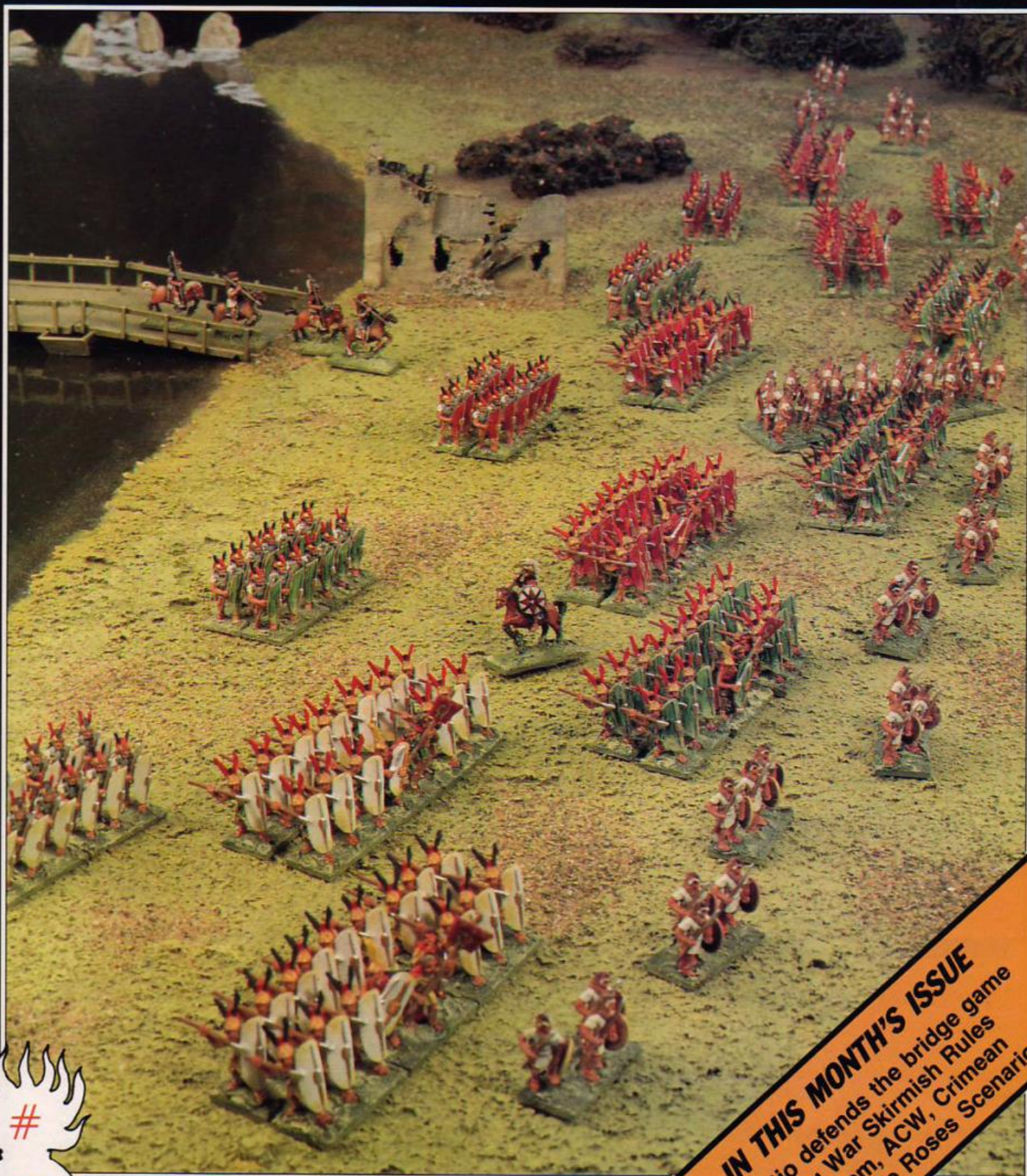


Britain's Number One Wargames Magazine

# WARGAMES Illustrated



#  
**12**

August 1988

**IN THIS MONTH'S ISSUE**  
Horatio defends the bridge game  
Zulu War Skirmish Rules  
Vietnam, ACW, Crimean  
Wars of the Roses Scenarios

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# HOW TO GET TO WARCON ONE



## By Car

From the North and South East - M6 - Junction 6

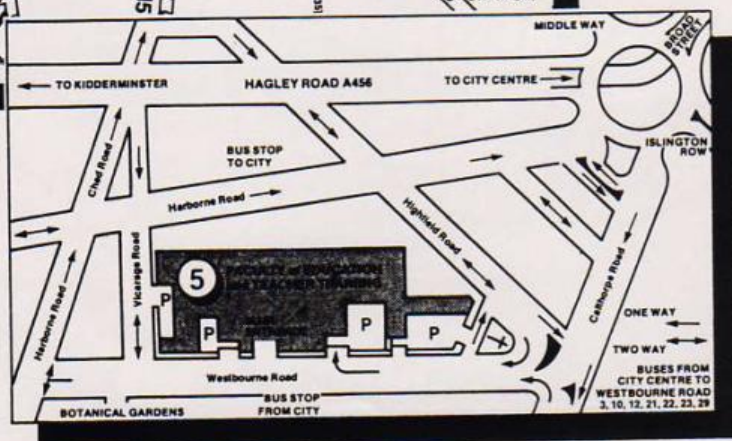
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# WARCON ONE

## 1st Birmingham International Wargames Convention

Faculty of Education and Teacher Training, Westbourne Road, Birmingham, B15 3TN

Friday Evening to Sunday Evening 19th - 21st August 1988

With less than a month to go the final programme for WARCON is being continually updated as we try to cram in more things to see and do. At the moment the weekend is planned as follows:-

### Friday Evening - 19th

Registration for residents will open at 5 p.m. and at 8.00 the first round of the GEO-HEX MILITARY QUIZ will begin. About this time there will be a showing in the lecture theatre of one of the classic war films (who said Carry on up the Khyber?). At 10.30 p.m. we have planned a mega-size WW2 naval participation game set in the Pacific and fought with the most realistic set of rules for this period probably yet produced. Come and have your cruiser sunk by a Long Lance torpedo. This ends officially at 12.30 a.m. although some no doubt will be bobbing about on the briny when dawn breaks over Edgbaston. Other games will be taking place in the residential blocks so take your pick.

### Saturday - 20th/Sunday - 21st

Doors open 10.00 a.m. and if you are wise you will have bought your ticket in advance. The trade area takes up three halls with plenty of room to move (we hope!). Saturday A.M. sees the start of the BATTLE OF WATERLOO fought between a British and French team and umpired by The British Association of Empire Players. Throughout both days the archery range will be open where you can try your hand at shooting all sorts of bows and then going away to re-write your ancient and medieval rules. The 1st Foot Guards of the Napoleonic Association will be demonstrating drill and frightening the local residents if we can convince the local authorities to allow real firing. The painting competitions will be in full swing under the masterly eye of Gary Morley while Steve Walsh teaches you how to paint in oils in his workshop. Numerous classrooms will be full of participation games where you can do everything from shoot down the Red Baron to drive a chariot in the Roman arena. If your craving for knowledge overcomes you then we have a comprehensive programme of lectures taking place throughout the day. Subjects include 'MODERN BATTLE GROUP TACTICS', 'OBSERVATIONS ON NAPOLEONIC ARTILLERY', 'VIETNAM - A FIRST HAND EXPERIENCE', 'THE ZULU WARS', 'THE ARMIES OF 1588', 'MILITARY FORMATIONS ON THE WARGAMES TABLE', 'THE BOW IN WAR - FACT AND FICTION'. More are being formulated and details will be available nearer the time. Our speakers range from serving military personnel to recognised authorities. Admission is free to all lectures. Steve Lloyd will be separating some of you from your money and giving it to some of you others and his huge bring and buy emporium. Those of you who want to avoid queues and register your goodies for sale early see below. Another attraction in the outdoor area will be a heavily armed knight on horseback who will take great delight in charging down on you if you ignore the 'keep off the grass' signs.

Saturday evening sees the finals of the GEO-HEX quiz where two teams will be battling it out to see who will emerge with the first prize of £200's worth of terrain. More films in the theatre or drop in to a discussion chaired by a leading designer who will be trying to find out what the wargamer wants. Study the noticeboard and you will see what games are on throughout the complex and put yourself down for one. Or, of course, you could just sit in the bar which goes on till late and try to figure out just how your Old Guard were destroyed by Landwehr.

Altogether WARCON should be a great wargaming experience.

Here's some more details of things to do in advance:

### Register your team for the GEO-HEX quiz.

Just send 4 names and the team name to Dave Betts at the address below.

### Register your second hand items with Steve Lloyd.

Contact: Steve Lloyd, WARCON ONE, 79 Church Road, Uppermill, Nr. Oldham, LANCs., OL3 6DX.  
Tel: 045 77 6711

If you would like to put on a demo/participation game send an SAE marked: Games, WARCON ONE to the address below. We'll then send you a form to complete.

**Advance tickets:** Residential 1: Ticket includes Friday/Saturday night in a single room in one of the residential blocks. Breakfast and Weekend Admission is included. Cost £33.50.

Residential 2: As above but room Saturday night only, Breakfast and Weekend Admission £19.50.

Weekend Tickets - Friday to Sunday £3.50

Day Tickets - Saturday/Sunday (specify which) £2.00

**WARCON ONE, 5 Moors Lane, Oreton, Nr. Kidderminster Worcs. DY14 8RH. Tel: 074 632 627**

### STOP PRESS! Three more WarCon events:

1. An all-weekend **Charity Marathon WWII game** on behalf of Great Ormond Street Children's Hospital.
2. Brief (15-30 minutes) lectures introducing the Noble Art of wargaming to members of the General Public. These will be staged at regular intervals in the mornings & attendance thereat will allow newcomers to the Hobby to stroll around the show with the air of a veteran!
3. **MOST EXCITING!!! A transatlantic telephone NATO-WarPac game in real time will link WarCon One with top U.S. convention Origins.** Throughout the weekend a team of American "Americans" will phone through their orders and try to trounce a team of British "Russians". A display on stage in the bar area will update the situation - in fact, a real sitrep - you sit in the bar, and the reports come in! Likely rules and scenario will be G.D.W.'s brand new set.



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**MEDIEVAL** – Anglo-Norman; Feudal English; Feudal French; Anglo-Irish; 100 Years War English; 100 Years War French; Wars of the Roses-Yorkist; Wars of the Roses-Lancastrian; Seljuq Turk; Saracen-Syrian; Ayyubid Egyptian; Later Crusader; Teutonic Order; Theodoran Byzantine; Mongol; Mamluk Egyptian; Ilkhanid; Free Company; Early Burgundian;  
**COLONIAL** – Zulu War British; Zulu; Sudan War-British; Dervish; North West Frontier-British; Pathan; Boer War-British; Boer; French Foreign Legion; Arab;  
**WORLD WAR ONE** – British; German; French; American; Austro-Hungarian; Russian;

## N · E · W · A · R · M · I · E · S

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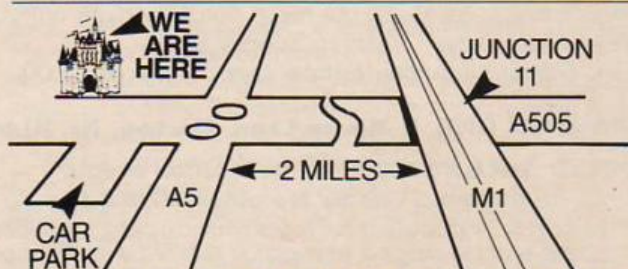
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# WARGAMES Illustrated



## Opening Shot

Since I've relegated myself to page 5, you've probably already read about WarCon One and Claymore '88. Let me now tell you not to forget **THE NATIONAL WARGAME CHAMPIONSHIPS** in **NOTTINGHAM** (see ad on page 53!). I mention this because, (a) as a past (long-time past) National Champion I feel obliged to do so, (b) organising committee man Bob Connor said I had to – and few in the Hobby dare gainsay Bob!

Reading through the copy of the WarCon ad. on page 3 I see that the guest speakers on military matters at the show will range from 'serving military personnel to recognised authorities'. Are the two mutually exclusive? Answers on a postcard please to the WarCon organisers. (Thank you, Colonel!)

Whilst on the subject of "iffy" copy, perusers of the Hallmark Figures ad. on page 57 – underneath the ostentatious Irregular ad. – will come across a '12 pounder mortar'. This of course should be a 12" mortar: the typesetter mistook the " for ditto marks. Having one of those 'back alley' minds, instead of correcting the mistake I got to thinking 'What would be the calibre of a 12 pounder mortar?' Alas, at the time of writing I'm 150 miles away from my library, so I thought it might be simplest to throw the problem at the readership, with a tenner for the answer that most convinces me. (I haven't the foggiest idea what the answer might be, so your arguments and reasoning will be as influential as the number of digits after the decimal point in the figure you come up with.)

### 'ROAD TO BERLIN' PART II BIS

Owing to the pre-emptive appearance of part II of David Harrison's article elsewhere, due to a Company Runner getting lost in the smoke of the battlefield, David has kindly written an alternative part 2, which he assures us is superior to the original. This will appear next month, as will part II of Pete Berry's G.N.W. series.

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# CLAYMORE '88

**SATURDAY  
6TH AUGUST**

**ADAM HOUSE  
CHAMBER STREET  
EDINBURGH**

**"Little wot ye wha's coming.  
Jock an' Tam an' a's coming."**



Last year's Claymore raised over one thousand pounds for the Scottish National Institution for the War Blinded. Photo shows S.E.S.W.C. members (top left, running clockwise) Jim Duncan, Alistair Chisholm, Scott Duncan, Bill Gilchrist, and Dave Douglas handing over the cheque to an S.N.I.W.B. representative.

Hopefully this year's show will top that. You too can help. Claymore is one of the best shows on the calendar. Get there! As well as the Highland Host and the Lowland Levy there's always a picked picquet of 'pockpud' traders (that's 'English' to you, Jimmy!) and Cameron O'Freikorps joins the 'Wild Geese' for the weekend.

Contrary to legend Scotsmen are a generous bunch (as the photo should prove!) and, to scotch another myth, if you're from south of the Border you will understand what people say! Very few people in Scotland speak like a Gorbals Gob\*\*\*\*\* gargling with gravel!

Make a weekend of it and take in the sights of the city.









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- MOC6 Keshik HC
- MOC7 Korean HC
- MOC8 Mongol LC + Bow
- MOC9 Mongol LC + Sword
- MOC10 Eastern Steppe LC
- MOC11 Mounted Officer
- MOC12 Mounted Khan  
(on rearing horse)

- MOC13 Mongol Camel  
Drummer 30p
- MOC14 Baggage Camel 30p
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F104 Fusilier (Campaign Dress)	
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F106 Line Command (3)	30p
F109 Line Grenadier	
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F117 Young Guard Firing	
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FC104 Chasseur	
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FC108 Line Lancer (helmet)	
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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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FA16 4pdr Gun	38p
FA17 6" Howitzer	38p
FA18 8pdr Gun	38p
FA19 12pdr Gun	38p

#### AUSTRIAN

Infantry	
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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B102 Line Infantry Greatcoat	
B103 Line Command (3)	30p
B106 Scots Infantry Advancing	
B107 Scots Infantry Defending	
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B111 Rifleman firing	
B112 Rifle Officer	
B113 Rifle Bugler	
B114 Light Infantry Firing	
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R109 Guard counter marching	
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R114 Musketeer/Jager G'coat Comm (3)	30p

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RC100 Hussar	
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RC102 Uhlan	
RC103 Uhlan Command (3)	60p
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RC105 Guard Cossack	
RC106 Guard Cossack Command (3)	60p
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206	Bren No 2
207	Sten Firing
208	Sten Advancing
208a	Thompson advancing
209	Officer
210	Platoon SGT
211	Piat and user
212	Piat No 2
213	2" Mortar and user
214	2" Mortar No 2
215	Company Officer
216	Artillery Officer
217	C.S.M.
218	Runner
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222	Vickers No 3
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303	Rifleman running
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306a	MP 40 firing
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308	NCO
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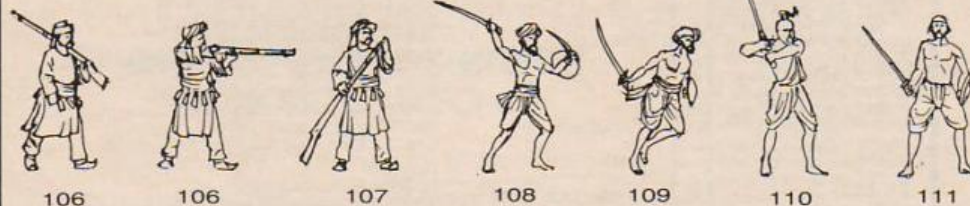
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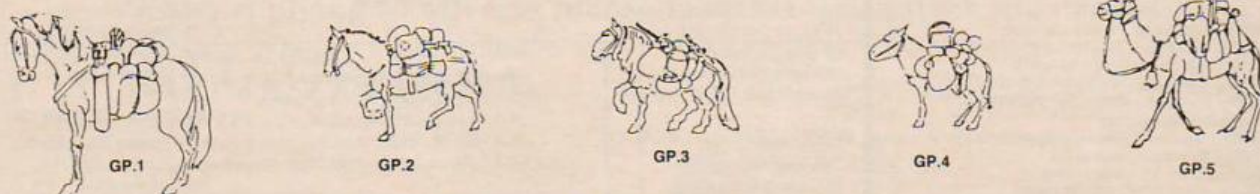


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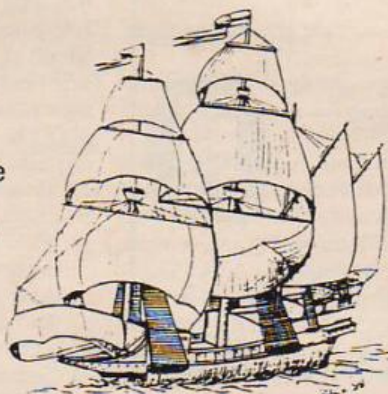
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# SCENARIOS

by Richard Brooks

When wargamers are introduced the common question is: 'What period do you do?' or 'What rules do you use?' A more pertinent question but one I have never heard asked might be: 'What sort of scenarios do you play'. Much of the interest of a game derives from the idea on which it is based: an interest quite independent of the historical setting or the rules used. Despite this the most commonly observed game format is the symmetrical 'battle of parallel lines' where the two sides line up all their available forces in full view of each other and proceed to knock the daylight out of the opposition. To be fair this may be an appropriate way to represent a lot of battles, especially before the advent of effective small arms which drove the combatants into hiding. However such a format never really appealed to me for a game. The symmetry that is enforced is not typical of most military activity, which has always been one of the least fair forms of human behaviour. This balance has three aspects:

- 1) There are two sides with even numbers of points values. Much of the interest of the game seems to lie in the choice of the most effective army in terms of the rules and associated points system, although in fact generals have to make do with what they are given, not choose from a shopping list.
- 2) The aims of the two sides are equal and opposite, ie the destruction of the enemy force. Although this is theoretically true of all combat, there are of course all sorts of moderating factors which intrude into real military operations. As a result of these it is often not in the interests of both sides to pursue the immediate destruction of the enemy's forces: sometimes the political end of the hostilities can best be met by adopting a defensive posture; sometimes inferior numbers may make it unavoidable to do so. To restrict one's wargames to scenarios that ignore this is to restrict them unnecessarily.
- 3) Information about the game is open to both sides: both sides know the strength and deployment of their opponents. The terrain is all visible and its effects known through fixed movement rates, visibility and ranges. Concealment of reserves and surprise counter-attacks, which Clausewitz reckoned as the main advantage of the defensive, are rarities.

There are two variants of the standard game that get around these unwelcome symmetries to some extent:

- 1) The meeting engagement where troops are deployed onto the table from the line of march: preferably in a pre-determined sequence, kept secret from the opposition.
- 2) The defence/attack where one side has to hold its ground against a numerically superior enemy. The ratio of strengths should depend on the ground and the lethality of weapons, but 4 to 3 used to work quite well. This was in the old days when I still used points systems (about a week last Thursday).

These scenarios break down the symmetry of the battle of parallel lines. The meeting engagement provides an essentially random build-up of forces, even if overall strengths are known. The defence/attack provides an imbalance of both aims and numbers. In both cases information about enemy deployment becomes available piecemeal as the figures are put onto the table. Obviously a defender should be allowed to keep reserves out of sight, either off the table or concealed in dead ground.

It is even possible for numerical advantage – and hence the initiative – to pass from one side to the other during the game. This can be done randomly (draw cards for reinforcements every so often) or programmed beforehand to produce an effect like that at Quatre Bras or Adrianople. The important thing is that the players don't really know how the balance of forces will develop. Thus Reille in the original version of Quatre Bras thought he was playing an attack/defence game like the ones in the Peninsula, while Saxe-Weimar was only playing at rearguards. By the time the French players realised this, enough Allied reinforcements had arrived to launch their own attacks. Another good way to produce unbalanced games is to split a multi-player game onto several tables. Again this was done at Quatre Bras/Ligny, Jena/Auerstadt and less successfully from the French point of view, Waterloo/Wavre. The gaps between

the tables can correspond to actual obstacles eg the river Berezina for a really chilly scenario or just a gap between the two wings of the armies as at Jena/Auerstadt. Even if the tables are in the same room the differences in perception among players on the same side can be remarkable. Even such experienced wargamers as Ney and Napoleon at Quatre Bras/Ligny couldn't agree where to deploy the d'Erlon chance card.

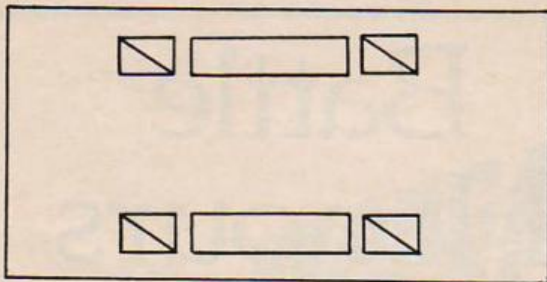
To make the most of these variants on the basic scenario, it is important that enough depth is provided for the use of reserves outside missile range of the enemy. This is more important for later periods when artillery becomes more effective, but in any period reserves need enough space to manoeuvre against the flanks of enemy attacks. For this reason I tend to play along the table rather than across it. This might appear to constrict the front available for outflanking moves, but usually wargamers extend their front too much anyway. Until the arrival of weapons of precision in the late nineteenth century, troops were always packed together on the battlefield. Densities as high as ten men per yard were common in Napoleonic battles. At Waterloo the whole Allied front was occupied by battalions formed shoulder-to-shoulder with apparently little scope for clever flank attacks. The final counter-attack by the 52nd Light Infantry however drove right across the battlefield from Hougomont to La Haye Sainte, cutting through the flanks of the intervening French units. A constricted front then need not make it impossible to launch extremely effective tactical flank attacks. Emphasising depth at the expense of frontage also makes it easier to achieve realistic troop densities by leaving room to deploy successive waves of troops. Examination of a map of Waterloo shows that the distance from the rearmost Allied reserves near Mont St Jean to the French Guards near Plancenoit was almost as far as the distance from the Allied right at Hougomont to their left at Papelotte. Since most wargames of this period only purport to represent 'slices' of battles, the proportion of depth to front should, if anything, be greater.

Playing down the length of the table is even more important for the final type of scenario to be discussed here: the 'picaresque' or travelling roadshow. This owes something to the format of role-playing games where the aim for one side is simply to travel the length of the table (or dungeon) and possibly back again. The other side (and there may not be one) has to thwart or possibly just avoid their active opponents. Avoiding an orthodox military decision may in fact be the opposition's main aim. Typical examples of this type of scenario include:

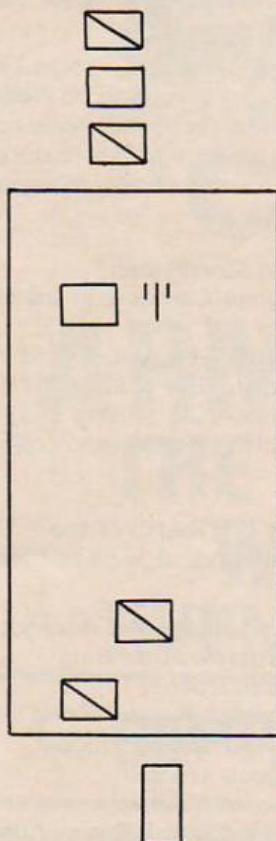
- 1) 'Reach the waterhole before dark' eg. Romans vs. Parthians, Hicks Pasha vs. the Mahdi.
- 2) 'Relief of Fort Bogart' eg. Anglo-Normans vs. the Welsh or innumerable colonial examples from Ashanti to the Malakand depending on whether you like trees or mountains. The state of the beleaguered garrison should of course be kept from the relief column until within visual range of them.
- 3) 'Search and destroy' obviously eg Nam but also the North West Frontier, whether in the 1890's or today with Hind gun-ships.

Obviously these games are totally asymmetrical and even unfair: there was an SPI board game, based on Vietnam squad level actions, called GRUNT which included a scenario where the VC had no troops at all. If the US player did not realise this in so many turns he was deemed to have lost. As the forces in picaresque games are so imbalanced, there is little point assigning forces on a points basis. It is better to base them on a bureaucratic model of the armies involved. For example a platoon (20 men) of ARVN is a reasonable force to recce a village, while the unexpected arrival of a squad of NVA regulars would appreciably complicate the problems of a routine intelligence gathering operation. The theoretical fighting values of the forces engaged is irrelevant: what matters is their mission and the player's ability to cope with the uncertainty inherent in such affairs. Even in more 'normal' scenarios it is better to base the forces on actual orders of battle and not on some rule writer's point system. These only reflect his opinion and may not even relate to the effectiveness of the troops under the rules.

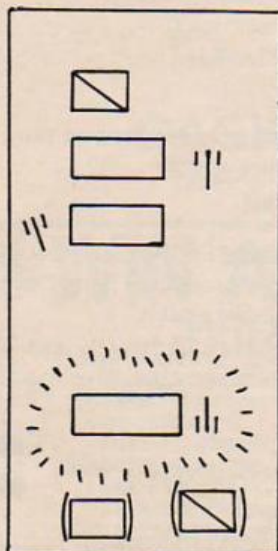




The basic scenario: the battle of parallel lines.



The meeting engagement: both sides deploy onto the table to provide an uneven build-up of forces and options.



Attack/defence: both sides deploy in depth with reserves concealed on the reverse slope of the defender's position.

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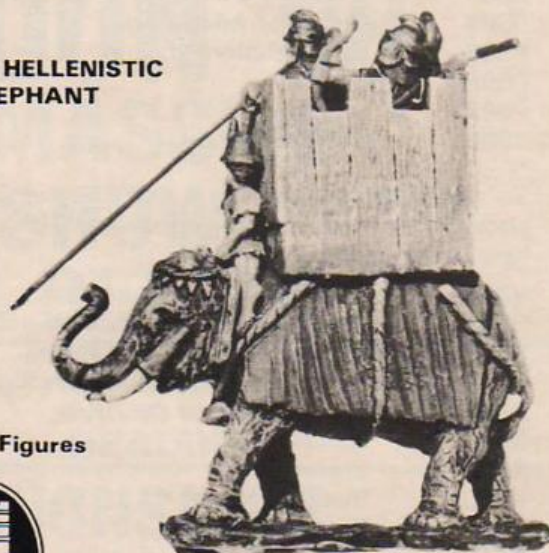
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Marching scenarios are particularly suited to colonial games or low level ones such as raids or attacks on outposts. The small forces involved make it far easier to generate games with a more varied content. For example it is possible to build in logistic factors in ways that mean something. Most wargamers can relate to calling up a dustoff helicopter for a wounded GI, but I suspect few want to play at running a regimental Aid post, though it might be salutary to do so. Most people can cope with recording the ammunition expenditure of a handful of askaris: only those who find accountancy too exciting are likely to want to keep track of the POL requirements of a Panzer regiment in the Western Desert, vital though it was at the time.

Another idea that can be used with picaresque scenarios is not just to conceal how many troops are involved or what they are supposed to be doing, but to provide imperfect information about the terrain. In the typical reconnaissance the whole point is that one side is ignorant of the key features and the positions of the enemy. In all colonial wars the locals have the advantage of superior knowledge of the ground.





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RA04	Hungarian Grenadier Advancing	RA13*	Hungarian Fusilier Firing
RA05	Grenz Infantry at the ready	RAC04*	Cheveau Legere Trooper
RA06	Officer	RAC07*	Dragoon Trooper
RA07	Drummer	RAC10*	Kurassier Trooper
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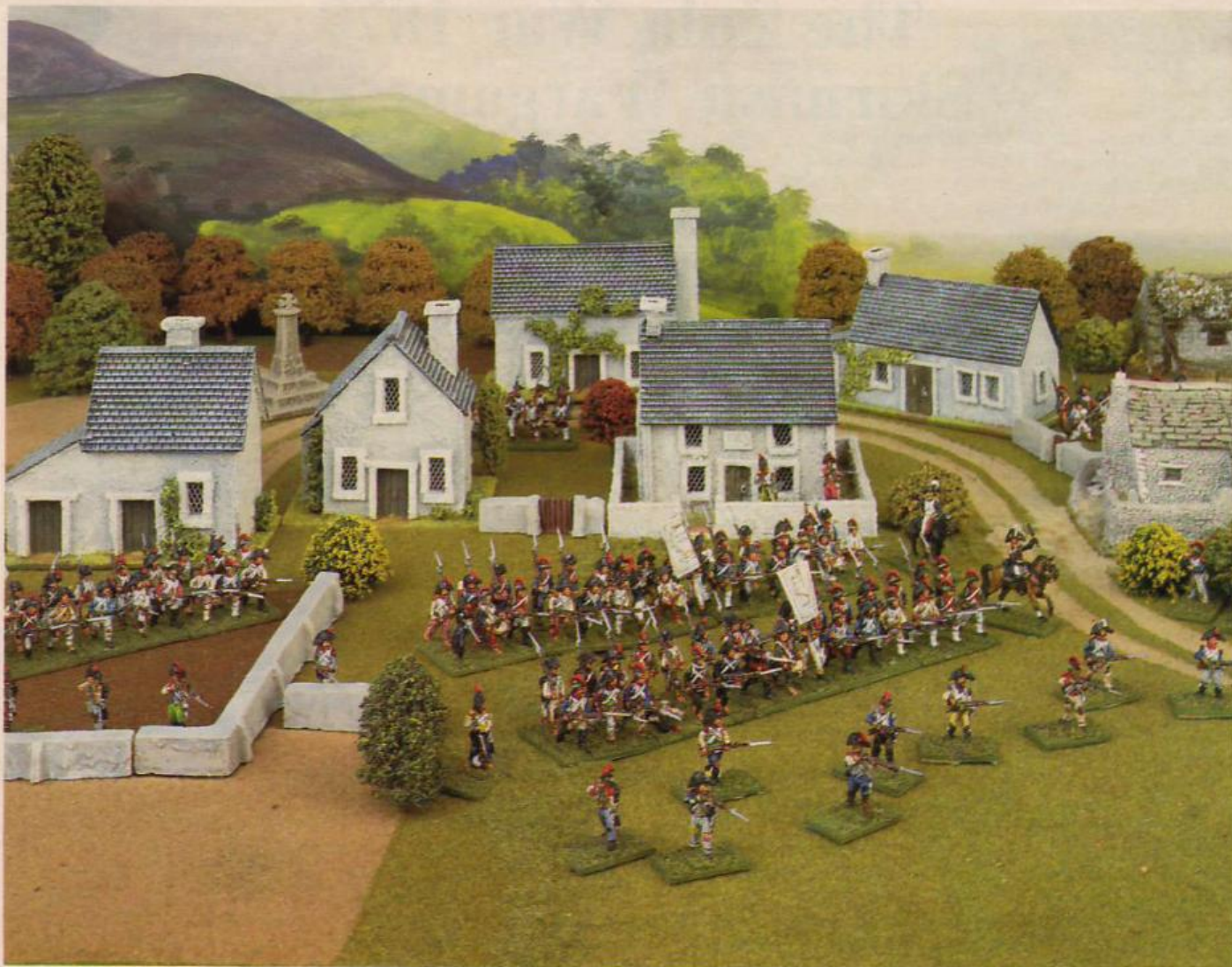
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*in scale with 15mm figures. The “humans” are from the collection of Battle Honours’ Dan Boreham; the architecture from the editor’s collection. Terrain: T.S.S. Trees: K. & M.*



A short walk in the Sudan may be shorter than you think. Note the wadi (probably full of spearmen) which should be unknown to the would-be imperialist. The locals should keep out of sight until they want to start something.

This is very easy to game in areas with lots of cover like Vietnam or 13th century Wales. Only those features should be on the table that have been observed by the invaders. The locals could have a sketch map which they use to decide where best to put their forces. However if they are supposed to be illiterate an umpire is needed to show them the table before the arrival of the away team. Then most of the terrain should be removed and replaced with odd trees, rocks and bits of lichen, depending on the umpire’s whim or topographical expertise. Hills can’t be moved very easily (mine go under a cloth), but clearings, villages, rivers, bridges and so on should all go until identified. Illiterate defenders then play from memory with confirmation from the umpire as necessary.

The important point about all this is that the good scenario should reflect the uncertainty that underlies all military activity. This uncertainty must extend at least to the size and composition of forces committed, but I hope I have also shown that it can include their aims and even the terrain they are fighting over. The best way to do this is to provide the players with widely disparate force structures, objectives and perceptions of table-top reality. In this way the commanders of very superior forces can feel hemmed in by a few snipers, whether VC or Parthian horse archers. Advance guard commanders fumble around looking for a way to turn a flank. A company of Legion Étrangère sent to meet the routine silver convoy are set upon by three regiments of cavalry and perforce become a legend. Doesn’t this sort of game have to be better than just lining up opposite edges of the six-by-four with much the same numbers of much the same troop types for a knock ‘em down and drag ‘em out session?



# The Zulu War 1879

## – Skirmish Wargame rules

by Jim Wallman

Few wargamers can have watched the film *Zulu* and not been moved to at least attempt to wargame the events contained within it. I am no exception, and like many others have been playing skirmish games based on this war for many years.

Initially these games were of the Skirmish Wargames *Colonial Skirmish* type, (also described in Donald Featherstone's book *Skirmish Wargames*), which are particularly suited to games involving very small numbers of Redcoats in a fight with a similarly small group of Zulus (or Swazi or Matabele). These games are fun in themselves, but I found that I really wanted a game that was a bit more specific to the Zulu War, rather than a generalised system, that could be applied to many, widely differing, wars and combatants.

Like most wargamers, when faced with this problem, I decided to write my own rules. The rules described here were originally designed for our club's Junior Section (a group of 12–13 year olds). We started out with only a small collection of figures; about half a dozen British and around 20 Zulus, but we have since found in practice that the rules work perfectly well for us up to a company of British and 400 or more Zulus. Given the age of the participants, and my own predilection for easy-to-play games, the rules had to provide a fast-moving game, yet retain the nature of the combat in Zululand at this time.

As they stand at present, the rules reflect my own prejudices about the nature of small unit actions during the Zulu War. There seem to be few enough of these types of action in reality, and therefore we often have to contrive scenarios for a skirmish wargame on the subject. I think we can safely classify the small unit actions that there were into three types:

- 1) Convoy protection (eg the action at Intombe river drift).
- 2) Defence of an outpost (eg the famous battle of Rorke's Drift).
- 3) Patrols or raiding parties (eg the action on Hlobane mountain).

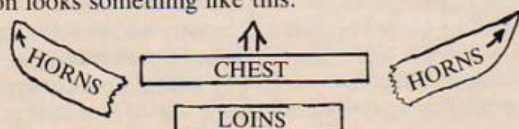
There are those who might argue that Isandlwana was a 'skirmish'; after all there were only around 800 Redcoats and 14,000 Zulus (according to the Official History), but I think we must exclude it for now. I would, however, be fascinated to try it on a 1:1 figure scale – is there anyone out there with enough Zulus?

It seems that the British did not use their regular forces in groups of much less than company size (or the equivalent). For the most part, however, British troops were only used for major invasions, or defending bases and forts; native or irregular troops were used mainly for frontier patrolling, minor outposts or raiding.

### Small Unit Tactics

The British regular infantry would fight in companies or half-companies (called divisions I believe), and in two-deep lines. The firing line was most commonly in open or extended order in the early part of the war ("after all old chap...they're only a bunch of savages..."), and later in tighter formations. The modern tactical advance in rushes, or moving from cover to cover was virtually unknown. The Natal Native Contingent (NNC) infantry were essentially to make up the numbers – only one in ten were issued with firearms. They were trained to fight in a rudimentary line, but few of them had much stomach for 'mixing it' seriously with the feared Zulus. The only exceptions were the fine Basuto Horse, and about three companies of NNC who were recruited from disaffected Zulus, and therefore shared the Zulu martial spirit.

The Zulus had one main tactic, which seemed to have permeated throughout their army – that of the 'Bull's Horns'. In summary, the formation looks something like this:



This would be used by anything from a small group of 40–50 men, up to the entire army. The horns would be composed of the fastest, and youngest warriors, who would race round the enemy and attempt to cut off his retreat, whilst the chest, composed of older, and generally more experienced warriors close steadily for a frontal assault. The loins form a reserve of the best warriors, who would either administer the coup de grace, or salvage a difficult situation. The commander of a force would be found on a nearby rise, and would attempt to control the battle by means of runners.

It would seem reasonable to assume, therefore, that even in a small action, such as that portrayed by these rules, the Zulus would almost invariably attempt to use the bull's horns tactic. There is no mechanism within the rules to force this, but I have found that in practice, the above tactics work best. In any case what would be the point of playing the Zulu side if you did not use their tactics?

Other aspects of the game do bring out some tactics – for example the reloading times encourage the British to use two-deep lines. There is one further historical assumption I have made, and that is that it was virtually impossible for the Zulus to reach a formed British firing line from the front, over open ground. They seem to have always been repulsed, and I can find no accounts of the Zulus ever closing in these circumstances. A Zulu victory, in most cases, seems to come from outflanking the enemy line, or catching him by surprise. In other words, if the British are prepared, and make no mistakes, the Zulus will invariably lose. This may seem a little unfair, which of course it is, but war is seldom (if ever) fair. Playing the Zulu side in such a game therefore becomes a task of provoking the enemy into making a mistake. Similarly the Zulu side do not have to attack if they do not want to in a given game. In practice, if the Zulu player feels that he cannot achieve anything against a highly 'switched on' opponent he should be able to elect not to fight. It is a simple matter to set up another scenario and change around the sides. In practice, however, with several players per side this practically never happens because the British players – being wargamers – can seldom agree with each other, thus leaving many opportunities for the crafty Zulu. (If he chooses to take them that is!).

I think the 'no battle' option is very important for the Zulus and feel sure that there were many occasions during the war when, unknown to the British, the Zulus forbore to attack a seemingly strong or efficient force.

### THE RULES

#### SCALES

In these rules the ground scale is 1" to 2 yards (ie. the same as the figure scale), the time scale is one move represents 6–8 seconds of real time. Obviously the figure representation is one figure to one man. All the terrain and other features are therefore at the same scale as the models. These rules can easily be adapted to 15mm scale figures – possibly by halving all the distances in the rules.

#### MOVEMENT

Movement distances are in inches, as follows:

##### a) Movement on foot

	Zulus	Any others
Walking	2.5	2.5
Running	6.0	5.0
Charge	8.0	6.0
Crawl	1.5	1.0

The above moves assume that the Zulu warrior is a better runner than most of the other combatants in the war.

Natives in the service of the British will also come under the category of 'any other' since, with a few exceptions, they were from non-Zulu tribes and not as well trained in running.



There are some further limits on movement;

Europeans and other natives can only run for 6 moves in any 8. As we know, the Zulus were very fit, and would think nothing of running many miles to a battle (the British didn't think much of it either!) – and thus are permitted to run as often as they like. In practice they will run everywhere in our skirmish game, pausing only to reload any firearms, throw spears or as the result of adverse morale test results.

The 'charge' move represents a final burst just as the men are coming into hand-to-hand combat, and this is permitted only if such a move would bring the figure into hand-to-hand combat with an enemy figure. Each figure in a group is moved individually for this purpose, which means that groups tend to split up once they start mixing with the enemy in a melee – as the leading men rush forward to contact using the charge move.

#### b) Mounted movement

Cavalry are treated slightly differently in this game – and, as in reality, horses are difficult creatures, complicated to use, but can give one a decided edge in combat if used properly. Since the rules for this are a bit involved, the use of cavalry is not recommended until you are familiar with the rest of the game.

Cavalry movement is classed in four phases:

**STOP — WALK (3") — CANTER (8") — GALLOP (12")**  
Horses are ungainly creatures, and one of their main disadvantages is their lack of manoeuvrability – especially in close terrain. This is reflected in the rules by only permitting them a maximum of 45 degrees of turn during the move at the canter or gallop; 90 degrees of turn at a walk or slower and up to 180 degrees of turn when stationary. The total for a given speed cannot be exceeded, but it can be split during the same move (eg. making two 22.5 degree turns during a gallop move).

In addition, horses must accelerate and decelerate through each of the phases at the rate of one phase per move.

Horses can jump over obstacles such as bushes or low walls, provided that they are moving at a canter or faster. Jumping has its own hazards, which are: When a horse is about to jump an obstacle, roll 1d6 to see if it refuses the jump. If it does, roll again to see if the rider is unhorsed by the sudden stop – score 1 for most riders, or 1, 2, or 3 for poor horsemen (ie. some NNC horsemen). If the rider is thrown then he is dazed for two moves and cannot get up for one move.

Any horsemen reading this will no doubt point out that a horse can speed up and slow down a lot more quickly than this in reality. The reasoning for the above rules is that I wanted to bring out some of the inherent problems of small unit cavalry operations, the primary one being the detailed control of horses. The rules bring out some of the problems, although admittedly in a longer timescale than in reality. It is a game-design 'fudge' to illustrate the problem.

#### FIRING

The firing and missile throwing part of the rules does actually require quite a lot of die rolling, but each roll is very simple, so in practice the whole process can be quite quick. All firing requires a roll of two normal dice (d6) per firer.

Before getting to the chances of hitting a target, there are first some aspects of how firing is handled in practice.

First, the throwing spear. In battle the Zulu warrior would most likely carry two spears, the *iklwa* (or thrusting spear) and one short, javelin-like throwing spear. In the game, where we might have several hundred Zulu figures in play, it would clearly be impractical to record which individual had thrown his spear or not. We therefore assume that when the commander of the group (= the player) gives the order to throw spears there is a sort of 'spear volley' in which all those able to throw do so. The unit as a whole is assumed to have used ALL its spears, and therefore cannot throw again. This makes the throwing spear a one shot weapon.

Secondly, multiple targets. A feature of this sort of skirmish game, involving larger numbers of figures, is how to reflect the increased vulnerability of closely formed groups of targets. The rule is; in every group of bunched targets, for every target figure, there is one potential secondary target. If the firer misses with his shot, he may roll again to see if the secondary target was hit (with a nominal minus on the die score).

In theory, of course, there might be a whole multitude of potential secondary targets, but for ease of operation we have stuck to a maximum of one. (Tinker with this if you wish).

Lastly, fire control. This was, and is, never perfect. It is therefore equally important to make sure that multiple hits on the same target are registered. To reflect this, roll one die per hit on the target group; if any of the scores on these die rolls are the same then the hits were on the same target figure. This is a fairly rudimentary (but quick) rule, and if readers wish to substitute a better system, then feel free to do so.

#### Firing chart

Roll 2d6, score in the table or more to hit.

Range:	5"	10"	15"	20"	25"	30"	40"	50"	over 50"
Zulu spear	9	11	12	—	—	—	—	—	—
Soldier & pistol	5	6	8	10	12	12	—	—	—
Soldier & rifle	5	6	7	7	7	8	9	10	10
Zulu & musket	9	10	11	11	12	12	—	—	—
NNC & rifle	7	8	8	9	9	10	10	10	11
Boer & rifle	5	6	7	7	7	7	8	9	9
Zulu & rifle	8	9	10	10	11	12	12	12	12

#### Factors (these are cumulative):

Target in soft cover	-1	European firing from horse	-1
Target in hard cover	-2	European firing moving horse	-2
Target prone in open	-1	Native firing from horse	-2
Target running/cantering	-1	Native firing moving horse	-4
Target galloping horse	-2	Dicing for secondary target	-1
Firer under fire	-1	Resting weapon	+1
Aiming (Europeans only)	+1		

Men on foot may not move and fire. This includes turning more than 45 degrees, and also throwing spears.

#### Reloading times:

NNC, British or Boers reloading a service rifle take 1 move.

Zulu reloading a rifle take two moves.

Zulu reloading a musket take six moves.

A British service revolver may fire six times before reloading, whereupon they take one move per chamber to reload.

You will notice that there are no rules for Gatling guns, rockets or artillery. This is for the simple reason that they were not used in small unit actions. As far as I can determine their use was restricted to battles where several battalions, at least, took part, and they are therefore outside the scope of these rules.

#### ORGANISATION OF THE ZULUS

Something must be said at this stage about the way we group the Zulu figures in this game. Normally they are placed in 'units' of 20-40 figures (referred to as 'groups'). These groups may not normally split up. If they are split up then we usually apply morale results to BOTH segments, irrespective of their situation or relative positions – this is specifically to discourage unnecessary or unrealistic breaking down of groups.

The usual way of playing is to have one player per group of Zulus fielded, thus the size of groups is dependant upon the number of Zulu players available. Exceptionally one might have one player per two groups, but it is not recommended. Since the size of a group is flexible and dependant upon the numbers of players etc, the same number of Zulus can be represented in differing ways.

#### MORALE

It is very important that the reaction of the Zulus to fire is shown in this game. Contrary to one popular myth they do not seem to have advanced fearlessly through a hail of bullets, regardless of casualties, to reach the hated British.

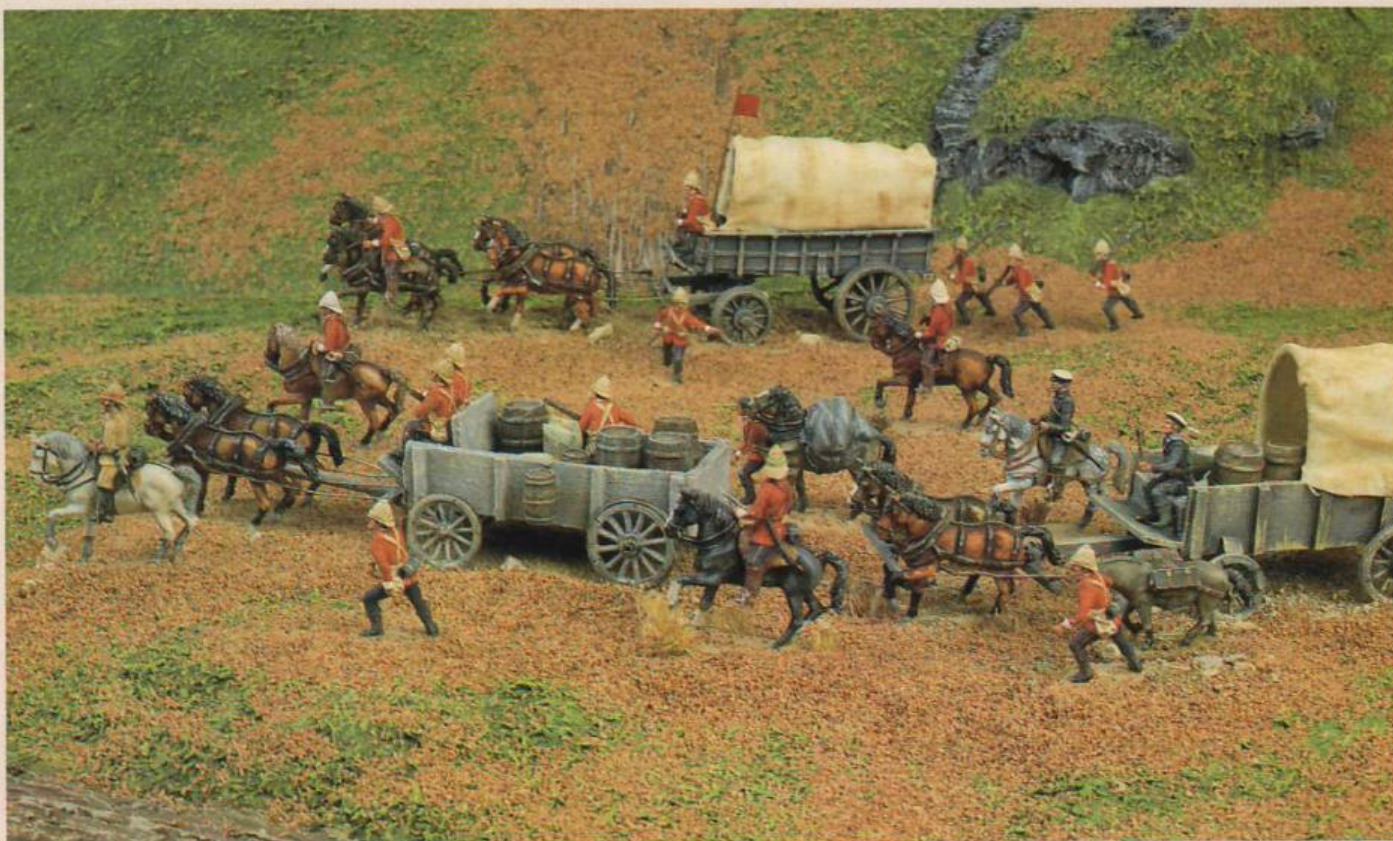
When faced with disciplined volleys over open terrain, the Zulus seem to have been unable to get forward. The advance was often only possible by extending a horn in an attempt to outflank the essentially linear formations of the British. Thus, unlike so many skirmish games, it would be unrealistic to expect the British to have to wipe out the enemy in order to stop him. (Note: For example, Zulu casualties at Rorke's Drift, a Zulu defeat, were around 400, ie. only about 10% of the total force engaged!)



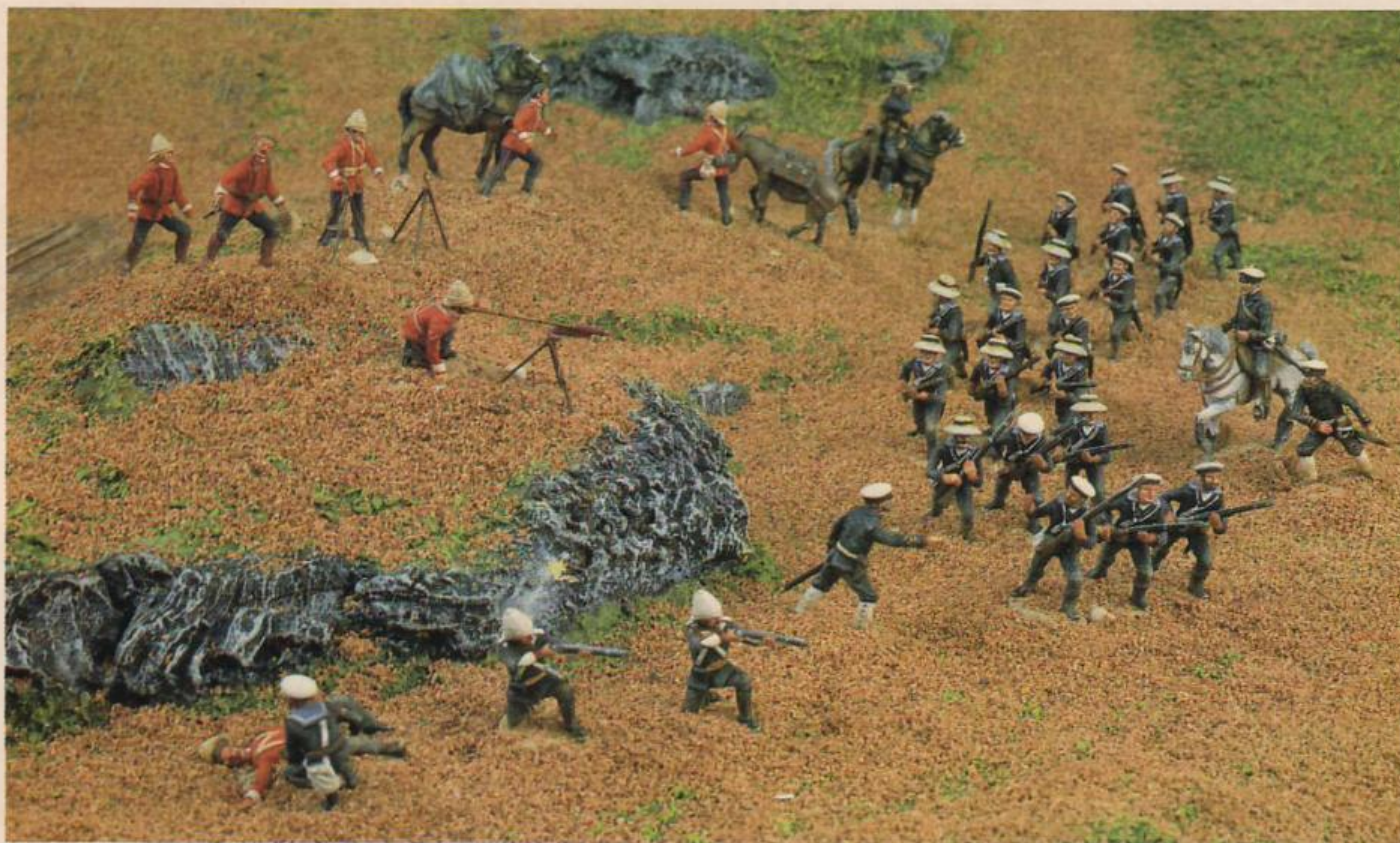


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This page: British supply columns. Opposite, top: the Naval Brigade deploy to protect the heliograph party. Opposite, below: the Zulus attack! Figures are blue-tacked 3 (British) and 5 (Zulus) to a base, so they can be detached for skirmish-level games.







## THE ZULU WAR, 1879





Whenever a Zulu group is fired on it must roll 2d6 to test its state of morale.

Whenever a NNC group is fired on OR charged by Zulus, it must roll 2d6 for morale.

For the purposes of this game, Europeans do not roll for morale.

#### Factors:

Zulus: -1 for each 5% casualties in turn from fire only.  
 NNC: -2 for each 5% casualties in turn from any cause.

Score	Result if Zulu	Result if NNC
12	Must rush at nearest enemy.	Continue.
9-11	Continue.	No advance.
7-8	Continue.	Retire.
5-6	No advance.	Retire.
2-4	No advance.	Run away (one move).
0-1	Retire.	run away (two turns).
Under 0	Run away.	Leave battlefield rapidly.

**Definitions:** Retire means that the group must move away from the enemy at least 2.5" on their next move, and may move no further on the current move.

No advance means that the group is halted immediately, and may not move closer to any enemy.

Run away means that the group is halted immediately and must move away at the run next move (and the move after if required).

#### Force Morale.

The morale of the Zulu force as a whole has to be considered at some stage, to prevent them from fighting on beyond the point where they could achieve no more except their own demise.

A simple rule to determine the point at which the entire force gives up and disperses to its home kraal, is when the total number of British (including NNC) exceeds the total number of Zulus on the table. Of course, the Zulu players can (and often will) give up before this time if they wish.

With true British colonial bias, the British force (or at least the Europeans within it) will always fight to the death, since they have little or no practical chance of out-running their enemy.

#### MELEE

Eventually, if the Zulus are to have any success at all, they will reach hand to hand combat with their adversaries. This is how we do it: roll 1d6 per man, per exchange of blows.

Thus, if one man were fighting one man, roll one die for each, and the highest score is the winner. If three men were fighting one man, he would roll separately against each opponent. Each man can only affect one adversary per move, so a man out numbered three to one, who wins all three rolls, still can only kill one of his three enemies (the others have been successfully blocked). If the difference in scores is 3 or more then the loser is killed, otherwise the loser is pushed back 1".

The individual die rolls are affected by the following factors:

Natal Native Contingent	-1
British Senior NCO	+1
Outnumbered 2:1	-1
Outnumbered 3:1	-2
Outnumbered 4:1	-3
Outnumbered 5:1	-4 (and so on...)
On higher level than enemy	+1
Impeded	-1
Dazed	-2
On horseback	+1
Irregular cavalry charging	+2
Regular cavalry charging	+3
Regular cavalry cantering	+2
Lancers	+1

#### SO, TO SUMMARISE:

A figure may only make one attack in a move. He may defend as often as necessary. You can only push back or kill an opponent if you attack him. Men may not attack whilst prone, dazed, or with their backs to the enemy.

Note that Zulus or natives on horseback have no additions in melee, mainly because they had trouble staying on the horse in the first place, let alone fighting from horseback.

There may well have been some exceptions to this, so if you wish to use better quality native horse, then class them as irregular cavalry.

There is also no intrinsic bonus in the melee for being a Zulu warrior against a British soldier. I have found little hard evidence on the specific subject of Zulu personal prowess. It seems to me that the main advantage the Zulus had in any melee was weight of numbers. As you will find, the above factors actually make superior numbers quite decisive.

#### Horses in the Melee.

As mentioned under movement, horses and horsemen present some additional difficulties. We use the following rulings:

When a horseman is fighting a man on foot, it is unlikely that the horse will stop during the exchange of blows. It is more likely that horsemen will ride through a group of Zulus than stop on the edge of the group and engage. Therefore it is important that you attempt to complete the horse's movement to the full, pausing in his track only to adjudicate the results of passing combats. All the above melee rules apply, and so a horseman still makes only ONE attack per move.

Should the horseman wish to ride down an enemy this should be tested initially as if jumping an obstacle — to see if the horse refuses, and whether the rider is thrown in the process (most embarrassing in a melee!). See the movement rules for this.

If there is room on either side of the man being run down, and the horse gets a 'refuse' result, it will pass by — otherwise it will stop. Always adjudicate the result of an exchange of blows *before* running down the man on foot. Once run down, the unfortunate on the receiving end is counted as 'dazed'.

#### ADDITIONAL NOTES

The foregoing paragraphs are the rules in essence. I have some further suggestions on how to add details to the game, should players wish it. The main drawback with these additional rules is that they will slow up the game somewhat.

#### 1. Horsemanship.

Horse movement can be varied with the quality of the riders (or the unit). The cavalry in the Zulu War was a very mixed bag, and this is one way of reflecting it. I do not recommend having different factors for different individuals, but it is worth trying the following with groups of different types of cavalry.

#### Movement speeds: (Inches)

	Good Horsemen	Average	Poor
WALK	03	03	03
CANTER	09	08	07
GALLOP	13	12	11

#### Turning circles: (Degrees)

	Good Horseman	Average	Poor
STATIONARY	180	180	120
WALK	100	090	080
CANTER	060	045	030
GALLOP	060	030	000

#### 2. Wounds.

Normally, the larger number of figures used in this sort of skirmish game discourages record-keeping of any sort. Should you wish to reflect wounds, roll 1d6 for any man hit by fire or in melee.

Score	0-1 = Light wound
	2-4 = Wound
	5-6 = Killed

All wounded figures drop to the ground immediately and count as killed for unit morale in that move.

Lightly wounded can get up again after 4 complete moves, and will have a permanent -2 from all firing and melee die rolls. Wounded can get up again after 8 complete moves. They may not attack in melee or run. They have a permanent -4 on melee and firing die rolls.



## SCENARIOS

The very best place to find scenarios for the Zulu skirmish game is in one of the books on the subject — most notably *The Washing of The Spears* by D.R.Morris.

As a rough guide, I will describe some of the game scenario types we have used for quick set-up skirmishes.

In general, the balance of forces can be very important to the way the game is played. If you want a 'balanced' game, then odds of about 3:1 in favour of the Zulus will help.

On the composition of forces, I have already discussed the Zulus above. The British, it seems, made very great use of local levies when patrolling or operating in small units. It would therefore be more realistic to always include at least as many NNC as Europeans in a British force. There were exceptions to this (particularly on convoy escort tasks), so you must judge the forces suitable to the game. Of course the *really good* players of this game use NNC and no Europeans in their British force. It is very much harder to win, but so satisfying when you do!

The ratio of firearms in Zulu groups is open to some interpretation. The British often reported coming under 'lively fire' from Zulu formations, but rarely seemed to suffer any casualties as a result. What seems to me to be the most likely situation is that the Zulus would have had a few modern rifles, and a larger number of older weapons such as muskets, etc. In this game I assume a maximum of about 1 in 30 have a rifle, and something of the order of 1 in 10-15, a musket. There may have been more actual weapons about, but the inference is that on the whole their weapons were poorly maintained, and the Zulus themselves not proficient with firearms. Thus I assume that only the operational weapons are represented in the game.

The scale of firearms in the Natal Native Contingent was laid down as one rifle per ten men (the remainder being armed with spears and shield in the Zulu style).

### The Scenarios

**1. The Ambush.** In very simple terms, the British force is required to move from A to B across the table. They may choose their route, and their order of march, but are not permitted to stop until the Zulus reveal themselves. The Zulus are given a sketch-match of the area and allowed to deploy their groups anywhere on the table. They are not informed of the British force's route, only its start point.

Once deployed the Zulu groups may not move, except to attack. Zulu figures are only placed on the table when a British figure gets within 10" of a Zulu group, or the Zulus rise up out of the long grass to attack. Individual players in charge of Zulu groups may attack on their own initiative at any time, or the *Induna* (Zulu Commander) can give the general order to attack, which all the groups must obey (cries of U-Su-THU!).

Once placed on the table (ie. attacking) all the Zulu figures remain in view.

Odds for this sort of battle should be between 2:1 and 3:1 in favour of the Zulus.

**2. The Escort.** This can be similar to, or incorporate the Ambush game above. In this the British have a wagon or two to protect, and/or move across the table.

It is important to note that wagons in use in the Zulu war had a normal team of 16 oxen. The Zulus can achieve victory by stealing the oxen if they cannot kill all the British.

I have tried a game based on the action at Myer's drift, where there was a company of British, and 18 wagons to protect! With twice as many oxen as men, laagering the wagons ain't easy!

It sometimes seems that the Zulu War was more about manoeuvring wagons than deploying soldiers!

**3. The Rescue.** I do not think there were many real-life situations like this, but it is an interesting tactical exercise nevertheless.

On one part of the table there should be a group of buildings or even a small fort, manned by a handful of defenders (say about 10-20% of the total British force). The Zulu force comes on to the table about two or three moves before the remainder of the British. The British outpost may not attempt to leave their position until the remainder of the British force is in sight, or gets a message to them.



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The British must attempt to rescue/relieve the outpost before it is wiped out. The Zulus only have to wipe out the outpost.

The odds here only need to be between 1:1 and 2:1 in favour of the Zulus.

**4. The Punitive Expedition.** This can be thought of as a scaled down version of the battle of Ulundi (the Great British Success).

The combat odds should be around 2:1 in favour of the Zulus. At one end of the table-top there should be a small Zulu Kraal. All the Zulu groups start inside the Kraal, and cannot leave it until the British arrive on the table. Make sure that there is a limit on how quickly all the groups can leave. The British force enters at the opposite end of the table, and their objective is to burn the Kraal, and teach these damn Kaffirs a lesson!

### Selected Bibliography

The following are commonly available:

MORRIS, D.R. *The Washing of the Spears*  
LABAND & THOMPSON *A Field Guide to the War In Zululand 1879*

BARTHORP *The Zulu War, A Pictorial History*

The Zulu war is an excellent war for wargamers, in that it was fairly short, and a great deal has been written about it. The above books are, in my opinion, the most informative that the general reader is likely to find, and although there are many more fine books on the subject, I have found these the most useful.





*Pioneer Miniatures ACW 15mm figures defending a Hales Models' stone-cast log cabin. The terrain: Frank & Martin's Total System Scenic.*

# THE WALL THAT STOPPED AN ARMY

by Peter Clowes

Shortly before midnight on December 10, 1862 Brigadier General William Barksdale rode slowly along the waterfront of the Rappahannock River in Virginia with two of his aides. Behind him, in the wood-framed houses of Fredericksburg and in tents along the low hills that bordered the town to the west, were 68,000 men of General Robert E. Lee's Confederate Army of North Virginia.

There was only a faint moon. Fog hung over the sluggish river. Barksdale drew rein frequently and peered into the darkness. He could hear vague sounds of movement on the east bank 200 yards away beyond the gaunt stone piers of a wrecked railway bridge.

Across there lay the Federal Army of the Potomac still licking its wounds from the frightful Battle of Antietam Creek six weeks earlier, but now reorganised into a menacing force by newly-appointed General Ambrose E. Burnside, a 38-year-old West Pointer.

Burnside's strategy had surprised the Confederates during this second year of the American Civil War. Instead of following the line of the Orange and Alexandria Railroad, which Federal armies had always adopted in earlier campaigns, Burnside struck directly towards the southern capital of Richmond. Fredericksburg happened to lie in his path.

It was at this small town on the west bank of the Rappahannock, where the river turns south-east on its way to Chesapeake Bay, that Lee concentrated his forces.

For days the Confederate Army had watched Federal wagon-trains arriving in clouds of dust on Stafford Heights across the river,

guns being wheeled into position, numerous marksmen gathering among the trees and scattered buildings and along the tracks of the Richmond, Fredericksburg and Potomac Railroad.

Burnside was planning a two-pronged attack across the Rappahannock. One grand division, comprising the 1st and 6th Corps under Major General William Franklin, would cross the river below the town, occupy the plain, then drive the enemy off the high ground near Hamilton's Crossing. Another, comprising the 2nd and 9th Corps under Major General Edwin Sumner, would take Fredericksburg and attack the Confederates on the ridge beyond the town. A third grand division – the 3rd and 5th Corps under Major General Joseph Hooker – would be held in reserve.

At a pre-assault conference on the morning of December 10 several of Burnside's senior officers expressed doubts about his plan. Brigadier General Rush C. Hawkins of the 9th Corps commented: "If you make the attack as contemplated it will be the greatest slaughter of the war. There isn't infantry enough in our whole army to carry those heights if they are well defended." Colonel J. H. Taylor of General Sumner's staff added: "It will be murder, not warfare."

Nevertheless, Burnside went ahead, ordering the siting of 147 guns on Stafford Heights, which covered the five proposed crossing points. Another 170 guns were placed elsewhere under the control of General Henry Hunt, who was reputed to be the best artillery officer in either army.

There is little wonder that General Barksdale, so anxiously riding



along the river bank on that dark December night, ordered his officers to double their pickets. Along a front of a mile and a half he rode ceaselessly and by 2am on the morning of the 11th felt certain that the Federals were bringing down pontoons to the river. Two hours later it became clear to everyone that enemy engineers were constructing pontoon bridges across the river at three points.

A furious bombardment opened the following morning at first light. Confederate skirmishers well concealed in riverfront houses, in cellars and ditches, kept up a harassing fire on the men building the pontoons. It was only after 200 Federal volunteers from the 7th Michigan and 89th New York Regiments had crossed in boats that the marksmen were driven back into the town.

The Confederates fell back to their prepared defences on the western ridges of Marye's Heights and Stansbury's Hill. As they did so Federal soldiers began plundering the houses.

It was a frosty winter's day when the sun rose at 7.17am on December 13 to reveal a low bank of fog lying over the river. At first General Thomas "Stonewall" Jackson's divisions had to beat off a major thrust south of the town. Then it was the turn of General James Longstreet, with five divisions along the central and northern sector, to face the full brunt of a Federal attack.

At 11am, while the fighting on Jackson's front was still raging, the gun crews on both sides of Fredericksburg swung into action with ramrods and handspikes. Federal troops began to mass in great numbers in the streets of the town.

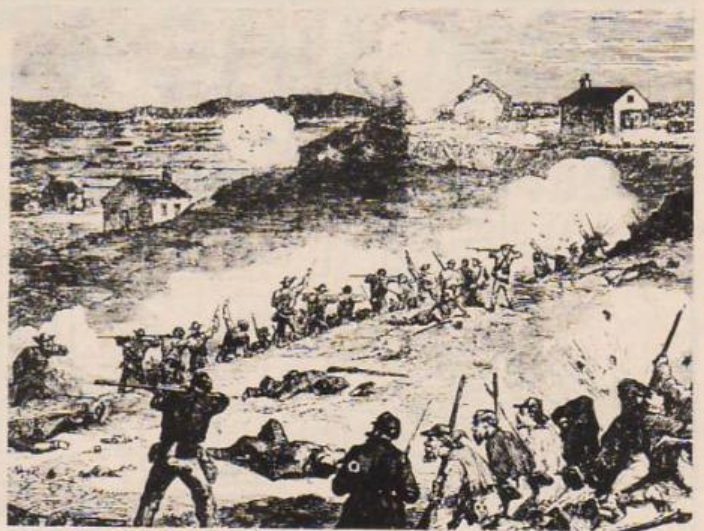
It was now a clear crisp morning – "one of those outbursts of that Indian summer which lingers long and fondly in beautiful Virginia," wrote a correspondent of *The Times*.

Each Federal infantryman had three days' cooked rations. He carried 40 rounds of ammunition in cartridge boxes and had 20 more rounds in the pockets of his tunic.

The Federal gunners had some difficulty shelling the Confederate lines from Stafford Heights. Only the rifled 3-inch guns and the 20-pounder Parrotts – and the performance of these disappointed both sides throughout the war – could effectively reach the batteries manned by the Confederates on Marye's Heights. Longstreet's guns, on the other hand, could fire at much shorter range during the battle that was now about to burst.



Union troops make their way across Rappahannock River on a pontoon bridge.



The attack on Marye's Heights as seen from the Confederate lines by a war artist.

Not all the Confederates were waiting on the crest of the ridge. A narrow highway known as the Telegraph Road approached Fredericksburg from the south-west, running over the hills, across a valley where Hazel Run flowed through dense undergrowth towards the Rappahannock, around the southern base of Marye's Heights and off to the north, parallel to the ridge.

At the foot of Marye's Heights it became a sunken road, with a four-foot-high stone wall on the side facing Fredericksburg. The wall continued for 500 yards. It was destined to be an unexpected and major stumbling block for the attacking Federal Army.

Major General Lafayette McLaws, a sound tactician, was charged with holding the Confederate line at the foot of the hill. Two days earlier he had prepared pits for his batteries and built fire trenches nearby. He had a ditch dug on the town side of the road and soil heaped against the stone wall, making an ideal trench for point-blank fire.

Longstreet then summoned the balding Brigadier Robert Ransom to move his reserve division into the stone wall area and take command – McLaws' length of line was thought to be too extensive.

Parksdale's weary men were relieved by General Thomas R. Cobb's Georgian brigade. On their left Ransom placed the 24th North Carolina.

They did not have long to wait before going into action. Federal troops – from Major General Darius Couch's 2nd Corps – were now clearly visible as they left the shelter of the buildings of Fredericksburg and began crossing open land towards the sunken road. In their path however was a spillway, or drainage ditch, which carried surplus water from a paper mill situated in the fields just north-west of the town. This could be crossed only by three bridges, and the planking of one of these had been taken up by the Confederates, forcing the advancing soldiers to cross on the stringers.

Nevertheless, yelling "Hi, hi, hi!", the troops ran forward around houses, boundary marks and gardens and over a long plank fence, crumpling it "like paper." It was now 12.30 and the wall was still 400 yards away.

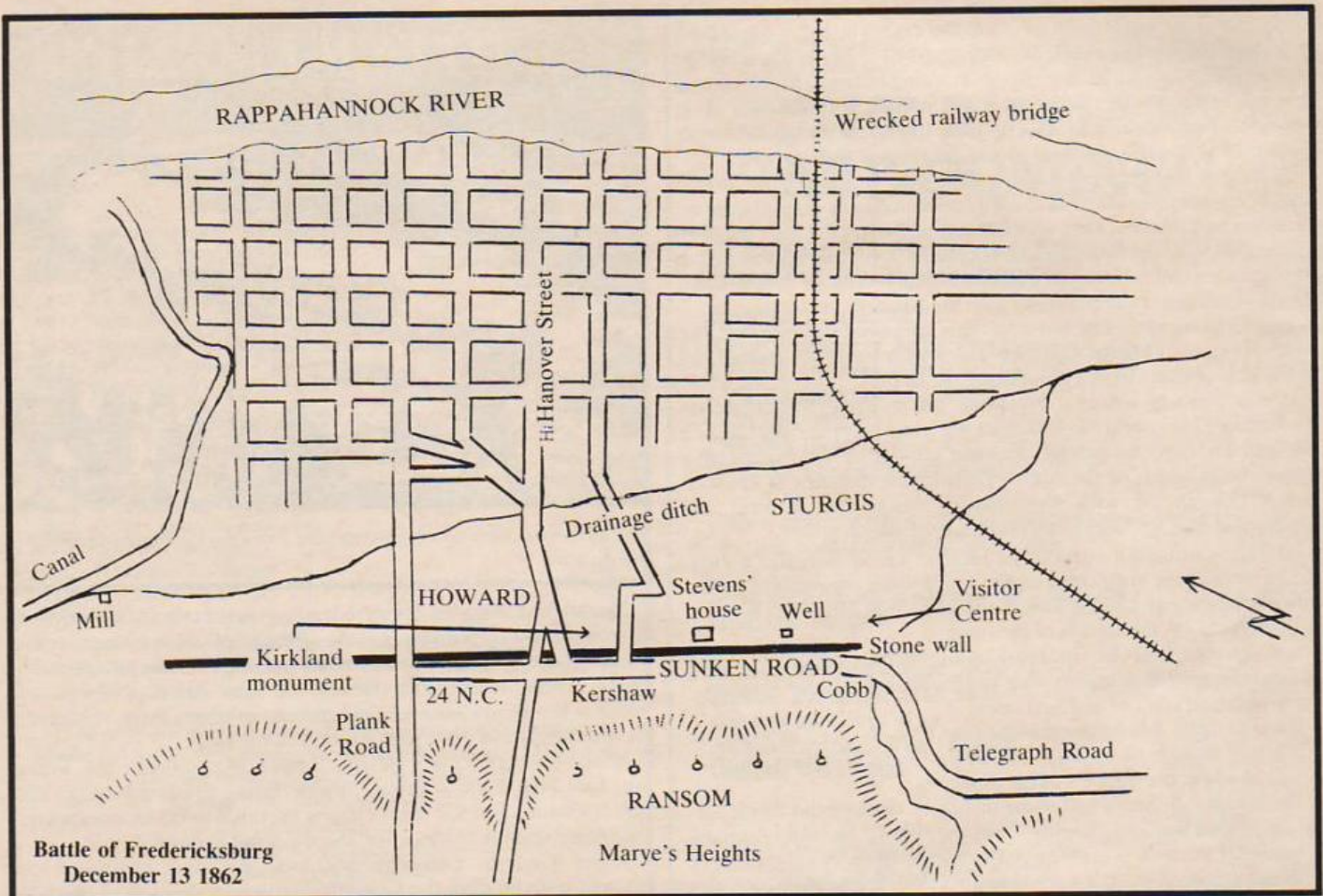
The Federal artillery on Stafford Heights was firing at maximum range. In upper-floor windows and on the roofs of houses in Fredericksburg sharpshooters tried to pick off Confederate soldiers peering over the stone wall.

The first wave of Federal troops faltered and fell back in confusion under intensive shellfire from the Confederate guns among the dense woodland on the summit of Marye's Heights.

There had only been time for one volley from General Cobb's Georgia veterans down in the sunken road. As the first Federal battle cries died away the general warned his brigade buglers to prepare for a new attack. Then, as he walked along the line inspecting his men, a sniper hidden in a house on Hanover Street shattered his thigh with a bullet, severing several arteries.

The general was carried into a nearby house owned by Mrs Stevens, a widow, who tore up her garments for bandages. A surgeon desperately tried to staunch the flow of blood. Whiskey was poured down Cobb's throat, but he died within a few minutes.





Command of Cobb's brigade passed to Colonel Robert McMillan of the 24th Georgia. Ironically, at about the same time Brigadier General John R. Cooke, on the crest of the hill with his brigade, was hit and wounded. Another colonel, E.D. Hall of the 46th North Carolina, took over command.

On the Federal side Brigadier General Samuel Sturgis's division was brought forward to help Couch. The troops used a small brick house 150 yards from the stone wall as a rallying point. A fresh Federal attack started. Longstreet, perched on a portable stool, smoking thoughtfully, with other staff officers at Lee's HQ on a hilltop about two miles behind the lines, watched through field-glasses as the blue line slowly advanced. He decided to reinforce his men in the sunken road. Cobb's reserve regiment was ordered to move down, also the 27th and 46th North Carolina from Cooke's brigade.

The hillside roared with gunfire. Cannonballs streaked over the open fields. The Confederate troops, standing shoulder to shoulder

behind that comforting wall, one line loading while the other fired, blazed away with volley after volley from their overheated muskets. Again the Federal attack was repulsed. Bodies were now piling up on the ground.

From an observation point in the cupola of Fredericksburg Court House Couch gave orders for a desperate attempt to out-flank the Confederates, sending one-armed General Oliver Howard's division off to the right. Unfortunately the soldiers ran into marshy ground and were forced back into the area of carnage in front of the wall.

Two more Confederate regiments, the 3rd and 8th South Carolina, were brought across from the right flank beyond the tree-filled defile of Hazel Run and crowded into the trench behind the wall. Their commander, Major General Joseph B. Kershaw, an imposing figure with a blond moustache and a resonant voice, was instructed to take charge and he galloped through the Federal fire into the sunken road.

"I found that Cobb's brigade occupied our entire front," he said later, "My troops could only get in position by doubling on them. Their fire was the most rapid and continuous I ever witnessed."

The Confederate line was now four deep. About 55 rounds were fired by each man during the battle – a very high figure for muzzle-loaders. Certainly, never before had so many muskets been presented on such a narrow front.

Soon the 3rd South Carolina's veteran colonel J.D. Nance was wounded. A major and three captains were also hit. Mrs Stevens was being kept very busy in her white wooden house.

The Federal attacks continued across the same piece of land; one apparently being launched every 15 minutes. By mid-afternoon Confederate artillery ammunition was running low, but the Federal batteries across the river and in the town blazed away furiously – one eye-witness counting 50 shots every minute.

The Washington Artillery in particular, whose guns were sited between the Telegraph and Plank Roads, were eventually forced to draw back to their ordnance train several miles in the rear. By 3.30pm they had retired and Colonel E.P. Alexander was moving three Virginia batteries and George Moody's Louisiana battery of 12-pounders into position as Federal shells continued to scream overhead.



*Confederate soldiers behind the stone wall.*



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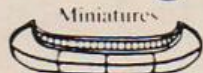
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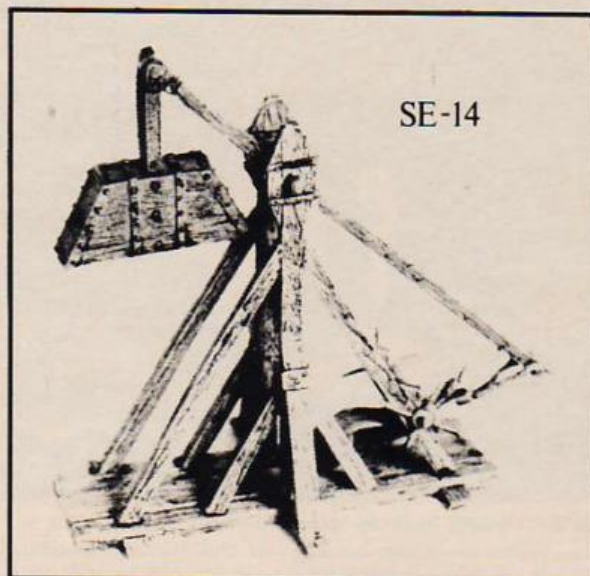


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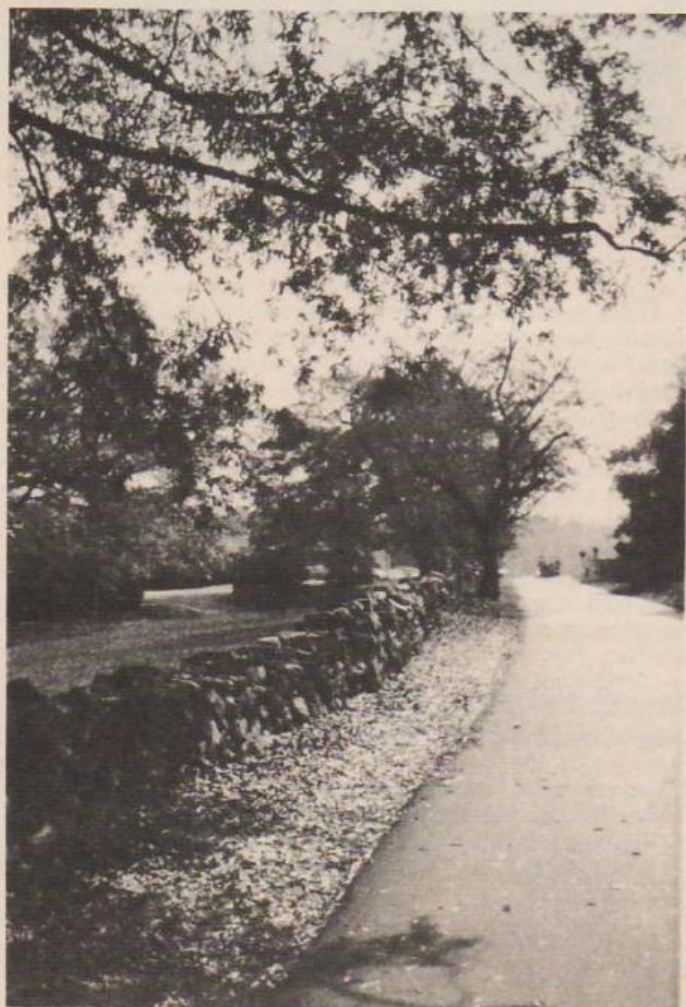
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SE-14



Alexander's drivers spurred their horses off the approach roads and on to the crest of Marye's Heights, the limbers bouncing and jarring and threatening to explode powder in the caissons.

Only seven Federal batteries - each of six guns - of the 19 that crossed the river on Couch's front found an opportunity of opening fire. But the gunners were responsible for one remarkable act of courage. Several guns (batteries commanded by Captain John Hazard of the 1st Rhode Island Light Artillery and Captain John Frank of the 1st New York Light Artillery) were dragged boldly across the drainage ditch and opened fire only 300 yards from the sunken road. Under their shellfire the infantry pressed forward towards the stone wall with renewed vigour.

But again the bluecoats were slaughtered and fell in writhing heaps. Alexander divided the fire of his batteries between the opposing artillery and the massed ranks of approaching infantry.

Case shot was used in the Parrott muzzle-loaders and this was particularly effective at such close range, the thin-walled shells spreading slugs far and wide. The stone wall was a blinding sheet of flame as the Confederate infantry squinted along the black barrels of their Springfields and fired hundreds of soft-lead Minié bullets into the ranks of blue uniforms.

Heavy masses of smoke from the black powder used in the muskets hung over the ground at waist level in long tattered sheets, depositing a greasy film on both attackers and defenders. Dead and broken bodies littered the field all the way from the drainage ditch to within 100 yards of the wall like a bloodsoaked blanket.

Some valiant Federal troops of the 69th New York, 5th New Hampshire and 53rd Pennsylvania - all regiments of Hancock's division - had reached within 25 yards of the Confederate defences before being struck down.

The long afternoon drew to a close and, after repeated attacks, the battle petered out in twilight. Across the field wounded men dragged themselves painfully towards the shelter of the ditch. Others lay immobile, calling for water.

*The stone wall today - looking along the Sunken Road. Federal infantry tried to cross open ground on the left.*





*The monument to Richard Kirkland.*

Altogether 7,500 Federal soldiers had been killed or were lying wounded. There were only a few hundred Confederate casualties.

Kershaw had moved his HQ to a nearby house and crouched in a small room as cannonballs clattered through the roof. As the sounds of screams and groans reached him from the battlefield a 19-year-old sergeant of E Company, 2nd South Carolina, Richard Kirkland, a farm boy who had known the general before the war, asked for permission to help the wounded Federals.

Kirkland vaulted over the stone wall and walked swiftly to the nearest wounded man, giving him a drink of water and covering his torn body with an overcoat. Incredibly, not one shot was fired in his direction by the Federal marksmen.

More appeals for help came from other wounded when they saw Kirkland moving from man to man, but no other Confederate soldier dared help him. Several times the young sergeant went back to a well next to Mrs Stevens' home in front of the stone wall to refill his canteens. It was an astounding piece of gallantry.

During the night Longstreet moved guns into new positions where they could enfilade the Federals. There was only desultory fire on December 14. After dawn on the 15th Confederate artillery forced the Federal troops back into the town and disposed of several sharpshooters who were giving troublesome fire from a tannery building.

The night of the 15th was wet and windy. Semme's brigade relieved McMillan's men in the sunken road and when a wild dawn sky cleared on the 16th it was discovered that the Federal Army had pulled back silently through the town and across the river. Even the pontoon bridges had been removed.

Burnside's swift drive on Richmond had been thwarted. His delay in starting the attack had enabled Lee to get all his men into position. The Federal general had chosen to launch a head-on attack against well-sited Confederate defences behind Fredericksburg instead of sending part of his army in a wide swing around the town, crossing the Rappahannock much lower down.

Burnside had also dissipated his cavalry strength instead of getting a mounted force on the critical left flank as soon as possible to allow an effective enveloping attack to be launched.

When Burnside had discovered that his initial crossing south of the town was being repulsed by Jackson he chose to drive straight for Marye's Heights on a front little more than 800 yards long. The

terrain was far from helpful – a canal limited extension of his right flank and the heavily-wooded 30ft-deep Hazel Run prevented any similar movement on the left.

It was not a battle that pleased Federal Army chiefs in Washington. Burnside's mental reflexes had been no match for Lee. His habit of directing the battle by remote control with confused fragmentary messages being passed forward led to little coordination between the army wings.

Lee was convinced that Burnside would attempt a turning movement in the south and consequently had a flexible defence to counter this threat. Behind Marye's Heights there was a network of roads that enabled units to be switched from flank to flank without hindrance from the Federal guns. And that convenient stone wall had given devastating proof of the need for armies to take cover in protective trenches – a practice that was widely adopted later in the Civil War.

About 6,000 Confederates, backed by 20 guns, had withstood the continual attacks of seven Federal divisions comprising 40,000 men.

Burnside was removed from command of the Army of the Potomac and replaced by Hooker. Nevertheless, Lee went on to give a further bloody nose to the army at Chancellorsville, ten miles west of Fredericksburg. It was the highpoint of the Confederate wave of success before Gettysburg and the eventual surrender at Appomattox.



*Marye's Heights today – the National Cemetery at Fredericksburg.*

Today in Fredericksburg some idea of what the Federal infantry faced at the famous stone wall can be obtained from the National Park Service visitor centre at the corner of Lafayette Boulevard and Sunken Road.

The road at the foot of Marye's Heights is now tarmacaded but sections of the wall are still there, now with blossom trees giving them shade and neat wood-framed houses almost filling the open land on which the Federal infantry died.

The well used by Sergeant Kirkland has been preserved, and there is a monument to the brave soldier nearby. On the grassy slope of Marye's Heights, behind the Sunken Road, is an early 19th Century house, Brompton or Marye's House, which was used as a command post by Confederate officers and was badly damaged by shellfire. It is not open to the public, unfortunately.

On the crest of the hill immediately behind the visitor centre, in which there is a small Civil War museum staffed by uniformed Park Service rangers, lies the National Cemetery. Small slabs of white stone cover the closely-cropped green slopes. There are two cannon to remind visitors how the Confederate artillery lined the crest at this point. A stars-and-stripes flag flutters from a high white pole. There are numerous beech and cherry trees. A total of 15,295 Federal soldiers are buried here – nearly 13,000 of them "unknown."



# THE NIGHT BELONGS TO CHARLIE

## CONVOY AMBUSH

by Alan Hamilton

During the US Army involvement in Vietnam it was commonly held by the troops that "Charlie", as the Viet Cong were called, controlled the ground at night. This was particularly true in the earlier days. However, with the increasingly sophisticated information gathering systems and the increasingly efficient Command, Control and Communication techniques "Charlie" lost his edge. He never was beaten at night fighting in general, but there were many cases of US Army successes.

All too often the Viet Cong, or National Liberation Front as they preferred to be called, had virtually complete freedom of movement at night. They could set up ambushes along main routes almost with impunity.

This changed radically with the deployment of the 11th Armored Cavalry - The Blackhorse Regiment - in September 1966. Every highway was under threat of ambush throughout the Republic of South Vietnam. Convoy escorts were required.

The Regiment's organisation suited it very well to this type of task. Each of its three Squadrons (battalion sized units) had:

SHQ  
(includes small  
helicopter force)

MBT Coy	Cav Troop	Cav Troop	Cav Troop	Arty Bty
	Cav Platoon	Cav Platoon	Cav Platoon	
	(9 ACAV)	(9 ACAV)	(9 ACAV)	

The ACAV (Armored Cavalry Assault Vehicle) was the Cavalry's own version of the M113 APC. It had been modified specifically for operations in Vietnam and standardised several locally produced armour kits into one package which eventually became available for almost all of the M113's in Vietnam. The M113 normally was armed with one .50 cal HMG on a pintle mounting. This was fitted into a turret which provided the commander/gunner with all round protection. The secondary armament was provided by a pair of M60 machine guns mounted behind shields, one on each side of the roof hatch. One member of the five man crew was armed with an M79 40mm grenade launcher giving the vehicle some of the characteristics of a light tank. It was fast enough to keep pace with a convoy of wheeled vehicles and also deliver a great volume of fire.

The Americans therefore had the equipment to fight successfully against a convoy ambush, but it is not enough just to equip soldiers for a mission, they must be trained for it. The 11th had spent five months learning, practising and training for convoy escort and anti-ambush missions. Every man knew what he was supposed to do in the event of a surprise attack.

The procedure that had been developed by the cavalryman was to run the soft-skinned vehicles out of the killing zone as quickly as possible. Then the armoured escort vehicles would return to roll up the enemy from the flank with all weapons blazing. A modern version of cavalry shock tactics.

The Cavalry were outstandingly successful in keeping open Highways 1 and 2. Two of the three squadrons were detached far afield to other areas of the war by November. The remaining Squadron carried on with camp construction and route security in the Xuan Loc area.

Intelligence reported that the 5th Viet Cong Division had left its usual area and was headed for the cavalry's base camp. The Commanding Officer, Col. William W. Cobb requested the return of one of the detached squadrons. This request was granted.

It was during the return of the detached squadron that the ambush took place. The Viet Cong were to rely on their proven methods of night infiltration and battle procedure and the US Army were to adopt the new aggressive posture of convoy defence.

### The Ground

Roughly midway between the provincial capitals of Bien Hoa and Xuan Loc the National Highway 1 drops quite sharply into the bed of a stream, then rises up into a gentle rolling plain. A dirt road intersects the highway at this point. Some low hills, about 20 metres higher than the road, rise on both sides of the road at a distance of about 180 to 200 metres.

The north of the highway the ground is covered in tall grass. The grass being tall enough to conceal a standing man. From the dirt road and parallel to the highway grows a kilometre square of jungle about 1,300 metres to the north.

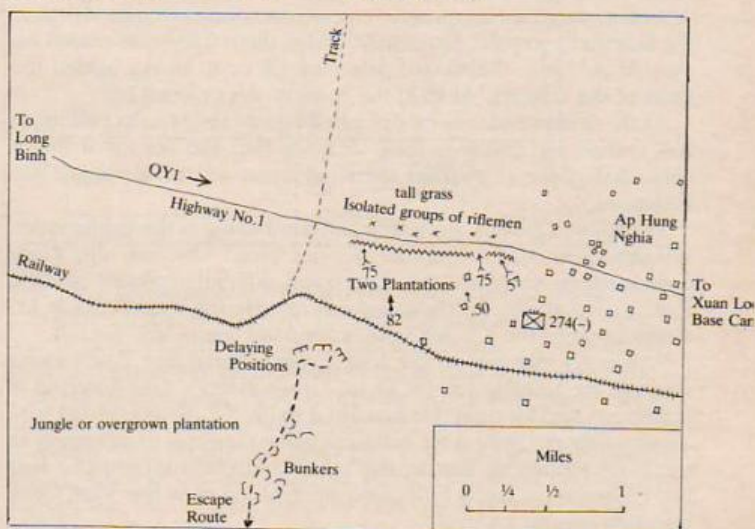
The south side of the highway was bounded by an overgrown rubber plantation surrounded by a wall of jungle. This stretched from the province boundary east for about 1,000 metres to a banana grove. The grove lines the southern edge of the highway for some 300 metres before ending in the open spaces in front of the hamlet of Ap Hung Nghia.

### The Viet Cong

The 5th Division sent its best regiment - the 274th or *Dong Nai* Regiment. This was a battle-hardened unit of two battalions and Regimental Headquarters. As it approached the selected ambush site during the night of 20/21 October the monsoon drenched the soldiers as they dug in and concealed their positions.

Because the banana grove offered excellent concealment for both the approach and withdrawal phases the Viet Cong commander placed his main force of over 1,000 veteran infantry on the south side of the highway. They were to carry out their battle procedure for a convoy ambush. The ambush was set to give a killing zone of 1,500 metres. Every inch was covered by point blank fire from automatic weapons and anti-tank rocket grenades (B-40). In case any of the Americans took cover in the long grass to the north he stationed infantrymen in groups of one to three in well protected and camouflaged positions.

Situation Map 1000 21 Nov. 1966



274(-)	274 Regiment (minus detachments)
82	82mm Mortar
57	57mm RR
75	75mm RR
.50	.50' Cal HMG
□	Hut



In the set manner of Viet Cong ambushes the ends of the killing zone were marked by the positions of the heavy weapons. The start of the zone had a 75mm recoilless rifle hidden only 5 metres from the road by the banana grove. A second 75 was placed on the forward slope of a low hill to sweep the eastern part of the killing zone. Further up the hill was a 57mm Recoilless Rifle and in the jungle were concealed 82mm mortars for fire support. Heavy machine guns were hidden in the huts scattered on the edges of the killing zone to engage the expected American helicopters.

Regimental Headquarters was sited on the crest of a low hill from where the entire length of the killing zone could be seen. The hill was about 500 metres south of the road.

Once the ambush was completed the 274th Regiment was to withdraw to the railway line 1,000 metres south of the highway. From there they were to head due south along a trail which was heavily concealed by the jungle canopy. Along this trail for a distance of some two kilometres bunkers were dug to give protection from the expected American Air Force attacks.

At 100 metres south of the railway and at the entrance to the jungle trail the Viet Cong dug bunkers for holding forces to delay any rapid American follow up attacks.

After these extensive preparations the men of the 274th Regiment took to their positions and waited through the rest of the cold wet night.

### The Americans

By 0600 most of the trucks were at the start point for the convoy. However, stragglers and late-comers were still appearing at 0700, which was when the convoy was supposed to get under way. The start time passed without the arrival of the escorts at Long Binh. Now staff and administrative elements which had been scheduled for a later convoy started to arrive and tag onto the rear of the column. The column comprised 5 ton container trucks, 5 ton trucks laden with all manner of stores and prefabricated huts, jeeps with trailers, 2.5 ton general purpose trucks and even two large vans laden with post supplies and finance and pay records – a most precious cargo.

The convoy was not formed according to any plan and unit groups were hopelessly split up. Rumours that the convoy would roll at 0800, then 0900, passed up and down the column of waiting vehicles. There were about 80 vehicles of almost every type that the US Army used.

At 0840 1st Lt. Neil A. Keltner was nominated as escort commander. He had four ACAV's from his own 1st Platoon, Troop C of the 1st Squadron. He was reinforced by four more ACAV's from the 2nd Platoon and stuck in the convoy came another from Troop A. He was also aware that he needed more armour, but was unlikely to receive any reinforcements. However, circling above the convoy as it rolled was a light aircraft piloted by a Forward Air Controller.

Keltner deployed his meagre forces in pairs; one at the head, one at the rear and two pairs equidistant within the column. He placed his own ACAV with the second pair some 20 or so trucks behind the front of the column. At 0920 the column was ordered out.

As the drivers and crewmen climbed aboard their trucks pulling on flak jackets and checking their weapons they did not know that a concealed observer radioed their departure to the waiting 274th Regiment.

The column moved, stretching and contracting as the lighter laden vehicles drew ahead and the heavies raced to catch up. Gaps continually appeared and this made it very difficult to protect. Still the FAC circled above, watching and waiting. He was tuned to both Lt. Keltner and to the US Air Force command centre and aircraft.

Within 45 minutes of the Viet Cong Observation Post's radio message an intelligence NCO at 11th Cavalry's HQ received a translation and location. He handed it to his S-2 (Staff Officer) who immediately recognised the call signs and codewords as belonging to the 274th Regiment. Putting this information with reports that had been filtering in for a little time he realised that the Viet Cong intention was an ambush.

The radios were in action within one minute, passing co-ordinates and information to Long Binh and hence to the squadron command centres. Staff Officers busied themselves preparing to support the convoy. Armoured reinforcements were readied for despatch.

Lt. Keltner received a routine message about the suspected enemy activity. The message arrived with the convoy less than 1,000 metres from the ambush. Keltner, in the convoy dust, radioed to the FAC to confirm the locations. A second FAC now came on station to take

over from the first who was running low on fuel.

The FAC's had received a coded message from the command centre and one of them decoded it. By the time that Keltner's message was received the head of the column was already in the killing zone. Keltner radioed this information forward to his vehicles. They all acknowledged receipt of the message except the lead vehicle. It suddenly reported receiving small arms fire and asked permission to return. Even as he gave permission his own vehicle entered the killing zone.

### The Action

Keltner ordered the convoy to run the ambush. This was according to his training and, in any case, his lack of strength gave him little choice. He was under the impression that he was being harassed by a platoon or company of Viet Cong. As he opened fire his three ACAV's came under mortar fire which did no damage. The first two groups of ACAV's and a large number of soft vehicles cleared the killing zone. The Dong Nai Regiment had been denied surprise.

Keltner's squadron commander was alert to the situation and immediately set off with the remainder of the squadron and a light fire team of helicopters (two armed UH-1 Hueys). The 274th were under threat even as they fired their first rounds.

As the third pair of ACAV's (C13 and C18) entered the killing zone the small arms fire increased in volume and the soft skins slowed down, unsure as to what to do. Grenades and recoilless rifles now engaged the column. One ACAV (C18) took a 75mm round on the tailgate but continued to fight. Some of the trucks in the killing zone stopped and the crews took cover. The remainder of the column halted. The only vehicles left moving were the last 8 trucks and the two ACAV's of the first half of the convoy.

The first of these trucks was hit at the same time as C18 was hit a second time. The truck burst into flames, killing the crew, and crashed into the ditch on the north side of the road with its trailer partly blocking the road.

The wounded commander of the C18 reported his situation to Keltner who informed squadron HQ. Then he started back into the Killing Zone. Almost immediately the stricken ACAV burst into flames and the crew evacuated it except for the driver who set off down the road hoping to draw the fire away from his comrades. Indeed the small arms fire and grenades followed the burning vehicle until he was killed 400 metres down the road.

Even as C18 was driving away C13 interposed itself between the surviving trucks and the Viet Cong fire as another truck exploded in flames. As C13 passed the wreck a rocket exploded against the right gunshield destroying it, the M60, killing the gunner and wounding everyone else except the driver. Another round hit the engine compartment and C13 began to burn. The now wounded driver and crew still fought their way through the ambush killing zone and went beyond it to a distance of 1,500 metres. Only then did they evacuate the burning vehicle moments before it exploded.

Suddenly there was silence. For about ten seconds everyone on both sides listened to the sound of the approaching jets and helicopters turning to begin their firing runs. The cease fire ended as the Viet Cong gunners methodically destroyed the trapped trucks. The crews in the ditches fired in return fully expecting to be overrun without the ACAV's support.

The 274th Regimental commander was not about to ignore the threat of the approaching air power. The blazing vehicles making a beacon for them.

Within a minute of the first truck being hit the FAC's had gone into action with the only weapons they had – white phosphorous marking rockets. They sought out weapon pits or concentrations of troops. The ambush was already breaking up. The veterans realising that they had lost surprise and that without it they had little chance in daylight. Despite this the HMG's hidden in the huts managed to score hits on at least one of the light observation planes.

Then the only serviceable gunship from 1st Squadron began its pass. The pilot had heard what was happening on his radio and decided to lend a hand. It flew twice through the storm of fire, launching rockets and firing machineguns. To the observers on the ground it seemed that the whole sky was filled with fire. However the gunship survived its low passes unscathed.

The regimental light fire team began its run afterwards. The two gunships in line astern fired rockets and machine guns at the Viet Cong positions revealed by their fire. They expended all their rockets in four passes and then continued with machine guns only. All the



time the FAC's were controlling the approaching jets. During the fourth pass they requested that the helicopters move to the north of the road to make way for an Air Force attack.

The soldiers on the ground were delighted to see the approaching jets after only eight minutes of battle. They could not have known that it was mere chance that these aircraft were now helping them. An air controller on a routine administrative flight had spotted the smoke from the first truck to be hit. He also knew a preplanned strike in support of an ARVN Division was in the air and on its way past the battle zone and had offered the fighters to the 11th Cavalry. They were gratefully received.

So it was that three F-100s raced to the scene even before the FAC's on the spot knew of them. They were able to make contact on the Universal Emergency Net and directed them to attack 75 metres south of the road with six 500lb high drag bombs. As this strike went in the FAC marked for a Napalm run. The jets released six tanks over the running Viet Cong south of the road on their way to the railway.

On the ground Keltner sent one ACAV with the front half of the convoy on to base camp while he and C10 returned to the fight. They had to pass the remains of C13 and C10 stopped to remove the weapons and protect the wounded crew. Keltner then raced in alone at top speed. Suddenly ten enemy raced across the road. Both sides opened fire with all their weapons and five Viet Cong fell. The left gunner on C16 was hit in the head and died instantly. The 57mm Recoilless rifle on the hill fired five rounds at the speeding ACAV hitting it once on the left side. The ACAV was little damaged but Keltner and his remaining machinegunner were wounded. Added to this three radios were destroyed, leaving only the manpack set strapped to the turret in action.

When he reached the hulk of C18 he stopped to remove the machine guns and could not find the crew. He then went on to where the truck crews were hiding in the ditch and called for medical helicopters for the wounded. When he reached the end of the convoy he moved to C23 which had serviceable radios and intercom, dropped off the dead gunner and, accompanied by C16, returned to protect the truck crews. He called for another air strike and the three F-100's returned to strafe the enemy with 20mm cannon fire. At almost the same time two F-5 Freedom Fighters arrived in response to the first request for air support and hit the enemy positions with Cluster Bomb Units (CBU) on the jungle to the north. Keltner radioed an adjustment to his CO who had arrived in a helicopter and the two jets silenced the enemy with Napalm.

The CO made his battle plan; sending Troop C south of the road then east along the railway, Troop B would swing around the north in an arc to connect both ends of the ambush while the M48 tanks of Company D went straight down the highway to drive the Viet Cong into the encircling troops.

It was only some 35 minutes since the ambush had been sprung and the relief force had travelled 20 kilometres.

With the enemy in full retreat Keltner was able to search for his missing cavalrymen from C18. They were hidden in the grass to the north, protecting their critically wounded commander.

South of the highway C troop engaged what proved to be the rearguard of the 274th Regiment. The firefight ended and the tanks and ACAV's patrolled the ambush site, flushing out a small number of Viet Cong. Even with the help of an ARVN infantry battalion it was clear that the veteran 274th Regiment's main force had escaped.

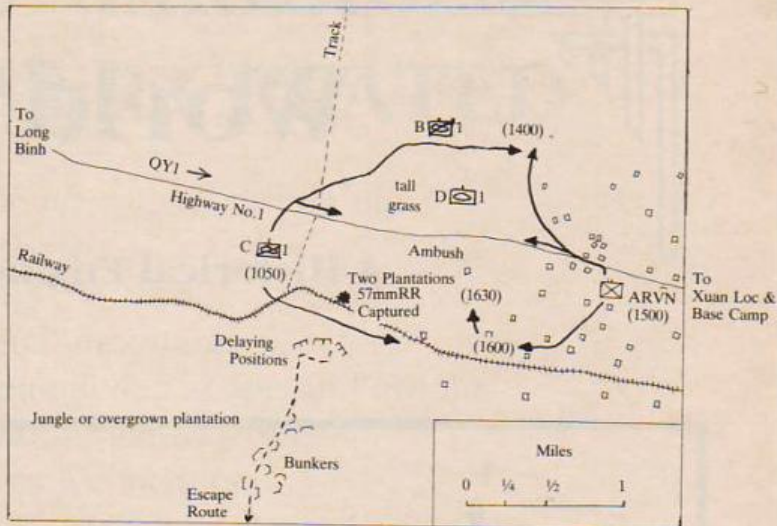
### The Aftermath

The convoy and escorts had lost seven men killed and eight wounded, four trucks and two ACAV's destroyed. Two days of searching and patrolling revealed bunkers and thirty Viet Cong bodies which had to be added to the known twelve killed and one captured from the battle.

The real reason for the 274th Regiment's lack of success was the speedy intelligence work carried out by the S-2 at 11th Cavalry HQ combined with the excellent command and control exhibited by the Cavalrymen on the spot. The vehicles and firepower were considerable factors too, but it was the response and confidence of 45 cavalrymen inspired, no doubt, by the example of their officer, that prevented the destruction of the chaotically disorganised convoy.

This should not detract from the very creditable performance of the Viet Cong Commander who, when he realised what was happening was able, without the aid of radio, to extricate his regiment from what might have become a trap.

### Movements of the Ambush and Relief Forces



- B 1 Troop B, 1st Squadron, 11th Cavalry  
 C 1 Troop C D 1 Company D  
 (1600) Time unit reached area e.g. at 1600 hours  
 ARVN ARVN Infantry Battalion

### Wargaming the Action

The best place to begin the action is, in my opinion, at the moment the Viet Cong spring the ambush. Both commanders should have been briefed away from the table according to the outline of the preparations at the opening of the article. Once the Commanders are ready the Viet Cong commander sites all of his troops using the table and a map and a concealed game then commences (this assumes that the rules you use allow for concealed troops). They may, of course, vary their deployment. The Viet Cong Commander should endeavour to inflict maximum loss upon the Americans before ordering retreat and should always attempt to remove weapons and bodies from the field. The American must protect his wounded and attempt to rescue and evacuate them.

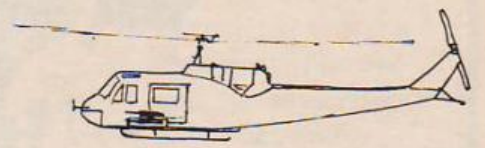
The action is probably best tackled in 1/300th if the entire battle is to be enacted. However there is scope for several small games:

The fight by C13, C18 and the truckies.

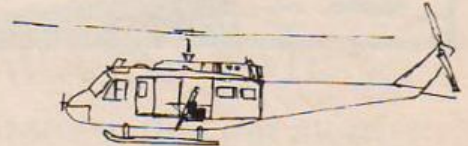
Keltner's rescue of the wounded crewmen.

C troop's encounter with the rearguard . . . and so on.

UH-1B (Hog)  
 Gunship  
 4 × 7.62mm MGs  
 on two pylons  
 2 × Rocket pods



UH-1D (Slick)  
 2 × 7.62mm MGs  
 flexible door mountings



O-1E  
 Bird Dog  
 FAC  
 4 × Marking Rockets  
 (Note: O-2 Skymasters were  
 used in this role as well)



F-100D  
 Super Sabre  
 4 × 20mm Cannon  
 2 × 500lb High Drag Bombs  
 2 × Napalm Tanks



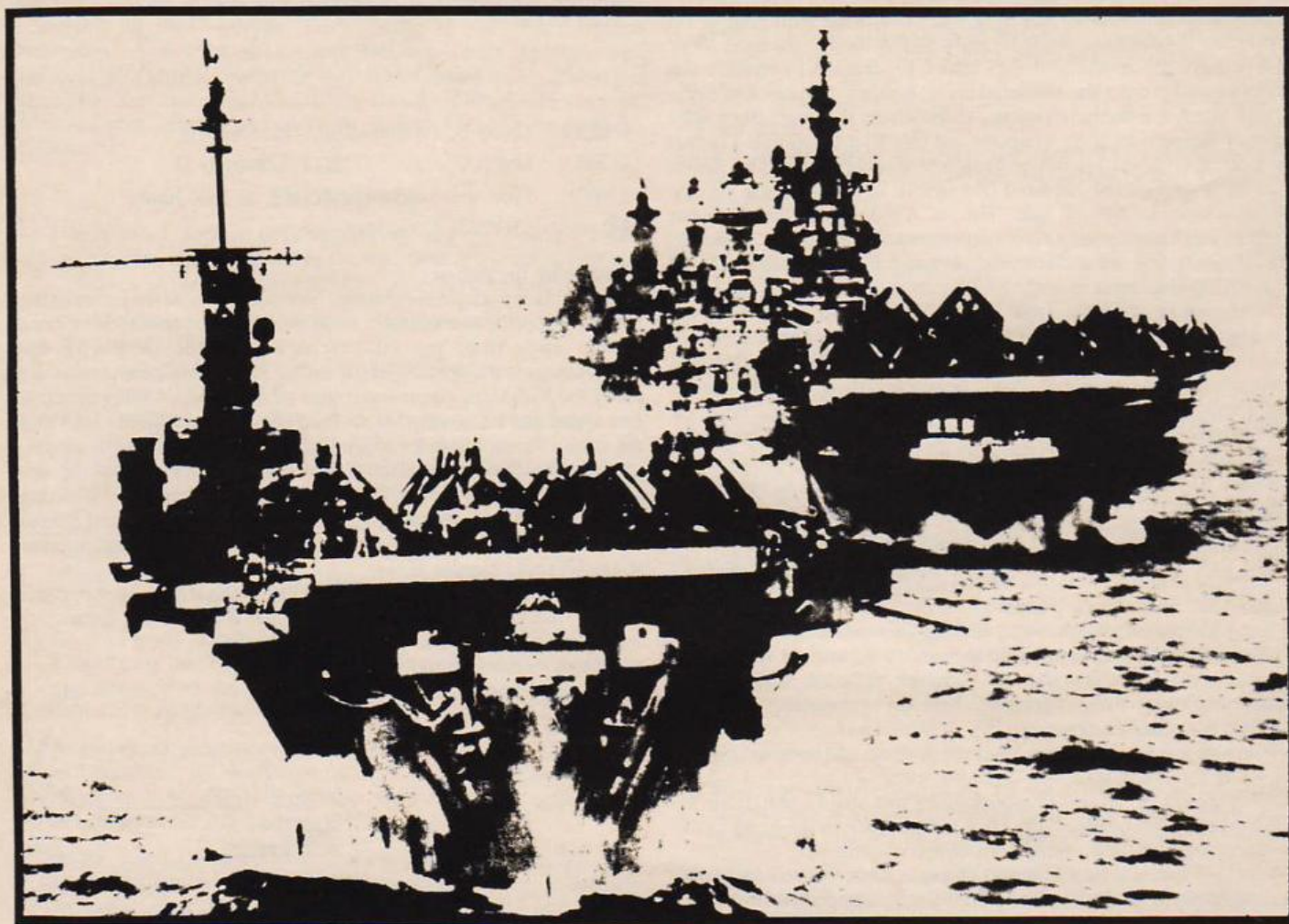
F-5A  
 Freedom Fighter  
 2 × 20mm Cannon  
 2 × Cluster Bomb Units  
 2 × Napalm Tanks





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# DECISION GAMES

## Part III

*by Roger Underwood*

This month's article only introduces one more DECISION GAME namely number 30 and seven more scenarios. It has the two adversaries deployed and ready for action along hills a good distance from one another and out of sight. The protagonists each have four options: Hold, Advance, Manoeuvre left and Manoeuvre right. Whereas in previous DECISION GAMES the options were limited to three, giving nine possible cross references, this game consisting of four options. Each yields an incredible sixteen outcomes. A few of the results will lead back to the same DECISION GAME, whilst the majority lead to a battle. The types are: Hill line defence, Attack on flank, Advance to contact, Manoeuvring army attacked in flank and Manoeuvring armies collide.

### THE EXILE

30 With both armies fully deployed, retreat would be too hazardous and thus is out of the question. Your council of war finalises at the following options. Which will you choose?

30 Hold your present position and dispositions. (\*List your deployment\*).

34 A straight forward advance and frontal attack. (\*List your deployment\*).

40 Manoeuvre east through and across the difficult and wooded terrain to your right. (\*List your order of march\*).

44 Manoeuvre west through and across the gentle rolling terrain to your left. (\*List your order of march\*).

31 You stand and wait, but the expected attack does not materialise. Your troops start to become restless and your commanders each push for their own preferred plan of action. Go back to 30 and re-select.

32 As your army stands to, awaiting the anticipated attack, you silently pray that he has not outmanoeuvred you. Eventually, to your great relief, his army appears directly to your front. Go to scenario 7 and follow Blue's/defender's instructions.

33 As you stand, prepared to meet the expected frontal attack, you are horrified to hear reports that your enemy is already attacking your right flank. Go to scenario 8a and follow Blue's/defender's instructions.

34 As you stand, prepared to meet the expected frontal attack, you are horrified to hear reports that your enemy is already attacking your left flank. Go to scenario 9b and follow Blue's/defender's instructions.

35 As you lead your army to the attack you hope against hope that he has not manoeuvred to outflank you. When eventually you espy his army to your front and lining a hill, you are relieved and yet at the same time concerned at the apparent strength of his position. Go to scenario 7 and follow Red's/attacker's instructions.

36 As you advance with your army deployed left and right about you, you contemplate the outcome of the forthcoming engagement. Will your enemy be holding a strong hill line or will he have manoeuvred to your flank? Suddenly to your front you hear shouts and calls as your most forward troops detect the enemy. The enemy is fully deployed and is advancing towards you. Contact is imminent. Go to scenario 10 and follow Red's instructions.

37 As you lead your army to the attack, your scouts report that the enemy is manoeuvred around your right. Fortunately for you, his scouting is very poor and your movements have not yet been detected. You determine on a quick strike at him before he

expects it and whilst his forces are stretched out. Go to scenario 11a and follow Red's/attacker's instructions.

38 As you lead your army to the attack, your scouts report that the enemy is manoeuvring around your left. Fortunately for you, his scouting is very poor and your movements have not yet been detected. You determine on a quick manoeuvre to strike at him before he expects it and whilst his forces are stretched out. Go to scenario 12b and follow Red's/attacker's instructions.

39 Not used.

40 Not used.

41 You manoeuvre your army east and arrive on your enemy's left flank undetected. Go to scenario 8b and follow Red's/attacker's instructions.

42 As you manoeuvre your army east, your scouts push ahead. Unfortunately, the scouting to your left flank is appalling and completely fails to detect the location of your enemy. The first knowledge you have of them is when they suddenly appear on your left flank. Go to scenario 11b and follow Blue's/defender's instructions.

43 As you manoeuvre to your right and eastwards across difficult wooded and marshy terrain, you contemplate the outcome of the coming battle. Will you arrive undetected and hit the enemy's exposed left flank? Will he have detected you and have re-faced his forces? Or will he have outmanoeuvred you? Suddenly to your front you hear shouts and calls as the foremost of your troops detect the enemy. They are marching towards you, contact is imminent. Go to scenario 13a and follow Red's/attacker's instructions.

44 As you commence your march east, you receive reports that the enemy is also manoeuvring, to your left. You decide to countermand your orders and march back to your original position across the hill line. Later reports contradict the earlier information. The enemy is still to your front astride a hill line. Go back to 30.

45 You manoeuvre your army to your left and westwards as planned and arrive on the enemy's right flank undetected. Go to scenario 9b and follow Red's/attacker's instructions.

46 As you manoeuvre your army west, your scouts push ahead. Unfortunately, the scouting to your right flank is appalling and completely fails to detect the location of your enemy. The first knowledge you have of them is when they suddenly appear on your right flank. Go to scenario 12b and follow Blue's/defender's instructions.

47 As you commence your march west, you receive reports that the enemy is also manoeuvring, to your right. You decide to countermand your orders and march back to your original position across the hill line. Later reports contradict the earlier information. The enemy is still to your front astride a hill line. Go back to 30.

48 As you manoeuvre to your left and westwards across open, undulating terrain, you contemplate the outcome of the coming battle. Will you arrive undetected and hit the enemy's exposed left flank? Will you arrive undetected and hit the enemy's exposed left flank? Will he have detected you and have re-faced his forces? Or will he have outmanoeuvred you? Suddenly to your front you hear shouts and calls as the foremost of your troops detect the enemy. They are marching towards you, contact is imminent. Go to scenario 13b and follow Red's instructions.



## THE KING

30 With both armies fully deployed, retreat would be too hazardous and thus is out of the question. Your council of war finalises at the following options. Which will you choose?

1. Hold your present position and dispositions. (\*List your deployment\*).
2. A straight forward advance and frontal attack. (\*List your deployment\*).
3. Manoeuvre east through and across the difficult and wooded terrain to your left. (\*List your order of march\*).
4. Manoeuvre west through and across the gentle rolling terrain to your right. (\*List your order of march\*).

31 You stand and wait, but the expected attack does not materialise. Your troops start to become restless and your commanders each push for their own preferred plan of action. Go back to 30 and re-select.

32 As you lead your army to the attack you hope against hope that he has not manoeuvred to outflank you. When eventually you spy his army to your front and lining a hill, you are relieved and yet at the same time concerned at the apparent strength of his position. Go to scenario 7 and follow Red's/attacker's instructions.

33 You manoeuvre your army to your left/eastwards and arrive on your enemy's right flank undetected. Go to scenario 8a and follow Red's/attacker's instructions.

34 You manoeuvre your army to your right and westwards as planned and arrive on the enemy's left flank undetected. Go to scenario 9a and follow Red's/attacker's instructions.

35 As your army stands to, awaiting the anticipated attack, you silently pray that he has not outmanoeuvred you. Eventually, to your great relief, his army appears directly to your front. Go to scenario 9a and follow Blue's/defender's instructions.

36 As you advance with your army deployed left and right about you, you contemplate the outcome of the forthcoming engagement. Will your enemy be holding a strong hill line or will he have manoeuvred to your flank? Suddenly to your front you hear shouts and calls as your most forward troops detect the enemy. The enemy is fully deployed and is advancing towards you. Contact is imminent. Go to scenario 10 and follow Blue's instructions.

37 As you manoeuvre your army east, your scouts push ahead. Unfortunately, the scouting to your right flank is appalling and completely fails to detect the location of your enemy. The first knowledge you have of them is when they suddenly appear on your right flank. Go to scenario 11a and follow Blue's/defender's instructions.

38 As you manoeuvre your army west, your scouts push ahead. Unfortunately, the scouting to your left flank is appalling and completely fails to detect the location of your enemy. The first knowledge you have of them is when they suddenly appear on your left flank. Go to scenario 12a and follow Blue's/defender's instructions.

39 Not used.

40 Not used.

41 As you stand, prepared to meet the expected frontal attack, you are horrified to hear reports that your enemy is already attacking your left flank. Go to scenario 8b and follow Blue's/defender's instructions.

42 As you lead your army to the attack, your scouts report that the enemy is manoeuvring around your left. Fortunately for you, his scouting is very poor and your movements have not yet been detected. You determine on a quick strike at him before he expect it and whilst his forces are stretched out. Go to scenario 11b and follow Red's/attacker's instructions.

43 As you manoeuvre to your left and eastwards across difficult wooded and marshy terrain, you contemplate the outcome of the coming battle. Will you arrive undetected and hit the enemy's exposed right flank? Will he have detected you and

have re-faced his forces? Or will he have outmanoeuvred you? Suddenly to your front you hear shouts and calls as the foremost of your troops detect the enemy. They are marching toward you, contact is imminent. Go to scenario 13a and follow Red's instructions.

44 As you commence your march west, you receive reports that the enemy is also manoeuvring to your left. You decide to countermand your orders and march back to your original position across the hill line. Later reports contradict the earlier information. The enemy is still to your front astride a hill line. Go back to 30.

45 As you stand, prepared to meet the expected frontal attack, you are horrified to hear reports that your enemy is already attacking your right flank. Go to scenario 9b and follow Blue's/defender's instructions.

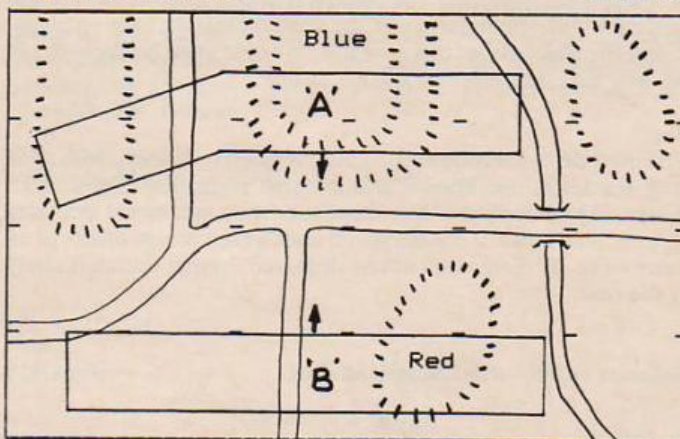
46 As you lead your army to the attack, your scouts report that the enemy is manoeuvring around your right. Fortunately for you, his scouting is very poor and your movements have not yet been detected. You determine on a quick manoeuvre to strike at him before he expects it and whilst his forces are stretched out. Go to scenario 12b and follow Red's/attacker's instructions.

47 As you commence your march to your left eastwards, you receive reports that the enemy is also manoeuvring, to your right. You decide to countermand your orders and march back to your original position across the hill line. Later reports contradict the earlier information. The enemy is still to your front astride a hill line. Go back to 30.

48 As you manoeuvre to your right and westwards across open undulating terrain, you contemplate the outcome of the coming battle. Will you arrive undetected and hit the enemy's exposed left flank? Will he have detected you and have re-faced his forces? Or will he have outmanoeuvred you? Suddenly to your front you hear shouts and calls as the foremost of your troops detect the enemy. They are marching towards you, contact is imminent. Go to scenario 13b and follow Red's instructions.

### Hill Line Defence (Blue)

### Scenario 7



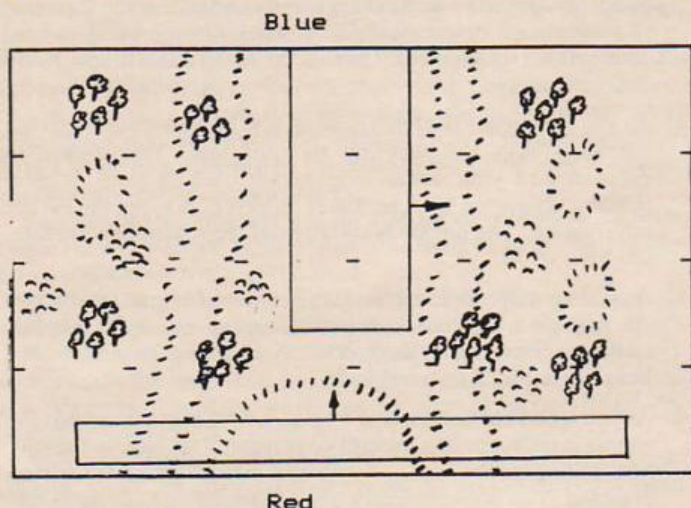
#### Blue:

You have of course already selected your broad deployment (eg Van left, C1, C2, Rearguard right etc). You must now write down your detailed deployment and in fact deploy first. All of your force must be deployed along the front of the hill line as shown by line A. You are not allowed to flank march. After Red has deployed, (excluding any flank marches he may have), you both simultaneously write orders. You may give your units any of the normal orders, but no unit may move, change direction or formation during the first bound. Stakes and pavises may already be positioned if your force has them.

#### Red

After Blue has fully deployed, you then deploy your force up to twelve inches on along the position B. Your broad deployment has of course already been chosen during the previous Decision Game, eg Van left, C1, C2, Rearguard right etc. After you have completed your deployment you both simultaneously write orders. Red may flank march on either flank as per the rules.



**Defender on Hill – attacked in flank (Red)****Scenario 8**

**Sc8a** The scenario is as shown, with Blue's right flank resting eighteen inches from the table edge. Red deploys up to six inches in on the same flank, ie to within twelve inches of Blue's flank unit.

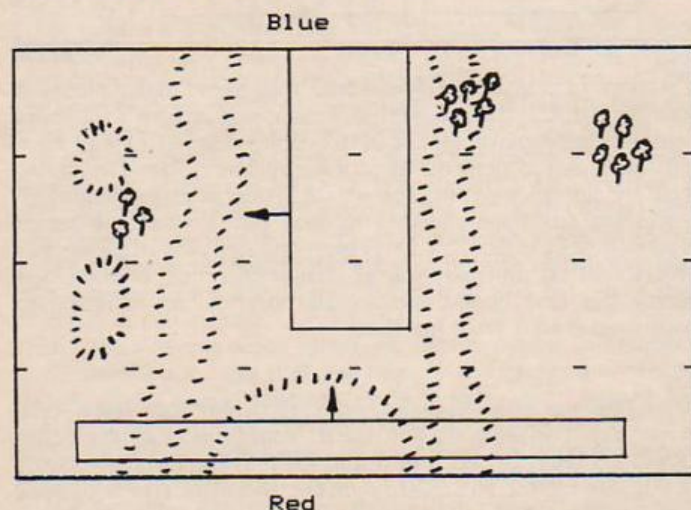
**Sc8b** The scenario is a mirror image of the map shown, ie with Blue's left flank resting eighteen inches from the table edge and with Red deploying up to six inches in and to within twelve inches of Blue's flank unit.

**Blue:**

You must deploy first and in your intended formation, just as if you were still expecting a frontal attack. You must not spread your army out and away from the attack just to give yourself time to re-deploy. Units must not react until either an enemy unit approaches to within twelve inches of it, or they receive new orders. New orders may be written in the normal manner at the end of the second bound and delivered by messengers only. Trumpet signals to reface, etc are not permitted and trumpet blasts "to attack" would be interpreted to mean to the original front. Telepathic powers and too much "intelligent initiative" by unit commanders will spoil and defeat the objective of this scenario. Wagons must be deployed to the rear and the centre of the battle line.

**Red:**

You must deploy second and in your intended formation, with all of your Battles in line abreast and in battle formation. Open order troops may be deployed thus to enhance their movement rate, and all units may move at double speed until within twelve inches of an enemy unit. Wagons need not be deployed, having been left safely at the rear.

**Defender on hill – attacked in flank (Red)****Scenario 9**

**Sc9a** The scenario is as shown, with Blue's left flank resting eighteen inches from the table edge. Red deploys up to six inches in on the same flank, ie to within twelve inches of Blue's flank unit.

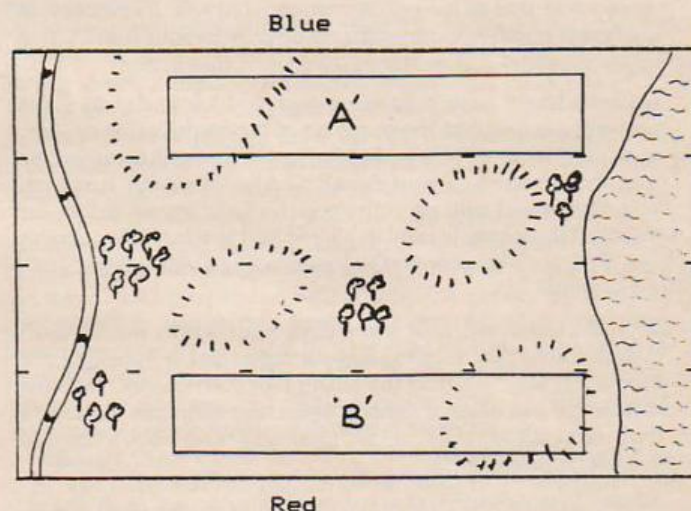
**Sc9b** The scenario is a mirror image of the map shown, ie with Blue's right flank resting eighteen inches from the table edge and with Red deploying up to six inches in and to within twelve inches of Blue's flank unit.

**Blue:**

You must deploy first and in your intended formation, just as if you were still expecting a frontal attack. You must not spread your army out and away from the attack just to give yourself time to re-deploy. Units must not react until either an enemy unit approaches to within twelve inches of it, or they receive new orders. New orders may be written in the normal manner at the end of the second bound and delivered by messengers only. Trumpet signals to reface, etc. are not permitted and trumpet blasts "to attack" would be interpreted to mean to the original front. Telepathic powers and too much "intelligent initiative" by unit commanders will spoil and defeat the objective of this scenario. Wagons must be deployed to the rear and the centre of the battle line.

**Red:**

You must deploy second and in your intended formation, with all of your Battles in line abreast and in battle formation. Open order troops may be deployed thus to enhance their movement rate, and all units may move at double speed until within twelve inches of an enemy unit. Wagons need not be deployed, having been left safely at the rear.

**Advance to contact (Equal)****Scenario 10****Blue and Red:**

You have of course already selected your broad deployment, eg Van left, C1, C2, Rearguard right etc, you must now write down your detailed deployment. Both forces are simultaneously deployed up to twelve inches in on the table and nine inches from the sides. Both are assumed to have halted on a simultaneous sighting, Blue at position A and Red at position B. (In this equal scenario the players may choose to dice for sides.) Both write orders in the normal way and play the game to the normal rules and sequence except that flank marches are not permitted, nor does scouting have any effect.

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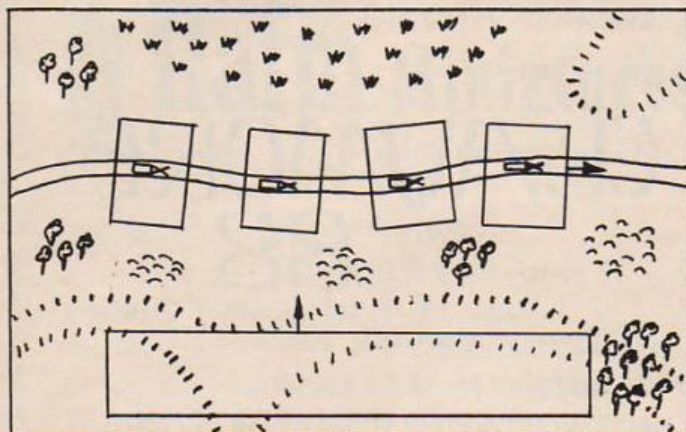
## Manoeuvring army attacked in flank (Red)

## Scenario 11

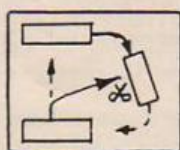
## Manoeuvring army attacked in flank (Red)

## Scenario 12

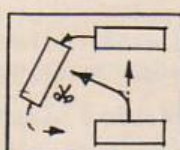
Blue



Red



Sc11a



Sc11b

**Sc11a** The scenario is as shown with Blue's army advancing from left to right on the map and being attacked in their right flank by Red, who is advancing from the high ground with the wood to his right.

**Sc11b** The scenario is a mirror image of the map shown, ie Blue's army is advancing from right to left on the map and is being attacked in the left flank by Red, who is advancing from the high ground and with the wood to his left.

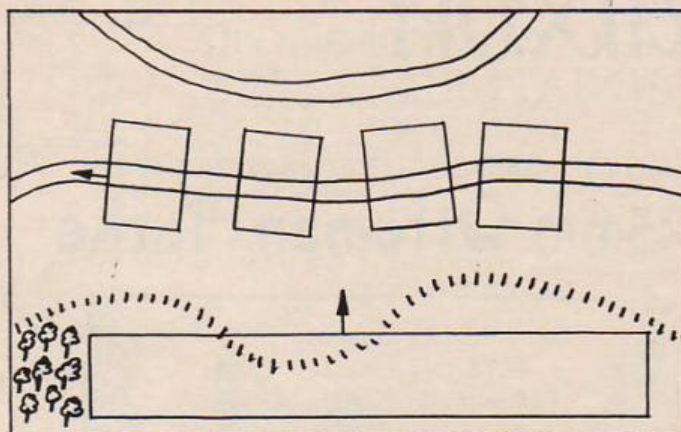
**Blue:**

You must deploy first, in your intended order of march. Each Battle must be accompanied by one wagon which must be on the road. The Battles must be spread to both sides of the wagon and off the road except that some light troops or cavalry may be one move ahead of the front Battle and on the road, and other similar troops may be one move behind the lead Battle and also on the road. Units must not react until either an enemy unit approached to within twelve inches or they receive new orders which may be written in the normal manner at the end of the second bound, and delivered by messengers only. Trumpet signals to reface etc. are not permitted and trumpet blasts to "attach" would be interpreted to mean to the original front. Telepathic powers and too much "intelligent initiative" by unit commander will spoil and defeat the objective of this scenario. The swamp to the rear is impassable to all troops.

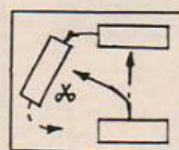
**Red:**

You must deploy second in your intended formation, with all of your Battles in line abreast and in battle formation, as shown, to within twelve inches of the nearest enemy. Open order troops may be deployed thus to enhance their movement rate, and all units may move at double speed until within twelve inches of an enemy unit. Do not deploy your wagons, they are at the rear.

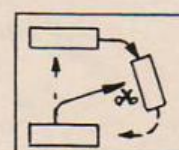
Blue



Red



Sc12a



Sc12b

**Sc12a** The scenario is as shown with Blue's army advancing from right to left on the map and being attacked in their left flank by Red who is advancing from the high ground, with the wood to his left.

**Sc12b** The scenario is a mirror image of the map shown, ie Blue's army is advancing from left to right on the map and is being attacked in the right flank by Red, who is advancing from the high ground and with the wood to his right.

**Blue:**

You must deploy first, in your intended order of march. Each Battle must be accompanied by one wagon which must be on the road. The Battles must be spread to both sides of the wagon and off the road except that some light troops or cavalry may be one move ahead of the front Battle and on the road, and other similar troops may be one move behind the rear Battle and also on the road. Units must not react until either an enemy unit approaches to within twelve inches or they receive new orders which may be written in the normal manner at the end of the second bound, and delivered by messengers only. Trumpet signals to reface etc. are not permitted and trumpet blasts to "attack" would be interpreted to mean to the original front. Telepathic powers and too much "intelligent initiative" by unit commanders will spoil and defeat the objective of this scenario. The river to the rear is not fordable.

**Red:**

You must deploy second in your intended formation, with all of your Battles in line abreast and in battle formation, as shown, to within twelve inches of the nearest enemy. Open order troops may be deployed thus to enhance their movement rate, and all units may move at double speed until within twelve inches of an enemy unit. Do not deploy your wagons, they are at the rear.

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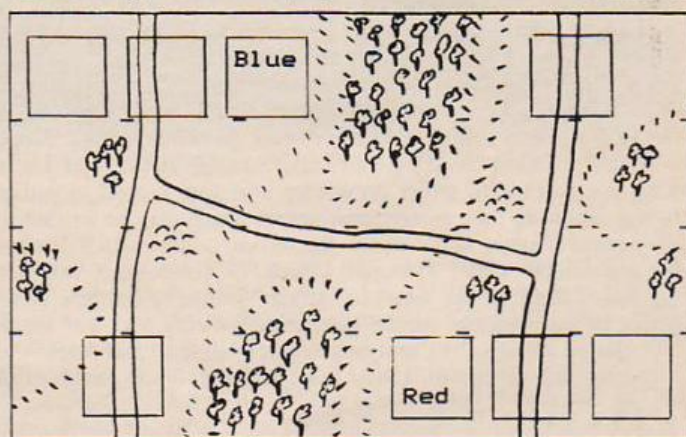
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### Manoeuvring armies collide (Equal)

### Scenario 13



Sc13a The scenario is as shown.

Sc13b The scenario is as shown except that features may be omitted  
as follows:

Woods and rough terrain should be diced for with a 1d6. A result of  
1, 2, 3 or 4 means that the item diced for is removed. A 5 or 6 means  
that the item is left on.

### Blue and Red:

You have of course already selected your broad deployment, eg  
Van left, C1, C2, Rearguard right etc. You must now write down  
your detailed deployment. However, as you manoeuvred, your  
forces became split unequally to two sides of the hill running down  
the length of the table. In both cases the Battle deployed to the left  
has become isolated. Both forces are simultaneously deployed up  
to twelve inches in on the table and nine inches from the sides. Both  
are assumed to have halted on a simultaneous sighting, Blue at  
position A and Red at position B. (In this equal scenario the players  
may choose to dice for sides.) Both write orders in the normal way  
and play the game to the normal rules and sequence except that  
flank marches are not permitted, nor does scouting have any effect.



# "WILL GOD FORGIVE ME?"

## The Franco-British Attack on Petropavlovsk, 1854

by Rod Robinson

The so-called "Crimean War" must be one of the most badly-named wars in history, for there was also heavy fighting in the Baltic, Bulgaria, Turkey, the White Sea and the Pacific. This article is unusual for two reasons: it looks, for a change, away from the Crimean Peninsula to the Pacific theatre where the Russian colossus as yet held little more than token control from isolated settlements and harbours. Secondly, it tells the tale of that rarest of things, a clear-cut Russian victory of the war. The only others were both against the Turks, at the naval battle of Sinope in November 1853 (still the most recent naval success at fleet level for the Russians), and the siege of Kars in 1855.

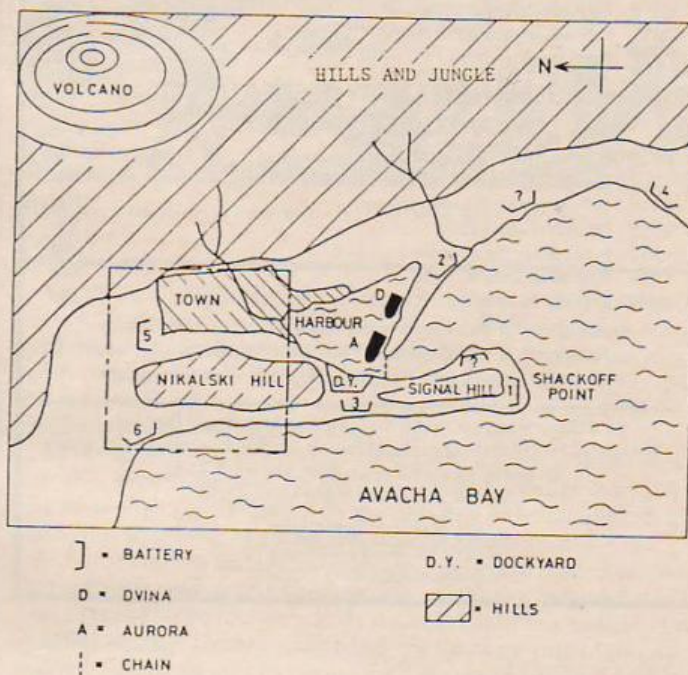
At the outset, it must be said that the victory was largely due to poor strategic thinking on the Allied side, for the Russians were outnumbered and out-gunned; nevertheless, the Russian commander made the most of the situation as it progressed, and the soldiers showed more drive and enterprise than their colleagues in the Crimea.

When the Crimean War began (for the Allies) in 1854, British eyes were focused upon what seemed to be the natural theatre of war, the Baltic Sea. The Royal Navy would simply sail into St. Petersburg, (then the Russian Capital), and give the Tsar a bloody nose, whilst in the Black Sea the army should roll up the Russian columns in Wallachia. Elsewhere in the world, Britain's Jack Tars would capture Russian shipping and bases at their will. This cosy view of Britain's superiority was soon dented when the vulnerability of wooden ships to shore-based, casemated guns became apparent; but, in the Pacific theatre, no Russian port was protected by defences even remotely approaching those of Kronstadt or Sebastopol, and thus it was with a mood of confidence that the British Pacific Squadron received the news of the outbreak of war, on 7th May, 1854.

The British squadron, under the command of Rear-Admiral David Price, was in company with a French squadron at Callao, Peru. Interestingly enough for those who enjoy considering "What-might-have-been" situations, they just missed meeting up with the Russian frigate *Aurora*, which had been in the same port only a few days earlier. Indeed, the British steamer, *Virago* very nearly had a shoot-out with *Aurora* on her way to join the British squadron, but the British captain decided it was more important to deliver the declaration of war to Price, and the Russian ship pulled away, too. More will be heard of the *Aurora* later.

At first sight, it appeared that the British were fortunate in their leader: he had a fine fighting record, wounded three times, captured twice leading small boats in particularly dangerous circumstances, making rapid promotion by merit to Post-Captain. But this had all been long ago, in the Napoleonic and Anglo-American Wars. In the intervening 39 years, he had been unemployed for 30 of them, kicking his heels and hoping for something better to do than sit on the bench of the local magistrates' court. Four of the remaining nine years had been spent as Superintendent of the Sheerness Dockyard, hardly the stuff with which a fighting man could feel content. In 1815, he had been 25 years old, in the prime of life. Now he was 64: his last sea-going command had been 16 years previously. What had those long years of inactivity, those wasted 30 years in the wilderness, done to his character?

Despite the declaration of war, Price seemed in no rush to close with the enemy, travelling via the Marquesas to Honolulu, where they entertained the King, Ka Mehemeha, in an attempt to counteract American attempts to build a "Sphere of Influence". Eventually, however, they set sail for the Russian coast, arriving off the Kamchatkan Peninsula on 27th August.



### The Opposing Forces

Price had weakened his original force by detaching ships for protection duties – the merchant fleets in the whole Pacific area seemed to expect Russian raiders to appear at any minute – but the Fleet was still a power to be reckoned with. The ships were as follows:

#### British

<i>President</i>	(Sail)	50 guns
<i>Pique</i>	(Sail)	40 guns
<i>Virago</i>	(Steam)	6 gun

#### French

<i>Forte</i>	(Sail)	60 guns
<i>Eurydice</i>	(Sail)	30 guns
<i>Obligado</i>	(Sail)	12 guns

Counting marines and sailors, the whole force totalled some 2,000 men.

The Russians were commanded by Rear-Admiral V.S. Zavoiko, Governor of the region. Estimates of the troops at his disposal vary, but the one I'm willing to believe is from Captain Arbuzov, of the garrison. He gives a figure of "983 soldiers plus 30 armed civilians, in all 1013 men". This figure includes the crews of the frigate *Aurora* (40 guns) and the *Dvina* (12 guns). The *Dvina* had brought 400 reinforcements with her, assumedly soldiers, so we can calculate that the Russian forces consisted of about 600 soldiers (including the pre-war garrison), with the rest being sailors.

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## PIONEER MINIATURES

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The Russians were short of shore guns, and therefore disembarked some guns from the two ships. Not surprisingly, they concentrated their redoubts on the seaward side. There is some debate in the narratives as to how many "batteries" the Russians had built on the seaward side; I have therefore marked in the ones known to have existed as Batteries 1-6, and put question marks on the ones that probably existed. However, these "questionable batteries" were unlikely to have mounted more than 1 gun, if any at all. It is more likely that they were prepared positions that, owing to the Russian shortage of guns, were never used, thought they could have given protection to infantry.

The number of guns in the 6 definite batteries were as follows:

- No.1 5 guns
- No.2 11 guns (Note: this was well-constructed and protected with fascines)
- No.3 5 guns
- No.4 3 guns
- No.5 10 guns (But only 4 were of modern design)
- No.6 6 guns

The two Russian ships were moored behind the long sandpit, so as to present their broadsides, whilst also gaining some protection from enemy fire. The spit also allowed the ships' crews to be rushed to threatened areas, but few, if any, of the guns could be moved as they would not be mounted on field carriages. We can assume that not all of the guns would be in a position to fire (some were positioned so as to fire through the stern or the bow) so it would not be unreasonable to allow *Aurora* a broadside of 18 guns, and *Dvina* 5, giving a Russian total of guns of 63. If we allow a crew of 6 per gun (and this is probably an underestimate), we arrive at the figure of 378 gunners – well, let's make it a round 400. About 130 would be soldiers, leaving 270 sailors. This leaves us with 600 infantry, of which 470 would be army, and 130 navy.

The Russian defences can be summed up, then, as the best that could be done in the circumstances. Any attack directly at the harbour mouth would meet with fire from three sides, but the flanking batteries could be taken on, one by one, with relative ease.

Battery No. 2 and the ships' broadsides were the strongest part of the defences by far. On the Western shore, weak batteries defended the landward approach. The infantry were the only mobile reserve.

### Terrain and Maps

My map of Petropavlovsk is a mixture of two maps, one British and one Russian. The terrain is indicated as being hilly, with a covering of "jungle". The allies had no maps of the area, but they did possess a superb set of charts, put together in 1847 by Lieutenant Belcher of the *Blossom*, when the ship visited the port en route to join in the search for the Franklin Expedition, which had set out to find the North-West Passage. They therefore had complete knowledge of the waters around the harbour, but on land they would be at a great disadvantage.

### A Sad Business

On 28th August, Price and the French Commander, Rear-Admiral Febvrier-Despointes, made a reconnaissance of the Russian positions in the Steamer *Virago*. William Ashcroft, who was one of the crew of *Virago*, recorded that "we counted six shore batteries and sighted the *Aurora* behind the sandbank". The defences were gently tested by *President* and *Virago* on the next day, with *Virago* exchanging a few shots with battery No. 2.

Price held a council of war that evening. The plan that emerged was to engage and destroy Battery No. 1 on the point, then open fire on Battery No. 2 from the protection of Shackoff Point, where the guns of *Aurora* would be useless. Meanwhile, Battery No. 4 would be knocked out, leaving the way clear for the most hazardous part of the attack, a direct assault on the harbour, and the *Aurora*'s broadside. It was a simple but logical plan, making the most of allied advantages.

The next day was extremely calm, and the sailing ships were practically immobile. It was therefore necessary for the steamship *Virago* to tow the others into position. These complicated manoeuvres were under way when a tragedy occurred; Admiral Price went down to the Quarter Gallery WC, and shot himself.

One of the first on the scene was the Chaplain, the Rev. Thomas Holme. He later wrote in a letter home of the event.





*Pioneer Miniatures 15mm. Crimean War British disembark from Hales Models scratch-built boats, onto a Total System Scenic Russian beach. The infantry "dig in" behind Ahketon stone-cast breastworks (painted by Chris Leeson), while the cavalry and rifles head over the T.S.S. hills to scout out the 1/300th. Jena Enterprises buildings in the distance. These are very nice figures – but they do show why you should dry-brush your bases after you've mounted them!*

"... (He) had gone down to a little side cabin where his pistols were, and placing one of them to his left breast, had tried to shoot himself through the heart. The bullet, however, had taken a slightly different course and gone into his lungs, inflicting a mortal wound but not one which caused instantaneous death. He was perfectly sensible, and cried out as soon as he saw me, 'Oh, Mr Holme, I have committed a fearful crime. Will God forgive me?' ..."

Why did he do it? By all accounts, everyone in the allied fleet expected to win. We must turn back to the Rev. Holme's letter.

"... He recognised most of the officers who came to see him and said that the reason for his crime was that he could not bear the thoughts of taking so many noble and gallant fellows into action: men ... whom some fault of his might bring destruction."

Later in the letter, Holme tells us that the Admiral was always "very weak and vacillating". Surely, this was not the same man who was wounded at Copenhagen, Barfleur and New Orleans, who went to sea at the age of 11, became Lieutenant at 19, Commander at 23, Post-Captain at 25? This was his first flag command, and he may have found it hard to adjust to the responsibility, but I believe it was due to those long, frustrating, soul-destroying years of unemployment. The simple fact was that the Crimean War came too late for this poor man.

#### **The First Attack**

Command of the British Squadron now fell upon Captain Sir Frederick William Erskine Nicolson, Captain of the *Pique*. He was fifteen years younger than Price, son of a general, baronet by inheritance, with virtually no command experience. Now he was leader of a squadron, shocked and disheartened by the first ever suicide of a British Admiral, and encumbered by the need to play the diplomat with the French. Price, for all his supposed failings,

had handled this problem with tact and courtesy, but Nicolson and the aged and infirm Admiral Despointes (who died soon after the battle) were soon to show "divergences of opinion".

Nicolson's first decision was to postpone the attack for 24 hours. Admiral Price's body was placed in his gig, and anchored away from the fleet.

The next day, Price's original plan was put into action. The weather was still calm, so *Virago* was used again to tow the other ships into battle. With *Forte* on one side, *President* on the other, and *Pique* in tow, it was a target any gunners would have found hard to miss, and soon the Russian shot was coming flying in, sending masts and sails crashing, and disabling guns. However, the allies were coming into their positions, with *President* engaging Battery No. 1, *Pique* taking on No. 4 with *Virago*, and *Forte* keeping No. 2 busy. In hardly any time, both Batteries 1 and 4 were silenced. Some allied marines and seamen were landed from *Virago* near Battery No. 4 in order to capture it. William Ashcroft's diary tells us that two cutters "manned and armed" were used, so we can assume that this force was probably no stronger than 60. Lieutenant Popoff, in command of Battery No. 4, spiked his guns and retired upon Battery No. 2. Flushed with success, the landing party, led by a bagpiper in full highland dress, marched along the coast to "deal with another battery", but the appearance of some 200 Russian infantry changed their plans somewhat. Fire from the guns of *Virago* and *Pique* kept the Russians off long enough for the landing party to return to ship.

Surely the landing party were not planning to march on Battery No. 2, with its 11 guns, some 1200 metres away? This, I think, is good evidence for the presence of other batteries along the shoreline, though I feel they were probably not equipped with guns.



Battery 1 had suffered from its exposed position on Shackoff Point. Lieutenant Cavriloff was wounded early on, together with most of the men. The guns, too, were dismantled, so Sub-Lieutenant Gonbareff led the survivors round to Battery 2.

With both flanking batteries disposed of, the allied ships concentrated on Battery 2, from the shelter of Shackoff Point. The Russians returned fire admirably, but could not compete with the weight of shot the Allies could direct against them. However, the battery was not entirely silenced, and the brave Russian gunners crept back to man the guns whenever the allied fire slackened.

The allied fleet also took some hits, the worst putting a hole in *Virago* below the waterline, as she was covering the retreat of the landing party. She had drifted within range of Battery 2 and the *Aurora*, and had to steam away quickly to avoid being further damaged. The hole, though big, was quickly plugged, and *Virago* was soon back in action, towing *Forte* away when she got too heavily engaged. After this, the action was broken off for the night.

What had been achieved? Two batteries had been destroyed, and a third damaged and largely silenced. However, the Russian ships remained, and were largely unscathed. It had not been a huge success, but it was hardly the "Sebastopol on a smaller scale" that some authorities later claimed. The Russian seaward defences were certainly formidable, but they were far from unbeatable.

### A Change of Plan

The Russians were in no doubt about what the Allies would do on the next day, the 1st September. The allied crews, too, were busy all night, preparing for a renewal of the attack. It was the logical thing to do, having cleared the way for an attack on the harbour, to pursue that line to ultimate victory. The Allies didn't know it, but Russian ammunition had also run low, so the *Aurora's* broadside would be hard-pressed to keep up a prolonged barrage.

However, Admiral Despointes was not in favour of a renewal of the attack, though Nicolson was more bellicose. The arguments continued throughout the whole day, and the next, and were not resolved until late on the 3rd. The momentum had been lost, and worse, it served to encourage the Russians, who naturally believed that the reason for the delay was due to the allied ships being too badly damaged to continue.

Now, even though dead, Admiral Price was instrumental in the eventual defeat of the Allies. On the 1st September, *Virago* was despatched to the other side of Avacha Bay, in order to bury Price and the few other casualties of the action and to take on fresh water for the squadron. Here, they encountered four American sailors living in a tent, apparently deserters from a whaler, in Tarinski Harbour, who told the British that Petropavlovsk was vulnerable to an assault from the land. They apparently gave information on the position of land-sited batteries that the Allies could not see, and details of the town and the strength of the garrison. How accurate this information was is hard to evaluate – Admiral Despointes, when he heard of it, was unconvinced. There is even some suspicion amongst historians that the Americans were a "plant", put there with the connivance of the Russians to spread false information, and perhaps even to lure the Allies into a carefully prepared trap.

My own feeling on this matter is to the contrary. Certainly, Americans in 1854 had no love for the British, whom they continued to see as empire-builders. They also had good relations with Russia, and were upset at British attempts to enforce a blockade of Russian ports. However, it seems a little far-fetched to suggest deliberate deceit on the American side; far more likely is the scenario that the sailors, sharing a common language, discussed the events of the past few days, and, like all amateur tacticians, the Americans expressed their view that the town could be taken from the land. It is not unreasonable to assume that the Americans might have been in Petropavlovsk recently, and observed the Russian preparations. The cry of "Treachery" is an easy one to raise after defeat, but I fear it was more due to the deficiencies in the allied plan that the attack failed.

When Nicolson heard the report of the meeting with the American sailors, he formulated a new, bold plan. A force of 700 men would be landed at Battery 6 on the map, after it and Battery 3 had been knocked out. The force would be divided into four columns: the marines of both fleets, French seamen from *Forte* and *Eurydice*, British sailors from *President* and *Pique*, and a mixed detachment from *Virago* and *Obligado*. The marines and the

French seamen would ascend Nikalski Hill and occupy the summit, bombarding the town with field howitzers, while the British and mixed parties would go around the base of the hill to attack Battery 5 on the map, and thus force their way into Petropavlovsk by the back door.

The plan had several defects that no-one seemed to notice: firstly, the number of enemy troops was not definitely known, nor did the allies have any maps or opportunities for reconnaissance; the vegetation was dense, and Nikalski Hill was steep; there was always going to be a communication problem, both with the two nationalities and the nature of the ground; and there was no thought of mounting a diversionary attack on the harbour. This last point may have been due to the calm weather, for in the attack *Virago* had once again to tow the others into position.

The probable make-up of the assault force would be as follows:

Marines:	100 British, 100 French	200
French sailors:		200
British sailors:		200
Mixed Column:		100

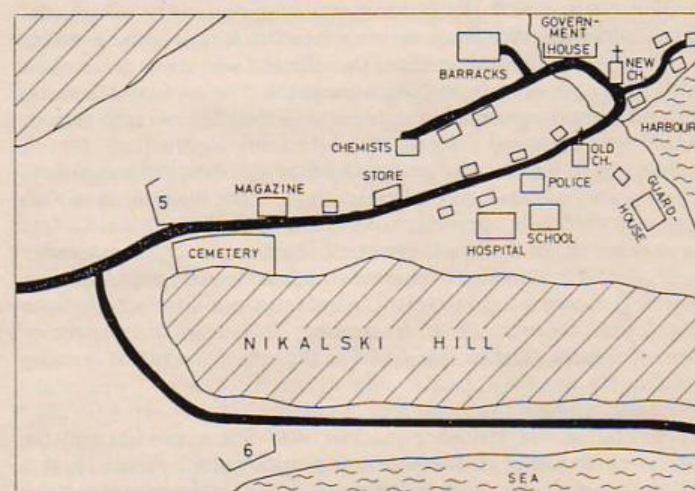
The French column was equipped with a few light howitzers; I would allow 4 guns of 6 pounder calibre, with 30 crew. Shot would be limited in view of the problems of carrying it. The British column may also have had some artillery with them; allow 2 guns with 15 crew. It would be reasonable to assume that the Allies were armed with rifles; however, only the marines and a few of the seamen would be proficient in using them.

### The Second Attack

As in the first attack, *Virago* towed the ships into action. At 7.15 am, *President* engaged the Russian Battery 3. Despite a stout resistance, the Battery was silenced by 9.00. *Forte* similarly engaged Battery 6 and forced the Russians to abandon it. The way for the landings was clear.

The Allies were landed from *Virago* in small boats, and took possession of Battery 6, spiking the guns there. However, their enthusiasm for the fight and their less disciplined manner had the sailors rushing up the hill in a disorderly fashion, instead of marching around it as was the plan. The marines and the French seamen, under the command of Captain Parker, Royal Marines, fought their way up the hill in a prolonged skirmish with the Russians, which cost them dearly, especially in officers. Meanwhile, the enthusiastic mixed column of sailors ascended the hill from its northern end, in contradiction to their orders, and took the Russians in flank. Lieutenant Gubarev, in command, was driven from the summit with his men. The British sailors were also in action against Battery 5, and British sources claim it was taken, though the Russian ones deny it.

It was 9.00. The landings had taken place at 8.30, and in half an hour the Allies had taken the crest of Nikalski Hill, and were entering the outskirts of the town. But the tide of battle was about



Map 2. The land assault on Petropavlovsk

- HIGH GROUND - JUNGLE  
 □ BUILDING  
 — BATTERY  
 — ROAD



to turn against them. Zavoiko collected his available reserves, about 300 men, and launched them in three groups against the Allies. Two groups reinforced the Russian lines on the hill whilst the third attacked the British sailors around Battery 5. It was too much for the allied troops, who were tired and almost leaderless. The Russians gained the crest of the ridge at its northern end, and rolled up the allied positions. The volatile morale of the Allies cracked, and a wholesale panic ensued. The men flung themselves down the steep slopes of the hill, pursued by the bayonets of the Russians. Escape for the landing party was only possible because of the efforts of a small rearguard in the vicinity of Battery 6, and the guns of *Obligado*, which was able to come in close with the aid of a few gusts of wind. By 11.00, the landing party had been re-embarked.

It had been a disaster. Casualties were relatively high:

British:	26 killed or missing;	79 wounded
French:	26 killed or missing;	84 wounded

The Russians also suffered. Totals for the two actions were 37 killed and 78 wounded. In addition, some of the town's supplies and houses had been lost. But the victory was theirs.

### Aftermath

Once again, *Virago* set out on its melancholy mission to bury the dead at Tarinski Harbour, whilst the Allies remained at anchor outside Petropavlovsk. On the 7th September, two sails were sighted, which turned out to be Russian merchant ships. They were both captured and taken as prizes – the only allied success of the action. Soon after, the allied fleet sailed away, the British to Esquimalt and the French to San Francisco.

When the news of the Russian victory reached home, the Russians were jubilant, coming as it did after the defeats of Alma and Inkerman, and the stalemate of Balaclava. In the Allied Capitals, it was resolved to renew the attack the following year, and a large squadron was assembled for the task. However, when it arrived, on 31st May, the town and harbour were empty, abandoned and evacuated on the orders of the Governor-General of Siberia, Muraviev. The two ships had been freed from the ice, using saws, and had sailed away in mid-April.

### Thoughts for Wargaming Petropavlovsk

There are obviously two aspects of the fight that can be wargamed, namely the naval attack and the landings. It occurs to me that Petropavlovsk is admirably suited to a campaign-style approach to the action. The Russian player should be given the opportunity to place his guns, perhaps even his batteries, wherever he wishes, and it is up to the allied fleet to seek out and plan their naval bombardment as appropriate. The weather played a great part in the action, depriving the Allies of complete freedom of movement for their ships. The allied commander might be tempted to wait for more favourable wind conditions (which could be decided by percentage dice throws, with the calm conditions known to have existed between 31st August and 5th September being most likely to occur), with the problem that allied food supplies and, especially, fresh water would be being used up all the time. *Virago* was sent to obtain fresh water from Tarinski when she went to bury the dead, so this must have been getting low during the action. There was also the danger, albeit slight, that Russian reinforcements might arrive. When the two ships were sighted on 7th September, it was thought that they might be two Russian frigates, *Pallas* and *Diana*. If these two ships were dived for, their arrival on the scene could provide yet another intriguing aspect of the battle.

Allowance must be made for the quality of the Russian gunners, and for the sheer weight of allied fire-power that forced the Russians to "keep their heads down". All too often, we see gunners on the wargames table "sticking to their guns" when under fire, when the most likely event in practice would be for the crew to seek shelter, and come back later when the enemy fire slackens.

As to the landings, the allied commander might consider these to be a waste of time, or an ingenious ploy, as he wishes, but I would suggest that he should have to make a secret percentage dice throw after the first day of naval bombardment. The amount of damage inflicted on the Russian batteries, minus the amount of damage to his own fleet, would affect the percentage throw he would need to have the decision whether to continue with his own plan. If he threw

below this figure, it would be assumed that the landing, as happened in reality, would take place. If he throws higher, then the allied commander retains freedom of action. Another possibility is to bring in a third player, who would play the part of Despointes, the French Admiral. He should be given a goal to achieve, such as playing a role in the allied victory at as little cost to the French fleet as possible, to reflect his cautious approach. Since he is of superior rank to the British commander, the French cannot be ordered to attack at all, though of course if the British win the battle by themselves, the French commander will have been judged to have failed to achieve his goal.

Assuming that the Allies retain freedom of action, but still decide on a landing, the allied player(s) can choose the landing site, and may also try to stage a diversionary attack, weather conditions permitting. They can land in any strength, up to the equivalent of 700 men, assuming the French are co-operating! However, once ashore, the Allies have no reliable maps of the area, and communication between them is likely to be difficult. A rule which is quite effective, and often hilarious, is to make the allied players communicate with each other only by another language, of which one or neither have more than a rudimentary knowledge.

The terrain was known to be thickly covered with vegetation and I would suggest that allied movement is either reduced by half, or, if the full distance is to be moved, that the Allies are disorganised at the end. This simulates not only the nature of the terrain, but also the allied unfamiliarity with the ground. The Russians would not suffer such a penalty.

The morale of the sailors was clearly very variable. If your rules allow it, they should be classed as "A" class irregulars, prone to uncontrolled advances and just as unpredictable drops in morale. The marines should be more steady troops. The Russians showed none of their usual bovine attitudes – perhaps this was due to the presence of the sailors, who were generally better quality men than the Russian infantryman. Also, though I have been unable to confirm it, the soldiers present at Petropavlovsk were probably from the Army of the Caucasus, who were also generally more enterprising than their European Russian equivalents.

Leadership was a large factor in the allied defeat, both from the commander and in action on land, where we are told that the losses amongst the allied officers was very great. The men, finding themselves without enough officers, were unable to react with co-ordinated efforts to the arrival of Russian reinforcements, and were swept from the ridge. The rules used in the battle should allow for the effects of the loss of the officers. Skirmish-type rules would be most appropriate to this battle. Obviously, with so few men on both sides being involved, the man-figure ratio can be quite high, 1:5 or even higher, depending upon the number of figures available.

The Allies were armed with rifles, and so at least were some of the Russians. Midshipman Fesun wrote that the 30 men of the frigate's first rifle company were placed under his command and sent as reinforcements to the Russians on the hill. The nature of the ground would have also hampered the rifle's usual superiority of range over the musket. I have no figures as to how many Russians possessed rifles, but I would suggest that at least one-third could be so armed. Rifle range must be reduced whenever thick vegetation is encountered.

Hopefully, this information will be enough for you to recreate this battle successfully. My main reference sources are pretty obscure, so I shall be happy to photocopy them for anyone who is interested. Please send a stamp for return postage (18p), and £1.00 (which will be donated to the Crimean War Research Society) for copying. Address: 4 Bersted Mews, Bersted Street, Bognor Regis, W. Sussex, PO22 9RR.

And, whatever you do, don't shoot yourself before the action commences!

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GRIMSBY MILITARY SOCIETY PRESENTS:

## THE ITALIAN "CONQUEST" OF BRITISH SOMALILAND 3rd - 18th AUGUST 1940

### THE CAMPAIGN

The Italian participation in the Battle for France had been farcical. Horrendous casualties were incurred for negligible territorial gains. Mussolini desperately wanted to restore his military credibility with Hitler.

In the summer of 1940 the invasion of Britain was thought to be imminent and the Italians needed to act quickly if they were to save face before the war was over. Mussolini decided to invade British Somaliland as a demonstration of his military might.

British Somaliland consisted of thousands of square miles of sand, scrub and rock. It was waterless for most of the year and supported a sparse, unfriendly population of fierce nomads. The only port was situated at the capital, Berbera. The port facilities were so primitive it took ten days to unload a 3000 ton ship.

Initially the British were minded to abandon the protectorate without a fight but the Royal Navy eventually persuaded the C in C Middle East, Archibald Wavell, that its loss would give the Italians more air bases for attacking Red Sea convoys.

When the Italians crossed the frontier on 3rd August they outnumbered the defenders by 10 to 1. The British and Commonwealth defenders had no armour and the only artillery support consisted of the four 3.7 inch mountain howitzers of the 1st East African Light Battery. An "anti tank gun" was available in the form of a 3 pounder naval saluting gun loaned from HMAS Hobart.

The British fortified the mountainous approaches to Berbera, but against the 26,000 invaders they could only hope to offer a delaying action. By 14th August the defenders were exhausted and the decision was made to evacuate the country.

The evacuation was completed by 18th August. British losses amounted to 140 killed and wounded and 120 missing. The Italians admitted 2052 casualties.

The Italian success was short-lived. Twelve months later all effective Italian military presence in East Africa had been eliminated and the protectorate was once more in British hands.

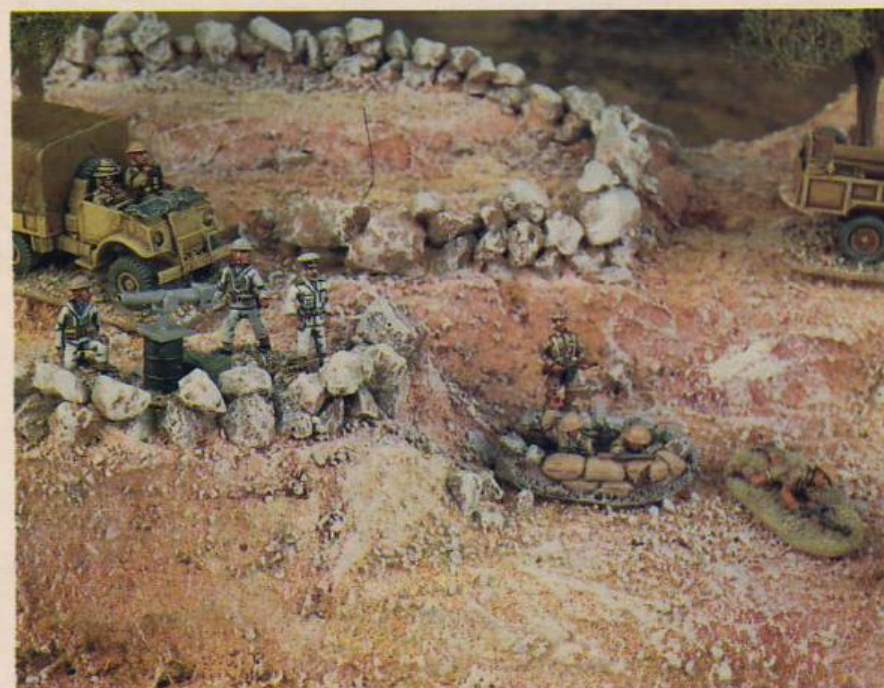
### THE WAR GAME

The objective of the game is to delay the Italians for 15 game moves to allow for the successful evacuation of Berbera.

Italian forces consist of Bersaglieri and Colonial Troops with armour (tankettes!) and artillery support.

The defenders are elements of the Black Watch, Indians, and a company of the King's African Rifles.

The British of course have their "secret weapon": the 3 pounder saluting gun!



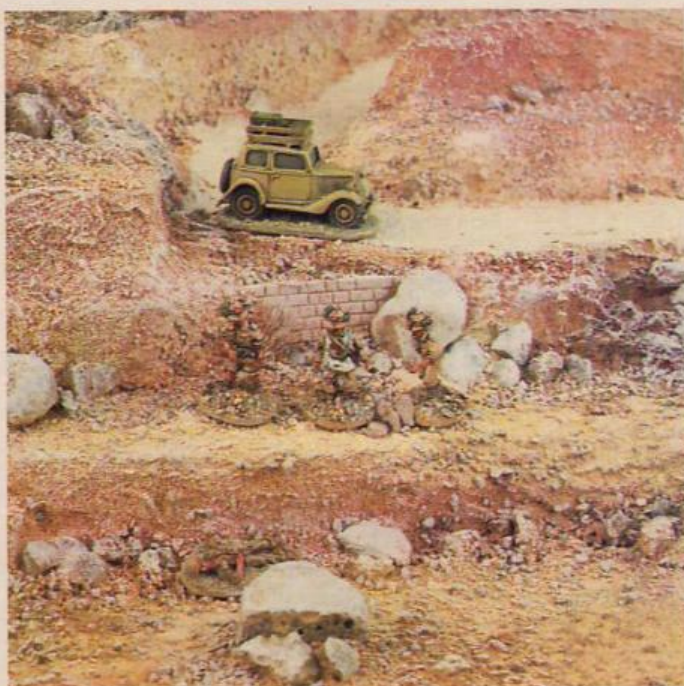
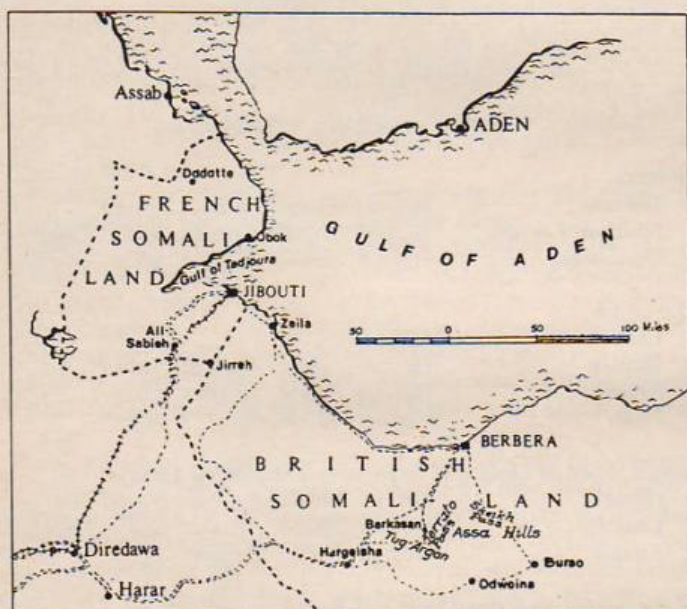




### THE GRIMSBY MILITARY SOCIETY

The Society owns its own premises at R/O 36 Ladysmith Road, Grimsby, (junction with Six-hills Street). Club nights are Monday and Thursday and club members wargame all major (and quite a few minor) periods. For further details contact the Secretary, Mark Alcock, 88 Sixhills Street, Grimsby, (Telephone Grimsby 48516).

*This feature is the first in an occasional series showing (bits of) top class demo/participation games which are/will be available to convention organisers. This game had an outing at Bridgehead (Beverley) in May and will be on the circuit again next year – any would-be takers? The figures are 20mm from Ravensthorpe Miniatures, from the collections of Colin Rumford, Andy Hamilton – and not forgetting Dave Hewins!*



*Opposite page shows King's African Rifles withdrawing over tortuous mountain roads, covered by Black Watch, Indian machine gunners, mountain howitzers, and the Australian Navy's 3 pdr saluting gun. (Colin Rumford isn't sure that it looked quite like this, but it was definitely mounted on an oil drum. Antipodean artillery experts – help!)*

*This page: the pursuing Italian forces. Askaris with mule-borne anti-tank rifle, and mule-drawn heavy machine gun take to the track as Bersaglieri motor cycles descend the mountain pass.*

*The Solothurn 20mm AT rifle is positioned on a ledge over-looking the road as a mule brings up more ammo. Note officers and radio operators are Italians.*

*A chivalrous campaign. Italian officer and medic go to the aid of a wounded British soldier. The Fiat car originally came out of a cereal packet. Colin has added new wheels and the luggage rack.*



# HOW HORATIUS BUILT THE BRIDGE

*with a little help from Andy Gittins*

Anyone who was around the shows last year or so, particularly in the South of England, will probably have seen – and may have played – the **Society of Ancients'** participation game "How Horatius Held the Bridge". Several players have asked if the rules for the game are available. For them, and others who may be interested, this article will give a brief resumé of the rules, together with tips on the construction of the all-important bridge, and a little bit of background on the game's origins.

"Horatius" was conceived, early in 1986, in the bath. I was relaxing in the tub one night, listening to Radio 4, when I heard Robert Powell's reading of Lord Macaulay's poem of the same name. Macaulay, a Victorian heroic poet of the worst kind, had based his epic on the incident, recorded by Livy, when three Roman heroes had held the Tiber bridge against the entire Etruscan army and so saved Rome. The scenario was enticing – three men against thrice thirty thousand, some simple skirmish rules, and a collapsing bridge . . . .

Strangely enough, the most difficult part of the operation was getting hold of a copy of the poem. It is no longer compulsory reading for second year English classes, and modern anthologists show sufficient taste to leave it out of their selections. Having decided that thrice thirty thousand Etruscans might prove a little expensive, I cut their number to nine heroes plus 89,991 cowardly extras. The twelve heroes were provided by QT's Early Italian range, and the rest of the Etruscans by a passing Hellenistic Greek army. (Well, some of them anyway.)

So to the bridge itself (see the diagrams). The base was made from a single sheet of plywood, 12" x 3½", cut into two 3" ramps and a 6" section for the bridge proper. This in turn was cut into three, roughly a 3" section at the Etruscan end, 2" in the middle and a jagged ½" section at the Roman end.

The parapets along both sides were made from ¼" dowelling, with four towers at the top of the ramps and two supports in the middle. Balsa wood railings were added to complete the picture – these have proved inconveniently fragile, and I would recommend wire as an alternative for any would-be bridge builders. The gap at the Roman end is covered by three 1" cardboard squares, and the centre section is balanced precariously by overlapping the parapet onto the stable sections on either side.

Over the year that the game was in action, we added a river section to go underneath – rather more stylish than the piece of blue felt I originally provided – the walls of Rome, and a selection of citizens with axes (from Irregular Miniatures) ready to cut down the bridge behind their heroic saviours. Thanks are due at this point to **Graham Fordham** for his painting and construction skills.

Simple rules were a vital consideration, so that non-wargamers could take part. The initial rules were tested by simple people – the **Slough Barbarians** – who have also been responsible for the running of the game at shows. The rules changed as we gained experience – sometimes in the interests of simplification, and sometimes to justify off-the-cuff rulings of the umpires! The objectives are for the Etruscans to force their way into Rome before the bridge goes down, which normally necessitates killing the heroes on the way, and for the Romans to prevent this, and if possible get home alive. It only requires one Etruscan to reach the Roman ramp: the axe-wielding citizens scatter; the 89,991 Etruscans recover their courage; and the entire course of world history is changed!

Each Roman player controls one hero, while each Etruscan player has three, giving six players altogether. Although fighting for their own side, each player is trying to win by exceeding the others in acts of bravery!

The heroes, with their equipment, are as follows;

## Roman

<b>Horatius;</b>	Helmet, Shield, Armour, Sword
<b>Spurious Lartius;</b>	Helmet, Shield, Armour, Spear, Dagger
<b>Herminius;</b>	Helmet, Shield, Armour, Spear, Dagger

## Etruscan

### Lars Porsena, King of Etruria

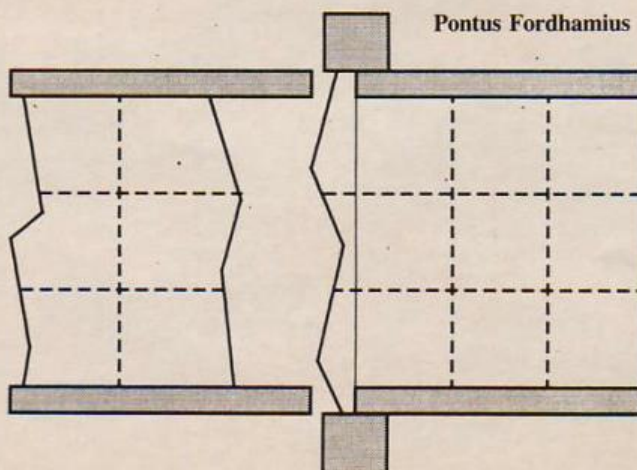
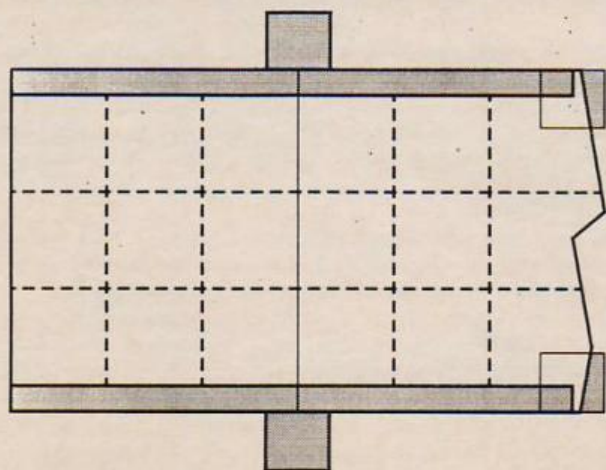
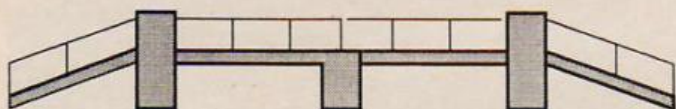
<b>Himself;</b>	Helmet, Shield, Armour, Sword
<b>Aruns;</b>	Helmet, Shield, Armour, Dagger
<b>Picus</b>	Helmet, Shield, Spear, Dagger

### Astur, Lord of Luna (the finest swordsman in all Etruria)

<b>Himself;</b>	Helmet, Shield, Armour, Sword
<b>Lausulus;</b>	Helmet, Shield, Armour, Spear, Dagger
<b>Aunus;</b>	Helmet, Shield, Dagger

### False Sextus, ex-Crown Prince of Rome

<b>Himself;</b>	Helmet, Shield, Armour, Spear, Dagger
<b>Ocnus;</b>	Helmet, Shield, Armour, Spear, Dagger
<b>Seius;</b>	Helmet, Shield, Spear, Dagger





The game progresses in a series of turns, each of which is split into three phases. In the first phase, the Romans move, followed by the Etruscans. Then any hand-to-hand combat is adjudicated, and finally the senators have a chop at the bridge.

The bridge and ramps are divided into 1" squares, and a move is one square in any direction, forwards, backwards, sideways or diagonally. Heroes in base contact with the enemy cannot move if they attacked or were attacked in the previous turn – but they can **Back Off** (retreat one square) in hand-to-hand – see below.

The Romans begin at the Etruscan end of the bridge, and are restricted in their movement. They cannot advance down the ramp

(rather dubiously justified by the presence of Etruscan archers), and they cannot retreat until part of the bridge has been demolished. The Roman movement phase is therefore normally quite swift.

The Etruscans are also handicapped by a ruling that only three of their heroes are allowed on the ramp at one time (maximum loading capacity? or enough room to swing a sword? No-one has ever asked!). Whenever an Etruscan is killed, or manages to force his way onto the bridge proper, another is allowed to start up the ramp. The Etruscans begin with three of their heroes at the top of the ramp, ready to do battle.

Table 1 - Weapon capabilities					Table 3 - Attack Cross-reference							
	Sword	Spear	Dagger	Shield		BK	BL	P	ST	TH	C	ND
Back off (BK)	ANY											
Block (BL)	NO	NO	NO	Y	Parry	NA	NA	NA	NA	CN	CN	NA
Parry (P)	Y	Y	Y	NO	Stab	NA	-2	-1	0	-1	+1	+1
Stab (ST)	Y	Y	Y	NO	Thrust	-2	-2	-2	+1	+2	+2	+2
Thrust (TH)	Y	+1	NO	NO	Cut	-2	-2	-2	-1	+2	+2	+2
Cut (C)	+1	NO	NO	NO								

Table 2 - Defence					Other Factors			
	Head	Body	Leg	Arm				
Helmet	3+	NO	NO	NO	Horatius	+2	Fighting downslope	-1 Wounded -1
Shield	6	5+	5+	6	Other Romans	+1	Fighting upslope	+1 Each serious wound -2
Armour	NO	5+	6	NO	Etruscans	-1		

Table 4 - Hit Effects					Table 5 - Broken Weapons			Points		
	Head	Body	Leg	Arm				Etruscan		
15+	K	S	S	W	Shield	stopping Cut	9,10,11	Each Wound inflicted	10	
14	S	S	S	W		stopping Thrust	10,11	Each serious wound inflicted	20	
13	K	K	K	S		stopping Stab	12	Kill Horatius	60	
12	K	K	S	S	Helmet	stopping Cut	9,10,11	Kill other Roman	40	
11	K	K	S	W		stopping other	11,12	Force back	5	
10	K	S	W	W	Spear	Thrust stopped	10,11,12	Reach Rome	100	
9	S	W	W	W		Stab stopped	11,12			
8	W	W	W	W						
7	W	W	W	W						
6	-	W	W	W						
5	-	-	-	W						
Below	-	-	-	-						

Swimming and Jumping			Roman			Horatius		
Jump successful on 4+								
Swim (Romans only) on 5+								
Horatius +1	Etruscan -2							
Wounded -1	Each serious -1							

Points			Roman			Horatius		
Each wound inflicted	5							
Each serious inflicted	10							
Kill Etruscan	20							
Jump back	20							
Swim back	30							
Killed	-20							
Etruscans reach Rome	-50							





Equipment is an important factor in the hand-to-hand rules. All the heroes possess a shield and helmet, and all but three unfortunate Etruscans have leg and body armour. Horatius and two of the Etruscan heroes are swordsmen, while most of the rest carry spears. All spearmen also carry daggers for reasons which will soon become apparent . . . .

At the start of each round of hand-to-hand the players involved write down an action and, where appropriate, a target area. These are then simultaneously revealed. Normally a hero will be fighting the hero directly to his front, but in 2-1 or 3-1 situations it may be necessary to indicate which enemy is the target. The possible actions are shown in Table 1.

Any hero may **Back Off** from combat. This of course is a very cowardly act, only to be expected from Etruscans, but a very poor show for a Roman. Should a Roman do so, the Etruscan(s) facing him score points for a **Force Back**, and may follow up, thereby possibly getting a foothold on the bridge. Meanwhile the Roman is jeered at by Etruscans, umpires, and crowd. Slightly less cowardly is the **Block** option, where the hero cowers behind his shield – naturally he has to have a shield at the time in order to do it! These options are normally only used by a spearman who is forced to draw his dagger, since he cannot use any of the attack options while doing so.

Of the four attack options, **Parry** and **Stab** are available to all. **Parry** is a cautious move which does not involve an attack initially, but reduces the opponent's chance of hitting and may provide the opportunity for a counterattack. **Thrust** is possible with both spear and sword, though normally more effective with the spear, while **Cut** is allowed only to the swordsman (**Cut** with sword and **Thrust** with spear both give a +1 to hit probability – see Table 1). **Cut**, **Thrust** and **Stab** all require a specified target area; Head, Body, Leg or Arm.

All hits are simultaneous, except for the counterattack allowed after a successful **Parry**, when the hero first has to survive the attack! The sequence for each hit is firstly to discover whether the blow has been stopped by the shield (if any); secondly to discover whether the blow has been stopped by helmet or armour (if any); and finally, by cross-referencing the heroes' actions, to determine any damage caused.

Shield, armour and helmet effects are given in Table 2 for a single die roll, depending on the target area under attack. When a blow is blocked in this way, equipment may be damaged; spears and shields are liable to break, and helmets may come off. Players throw two dice for each suspect article and check with Table 5. When a blow is not stopped, the attacking player throws two dice, adds in the Cross-Reference and Other Factors from Table 3, and obtains the result from Table 4.

A few explanatory notes are required for the tables:

1. ND stands for No Defence. A hero can face only one enemy, and counts as having no defence against others hitting at him (except Horatius; as a super-hero, he is allowed to face two enemies, but can only attack one of them, counting as **Blocking** against the other).
2. CN stands for Counter-Attack, available when a hero **Parries** against a **Cut** or **Thrust**. A Counter-Attack always gets a +2 in Cross-Reference.

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2. Note that a **Stab** cannot hit a hero who is **Backing Off**.
4. The "Wounded" -1 factor refers to any and all wounds; the -2 for "Each serious wound" is cumulative.
5. The 3 principal Etruscans do not count the "Etruscan" -1.
6. In table 4, "K", "S", and "W" stand for Killed, Serious Wound and Wound respectively. Injuries should be noted by those receiving and inflicting. The former should be aware that ordinary Etruscans expire after receiving four wounds (serious counting double), ordinary Roman heroes and principal Etruscans after five, and Horatius after six. Wounds inflicted count towards Victory Points.

The umpires' favourite part comes after all conflict has been resolved; Bridge-bashing. The umpires secretly throw a die at the end of each turn, keeping a running total of the scores. The cardboard sections at the Roman end of the bridge are removed when the score reaches 15, 30, and 45 respectively. When the score reaches 65, the entire centre section is removed.

This brings me to the final part of the game mechanics. Unless one side or the other has been lucky enough to annihilate the enemy while the bridge is still intact, one side or the other will need to attempt a jump or swim (the rule that Romans can swim while Etruscans cannot has upset many an Etruscan in its time!).

If the cardboard squares have been removed, but the centre section is still intact, both Romans and Etruscans may jump over the crack. If the centre section has been removed, Romans only may attempt to swim across from the Etruscan part of the bridge. Of course, any Romans on the centre section when it collapses may also attempt to swim. The same, sadly, does not hold for the Etruscans! To jump or swim, the player throws two dice and checks the result on the Swimming and Jumping Table.

For those of you who have played or watched "Horatius", I hope that this has explained some of the mysteries. For those of you who wanted the rules, here they are. "Horatius" has now been retired from the shows to make way for the next Society game, "My Kingdom for a Horse". For the moment, at least . . . .



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# BATTLEGAME ARMADA!

A Boardgame written and  
devised by Jon Sutherland  
and Simon Farrell;

illustrated by Peter Dennis.

Published by Macdonald & Co. Ltd. £3.50.

Reviewed by Arthur Harman

Amidst the numerous volumes published to coincide with the celebrations of the anniversary of the first Spanish Armada in 1588, a slim softback book, primarily aimed, judging by its text, at schoolchildren, contains a wargame which may be of interest to readers of this magazine. Unlike the SPI boardgame *Armada: The War with Spain, December 1586-October 1588*, a recreation of the strategic situation in Western Europe in which the Armada itself occupies only one game-turn. *Battlegame Armada!* is solely concerned with the voyage of the Spanish fleet up the English Channel to embark the Duke of Parma's forces in the Netherlands, and its engagement by the English navy. Since the playing pieces represent squadrons of several ships – for some reason referred to as 'fleets' in the rules – armies or militia units, the game could be classified as a 'grand tactical' portrayal of the Channel battles; it does not, as will be demonstrated, recreate the details of combat between individual ships.

*Battlegame Armada!* consists of a fold-out coloured A3 map and counters, which forms the centrefold of a 16 page softback book. The rules comprise two pages, but the principal tables for determining wind direction and strength, and resolving land or naval combat, are printed on the map so that once one becomes familiar with the sequence of play and simple game mechanisms, further reference to the rules is largely unnecessary. The map depicts the southern part of England, and the Channel coasts of France and the Netherlands, overlaid by a hex grid. The counters are square, in the usual boardgame style, coloured red for the Spanish and green for the English – the shade becoming progressively lighter as the combat value decreases, so that an English army with a strength of one point is indistinguishable from its Spanish opponent with the same value! – illustrated by line drawings of ships, together with the name of the squadron commander, arquebusiers for army units and a morion helmet for the English militia. Each squadron has a series of counters marked with different combat values, so that its current strength may be displayed by one or more counters; in practice, this results in fiddly stacks of two or three counters representing one squadron, and many players might prefer to keep a simple record of each squadron's combat value, and the number of troops carried by it, on a sheet of paper instead.

Play proceeds by alternate turns, during which the active player may move and engage in combat, whilst his opponent may neither manoeuvre nor fire back. The wind direction and strength are separately determined by die rolls, and may change dramatically each turn, so that a squadron commander cannot anticipate how his ships will be able to move on his turn. There are three wind strengths: Breeze, Stiff Wind and Gale. Different 'wind roses' to indicate the possible hexes into which a squadron may move are provided for the English and Spanish fleets; the former do have a slight advantage over the enemy, since they are able to sail – by tacking, one presumes – directly into a Breeze, and with a Stiff Wind on the beam, but the main advantage enjoyed by the English squadrons is that they may engage the Spanish from any adjacent hex, whereas the latter must enter the hex occupied by an English squadron in order to attack it. Since the rules prevent several allied squadrons – unless drastically reduced in strength – from entering the same hex, the Spanish are effectively prevented from combining against any enemy ships which penetrate their formation. At first sight this rule might seem to be a reasonable mechanism to represent the greater range of the culverin-type cannon carried by many English warships, compared with those of the Armada. However, when one counts the hexes between Dover and Calais it would appear that each hex must represent about four miles, in which case English warships are being allowed to engage the enemy from several miles away – clearly historically incorrect – and to do so with the same effect as at closer range, for the combat table consists only of results cross-referenced to the combat value of

the firing squadron and a die roll. Trial games also demonstrated that the damage inflicted by naval gunnery has been greatly exaggerated; given average luck with the dice, and anything other than total incompetence, both sides lost whole squadrons and the Spanish were left with insufficient capacity to embark Parma's army long before the Armada arrived off the coast of the Netherlands! The alternate move structure resulted in a squadron that was attacked suffering considerable damage before it could return fire, so that it would be disadvantaged when replying.

As an experiment, I reduced all combat results by half, and allowed squadrons to engage only within the same hex, whilst both sides fired during the turn at their original combat value. Immediately, the Channel battles became less decisive, the Spanish squadrons remained intact long enough to reach the Netherlands, whilst there were still English ships to oppose them and the game began to resemble the original events of 1588.

The English fleet is divided into four squadrons, identified by the names of their commanders – Howard, Drake, Hawkins and Frobisher – representing the organisation adopted during the Armada's advance up the Channel. There are three Spanish squadrons, Medina Sidonia, Recalde and Valdes, which vaguely corresponds to the pseudo-military organisation of the fleet into a Vanguard, Centre and Rearguard (though the Vanguard commander was actually de Leyva), but does not reflect the fact that the Armada comprised ten squadrons. Other than the various combat values assigned to individual squadrons, no distinction has been made between the purpose-built warships and the armed merchantmen or hulks which formed the bulk of the Armada. If current squadron strength was recorded on paper, the remaining counters could be used to represent the historical squadron organisation, allowing limited 'stacking' in the same hex. Those counters bearing the same commander's name could be grouped into the Vanguard, Centre of Rearguard, and the warships distinguished from the hulks.

Combat between armies is determined by the same table that is used for naval engagements, and similarly the casualties need to be reduced by at least half if battles are not to be unrealistically bloody. The English Militia are confined to their home ports, whilst London – for some strange reason not counted as a port – must be defended by the English army. In order to win the game the Spanish must occupy London for two game turns after defeating any troops in the capital; under the original rules, the best strategy for the Spanish player would be to land all the troops carried by the Armada in the South-West, and then march overland toward London, whilst the Armada continues up the Channel and, if any of its squadrons reach the Netherlands, embarks Parma's troops for England. Unless the damage caused by naval gunnery is reduced, as suggested previously, the Armada is most unlikely to reach the Netherlands in sufficient strength to carry its own soldiers, let alone Parma's forces!

A significant omission in *Battlegame Armada!* is the presence of the Dutch 'flyboats', which prevented Parma's invasion barges from sailing to rendezvous with the Spanish fleet off the coast. The rules assume that if the Armada can remain off the coast of the Netherlands for three consecutive turns, Parma's army can embark from an adjacent hex on the fourth turn. The Armada will find great difficulty in remaining in the shallow-water hexes because of the frequent, and rather unrealistic, changes of wind direction; however, if the die rolls happen to be favourable, embarking the troops for the invasion of England will present no problem. The game thus fails to recreate the principal stumbling-block to Spanish success: Medina Sidonia's fleet could not enter the shoals along the Dutch coast, nor had the Spanish captured a deep-water port from which to embark the invasion forces, whilst Parma's barges dared not venture out to sea until the Armada had overcome both the English fleet and the Dutch 'flyboats'. Indeed, Medina Sidonia requested Parma to send him such vessels to assist him against the English! It might be regarded as a game of a hypothetical Spanish invasion scheme, albeit closely based on that of 1588, than as a recreation of the historical expedition.

The game is intended to two players, but may be played successfully, and more realistically, by individual squadron and army commanders who are not allowed to confer with each other unless their units are in the same sea hex or adjacent land hexes, thereby creating the difficulty of communication before the



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development of naval signal codes. The English squadron commanders might be encouraged to engage in a competition to see who can inflict the most points damage (representing the taking of prizes) on the enemy, which should result in the individual glory-hunting indulged in by Francis Drake in particular, who abandoned the remainder of the English fleet to pursue a tempting prize. The Spanish, on the other hand, should be encouraged to maintain their close formation by the revised rules on 'stacking' and combat suggested above. The system for determining wind direction should be amended so that the most likely result is a prevailing South-West wind, which remains constant during both the Spanish turn and the following English turn, and the 'wind roses' altered so that the Armada cannot sail against, or at 90 degrees to, the wind. Separate gunnery tables might be devised so that the difference in the ordnance of the two fleets is represented. The aesthetic appearance of the game could also be improved by replacing the squadron counters with small model ships, and the army counters by groups of 6mm or 2mm figures. Another possibility would be to use the game map to determine when fleets come into contact, and then fight out the engagement on the wargame table using the Skytrex/Triton models reviewed in the July issue of *Wargames Illustrated*.

Despite certain historical inaccuracies, and the lack of a clear ground or time scale, *Battlegame Armada!* is an excellent 'fun' game: easy to learn and to play. It has been thoroughly enjoyed by a group of 10 and 11 year olds, who remain enthusiastic after several games, and are experimenting with rule amendments. The experienced wargamer will still find much that is worthy of note in its playable systems, and perhaps adapt them to other periods. I have no hesitation in recommending any reader interested in the Armada to buy this game as it is very good value: when did you last see a playable boardgame that cost only £3.50?

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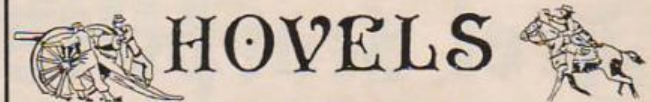
*Reviewed by Roy Gunson*

Just when you were about to give up all hope that there would be some decent computer software coming along for the wargamer, along comes this little package. The Universal Military Simulator or UMS is one of the best wargames orientated pieces of software that I've had the opportunity to get my hands on, and I would consider it a must for any wargamer with a suitable machine.

UMS enables you to create any battle in any period from Ancients right up to the present day (and with suitable editing of the troop types you can even try fantasy battles!). The software comes with five pre-programmed historical battles; Gettysburg, Arbela, Hastings, Marston Moor and Waterloo. The battlefields are depicted on a 3D style grid, which you can view from any angle, or zoom in to look at small areas of the battle. Each unit is represented with an individual marker which allows easy identification. The two sides are represented as black and white even on machines that have colour graphics. The software can be run so that two people can play against each other, one person can play against the computer or the computer can play itself. Even with the computer controlling one or both armies, an overall strategy can be imposed on its actions, such as 'defend', 'attack with right flank', 'double envelopment' etc. which does provide some versatility not normally seen in computer battles.

The real advantage of this software is that you can set your own scenarios, build your own terrain maps, create your own armies. You can even change the performance of units, and create your own (for example a squadron of B52 bombers or a wizard). One obvious use would be for the umpires of large campaigns; any battle can be quickly set up and fought when it is difficult to get the two sides to sit down and fight their encounter. Each unit in an army can be edited for parameters such as its movement, strength, range of fire, and its efficiency (Poor, average, crack or elite). The terrain is set out on a grid system 28 by 41 and each square can be defined as a particular type of terrain (woods, towns, level, hill, depression or ridge). Creating your own set terrain can be time consuming, but there is a random generator which will generate terrain for you. Armies can be saved, as well as the maps as individual files or the complete scenario can be saved and rerun as many times as you wish. Armies from one scenario can be used against an army from a second scenario on the map from a third scenario, so for example on the scenarios provided you could fight Grant against Napoleon at Marston Moor (if you had that sort of desire!).

I've praised the software enough. What about its shortfalls? Well, the terrain is fairly limited, no rivers or marshes for example, but a wood at the bottom of a depression gives a similar effect to a river, and just leave a gap for a bridge. The battle results do tend to



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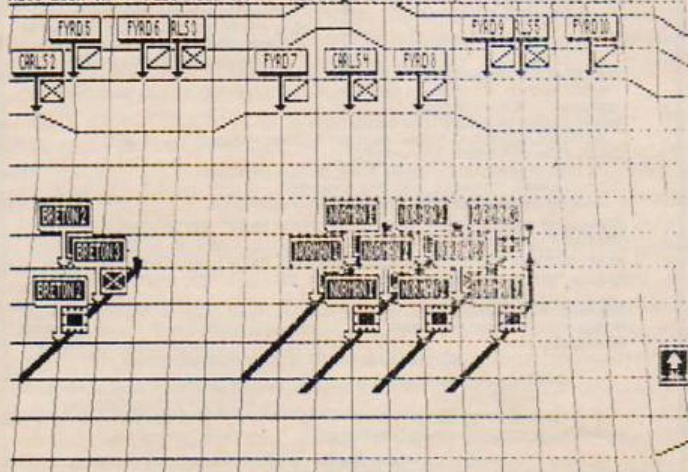
turn into blood baths, with the losing side suffering 80% or greater casualties when computer controlled. Pity that the graphics couldn't have included colour, but then memory restrictions prevail. (It needs 512k on an IBM or compatible.) The graphics also tend to get a little 'busy' when a large number of units are present and some hunting around using a zoom facility is required to locate any one particular unit. The user's manual could be a little clearer on some points, but for anyone who has fought at least one wargame the omissions are fairly obvious.

Overall, if I had to give it marks out of ten, a definite nine, and if pushed I might even give it nine and a half!

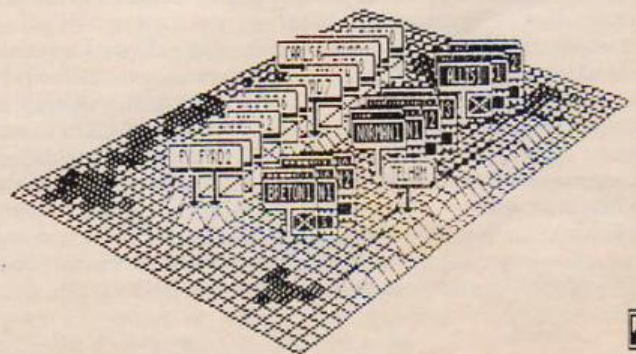
**The details:** It's published in the U.K. by Rainbird Software, Wellington House, Upper St Martins Lane, London, WC2H 9DL (part of British Telecom no less!). Available for the IBM PC or compatibles (I ran it on an Amstrad 1512 and an IBM XT), Amiga and Atari ST at £24.95, a version is also available for the Macintosh at £34.95. The American source for the software is Firebird Licensees Inc, PO Box 49, Ramsey, New Jersey, 07446.

### Two "hard copy" examples.

Time 07:20 View: North (zoom) Active: William (black)  
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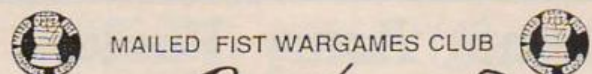
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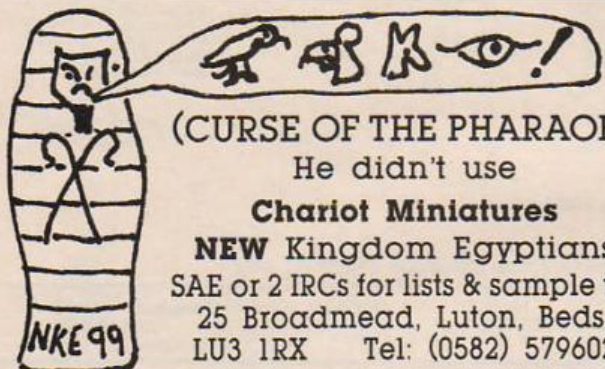
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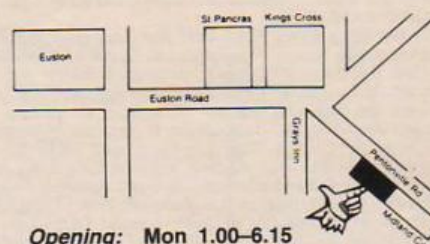
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INDIAN ARMY 15.26

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ROMAN ARMY 15.03

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+GWG12	(O) 1916 infantry advancing over debris	(3) 24p
+GWG13	(O) 1916 infantry throwing grenades	(3) 24p
+GWG14	(O) Landsturm/landwehr infantry marching in file	(3) 24p
+GWG15	(O) Engineers/labourers in field cap	(3) 24p
+GWG16	(L) 1916 infantry firing and loading	(3) 24p
+GWG17	(L) 1916 '08 heavy machine gun and three crew	(3) 24p
+GWG18	(L) 1916 '08/15 light machine gun and two crew	(3) 24p
+GWG19	(L) 1916 stormtroopers with grenades and shovels	(3) 24p
+GWG20	(O) 1916 individually mounted infantry officer	(3) 12p
+GWG21	(O) Mortar and two crew	(3) 24p
+GWG22	(O) 1917 flamethrower and three crew	(3) 24p
+GWG23	(O) 7.7cm field gun with crew, limber and team	(1) 70p
+GWG24	(O) Howitzer and crew	(1) 24p
+GWG25	(O) A7V battle tank	(1) 28p
+GWG26	(O) Group of officers studying maps	(1) 12p

#### BRITISH

+GBW1	(O) 1914 BEF infantry advancing	(3) 24p
+GBW2	(O) 1914 BEF infantry advancing over debris	(3) 24p
+GBW3	(L) 1914 BEF infantry firing and loading	(3) 24p
+GBW4	(L) BEF infantry kneeling, firing and loading	(3) 24p
+GBW5	(L) 1914 BEF Vickers gun and three crew	(3) 24p
+GBW6	(O) 1914 BEF individually mounted infantry officer	(3) 12p
+GBW7	(O) Individually mounted cavalryman	(2) 12p
+GBW8	(O) 1916 infantry advancing	(3) 24p
+GBW9	(O) 1916 infantry advancing over debris	(3) 24p
+GBW10	(O) 1916 infantry throwing grenades	(3) 24p
+GBW11	(O) 1916 Scottish infantry in kilt	(3) 24p
+GBW12	(O) 1916 engineers carrying duckboards, tools etc.	(3) 24p
+GBW13	(O) 1916 infantry firing and loading	(3) 24p
+GBW14	(O) 1916 Vickers gun and three crew	(3) 24p
+GBW15	(O) 1916 Lewis gunner running with ammunition carrier	(3) 24p
+GBW16	(O) 1916 individually mounted infantry officer	(3) 12p
+GBW17	(O) 1916 trench mortar and two crew	(3) 24p
+GBW18	(O) 13/18 pdr field gun with crew, limber and team	(1) 70p
+GBW19	(O) Howitzer and crew	(1) 24p
+GBW20	(O) Mark IV tank (male)	(1) 28p
+GBW21	(O) Whippet light tank	(1) 24p
+GBW22	(O) Group of officers studying maps etc.	(1) 12p

#### 1914 BRITISH DIVISION

Three infantry brigades (total 600 figures including machine guns and officers). One  
cavalry squadron (eight figures). Five artillery batteries (three field pieces, two  
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#### 1916 BRITISH DIVISION

Composed as above with cavalry replaced by two tanks. £17.50

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Four infantry regiments (total 480 infantry machine guns and officers). Four cavalry  
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LA3	Drummer	10p
LA4	Musketier with matchlock & 12 apocides	10p
LA5	Musketier with flintlock	10p
LA6	Grenadier/Fusilier in cap	10p
LA7	Grenadier/Fusilier in wide brimmed hat	10p
LA8	Grenadier/Fusilier in fur cap	10p
LA9	Pikeman in hat, unarmoured	10p
LA10	Pikeman in hat, armoured	10p
LA11	Dismounted Dragon in hat	10p
LA12	Dismounted Dragon in stocking cap	10p
LA13	Antilleanman with sponge/hammer	10p
LA14	Antilleanman with ball	10p
LA15	Antilleanman with bucket	10p
LA16	Infantryman/Antillean officer, walking stick	10p
LA17	Flintlock musketier	10p
LA18	Grenadier/Fusilier drummer, cap	10p
LA19	Grenadier/Fusilier drummer, fur cap	10p
LA20	Scythianman/Pikeman, hat, coat, no sword	10p
LA21	Peasant, bareheaded, shirtless, pitchfork	10p
LA22	Dragon, carrying musket, hat	10p
LA23	Dragon, carrying musket, stocking cap	10p
LA24	Horse grenadier, cap	10p

LAC1	Horse grenadier, fur cap	10p
LAC2	Trooper, hat, coat, crossbelts	10p
LAC3	Officer, hat, coat, waving sword	10p
LAC4	Standard bearer, hat, coat	10p
LAC5	Trumpeter, hat, coat	10p
LAC6	Dragon's mate, walking	10p
LAC7	Cavalry horse, trotting	12p

More items will follow

#### ARTILLERY & EQUIPMENT

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AE4	3 pdr Gallopier Gun	30p
AE5	12 pdr Mortar	40p
AE6	12-18 pdr Naval Cannon	40p
AE7	24-36 pdr Naval Cannon	40p
AE8	24-36 pdr Siege Gun (Demi-Cannon)	70p
AE9	8-10" Howitzer	60p
AE10	1-2 pdr Light Gun (Falconet)	30p
AE11	Limber	30p
AE12	Triple Bored Gun	30p
AE13	Wheelbarrow	15p
AE14	Heavy Draught Horse (Shals)	17p
AE15	Heavy Draught Horse (Lead)	17p
AE16	Frame Gun (3 pdr)	15p

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**CLUBS & SOCIETIES**

**AYLESBURY WARGAMES GROUP** meets 7 pm - 11.30 pm alternate Fridays at: Aylesbury Territorial Army Centre. Tel: Paul Ireland, Secretary, Dunstable 0582 066562 for details.

**ST. HELENS SPARTANS WARGAMES & ROLE PLAYING SOCIETY.** Due to unforeseen circumstances our proposed move to new premises has fallen through. All is not lost, however, since we have now secured additional space in our present accommodation adjacent to Yates Garage in Merton Bank Road, St. Helens. The society has now been reorganised and renamed - **ST. HELENS SPARTANS** - and has a current membership of 25 regulars. New members are still welcome to join in our increasingly busy and varied diary of events covering all periods of wargaming and all genres of role playing and boardgaming. We are also interested in arranging inter-club visits and matches. For further information contact: Ron Ball (St. Helens 29729) or Mile Willis (Up Holland 625574).

**FORTHCOMING EVENTS**

**Saturday, 1st October: SKIRMISH '88.** Bridge Centre, Bath Road, Chippenham, Wilts.

**WAR GAMERS WEEKEND.** This convention will be hosted by **The Toy Soldier**, Newburyport, Mass. on the weekend of October 28th-30th, 1988. It will be held at The Disabled American Veterans Hall (DAV), Route 1, Newburyport, Mass. 01950. The convention will include Fantasy Role-playing, Historical Miniatures and Boardgame events and Demonstration. Registration for the weekend is ten dollars and most events are an additional two dollars. Persons interested in running events should contact: Chris Parker, c/o The Toy Soldier, PO Box 148, Newburyport, Mass. 01950. Tel: (617) 462-8241.

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

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

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

**AUGUST**

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

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

**SEPTEMBER**

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

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

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

**24th/25th:** Euromilitaire, Folkestone.

**OCTOBER**

**Sat 1st:** Skirmish '88, Bridge Centre, Bath Road, Chippenham, Wilts.

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

**Fri 28th-Sun 30th:** War Gamers Weekend to be held at The Disabled American Veterans Hall (DAV), Route 1, Newburyport, Mass. 01950. (See Classified for further details.)

**DECEMBER**

**Sat 3rd:** Models, Wargames and Boardgames, Corporation Hall, Stockton-on-Tees.

**Front cover photo: Museum Miniatures 15mm Republican Romans** from the collection of **Q.T. Models** proprietor, designer, wind-surfer, Dave Hoyles. Obviously by this period the Romans had become adept at defending bridges (cf. Andy Gittin's article on page 44 [XL]). Bridge and terrain are from the Wargames Holiday Centre - i.e. The Mike Ingham collection!

**Back cover:** Two photos of **Essex Miniatures 25mm British Napoleonic** (some converted) from the brush of masterly professional figure painter **B.J. Harris** for a client in Finland. (This magazine and Beej's talent wend their way world-wide! and Essex Miniatures are, of course, out of this world!)

Newark wargamer Mike White built the church. **Hales Models** built and stonecast the bridge (sold as 15mm, but a nice 25mm footbridge) and scratchbuilt the rest of the architecture - again it's 15mm, but what the heck!

**opposite colour pic:**

Part of the Army of James II. **Dixon Miniatures** painted by Peterborough wargamer Neil Bitten. You saw more of this army 'on the march' in Issue 9. Doubtless you'll see more close-ups in future. Organised and based for **WRG 1685-1845** rules. The bright brickwork in the background is the base of a **Hales Models** scratch-built windmill.



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