from the collections of Roger Needham and Tim Hall. Buildings by Ian Weekley (thatched) and Rob Baker (tiled). Roger and Tim built the earthwork. Figures (almost forgot!): Essex Miniatures and Wargames Foundry 25mm.*

## MARSHAL'S ELM 1642

**Being a Skirmish suitable for beginners,**

*by Steve Jones*

### INTRODUCTION

In August 1642 war was brewing. All over the country King and Parliament were attempting to raise local forces, either through the county Militia, or by order of The Commission of Array.

So it was in Somerset, where the Marquis of Hertford was raising troops loyal to the King. He had made his headquarters at the city of Wells, and soon had 800 troopers "well horsed", commanded by Lords Hopton and Paulet, and Colonel Lunsford. Meanwhile the local Militia were raised and marching out of Bridgewater to join other Parliamentary sympathisers in Shepton Mallet.

Their commander was Captain Preston, while at Shepton Mallet was Sir John Pine. The Royalists had been conducting patrols out of Wells, rounding up any potential opposition. In Shepton Mallet the anti-Royalist feeling was high, so that when Hopton arrived with a handful of men to arrest Pine he found a large crowd in the market square. Following a brief scuffle he succeeded in getting Pine locked up, but realised he had better make a prudent withdrawal. Of course as soon as he did Pine was released. This incident served to make the common folk even more resentful.

### Military Action

The Royalists at Wells heard that some 900 men under Captain Preston were on their way, and decided to intercept them. This they did at Marshal's Elm. The Royalist troops were all cavalry, but were dismounted for the action. The Bridgewater road runs along a spur of a hill, the slopes of which are fairly steep. There is scattered cover, of trees and scrub, and also some old quarry pits as shown. The Royalist troopers deployed to take full advantage of the cover, and probably only about a third of them were visible across the road. The Parliamentarians on the other hand were all foot troops. I would guess, in the absence of further information, at 1/3rd. musketeers, 1/3rd. pikemen, 1/3rd. recruits with improvised weapons. (Besides this works out well with the total of 900 troops in total!)

Anyhow their fire was up, for when Lord Paulet called upon them to stop and advance no further, Captain Preston was willing enough but his troops urged him on!

So it was they came on, immediately Colonel Lunsford ordered his concealed troops, to fire. The Militia halted and returned the fire, but, being exposed they suffered the worst of it. As men began to be struck down in their ranks, their brave resolve evaporated and they fled!





An ECW storming party. 25mm Wargames Foundry figures from the collection of Alan and Michael Perry, who also did the castle – Milliput onto Plasticard, etch and paint. First man up the ladder seems to have run into a Claude Duval type defending the breach. Ah, well – as long as he can swim!

Contemporary letters speak of 16 dead but hint darkly of several more who, being wounded, crawled away into the cornfields and expired.

Captain Preston took quarter and was conveyed to Wells.

#### Recreating the action

Using a scale of 1 figure to 10 men.

The Royalist command is of 80 figures, but as they are of dismounted cavalry 1/3rd. or 26 figures will have to be held back as horseholders. This leaves a force of 54 figures actually deployed ready to fire.

These should be divided into three units. One on the road as a stop group, the other two in open order on either side of the road and in cover. Do not deploy them until the Royalist player wishes to fire. Dismounted dragoon figures are probably best, but any musketeers would do. The horse holders need not be represented.

The Parliamentarian Troops are best organised in one regiment of 30 pikemen, with two sub-units, one of 30 musketeers the other of 30 recruits.

The umpire should rate the Militia as below average, but due to their enthusiasm could start the game in an uncontrolled advance toward the visible troops. The Royalist troopers are average and were probably armed with lighter firearms, such as arquebuses or petronels.

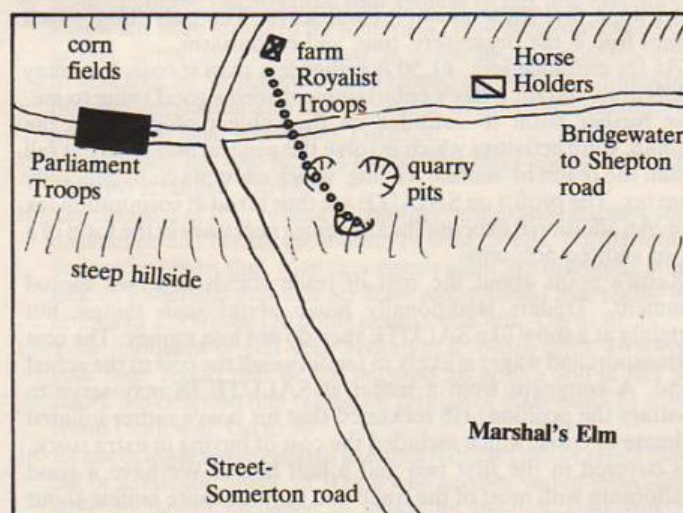
#### Afterthoughts

I hope that this article will inspire other readers to look into their own local history. I did, and was pleasantly surprised by the helpfulness of the county librarian at Taunton, who helped me find copies of letters and pamphlets of the time, and also photo-copied them for a minimal charge.

Whilst this action is small compared to other battles it provides a simple action which beginners can try with simple troop types to learn how to use a set of rules, where such an action might only be a small part of a larger engagement.

#### Source

Parliamentary Pamphlet, printed in London by A.N. for Ed. Blackmore and Richard Lownds 1642, 9th August.





# READERS LETTERS

## HEROIC APPEAL

Dear Sir,

As editor of our hobby's best magazine, and I feel certain, widest circulated, [OK, Mr Roberts, enough "butter" – get to the meat!] may I attempt to recruit allies for a campaign through your page of letters?

This concerns Ros and Heroics Egyptian, Assyrian and Midianite ranges, which, it seems, may not be produced due to poor initial response. May I urge any reader who is interested in any of these three, or even part of the range to write to Heroics and Ros, at the Semington address to request that they go ahead with production.

6mm figures offer a cheap opportunity for the impoverished Sennacherib (such as myself), to amass adequate chariots to "sweep down like a wolf on the fold", in half-way decent numbers.

Thank you in anticipation,

Yours faithfully,  
R. Roberts.  
Abingdon

## CONVENTION PROFITS – A REPLY

In his column on conventions in Issue 10 Keith Benson asked for some response from convention organisers about his contention that large profits are made at these events and what should happen to them. I hope that some comments based on my involvement with the South London Warlord's show SALUTE can be of use.

I've been the co-ordinator three times and involved with its organisation more times than not in its seventeen year history. For such a large one-day show in London the financial situation is obviously rather different from Keith's example (which I regard as rather poorly thought out, as will become clear) and indeed from when we first started. I'm not at liberty to reveal exact details of the club's finances, but I hope some rough figures will serve. Obviously hall costs in London are rather greater and in 1989 will be about £2,500 for a start. Promotional expenses this year were over £2,000. I doubt that they will be any less next year. Keith's example of £100 won't go very far when advertising rates in this august journal and its fellow magazines are of the order of several hundred pounds per PAGE. A programme is essential and can well cost several hundred pounds, more for a glossy effort. I'm afraid that incidental expenses also mount up. Painting competition prizes come to around £250, not cheap but if you are going to give a prize to someone then it should be a nice one. Signs giving directions are essential, but large sheets of coloured paper and suitable felt-tips do not come free. Tables are required in large numbers and Kensington Town Hall does not have sufficient, so more have to be hired, about £70 for 24. We always pride ourselves in helping the traders in and out but it is a back-breaking job, so this year we bought some trolleys to make the job easier, admittedly an example of benefiting the host club members! (and obviously the traders). There are many other items, but I hope that these examples will serve. The only thing which comes free is the organisers' time and enthusiasm.

As for entrance fees, £1.50 is rather less than it costs for many exhibitions and for a day's entertainment seems good value to me. One further point to consider on the subject of profits is the taxman. Club activities which involve the general public do not fall within the realm of 'mutual trading' which exempts clubs generally from tax. The profits on SALUTE are thus taxed at corporation tax rate. An additional expense thus becomes necessary in the form of a set of audited accounts.

Keith's point about the cost of trade stands deserves special comment. Traders traditionally moan about such things, but certainly at a show like SALUTE they do not lose money. The cost of transport and wages is likely to far outweigh the cost of the actual stand. A comment from a trader at SALUTE 88 may serve to illustrate the position. He reckoned that his boss's rather inflated estimate of costs, which included the cost of buying in extra stock, was covered in the first two and a half hours. We have a good relationship with most of the trade and they are quite honest about having a good, profitable day. Another point to remember about traders' costs and Keith's contention that the cost of trade stands

means that prices are increased to customers, is that many are manufacturers. Normally many would sell at wholesale price to retailers, but at a show are selling direct, so the trader is getting the retailer's cut as well. Were Keith's hypothesis that the price of trade stands puts up the cost of figures true then one would expect the price of figures to vary from show to show depending on the cost of the trade stand.

Keith's views, which I think do not stand up to the above scrutiny, are obviously coloured by the way he seems to regard competition games as the focus of the hobby. Perhaps the main difference between SALUTE and the other shows is that we do not hold competition games. My view, shared by those who have also been involved in the organisation over the years, is that they are a poor advertisement for the hobby. Demonstration and particularly participation games put the hobby over much better, and the latter give those attending the chance to join in a game (and all included in the £1.50 entrance fee). There is thus little reason to devote profits from a show such as SALUTE towards a national body to regulate such things. I fail to see why any profits from such events should not go to the club which puts in so much hard work. I'm sorry but I thought in putting on a show like SALUTE that we are doing something for the hobby. People come from all over the country to see traders' products, painting displays, join in or watch demonstration games, meet old friends and have what I hope is an enjoyable day.

The attempts to set up a national body date back something like twenty years and have always failed because, I believe, the true focus of the hobby are the hundreds of small groups which get together in formal clubs and at each other's houses to wargame together. If Keith wants some sort of national body to supervise competition games then perhaps he should turn to the traders and enquire about their profits, or perhaps to the firms who produce all the rules for these contests, or indeed to the Nationals who make their money directly from these activities.

I'll be interested to see what other views are received on this matter but I think Keith's case doesn't hold water. I'm afraid that just because a view is intended to be controversial does not exempt it from the requirement of being well-founded!

Brian Cameron,  
London

*Editor dons Trader's hat and says: Brian modestly omits to mention the provision of a free carrier bag to everyone passing through the door at this year's Salute. As a trader who ALWAYS forgets to take enough bags I thought this was an excellent innovation – one that other convention organisers might copy. The extra trolleys are also a good idea. Unfortunately I'd just shelled out over £70 for one of my own. (Still, I'm sure the Warlords' trollies would be appreciated by many traders – most of whom are much older than me.)*

*Brian is right to say that Salute is excellent value at £1.50. The trade stands are also reasonably priced. But, and perhaps this is Keith's point, some smaller shows are beginning to increase admission charges and the price of trade stands without putting in enough effort to promote the show. I can think of several shows where the cost of a trade stand will be half that at Salute, but the amount of money a trader can expect to take is perhaps only a fifth or a quarter of what he would take at Kensington Town Hall.*

*I also have to join Brian in the 'thumbs down' to a National body. Clubs who run conventions do make profits, (otherwise they'd have to stop running the convention, wouldn't they?). But those profits can benefit the hobby best by being spent on active recruitment, by the club concerned amongst the public in their area. The Hobby does need more enthusiasts if clubs, traders, and magazines are to survive.*

Dear Duncan,

On a visit to my library today I was waylaid by members of the Staff who wished to inform me of a recent Government Green Paper on Public Libraries, before this I had seen nothing in the National Newspapers.

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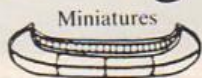
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BS04B	U.S. Cavalryman, standing, firing (3)	90p
BS04C	U.S. Cavalryman, kneeling, firing rifle (3)	90p
BS05A	Cavalry scout, on foot, firing rifle (3)	90p
BS05B	Cavalry scout (Indian) mounted	70p
BS05C	Cavalry scout (mountain man) mounted	70p
BS06	General Custer, mounted and dismounted	£1.00
BS07A	Mounted Indian, with assorted weapons	70p
BS07B	Mounted Indian, quill armour, assorted weapons	70p
BS07C	Mounted Indian, shield and assorted weapons	70p
BS08A	Mounted Indian firing rifle	70p
BS08B	Mounted Indian with bow	70p
BS08C	Mounted Indian with rifle	70p
BS09A	Indian, advancing with rifle (3)	90p
BS09B	Indian firing rifle (3)	90p
BS09C	Indian attacking with hand axe (3)	90p
BS10A	Indian Chief, full head dress	30p
BS10B	Indian Chief with pistol on foot	30p
BS10C	Indian warband leader, mounted	70p
BS11A	Gentleman gunslinger with shotgun	30p
BS11B	Mexican gunslinger	30p
BS11C	Gunslinger with bowler hat and rifle	30p



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Of these proposals 8, local Historians, and D, full payment for requested books, will have an effect for both myself, in the researches that I do on a limited budget, and your good selves:

1. The cost for anybody buying articles must go up, ultimately forcing up the price of the magazine to your readership.
2. The quality of articles will decline as the authors of your articles cut back on their expenses. It is estimated that it will cost £8.00 or more to obtain specialist books.

The effect of these measures, if the Green Paper finally becomes law, to the users of the libraries will be large. In Dorset, where I live, 60% of the population are registered members. Ultimately it will effect all of them. It will be up to magazines like yours, both of large and small circulation, to give a lead, as at the moment the National Press do not seem to have taken up the cause of informing the public at large of these proposals. The NALGO leaflet, that I have used to compile this information urges that people both speak and write to their local councillor and MP now, before this becomes law.

Jim Brown  
 Bournemouth

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# A 15mm 'Palisade' Fort

by Ian Weekley of Battlements

The ubiquitous palisade fort is a feature of a wargamer's store cupboard of buildings which frequently comes into use for a wide variety of 'colonial' wars.

Last summer at Jamestown in Virginia I saw a careful reconstruction of the palisade fort that the first settlers built after their three little ships had landed on the shores of the James River in the early seventeenth century.

Simple reed-thatched huts were quickly constructed within a strong palisade of tree trunks, with a cannon placed to command the double gates from inside. (See illustration).

The settlers soon went to work on growing food in strips outside the walls (rather more than merely a fence) growing corn or maize, root vegetables, and later, of course, tobacco. The fortified walls protecting a dozen houses and a meeting place or chapel were to keep the hostile Indians at bay – not always successfully as we know.

Timber walling was to remain the basic ingredient of all fortifications in North America from this time until Colonel Custer's defeat at the Little Bighorn towards the end of the nineteenth century and the final subjugation of the Indian tribes. The fortifications themselves naturally became more sophisticated as time passed. The established pattern of the frontier fort was a palisade with walkways and a strongly built, roofed tower at each of four corners. One wall would have a double gateway, sometimes, but not invariably, with an enclosed tower over it.

Within this square or rectangular layout would be a greater or lesser number of timber buildings for domestic use.

An important military fort would be like a small village with stables, soldiers' barracks, officers' quarters, Commander's H.Q., laundry, general store, etc.

Such timber forts were not constructed merely to keep Indian tribes in check as the East moved further West, but played an often major role in the struggle for domination between France and England in the eighteenth century in which Indian tribes, such as the Iroquois were courted as allies by French or English forces, and served as scouts and guides in the dense forests which covered North America.

## Construction

I was asked to produce a tower (suitable as a corner or general tower), a length of palisade wall with a wall walk, and a similar wall with a gateway in the centre (these were to be made for casting in urethane). The first job was to make the tower, and I assembled the walls from offcuts of mounting board obtained from my local picture framer. A shallow pitched roof then completed the basic structure. Next began the long business of cladding the tower with round section wood to create the effect of 'log cabin' timber walls (for 15mm scale work, cocktail cherry sticks provided ideal material once the tapered ends had been cut off and discarded). Each row was laid and glued in turn, ensuring that at each corner the end of each 'log' overlapped the one beneath.

I realised that the palisade work for the linking walls would be very thin and might present some difficulty in casting. Up to the wall walk height I glued each upright onto a backing of 1/8 inch plywood. Behind



Inside the fortified village. Note the cannon, palisade walling and thatched huts.





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INDIAN ARMY 15.26

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IE13 Elephant Tower 3 Crew  
IE14 Elephant 2 JLS Tower  
CT01 Indian 4 Horse Chariot  
CT02 Seleucid 4 Horse Chariot  
CT03 Gallic 2 Horse Chariot  
CT04 British 2 Horse Chariot  
BS01 Bolt Shooter

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15/G11 Gallic Inf Running Nude  
15/G12 Gallic Inf Running Nude  
15/G13 Gallic Inf Running  
15/G14 Gallic Inf Running  
15/HP3 Hastatus or Princeps  
15/RS1 Numidian Slinger  
15/RV1 Velites  
15/S11 Spanish  
ROMAN ARMY 15.03

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15/RC3 Numidian  
15/RC4 Galic  
15/RC6 Pergamene  
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15/RO1 Officer  
15/RS1 Standard Bearer

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15/RC05 Greek Cavalry  
15/SE08 Hoplites MI  
15/SE05 Javelinmen U  
15/SE04 Pelast LMI  
15/NS1 Slingers U  
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15/S11 Syracusan Spaniards  
15/SE15 Thracians LMI

Later Hoplite Greek Army 15.48

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100 Years War Army 15.03

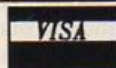
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15/SE03 Thracians 2 HCW  
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15/SE05 Javelinmen Sh  
15/SE06 Javelinmen Sh Helmet

## Galatian

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15/GL07 Cappadocians  
15/GL09 Cavalry MC  
15/SC04 Greek Cavalry  
15/SE05 Greek Infantry  
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15/GL04 Skirmishers MI  
15/GL05 Warriors MI

Galatian Army 15.48

## Medieval French

15/MD20 C in C Mounted  
15/MD04 French Crossbowmen  
15/MD05 Genoese Crossbowmen  
15/MD06 French Archer LMI  
15/MD10 Brigans HI  
15/MD20 French Men at Arms  
15/MD21 French Sergeants HC  
15/MD23 French Mounted Archer

Medieval French Army 15.03

## Free Company

15/MD21 C in C SHK  
15/MD01 English Longbowmen LMI  
15/MD02 English Longbowmen LMI  
15/MD18 English Gentlemen SHK  
15/MD19 English Lesser Men at Arms  
15/MD20 Gascon or French Men at Arms  
15/MD21 French Sergeants HC

Free Company 15.12



Distant ruin of village from the settlers' ships in the James River.

## Measurements

Towers 2 inches by 3½ inches high  
Palisade walls 2 inches high  
Wall walks ¾ inch wide  
Completed fort covers area 10 inches square

## Sources

Author's visit to Jamestown, Virginia in 1987, and numerous books on the history of fortification.

'Minifigs' ACW figures painted by Richard Lowles (Brothers in Arms) serve as a tolerable substitute for French or British troops, Indians or the U.S. Seventh Cavalry!



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the palisading now forming the parapet I glued a transverse strip of modelling wood to fatten and therefore strengthen it up a bit – and hoped for the best! In fact, apart from some minimal warping which did no harm, the walls emerged from the moulds in a reasonable state (as the photograph shows).

I modelled a double timber gateway in a further section of palisade work, and the three elements required were completed. Earlier I had also made a 'Settler's Homestead' – a log cabin, and this little building served quite well as a central domestic feature within the assembled fort.

Finally, I should add that the fort may be made larger in area than the one shown by the addition of further walling and towers. I have glued mine to a baseboard with a little landscaping, which keeps it all together for games use.



# Inspector General



**WHITTLESEY MINIATURES 25mm English Civil War Range**  
Available from: Whittlesey Miniatures, PO Box 46, Whittlesey, Peterborough, PE7 2EW

These are the first figures that I have seen from this manufacturer and I was generally quite impressed with them. Only six of the sixteen foot listed were available for review so I can really only comment on the ones I've seen, but here goes.

The figures vary in height from 25mm to 27/28mm, but this is not enough to be noticeable overall. Whilst they are compatible so far as height with the likes of Wargames Foundry and Sussex, their overall 'build' is much slighter – to me they have the definite attributes of a Jacques Callot engraving, a fraility that is charming (if you know what I mean).

All the figures are available with a variety of heads/headwear supplied at random and the review samples all wore knapsacks (either of the 'satchel' or the duffle-bag variety). Accuracy is good except for the positions of some of the figures which are a bit eccentric and not in the drill book. Anatomy is also good and although the heads appear small on some figures they are, in fact, in correct proportion to the body.

My only real criticisms of the range are the variance in size which whilst generally tolerable, as I have said above, in one case is wildly at variance with the other figures – ECW2 would be over 30mm in height if he stood bolt upright! And, as mentioned, the eccentric positioning of some figures so greatly at variance with actual Civil War postures – ECW1 holds his musket like a modern Guardsman, rather than a Civil War musketeer.

Overall though a nice range and should prove popular. (The absence of an Ensign is strange though from the company that produce 'Revo Flags'.)

Available: (figures received for review are asterisked).

- ECW1 – Musketeer with shouldered weapon \*  
Good, but odd position.
- ECW2 – Musketeer running \*  
Reviewed, definitely not the best of the range.
- ECW3 – Pike at the receive
- ECW4 – Musketeer clubbing \*  
Excellent.
- ECW5 – Musketeer firing
- ECW6 – Pike standing
- ECW7 – Officer
- ECW8 – Musketeer firing (with rest) \*  
Very good.
- ECW9 – Musketeer marching, shouldered weapon
- ECW10 – Drummer \*  
Very good.
- ECW11 – Pike advancing
- ECW12 – Musketeer priming
- ECW13 – Officer firing
- ECW14 – Pike high receive
- ECW15 – Pike at the receive with drawn sword
- ECW16 – Musketeer loading \*  
Excellent.

Figures cost 20p each (which makes them excellent value for money) plus 20% postage and packing.

S. E-B.

**REVO FLAGS 25mm and 15mm English Civil War**  
Available from: Whittlesey Miniatures, PO Box 46, Whittlesey, Peterborough, PE7 2EW

For anyone not familiar with this manufacturer's product (is there anyone?) these are sheets of pre-coloured self-adhesive flags which you just peel off and wrap around the colour pole for instant results.

The latest offering (after vast listings of Napoleonic) are four sheets of Civil War flags in each scale of 25mm and 15mm. The flags are correctly sized for their respective scales and certainly save a lot of work, particularly with regards to the cornets of horse which in 15mm are only 5mm square!

The flags are accurate, being drawn, as far as I can tell, from Charles Kightley's series of articles in *Military Modelling* back in the 70's.

If I had to find a point to criticise on these sheets it would be the lack of definition, particularly prevalent on the cornets, which gives them a 'blurred' effect. Nonetheless these are very handy items for anyone without the time or ability to paint their own flags.

Each 25mm sheet contains three infantry colours and two cavalry cornets. Each 15mm sheet four colours and four cornets. All are from different regiments, which makes it a bit tough if you require two colours for each foot regiment and at present there are two sheets each of Royalist and Parliamentary flags in each scale.

Sheets cost 70p for 25mm and 40p for 15mm, both plus 20% postage and packing.

S. E-B.

**DIXON 15mm Marlburian Artillery**  
Available from: Dixon Miniatures, Spring Grove Mills, Linthwaite, Huddersfield, HD7 5QG

These items in this growing 15mm range from Dixon consist of: AMA1 – Heavy Gun, AMA2 – Medium Gun and AMA3 – Artillery Crew. AMA1 is 99p, AMA2 & 3 75p.

Both guns consist of four parts – trail (with integral axle), barrel and two wheels – and are thus easily assembled and look good, although I feel that the wheels on both guns are a little small in diameter which spoils the overall appearance. (In fact the medium gun looks better with the heavy gun's wheels!) Nonetheless they are cleanly cast and nicely modelled pieces even down to a hole part-way down the barrel's bore and wide early 18th century wheels.

The Artillery crew consists of six figures (although only five are supplied in any one pack as I understand it): three gunners, in coat and tricorne, either ramming, firing the gun with a linstock, or moving it with a handspike; and three mattrasses, in shirtsleeves, either with a rammer, carrying a bucket, or with a shot. All are beautifully modelled and well-posed – the gunner with the linstock even has a powder horn over his shoulder, a nice touch that. Absolutely no adverse comments on any of these.

What more can I say? – highly recommended.

S. E-B.

**THE NAFZIGER COLLECTION**  
Available from: Raider Games, 119 Elmete Way, Leeds, LS8 2ND

There can be few wargamers, on either side of the Atlantic, who have not heard of George Nafziger. Now the fruits of over a decade of his painstaking research in the archives of Europe and in contemporary works are available here in the UK. (They have been available in the US for some time.)

Basically the collection comprises of a vast number of 'Orders of Battle' for the period 1696-1815 and 1861-1865. The beauty of the present offering from Raider is that you buy only the sheets you require, on an individual basis. Thus if all you are interested in and need is *The Imperial Army of July 1697* (ref: 697GAB – 4 pages) all



you pay is 55p and you get your lists, including the original source quoted plus, in many cases, the number of companies/squadrons in the Regiment and their strength. N.B. These latter are included ONLY where they are in the original source, they have not been added by Nafziger.

The catalogue of the sheets available is nicely arranged in chronological order so there is no problem in finding exactly what you are interested in. To my mind the OOB's are invaluable not just for researchers but also for anyone considering a wargames campaign or compiling Army Lists (in fact with *The Nafziger Collection* it is arguable whether artificial 'Army Lists' are really necessary), or even the general wargamer who just wants background to his chosen Army.

Just to whet your appetite the catalogue of the sheets lists over 2,300 subjects (costing from 15p to £6.25 each) and costs 50p from Raider Books at the above address. Highly Recommended.

S. E-B.

### IRREGULAR MINIATURES 6mm 18th Century Range

Irregular have expanded their range of ready based 6mm figures to cover the years from the War of the Spanish Succession to the American Revolution. The list includes, among other exotica, both Red and Indian Indians. The figures reviewed here all come from the earlier years of the period.

XT1, at 24p, comprises three individually based mounted generals, one on a rearing horse, and one of which would make a superb highwayman if you are prepared to start using figures this small for a skirmish game!

XT2 to 6 are cavalry strips, with four men each for 24p. The hussars (XT4) are in open order (a base 29mm wide), whilst the line and dragoons are on a frontage of about 18mm. The line and dragoon command strips each have a trumpeter, drummer and standard, and are among the best detailed 6mm figures I've ever seen. Further down the listing XT27 is a dismounted dragoon holding four horses, and XT26 is a strip of six dismounted dragoons in caps for 12p.

XT7 and 8 are six line infantry in tricorne and a command strip of standard, drummer, officer and three infantry. These figures will form the backbone of most armies, and are neat castings with just enough raised detail to help painting. XT9 and 10, the grenadiers in mitre, are a bit disappointing. Casting figures advancing in this scale seems to result in very short muskets. The command strip has a standard, which needs removing for most armies, although it does mean the figures could be used for fusiliers or marines. The grenadiers are in tall caps, a bit of work with a file can easily trim these down to make shorter continental caps. XT24 and 25, early grenadiers in bearskin caps, are altogether better figures, well up to the standard set by XT7 and 8. All the infantry strips cost 12p each.

Artillery and equipment are well represented, XT11 is a field gun, limber with three horses in tandem, and a base with three crew (45p the lot); XT12 is a galloper gun plus a base with a horse and two crew (at 24p); XT13 is a mortar with three crew on the same base (12p); whilst for 40p XT14 is a siege gun (with separate wheels) plus six crew on two bases (stuck together they make a good base for the gun without needing to mess about with the individual figures). XT16 is a pair of strips each with three sappers/labourers. The ammunition wagon (XT15) and the supply wagon (XT54) are excellent little models for 28p each.

XT17 and 18 are Jacobite infantry with an "irregular" look to them. The Highland strip has some very well posed figures, and at 12p is worth acquiring simply to have 'state of the art' figures in this scale.

Overall these figures provide a useful and reasonably priced way of either fighting traditional horse and musket wargames, or spending a bit more money and building a complete eighteenth century army.

A full listing of this range appears in Irregular's advertisements quite often. A catalogue of all their 6mm figures plus a sample is available for 60p from 4 Park Road, Norton, Malton, North Yorkshire, YO17 9EA.

John Armatys

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AE13, a very neatly modelled 36 pounder garrison gun complete with dolphins, has a carriage with two small wooden wheels, whilst AE15, a 24-36 pounder naval/garrison gun with a similar barrel to AE13 but without dolphins, is mounted on a four wheeled "truck". These models are suitable for any army (or navy for AE15 - four naval gun crew now appear in the Hallmark list) from the late seventeenth century to the Napoleonic period. The guns cost 40p each and both are, as always with Hallmark's products, clean and well cast models which are easy to assemble.

The highlight of the range is AE22, a 1/2 pounder light gun. The model looks very much like the falconet illustrated on page 47 of B.P. Hughes *Firepower*. This is the first time I've ever seen a light gun for this period in 15mm scale that looked "light". Highly recommended, and at 30p no English Civil War army should be without at least one.

Hallmark Figures are distributed by Warlords Models, 27 Feversham Crescent, York, YO3 7HQ. Allow for postage and packing at 10% subject to a minimum of 30p.

John Armatys

### Flags of The English Civil Wars

#### Part One - The English Colours of Foot

by Stephen Ede-Borrett

Published by Raider Games

For the first time E.C.W. flags have a text of their own, rather than odd chapters in various books and pamphlets covering only the better known units.

The 80 odd pages of this scholarly work include illustrations of some 200 flags covering 68 regiments of foot from the Civil War period. The drawings are of a far higher standard than some of Raider's earlier books.

The text is readable, and contains some interesting information on the acquisition, construction and differencing of infantry flags, together with a final chapter entitled "Sundry Gleanings and some Myths Laid to Rest". The only improvement that might be included in a second edition would be to add the coat colours of the regiments listed in the index (which would result in a classic work for painters of armies).

You cannot afford to be without this book if you have an ECW army. I look forward to seeing the second part, which covers cavalry standards.

Available for £4.95, plus 10% postage and packing, from Raider Games, 119 Elmete Way, Leeds, LS8 2ND.

John Armatys

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# SKYTREX/TRITON ARMADA 1588 RANGE

Reviewed by John Laing

Skytrex have added to their Triton line of naval subjects a timely range of the ships of the Armada campaign. All the requisite types are here, from the largest purpose-built royal warships to the smaller chartered trading ships that formed the bulk of the fleets on both sides.

A scale of 1/600 has been chosen for this range. This emphatically removes the models from the micro scale category. It does provide material for the modeller to get firmly stuck into quite substantial models. It also has the virtue of allowing the smaller types to have characters of their own. These models would be marvellously suitable for a club presentation, in this year of the 400th anniversary of the battle.

**SA-1** is the largest English ship, the *Elizabeth Jonas*. She is a good example of the larger sized Royal warship. The model is quite large, the hull being nearly 4" long from the beak-head to stern gallery. Detail is crisp and extensive. The relatively graceful lines of the Elizabethan galleons are apparent. I find the nicely cast stern gallery a particularly attractive feature, as well as a technical tour de force. The casting is clean and in good quality metal. The package includes some useful notes, including building dates, size, crew and armament.

**SA-2** is a model of the famous *Revenge*. This ship had a very distinguished career, figuring in both the Armada Campaign and her famous last fight off the Azores. The model is doubly welcome as an example of a more typical sized warship than that represented by the *Elizabeth Jonas*. This model is 2½ inches from beak head to taffrail. It is nicely detailed, with the deck fittings being a particularly good point on the model. The sails and masts are, as on all the models of the range, separate pieces. There a number of sizes of mast with nicely done round tops, a few mizzens with lateen sails cast on, a couple of sizes of sprit sails, and some 4 sizes of square sails, representing course and topsail set. Detail on all is excellent. Assembly can be a bit fiddly, but very much worth it.


**SA-3** is Drake's round-the-world flagship, the *Golden Hind* herself. She is the typical armed merchant vessel that comprised the bulk of the fleets of the period.

The model itself is 1¾ inches in length and is a neat little casting. It comes with smaller versions of the sail sets, making up into two masts with square sails and a lateen rigged mizzen.

**SA-4** is an armed coasting trading vessel known as a "cromster" and named *Achates*. It is a very small vessel. The model measures only 1¼ inches long, making her only some 60 feet in length. As usual, my review sample is very clean, with no flash, or gating marks and only minimal bits of metal from venting. Like all the models in this range the pack includes a short note describing the ship type ("the pocket battleship of the period") and details of armament, crew, and tonnage.

**SA-40** is the *San Martin*, the very epitome of the giant high-sided Spanish galleons. She is a large and magnificent model, measuring just short of 4 inches less bowsprit. The size of the model necessitates casting the quarterdeck and poop as separate parts, making this a more complicated model. Against this, the *San Martin* is the most detailed of the set. Gun ports, gratings, cannon, carriages, stern galleries and hull decorations are all clearly depicted.

As a casting, the model is very good, clean, and crisp. The parts fit together well with only a minimum of knife and file work. The sails require a trifle more effort, but will reward the work generously.



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The package notes are useful, but unfortunately not as detailed as for the English half of the range, in that they do not provide details of the ship's armament.

**SA-41**, the *San Christobal* is the classic clumsy, high-sided Spanish carrack of myth and legend. She is the typical armed merchant vessel, equally at home when assailed by buccaneers in the Caribbean, or blundering up the English Channel.

The model is a chunky affair measuring 2¾ inches in length. It has four masts of the usual type in this range, two with square sails, and two with lateens. A large bowsprit and spritsail, with yard is also provided.

Casting and detailing are of the normal high standard.

**SA-42** is the obligatory galleass, the *San Lorenzo*, flotilla leader of the galleasses accompanying the Armada. She is a formidable looking affair with her rows of oars and high fore and stern castles. As the model is 3½ inches long, it makes a tempting target for a set-piece spectacular. There is a pair of very nicely done awnings that fit over the rowing benches and give the model a very good appearance. My review copy unfortunately had a hog-back bend in it. This was easily fixed with a little judicious bending, however. Beyond that, detail on the model is to a high standard with the upper deck broadside artillery clearly shown. The cabin on the after castle is a particularly attractive affair.

Skytrex also produce a decal set to go with the range. It consists of four motifs, a red cross, the crowned portcullis symbol of the Tudors, a large Tudor Rose flanked by E and R, and an English royal crest. They are well printed, and the set includes instructions for use. My only difficulty is with the preponderance of English over Spanish heraldry. That quibble aside, they should be very useful in adding colour to the set.

Taken as a whole, the range is an interesting and valiant effort on the part of Skytrex. They promise more releases later, so we can dream of additional goodies for the future. Quality is of a very high standard. This range presents the possibility of some really attractive games.



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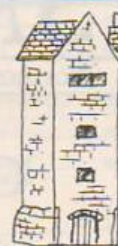
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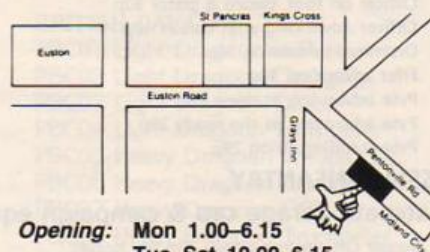


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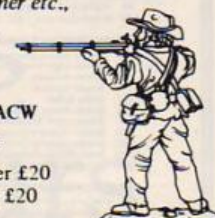
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**Durham Wargames Group** presents its **20th Anniversary Open Day** on 13th August 1988 at the Vane Tempest Community Centre, Gilesgate, Durham. Traders to include Irregular, Q.T., Connoisseur and Hotspur plus many others. 10 class Painting Competition. Details from A. Copestake, 23 Wylam Street, Craghead, Stanley, Co. Durham DH9 6ER.

**TO THE REDOUBT '88.** Eastbourne Redoubt. Marine Parade. Sat & Sun 23/24 July 1988. Once again the famous redoubt will resound to the roar of battle! Display and participation games, fantasy and historical refigts, painting competition, trade stands, re-enactment groups and a superb Military Museum. What more could a wargamer want? (Good weather perhaps?) Contact: Peter Helm, 34 Seaside Road, Eastbourne, Sussex, BN21 3PB.

**COUNCIL FIRES 4** - at: Paris Golf Club, 1-2 October 1988. All periods and scales. Interested people, especially those who would like to present a game or help, please contact: Barbara Barron, 39 Willow Street, Paris, Ontario, N3L 2K7, Canada. Tel: 519-442 4313.

**C A L E N D A R****JUNE**

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

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

**JULY**

**Sat 4th, Sun 5th:** Campaign '88 at Woughton Campus in Milton Keynes. Southern Area play offs for the Osprey World Championships.

**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.

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Above: The swart masses of a 15mm *Minifigs* Renaissance tercio from the collection of Michael & Alan Perry. The *Battleground* walls were painted by Ian Weekley of *Battlements*. Other buildings by *Hales Models* & *Lilliput Lane*.

Below: *Hovels* 15mm Japanese village.





