

Britain's Number One Wargames Magazine

# WARGAMES Illustrated



#  
**13**

September 1988

**IN THIS MONTH'S ISSUE**  
Spanish Civil War Rules  
WWII Russian Front  
Napoleonic Naval - Scotty Smith  
and more

**£1.30 (UK).**  
Printed in England



# FRONT RANK Figurines

for perfection in quality and design  
in 25mm + 15mm wargame  
& collectors figures

## THE JACOBITE REBELLION 1745 25mm

### GOVERNMENT INFANTRY

- JR 1 Musketeer English line, firing.
- JR 2 Musketeer English line, musket up.
- JR 3 Musketeer English line, falling wounded.
- JR 4 Grenadier/Fusilier English line, firing.
- JR 5 Grenadier/Fusilier English line, musket up.
- JR 6 Officer English line, with fusil, pointing.
- JR 7 Officer English line, with spontoon, waving hat.
- JR 8 Standard Bearer, English line, at ease.
- JR 9 Drummer Boy English line, standing playing.
- JR10 Government Highlander marching.
- JR11 Government Highlander Officer marching.
- JR12 Government Highlander Piper marching.
- JR13 Mounted Officer English line.

### PERSONALITIES

- JRP1 Charles Edward Stuart (The Young Pretender)  
Mounted Figure.
- JRP2 The Duke of Cumberland (The Butcher)  
Mounted Figure.

### JACOBITE INFANTRY

- JR14 Charging Highlander in shirt and philabeg attacking with musket.
- JR15 Charging Highlander in jacket and plaid attacking with musket.
- JR16 Charging Highlander in jacket and philabeg attacking with musket.
- JR17 Charging Highlander in shirt and plaid attacking with lochaber axe.
- JR18 Charging Highlander in jacket and philabeg attacking with lochaber axe.
- JR19 Charging Highlander in jacket and philabeg attacking with dog and broadsword.
- JR20 Charging bareheaded Highlander in shirt and plaid attacking with broadsword and dirk.
- JR21 Charging Highlander Piper in jacket and philabeg.
- JR22 Charging Highland Standard Bearer in shirt and philabeg.
- JR23 Charging Highland Officer in jacket plaid and trows, attacking with broadsword and dirk.
- JR24 Mounted Highland Officer.
- JR25 Irish/French Musketeer advancing.
- JR26 Irish/French Musketeer bandaged head, advancing.

- JR27 Irish/French Sergeant advancing with halberd.
- JR28 Irish/French Officer waving forward with sword.
- JR29 Irish/French Standard Bearer advancing.
- JR30 Irish/French Drummer advancing with shouldered drum.

### CAVALRY

- JRC1 English Dragoon Trooper with musket.
- JRC2 English Dragoon Officer leaning back.
- JRC3 English Dragoon Standard Bearer at rest.
- JRC4 English Dragoon Drummer leaning on drum.
- JRC5 Baggots Hussar at rest.
- JRC6 Baggots Hussar at rest.
- JRC7 Baggots Hussar Officer with pistol.

### ARTILLERY CREW

- JRA1 Royal Artillery with linstock.
- JRA2 Royal Artillery with sponge staff, at ease.
- JRA3 Matross (labourer) marching with spade and bucket.
- JRA4 Royal Artillery with portfire.

### HEAVY HORSES

- H1 Standing.
- H2 Standing head up.
- H3 Trotting.
- H4 Galloping.

### LIGHT/MEDIUM HORSES

- LMH1 Standing, arched neck.
- LMH2 Standing, head up.
- LMH3 Trotting.
- LMH4 Galloping, legs in.
- LMH5 Galloping, legs out.

Prices Foot/Mtd figure	30p
EQ4/Horses	42p
EQ1 3lb gun	1.60

**PLEASE NOTE** Many of the figures from our new SYW range may be used for Jacobite Rebellion.

### POSTAGE AND PACKING

U.K. and B.F.P.O. Minimum postage and packing is 50 pence. Orders up to £25.00 please add 10% for p&p. Orders over £25.00 goods are despatched POST FREE.

**OVERSEAS** Minimum postage and packing is £1.00.

**EUROPE** Please add 20% to cost of goods for p&p.

**U.S.A.** Surface Mail please add 25% to cost of goods for p&p.

Airmail please add 50% to cost of goods for p&p., orders under £30.00 value.

Airmail please add 33% to cost of goods for p&p., orders over £30.00 value.

**AUSTRALIA AND NEW ZEALAND** Surface mail please add 30% to cost of goods for p&p.

Airmail please add 60% to cost of goods for p&p.

### METHOD OF PAYMENT

U.K. and B.F.P.O. Customers please pay with order by Postal Order or Cheque crossed and made payable to Front Rank Figurines, or with any of the credit cards listed below.

**OVERSEAS** Customers please pay with £ Sterling Bank Draft, I.M.O., P.O. Cash or with any of the credit cards listed below. Personal cheques have a surcharge of £5.00.

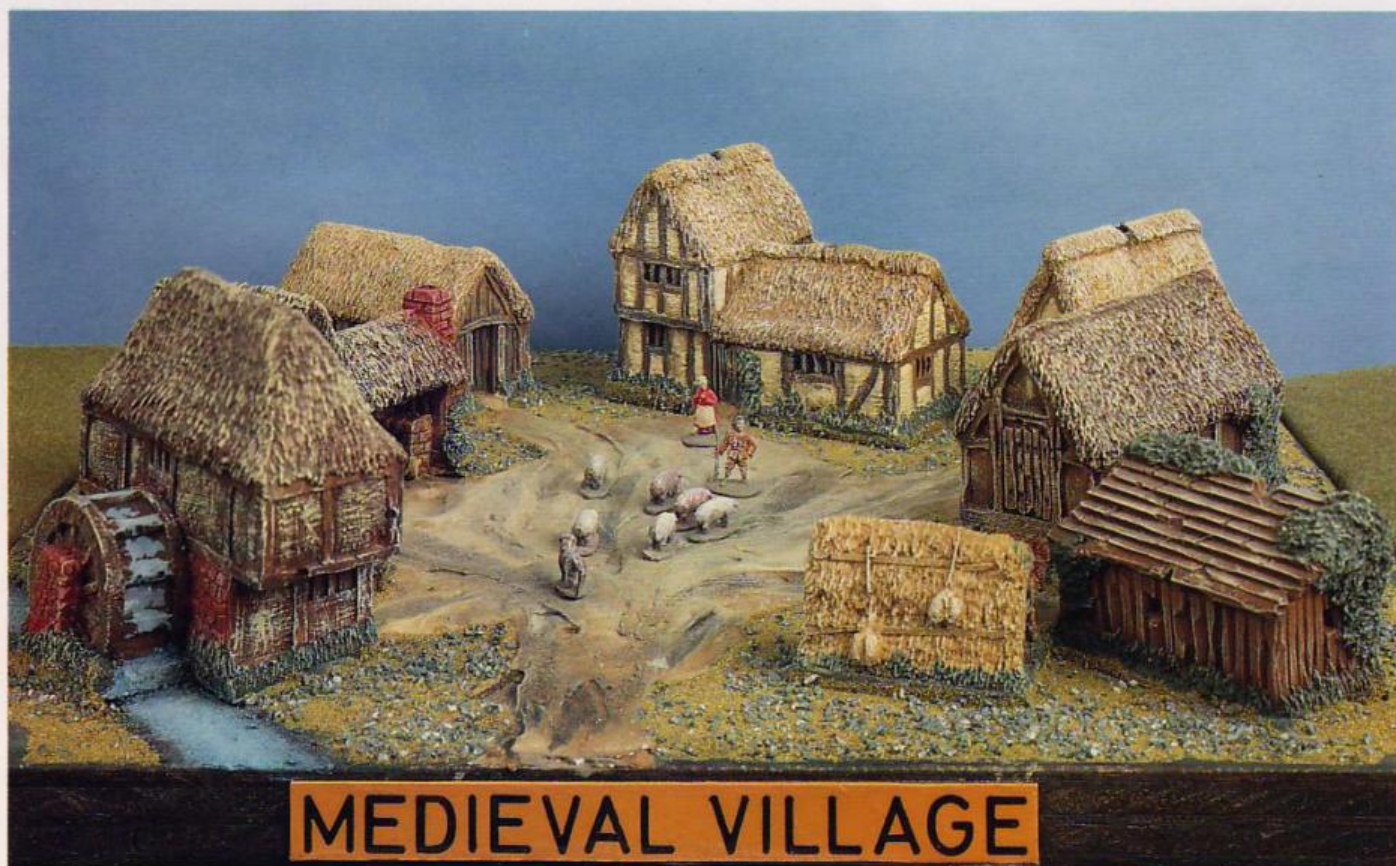
The minimum charge the U.K. Banks levy on overseas cheques. Please Note: personal cheques will be cleared prior to despatch.

Please send s&e for details of our other ranges in 15mm + 25mm.

**11 Southbourne Gardens,  
Westcliff-on-Sea,  
Essex. SS0 0AG.**

**Phone: Southend (0702) 341874**

**When replying to adverts please mention Wargames Illustrated.**



## MEDIEVAL VILLAGE

Hovels from Hovels. The pigs, however, are from the Irregular Miniatures stable (or sty?). [I hasten to point this out because in Issue 8 I wrongly attributed a flock of sheep, wandering through a Hovels village. They too were Irregular. My farming faults all stem from Shula Archer's wedding – when I ceased being a regular listener to the 'everyday story of country folk']



# WARGAMES Illustrated



## Opening Shot

It is very obvious from the late influx of adverts into this issue, rather like a horde of Huns bursting through Europe's back door, that the hobby is coming out of its summer recess.

The Stratagem Desert Fox, having spent the summer hull-down in his fox-hole, also has his armour rolling again. Thanks to a healthy POL situation (profuse offerings, literary), we can embark on a second wave of Blitzkrieg. So, published alongside Wargames Illustrated No.14 on Thursday, 15th September, will come

### ★ WARGAMES WORLD ★

This is a sort of Birthday Celebration Special as – by the time you read this – Wargames Illustrated will be a year old (née August 20th, 1987). It'll be 68 pages long, 20 of them in colour, for £1.95, with writers well-known and new revelling in the literary *lebensraum*.

You can order a copy through your newsagent, but in case of difficulty, it's available direct from us for £2.25 post paid, – or pick one up at Colours at Armageddon. One warning: it'll probably have a longer editorial!

**Front cover:** Front Rank Figurines 25mm. SYW British.

**Inside back cover - Top:** 15mm. Napoleonic Swedes from the collection of Leicester wargamer Richard Black. Ruin & Tent: Hales Models stonecast. Barn: Hales Models scratch-built.

**Bottom:** 15mm. Renaissance figures from Richard Black's collection. Bridge: Hales Models stonecast. Cottage: Lilliput Lane. Terrain: T.S.S. Trees: K. & M.

**Back Cover:** Two shots of Ian Russell Lowell's Sea Peoples & Mycenaean forces. Figures: Hinchliffe & Garrison 25mm.

## Contents

Page		
12	Stephen Allen	Crimean Small Actions, 4: Kurudere
17	John Tincey	The Farnham Greencoats An ECW Regiment, Part I
22	Bob Cordery	Spanish Civil Wargame Rules
27	David Harrison	The Road to Berlin. Part II
32	Mike Bell	Scotty Smith: South Africa's Robin Hood
36	Pete Berry	The Battle of Fraustadt, 1706 The Caroline Army at war
42	Ian Weekley	Greek fortifications
43	The Staff Photographer	Picture Reviews
46	Philip M. Garner	Algeciras, 1801 Napoleon naval scenario, Part I
57	Classified Advertisements	

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

**Editor:** Duncan Macfarlane  
**Typeset by:** Quotable Ltd.  
**Printed in England.**

### DISTRIBUTORS

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

**USA:** The Armory,  
4145 Amos Avenue,  
Baltimore, Md. 21215  
Tel: 301 764 8100

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

**Australia:** Gary Wells,  
Essex Miniatures Ltd.,  
9 Lowanna Place,  
Hornsby, NSW 2077  
Tel: 02 214 7427

© 1988 Stratagem Publications Ltd.

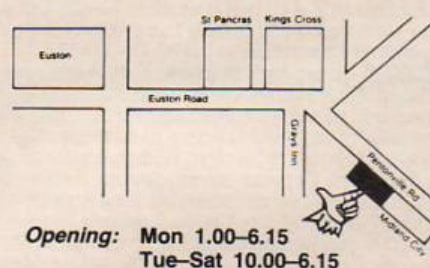
# GAMERS IN EXILE

## THE GENTLEMAN'S BESPOKE WARGAMES SHOP



PAINTED  
FIGURES/ARMIES  
BOUGHT

PAINTED  
FIGURES/ARMIES  
SOLD



**COACH PARTIES BY APPOINTMENT ONLY**  
**283 PENTONVILLE ROAD, LONDON N1 9NP**  
**Telephone: 01-833 4971**

**WARGAMES – FANTASY GAMES**

**ESSEX  
DIXON  
FREIKORPS  
PLATOON 20**

**IRREGULAR  
H + R  
CITADEL  
TSR**

**GAMES WORKSHOP  
AVALON HILL  
STANDARD  
PORTAGE**



# VISIT The Guardroom

Beware of cheap imitations!

## The Ready Made Army Specialists

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

**15mm  
STANDARD  
ARMIES**  
£17.50  
+ £1.50 P&P

**15mm JUMBO  
ARMIES**  
£26.50  
+ £2.00 P&P

**15mm STARTER  
PACKS INCLUDING  
FIGURES · RULES · DICE**  
£10.50  
INC P&P



**15mm ARMIES  
USING  
CHARIOT  
MINIATURES**

**STANDARD  
15mm ARMIES**  
£17.50 + £1.50 P&P

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

**15mm armies using MINIATURE FIGURINES  
180 PIECE ARMIES**

**NAPOLEONIC** – French; British; Prussian; Austrian; Russian;  
Brunswick; Saxon; Westphalian; Spanish; Dutch-Belgian; Bavarian;  
Württemberg; Polish;  
**SEVEN YEARS WAR** – British; French; Prussian; Austro-Hungarian; Russian;  
**AMERICAN CIVIL WAR** – Union; Confederate;  
**ENGLISH CIVIL WAR** – Royalist; Parliament; New Model Army;  
Scots Royalist-Montrose; Scots Covenanters;  
**THIRTY YEARS WAR** – Imperialist; French; Spanish; Swedish;  
Bohemian;  
**ITALIAN WARS** – Spanish; French; Milanese; Florentine; Venetian;  
**RENAISSANCE** – French Huguenot; French Catholic; Polish;  
Samurai; Swiss; Knights of St John; 16th Cent English; Moorish;  
Landsknecht Mercenaries;  
**ANCIENT** – Early Hoplite Greek; Early Achaemenid Persian;  
Thracian; Later Hoplite Greek; Later Achaemenid Persian;  
Syracusan; Alexandrian Macedonian; Indian; Alexandrian Imperial;  
Asiatic Early Successor; Lysimachid; Macedonian Early Successor;  
Seleucid; Armenian; Camillan Roman; Carthaginian; Parthian;  
Spanish; Early German; Marion Roman; Ancient British; Scots-Irish;  
Early Imperial Roman; Middle Imperial Roman; Late Imperial  
Roman; Pictish; Dacian; Gothic; Sassanid Persian; Early Frankish;  
Palmyran; Sub Roman British; Arab Conquest; Slav; Carolingian;  
Thematic Byzantine; Nikephorian Byzantine; Norman;  
Saxon; Viking;  
**MEDIEVAL** – Anglo-Norman; Feudal English; Feudal French; Anglo-Irish;  
100 Years War 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

**FRANCO-PRUSSIAN WAR** – French; Prussian  
**CRIMEAN WAR** – British; Russian; French  
**AMERICAN INDIAN WARS** – U.S. Cavalry; Indians  
Ottoman Turk; Muscovite; Moghul;  
Maharatta Indians  
**MARLBURIAN** – British; French  
**NEW ASSYRIAN EMPIRE**  
**NEW BABYLONIAN AND ALLIES**

**WE ALSO  
SUPPLY  
IRREGULAR  
MINIATURES  
6MM ARMIES**

**15mm armies using DONNINGTON MINIATURES**

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

**25mm ARMIES £49.95 INC P&P**  
**Armies using MINIATURE FIGURINES**

**NAPOLEONIC** – French; British; Prussian; Russian; Austrian;  
**SEVEN YEARS WAR** – English; Prussian; French; Austrian; Russian; **ENGLISH CIVIL WAR** – Royalist; Parliament; New Model Army; **THIRTY YEARS WAR** – Swedish; Imperialist; **HUNDRED YEARS WAR** – French; English; **WAR OF THE ROSES** – Yorkist; Lancastrian; **AMERICAN CIVIL WAR** – Union; Confederate; **MARLBURIAN** – British; French; **COLONIAL** – British; Zulu; Dervish; Pathan; **ANCIENT** – Alexandrian Macedonian; Camillan Roman; Carthaginian; Early Imperial Roman; Ancient British; Early Hoplite Greek.

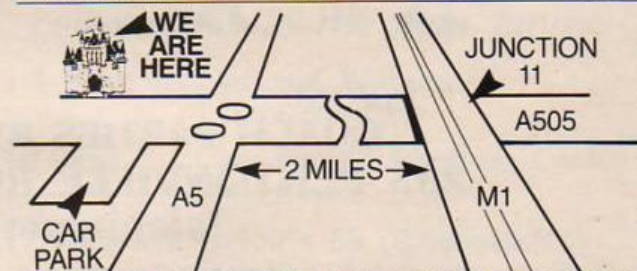
**1/300 MICRO TANK ARMIES**  
£15.00 inc. P&P OVERSEAS ADD £2.50

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

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

### OVERSEAS CUSTOMERS POSTAGE RATES

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



**ARMIES ALSO AVAILABLE BY MAIL ORDER**

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

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

When replying to adverts please mention Wargames Illustrated.





# Battle Honours

## We've had to make an exhibition of ourselves . . .

With organising Warcon One this month we haven't had time to write fresh copy, but read on and you'll find a few new additions tucked away here and there.

Let's start with our Iberian heroes whose arrival makes possible every facet of the Peninsula campaign. First thing you will notice with your new Spanish figures is that the musketeers and grenadiers have subtle variations in each type. This is so you may create that certain informal attitude towards impeccable formation that the Spanish were noted for. So if you order, say, 20 advancing musketeers Mr. Barton's insistence on accuracy will ensure that they do not resemble the Grenadier Guards in any shape or form. You will also note that the range is complete with infantry, artillery and cavalry as promised i.e. the complete army of 1806-1812 ready to go.

PS01	Musketeer Standing	PSC01	Heavy Cavalryman
PS02	Musketeer Advancing	PSC02	Dragoon/Cazadore in shako
PS03	Grenadier Standing		
PS04	Grenadier Advancing	SS46	Spanish 4lb artillery and crew
PS05	Light Infantry in helmet	SS47	Spanish 8lb artillery and crew
PS06	Officer	SS48	Spanish 12lb artillery and crew
PS07	Drummer	SS49	Spanish Howitzer and crew
PS08	Standard Bearer		

To add to the growing list of Revolutionary figures we include some more AUSTRIANS of the 1796 period. We'll list them all with the new arrivals marked with an \*.

RA01	German Fusilier Attack March	RA11*	German Grenadier Advancing
RA02	German Grenadier Attack March	RA12*	German Fusilier Firing
RA03	Hungarian Fusilier Advancing	RAC01*	Hussar Trooper
RA04	Hungarian Grenadier Advancing	RA13*	Hungarian Fusilier Firing
RA05	Grenz Infantry at the ready	RA14*	Grenadier Officer
RA06	Officer	RAC04*	Cheveau Legere Trooper
RA07	Drummer	RAC07*	Dragoon Trooper
RA08	Standard Bearer	RAC10*	Kurassier Trooper
RA09*	Grenzer Drummer	SN17*	Mounted Revolutionary Austrian Officer
RA10*	German Fusilier Advancing	SS50*	Revolutionary Austrian Artillery with 3lb cannon

and dernier nous avons des autres Francais (such panache!),

FC35	Hussar Trooper in shako rouleau	FC36	Chasseur in habit longue charging
FC37*	Dragoon in overalls	PF29*	Line Fusilier in greatcoat advancing

(for those of you who prefer sartorial splendour the chasseur has full shako ornaments).

### GEO-HEX ... the ultimate terrain system

Thanks to the Herculean efforts of our US suppliers we have now filled the backlog of orders and we have some basic sets and feature sets available off the shelf. Send an SAE or telephone for further details.

### The news ....

If you're reading this at WarCon One come up and see us on the stage, we'll have all the latest there including one or two not mentioned above. Tony Barton, our designer, will be there to chat and listen to your suggestions for new figures.

You can get your BATTLE HONOURS illustrated Napoleonic catalogue by sending £2.50 (UK and BFPO) to the address below. In it you will find details of the 20 or so ranges and supplementary sets that have made us No. 1 in Napoleonics.



PRICES: Infantry/Cavalry - 14p Horses - 18p Artillery Supersets - £1.15  
Post and Packing UK and BFPO - up to £20 15% of order over £20 10% of order.  
Overseas SEA 30% of order Overseas AIR 50% of order



the U.S.A. TOM DEVOE, Battle Honours America, 17 Ridge Road, Budd Lake, N.J. 07828 (201) 691 2423  
5 Moors Lane, Oretton, Nr. Cleobury Mortimer, Kidderminster, Worcs. DY14 8RH 074 632 627

When replying to adverts please mention Wargames Illustrated.



## 25mm CRIMEAN WAR First Release

### BRITISH

CM.C.1 Mounted British foot guards officer  
CM.2 Foot guards officer, advancing, pointing  
CM.3 Foot guard, standard bearer  
CM.4 Foot guard, drummer  
CM.5 Foot guard, advancing  
CM.6 Foot guard, marching  
CM.7 Foot guard, firing  
CM.C.8 Mounted centre company officer of the line  
CM.9 Line infantry officer, centre company, advancing, pointing sword  
CM.10 Line infantry, centre company, ensign/standard bearer  
CM.11 Line infantry, centre company, drummer  
CM.12 Line infantry, centre company, advancing  
CM.13 Line infantry, centre company, marching  
CM.14 Line infantry, centre company, firing  
CM.15 Wounded, crawling, British infantryman  
CM.16 Dead British infantryman

### HORSES

CM.H.1 British infantry officer horse, standing  
CM.H.2 Russian infantry officer horse, walking

### RUSSIAN

CM.C.17 Mounted infantry officer, greatcoat & helmet  
CM.18 Officer, standing, pointing, frock coat & helmet  
CM.19 Infantry, standard bearer, greatcoat & helmet  
CM.20 Infantry, drummer, greatcoat & helmet  
CM.21 Infantry, advancing, greatcoat & helmet  
CM.22 Infantry, marching, greatcoat & helmet  
CM.23 Infantry, firing, greatcoat & helmet  
CM.24 Infantry, standing ready, greatcoat & helmet  
CM.25 Officer, advancing, cap & rolled up greatcoat  
CM.26 Standard bearer, cap & rolled up greatcoat  
CM.27 Drummer, cap & rolled up greatcoat  
CM.28 Advancing, cap & rolled up greatcoat  
CM.29 Marching, cap & rolled up greatcoat  
CM.30 Firing, cap & rolled up greatcoat  
CM.31 Staggering wounded infantryman  
CM.32 Dead infantryman

Figures 37p - Horses 45p

# Wargames Foundry

### NEW, Indian Mutiny

British Infantry in Shell Jacket and Wicker Helmet  
IM.133 Advancing  
IM.134 Advancing, sloped arms  
IM.135 Firing  
IM.136 Standing ready  
IM.137 Bling cartridge  
IM.138 Kneeling

### NEW, General Purpose Range

New to our General Purpose Range.  
Suitable for any European 17-18 Century Range.  
GP.6 Shepherd  
GP.7 Sheepdog  
GP.8 Sheep gamboling  
GP.9 Sheep ambling  
Set - 95p

4a PARKYN ROAD, DAYBROOK,  
ARNOLD, NOTTINGHAM NG5 6BG

We accept ACCESS and VISA

Canadian Stockist:  
'Sentry Box West Hobbies',  
3309 West 4th Ave.,  
Vancouver, B.C.  
V6R 1N6



## 25mm WARS OF THE ROSES

We have given each of the 'Wars of the Roses' figures its own code number. We have also managed to re-introduce 21 figs & 3 horses that have been unavailable for the last couple of years. An illustrated list is not yet available but we will prepare one in the not too distant future.

### Armoured Pikeman/Foot Knight, 2 hand ed

WR1 Sallet with rondie  
WR2 Open visored sallet  
WR3 Closed visored sallet  
WR4 Deep sallet  
WR5 Barbuta

### Longbowman, standing, holding hammer

WR6 Sallet  
WR7 Open faced sallet  
WR8 Kettle hat  
WR9 Cerveller  
WR10 Sallet with rondie  
WR11 Skull cap

### Longbowman, standing, holding sword

WR12 Skullcap & cor  
WR13 Basinet  
WR14 Visored open sallet

### Longbowman, hand on quiver

WR15 Fur hat  
WR16 Italian sallet  
WR17 Reinforced sallet

### WR18 Hand on belt, sallet with rondie

WR19 Drinking from flask

### Longbowman, preparing to shoot

WR20 Livery coat, open sallet  
WR21 Jack, open visored sallet  
WR22 Brigandine, reinforced sallet  
WR23 Brigandine, fur hat  
WR24 Brigandine, open sallet  
WR25 Brigandine, deep sallet  
WR26 Jack, reinforced sallet  
WR27 Jack, sallet  
WR28 Brigandine, basinet  
WR29 Brigandine, cerveller  
WR30 Jack, open sallet & scarf

### Billman, open handed, standing, unarmoured

WR31 Livery coat, jack, deep sallet  
WR32 Livery coat, cerveller  
WR33 Livery coat, jack, open visored sallet  
WR34 Livery coat, kettle hat & cor  
WR35 Livery coat, reinforced sallet  
WR36 Livery coat, jack, open sallet

### Billman, open handed, advancing, half

WR37 Unarmoured, livery coat, open faced sallet  
WR38 Unarmoured, livery coat, kettle hat  
WR39 Unarmoured, livery coat, fluted kettle hat  
WR40 Mail shirt, shallow hat  
WR41 Jack, skull cap  
WR42 Breast plate, deep sallet

### Billman, open handed, advancing, half

WR43 Open visored sallet  
WR44 Kettle hat  
WR45 Sallet  
WR46 Deep sallet

### Crossbowman, marching, bow on shoulder,

WR47 Open faced sallet  
WR48 Barbuta  
WR49 Open faced sallet  
WR50 Dismounted, bow in hand, jack, deep sallet  
WR51 Marching, bow under arm, unarmoured, cloth cap

### Crossbowman, advancing

WR52 Brigandine, kettle hat  
WR53 Brigandine, closed visored sallet  
WR54 Jack, sallet with nasal bar  
WR55 Unarmoured, sallet with rondie  
WR56 Unarmoured, hood  
WR57 Unarmoured, Italian sallet  
WR58 Jack, deep sallet  
WR59 Unarmoured, reinforced sallet

### Man-At-Arms

WR60 Lance a-pousser, deep sallet, advancing  
WR61 Pole axe, sallet with rondie  
WR62 Pole axe, barbuta  
WR63 Pole axe, armet  
WR64 Pole axe, deep sallet  
WR65 Standing, with sword, closed visored sallet  
WR66 Wielding sword, kettle hat  
WR67 Advancing with spear, deep sallet  
WR68 Advancing with spear, open sallet & scarf

### Foot Knight

WR69 With sword, deep kettle hat  
WR70 With sword, open visored sallet  
WR71 With sword, armet  
WR72 Bare headed, helmet under arm  
WR73 With mace, deep sallet  
WR74 Herald

### Handgunner

WR75 Cerveller  
WR76 Cabocote  
WR77 Open faced sallet  
WR78 Italian sallet  
WR79 Deep sallet  
WR80 Cap  
WR81 Barbuta  
WR82 Basinet

### Armoured Man-At-Arms, open handed

WR83 Plumed helmet  
WR84 Deep kettle hat  
WR85 Open visored sallet

### Armoured Pikeman receiving, open handed

WR86 Sallet  
WR87 Deep kettle hat  
WR88 Visored sallet

### Billman, charging, mail shirt

WR89 Cerveller  
WR90 Sallet  
WR91 Kettle hat  
WR92 Sallet with rondie  
WR93 Crossbowman looting  
WR94 Dead man-at-arms

### Peasant

WR95 Flail, cabacote  
WR96 Spear, hood  
WR97 Pitchfork, kettle hat  
WR98 Spear, open faced sallet  
WR99 Bill, cloth cap  
WR100 Spear, basinet  
WR101 Spear, kettle hat  
WR102 Bill, fur cap  
WR103 Bill, hood

### Mounted Knight, Italian armour, open handed

WR Cav.110 Plumed armet  
WR Cav.111 Plumed deep sallet  
WR Cav.112 Barbuta  
WR Cav.113 Sallet with rondie  
WR Cav.114 Deep kettle hat  
WR Cav.115 Deep sallet  
WR Cav.116 Sallet with nasal guard

### Mounted Knight, tabard, open handed

WR Cav.120 Open visored sallet  
WR Cav.121 Early armet  
WR Cav.122 Deep kettle hat  
WR Cav.123 Deep kettle hat  
WR Cav.124 Closed visored sallet  
WR Cav.125 Open armet  
WR Cav.126 Open faced sallet  
WR Cav.127 Cabacote  
WR Cav.128 Open faced sallet  
WR Cav.129 Sallet with rondie

### Mounted Knight, coat, open handed

WR Cav.130 Open visored sallet  
WR Cav.131 Kettle hat  
WR Cav.132 Armet  
WR Cav.133 Closed visored sallet  
WR Cav.134 Early armet  
WR Cav.135 Coif, helmet slung  
WR Cav.136 Closed visored sallet  
WR Cav.137 Kettle hat  
WR Cav.138 Open faced sallet  
WR Cav.139 Skull cap  
WR Cav.140 Plumed sallet

### Mounted Archer, brigandine

WR Cav.141 Reinforced sallet  
WR Cav.142 Open faced sallet  
WR Cav.143 Skull cap  
WR Cav.144 Mail coat, basinet  
WR Cav.145 Livery coat, sallet with rondie  
WR Cav.146 Livery coat, kettle hat  
WR Cav.147 Livery coat, deep sallet  
WR Cav.148 Livery coat, deep kettle hat  
WR Cav.149 Livery coat, kettle hat  
WR Cav.150 Livery coat, bare headed, helmet slung  
WR Cav.151 Livery coat, open visored sallet

### Mounted Crossbowman, livery coat

WR Cav.152 Open visored sallet  
WR Cav.153 Visored sallet  
WR Cav.154 Open faced sallet  
WR Cav.155 Cloak, deep sallet  
WR Cav.156 Barbuta  
WR Cav.157 Black sallet  
WR Cav.158 Slashed coat, deep sallet  
WR Cav.159 Tabard, fluted kettle hat  
WR Cav.160 German armour, sword arm raised, open visored sallet  
WR Cav.161 Tabard, armet with pennon

### Mounted Herald

WR Cav.162 Open visored sallet  
WR Cav.163 Fur cap

### Horses

WR H.1 Armoured, cantering, 65p  
WR H.2 Armoured, galloping, 65p  
WR H.3 Cloth housing, cantering, 65p  
WR H.4 Cantering, 65p  
WR H.5 Hackney walking, 45p  
WR H.6 Hackney trotting, head down, 45p  
WR H.7 Hackney trotting, 45p

### Figures 35p

... 2 handed weapon supplied  
... Bill supplied  
... Lance supplied  
... Pike supplied

### English Civil War

NEW. Set of six prints of paintings by Alan & Michael Perry  
Size: 148mm x 115mm. Printed on good quality card

1. New Model Army Cavalryman, 1645.
2. Royalist Cuirassier, 1642.
3. Royalist Musketeer, Sir Marmaduke Rawden's Regiment of Foot, 1642.
4. Parliamentary Pikeman, John Hampden's Regiment of Foot, 1643.
5. Royalist Ensign, Sir Lewis Dyke's Regiment of Foot, 1645.
6. Parliamentary Officer.

Price per set. Post paid. £2.50.

POST & PACKING UK Add 15%. Minimum 50p.  
Europe add 30%, USA and Australia add 50%. Overseas postage not used will be credited.  
UK send 2 x 18p stamp for list. Abroad send 3 IRC's, or \$1 Bill.

Our 25mm Ranges: English Civil War/Thirty Years War/Highlanders/Jacobites.  
Franco-Prussians, Marlborough Army, Wars of Religion, Medieval, Early Imperial Rome,  
Huns, Dark Ages, Samurai, Indian Mutiny

Our Stockist at the leading shows: "Quartermasters Stores"

When replying to adverts please mention Wargames Illustrated.





## TABLETOP GAMES

53 MANSFIELD ROAD,  
DAYBROOK,  
NOTTINGHAM  
NG5 6BB 10% P&P

Min. 18p in U.K. 60p Surface Mail.  
Overseas: 15% Surface Mail. 60% for Air Mail.  
Send S.A.E. for catalogue.

### NEW NAPOLEONICS

INF 10p CAVALRY 20p

#### SPANISH NAPOLEONICS

SPA1	Inf in bicorne advancing	
SPA2	Inf in bicorne firing	
SPA3	Officer in bicorne	
SPA4	Standard bearer in bicorne	
SPA5	Drummer in bicorne	
SPA6	Grenadier, march attack	
SPA7	Grenadier officer	
SPA8	Grenadier standard bearer	
SPA9	Grenadier drummer	
SPA10	Inf in shako advancing	
SPA11	Officer in shako	
SPA12	Standard bearer in shako	
SPA13	Drummer in shako	
SPA14	Guerrilla/irregular	
SPA15	Guerrilla Officer	
SPAC1	Cav in bicorne	
SPAC2	Hussar in mirliton	
SPAC3	Spanish General	
SPAA1	Art crew (4 figs)	40p
SPAA2	Limber	36p
SPAA3	Pair of limber horses	36p
SPAA4	Pair of draught mules	36p
SPAA5	Mule driver	10p
SPAA6	4 pdr gun	38p
SPAA7	8 pdr gun	38p
SPAA8	12 pdr gun	38p
SPAA9	Howitzer	38p

#### PORTUGUESE NAPOLEONICS

PO1	Line Inf advancing	
PO2	Cadastre firing	
PO3	Officer	
PO4	Standard bearer	
PO5	Drummer	
POA1	Art crew (4 figs)	40p
POA2	Limber	36p
POA3	Pair of limber horses	36p
POA4	Pair of limber riders	10p
POA5	6 pdr gun	38p
POA6	9 pdr gun	38p
POA7	Howitzer	38p
POC1	Dragon in helmet	
POC2	Portuguese General	

### 15mm MONGOLS

MO1	Medium inf + spear
MO2	Korean inf + spear
MO3	Light inf + bow
MO4	Light inf firing bow
MO5	Mongol officer on foot

MOC1	Mongol HC + Lance
MOC2	Mongol HC + Bow
MOC3	Keshik LC
MOC4	Mongol MC + Lance
MOC5	Mongol MC + Bow
MOC6	Keshik HC
MOC7	Korean HC
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
MOC15	Camel Holder 15p
MOC16	Camel Lancer 25p
MOC17	Mounted Standard- bearer (EHC) 25p
MOC18	Mounted Standard- bearer (HC) 25p

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

Artillery	
FA10	Line Foot Crew (4) 40p
FA11	Line Horse Crew (4) 40p
FA12	Guard Foot Crew (4) 40p
FA13	Guard Horse Crew (4) 40p
FA14	Limber 36p
FA15	Limber Horses (pair) 36p
FA16	4pdr Gun 38p
FA17	6" Howitzer 38p
FA18	8pdr Gun 38p
FA19	12pdr Gun 38p

Austrian	
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	Grenadier 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

Artillery	
AUG1	Foot Crew (4) 40p
AUG2	Horse Crew (4) 40p
AUG3	Limber 36p
AUG4	Limber Riders 20p
AUG5	Limber Horses (pair) 36p
AUG6	3pdr Gun 38p
AUG7	6pdr Gun 38p
AUG8	12pdr Gun 38p
AUG9	7pdr Howitzer 38p

Austrian Commanders	
AUP1	General 30p
AUP2	Divisional Commander 20p

Prices (unless stated) Infantry 10p, Cavalry 20p  
Command Figures may be bought separately  
Infantry Command includes Officer, Standard Bearer, Drummer  
Cavalry Command includes Officer, Standard Bearer, Bugler

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

WWII	
Combined Arms (1/300)	£2.25
WWII List & Organisations	£3.25
Tactical Commander (Skirm)	£2.75
Firefly (1/300)	£2.95

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

### NEW! '200 YEARS'

5mm Wargame rules for 1700-1900  
by R.P. Butler £2.95

### CORPS COMMANDER

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

MODERN MICRO-TANK ARMIES	
(R=Ros, S=Skytrex models)	
U.S.A.	£17.25 (S) £14.80 (R)
BRITISH	£17.10 (S) £15.80 (R)
CHINESE	£21.50 (S + R)
FRENCH	£16.85 (S) £15.30 (R)
SOVIET	£15.00 (S) £15.10 (R)
W. GERMANY	£15.60 (S) £15.30 (R)
ISRAELI	£15.85 (S + R)
EGYPTIAN	£15.25 (S)

OTHER RULES	
ANCIENT (WRG) 6th edit	£2.90
ANCIENT (WRG) 7th edit	£3.50
ARMY LIST No.1	£2.50
ARMY LIST No.2	£2.50
ARMY LIST No.3	£2.50
RENAISSANCE (WRG)	£2.90
RENAISSANCE LISTS	£3.75
NAPOLEONIC (WRG)	£2.90
NAPOLEONIC (Newbury)	£3.30
A.C.W. (Newbury)	£3.30
1925-50 (WRG)	£2.50
1950-85 (WRG)	£2.50
MODERN NAVAL (MEGADODO)	£3.50
NAVAL SHIP LISTS (Skytrex)	£3.50
SEA POWER (Mod.)	£2.50
TOTAL WAR (Mod.)	£2.25
SPECIAL FORCES (Mod.)	£2.25
SKYRIGHT (Mod. Air Combat)	£1.50

### ALL WRG BOOKS STOCKED

### INTRODUCTORY SETS

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

ACW (15mm)	£16.00
WWII MICRO-TANK	£13.60
MODERN MICRO-TANK	£13.30
WWI NAVAL	£8.95
WWII NAVAL	£8.95
WWI AIR	£8.45
MEDIEVAL SKIRMISH (15mm)	£8.50
GUNFIGHT	£7.70
SFSKIRMISH (25mm)	£9.25
15mm NAPOLEONIC	£16.00
LASERBURN WITH 15mm FIGS. inc.	
BUNKER 17 SCENARIO	£7.95
GLADIATORIAL	£4.95
REAPER (15mm FANTASY)	£12.50
MODERN NAVAL	£6.60
NAPOLEONIC NAVAL	£9.20
MODERN AIR COMBAT	£7.10

### TERRAIN MAPS FOR WARGAMES

(100 maps for competition games  
by Andy Smith & Richard Hardy) £3.25

### 15mm NAPOLEONIC FIGURES BY TTG

No fancy metal, no fancy  
prices, just good old value  
for money.

FRENCH	
Infantry	
F100	Volunteer Firing
F101	Line Fusilier Advancing
F102	Line Fusilier Defending
F103	Line Fusilier Charging
F104	Fusilier (Campaign Dress)
F105	Fusilier in Greatcoat
F106	Line Command (3) 30p
F109	Line Grenadier
F110	Guard Grenadier
F111	Guard Command (3) 30p
F114	Mid Guard Fusilier
F116	Young Guard Voltigeur
F117	Young Guard Firing
F118	Lone Command Greatcoat (3) 30p

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

French Commanders	
FP100	Napoleon 20p
FP101	General 20p

BRITISH	
Infantry	
B100	Line Infantry advancing
B101	Line Infantry Charging
B102	Line Infantry Greatcoat
B103	Line Command (3) 30p
B106	Scots Infantry Advancing
B107	Scots Infantry Defending
B108	Scots Command (3) 30p
B111	Rifleman firing
B112	Rifle Officer
B113	Rifle Bugler
B114	Light Infantry Firing
B115	Line Command G'coat (3) 30p

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

Artillery	
BA1	Foot Crew (4) 40p
BA2	Royal Horse Art Crew (4) 40p
BA3	Limber Horses (pair) 36p
BA4	Limber 36p
BA5	Limber Riders (Foot) 10p
BA6	Limber Riders (RHA) 10p
BA7	6pdr Gun 38p
BA8	8pdr Gun 38p
BA9	9" Howitzer 38p

RUSSIAN	
Infantry	
R100	Musketeer/Jager Attacking
R101	Musketeer/Jager Greatcoat Defending
R102	Musketeer/Jager Command (3) 30p
R105	Grenadier Advancing
R106	Grenadier Command (3) 30p
R109	Guard counter marching
R110	Guard Command (3) 30p
R113	Light Infantry Firing
R114	Musketeer/Jager G'coat Comm (3) 30p

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

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

PRUSSIAN	
Infantry	
P100	Fusilier/Musketeer Advancing
P101	Fusilier/Musketeer Firing
P102	Command (3)
P105	Landwehr in tunic
P106	Landwehr in Greatcoat
P107	Landwehr Command (3) 30p
P110	Grenadier Advancing
P111	Grenadier Command (3)
P112	Grenadier Command (3) 30p
P115	Jager Firing
P116	Jager Officer
P117	Jager Musician
P118	Guard Jager Firing
P119	Guard Jager Officer
P120	Guard Jager Musician

Cavalry	
PC100	Hussar
PC101	Hussar Command (3) 60p
PC104	Lifeguard Hussar
PC105	Lifeguard Hussar Command (3) 60p
PC108	Dragoon
PC109	Dragoon Command (3) 60p
PC112	Cuirassier
PC113	Cuirassier Command (3) 60p
PC116	Chasseur
PC117	Chasseur Command (3) 60p
PC120	Uhlán (Lance Down)
PC121	Uhlán Command (3)
PC124	Landwehr Lancer
PC125	Landwehr Lancer Command (3) 60p

When replying to adverts please mention Wargames Illustrated.



## DAVCO 1/300th NAVAL

Davco 1/300th ships are well detailed metal models, which with the huge range available allows you to command your own fleets and recreate naval campaigns.

### WWI STARTER PACK £6.50

This contains rules, dice, 4 British Battle cruisers and 4 German Battle cruisers

### WWI EXPANSION PACKS

BRITISH BATTLE SQUADRON (1) £3.00  
2 Queen Elizabeth, 2 Iron Duke, 2 KGV

### BRITISH BATTLE SQUADRON (2) £3.00

Erin, Agincourt, Canada, Neptune, 2 Orion

### BRITISH SCOUT GROUP £3.00

2 Defence, 2 Achilles, 2 Black Prince

### BRITISH DESTROYER FLOTILLA £3.00

Fearless, 4 "L" Class destroyers  
Arethusa, 4 "M" Class destroyers

### GERMAN BATTLE SQUADRON (1) £3.00

2 Bayern, 2 Heligoland, 2 Westfalen

### GERMAN BATTLE SQUADRON (2) £3.00

2 Kaiser, 2 Konig, 2 Deutschland

### GERMAN SCOUT GROUP (1) £3.00

2 Pillau, 2 Karlsruhe  
4 T150 destroyers, 4 V1 destroyers

### GERMAN SCOUT GROUP (2) £3.00

2 Wiesbaden, 2 Regensburg  
4 V25 destroyers, 4 G37 destroyers

Hundreds of WWI, WWII & Modern Ship models on the full lists.

# SKYTREX

NEW!

NEW!

NEW!

## TRITON 1/200th TRANSITIONAL STEAM NAVAL "UP FUNNEL! DOWN SCREW!"

By popular request we have produced the warships which followed the Napoleonic period but preceded the ironclads. At last ships were no longer totally dependent on the wind for propulsion. Guns were standardised and shells just coming into use. New construction techniques gave larger ships albeit few in number. This was the last era which the French fleet presented a serious challenge to the Royal Navy. War did not occur but many intriguing battles can be created.

### BRITISH FLEET

**HMS VICTORIA** 121 gun 1st rate £4.95  
Flagship of the squadrons

**HMS RODNEY** 91 gun 2nd rate £3.95  
These vessels built in large classes made up the bulk of the battle line

**HMS PHOEBE** 51 gun frigate £3.95  
Large cruising frigates were used for fleet reconnaissance and colonial policing

**HMS WARRIOR** Ironclad frigate £5.95  
First of her kind. Mistress of the Channel

All models are whitewall kits and are produced with hull, masts, sails and an information sheet giving brief details of the vessel.

### FRENCH FLEET

**La BRETAGNE** 130 gun 1st Rate £4.95  
French flagships

**VILLE de PARIS** 114 gun 1st Rate £3.95  
Napoleonic period 1st rate converted to steam

**Le NAPOLEON** 90 gun 2nd Rate £3.95  
A classic design which made up the bulk of the French line

**EYLAU** 90 gun 2nd Rate £3.95  
A variation on the above design

**SOVERAINE** 56 gun frigate £3.95  
A good representative of the French cruising frigate

**GLOIRE** Ironclad battleship £4.95  
The first ironclad, she spelt the end of the wooden wall warship

## IDEAL WW2 SKIRMISH ACTION 200

1/200th scale = 9mm figure height

OVER 500 WW2 AND MODERN WHITEMETAL MODELS ON OUR FULL LISTS. ALL WELL DETAILED AND MANY MORE MODELS IN THE PIPELINE. AFV, SOFT SKIN VEHICLES, AIRCRAFT, HELICOPTERS, ACCESSORIES

### 1/200th WW2 STARTER PACK £7.50

Rules & dice plus German and Russian infantry and tanks.

## 1/200th REINFORCEMENT PACKS

### BRITISH BATTLEGROUP £5.00

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

### BRITISH ANTI-TANK PACK £5.00

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

### BRITISH TRANSPORT PACK £5.00

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

### RUSSIAN ASSAULT PACK £5.00

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

### GERMAN HEAVY ASSAULT PACK £5.00

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

### GERMAN ANTI TANK PACK £5.00

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

### GERMAN TRANSPORT PACK £5.00

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

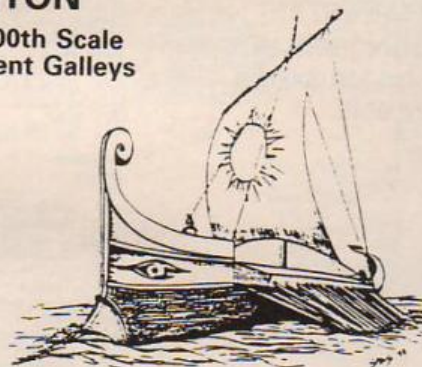
### AMERICAN BATTLEGROUP £5.00

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

New 1/200th catalogue available send a stamped self-addressed envelope

## TRITON

1/600th Scale  
Ancient Galleys



Naval Warfare in the Ancient World recreated with metal models. Greeks, Persians, Romans and Carthaginians battling to control the seaways. Ideal for tabletop games.

### GREEK NAVAL STARTER PACK £7.50

includes 4 Triremes, rules playing sheets & Damage record sheets  
£7.50

AG1	Greek/Persian Trireme	£1.25
AG2	Phoenician Bireme (x2)	£1.00
AG3	Pentaconter	£1.00
AG4	Roman Quinquireme	£1.50
AG5	Carthaginian Quinquireme	£1.25
AG7	Carthaginian Quadrireme	1.25
	Trireme Rules	£1.95
	Playing sheets each	£0.40
	Damage record cards each	£0.40



# HINCHLIFFE 20mm 1/76th WW2

QUALITY WHITEMETAL KITS – YOUR ARMIES DESERVE THE BEST!

The Hinchliffe WW2 range continues to expand thanks to your encouragement. The models are greatly admired at the Convention we attend. There are many exciting new models in the pipeline as we intend to maintain our position as the largest producer of whitemetal 20mm models worldwide. Quickly counts everywhere.

## HINCHLIFFE 20mm INFANTRY PACKS

GC1	British 4 man gun crew	£1.00
GC2	German 4 man gun crew	£1.00
GC3	Russian 4 man gun crew	£1.00
GC4	US 4 man gun crew	£1.00
GC5	German 12 man infantry section	£2.50
GC6	German 12 man Panzer Grenadier section	£2.50
GC7	German 4 man HQ section	£1.00
GC8	German 81mm mortar & 2 crew	£1.00
GC9	German Lmg on tripod + 2 crew	£1.00
GC10	British 12mm infantry section	£2.50
GC11	British 4 man HQ section	£1.00
GC12	British 3in mortar + crew	£1.00
GC13	British Vickers m.g. + 2 crew	£1.00

## NEW THIS MONTH

20/79	Panzerjager Bren Tank hunter with crew	£2.95
20/80	Universal Carrier with Vickers m.g. + crew	£2.95
20/81	Bren with Pak 36 AT gun + crew	£2.95
20/81	Russian BT5 tank	£3.95
20/82	Russian BT5 Tu Command tank	£3.95
20/83	Russian BT7 tank	£3.95
20/84	Russian Komsolets artillery tractor with seated artillery	£3.95

Fully illustrated 20mm WW2 & Modern  
vehicle catalogue – 50p

MORE NEW MODELS NEXT MONTH

## FIREFIGHT 20mm VEHICLES

The firefight range of 20mm 1/76th scale white metal vehicle kits are well detailed and easy to assemble. Metal models are strong and can withstand the handling. 20mm infantry range also available.

### U.S.A.

FF82	Vietnam Assault Support Patrol Boat (A.S.P.B.)	£7.95
FF83	TOW on Ground Mount	£1.50
FF84	106mm. Recoilless Rifle – 3 crew	£1.50
FF85	R.P.C. – River Patrol Craft	£7.95
FF803	M48A3	£5.95
FF806	M60A1	£6.95
FF808	M60A3	£6.95
FF810	Sheridan	£5.95
FF820	Commando Armoured Car	£3.95
FF821	Hummer	£3.00
FF822	Hummer RED-T with M242 25mm. automatic cannon	£3.50
FF823	Hummer T.O.W. carrier	£3.50
FF824	Hummer Command C3x1	£3.50
FF825	Hummer Ambulance	£3.50
FF827	Hummer Weapons Carrier with 50 cal. m.g.	£3.50
FF832	LAV 25	£4.95
FF833	LAV Improved T.O.W.	£4.95
FF834	LAV Mortar Carrier	£4.95
FF837	M113 + T50 m.g. turret	£3.95
FF838	M151A2 – TOW – 2 crew	£3.00
FF839	M825 – 106mm. Recoilless Rifle – crew	£3.00
FF840	M113 A.P.C.	£3.50
FF841	M113 A.C.A.V. – 3 crew	£3.95
FF846	M2 Bradley APC	£5.95
FF847	M132 Flamethrower	£3.95
FF860	M151 Ford M.U.T.T.	£1.50
FF862	M151A1 – 50 Calibre H.M.G. – Radio & 3 Crew	£3.00
FF863	M151A1 – M60 L.M.G.	£2.00

### BRITISH

FF68	Wombat & 3 crew	£1.50
FF632	Scorpion	£4.95
FF633	Scimitar	£4.95
FF641	FV432	£4.95
FF657	Bedford RL 4 tonne truck	£4.95
FF657A	Bedford RL Flatbed	£4.95
FF661	Bedford Mk 4 tonne truck	£4.95
FF661A	Bedford Mk Flatbed	£4.95
FF680	British 105mm. Light Gun	£2.95
FF682	British 105mm. Pack Howitzer	£2.95

### U.S.R.

FF702	T54	£5.95
FF703	T55	£5.95
FF704	T62	£5.95
FF706	T72	£5.95
FF707	T74	£5.95
FF732	BROM2	£3.95
FF735	PT76	£5.50
FF736	BROM3 – AT5 missiles	£4.25
FF741	BTR50	£4.95
FF742	BTR60 PB	£5.95
FF742A	BTR60 PK (open top)	£5.95
FF743	BMP1	£3.95
FF783	D-30122mm. Gun Howitzer	£3.50

### ISRAELI

FF1053	Merkava Mk. 1 M.B.T.	£5.95
--------	----------------------	-------

20/22	German WWII 10.5cm Lt. Field Howitzer U/28	£2.95
20/23	German WWII 150mm Nebelwerfer	£1.95
20/24	German WWII 7.5cm Lt. Infantry gun	£1.95
20/25	German WWII 7.5cm PAK 40U/46	£2.95
20/26	German WWII 8.8cm PAK 43/31L/71	£2.95
20/27	British WWII 17pdr anti tank gun	£2.95
20/28	German WWII Hanomag 251/1	£3.50
20/29	British WWII 7.2" Howitzer	£2.95
20/30	Russian WWII 7.6cm Howitzer	£2.95
20/31	German WWII 15cm Infantry gun	£2.95
20/32	German 15cm SFH18 Howitzer	£2.95
20/33	German towing limber for 20/32	£1.00
20/34	German horse drawn heavy artillery limber	£1.60
20/35	German motorcycle despatch rider	£0.50
20/36	German motorcycle combination and crew	£1.50
20/37	German horse drawn supply wagon	£2.40
20/38	German horse team (2 horses, 1 ridden, 1 unriden)	£1.00
20/39	Russian horse team (2 horses)	£0.75
20/40	Horse team (2 harnessed horses for supply wagons)	£0.75
20/41	German Pak 43 AT gun. This model may be constructed in the travelling or emplaced position	£3.50
20/42	Russian WWII 122mm M1938 Howitzer	£2.95
20/43	Russian WWII Gun limber (horse/vehicle drawn)	£1.60
20/44	Russian WWII 120mm Mortar M38 model	£1.60
20/45	Russian WWII 160mm Mortar M43 model	£1.95
20/46	Russian WWII Mortar limber (horse/vehicle drawn)	£1.60
20/47	American WWII 105mm Howitzer	£2.95
20/48	American WWII 155mm Howitzer	£3.50
20/49A	British WWII 2pdr Anti-tank gun firing	£1.95
20/49B	British WWII 2pdr Anti-tank gun limbered	£1.95
20/50	German WWII Pak 38 50mm Anti-tank gun	£2.95
20/51	Russian WWII 100mm Anti-tank gun	£2.95
20/52	German WWII 120mm M42 Mortar	£1.60
20/53	Russian WWII 76.2mm Inf Howitzer M1927	£1.95
20/54	US 75mm Pack Howitzer M1A1	£1.95
20/55	US 75mm Field Howitzer M1A1	£1.95
20/56	US 57mm Anti-tank gun	£2.95
20/57	Russian 4 x 4 GAZ tank	£3.50
20/58	Russian 4 x 6 GAZ tank	£3.95
20/59	Russian GAZ truck with quad AA and crew	£4.95
20/60	Russian quad AA mg & crew	£1.50
20/61	German 37mm Flak 36 AA gun	£2.95
20/62	British 3.7" AA gun	£3.95
20/63	Russian GAZ 67B jeep	£1.95
20/64	Russian 57mm M1943 Anti-tank gun	£2.95
20/65	Russian BA66 wheel Armoured car	£3.95
20/66	Russian BA10M 6 wheel Armoured car	£3.95
20/67	British CMP No. 13 cab 15 cwt truck	£3.50
20/68	British CMP No. 13 cab 30 cwt truck	£3.95
20/69	British CMP No. 13 cab 3 ton truck	£3.95
20/70	Russian BA64B Armoured Car	£2.95
20/71	British Bren Universal Carrier – crew	£1.95
20/72	British 6pdr Anti Tank Gun	£2.95
20/73	Bren Carrier with flamethrower "Wasp"	£2.95
20/74	Hotchkiss 25mm Antitank gun as used by British Expeditionary Forces	£1.95
20/75	Early Bren Carrier – crew as used by BEF and in Desert War	£2.50
20/76	A.E.C. Mk III Armoured Car This large vehicle provided a powerful support to British Recce units	£3.95
20/77	U.S. M20 Utility Scout Car	£3.95
20/78	U.S. M8 Armoured Car These vehicles were the mainstay of U.S. Recce in WW2 and later years.	£3.95

### SKYTREX CLUB

Members have benefits  
which include a newsletter  
and access to special offers.  
Send a stamped self-addressed  
envelope for details.

**HINCHLIFFE  
1988 Catalogue  
£1.50 post free  
SKYTREX CATALOGUE  
£1 POST FREE**

**Mail Order Address:  
28 BROOK STREET  
WYMESWOLD  
LOUGHBOROUGH  
LEICESTERSHIRE  
Telephone: 0509 213789**

Barclaycard & Access Orders Welcome

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

**AUSTRALIAN AGENT  
BATTLEFIELD  
50 Clissold Parade,  
Campsie, N.S.W. Australia.**

### POSTAGE & PACKING

U.K. 10% order value  
(min. 20p)  
over £9 post free.  
BFPO (Europe) as above  
BFPO (Outside Europe)  
30% order  
20% order

Europe  
U.S.A.  
Canada  
N. Zealand  
Australia  
50% order  
WE ACCEPT BARCLAYCARD, ACCESS,  
BANKAMERICARD, EUROCARD, VISA,  
CHARGE, & MASTERCARD. JUST SEND  
YOUR CARD NUMBER AND EXPIRY DATE.

**SKYTREX  
LIMITED**

**HAPPY BIRTHDAY!**  
Well done Duncan – we wish you  
all success for the next years  
issues of Wargames Illustrated

When replying to adverts please mention Wargames Illustrated.



# dixon

## MINIATURES



## 25mm-American Civil War

THE BEST WARGAMING FIGURES IN THE WORLD!

**NEW**

### INFANTRY

- ACW 11 Standard Bearer running (Standard not included)
- ACW 12 Drummer Boy marching
- ACW 13 Officer/NCO running with revolver
- ACW 14 Infantry standing firing Enfield rifle (with blanket roll over left shoulder)
- ACW 15 Infantry advancing with fixed bayonet (with blanket roll over left shoulder)

### CAVALRY

- ACWC 1 Cavalryman waving Saber
- ACWC 2 Cavalryman firing Colt Army Revolver

### DISMOUNTED CAVALRY

- ACW 16 Dismounted cavalryman standing with Spencer repeater carbine

### HORSES

- H 17 Horse at gallop
- H 18 Horse at outstretched gallop

(Horses have 2 blanket rolls & 2 saddlebags)

**NEW**

### WESTERN GUNFIGHTERS

- WG 1 Gunfighter (waistcoat tie & jacket) firing 45 Peacemaker from hip
- WG 2 Gunfighter (waistcoat & jacket) firing shotgun
- WG 3 Gunfighter (waistcoat & shirtsleeves) firing 45 from shoulder height

Send S.A.E for full list

Send just £1.75 (inc. postage) for our fully illustrated Catalogue

See us at 'Armageddon '88' on the 17th & 18th September at the HEXAGON, Reading

All the above figures (except the horses of course) have the usual CAST ON head variations

## 25mm Ottoman Turks

Our Distributor in the U.S.A. is:  
Mr. J. B. Hood  
Area Code: 304 547 0000  
'Wargames', Box 278,  
Route 40 East  
TRIEDELPHIA, W.V. 26059

### PRICES

Officers Standard Bearer & Drummer	45p each
Infantry & Cavalry figures	35p each
Horses	65p each
Gunfighters	45p each

### POSTAGE & PACKING

UNITED KINGDOM, BFPO, Isle of Man & Channel Isles

Orders under £20	ADD 10% (Minimum 50p)
Orders over £20	ADD 5%
Orders over £50	POST FREE

### EUROPE (Surface only)

Orders under £50	ADD 25% (Minimum £1)
Orders over £50	ADD 15%

### OUTSIDE EUROPE & WORLDWIDE

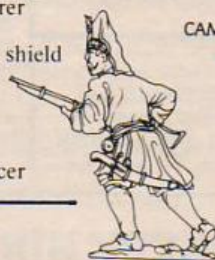
Orders under £10	ADD 75% (Minimum £3)
Orders over £10	ADD 50%

### AIRMAIL

### SURFACE MAIL

Orders under £50	ADD 25% (Minimum £1)
Orders over £50	ADD 20%

- OT.1 Janissary Officer
- OT.2 Janissary with musket advancing
- OT.3 Janissary firing musket
- OT.4 Acemi oylan (trainee Janissary)
- OT.5 Tufengi (musketeer) in turban marching
- OT.6 Balkan Tufengi advancing
- OT.7 Tufengi standard bearer
- OT.8 Azab with bow
- OT.9 Azab with scimitar & shield
- OT.10a Azab with musket
- OT.10b Azab with spear
- OT.11 Azab with spear
- OT.12 Bektasi Dervish
- OT.13 Turkish infantry officer



GET THE BEST!

Dixon Miniatures: Spring Grove Mills, Linthwaite Huddersfield, West Yorkshire HD7 5QG England. Tel 0484 846162

WE NOW TAKE ACCESS, MASTERCARD & EUROCARD (Sterling only)

When replying to adverts please mention Wargames Illustrated.





**MINIATURE FIGURINES LIMITED**  
 1/5 Graham Road Telephone (Factory)  
 Southampton SO2 0AX (0703) 220855  
 Registered in England No 937844 V.A.T. 188 0298 31

## MINIFIGS 15mm ADDITIONS TO CATALOGUE

### FEUDAL & CRUSADES – Page 35

ZC 365 Turcopoles  
 ZC 366 Mounted Sergeants  
 ZC 367 Mounted Crossbowmen

### CRECY & AGINCOURT – Page 36

Z 614 Flemish Infantry Platoon  
 Z 654 Voulgiere Spiked Hammers  
 Z 655 Voulgiere Axes  
 Z 656 Voulgiere Bardish

### RENAISSANCE – Page 37, 38 & 39

163X Swiss Command  
 167X French Command  
 119X Spanish Sword & Buckler  
 164X Irish Bonnacht Javelins  
 165X Irish Bonnacht Arquebus  
 166X Gallowglass Pike  
 110XC Spanish Heavy Cavalry  
 172X Polish Haiduk Arquebusiers  
 149X Arab Command  
 160X Moor Command  
 146XC Moor Cavalry Command  
 161X Janissary Command  
 162X Azab Command  
 168X Polish Command  
 169X Streltsi Command  
 170X Cossack Command  
 171X Moghul Command  
 147XC Polish Command  
 148XC Cossack/Tartar/Boyar Command  
 149XC Moghul Command

### NAPOLEONIC – Page 45

99FC French Line Infantry Colonels

### AMERICAN CIVIL WAR – Page 49

80Y Infantry Marching – Kepi  
 81Y Infantry Marching – Slouched Hat  
 53YA Sutler's Wagon (6)  
 1YV GS/Ambulance (6)  
 2YV Supply Wagon (6)  
 1YS Stage Coach, Horses & Passengers  
 (sold only as a Set at £5.00)

### SAMURAI – Page 34

Z412 Monks with Longbow

### FRANCO-PRUSSIAN WAR – Page 50

28MC Prussian Staff Officers  
 40MTH French Horse Team & Drivers  
 41MTH Prussian Horse Team & Drivers

### CRIMEAN WAR – PAGE 53

13KA British 10in Mortar & Limber  
 14KA British Howitzer Limber

### HUSSITE WARS 1420-1432

#### Hussites

201X Armoured Halberdiers  
 202X Armoured Spearman  
 203X Armoured Warflails  
 204X Armoured Swordsmen  
 205X Armoured Crossbowmen  
 206X Armoured Handgunners  
 207X Peasant Handgunners  
 208X Peasant Archers  
 209X Peasant Warflails  
 210X Peasant Halberdiers  
 211X Peasant Polearms  
 212X Foot Command  
 213X Priests  
 214X Camp Followers  
 210XC Moravian Heavy Lancers  
 202XC Moravian Medium Lancers  
 203XC Moravian Light Lancers  
 204XC Hungarian Horse Archers  
 205XC Hussite Cavalry Command

#### Catholic/Imperialists

221X German Crossbowmen  
 222X German Spearman  
 223X German Halberdiers  
 224X German Handgunners  
 225X Hungarian Spearman  
 226X Bohemian Archers  
 227X Knights Twohanded Swords  
 228X Catholic Command  
 211XC German Knights Lance  
 212XC Austrian Knights Lance  
 213XC Hungarian Knights Lance  
 214XC German Men at Arms  
 215XC Mounted Crossbowmen  
 216XC Catholic Cavalry Command  
 210XS Protected Infantry Wagon (6)

### FULL CATALOGUE

£3.50 U.K.

£4.00 Seamail

£6 Airmail

### SERIES 5-15mm Packs

Contain 8 Infantry  
 or 4 Camels  
 or 4 Cavalrymen with horses  
 or 6 Foot Command  
 or 3 Camels with riders  
 or 8 Horses

or 6 Artillerymen  
 or 3 guns  
 or 3 Limbers (if wanted)  
 or 1 Cavalry Command of Officer  
 Standard Bearer, Musician & Horses  
 or 2 Horse Chariot and Crew

## RAL PARTHA CHAOS ARMIES

### THE SYLVAN ALLIANCE

02-002 Benden Wood Elf Infantry (4)  
 02-005 Benden Wood Elf Cavalry (2)  
 02-006 Hausse Bouget Sea Elf Infantry (4)  
 02-014 High Elf Infantry (4)  
 02-015 High Elf Cavalry (2)  
 02-016 High Elf Horse Archers (2)  
 02-017 High Elf Honour Guard (4)  
 02-018 Lord Dwyndolin & Body Companion (2)  
 02-019 Alliance Command (3)  
 02-025 Knights of the Sylvan Star (2)  
 02-201 Alliance Infantry (4)  
 02-210 High Elf Mage, Noble & Familiars (3)  
 02-211 High Elf Guard Infantry (4)  
 02-214 High Elf Master Bowmen (4)

### THE LITTLE PEOPLE

02-029 Halfling Cavalry (3)  
 02-227 Halfling Missile Militia (6)  
 02-228 Halfling Melee Militia (6)

### DWARVES OF THE ARADAIN MOUNTAINS

02-031 Dwarf Spearman (4)  
 02-032 Elite Dwarf Axemen (4)  
 02-033 Dwarf Huscarls (4)  
 02-034 Brotherhood of the Axe Huscarls (4)  
 02-035 Brotherhood of the Axe Command (4)  
 02-038 Dwarf Crossbowmen (4)  
 02-039 Dwarf Command (4)  
 02-239 Thane, Bloodbrother & 2 Berserks (4)  
 01-159 Champion & Elite Dwarf Guards (3)

### CENTAURS OF THE STEEL WIND

02-095 Centaur Skirmishers (2)  
 02-097 Centaurs of the Steel Wind (2)  
 02-098 Steel Wind Command (2)

### BLACK KNIGHTS OF CHAOS

01-147 Boarak Mtd Death Rider of Chaos  
 01-148 Perfidon Mtd Knight of the Chaos Lords  
 01-149 Mounted Chaos Knight  
 01-150 Mounted Chaos Knight  
 01-156 Black Knight Mtd  
 01-402 Carn Warrior-Mace of Chaos (Mtd. + Ft) £2  
 01-405 Czarchon Witch King of Chaos (Mtd. + Ft) £2

### ADVENTURERS

02-925 Rangers  
 02-929 Gnolls  
 02-939 Groll Champion and Hench Beasts  
 02-942 Barbarians  
 02-946 Champions  
 02-948 Archers

### BRITISH CRIMEAN INFANTRY

1K Line Infantrymen  
 2K Line Infantrymen (Forage Cap)  
 3K Light Infantrymen  
 4K Guards Infantrymen (Bearskin)  
 5K Highland Infantrymen  
 6K Line Command  
 7K Light Command  
 8K Guards Command  
 9K Highland Command  
 10K Staff and A.D.C. on Foot

### BRITISH CRIMEAN CAVALRY

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

15mm

## CRIMEAN WAR

1854-56

### ARTILLERYMEN

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

### ARTILLERY PIECES

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

### RUSSIAN CRIMEAN INFANTRY

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

### RUSSIAN CRIMEAN CAVALRY

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

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

When replying to adverts please mention Wargames Illustrated.



## CRIMEAN SMALL ACTIONS – 4:

# Kurudere

by Stephen Allen

### Background – Tsar versus Sultan

The campaign in the Caucasus from 1853 to 1855 remains one of the least-known aspects of a little-known war. Because they did not involve British troops, operations outside the Crimea itself have tended to be ignored by many British historians, from Kinglake onwards. Yet the fact that Russia was obliged to deploy troops along its frontiers from the Baltic to the Caspian in order to counter both real and potential threats had a major impact on her ability to bring her theoretically overwhelming numerical superiority against the Allied forces besieging Sebastopol.

In a sense, the war between the Russian and Turkish Empires that later spread to involve either directly or indirectly all the powers of Europe should be viewed in the context of the rivalry between Tsar and Sultan which dated back over two hundred years. Expanding southwards, Russia coveted the European and Trans-Caucasian provinces of the Sublime Porte. In the summer of 1853, Russia invaded the Danubian Principalities of Moldavia and Wallachia hoping thereby to intimidate 'the Sick Man of Europe' into accepting her demands to be the legitimate protector of the Sultan's Christian subjects and, by extension, to play a primary rôle in Balkan affairs. Confident of the support of the western powers, Turkey declared war and immediately went on to the offensive in the Balkans and the Caucasus. Heavy fighting had occurred on both fronts by the time the Russian naval attack on a Turkish squadron at Sinope in November of that year brought Britain and France into the war.

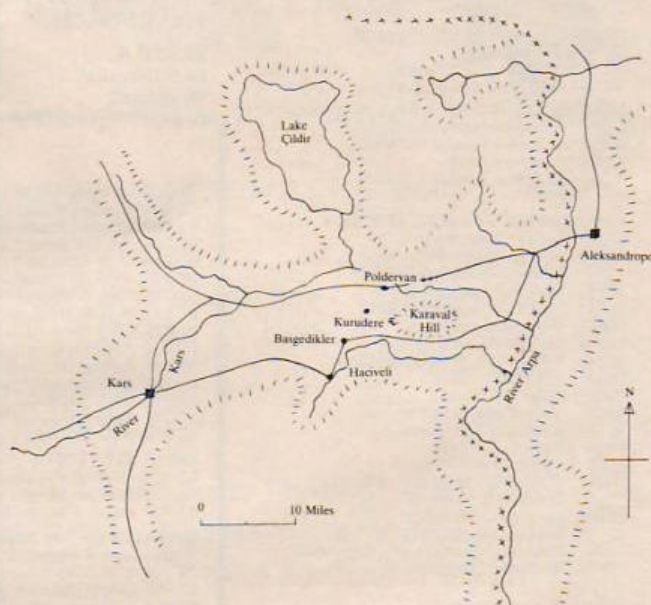
The Turks concentrated considerable forces along the Caucasian border. The Russians, on the other hand, focussed their attention on the Danube where Allied intervention was expected and where the attitude of Austria-Hungary was giving cause for concern. Nevertheless, despite the initiative shown by the Turks, by the end of the campaigning season they had been defeated at Bashgedikler and were in full retreat towards the fortress of Kars. Russian success was mainly due to the efforts of the experienced General Prince Bebutov.

With the arrival of the British and French fleets in the Black Sea, the Russian Viceroy in the Caucasus, Prince Woronzov, called urgently for reinforcements. He received elements of two infantry divisions by the end of the year and in early spring 1854, three dragoon and six Don Cossack regiments. However, given the rapidly-deteriorating situation on the Danube and the very real possibility of an Allied invasion of Russia itself, it was clear that no more troops could be expected.

The Russians faced a two-fold threat: to their front from the Turkish army, and to their rear from the Muslim hill tribes in the central and eastern Caucasus who refused to recognise the rule of St. Petersburg and who conducted a constant guerrilla war against Russian forts and communications in the lowlands. Among them the Sultan had found a useful ally: Shamil, a Dagestan chieftain who had become something of a legend amongst his own people. Because of Shamil's activities, Bebutov was unable to follow up his victory and was forced to withdraw on his base at Aleksandropol.

### The issue of battle

A decision in the campaign of 1854 was to be found neither on the flanks nor in the rear but on the main front between Kars and Aleksandropol, where the bulk of the forces of the respective combatants were concentrated. Bebutov had just over 20,000 troops available to him (13,000 infantry, 3,000 regular cavalry and some 4,000 mounted irregulars) together with 68 guns. His eight grenadier battalions and the dragoon brigade were among the best troops in the Russian army, far superior to any which the Turks could bring against them. However, the army of Zarif Pasha, including the 6,000 strong garrison at Kars, was almost three times as large as the Russians. The Turkish commander could put into the field some 35,000 infantry, 3,000 regular cavalry and 14,000



Map 1: Durudere and the Russo-Turkish border, 1843

irregulars, plus 80 guns. A number of European officers were attached to Zarif's staff.

At the beginning of May the Turkish army was concentrated around Kars with advance guards at Haviveli on the 'Kuru-dere' (Dry Valley). Bebutov, preoccupied by questions of supply, did not move out of Aleksandropol until the middle of June. The Russians then established their camp to the south of the Kars river between Poldervan and the village of Kurudere. A month later, the Turks had moved forward to Haviveli. The two armies remained in observation for almost three weeks without any action except for some skirmishing between cavalry patrols. Both commanders felt doubts about the outcome of a pitched battle and seemed content to await the approach of autumn in order to retire on their respective bases. But neither Tiflis nor Constantinople was satisfied with this continued inactivity, and finally Zarif's foreign officers persuaded him to try the issue of battle.

On the night of the 3rd to 4th August, Russian patrols reported the movement of Turkish baggage trains in the direction of Kars. Interpreting this as the beginning of a Turkish withdrawal, and wishing to put an end to the criticism levelled against him, Bebutov decided to pursue. At dawn on the 5th the Russians began a general advance; they soon encountered the Turks, also on the march.

The Anglo-Hungarian soldier of fortune, Guyon, who had prepared the plan of battle at Bashgedikler the previous year, was again responsible for overall planning for the Turkish forces and once more attempted to make use of their numerical superiority to crush the Russian flanks. He proposed first to take the isolated Russian observation post on the Karavay hill with a surprise attack by Bashibouzkous. Four battalions of rifles would then hold the position supported by the advance of 16 Syrian battalions, two regular cavalry regiments and 32 guns under the command of Kerim Pasha. It was intended that Kerim should attract the attention of the main Russian force while Colonel Kmety, moving to the left with 16 Anatolian battalions, two more regular cavalry regiments and 18 guns, was to attack the Russian right across the low ground between the Karavay and the two villages. At the same time, the Kurdish irregular cavalry was to outflank the Russian right in the neighbourhood of Poldervan. Zarif himself held 12 battalions and 30 guns in reserve.

The weakness of Guyon's plan was that the Turkish forces were divided into three widely-separated groups. Before Kmety could come into action, Kerim would have to sustain the whole weight of



the Russian resistance, while the Russian superiority in the quality of their cavalry and horse artillery might allow time for Bebutov to engage each attacking force in turn.

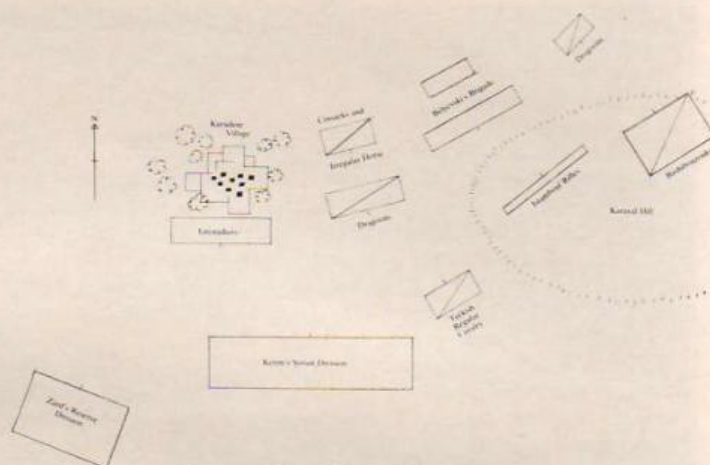
The Russian commander was by now aware that a major battle was imminent and hastily began to deploy his troops. However, for some obscure reasons, he assumed, wrongly, that the Karayal hill had already been reinforced. The Bashibouzkouks therefore were able to seize it without difficulty and the Turkish riflemen were able to entrench themselves on it in such a way that they could enfilade the Russian line. Belyevski's brigade together with a battery of guns was ordered to counter-attack; four squadrons of the Novorossiysk Dragoons were also sent to engage the Kurds on the extreme left.

To the right of Belyevski was a body of cavalry consisting of the Tver Dragoons, six squadrons of the Nizhegorodski Dragoons, Cossacks and Muslim irregular horse, and a mounted battery. Further on, covering the main artillery park of five batteries, the Grenadier Brigade was deploying in front of Kurudere. Bebutov was under the impression that the grenadiers were facing the Turkish centre whereas in reality they had before them only the left wing of Kerim's division. Kmety was already beginning his movement against the Russian right flank which at that moment was only protected by the remaining squadrons of the Novorossiysk Dragoons plus some Cossacks and other irregulars and a horse battery. The only reserve available to the Russians was two battalions of infantry, the rest of the irregular cavalry and one more battery.

Fierce fighting soon developed around Karayal hill. The attack of the rifle battalions forced Belyevski to swing his left flank back while, at the same time, Kerim's Syrians, supported by two batteries, assaulted his exposed right. Because of this, the Russian was obliged to abandon his task of retaking the hill in order to maintain his own position. A well-timed charge by the Tver Dragoons broke the impetus of the attack and overran the batteries, although the Turks were able to recover eight of their guns. Kerim brought up reinforcements. The rifles began to advance down from the Karayal to envelope Belyevski's left and a Turkish cavalry regiment boldly charged a Russian battalion in square. Russian dragoons and Cossacks, backed up by artillery, renewed the attack on Kerim's infantry, but the Syrians fought on stubbornly, at one point capturing four Russian guns. Despite heavy losses, the charges of the Nizhegorodski Dragoons gave the Russian infantry time to recover. The Turks on the other hand now began to retire to the south, the rifle battalions also withdrawing from the Karayal, pursued by the Novorossiysk Dragoons. As the regulars broke, the Bashibouzkouks and Kurds dispersed. It was still only 8am, but the fighting on their left flank had definitely turned in the Russians' favour.

As soon as the position on the left seemed sufficiently stable, Bebutov undertook an attack on the right which he intended should be decisive. In front of Kurudere the grenadiers had deployed in two lines supported by the fire of five batteries. To prop up Kerim's wavering division, Zarif threw in the whole of his infantry and artillery reserve. The Russian batteries soon began to knock out the Turkish guns while the grenadiers advanced in dense columns. The Turks put up a dogged resistance, decimating a battalion of Georgian Grenadiers during one counter-attack. Then, suddenly, the Turkish battalions recoiled and ran. Gunners began to limber up and pull out also, covered by the remaining cavalry.

Meanwhile, the Turkish left under Kmety was continuing its now useless flanking movement. To counter the swarms of irregular cavalry which appeared around Poldervan, Bebutov ordered forward the Cossacks and Muslim horse from his reserve. This proved sufficient to hold the Turks in check until shortly after 8am when Kmety's Anatolian Division came up. The Russian commander sent in what remained of the reserve (two battalions and one battery). Heavy fighting ensued, the Russian cavalry easily routing the Bashibouzkouks and Kurds, then going on to break Kmety's regular cavalry brigade, capturing a horse battery in the process. The Anatolians attacked in waves but were held by the two Russian battalions while their dragoons threatened the flanks. At about 10am Bebutov was able to transfer a further two battalions and a battery from his left. Kmety, now informed of the defeat of the Turkish right and centre, began to fall back. The Russians, too exhausted to pursue, watched them go, unmolested.



Map 2: The action at Kurudere

The bulk of the Turkish Army retired on Kars in good order. In the absence of any effective pursuit, they were able to save most of their artillery. However, their losses had been considerable: over 8,000 killed and wounded, over 2,000 prisoners and 16 guns lost. About 10,000 irregulars deserted to their villages. Russian losses too were fairly high: around 3,000 in all, nearly 15% of the troops engaged. With his modest forces thus reduced, Bebutov was not prepared to undertake an operation against Kars. Instead, he retired across the frontier to Aleksandropol.

Guyon's plan of battle was a logical one, but had failed to take into account the lack of training of the majority of the Turkish troops. Compared to this, Bebutov, in spite of neglecting to occupy the Karayal in strength, demonstrated his experience, his capacity for observation and his grasp of fast-moving events on the battlefield. The Russian commander moved his forces to the right place at the right time and had taken full advantage of the 'interior lines' that his position allowed. The battle was made up of three separate consecutive actions in each of which the Turks were defeated. The Turkish infantry, in particular the Syrians, fought with great courage; the fire of the new rifle battalions was excellent; the new regular cavalry regiments attacked boldly; and the artillery was served competently, if with a lack of mobility. It was clear to the Russians that the reorganised Turkish Army was soon likely to prove a redoubtable enemy.

#### Orders of Battle

The respective forces of the two sides engaged at Kurudere can be summarised as follows:

##### Russian:

Gruzhinski Grenadiers  
Erevanski Grenadiers  
Belevski Infantry Rgt ) Belyevski's Brigade  
Tulski Infantry Rgt )  
Ryazhski Infantry Rgt (2 bns only)  
Novorossiyski Dragoons  
Nizhegorodski Dragoons  
Tverski Dragoons  
2 Cossack Rgts  
2 Rgts Muslim Irregular Horse  
6 Field Batteries  
2½ Mountain (Horse) Batteries

##### Turkish:

**Right flank: (Kerim Pasha)**  
4,000 (approx) Bashibouzkouks  
4 bns Istanbul Rifles  
16 Syrian Bns  
2 Regular Cavalry Rgts  
32 Guns

##### Left flank: (Col. Kmety)

10,000 (approx) Kurdish Irregular Horse  
16 Anatolian Bns  
2 Regular Cavalry Rgts  
18 Guns

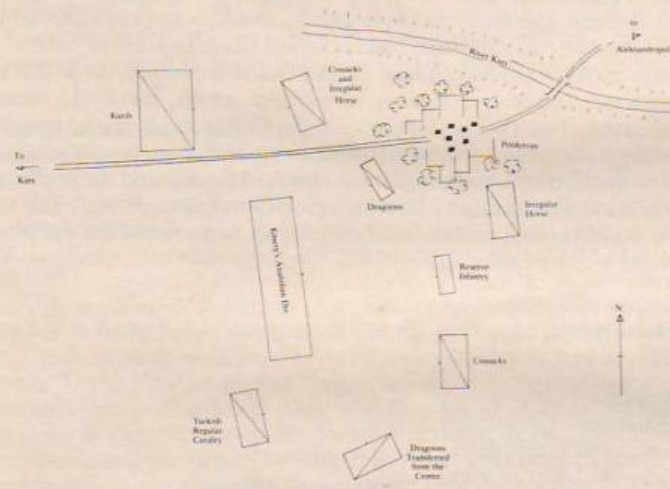


**Reserve: (Zarif Pasha)**

12 Infantry Bns  
30 Guns

Russian line infantry and grenadier regiments had four battalions of approximately 800 men each. Dragoon regiments had ten squadrons of, in theory, around 150 sabres; in practice, on campaign, all regular Russian cavalry were grossly understrength: here, the dragoons averaged about 120 per squadron. Since the Cossacks and other local irregular horse totalled around 4,000, it will be convenient to assume 1,000 sabres for each regiment. In this action, artillery batteries each had eight guns.

Information concerning the Turkish Army at the time of the Crimean War is by no means easy to find. The state archive in the Topkapi Museum apparently has *bales* of documents which have never been catalogued, mainly because they were written in Arabic script which is no longer used in Turkey. Since the disastrous campaigns against the Russians and Egyptians in the 1820s and 30s, the Imperial Ottoman Army had been (reluctantly) undergoing a transformation from an Asiatic army of the 18th century to one approaching a European army of the post-Napoleonic period. By the early 1850s, regular infantry battalions numbered on average 600 men, with four battalions forming a regiment. Although higher formations such as the brigade existed on paper, in reality battalions tended to be grouped together in ad-hoc divisions. Thus, at Kurudere, Zarif's forces were split into three divisions of four, four and three regiments respectively, plus the four battalions/one regiment of rifles. Regular cavalry regiments had either four or six squadrons, depending on whether they were lancers or light horse, each approximately 120 strong. Because in this particular engagement the Turkish regular cavalry numbered some 3,000, it is probably safe to assume that the four regiments were light horse. Turkish artillery batteries each had six guns, either six or nine pounders.



Map 3: The action at Poldervan

**Wargaming**

The inclusion of the battle of Kurudere in a series on Crimean 'small' actions is perhaps stretching a point somewhat. However, the battle can in fact be broken down into several parts, each of which is capable of being reproduced as a wargame in its own right. For the moment, though, we will concentrate upon the main action between the bulk of the Russian forces and Kerim's men, supported towards the end by the Turkish reserve under Zarif Pasha.

The following game is structured for four players, two Russian and two Turkish, and at least one umpire to keep track of things.

A figure scale of 1:100 is probably the most convenient, giving Russian battalions of eight figures and Turkish battalions of six; all regular cavalry squadrons are represented by one figure. Artillery batteries can be represented by one model gun and either three (Turkish) or four (Russian) crew, each figure indicating two actual pieces.

Kerim and Zarif had been forced to retreat by about 9.30am. If we assume that dawn was about 5.30am, the game can be divided into 18 moves of fifteen minutes each. It will start with the Bashibouzouks overrunning the Russian outpost on the Karayal

**PIONEER MINIATURES****SALE OF THE CENTURY!  
(LATE 19th CENTURY THAT IS!)**

It is with great regret we have to announce that Pioneer Miniatures is to be sold. Negotiations are already underway and we expect the new owner to take over in October.

Until the end of September we are offering all our current stocks (including the Crimean figures featured on page 15) at discounted prices, as follows:

Orders up to £20 - 15%

Over £20 to £30 - 20%

Over £30 - 25%

(But: Please calculate postage on full value of order before discount.)

We will be at WarCon One on the 20/21 August and at the Nationals at Nottingham on the 3/4 September.

Now is the ideal time to top up your armies (or buy a new one at never-to-be-repeated prices!).

For those of you who haven't got a current catalogue of our ranges please send a s.a.e. immediately, or see our ads in previous 'Wargames Illustrated'.

15 Mount Pleasant, Brierley Hill,  
West Midlands, DY5 2YY.

**FARMS & FORTRESSES**

Resin Buildings by Gedemco in 1/300, 15mm & 25mm scales.  
Hallmark 15mm Scenics. Colour Party Paints.

**15mm Vauban Fortifications:**

15/10 Bastion	£7.95
15/11 Curtain Wall	£3.20
15/12 Gate	£4.20
15/13 Large Ravelin	£4.20
15/16 Small Ravelin	£4.20

Postage and Packing 15%

For details send s.s.a.e. to:

**163 Reddish Road, South Reddish  
Stockport, Cheshire, SK5 7HP**

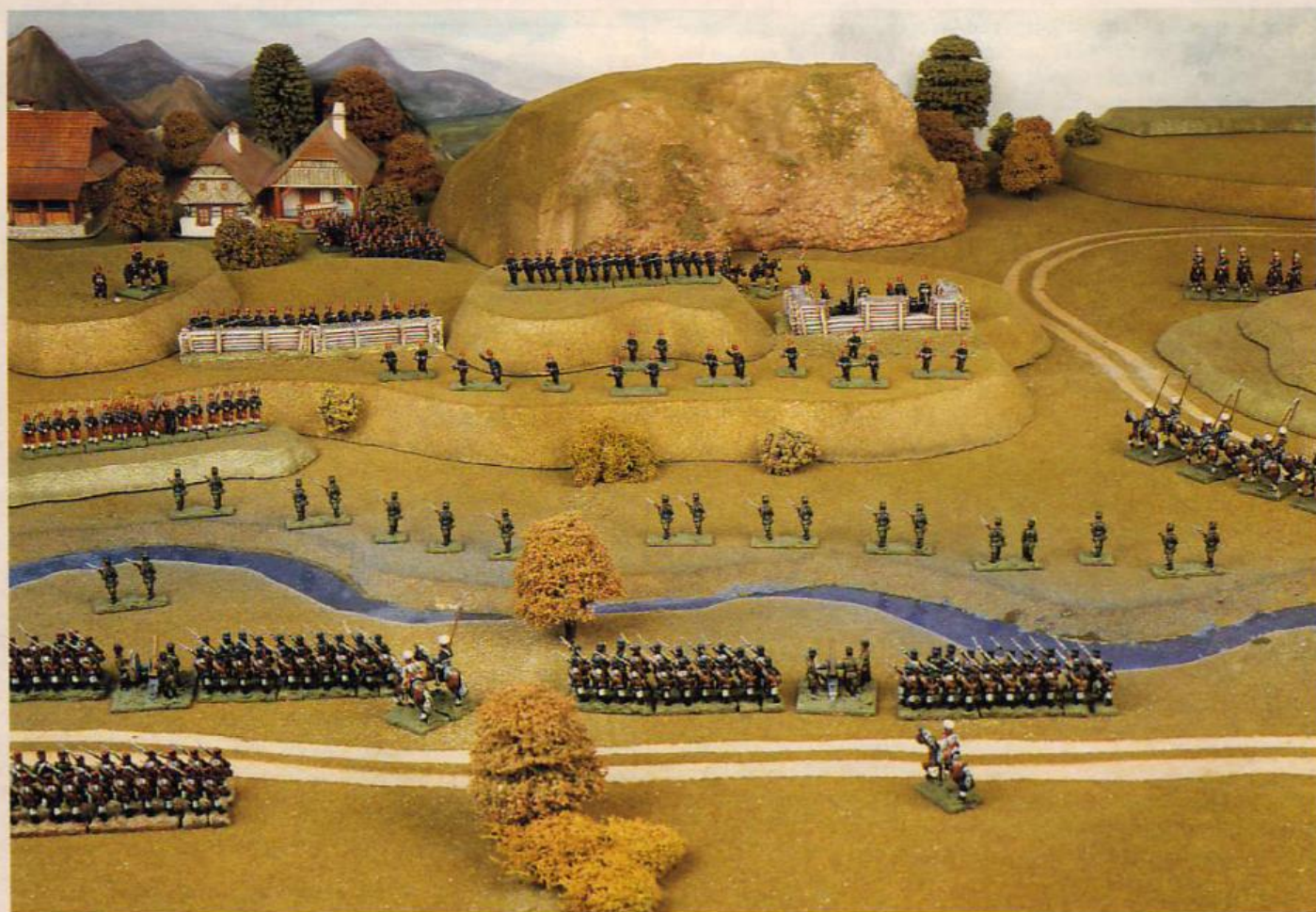
hill. In order to simulate this surprise move, Kerim may place his troops directly on the hilltop. At the same time, the Istanbul Rifles are placed at the foot of the hill; they will take up their position on Move 2. Bebutov will be warned of the Turkish attack by the sound of gunfire from the Karayal. On Move 2 he will throw an Average Dice to determine how long he will take to react and send orders to Belyevski: 2 = 1 move, 3/4 = 2 moves, 5 = 3 moves. Belyevski may begin his counter-attack as soon as the requisite number of moves have elapsed. Meanwhile, Kerim's Syrians will have been steadily advancing from their base-line.

Bebutov must remain with the Russian left (perhaps co-ordinating the cavalry) until this situation is stabilised. Just before 8am (Move 12; the Grenadier Brigade will have completed its deployment and may begin its attack on Kerim's left flank. Zarif will also have ordered his reserve forward by this time in order to reinforce the Syrian division. At 8.30am, Bebutov must withdraw the Tverski Dragoons, come what may, and transfer them to his right, now threatened by Kmety.





More Pioneer Miniatures 15mm Crimean War figures. A British artillery battery above, and Russians advancing on Turkish positions below. The stonecast revetted earthworks from Ahketon, the card buildings imported by Bob Black. Terrain from Total System Scenic.





Victory conditions are straightforward: the Russians will have won if they recapture the Karayal hill and force their opponents to retreat before Move 18. If the Turks can keep possession of the Karayal and withstand the Russian counter-attacks until that time, they will be able to claim a victory since it is assumed that this, together with Kmety's outflanking manoeuvre, will force Bebutov to retire.

An interesting alternative to the 'main action' described above would be to wargame the Turkish attack on the Russian right flank. The Russians, under the command of General Bagavout, would have to defend the village of Poldervan with some 1,600 Dragoons, 3,000 Cossacks and other irregular cavalry, two battalions of infantry and two batteries against Kmety's 16 battalions, three batteries and over 11,000 cavalry which outnumbered them by nearly four to one.

The action here would begin about 8am. Kmety must capture and hold Poldervan by 10am (Move 9, say) in order to claim a personal victory. He must, in any case, attempt to withdraw at 10.30 since by then he will have been informed of the defeat of Zarif and Kerim. An umpire is probably essential in this game in order to feed in Russian reinforcements at the appropriate time and to keep both players in the dark about events elsewhere on the field.

Terrain for both games will be fairly open although, as its name indicates, the 'Kuru-dere' was very likely an arid enough spot. Trees and vegetation will tend to be grouped around the villages with the remainder of the landscape dotted with patches of scrub. The river Kars near Poldervan probably flowed at the bottom of the gully, as do most water courses in the region.

The battle of Kurudere presents the wargamer with an unusual situation within the context of the Crimean War: high quality Russian troops pitted against a large number of Turks many of whom were themselves well-motivated if not particularly well-trained. To my mind, one of the more appealing aspects is the participation, albeit perfunctory, of the Bashibouzouks and the like. Suitable figures can be found in the Renaissance and Colonial ranges produced by many manufacturers; I use a variety of figures from Peter Laing's Turkish and Mameluk ranges, though virtually any irregular-looking horseman wearing a turban and pyjamas will do at a pinch.

The best way to cope with this wide range of troop types is, once again, to use some form of combat rating system. Draw one up for this engagement rather than use one applicable to the Crimea as a whole since neither Russians nor Turks can be said to have given an outstanding performance there. Commanders too should be rated, Bebutov especially, although his subordinates, Belyevski and Bagavout, were also capable men. The Turks can be considered as average, with Kerim having the edge over Zarif and Kmety given that he and his men took the brunt of the fighting for most of the time. All these ratings should be tied into morale and reaction tests and even into determining the results of fire-fights and mêlées.

All things considered, Kurudere was more like a Napoleonic battle than one of the mid-19th century: both sides manoeuvred and fought in columns, and were armed with smooth-bore guns and muskets.

#### Conclusion:

The victory of Kurudere had immediate repercussions in relieving Russian problems both in the mountains and along the Persian border. Shaml was impressed by the failure of his allies, and throughout the following winter and the campaigning season of 1855 maintained a policy of 'wait and see'. Negotiations between Russian and Persia, which had been dragging on for over a year, were rapidly concluded. A secret convention was signed under which the Persians confirmed their neutrality and the Russians waived a long-standing indemnity. In fact, the pendulum soon swung the other way: within nine months of the signature of the Treaty of Paris in February 1856 which brought the Crimean War to an end, Britain found herself at war with Persia.

#### Further reading:

Allen and Muratoff: *Caucasian Battlefields*, CUP 1953  
 French-Blake: *The Crimean War*, Sphere 1973  
 Palmer: *The Banner of Battle*, London 1987



## WARGAMES RESEARCH GROUP

**NEW!**

### Wargame Rules 1925-1950

by Phil Barker

For All Arms Land Warfare  
 From Platoon to Battalion Level  
 £3.50 + 10% P&P

Postage Overseas: Plus 15% Surface; 50% Air

For a full list of all our rules and books  
 send a s.a.e. or 2 IRCs to:

**Wargames Research Group,  
 The Keep, Le Marchant Barracks,  
 London Road, Devizes, Wiltshire, SN10 2ER  
 Tel: (0380) 4558**

VISA & ACCESS Accepted



## KEEP WARGAMING

Paul and Teresa Bailey  
 The Keep

Le Marchant Barracks, London Road,  
 Devizes, Wiltshire, SN10 2ER, UK  
 Tel (0380) 4558

with GAMES INNOVATION

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

3rd/4th Sep	The Nationals, Nottingham Portland Leisure Centre
17th/18th Sep	Armageddon Colours, Reading The Hexagon
1st Oct	Skirmish, Chippenham Bridge Centre
8th/9th Oct	World Championships, Derby Assembly Rooms
16th Oct	SELWG, Lewisham Leisure Centre

#### Figures

Miniature Figurines - All 15mm and most 25mm ranges, Ral Partha, GHQ  
 Heroics & Ros Figures & Roundway Miniatures - all figure ranges  
 Dixon Miniatures - All 15mm & 25mm ranges (not just Samurai!)  
 Navwar & Naismith - selected ranges.

#### Books & Rules

Wargames Research Group; Ral Publications; Empire Games Press;  
 MOD Games; Tabletop Games; Newbury Rules; Osprey Men at Arms,  
 Vanguard; plus selected titles from many other publishers.

#### Terrain & Model Buildings

Integral Terrain; K&M Trees; Ahketon (stonecast); Hovels (resin); Mainly  
 Military (resin); Hardcover Design (card). SLS Scenic Products

For full details of our mail order service send an s.a.e. to the above  
 address.

Shop open Tues-Sat (10.00am-6.00pm).

VISA and ACCESS Accepted

**When replying to adverts please mention Wargames Illustrated.**



# THE FARNHAM GREENCOATS:

## Re-fighting the Battles of an English Civil War Regiment Part One

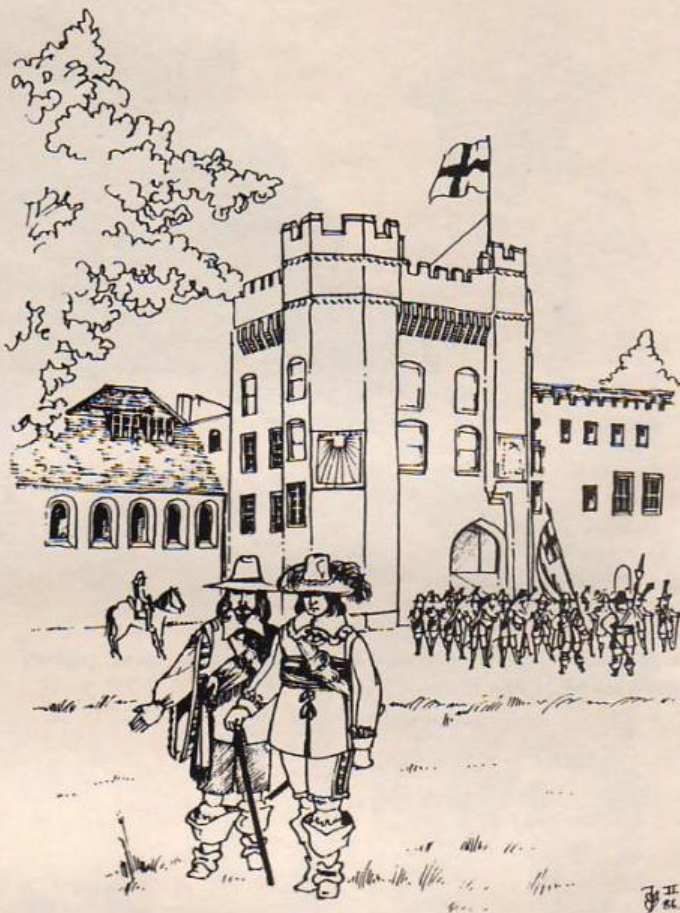
by John Tincey

For many people knowledge of the English Civil War is limited to the battles of Edgehill, Marston Moor and Naseby. The wargamer who does not want to fight imaginary battles may think that the period has little to offer apart from these few epic actions. In fact from the view point of the ordinary soldier battles of this kind were rare events. By examining the fighting career of a Civil War regiment I hope to provide a more balanced view of the war.

The regiment I have chosen is "Colonel Samuel Jones' Regiment of Foot" which formed the garrison of Farnham Castle in Surrey from July 1643 to November 1645. There are several good reasons for this choice: as the garrison regiment of Sir William Waller's supply base at Farnham castle, Jones' provided contingents of men to all of the armies that Waller commanded in the west and south of England after mid 1643. This gave Jones' a notable and varied battle record, but because it had a stable base to fall back on the regiment survived in good order despite the rigours of campaigning. Secondly we know a good deal about the history of the regiment, thanks both to the surviving documents of the period and to the efforts of the re-enactors who have reformed Jones' Regiment and researched its past. These articles will not attempt to tell the whole story of the war or even of the regiment, but will focus on four different types of combat which made up the war as experienced by ordinary soldiers. We shall examine a skirmish with the nearby Royalist garrison, see Jones' march out to victory at Cheriton and then to defeat at Cropredy Bridge. In part four we shall look at the long running struggle to capture Basing House as a typical small siege. Before we turn to these events we must discover more about the men of Jones' regiment and find out why they were at Farnham Castle in the first place.

The first major battle of the Civil war was fought at Edgehill in October of 1642. Contrary to the expectations of both sides the battle ended not in a devastating victory, but rather in a confused and muddled draw. Many who had taken up arms in expectation of a short and victorious campaign returned home. The King's forces proved inadequate to capture London and, as winter set in, the Parliament at Westminster and the Royal Court, newly established at Oxford, began to set about the business of raising troops for a long and desperate war. The main qualification for command on both sides was the ability to pay part of the cost of raising a regiment out of one's own pocket. On 5th February 1643 Samuel Jones, a wealthy London merchant was granted a commission to raise a regiment of Foot in the City and on 21st April Parliament granted £2189 to purchase arms for the soldiers. The intention was that Jones' Regiment should reinforce the main Parliamentarian Army led by the Earl of Essex which was guarding the Western approaches to London. However, Royalist gains in Hampshire led to a change of plan and in July the Regiment, with only five of its ten companies formed, was ordered to march into Surrey to complete its recruiting there. Farnham Castle was second in importance only to Windsor Castle in the defence of the approaches to London and it was decided that it should become the headquarters of Jones' greencoated regiment. Farnham town was an important market for foodstuffs and other goods destined for the capital while its strategic position blocked any enemy advance from the West Country and commanded the vital road to the naval base at Portsmouth. Also in need of protection were the gunpowder mills in the nearby Tillingbourne valley, as their output was vital to the supply of the Parliament armies. During 1643 Jones' rarely mustered more than 600 men so the regiment must have been sorely stretched to maintain the necessary garrison, mount patrols to protect roads and mills and at the same time send troops to support Waller's army in the field.

Samuel Jones' Regiment consisted of ten companies and followed the standard practice of having more men in the



Samuel Jones' regiment at Farnham Castle, (drawing by Les Prince, courtesy of Partizan Press).

companies commanded by the field officers. Therefore Colonel Jones' own company had a nominal strength of 200, Lt Colonel Baines' company 160 men and Major Nathaniel King's company 140 men. The remaining companies were each commanded by a captain and in theory consisted of 100 men. As can be seen from the accompanying muster lists the actual strengths of the various companies often widely varied from the nominal figure and from each other. However by comparison with many Civil War regiments Jones' remained a strong unit throughout its service. The Regiment was dressed in coats made of green cloth supplied by the Surrey committee and it is possible that this was the Kersie cloth made locally around Farnham. The Regiment carried one flag for each of its ten companies and contemporary sources tell us that they were white. The device used to differentiate the captain's colours is not known, but as a fixed system for the design of foot ensigns was in use during the Civil War we can say that Colonel Jones' company would have carried a plain white flag and Lt Colonel Baines' company a white flag with a St George's Cross in the first canton a third of the size of the hoist and a third of the length, (the flags were approximately six feet six inches square).

It is unlikely that Samuel Jones took a large role in the running of his regiment, for as Military Governor of Farnham he was also responsible for tax gathering and overseeing the town's trade and wellbeing. In practice the running of the regiment was in the hands of the Lieutenant Colonel, Jeremy Baines. We know more about Baines than any other officer in the garrison because his pocket books is preserved in the British Library. It proves him to have been a religious and well educated man, who took a serious interest in





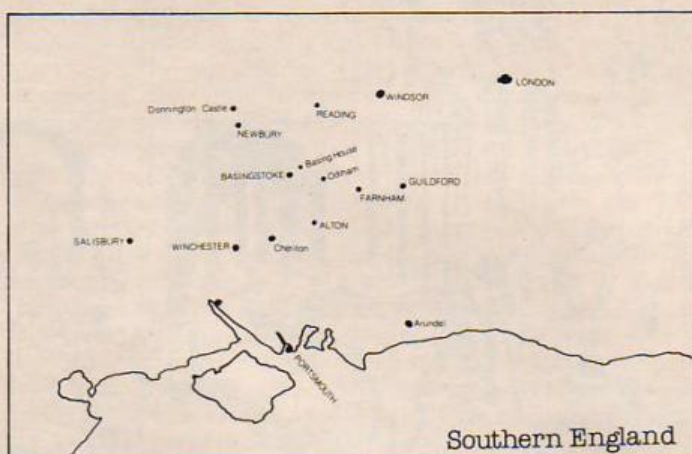
A pikeman of Jones' regiment in the 'charge for horse' posture, (drawing by Shaun Hart).

A musketeer of Jones' regiment 'gives fire', (drawing by Shaun Hart).





Two well equipped horsemen who could be from either army, (drawing by Shaun Hart).



military matters as well as in mathematics and geometry. Before the war Baines had been a brewer living in Horsletown near Southwark on the south bank of the Thames. His first command was as a Captain in a London regiment of Dragoons and he was promoted to Major in November 1642. By the time he became second in command of Jones' Regiment he would have been regarded as something of a veteran amongst the amateur soldiers of the Civil War. Given his interest in military matters and the fact

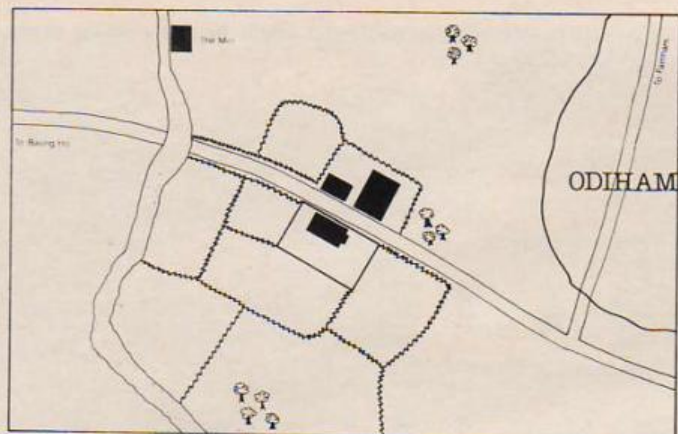
that he was later appointed to the post of Quartermaster – General to Waller's army, it seems likely that the regiment would have been well drilled and equipped.

#### The action at Warnborough Mill

As Farnham Castle guarded the counties loyal to Parliament, so Basing House was a bastion for the areas occupied by the Royalists. The garrisons of both fortresses sought to control the tax assessment from as many of the surrounding towns and villages as possible and this inevitably led to conflict. One such skirmish occurred during the period when Lt Colonel Baines had taken four companies of Jones' Regiment to reinforce Waller's army for the ill-fated Midlands campaign. The Royalist Colonel Rawdon, serving as Governor of Basing House, in command of his own regiment and that of the Marquis of Winchester, took note of the detachment of a large part of the Farnham Greencoats and decided to try to capture a small outpost which Colonel Jones had set up in the village of Odiham. A contemporary Parliamentarian pamphlet records Rawdon's orders to his men as being:

1. That Forces should be drawn out, and set forth to fall upon Colonel Norton, and Colonel Jones their quarters at Odiham.
2. That they should give no quarter, but put all to the sword.
3. That two men should go along with them, one with a dark Lanthorne, and the other with Torches to fire the Towne of Odiham.
6. That they should have all the plunder of the Town for the same.





suggested wargames terrain for the fight at Warnborough Mill

5. *That they should have each man five shillings before the march.*" (The numbering of the paragraphs is as printed in the original pamphlet!)

At eleven o'clock on the night of Saturday 1st June 1644 (old style) Rawdon drew out most of the garrison of Basing House and began his silent march to surprise the outpost at Odiham. His men were spurred on by the news that a Troop of Horse commanded by Colonel Norton, which was also at Odiham, had just been paid and would have shillings in their pockets ready to be plundered.

One mile north west of Odiham the river Whitewater is fordable near the village of North Warnborough. The ford is only four miles from Basing House but seven from Farnham Castle and Rawdon planned that his raid would overwhelm the outpost before help could reach it. The raiders reached the mill and ford at Warnborough at about two o'clock the following morning, but the noise of their splashing and cursing as they crossed the stream alerted a trooper of Norton's Horse. He hailed them requesting the watch word which, for that night, was "God with us". Hearing instead the Royalist's cry of "Honour" the trooper galloped back to Odiham and raised the main guard. The guard hurried back to the mill and caught the Royalist Horse confined in a lane. Fighting against great odds Norton's troopers were forced to retire, but they were able to win enough time for the men of Jones' regiment to line the hedges that enclosed the land around the ford. Rawdon's men stumbled forward not knowing which grey mass looming in the darkness might turn out to be a harmless hedge or a body of enemy Horsemen ready to cut them down. Only the glowing matches, which the musketeers used to fire their muskets, gave away their positions and with Jones' men hidden amongst the hedgerows the warning often came too late.

Colonel Norton had used the time that his guards had earned for him to assemble the rest of his Horsemen and to lead them into the open fields outside the town. Finding his enemy in confusion as they cautiously advanced, Norton ordered his men to charge. Rawdon's men had on previous encounters noted that Norton's troopers were well equipped, and had been looking forward to gaining their fine buff coats as plunder. Now they had reason to wish that Norton's men were less well armed as they were hurled back into the Whitewater. With the river at their backs many Royalists had no option but to surrender. Six officers, three Gentlemen at Arms, three Sergeants, three drummers and seventy five common soldiers were captured as well as weapons for 100 Foot soldiers. It seems that the captured cavalry horses and equipment were kept by those who took them as they were not accounted for. It is clear from the numbers of prisoners that the action had been hotly contested yet the Royalists lost only four dead and the Parliamentarians only one dead. Many were reported wounded on the Royalist side but only seven or eight of the victors were hurt. Considering the large detachment of Jones' men at Odiham that night, the Royalists may have been correct in their later claims that their plans had been betrayed.

#### The Wargame

The scene of the battle at Warnborough Mill has changed a great deal over the last three centuries. The M3 crosses the high ground to the north of the site and both Odiham and North Warnborough

have expanded in recent years, although they both retain something of their original characters. Perhaps the most noticeable change was one of the earliest, for the construction of the Basingstoke Canal and the resulting diversion of the A32 over new bridges has re-shaped the landscape. However one can still visit the ford over the Whitewater tucked away down a 'pedestrians only' lane. The map shows a possible layout for the wargames table based on the contemporary accounts, the Ordnance Survey map and a visit to the scene.

As a wargame the Warnborough action has several unusual features which will need special rules to reproduce. The numbers involved are as follows:

**ROYALISTS** (based on BM Harleian MSS 986, Richard Symonds Diary giving the Basing garrison for November 1644).

#### The Marquis of Winchester's Regiment of Foot.

Colonel's Company (John Paulet, Marquis of Winchester)

Lt Colonel's Company (Sir Robert Peake)

Major's Company (John Cuffaud)

1st Captain's Company (Peregrine Tasbury)

2nd Captain's Company (William Payne)

In all some 200 men.

#### Sir Marmaduke Rawdon's Regiment of Foot.

Colonel's Company

Lt Colonel's Company (Thomas Johnson)

Major's Company (William Rowsewell)

1st Captain's Company (Isaac Rowlett)

2nd Captain's Company (Robert Amery)

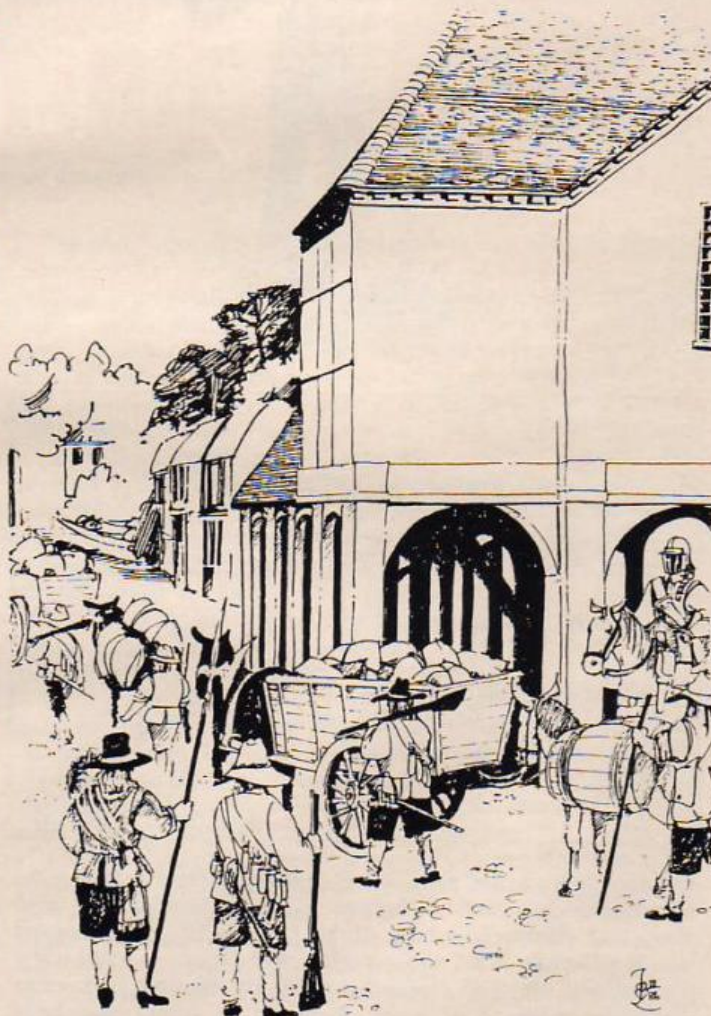
In all some 200 men.

#### The Marquis of Winchester's Regiment of Horse.

Colonel's Troop (Lieutenant Francis Cuffaud)

Lt Colonel's Troop (Sir Robert Peake)

In all some 100 men.



Jones' horse and foot escorting supplies into Farnham town, (drawing by Les Prince, courtesy of Partizan Press)



## PARLIAMENTARIANS

### Colonel Samuel Jones' Regiment of Foot.

A detached force of some 200, possibly, Colonel Jones' own Company (140 men), commanded by Jones in person, Captain Lieutenant Poole and Ensign Shephard. Captain Joyner's Company (90 men). Lieutenant William Thornehill and Ensign Anthony Shorlyfe.

### Colonel Richard Norton's Regiment of Horse.

Colonel's Troop, some 60 men.

A regiment of Foot was in theory composed of one third pikemen and two thirds musketeers, although Royalist regiments may have had a higher proportion of pikemen due to their difficulty in finding firearms. Norton's Horse were well armed and I suggest they be equipped with buff coats, armour back and breast plates, sword, two pistols and a carbine. Winchester's troopers should be un-armoured and have only one pistol each. The cavalry troops can fight as individual units, but at this time a Company of Foot was an administrative rather than a combat formation. However this does not mean that each regiment must remain as a single unit as, particularly in small actions, a commander would divide up his regiments into a number of "divisions" containing both pike and musket and possibly also separate groups of "commanded" musketeers. Therefore before the start of the action both players should divide their forces into such groups and appoint an officer to command them.

A major factor in the course of the action is that it took place in the dark! This will be a great advantage to units which are not moving and can thus hide behind walls and hedges and keep their tell-tale burning match out of sight.

### Players' objectives

Colonel Rawdon's objective is to capture the town of Odiham and hold it for two game moves while his men set fire to the town. He must then get his force back over the ford with not more than 50% casualties as he must still provide a garrison for Basing House on his return.

Colonel Jones' objective is to defend Odiham or to destroy at least 50% of the raiding force. Jones may call on another 200 Greencoats and his own Troop of 30 Horse from Farnham, these should not arrive sooner than two hours after the action begins and players should arrange a random dice throw for their arrival depending on the rules and scales used.

As the Royalists will begin the battle on the march and the Parliamentarians in their guard positions, Jones' and Norton's units should not be placed on the table, but a marker laid out for each unit. Two false markers can be used for every real unit. A marker is revealed when the unit it represents moves (Civil War armour and musketeer equipment made a lot of noise when a unit moved) or when an enemy unit observes it. Maximum visibility is equal to maximum musket range. To observe a marker at long musket range throw a 5 or 6 on a normal dice, 4, 5 or 6 at medium range of 3, 4, 5 or 6 at short range. Deduct one from the dice throw if the marker is behind cover. The reduced visibility should also be borne in mind when charges are declared and for morale. Friendly units will only count as support if they are visible, but invisible unfriendly markers should be counted to reproduce the tension of not knowing what is out there in the darkness.

In playing this game we have found that Rawdon had a hard fight to reach Odiham, but that Colonel Jones' relief column arrived too late to save the town. Our wargames are fought with the excellent **Front Rank** 25mm figures and using **Partizan Press Forlorn Hope** rules which are the first set of rules that I have come across which give a satisfactory period feel to an ECW wargame. No longer does one find the musketeers of a regiment routing while the pikemen head off in the opposite direction following up a routed enemy. Buy them and see!

## RE-ENACTING THE CIVIL WAR IN 1988

The modern day members of Samuel Jones' not only study the history of the regiment, but also seek to re-create its appearance, drill and life-style. Using historically accurate replicas of matchlock muskets and pikeman's armour, Jones' are the only ECW

## Elite Miniatures

High quality 25mm wargames figures 26 Bowlease Gardens

Bessacarr Doncaster

S. Yorkshire

DN4 6AP

LATEST RELEASES: Napoleonic Cavalry

French Army

PC12. Hussar These figures have been designed

PC13. Hussar officer in charging poses and are wearing

PC14. Hussar trumpeter their pelisse.

H9. Horse galloping

F26. Pack of three eagles - now available

Prussian Army 1800-1807

PC12. Towarczy lancer These figures have been

PC13. Towarczy officer designed in a stationary

PC14. Towarczy trumpeter pose.

H7. Medium horse standing (includes wire lance)

Unit sets at a discount price (figure scale 1:20)

SET P07. Hussar regiment 24 figures.....£17.20

(4 squadrons of 6 figures each)

SET P09. Towarczy lancer battalion.....£21.60

(5 squadrons of 6 figures each)

PRICES:

Infantry...35p

Cavalry...35p

Horses...45p

POSTAGE & PACKING:

U.K. & BFPO:

10% min. £0.50

Orders over £15

post free

OVERSEAS:

Surface 30% min. £1

Airmail 60% min. £2

re-enactment unit to practise contemporary weapon drills in their entirety. Training methods in these complicated, but practical, drill motions are taken from an original drill book surviving from the Civil War and owned by one of the regiment's veteran musketeers. It is not easy to learn to use these weapons exactly as a Parliamentarian or Royalist soldier would have done, but if you would like to experience the Civil War first hand, then please send for a free illustrated booklet to: Samuel Jones', 3 The Orchard, Off North Drive, Hounslow, Middx. TW3 1PS.

### Sources

*A Great Victory obtained by Colonel Norton and his horse, and Colonel Jones and his foote, against Colonel Rayden, from Basing house, neere Walnesborough Mill . . .* British Library TT E50 (13).

*The Farnham Greencoats* by Laurence Spring and Derek Hall. *Forlorn Hope, Wargames for the ECW* by Peter Berry and Ben Wilkins.

(Both the above are obtainable from Partizan Press, 26 Cliffsea Grove, Leigh-on-Sea, Essex.)

*Farnham during the Civil Wars and Interregnum 1642-1660* by D. Hall and F. Grettton.

*Love Loyalty, The Close and Perilous Siege of Basing House 1643-1645* by Wilf Emberton.

### Appendix to the Farnham Greencoats (Part One).

Selected muster returns of the rank and file strengths of the companies of Colonel Samuel Jones' Regiment of Foot. (From SP 28/135, see *The Farnham Greencoats* listed in sources.)

COMPANY	12 Sept 1643	27 Oct 1643	27 Nov 1643
Colonel Jones	155	134	138
Lt Col Baines	106	110	119
Major Forbes	?	100	-
Capt. King	97	75	75
Capt. Hanson	60	40	69
Capt. Claridge	75	75	77
Capt. Joyner	-	52	59
Capt. Bancks	-	50	50
Capt. Brewer	-	-	?
	493	636	587

COMPANY	1 March 1644	27 June 1644	20 Jan 1645
Colonel Jones	145	148	109
Lt Col Baines	120	120	104
Major King	118	119	120
Capt. Hanson	69	71	41
Capt. Claridge	?	96	69
Capt. Joyner	115	90	65
Capt. Bancks	64	64	69
Capt. Brewer	62	79	79
	767	787	656





# SPANISH CIVIL WAR WARGAMES RULES

by  
*Bob  
Cordery*

## Introduction

When, on 18th July 1936, some of the leading Generals of the Spanish Army led their troops into a revolt against the Republican Government they expected that after some initial opposition they would be the new rulers of Spain within a matter of days. The supporters of the Government proved, however, to be much stronger than expected and as a result Spain had to experience three years of bloody Civil War.

It was a war of contradictions and political in-fighting. Both sides experienced problems in retaining the support of groups or political parties who were often at variance with one another.

The Republic had the support of the Socialists, the Communists, the Anarchists, the Trade Union movement, the Catalan Nationalists, the Basque Nationalists (who supported the Government despite the fact that the Government was anti-Clerical and the Basques were fervent Catholics), most of the Navy's Seamen (but not the Officers), a large part of the Air Force, part of the Peninsular Army, some sections of the Civil Guard (the national police force), and a majority of the Assault Guards (the national riot police). They had some material help from the French Socialist Government in the early stages of the war and considerable help, in the form of weapons and advisors, from the Russian Government. This was particularly true once the Left-wing nature of the Republic was established and a large part of the Spanish Gold Reserves were safely housed in Moscow!

The Nationalist forces had the support of the Army of Africa (which contained the most battle-hardened units in the Spanish Army), the remainder of the Peninsular Army and the Civil and Assault Guards, the Falange (a Right-wing National-Syndicalist Party), the Monarchists (who supported a return to a Bourbon Monarchy), the Carlists (who supported a different claimant to the throne), and (with the exception of the Basque Region) the Catholic Church. They also received help from Hitler's Germany and Mussolini's Italy; both countries sent weapons and troops to support the Generals' cause.

The Spanish Civil War was a war of ideals fought by soldiers who thought that God or History was on their side. It foreshadowed many aspects of the Second World War whilst at the same time harking back to an earlier age; in many ways it was a war of Medieval ferocity fought with Twentieth Century technology.

These rules are aimed at providing a fast and interesting game which reconstructs the sort of fighting that took place during the Spanish Civil War. The Players are faced with the problems encountered by a Brigade Commander; these include dealing with units which may not obey you because of political differences! The rules are intended to be used with 1:300 scale models mounted on bases which represent platoon sized units.

## Pre-Game Organisation

### 1. Set up the Terrain and the Scenario

#### 1.1 Terrain

Spain is a very varied country in terms of its climate and terrain. It can vary from hot tree-less plains to almost Alpine conditions; it has grasslands, vineyards, mines, industrial areas, forests, mountains and rolling hills; it has areas where a single farmhouse may be the only building for miles, and large towns and cities. It follows, therefore, that a vast range of terrain can be set up and that whatever is chosen will provide a challenging game.

#### 1.2 Scenario

The operations by both sides during the early stages of the war were dominated by the desire to gain or hold ground. This manifested itself in the need by the Generals to capture Madrid and the other major cities whilst the Republic sought to retain them. Encounter battles between somewhat hastily organised forces seem to have predominated as well as operations by the Nationalists to relieve their besieged supporters in such places as the Alcazar in Toledo. Later, as both sides settled down to fight a sustained war the traditional attack/defend/counter-attack battle became the order of the day.

### 2. Organise and set out both sides forces.

### 3. Using the Troop Type and Combat Value Tables allocate Experience and Combat Values to each unit. Throw a D10 and read off the result.

## Troop Type Table

Troop Type	Elite	Veteran	Tested	Green
Foreign Legion (N)				
Regulares (N)	4-9	2,3	1	0
International Brigades (R)				
Carlist Militia (N)				
Falange Militia (N)				
Basque Militia (R)	6-9	4,5	2,3	0,1
Communist Militia (R)				
Regular Army Infantry (N/R)				
Para-Military Police (N/R)				
Socialist Militia (R)				
Anarchist Militia (R)	9	6-8	3-5	0-2
Other Infantry (N/R)				
All Artillery	6-9	4,5	2,3	0,1
All Cavalry				
All Armoured Units	5-9	2-4	1	0



Combat Value Table

Troop Type	Elite	Veteran	Tested	Green
Infantry	6	5	4	3
Artillery	6	6	6	6
Cavalry	6	5	4	3
Armoured Units	7	6	6	5

## General Rules and Playing Equipment

- Nothing may be done contrary to what could or would be done in actual war.
- A D10 (marked 0-9) is used throughout these rules.
- The game is intended to be played with 1:300 scale models mounted on platoon bases; these are, in turn, organised into companies, battalion-sized units and Brigades. The base sizes for the platoons are –

Unit Type	Base Size	Fixed to Base
Infantry	25mm x 15mm	3 Figures
Machine Guns	15mm x 20mm	1 MG + 2 Figures
Artillery (including Anti-Tank Guns)	15mm x 20mm	1 Gun + 2 Figures
Armoured Vehicles	15mm x 25mm	1 Vehicle
Transport	15mm x 25mm	1 Vehicle

- A set of order chips is required to play the game. These are marked as follows –

Mark	Meaning	Mark	Meaning
F	FIRE	↑	MOVE
L	LIMBER	U	UNLIMBER
M	MOUNT	D	DISMOUNT
+	UNPIN		

- A set of numbered move chips is required by both sides to play the game. It is recommended that neither side has more numbered move chips than it has companies in its Brigade.

A Republican Militiaman

A Nationalist Foreign Legionnaire

- A set of Will-to-Combat Test Markers is required to play the game.

## The Game

Each move (or bound) in the game is organised into a series of Phases and Sub-phases.

## 1. Order Phase

Both sides place the order chips for their units face down in front of the units. No unit may be given more than 2 order chips per move; a unit may, however, be ordered to undertake the same operation twice during a move (e.g. a unit may be ordered to fire twice at the same target or to move twice). Units which are 'pinned' or become 'pinned' are not permitted to move unless they have been ordered to undertake an 'unpinning' and have been successful; likewise Republican units failing the Co-operation Test (see 2.2) may not move but will obey other orders given. Once the Order Phase is complete no order chips may be changed in any circumstances

## 2. Move Phase

Both sides place the numbered move chips by each unit to signify the order in which the units will turn over their order chips. Starting with the first unit on each side turn over the order chips and go through the following Sub-Phases –

## 2.1 Unpinning Sub-phase

Units which have been 'pinned' during the previous move or have remained 'pinned' from earlier moves may, if so ordered, try to 'unpin' themselves. In order to do so throw a D10 and read off the result from the Unpinning Table.

Unpinning Table

Unpinning value = Combat Value + Modifiers + D10		
Unpinning Value =	Result	Modifiers
8 +	Unit is unpinned	Unit is –
0-7	Unit remains pinned	In trenches –2
		In woods –1
		In town –1

## 2.2 Movement Sub-Phase

Units which have been ordered to move must, if they are Republicans, take a Co-operation Test before moving. To do so throw a D10 and read the result from the Republican Cooperation Table.

Republican Co-operation Table

Commander is – Troop Type	Communist	Socialist	Anarchist	Regular	Basque
Communist	A	B	D	A	B
Socialist	B	A	D	B	C
Anarchist	D	D	B	D	D
Regular	B	C	D	A	B
Basque	D	C	D	B	A
To move a unit's D10 should be more than –					
A-0	B-1	C-2	D-3		

Movement Table (all distances are in cms)

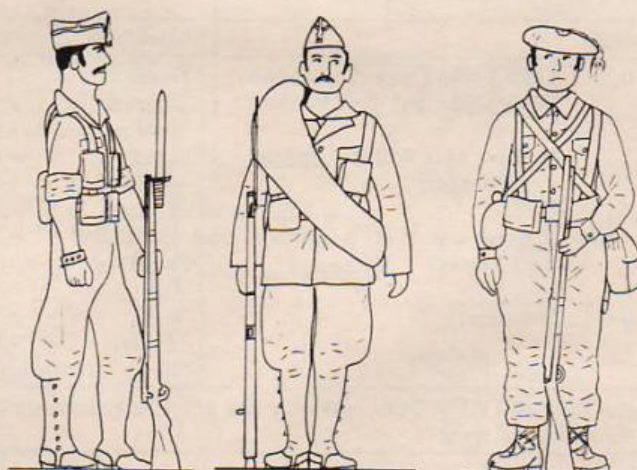
Full Move Unit	Cross Country		Road	
	'Under fire'	'Tactical'	'Under fire'	'Tactical'
Infantry	5	10	8	16
Artillery (limbered)	5	10	10	20
Artillery (unlimbered)	2	4	3	6
Cavalry	8	16	12	24
Tanks	15	20	25	30
Armoured Cars	10	18	30	40
Lorries	8	16	30	50

Elite Units add 4cms to their move; Veteran Units add 2cms to their move; Green Units deduct 2cms from their move

Artillery limbered to Lorries move at Lorry rate

Pinned Units may not move

Units 'Under fire' are those which have been fired upon during the last move or during this move





### 2.3 Fire Sub-phase

Units which have been ordered to fire must declare the target they are engaging. The range is then measured. To obtain the result of the units' fire consult the appropriate Fire Table.

#### Rifle and Machine Gun Fire Table (all distances are in cms)

Roll a D10 for every 6 stands firing at the target – M.G.s count as 2 stands

Weapon	Range	Results	Modifiers
Rifle	25	0,1 Lose 1 stand and receive two Will-to-Combat Test Markers	Target is – In trenches +2 In woods +1 In town +1 Armoured +3 Pinned –2 Enfiladed –2
M.G.	30	2,3 Receive two Will-to-Combat Test Markers	Firing Unit is – Pinned +2 Green +1
		4-8 Receive one Will-to-Combat Test Marker	Veteran –1 Elite –2
		9+ No effect	For every stand less than 6 firing at the target +1

Rifles and M.G.s may only fire at targets which are in a direct line of sight

#### Artillery Fire Table (all distances are in cms)

Roll a D10 for each Gun firing at the target

Results	Modifiers
0,1 Lose 1 stand and receive two Will-to-Combat Test Markers	Target is – In trenches +3 In woods +1 In town +1 Armoured +1 Pinned –2 Enfiladed –3
2,3 Receive two Will-to-Combat Test Markers	The Range is – 0-20 –3 21-120 –1 121-240 +1 241+ out of range
4-8 Receive one Will-to-Combat Test Marker	
9+ No effect	

Artillery may only fire at targets which are in a direct line of sight from a friendly unit

#### Anti-Tank/AFV Gun Fire Table (all distances are in cms)

Roll a D10 for each Gun firing at the target

Results	Modifiers
0,1 Lose 1 stand and receive two Will-to-Combat Test Markers	Target is – In trenches +3 In woods +1 In town +1 Armoured +1 Pinned –2 Enfiladed –3
2,3 Receive two Will-to-Combat Test Markers	The Range is – 0-5 –3 6-30 –1 31-60 +1 61+ out of range
4-8 Receive one Will-to-Combat Test Marker	
9+ No effect	

Anti-Tank and AFV Guns may only fire at targets which are in a direct line of sight

### 2.4 Close Combat Sub-phase

Units which have come into contact with an opposing unit or units are deemed to be in Close Combat. In order to resolve the Close Combat both sides throw a D10 and read the result from the Close Combat Table. The winner of the Close Combat is the unit or units which achieve the highest Close Combat Value.

#### Close Combat Table

Unit's Close Combat Value = (Combat Value + Modifiers + D10) x No. stands in contact		
Difference in Close Combat Values =	Stands Lost Winner/Loser	Modifiers
0-20	1/1	Unit is – In trenches +3 In woods +2 In town +1 Armoured +1 Pinned –2
21-40	1/2	
41-60	0/3	
61+	0/4	

Once all the units on both sides have, in sequence, turned over their order chips and completed the Unpinning, Movement, Fire and Close Combat Sub-phases play proceeds to the Will-to-Combat Test Phase.

### 3. Will-to-Combat Test Phase

Any unit which has received Will-to-Combat Test Markers during the previous Move Phase must now test to assess its reaction and/or the effects upon its Will-to-Combat. In order to do so throw a D10 and read the result from the Will-to-Combat Test Table.

#### Will-to-Combat Test Table

Will-to-Combat Value = No. Test Markers + Modifiers + D10		
Will-to-Combat Value	Result	Modifiers
0	Unit carries out an <b>immediate</b> advance and adds 2 to its Combat Value if it becomes involved in a Close Combat as a result of its advance	Unit is – Elite –2 Veteran –1 Green +1
1-3	No effect	
4-8	Unit is 'pinned'	
9-11	Unit retires ½ move <b>at once</b> and ends facing the enemy	
12+	Unit retires full move <b>at once</b> and ends facing away from the enemy	
Any unit unable to retire if so required <b>must</b> surrender		

Once all units subject to a Will-to-Combat Test have assessed their reaction and/or its effects upon their Will-to-Combat the move (or bound) is completed and the Order Phase for the next move (or bound) may commence.

**C 1987 Wargame Developments, 84 Eglinton Hill, London, SE18 3DY.**

The version of these rules you have just read first appeared in The Nugget, journal of Wargame Developments. The latest, fully revised edition in booklet format may be acquired from Bob Cordery at the above address for £1.75 (plus 25p p&p UK/Europe, 50p elsewhere) 50p of this will go toward WD funds. A worthy cause. I've already sent off for mine.

The colour pics at the head of this feature are from the Hotspur Miniatures 20mm. range.

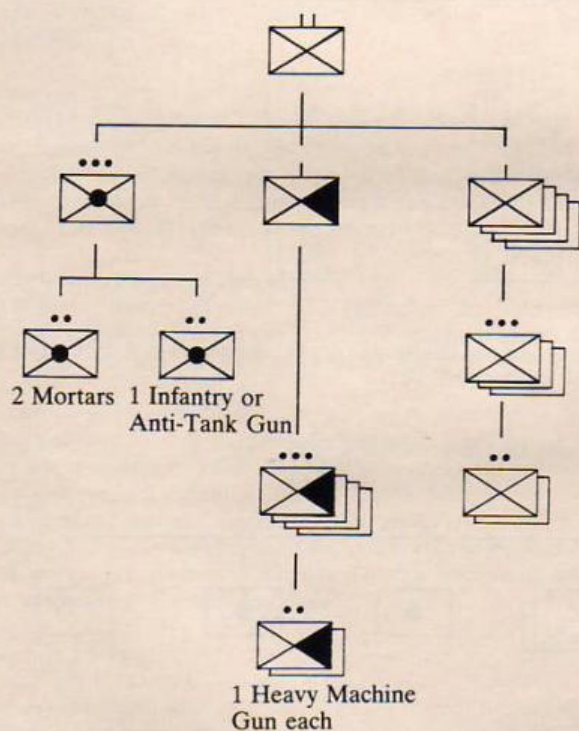


## Some typical Spanish Civil War Units

### Symbols

	Infantry		Division
	Infantry Heavy Weapons		Brigade
	Armour		Regiment
	Cavalry		Battalion, Bandera, Tabor or Grupo
	Armoured Cars		Company
	Engineers		Platoon
	Infantry Support Artillery		Section
	Artillery		
	Anti-Tank Artillery		

### Infantry Battalions



#### Notes -

This Battalion formed the basis for most of the Infantry units used by both the Nationalists and the Republicans although few ever achieved full strength e.g. many had only three Infantry Companies and a Machine Gun Company of three platoons.

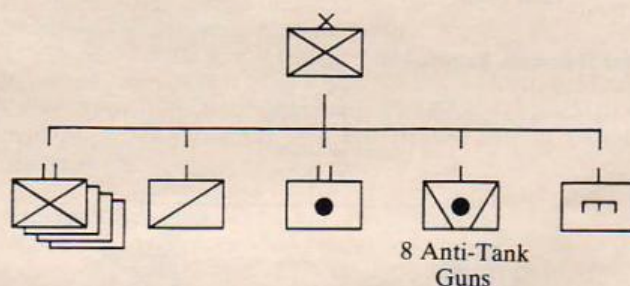
## Mac's Models 168 Canongate, Royal Mile, Edinburgh, EH8 8DF 031-557 5551

We cater for the wargamer, military modeller, & roleplayer. Our vast ranges include Minifigs, Essex, Wargames Foundry, RAFM, Front Rank, Citadel, Hotspur, & Cromwell to name but a few.

See at at **CLAYMORE '88**  
Saturday, 6th August  
Adam House, Chamber Street, Edinburgh

Access-Mastercard-Eurocard-Barclaycard-Visa-American Express

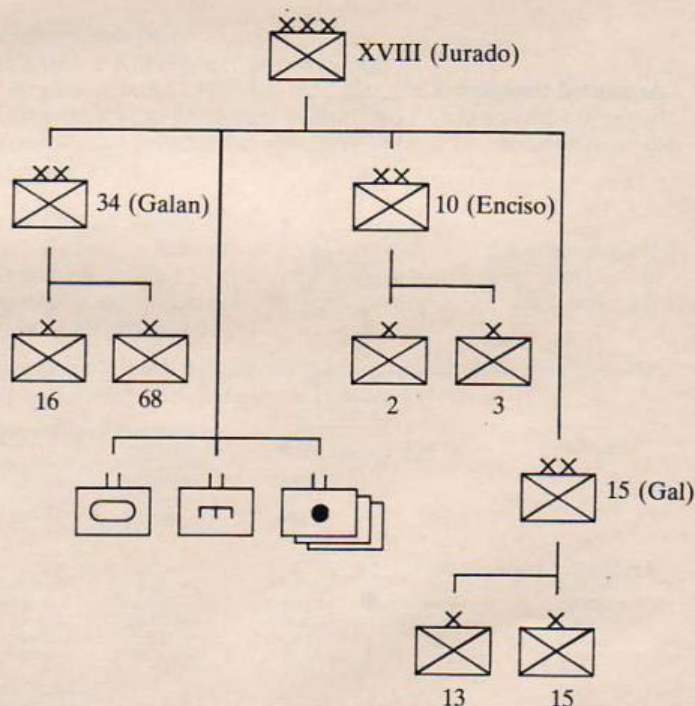
### Some typical Spanish Civil War Units Infantry or 'Mixed' Brigades



#### Notes-

Both sides adopted all-Arms Brigades (or 'Mixed' Brigades) during the course of the War. The Republic was the first to do so but, as a rule, their Brigades were often unable to achieve a strength of more than three Infantry Battalions and a Battery of Artillery.

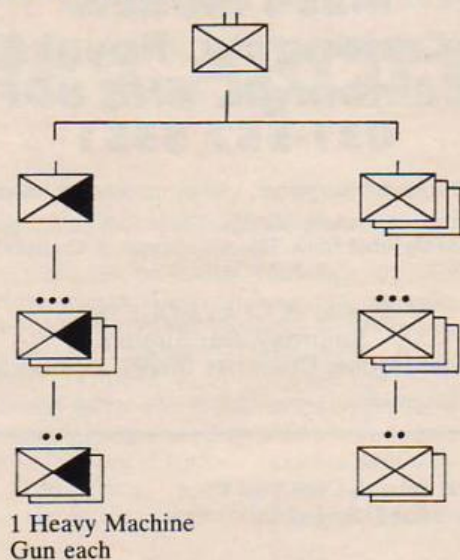
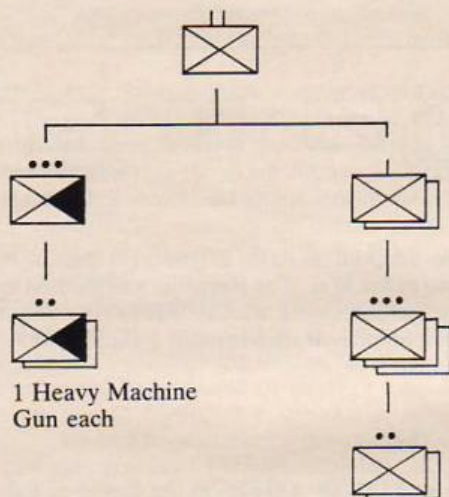
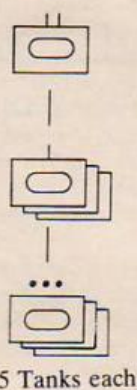
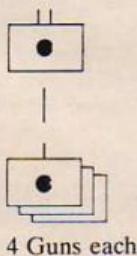
### Republican XVIII th. CORPS at the Battle of Brunete



#### Notes -

The 13th. and 15th. Brigades were International Brigades.



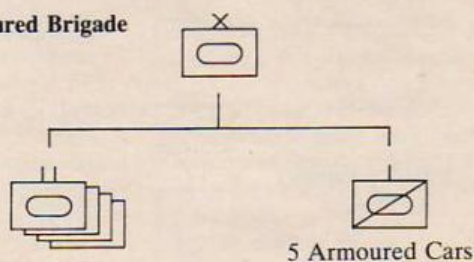
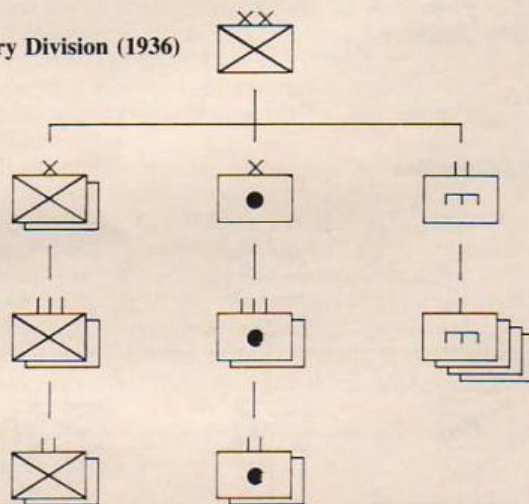
**Bandere (Foreign Legion)****Tabor (Moorish Regulares)****Armoured Battalion****Artillery Grupo****RED TRIANGLE  
PAINTING SERVICE**

for excellent standards of painting & basing. We paint historical, fantasy & science fiction in 1/200, 15mm, 20mm & 25mm: larger scales on request.

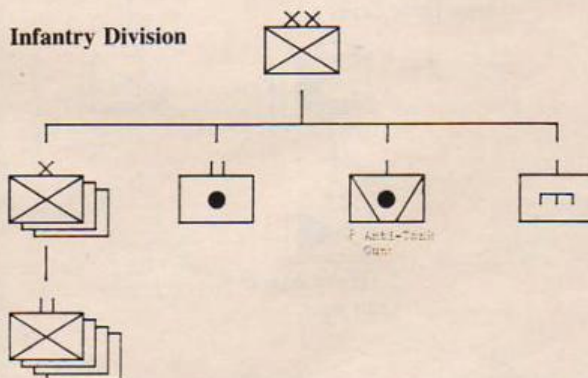
Send £3 for sample figure & catalogue to:  
**RED TRIANGLE**

or telephone (most evenings)  
0302 745756

9 Mangham Lane,  
Tickhill, Doncaster  
S. Yorkshire

**Armoured Brigade****Infantry Division (1936)****Notes -**

This cumbersome Divisional organisation was not used after the outbreak of the Civil War

**Infantry Division****Notes -**

Nationalist Divisions were generally stronger than Republican Divisions. Republican Divisions often comprised two Brigades of three or Four Infantry Battalions, a Grupo of Artillery and a Troop of Anti-Tank Guns.







**No. 3 Company**

1 Sd250/9	1 Kubel	1 Kubel
1 Sd7 Flak 37	2 Opel Blitz	3 Opel Blitz
Cmd gp	Cmd gp	Cmd gp
LMG	4 Rifle gps	6 Rifle gps
	2 LMG	2 LMG

**No. 4 Company** (this company has + 2 morale)

1 Tiger 1	1 Sd251/10	1 Sd251/22	1 Sd250/9	1 Sd250/1
1 Sd250/3	4 Sd251/1	1 Sd251/10	1 Sd251/10	2 Sd7 Flak 20
Cmd gp	Cmd gp	3 Sd251/1	2 Sd251/1	4 Sd250/7
LMG	4 Rifle gps	Cmd gp	Cmd gp	Cmd gp
	4 LMG	3 Rifle gps	3 Rifle gps	LMG
	4 Pz'schreck	6 LMG	4 LMG	
		2 Pz'schreck	2 Pz'schreck	

**Panzergranadier Battalion 12 - 2**

HQ	1st Platoon	2nd Platoon	3rd Platoon	4th Platoon
Battalion Command Company				
2 Sd250/3	1 Sd250/1	1 Sd250/1	1 Sd250/3	
2 Sd250/1	4 Sd250/7	2 Sd251/22	2 Sd7 Flak 20	
2 Cmd gps	2 Sd251/9	1 StuG III G	1 Sd7 Flak 37	
2 Rifle gps	Cmd gp	Cmd gp	Cmd gp	

**No. 1 Company** (this company has +2 morale)

1 Sd251/22	1 Sd251/10	2 Sd251/10	1 Sd251/9	1 T34/85
1 Sd251/10	3 Sd251/1	2 Sd251/1	3 Sd250/1	2 Sd250/7
1 Panzer IV H	1 Sd10 Flak 20	2 Opel Blitz	2 Opel Blitz	2 StuG III G
Cmd gp	Cmd gp	Cmd gp	Cmd gp	2 Sd250/1
81mm mortar	3 Rifle gps	6 Rifle gps	5 Rifle gps	2 Cmd gps
LMG	3 LMG	5 LMG	3 LMG	2 LMG
1 Pz'schreck	3 Pz'schreck	1 Pz'schreck	2 Pz'schreck	2 Flamethrower
	2 Pz'faust	6 Pz'faust	3 Pz'faust	

**No. 2 Company**

1 Kubel	1 Kubel	1 Horch	1 Kubel	5 Opel Blitz
Cmd gp	4 Opel Maultier	Cmd gp	Cmd gp	Cmd gp
Rifle gp	Cmd gp	7 Rifle gps	6 Rifle gps	8x81mm mortars
LMG	9 Rifle gps	4 LMG	3 LMG	2x150mm mortars
	4 LMG	1 HMG	3 Pz'faust	1x75mm A/T gun
	5 Pz'faust	2 Pz'schreck		2 HMG

**No. 3 Company**

1 Sd250/1	1 Sd251/1	1 Kubel	1 Sd250/1	3 Opel Maultier
2 Kubel	1 Horch	4 Opel Blitz	2 Opel Blitz	1 Kubel
Cmd gp	3 Opel Blitz	Cmd gp	Cmd gp	Cmd gp
81mm mortar	Cmd gp	6 Rifle gps	5 Rifle gps	4x120mm mortars
LMG	6 Rifle gps	3 LMG	3 LMG	1x75mm Inf gun
	3 LMG	1 Pz'schreck	2 Pz'faust	3LG
	2 Pz'schreck	4 Pz'faust		1 HMG

**Panzergranadier Battalion 12 - 3**

HQ	1st Platoon	2nd Platoon	3rd Platoon	4th Platoon
Battalion Command Company				
1 Sd250/3	1 Sd250/1	1 Kubel		
3 Sd251/1	2 Sd250/7	2 Opel Maultier		
2 Cmd gps	2 Sd251/9	2x75mm PaK 40		
2 Rifle gps	Cmd gp	Cmd gp		
2 LMG	2 LMG	2 LMG		

**No. 1 Company**

1 Sd251/9	1 Sd251/10	1 Sd251/10	1 Sd251/22	1 Sd251/9
1 Sd251/1	4 Sd251/1	2 Sd251/1	2 Sd250/1	1 Sd251/16
Cmd gp	Cmd gp	1 Sd250/1	Cmd gp	2 Sd7 Flak 20
Rifle gp	6 Rifle gps	Cmd gp	4 Rifle gps	2 Opel Blitz
LMG	4 LMG	4 Rifle gps	2 LMG	2x120mm mortars
	2 Pz'schreck	3 LMG	1 Pz'schreck	Cmd gp
	1 81mm mortar	4 Pz'faust	4 Pz'faust	2 HMG

**No. 2 Company**

1 Sd251/10	1 Sd251/10	1 Sd250/1	1 Sd251/1	1 Sd251/9
1 Sd250/3	1 Sd251/1	3 Opel Blitz	3 Opel Blitz	4 Opel Blitz
1 Sd10 Flak 20	2 Opel Blitz	Cmd gp	Cmd gp	Cmd gp
Cmd gp	Cmd gp	6 Rifle gps	6 Rifle gps	4x81mm mortars
LMG	6 Rifle gps	3 LMG	3 LMG	2x75mm Inf guns
81mm mortar	3 LMG	6 Pz'faust	6 Pz'faust	2 LMG
	6 Pz'faust			

**No. 3 Company**

1 Sd251/22	1 Sd251/10	1 Sd251/10	4 Sd251/1	1 Horch field car
1 Sd250/3	3 Sd251/1	3 Sd251/1	Cmd gp	2 Sd11 tractors
Cmd gp	Cmd gp	Cmd gp	4 Rifle gps	2x75mm PaK 40
Rifle gp	6 Rifle gps	4 Rifle gps	4 LMG	2 Opel Maultier
LMG	3 LMG	3 LMG	4 Pz'faust	2x120mm mortars
	3 Pz'faust	3 Pz'faust		Cmd gp

The three battalions are organised into one Regiment. The Regimental Command Company consists of 2 Sd250/3, 2 Sd251/9, 4 Sd251/1, 2 PzIVH, 2 Westwind, 4 Cmd gps, 4 Rifle gps, 4 LMG and 2 motorcycle combinations.

**The Infantry****Infantry Battalion 'Frundsberg' 1** (Morale factor - 1)

HQ	1st Platoon	2nd Platoon	3rd Platoon	4th Platoon
Battalion Command Company				
1 Kubel	Kubel	Kubel		
1 Sd250/3	4 Opel Blitz	4 Opel Blitz	4 Opel Blitz	4 Opel Blitz
2 Cmd gps	Cmd gp	Cmd gp	Cmd gp	Cmd gp
2 Rifle gps	4x120mm mortars	4x75mm PaK 40		
		A/T guns		
3 Companies each with				
1 Kubel	1 Kubel	1 Kubel	1 Horch	
2 Opel Blitz	4 Opel Blitz	4 Opel Blitz	4 Opel Blitz	
Cmd gp	Cmd gp	Cmd gp	Cmd gp	
2 Rifle gps	6 Rifle gps	6 Rifle gps	6 Rifle gps	2x81mm mortars
2 LMG	4 LMG	4 LMG	4 LMG	2x150mm howitzers
	4 Pz'faust	4 Pz'faust	4 Pz'faust	2 HMG

**Panzergranadier Battalions 'Frundsberg' 2 & 3** (Morale factor + 1)

HQ	1st Platoon	2nd Platoon	3rd Platoon	4th Platoon
Battalion Command Company				
2 Sd250/3	1 Sd251/10	1 Sd251/10	1 Horch	
1 Sd250/1	2 Sd251/22	4 Sd251/17	4 Opel Maultier	
2 Cmd gps	2 Sd251/9	2 Sd7 Flak 20	4x120mm mortars	
2 Rifle gps	Cmd gp	Cmd gp	Cmd gp	
2 LMG	LMG	LMG	Observer gp	
3 Companies each with				
1 Sd251/9	1 Sd251/10	1 Sd251/10	1 Sd251/10	1 Sd251/1
1 Sd251/17	3 Sd251/1	3 Sd251/1	3 Sd251/1	2 Sd250/7
Cmd gp	Cmd gp	Cmd gp	Cmd gp	2 Sd251/9
2 Rifle gps	3 Rifle gps	3 Rifle gps	3 Rifle gps	2 Sd251/17
2 LMG	4 LMG	4 LMG	4 LMG	Cmd gp
1x81mm mortar	3 Pz'schreck	3 Pz'schreck	3 Pz'schreck	2 LMG

**Panzergranadier Battalion 'Frundsberg' 4** (Morale factor + 2)

HQ	1st Platoon	2nd Platoon	3rd Platoon	4th Platoon
Battalion Command Company				
(As Frundsberg 2 & 3)				
4 Companies each with				
1 Sd250/3	1 Sd251/10	1 Sd251/10	1 Sd251/10	1 Sd250/1
1 Sd251/1	3 Sd251/1	3 Sd251/1	3 Sd251/1	2 Sd251/1
1 Sd251/17	1 Sd251/9	1 Sd251/9	1 Sd251/22	4 Sd250/7
2 Cmd gps	Cmd gp	Cmd gp	Cmd gp	2 Sd251/22
2 Rifle gps	4 Rifle gps	4 Rifle gps	4 Rifle gps	Cmd gp
2 LMG	4 LMG	4 LMG	4 LMG	6 Pz'schreck
	2 Pz'schreck	2 Pz'schreck	2 Pz'schreck	2 LMG

The rest of the Divisional assets comprise

**Divisional Headquarters Company**

3 Sd250/3, 2 Sd251/22, 4 Sd251/1, 3 Kubel, 2 motorcycle combinations, 2 Opel Blitz, 2 PzIVH, 2 Tiger II, 4 Sd7 Flak, 2 75mm PaK40 A/T guns, 4 Cmd gps, 6 Rifle gps, 6 LMG, 3 HMG and 2 x 81mm mortars.

**Panzer Brigade**

HQ with 2 PzIVH  
1 Battalion with 14 PzIVH  
1 Battalion with 16 PzIVH  
1 Heavy Battalion with 8 Tiger II and 3 Ostwind

**StuG Brigade** (this unit has +2 morale)

HG with 2 StuG IIIG  
Assault gun company with 8 StuG IIIG and 2 StuG IIIG  
Infantry Platoon with 1 Sd251/9, 3 Sd251/1, Cmd gp, 3 Rifle gps, 2 LMG, 4 Pz'faust

**Anti-Tank Battalion**

HQ with 2 Jagdpanther  
1 Battery with 3 Jagdpanther  
1 Battery with 5 Jagdpanzer IV/70  
1 Battery with 6 x 88mm PaK A/T guns with Sd7 tractors

**Anti-Aircraft Battalion**

HQ with 2 Ostwind  
1 Battery with 4 Ostwind  
1 Battery with 3 Ostwind  
1 Battery with 3 Wirbelwind

**Artillery Brigade**

HQ with 2 Sd250/3, 2 Cmd gps, 2 LMG  
1 Battery with 6 captured Katyushka rocket launchers with enough rockets for three salvoes, observer in Kubel, Cmd gp in Kubel  
1 Battery with 8 Hummel SP 150mm, observer in Sd250/1, Cmd in Kubel  
2 Batteries each 6 Wespe SP 105mm, 1 observer in Sd250, 1 observer in Kubel, 2 Cmd gps each in Kubel

This Division has no recce battalion

**The 'Reserve' Panzer Division**

Formed from the training schools around Berlin it possesses one thing that was very rare at this stage of the war, first class fighting troops. Most of the troops were instructors from the Berlin area. Having heard stories about Russian atrocities to German civilians they are determined that the same will not befall the people of the Reich Capital. The Division has been given the name *Frundsberg* and is very well equipped, although some of its infantry has had to be drawn from the Hitler Youth and Volksturm. Morale is generally high and units of very high (or low) morale are noted.

The Division is off table at the start of the game (except for the Recce units) and can enter anywhere along the southern edge of the



table on bound 20 or any thereafter as decided by the German players. Prior to the move it is considered to be very well hidden in woods just off the table's edge and has not been spotted by Soviet air recce and so cannot be attacked by the Soviet air force.

The four Battalions form two Regiments, each with a command Company.

#### Regimental Command Company

2 Sd250/3, 2 Opel Blitz, 4 Sd7 Flak 20, 2 Kubel, 4 Cmd gps  
8 Rifle gps, 6 LMG, 4 HMG and 2 Sd251/22.

#### Panzer Division 'Frunderberg' - Divisional Assets

##### Divisional Headquarters Company with

2 Tiger II, 4 Panther, 3 Ostwind, 2 Wirbelwind, 4 Sd250/3, 2 Sd250/1, 2 Sd251/9, 6 Sd251/1, 2 Sd251/17, 4 Sd251/22, 4 Kubel, 4 Opel Blitz, 4 motorcycle combinations, 8 Cmd gps, 8 Rifle gps, 4 LMG, 4 81mm mortars, 4 HMG and 4 panzerschreck.

##### Armoured Regiment

HQ with 5 Tiger II, 5 Panther, 2 Sd251/17, 2 Sd250/3, 4 Cmd gps, 4 LMG.

1 Panzer Battalion with 27 Panther

1 Panzer Battalion with 28 Tiger II

##### Assault Gun Brigade (Morale factor at + 2)

HQ with 2 StuG IIIG.

1 Battery with 8 StuG IIIG, 4 StuG IIIG

1 Battery with 14 StuG IIIG

1 Infantry Platoon with 1 Sd251/9, 3 Sd251/1, Cmd gp, 3 Rifle gps, 3 LMG, 3 Pz'schreck

1 Infantry Platoon with 1 Sd250/1, 2 Sd250/7, 2 Sd251/16, Cmd gp, Rifle gp.

##### Anti-Tank Battalion

HQ with 2 Jagdtiger

1 Company with 12 Jagdpanther

1 Company with 18 Sd251/22 (formed into three batteries each of six guns)

##### Anti-Aircraft Battalion

HQ with 1 Sd250/1, 1 Sd7 Flak 20, Cmd gp, LMG

1 Company with 4 Sd7 Flak 20

1 Company with 6 Sd251/17

1 Company with 4 x 88mm Flak 36 towed by Sd7 tractors.

##### Artillery Battalion

HQ with 1 Sd250/3, 2 Sd250/1, 3 Cmd gps, 3 LMG, 3 Panzerfaust.

1 Battery with 6 Hummel, 1 observer in Pz IIIM, Cmd gp in Sd250/1.

3 Batteries each with 4 Wespe, 1 observer in Sd250/1, Cmd gp in Sd250/1.

1 Battery with 8 Nebelwerfer towed by Opel Blitz, 1 observer in Kubel, Cmd gp in Kubel.

##### Recce Battalion

HQ with 1 Sd250/3, 4 Sd250/1, 3 Cmd gps, 2 Rifle gps, 2 LMG, 2 Pz'schreck.

4 Platoons each with 2 Sd234/1, 2 Sd234/2 (Puma) armoured cars.

2 Platoons each with 2 Sd234/1, 2 Sd234/4 armoured cars.

2 Platoon each with 3 Sd234/3 armoured cars.

5 Platoons each with 1 Sd251/9, 3 Sd250/1, Cmd gp, 6 Rifle gps, 3 LMG.

##### Engineer Company

HQ with 1 Sd251/9, 2 Sd251/1, Cmd gp, 4 Pioneer gps, 2 LMG

1 Platoon with 2 Sd251/9, 2 Sd251/1 (each with 6 heavy rockets), Cmd gp, 5 Pioneer gps, 4 LMG

1 Platoon with 4 Sd251/16, 1 Sd251/10, 1 Sturmtiger, Cmd gp, 2 man pack flamethrowers, 2 Rifle gps, 2 LMG, 4 Pz'faust.

That concludes the ground forces, all that is left is the Luftwaffe. Based on the airfields around Berlin there are:

5 Ju87G Stuka tank busters armed with 37mm Cannon.

2 Me109G fighters

2 Fw190D fighter/bombers.

## LANCASHIRE GAMES

8 DUCIE STREET, BARDSLEY, OLDHAM, OL8 2RD

**JUST TO RECAP THIS MONTH ON OUR PRODUCTS & SERVICES TO SHOW YOU WE DO GIVE THE BEST VALUE FOR MONEY AROUND!**

#### 15mm DESIGNER ARMIES

A choice of 200 pieces from any period(s) or armies from our list of manufacturers painted and based for only £80.50 + £5 p&p (Overseas - see rates)

Now also 1/2 Armies 100 pieces of the same bargain top quality painted miniatures for only £42 + £3 p&p (Overseas - see rates)

Also available are our ready painted units and painting service

On the Lead Miniatures front the first of our Italian Wars (Renaissance) releases as promised.

IW1-Swiss E.H.I. Pikeman

IW2-Swiss HI Pikeman

IW3-Swiss MI Pikeman

IW4-Swiss LI Pikeman

Sold in packs. Standard pack £1.

More to follow and our first Napoleonic releases

**Peninsular Range** (British, French, Spanish & Portuguese). Samples of these available now. Send £1 for sample selection.

P&P rates:

U.K. 10% (min. 30p)

Overseas - Airmail 30% (min. £1.00)

- Surface 15% (min £1.00)

Each aircraft has enough fuel for **one** sortie only. All aircraft will take three moves to reach the Southern edge of the table. All aircraft are allowed 8 moves over the battlefield.

#### Finally

Who will win? The Russians have the advantage at the start by being able to concentrate their forces for the attack. If they select the correct spot then they will be half way across the battlefield before the German reserve actually gets into 'the field'. The Germans best hope is to slow the Soviets down by careful positioning of the few fixed defences and by positioning the 'line' SS Panzer Division so that it has a freedom of movement to enable it to be brought into action 'en masse', preferably against the flanks of the Soviet spearheads. To do this will require co-operation with the 196th Inf. Div. to locate the main line of attack. This is especially important as the 12th SS has no recce units of its own. The key points to watch for are the bridges over the small river. If the Russians cross the river by move 35 then the Germans have to do a lot of hard fighting to stop them. If the Russians have not crossed the river by bound 100 (don't forget that they could cross the table in 75 bounds - cross country) then they have an uphill struggle to achieve their objective. The odds seem to favour the Russians, but I won't be taking any bets . . .

#### Footnotes:

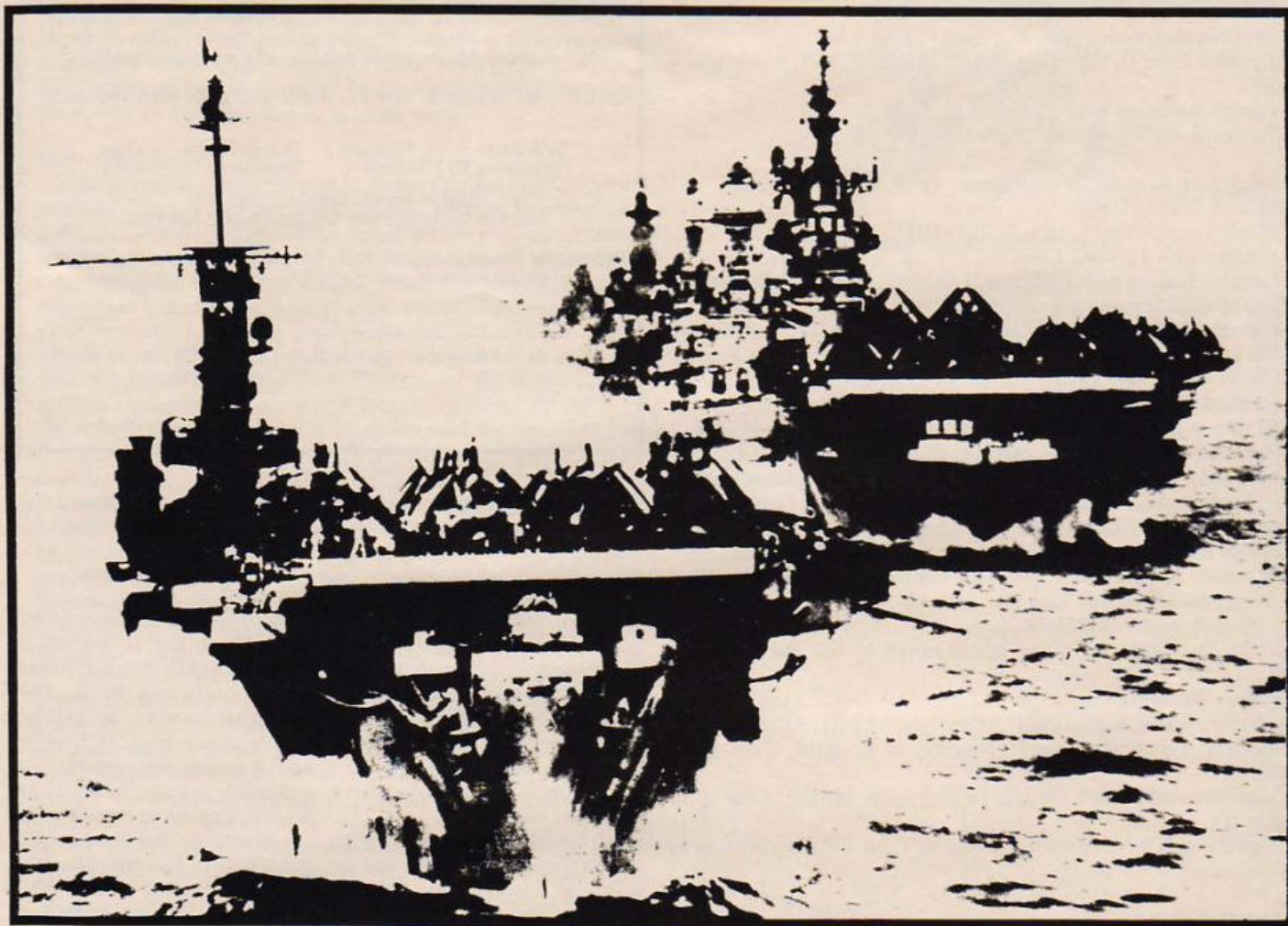
The game is obviously designed for 1/300, although small actions can be fought in 1/200 or even 1/76. If the game is being fought as a mini-campaign then it may add to the uncertainty of the outcome by extending the playing area by another couple or three tables in each direction and increasing the forces available by a further Soviet Tank Corps and a German Panzergrenadier Div (suitably depleted of course). You could always continue down the road to the gates of Berlin itself - but that's another story . . . Have fun and good luck!





# World War II

A Historical Engineering production



The struggle for hegemony across the globe  
1st August 1939-1st August 1945.

When replying to adverts please mention Wargames Illustrated.



# THE MOST REMARKABLE WARGAMES EVER CREATED

Like all relaxations you can put them down whenever you like.  
Like all great passions, you won't be able to.  
Like all great pleasures they last for years.  
Like Russian Roulette, nothing else seems important.  
Like life itself they are a struggle of unparalleled scope and ardour.  
They are enacted on a stage of breath-taking landscapes.  
They demand brutal intrigue and ruthless leadership.  
Very soon all the vacancies will be gone.  
Book your place now — and if you introduce a friend, you can start **absolutely free**.

## The Napoleonic Wars World War II

**Productions of Historical Engineering Limited**


**World War II** and **The Napoleonic Wars** are revolutionary play-by-mail wargames, reproducing with perfect historical accuracy the conflicts themselves. You play a key figure in the military-political hierarchy of a major power of the time. Each turn you will receive beautifully printed maps, on which the deployments of your proud subordinates or loyal troops are displayed. Each turn, you move your forces into strategic positions to frustrate your enemies or to support your allies within the game.

Whether you are Commodore Nelson or General Napoleon Buonaparte, Winston Churchill or Adolf Hitler, whatever role you don, you will be thrown into an unprecedented theatre of alternate history. In these unique and amazing interactive wargames, encompassing both a savage domestic struggle for influence and a violent eruption of warfare against the foe, you direct the destiny of world history.

## STAR IN THE DEFINITIVE WARGAMES

**Fill in the coupon below or 'phone us on (0223) 881508 to find out more.**

To: Historical Engineering Limited, The Stable, The Temple, Great Wilbraham, CB1 5JF United Kingdom.

<p>For the rules, the materials and one turn's subscription, please tick the boxes. <b>FREE</b> start-up if you get a friend to subscribe. Call us to arrange.</p> <p><b>The Napoleonic Wars</b> <input type="checkbox"/> £19.99 \$50 (from U.S.)</p> <p><b>World War II</b> <input type="checkbox"/> £19.99 \$50 (from U.S.)</p> <p><b>Both Games</b> <input type="checkbox"/> £29.99 \$70 (from U.S.)</p> <p>Cheques to Historical Engineering Limited please.</p> <p> For payment by American Express telephone: Cambridge (0223) 881508, or from the US (011) 44-223-881508 any time of the day or night.</p>		<p>A turn in <b>The Napoleonic Wars</b> is every fifteen days and costs £6. In <b>World War II</b> a turn is every twelve days and costs £8.</p> <p>Name .....</p> <p>Address .....</p> <p>Telephone number .....</p>		<p>Please number countries in order of preference:</p> <p>Greater Germany .....</p> <p>The Soviet Union (and the CCPI) .....</p> <p>The British Empire .....</p> <p>The Japanese Empire .....</p> <p>The United States of America .....</p> <p>The Italian Empire .....</p> <p>The French Republic .....</p> <p>Nationalist China .....</p> <p>Other Power (e.g. Poland) .....</p> <p>(1 to 2) (1 to 3)</p> <p>Field Commander .....</p> <p>Strategic Commander .....</p> <p>Political Leader .....</p>		<p>Please number countries in order of preference:</p> <p>Republic of France .....</p> <p>Great Britain .....</p> <p>The Habsburg Monarchy .....</p> <p>The Empire of all the Russias .....</p> <p>The Kingdom of Prussia .....</p> <p>The Ottoman Empire .....</p> <p>Other Power (e.g. Spain) .....</p> <p>Please number in order of preference</p> <p>(1 to 2) (1 to 2)</p> <p>Field Commander .....</p> <p>Strategic/Political Commander .....</p>	
--	--	---	--	---	--	--	--

Wargames Illustrated September

**When replying to adverts please mention Wargames Illustrated.**



# SCOTTY SMITH

## *South Africa's Robin Hood*

*by Mike Bell*

Until now all the bandits and outlaws covered in this series of articles\* have been either American or Australian and each article has had a specific gunfight or series of gunfights as its focal point. This article is different for two reasons. In the first place we are looking at a South African outlaw, one of the few about whom there is any documentation. In the second place although Scotty Smith was hunted by various forces during the course of his long and eventful career he managed to avoid any of the disastrous gunbattles that characterised the careers of our earlier subjects. Smith's outlaw career also differs from those of earlier subjects in this series in that although he was frequently wanted because of his illegal activities, on other occasions he was an outlaw to one nation while legitimately in the service of another.

### Early years

Scotty Smith was born George St. Leger Gordon Lennox in Perth, Scotland, 22nd November 1845. Almost nothing is known of his childhood, but as a young man he joined the army and served with the cavalry in the Umbela campaign in India in 1864-65. The story goes that during the campaign a small force, including Lennox, was engaged in a skirmish with the natives. The officer commanding the force was killed and the retreat sounded but Lennox assumed command and led the men in a charge which, although costly, took their objective. Unfortunately as a result of the heavy casualties sustained Lennox was court-martialled and cashiered for disobeying the order to retreat. Although the decision was later reversed Lennox decided that he had had enough of the army and secured his discharge.

Lennox returned to Scotland but did not stay long. After a dispute with his father he joined a ship going to Australia. It was while he was on the ship that Lennox acquired the name Scotty Smith. There were two thoroughbreds on board, one of which badly needed shoeing. Lennox, having served in the cavalry, was able to carry out the task and was promptly nicknamed Scotty the Blacksmith, a nickname which was quickly shortened to Scotty Smith.

Scotty had not been in Australia long before he got into trouble. He intervened in a fight between a miner and a youth and had to shoot the miner when he drew a revolver. To avoid prosecution Scotty took to the bush and later went to America where he spent some time in New York. Exactly how long he was in Australia and America is unknown, but by 1870 he was in Europe fighting for the French in the Franco-Prussian war and stayed to fight for the Carlists in Spain in the war of 1872-76. In 1877 he decided to move on again and enlisted in the Frontier Armed and Mounted Police for service in South Africa.

### South Africa

Smith arrived in the Cape in time to take part in the ninth Kaffir war and in the suppression of the Galeka-Gaika rebellion later in 1877. For three years he seemed settled with the frontier force, again seeing action in the Griqua rebellion of 1880. For much of his time he was based in Kokstad as a military farrier. Sometime in the early eighties Smith was moved to King William's Town and for reasons which he never fully explained decided to desert and become a full-time stock thief. It may be that Scotty, like the Dalton brothers in America, decided that the rewards of a criminal career greatly outweighed the hardships, risks and low pay of the police force. From then on Scotty made his living as a scout, mercenary, highwayman, stock thief, diamond smuggler and gun runner.

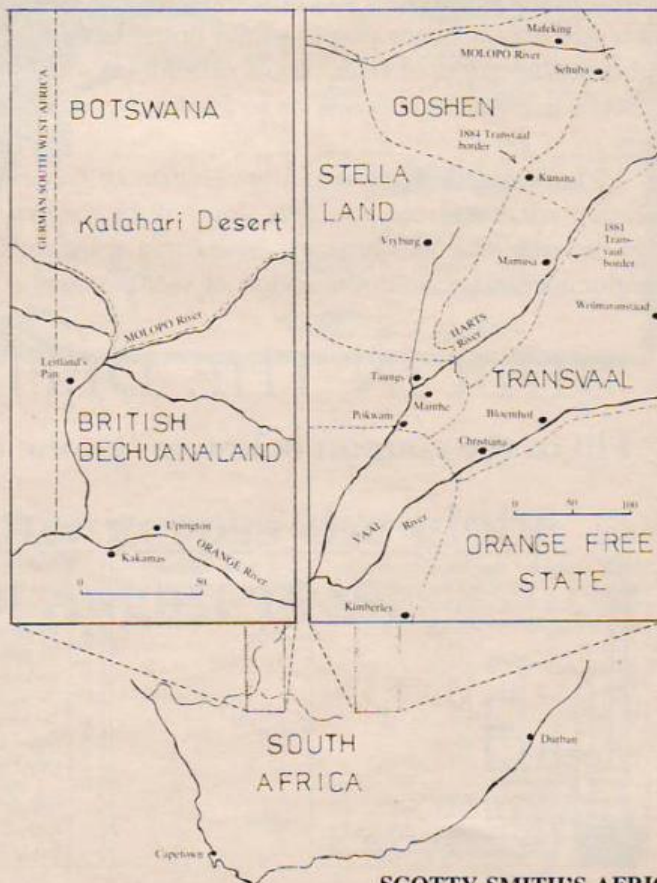
He began his criminal career in the Orange Free State and the Transvaal, where he was safe from pursuit by the Cape authorities. Before long however he extended his activities over the border back into the Cape and had several narrow escapes. He moved three hundred miles north to the tiny frontier town of Zeerust in the Transvaal where he fell in with a band of horse and cattle thieves. Within a few months, however, he was on the move again, this time going south-west.



Scotty Smith, 1845-1919.

### Freebooting

For the next few years Scotty operated in an area bounded roughly by the townships of Taungs, Vryberg and Mafeking, and west through the Kalahari desert to the border of German South-West Africa. When Smith arrived the area was in a chaotic state. Most of the land was arid desert but the eastern part included a fertile strip of land running roughly north to south where the townships were situated. Along this strip ran the Missionaries' Road, one of the few passable routes to the interior and therefore of great significance to those who sought to extend their power into these lands, including Cecil Rhodes and the British government. The fertile lands around the Missionaries' Road were also coveted by the land-hungry Boers, looking to expand the Transvaal and the Orange Free State.



SCOTTY SMITH'S AFRICA



Fifty years earlier the Bechuana tribes who had originally lived in the area had been defeated by the impis of the Matabele chief Mzilikazi. The surviving Bechuana fled into the desert, only to return when the power of the Matabele was broken in the 1840s. Slowly the Bechuana chiefs began to rebuild their power, some with the support of the British in the south, others with the support of the Boers to the east.

In the north were two Baralong rivals for power. Chief Montsioa of Sehuba was supported by the British, while Chief Moshette of Kunana was supported by the Boers. To the south was another pair of rivals, the pro-British Chief Mandaroane of the Batalapin tribe in the vicinity of Taungs and the pro-Boer Chief David Massouw of the Korana, based at Mamusa. All four chiefs recruited white mercenaries, known as freebooters, to bolster their own forces. They also relied heavily on white gun runners for their supplies of firearms and ammunition. For several years these native and mercenary forces engaged in a guerilla war. During the early 1880s the Transvaal freebooters supporting Moshette and Massouw had the upper hand. Massouw had set up his base in a natural rock fortress on a west bank of the Hartz river at Mamusa and garisoned it with a combined Korana-Hottentot force. Despite the apparent impregnability of the fortress, Mankaroane and his white allies attacked it in October 1881 and were badly beaten. Massouw took advantage of this victory by offering a farm and half of any booty taken to any whites who joined him, an offer the Boers and many others could not refuse. Before long Massouw had recruited a force of over four hundred freebooters led by Sarel Petrus. Further north things were also going well for the pro-Boer Moshette. In 1882 his forces defeated Montsioa and sacked Sehuba.

Celliers and his men laagered near Manthe and proceeded to raid Mankaroane's herds at will. Mankaroane was now in serious trouble. He had fallen out with his ally Montsioa, the British refused to aid him directly and he was being challenged by Gasibone, a rival Batalapin chief. He attempted to stop the rot by launching another attack on Massouw but was defeated at Faurie's Gap.

This was the situation when Scotty Smith arrived in Taungs in late 1881 or early 1882. Although a wanted criminal in the Cape, Smith's loyalties always lay with the Empire and therefore he joined Mankaroane's forces. He recruited a force of about thirty white mercenaries and nearly sixty natives to raid the Boer freebooter camps. Smith was so successful in these raids that before long the Transvaal had put a price of £500 on his head. Boer freebooter bands, led by Groot Adriaan de la Rey, Gey van Pittius and Gert van Niekerk, tried to catch him. There were several skirmishes between the rival freebooter forces but Smith always got away.

Mankaroane's problems were partially solved by Scotty's success and by the death of his rival, Gasibone, but Massouw's freebooters were too numerous to be held at bay indefinitely. In July 1882 a peace treaty was negotiated as part of which Mankaroane ceded a huge tract of land to the Boers. This area became the republic of Stellaland, with its capital at Vryburg. In 1883 another area of land further north became the republic of Goshen. This tiny republic had its capital at Rooigrand, a farm not far from Mafeking. Although the two republics were nominally independent states they had close ties with the Transvaal and the British regard them as little more than a haven for freebooters.

The establishment of the two republics caused alarm in the Cape and in London. The new republic straddled the Missionaries' Road and the British feared that if the new republics were annexed by the Transvaal their access to the fertile interior that later became Rhodesia would be cut off. There was also the possibility that the Boer republics and the Transvaal might link up with the Germans, who were consolidating their hold in south west Africa.

In 1884 the new president of the Transvaal, Paul Kruger, negotiated the treaty of London with the British. This made concessions to British concerns in the area, including the joint policing of the frontier area. Almost immediately, however, there were problems. A British commissioner, John MacKenzie, was sent to the republics and almost caused a war. He demoted the president of Stellaland, Gert van Niekerk, and declared that the republic was now British and that Goshen was a British protectorate. The Boers were enraged at MacKenzie's actions and the British were alarmed. All the efforts to achieve a peaceful solution to the problem had been jeopardised by his premature action.

MacKenzie was recalled, but Stellaland and Goshen unified as a first step to incorporation into the Transvaal. Cecil Rhodes, architect of British policy in South Africa, moved swiftly. He took over MacKenzie's role as commissioner and went to Vryburg to meet the Stellaland Boers. When the enraged Boers arrived they were talking in terms of blood flowing. Rhodes calmed the situation by suggesting that they all have breakfast before they talked of blood. Rhodes managed to placate the Boers and got them to accept British rule in exchange for which they would be allowed to keep the farms and lands they had been given by the native chiefs.

An uneasy peace descended on Stellaland, but in the north the fighting continued. Montsioa was badly beaten and forced to surrender all his lands to the Boer commander, Gey van Pittius. Pittius declared the area to be part of Goshen and in September 1884 announced that the republic was part of the Transvaal. On the same day the president of the Transvaal, Paul Kruger, announced the annexation of Goshen. This was too much for the British to tolerate and a force of five thousand men under Sir Charles Warren was despatched from the Cape. Warren's men marched into Vryburg in early 1885. Warren, Rhodes and Kruger met at Fourteen Streams and the Boer leader, not wishing to push his luck too far, withdrew his annexation of Goshen. The British now stamped their authority on the region, annexing the southern part of Bechuanaland, including Stellaland and Goshen, as a Crown Colony. The lands to the north became a British protectorate. Ten years later the whole area was absorbed into Cape Colony.

In some areas, however, the fighting continued. In the north David Massouw continued to hold out and the British insisted that he be dealt with. A commando was sent from the Transvaal, led by Piet Joubert. When the commando reached Massouw's base at Mamusa Joubert began to negotiate with the recalcitrant chief. As the negotiations proceeded some of the more impetuous members of the commando, led by Piet Cronje, stormed Massouw's stronghold, killing the chief and one hundred and fifty of his followers.

### The Orange River

The changes in power in the region did little to affect Scotty Smith's operations. Although he was basically pro-British he was fundamentally concerned with making a profit for himself, regardless of governments. Shortly after Warren's expedition arrived in Vryburg Smith moved his base to Kheis on the Orange river. Here he built a store and a farm as a base for his cattle and horse stealing raids into Cape colony and Bechuanaland. He also smuggled guns into Basutoland, which had been annexed by the Cape in 1871. In 1880 the Basutos rose in rebellion and were only defeated after three years of fighting, but in the mid-eighties they were still restless and eager to buy more guns from any source. Scotty Smith obliged, but these activities made him less than popular with the Cape and Free State authorities.

Many of the anecdotes about Scotty stem from this period. They tell of his arrests and escapes from gaol and of his skill in stealing horses. They also include a tale which in one form or another is told about almost every outlaw the world over, including Robin Hood, Butch Cassidy and Jesse James. In brief, the tale goes that the outlaw comes across a widow who cannot repay a debt or mortgage and is due to lose her house and land the next day. The outlaw-hero goes out and steals the appropriate funds and gives them to the widow. When the villainous landlord or banker arrives the next day he is surprised to find that the debt can be repaid in full. He leaves, cursing in his moustaches, only to be waylaid by the outlaw-hero who relieves him of all his money. A nice tale, but wholly untrue.

The reality of Scotty's activities in the Orange river area is indicated by the fact that he had only just arrived when he was arrested for highway robbery and in March 1885 was sentenced to four years in gaol. By being a model prisoner he managed to obtain a release in 1886. Like so many other outlaws, the experience of prison did little to deter Scotty, who returned to his stock thieving, gun running and highway robbery with a vengeance. He was not alone in these activities – other notorious outlaws with whom he worked from time to time included Snowy Ward, who had a ranch on the Molopo river, Big Mick O'Connor, Jack O'Reilly and 'Wild' Jacobs.

The opening of the diamond fields in Griqualand West and the discovery of gold in the Witwatersrand in the mid-eighties brought an increase in road traffic between Kimberley, Johannesburg and Cape Town and a new source of profit to Scotty and his cronies. By 1886



Gibson's Red Star Line was running fourteen stage coaches a week each way between Kimberley and Pretoria and these were often held up by highwaymen, including Scotty.

#### **Wolmaranstaad, Leitland's Pan and the Hottentot Wars**

By 1889 the operation of the Cape and Free State Police were becoming too much even for Scotty and he moved on again, this time to Wolmaranstaad. Once again Scotty gathered a gang around him and they preyed on the stagecoaches, attacking the Gibson and Freeburg lines, particularly in the Christiana and Bloemhof districts. Scotty did not neglect his gun running operations either, selling arms to the Hottentot and half-breed rebels in German South-West Africa, of which more in a moment.

At some point in the late eighties or early nineties Scotty was captured again and sentenced to two years for cattle stealing. He escaped from custody while being taken to gaol and moved yet again, this time to Leitland's Pan on the Molopo River in British Bechuanaland, not far from the border of German South-West Africa. Scotty resumed his usual occupations of stock theft, gun running and smuggling, but took time out in 1892 to marry a nineteen year old girl called Sarah van Niekirk, who bore him two sons and five daughters.

#### **Boers, Germans and Herreros**

There has been speculation that Scotty was asked to settle near the German border so that he could provide intelligence for the British government on the activities of the Germans in the region. This theme keeps cropping up in the story of Scotty Smith and might well repay further investigations, indeed it is tempting to wonder whether his escape from custody while on the way to prison was not engineered as part of some deal.

Scotty may well have acted as an intelligence agent for the British on occasions but he also served as a regular scout when necessary. In 1896 rinderpest almost wiped out the tribal cattle herds in the Taungs-Vryberg area. In an effort to contain the disease the police began to destroy all infected animals, causing great bitterness among the tribesmen who had already lost most of their livestock. Chief Galishwe and his people rose in open rebellion and police and military reinforcements were moved into the area. Scotty's knowledge of the area from his freebooter days was invaluable and he was enlisted as a scout. A brief campaign followed, culminating in a fight at Pokwani in which Galishwe's troops fled.

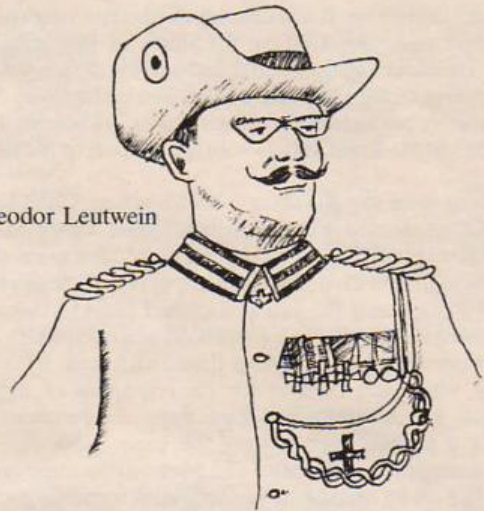
When the Boer war broke out in 1899 Scotty was once again employed as a scout and intelligence agent, although he was always reluctant to give a full account of his activities during the war. A Boer commando launched an attack on Leitland's Pan but Scotty's native scouts forewarned him and the farm was abandoned when the Boers arrived. At dawn the following day the Boers prepared to move on. As their commander prepared to mount a shot rang out from the surrounding bush and he was knocked to the ground. Moments later a vicious battle erupted as Scotty and twenty-four of his Hottentots poured rifle fire into the Boers from their ambush positions around the farm. Before long the Boers were in full flight and Scotty was once again in possession of Leitland's Pan.

The British commissioned Scotty to raise a force of three to four hundred native scouts, mainly Hottentots. For the rest of the war the scouts engaged in numerous skirmishes with the Boer commandos, which were often led by men whom Scotty had known personally before the war broke out. With the coming of peace in 1902 Scotty devoted most of his attention to developments in German South-West Africa and to understand the situation in which he involved himself it is necessary to go back to the mid eighteen eighties.

In 1884 Germany declared a protectorate over what was then Namaqua-Damaraland and, after a brief period of benevolent rule, ruthlessly subjugated the native Herreros, Ovambos and Namas. By the end of the decade the natives had had enough. The Namas, led by Hendrik Witboi, rebelled. For some years the Namas were able to hold their own against the Germans, particularly as the latter had only fifty troops in the area, commanded by Major Kurt von Francois. In 1893 the Germans managed to take Witboi's stronghold, Hornkrans, but the chief and his warriors got away. Francois was replaced by Major Theodor Leutwein who brought in more troops and artillery and decisively beat the Namas in 1894.

An uneasy peace followed during which German policy as expressed by Leutwein was 'to influence the natives to kill each other for us . . .'. Scotty Smith and his men continued to smuggle guns

Major Theodor Leutwein



across the border to the natives, who used them both against the Germans and each other as the opportunity arose. In 1902 open rebellion broke out again when the Bondelswarts rose against the Germans. Leutwein took his troops south to deal with the rebels but matters got worse in 1904 when the long-suffering Herreros rebelled, led by Samuel Maherero. The Herreros killed over one hundred German settlers and besieged the rest in their towns and forts. Hendrik Witboi was still at large and Scotty became his military adviser, raising a small freebooter force of three or four white lieutenants, thirty to forty native horsemen and a handful of Bushmen scouts and trackers. Smith's band waged a guerilla war against the Germans and as his fame spread large numbers of natives joined him. Before long he was unofficially referred to as the King of the Kalahari.

Hendrik Witboi



Once again, however, Smith's relatively small band was not enough to keep the larger force at bay indefinitely. Leutwein's forces beat the Bondelswarts and turned north against the Herreros. Reinforced by a Marine corps from Germany, Leutwein drove the Herreros back into the Waterburg mountains, fighting a series of bloody engagements in the late spring of 1904. Having brought the tribesmen to bay Leutwein began to negotiate. This did not go down well in the Fatherland, where the policy was to destroy the Herreros who had inflicted nearly three thousand casualties on the Germans. Leutwein was replaced by General Lothar von Trotha, who officially banished the Herreros from German South West Africa and declared that any male Herrero found inside the border would be shot. On August 11th, 1904 von Trotha's forces attacked the Herreros at Hamakari in the Waterburg. The Germans made slow progress against determined opposition and during the night Samuel Maherero and some of his



men got away into British Bechuanaland. The rest of the Herreros were hunted down by the Germans or driven into the Kalahari to starve. Nearly forty thousand natives perished. In 1905 von Trotha was replaced by a civilian governor who declared an amnesty, saving the lives of the remaining twelve thousand Herreros.

Witboi and the Namas refused to surrender and Scotty and his freebooters continued to supply them with arms and support them in the guerilla war against the Germans. Scotty has also continued his stock thefts, stealing horses from the German army and then selling them back again. For three more years the guerilla war dragged on until in March 1907 the Namas finally gave up.

#### The 1914-18 war and beyond

Two years after the Namas surrendered Scotty left Leitland's Pan which was soon reclaimed by the desert. The old frontiersman made his last home at Upington on the Orange river. For several years he acted as a scout and guide in the Kalahari desert, first for the British and later for the South African government after the act of Union in 1910.

When war broke out in 1914 Scotty immediately offered his services to the Union even though he was nearly in his seventies. He was given a commission as a warrant officer in Military Intelligence, a role which ideally suited his abilities and experience. Support for the war was by no means universal in South Africa however. There were some who saw it as an opportunity to throw off British rule. Among these men were the Commandant-General of the Army, Christian Beyers, and General Christian de Wet, both Boer war veterans. Other anti-war Boers included General Maine Maritz, commander of the Union Defence Forces in Upington and Kakamas.

Maritz's men faced the Germans in South West Africa and the general entered into secret talks with his German opposite number. On October 14th Maritz and a large part of his command resigned their commissions in the Union Defence Force and went over to the enemy. A little later other rebel Boers began to gather around General Beyers who tried to get through to Maritz. Union President Louis Botha realised that he had to act quickly to snuff out the rebellion. He personally led his troops into the field. When Botha's columns reached Upington Scotty was attached to the 18th Mounted Rifles for a short time and then to the 8th Mounted Rifles. Botha led his men against Maritz first, defeating him and then turning against the rebels led by Beyers. There were numerous skirmishes and minor actions with the rebels as Botha's men, some on horseback and some in trucks, drove them back. The rebellion was short-lived. After his defeat Maritz fled into German South West Africa, De Wet surrendered complaining that he had been outmanoeuvred by automobiles, and Beyers was drowned trying to escape across the Vaal river. Most of the rebels were treated leniently because Botha had some sympathy with their motives and because nearly all of them had resigned from the Union forces before they took up arms.

Botha now turned his attention to the Germans and invaded South West Africa. He took to riding several miles ahead of his advancing troops and this nearly cost him his life. The Germans learned of Botha's habit and sent a cavalry force to kill or capture him. Fortunately Scotty's Hottentot scouts learned of the German's intentions and the old scout kept close to the president. One evening as the sun was setting Botha and his staff were making camp some miles ahead of the main column. Scotty's scouts spotted a group of horsemen approaching out of the sunset. The natives identified the riders as Germans and Scotty, fellow scout Clement Handley, and nine Hottentots quickly took up positions on a hillock between Botha's camp and the advancing Germans. Scotty's men held their fire until close range and then emptied several volleys into the cavalymen, killing twelve and routing the remainder. For Scotty the rest of the short campaign was uneventful and he returned to Upington after the Germans surrendered in 1915.

Scotty Smith, the man who had been hunted by Boers, Germans, British and Africans at various times in his eventful life finally died in 1919, aged seventy four. Like so many others in the year after the war ended, he died of influenza.

#### South African Police Forces

During Scotty Smith's long career as an outlaw and freebooter he had numerous brushes with the police forces of the South African states. As we have seen, Scotty originally went to South Africa to serve in the police. The unit he joined, the Frontier Armed and Mounted Police, was formed in 1853 when several smaller forces were amalgamated.

Originally the force was known as the Rural Police but the name was changed to the Frontier Armed and Mounted Police in 1855. The only illustration I have found depicts a sergeant wearing what appears to be a dark shell jacket with paler facings, together with a pork-pie hat with peak, the latter being typical of many South African police forces.

By 1878 the reputation of the Armed and Mounted Police had fallen to an all-time low. One observer commented that it was "... composed of raw English lads who cannot ride, shoot, or take care of themselves." In that year the force was disbanded, only to be reconstituted almost immediately as the Cape Mounted Riflemen, commanded by Lt. Colonel Frederick Carrington. The Mounted Riflemen were more of a military force than their predecessors and fought in the Boer War. In 1910 they were absorbed into the Union Defence Force. The uniform of the Mounted Riflemen was almost identical to that of the regular British Army at the time.

The Transvaal police had no official uniform until 1894. Before that date uniforms appear to have been a matter of individual taste. In 1894 a standard uniform was introduced. Mounted policemen wore a dark blue tunic with patch pockets on the breast. Light riding breeches of Bedford cord and a white helmet decorated with the government badge completed the uniform. They were armed with a revolver, a sabre and a carbine. Foot policemen wore a dark blue tunic and trousers and a dark blue helmet identical in design to the mounted version. They also appear to have worn dark blue pork-pie hats with peaks. They were armed with a revolver and a baton, as well



South African Republic Mounted Policeman (ZARP) c. 1895      Boer/Freebooter, c. mid - 1880s.      Sergeant, Frontier Armed and Mounted Police, 1877.

as with a rifle and bayonet when the need arose. In 1895 the Police Act in the Transvaal created the South African Republic Police Force and the acronym ZARP came into being.

#### Bibliography

- Davenport, T.R.H. *South Africa, A modern history*. London, 1978.
- Fisher, John. *The Afrikaners*. London, 1969.
- Goldblatt, I. *History of South Africa from the beginning of the nineteenth century*. Cape Town, 1971.
- Marlowe, John. *Cecil Rhodes. The Anatomy of Empire*. London, 1972.
- Metrovich, Frederick C. *Scotty Smith, South Africa's Robin Hood*. Cape Town, 1970.
- Selby, John. *A Short History of South Africa*. London, 1973.
- Standard Encyclopedia of South Africa*. Cape Town, 1974.



# THE BATTLE OF FRAUSTADT, 13th February 1706

## THE CAROLEAN ARMY AT WAR

by Pete Berry

Having described the Swedish army in an earlier article, I think that it would be appropriate to consider how a battle was conducted during the Great Northern War. The battle of Fraustadt has many of the typical features of engagements of this struggle, and provides us with a good illustration of Swedish tactics in action.

In January 1706, Charles XII had besieged a Russian army corps in the citadel of Grodno. Peter the Great, not unnaturally, wished to relieve this force. He persuaded his ally, King Augustus of Saxony, to threaten the Swedish position, while he himself was to lead a force against Charles. Augustus sent his army, under Marshal Schulenburg, to attempt to dislodge and defeat a detachment of Swedes commanded by Field Marshal Carl Gustav Rhenskiöld.

In typical fashion, Rhenskiöld decided that his best course of action lay in taking the offensive against Schulenburg's Saxo-Russian forces. As a result, both commanders were looking for a decisive encounter, and so it was not surprising that the two armies found themselves facing each other a short distance from the town of Fraustadt.

Rhenskiöld's army consisted of ten battalions of Foot, and 37 squadrons of Horse. Typical of Swedish armies of the time, this meant that both arms were of about the same numerical strength. Also typical was the fact that the army did not have one artillery piece! In all the Swedes numbered about 10,000 men. The allies were stronger numerically, boasting 29 battalions of Foot, 42 squadrons of Horse, and 32 pieces of artillery. In all this totalled some 18,000 combatants.

As can be seen, Schulenburg's easily outnumbered that of Rhenskiöld. However, the comparison of the individual arms presented the generals with differing tactical decisions. The Allies had about three times the amount of infantry available to the Swedes, plus the added bonus of a substantial artillery park. However, the Swedes had the superiority in mounted troops, both numerically, and also in terms of proven battlefield effectiveness. While estimates vary, it would seem that the Allies had around 2,000 horse, giving the Swedes a massive advantage in this arm of service.

Schulenburg was no fool. He was only too aware of the shortcomings of his force, and also of the aggressive tactics of the Swedes. As a result, despite his massive numerical advantage, he adopted a very strong defensive position, with solid protection for his flanks, to offset the deficiencies of his Horse. The army was placed between the hamlets of Rohrsdorf and Geyersdorf, with his infantry drawn up in two lines between these two strongpoints. Their entire front was covered by chevaux de frise, chained together to create a formidable barrier. The Horse were divided into two groups, both taking up station behind areas of frozen lakes and swampy ground. The artillery was placed slightly in advance of the Foot. The ill-trained Russian contingent was pulled back from the main line of battle which also enabled them to take advantage of an area of bad ground to their front.

According to the military precepts of the time, Schulenburg could look at his lines of red-coated Saxon veterans, and green-coated Russians and feel assured that his army was in a safe and secure position, against which the Swedish army would hurl itself to its ultimate destruction. However, he was still uneasy about the ability of his ill-trained cuirassiers and dragoons to hold off the Swedish Horse. Just to make sure, he placed two battalions of Foot on each of the flanks of his infantry line so that they faced to the rear, in order to defend their fellows against an attack from that quarter, should any Swedes actually break through. With their flanks thus reinforced, all the Allies had to do was to let their superior numbers and firepower decide the issue.

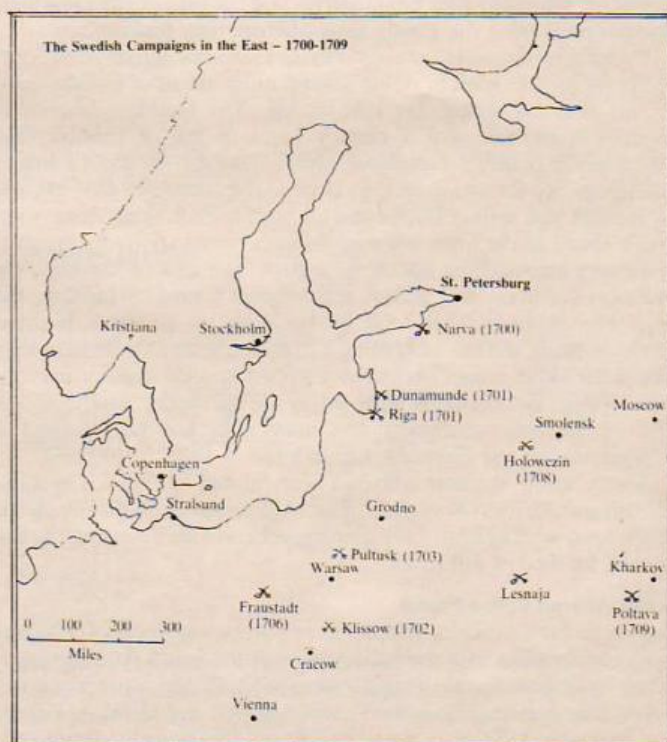
Across the plain, Rhenskiöld was faced with a different set of problems. Naturally, he was to take the offensive, but he needed to ensure that his Foot were neither outflanked, nor overwhelmed by

the Allies sheer weight of numbers. As a result, his Foot were deployed in one line only. Even that was not sufficient to match the length of Schulenburg's deployment, and some squadrons of Horse were used to extend the line. His main hope lay with his mounted troops making a quick breakthrough, and these were deployed in two groups, slightly to the rear of the flanks of the Foot. On the face of it, the Swedes were engaged on a suicidal frontal attack. However, there was more to Rhenskiöld's plans than was instantly apparent.

From his vantage point, Schulenburg observed the pitifully small number of blue-coated troops as they drew up, and began to advance to the attack. He declared to his officers that all they had to do was to hold their positions for a quarter of an hour, and the Swedes would be beaten. All that need then be done would be to mop up the survivors. His confidence must have been boosted, because it seemed that confusion was already affecting the Swedes, as their formation was losing its alignment. The Swedish Horse on the flanks were overtaking the Foot.

In fact, from the Swedish point of view, the plan was going well. Rhenskiöld's tactics were to be put into effect only when the Swedes reached within 100 yards of the Allied line. On the right wing, twelve squadrons came together to form a shock group—their mission to sweep through the village of Rohrsdorf, engage and drive off the enemy Horse, and then turn to fall on the exposed enemy infantry. On the left wing, a similar group of 10 squadrons was given the task of moving south of Geyersdorf, punching through the Saxon Horse grouped there, and then to attack the rear of the Allied line.

While all of this was going on, the main battle line was to advance, formed into four separate command groups, each with a specific objective. The brigade on the right flank was led by Rhenskiöld himself, and was aimed directly at the Russians. The entire plan depended on timing, close collaboration between the arms, and the ability of the Swedish Horse to punch through their Saxon opponents, and disrupt the Allied line from the rear, as the Swedish Foot engaged them from the front. But, would this daring plan work, or were there too many things that could go wrong?





The first blows were struck on the Swedish right wing, where the Saxon squadrons were astonished to see the blue-coated wedges of Swedish Horse bearing down on them. The sudden appearance of an aggressive enemy proved to be too much, and without even standing to receive the charge, they turned tail and fled. Displaying a high standard of discipline, the Swedish troopers followed their orders and turned their attention to the hapless Russians designated as their next objective.

On the other flank, the Swedes faced a more difficult task. Their opponents were deployed behind a large area of frozen water, which meant that they were unable to deploy and charge as usual. An account of the Swedes' subsequent actions from the diary of a young officer characterises perfectly both the offensive spirit of the Swedes at this time, and contrasts this with the attitudes of their opponents:

"Our regiment of dragoons skirted Geyersdorf and charged the cavalry on the enemy's right wing, which consisted of an elite unit of cuirassiers. We arrived in front of a large sheet of ice, upon which most of the regiment slid and slipped, because, for the most part, our horses were unshod. As a result, we dragoons were forced to dismount and lead our mounts across by their bridles. Drawn up in line directly in front of us, the Saxons, assisted by our difficulties, could have massacred us on the ice, had they been more alert. However, they laughed at us arrogantly, and we were easily able to hear them saying, 'We will kill these Mice'. While they did this, and sang other such songs, we were able, by the grace of God, to remount and charge, aiming the points of our swords at their hearts – which sad to say, were well protected by their cuirasses, which they wore under their coats – or at their faces and throats, which had the effect of reducing to silence those who had been mocking us as we fell about on the ice. Thus bathed in their own blood, they soon forgot their sarcastic songs."

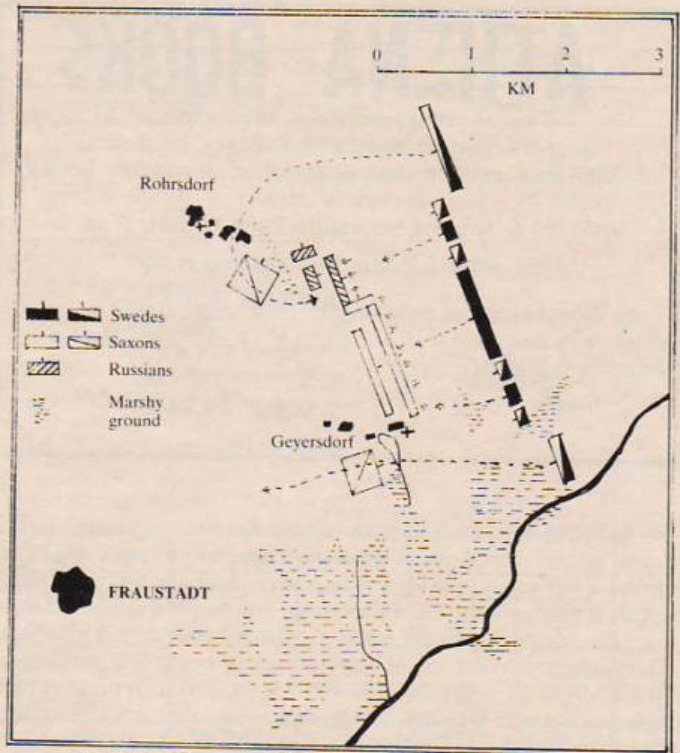
The Saxon commander had held his squadron in the advantageous position whilst the Swedes traversed the ice, thus failing to profit from his enemies' discomfort, by charging them and putting them to flight. As a result, the Swedes were able to fight on their own terms, and launched themselves headlong into their foes. However the Saxons on this flank were made of sterner stuff than their colleagues, and three separate Swedish charges all went home with no result. The fourth charge however proved too much for them, and with little ceremony the Saxons broke and fled. Again, pursuit of the enemy was postponed by the Swedish Horse, who then turned their attention to the Saxon Foot in the centre, now lying hopelessly exposed by the flight of their support on both flanks.

Meanwhile, the four Swedish brigades advanced against the fortified line of Allied Foot. Unfortunately for the latter, their artillery fire proved to be ineffectual, passing over the heads of the advancing bluecoats. In a stunning demonstration of "Fall-On" tactics, the Swedes clambered over the chevaux de frise, discharged a single volley into the faces of their opponents, and surged forward as a man to finish the job with pike and bayonet. This proved too much for the Russians, who dissolved into a rabble of individuals, intent only on saving themselves.

With their flanks gone, and under attack from front and rear, and Saxon line collapsed. Only on their right flank was there any resistance, where the Saxon Footguards held firm against all attacks. Unfortunately, they stood alone, and as the Swedish brigades finished their allotted tasks they were brought up to add their weight. The Lifeguard attempted to make an orderly retreat, but by this time, Rhenskiöld himself had turned up, and directed the assaults which finally ended this brave resistance.

With the demise of the Saxon guards, the Swedes found themselves masters of the battlefield. The Allied army had ceased to exist. Schulenburg himself escaped accompanied only by one officer and a pikeman. The statistics of the battle are impressive. The Swedes launched their attack at noon, and were engaged in mopping-up operations less than two hours later! Out of 18,000 men, the Allies had lost over 7,000 killed, including 376 officers, and 7,633 were taken prisoner. Swedish losses were 400 dead and 1000 wounded.

Fraustadt in many ways typifies the art of war as practised by the Swedes during the Great Northern War. Despite being outnumbered by almost two to one, by an enemy occupying a strong defensive position, the high quality of the troops, linked with their



The Battle of Fraustadt – 13th February 1706

courage, training and élan enabled them to unquestioningly take the offensive. The officers were able to take and hold the initiative and achieve what would seem an improbable victory, basing their tactics upon audacity, a complete and effective command control, and a faith in the ability of their troops to do the tasks asked of them. This combination made the small Swedish army one of the most feared in Europe during the early years of the eighteenth century.

As a postscript, Voltaire adds two interesting anecdotes about the battle of Fraustadt. The first is that the Swedes found 7,000 loaded muskets, "which had been flung down on the battlefield without being fired". A fitting tribute to the terror of facing the bluecoated warriors of Sweden! The second concerns some of the prisoners taken by the Swedes. Amongst these it would appear was an entire regiment of Frenchmen. These unfortunate souls had been captured at the battle of Hochstadt in 1703. They had subsequently entered the service of Augustus, who had formed them into a unit of dragoons under the command of one Colonel Joyeuse. During the battle, this worthy was killed in the first charge, and they had surrendered. With an eye to the future, they now asked to serve in the Swedish army, and were accepted. Their subsequent fate is however, unknown.

## WARGAMING THE GREAT NORTHERN WAR

The wargamer who wishes to fight battles in the setting of the Great Northern War (GNW) is faced with a daunting task. There are no rules available, figures are all but non-existent and all of the sources of information are difficult to get hold of, and in foreign languages. Given this, it is not surprising that many decide that there is not much wrong with the "old firm", and go back to "Frog bashing" with Corporal John's men! In actual fact the situation is not quite as bad as it seems. What I intend to do in this piece is explain how I personally have tackled the problem of wargaming an "obscure" war, and hope that it will encourage others to try their hands at this fascinating period.

At the bottom line this is intended to be a practical guide, so I shall confine my comments to two areas, namely Figures and Rules.

Firstly figures. Well, this is an easy one. Apart from one ageing and none too accurate range of 25mm figures, there are no ranges covering the participants of the GNW in any scale. Before you all start heading for the fields of Flanders again, let us look at what can be done to provide us with our ranks of miniature warriors.

If you use either 25mm or 15mm figures there are ranges available which cover the "Marlburian" period. An adequate paint



# ATHENA BOOKS

(incorporating International Military Books)

Britain's largest specialist military bookshop  
40,000 new, secondhand & antiquarian military books  
always in stock.

Visit us & see for yourself: Tues to Sat, 9 to 5.

Or send for our free catalogue to:



**ATHENA BOOKS**  
34 IMPERIAL CRESCENT  
TOWN MOOR  
DONCASTER DN2 5BU  
S. YORKS., ENGLAND

job on these can, for example, turn a French "fantassin" into a Saxon guard, or a Russian peasant. Those of you with drive and initiative can get out the knife, file, and milliput and add those extra details if you so wish. The Poles, poor fellows, had advanced little since the days of Sobiewski, and a great number of their soldiers can be represented by any number of late seventeenth century ranges. Of all people, it is the Swedes who are hardest to represent on a tabletop, because they had adopted the unusual practice of turning back their coat skirts. Raiding the ranks of Seven Years War ranges can provide a partial answer to this. For all of the armies, conversion will definitely be required to provide pikemen. The Queen of Weapons may have dropped out of favour in the South, but was still a favoured weapon in the northerly climes of Europe.

My personal solution to the problem of figures is both practical and cheap, as I feel that until some enterprising company brings out a decent range of accurate GNW figures, I wish to restrict my outlay on armies. As a result, my forces consist of plastic figures from the AWI range of Spencer Smith miniatures. These have the virtue of being very nondescript, and with a relevant paint job can serve in all the armies of Europe. I have Swedish, Saxon and Austrian armies built from these figures, and a friend of mine has a French, British and Prussian. Whilst detail-freaks may balk at them, I cannot recommend them too highly, especially in the face of rising costs of metal armies.

And so to rules. From my personal experience, you will never get three wargamers around a table to agree on the pronunciation of "cuirassier" never mind a set of rules governing their performance! As a result, I will not attempt to define the "best" set available, only describe the rules that I have used over the years.

The first set I used were the WRG 1685-1845 rules. These you either love or you hate. I found that they gave me a quick enjoyable game, but needed quite substantial amendment to make them suitable for the GNW, especially in the weeding out of vast amounts of irrelevant National Characteristics. Once this was done, and provision made for cavalry charging at the gallop, and the combat system re-worked so that it does work, many a good game can be fought using these rules.

However, I have been experimenting of late, and have had some good results using the framework of my own "Forlorn Hope" ECW rules. As a specific period set, they are not designed to be used out of context, but do give an enjoyable game with suitable amendments.

I have used the "old faithfuls" of "Tercio" and WRG "Renaissance rules". My main objection to these two, is that they seem to treat the early eighteenth century as an "add-on" to their main period, and as such cannot really reflect the emergence of drilled modern armies, as the rules still use the same old mechanics of weapon type v. armour to decide casualties and ultimately the winners and losers. Fine if you like that sort of game, but I don't think that you can capture the spirit of the period with that type of game mechanic. (A "gut-reaction" - don't ask me why.) Finally, I find the 1:20 figure scale too restricting, as it gives you only a small number of table top units.

One avenue worth exploring is skirmish wargaming, there being a couple of sets of rules around. This level of play has many advantages, the primary one being that is very cheap.

Having managed to give no solid information on figures and rules, I shall conclude by saying that there is little or no decent source material on the armies of the GNW easily available in English. This is bad in that "off the shelf" wargamers will not be able to order a ready-made 15mm army of the period, but it does mean that the reward for your effort is an army which you can feel pride in having done all of the hard work yourself. And once you have done all the work, write an article about it, and share your knowledge with others. I would hope that somebody out there may be inspired to get an early eighteenth century northern army, and I will be very interested in any research that anybody does into this sadly neglected period. Happy delving.

## FLAGS AND STANDARDS

It is unfortunate that we do not have complete information concerning Swedish colours of the period. What I have done is to supply the information currently available to myself. This is by no means exhaustive, but should give a good idea of the appearance of these items.

### Infantry

Every regiment had one colonel's colour, ("Liebfahne"), and in addition each company had its own colour, ("Kompanifahne"). All liebfahne were of the same pattern, being white, bearing the arms of Sweden, and the letters C.R.S. (Carolus Rex Sueviae). The individual regimental colours were differentiated by the addition of the regimental regional symbol worked in gold in the top canton nearest the pole. Thus, the example shown in figure (a) is the liebfahne for the Dal regiment. By swapping the crossed arrows for an orb, it would become that of the Upplands regiment.

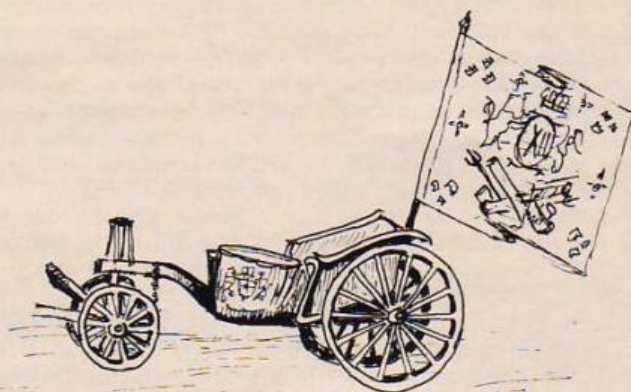
All the company colours illustrated date from the 1680's, but there seems no evidence that they changed during the Great Northern War. There are two basic designs, both using as their basis the regional symbols of the individual regiments. The first type, uses an elaborate wreath to surround the central provincial symbol, the second, possibly older style, uses eight wedges or piles. (Despite my idiosyncratic style of illustration, the colours were actually rectangular, not square as shown.)

### Cavalry

As with the infantry, there were regimental colonel's standards. In addition, the individual squadrons also bore a standard. I can detect no pattern in the latter types, but they do seem to use a system of provincial emblems like those of the foot. For example, the rampant griffin appears on both the company colour of the Ostgoterland Cavalry regiment, and the Ostgota Foot regiment (not illustrated).

### Artillery

This example was mounted on a large kettle-drum cart, which accompanied the artillery train. It served to mark the HQ of the artillery park.





## Infantry colours



Liebfahne  
Dal Regiment



Upplands Regiment



Dal Regiment



Sodermanlands Regiment



Halsinge Regiment



Kronobergs Regiment



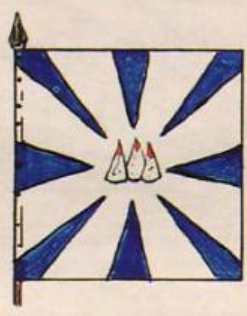
Jonkopings Regiment



Jamtlands Regiment



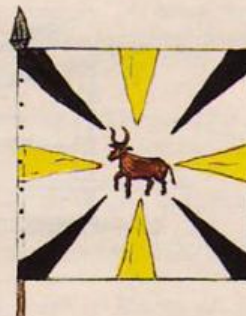
Vasterbottens Regiment



Vastmanlands Regiment



Kalmar Regiment



Vastgota-Dals Regiment

## Cavalry standards



Vastgota Regiment



Vastgota Regiment



Vastgota Regiment



Ostergotland Regiment

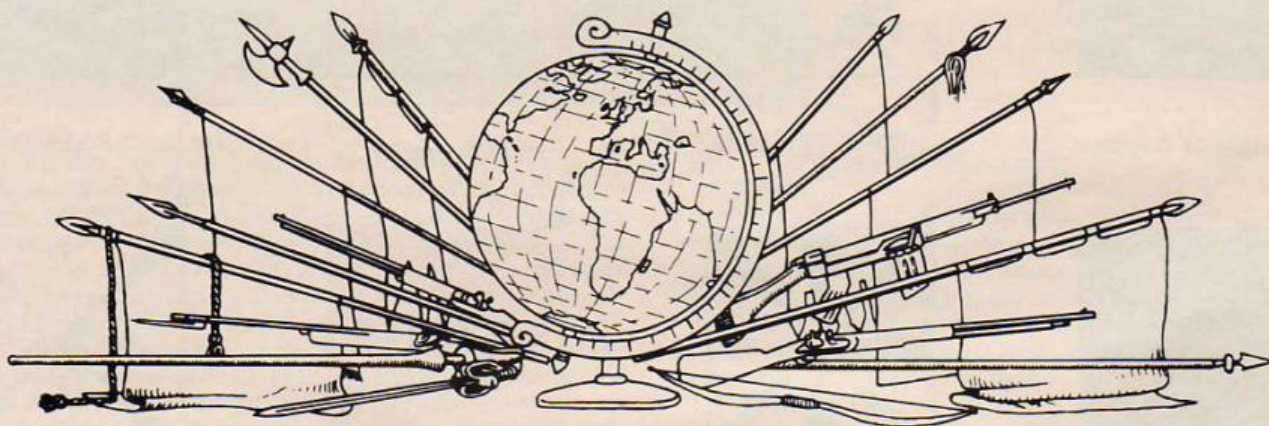


Left: Large artillery standard.  
Carried mounted on cart.  
(see sketch.)



DERBY WARGAMES ASSOCIATES  
PRESENT THE

# OSPREY WORLD CHAMPIONSHIPS 1988



WORLD'S PREMIER WARGAMING EVENT  
**THE ASSEMBLY ROOMS, DERBY**

**Saturday 8th & Sunday 9th October 1988**

Featuring: World WARGAMES Competition  
Display Game Competition  
Re-enactment Societies • Trade Stands  
Bring & Buy • Bar & Food

For further details please contact, enclosing a large s.a.e.:

**EVENT ENQUIRIES:**  
J. GRANT,  
29 WADE AVENUE,  
LITTLEOVER,  
DERBY,  
ENGLAND

**COMPETITION ENQUIRIES:**  
J. HILL,  
c/o 29 WADE AVENUE,  
LITTLEOVER,  
DERBY,  
ENGLAND

**TRADE ENQUIRIES:**  
B. CONNOR,  
53 MANSFIELD ROAD,  
DAYBROOK,  
NOTTINGHAM,  
ENGLAND

---

**OSPREY PUBLISHING**



# WARGAMES & COLOURS MODELLING FAIR '88 "COLOURS"

AT

## ARMAGEDDON '88 THE SOUTH'S MASSIVE WARGAME SHOW EVEN BIGGER & BETTER

**SEPT. 17/18th** AT **THE HEXAGON** READING **10.30 am**  
QUEENS WALK  
ENTRANCE FEE: £2.00 per day (children under 16 & OAP £1.00 per day) **to**  
BAR FOOD AVAILABLE Children under 5 Free **5.00 pm**

### GIGANTIC TRADE FAIR TRADERS ATTENDING

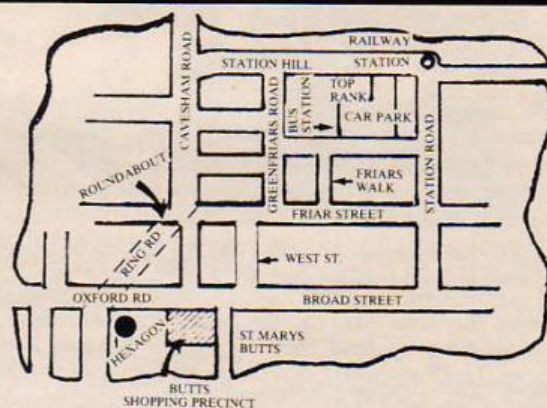
Keep Wargaming  
Games Innovation  
Albion Scott  
Trafalgar Models  
Hotspur Miniatures  
Wargames Images  
Sandhurst Military Books  
Whittlesey Miniatures  
Second Chance Games  
Hovels with Campaign  
Chariot Miniatures  
Hales Models  
Quartermasters Stores  
Adler & Denizen  
Skytrex  
Barry Hill  
Front Rank Figurines  
Standard Games  
QT Models

Essex Miniatures  
W.E. Hersant  
Navwar  
Connoisseur Figures  
Farms & Fortresses  
Sussex Miniatures  
Irregular Miniatures  
Warrior Miniatures  
Newbury Rules  
Mainly Military  
Southsea Models  
Abbotts Miniatures  
Total System Scenic  
Donnington Miniatures  
Gallie U.K.  
Chelifer Books  
BB Wargames  
Tabletop Games  
Freikorps 15

Heroes Miniatures  
Modellers Nook  
Dixon Miniatures  
Ragnar Brothers  
Charlie Kaufman  
The Guardroom  
Mili-art  
Stratagem Publications

#### PRIZES

Trophy for each Class in  
Painting Competition  
Cash and Trophy for  
Champion or Champions  
Armageddon Trophy for  
Best Club Demo



Prize for Best Painted Army

Steve Curtis Memorial  
Trophy for Best Skirmish  
Wargame

**18th September 1988  
Painting Competition**

## WARGAME CHAMPIONSHIPS

PERIODS - ANCIENTS - DARK AGES/MEDIEVAL - RENAISSANCE  
NAPOLEONIC - MID 19TH CENTURY - WW11 MICRO

### FUN FOR ALL THE FAMILY PLENTY TO SEE & DO

Participation Games - Uniform Displays  
Dungeon & Dragons - Bring & Buy Stall  
Demo Games - Militaire Displays

## ★ ★ WIN A CAR COMPETITION ★ ★ PROCEEDS IN AID OF MENCAP

PRESENTED BY - NEWBURY & READING WARGAMES SOCIETY

FOR FREE: ACCOMMODATION DETAILS, ENTRY FORMS, UMPIRE DETAILS SEND S.A.E. TO:  
D.W. TOMKINS, MALLARD HOUSE, CHURCH STREET, GREAT SHEFFORD, NR. NEWBURY, BERKS, RG16 7DZ





# GREEK FORTIFICATIONS

*by Ian Weekley of Battlements*

In the sixth century B.C. the Ionian Greeks started to develop town defences which would surround a city to an extent never before put into operation.

Earlier massive walling of citadels had generally been constructed of stone rubble or large blocks of sun-dried mud. By the sixth century lengths of linear walling were being strengthened by regularly spaced two-storey towers. The fifth century saw towers and double-towered gatehouses becoming commonplace.

From this time onwards the Athenians built massive walls of great length to defend their harbour at Piraeus and link it to Athens. This long stretch of walling enclosed wide corridors – all on a huge scale. Such feats of military engineering had come a long way since the simple citadels of the Mycenaean period.

Indeed radical new thinking had come about largely as a result of the costly wars against the Persians. The early towers had varied styles of crenellations; later these were roofed over with the familiar 'terra-cotta' tiling common to Mediterranean countries, and I have used these roofing sections in the models as an optional 'extra'.

## Construction

"Two projecting two-storey towers; a gate flanked by two rather smaller towers; and three linking wall sections, one section to be breached." Such then was one wargamer's requirement for his 25mm scenarios, presenting a total frontage of about 60 inches.

I cut out all walls from ¼ inch plywood. Mycenaean walling may have been up to 5 metres thick, but later walls were not so massive and I found that wallwalks 1½ inches wide were fine – perfectly convincing.

The battlements themselves were often built of mud bricks and here I have shown such wall openings as being part of such mud brick upper works.

The walls were built of rectangular cut stones, the core of stone rubble.

So once the walls and towers were assembled I cut out slightly different sized pieces of thin card and glued them to the outer facing walls. Whether you do this over the entire surface of the frontal walls of your model is up to you. It can be very effective if you do, but does involve many, many hours of very tedious work. Unless instructed otherwise, I usually opt for a 60% coverage, softening edges with a plaster wash. If you add some fine sand or other textures to the wall in patches this helps to get surface variety and adds interest to the subject when it's all painted. What we are concerned with is creating an illusion, a theatrical replica of good quality, satisfying in its appearance and a proper back-up for armies relating to the Greek and Persian wars.

Well, cutting out and glueing and assembling the walls was simple enough. The top floor was made to lift out so that troops could be placed inside on the floor below.

Each shallow pitch roof was cut from mounting card (obtainable from any art shop) and then 'tiled' with lengths of string set in PVA white adhesive. This takes time, but does give quite a good classical roof effect – round-tiled, Mediterranean style. Plastic drinking straws can also be used, and take paint after washing over with plaster. Trim off excess lengths when dry.

All walls were painted a soft light grey, almost white in the upper parts. The roof colour was terracotta with a little spraying with grey and white to get a slight 'bleached' effect. Brown was used for the upper mud brick work forming the 'battlements'. Any reader who has visited Greece or the Mediterranean in summer knows how fierce the sun can be and how it seems to take the colour out of buildings.

Finally the rock effect of separate pieces at the foot of the outer walls was made from polystyrene covered in thin paper, all washed



# PICTURE REVIEWS

by  
The  
Staff  
Photographer

Two shots upper right show some of the "once-again-available-in-the-U.K.", ex Pax-Britannica, now Rusty Scabbard Miniatures, U.S.A., imported to the U.K. by Vandrad, 20mm ACW figures designed by Steve Hezzlewood. After some initial difficulty in getting his shipments into the country, Vandrad supremo Rick Laurence tells me everything is now flowing smoothly. Other R.S.M. (ex Pax B.; ranges should also be available. See the Vandrad ad. elsewhere in this issue for the address.

It's probably superfluous to point out that's U.S. Grant with the cigar and R.E. Lee waving the hat. More R.S.M./Vandrad pics in future issues.



A whole impi of Abbott's Miniatures' Zulus is beginning to mass in the editorial office and threatens to overrun the front cover at some time in the future. In the meantime the three chaps below have snuck in here to whet your appetites. Better fire off an order to Abbott's whose address can be found in the classified.



A new range of World War II figures to 20mm comes from M.L.R. Figures. Set Dom 2 is pictured. The M.L.R. ad elsewhere in this issue will interpret that for you!



over well with plaster, on small bases. For smaller stones and rubble I use the crumbled cork obtainable in different grades from good model shops. So here we have fortifications standing a good chance of putting up a stout resistance against the Persians, those persistent Spartans, or any other belligerent City State of Ancient Greece.

## Sources

*Greece and Rome at War* by Peter Connolly, published by Macdonald 1981.

**Essex Miniatures** Greek warriors painted by **B.J. Harris** of Oadby, Leicester.

Photos by the author.

Last year's upsurge in Franco-Prussian interest inspired by some canny ranges of figures foundered a wee bit for lack of a good set of rules. Latest contenders for the title are *Les Gens Braves* from Partizan-Press. (Front cover pictured below.) Definitely worth a try. See the Partizan ad. elsewhere in the mag.

## Les Gens Braves

Rules for the Franco-Prussian War



John Mills



# R.S.M. MINIATURES \*

NOW AVAILABLE IN THE U.K.

From **VANDRAD** Devon's NEWEST and BEST Wargames & General games shop.

High quality 20mm & 25mm figures ideal for wargaming OR collecting.

Both 20mm A.C.W. and 25mm A.W.I. in stock.

20mm Foot: 23p. 25mm Foot: 45p.

Catalogue: 2 x 18p stamps.

Sample 20mm & 25mm Figures (+ Catalogue) only £1.00.

Cheques/POs payable to VANDRAD

## VANDRAD

13 South Street,  
EXMOUTH

'Phone: Exmouth (0395) 267734 or 278664

U.S.A. Customers contact:

**R.S.M. Ltd.**

South Woodland,  
Lexington,  
KENTUCKY, 40502

\* Formerly manufactured by: "PAX BRITANNICA"



P.O. Box 8, Heaton,  
Newcastle upon Tyne NE6 1ER  
Telephone: (091) 265 5800

## SPANISH CIVIL WAR

All these packs are currently available.  
More to follow, making this the most comprehensive range available.

- 1a Nationalist Infantry in side cap.
- 1b Nationalist Infantry in steel helmet.
- 1c Nationalist Infantry in beret (for Carlists)
- 2 Nationalist Infantry L.M.G. Team with Hotchkiss gun, side cap.
- 3a Moroccan Infantry in turban.
- 3b Moroccan Infantry in fez.
- 6a Nationalist Infantry Command in side cap
- 6b Nationalist Infantry Command in beret.
- 7 Moroccan Infantry Command.

- 11a Republican Infantry in peaked cap.
- 11b Republican Infantry in steel helmet (French)
- 11c Republican Infantry in steel helmet (Spanish)
- 11d Republican Infantry in side cap.
- 12a Republican Militia in side cap.
- 12b Republican Militia in beret.
- 16 Republican L.M.G. Team with Degtyareff gun.
- 17 Republican Infantry Command.
- 19 Republican militia and Internationals Command.

Don't forget our 20mm range of modern figures.  
New release next month.

Send an S.A.E. for our catalogue.

Overseas wargamers contact us in YOUR area at:

New Zealand, Australia and Hong Kong:  
"Military Miniatures",  
Parnell Games & Hobbies Cellar,  
Downstairs 211 Parnell Road, Parnell,  
P.O. Box 9550, Auckland, New Zealand.

United States of America:  
"Alliance Miniatures",  
P.O. Box 2347 Des Moines,  
Iowa 50310, U.S.A.

When replying to adverts please mention Wargames Illustrated.

6 + 2mm Catalogue  
60p including sample

## IN FRANCE

Remark (19 Rue Thimmonier,  
75009 Paris) are casting selected  
Irregular Miniatures ranges.



# IRREGULAR MINIATURES LTD



VISA

DEPT. WI, 4 PARK ROAD, NORTON, MALTON, N. YORKS  
YO17 9EA. TELEPHONE: (0653) 697693

ACCESS

POSTAGE AND PACKING 12½% (MINIMUM 25p) DELIVERY WITHIN ONE WEEK.

25 + 15mm Catalogue  
£1.00 including sample

## IN AMERICA

Irregular Miniatures U.S.A.  
P.O. Box 5125, Warren,  
Michigan 48090.

## NEW IN 2mm

WILD WEST TRAIN SET, (30 track sections/points, 2 Engines + Carriages) £3.00

More 2mm Ancient Armies including Macedonian, Indian, Hoplite, Carthaginian, German, Hun, - Please ring for details

## BLENHIM TO BALACLAVA - AVAILABLE NOW £2.40

NEW RULES for 2mm/6mm Wargaming through the Age of the Musket and Linear Warfare. The rules are designed to cope with large Battles from Army Command to Brigade Level allowing for the brilliance (or otherwise) of the Great Generals. The 'figure wargamer' is kept firmly in mind throughout and automatic results are avoided where possible. Guards can be Guards, but it takes a good General to put them in the right place at the right time!!

## 15mm FRENCH/INDIAN WARS & AMERICAN WAR OF INDEPENDENCE RANGE - DESIGNER IAN KAY

Each figure has up to four variants in baggage, bayonets, facial hair etc.

	PRICE
AWI 1 Mohican throwing tomahawk	10p
AWI 2 Mohican advancing with tomahawk, club or knife	10p
AWI 3 Mohican running with tomahawk, club or knife	10p
AWI 4 Mohican shooting bow	10p
AWI 5 Mohican with musket	10p
AWI 6 Ranger firing musket	10p
AWI 7 Ranger advancing with musket and knife	10p
AWI 8 Ranger loading musket	10p
AWI 9 French "coureur de bois" firing musket	10p
AWI 10 French "coureur de bois" advancing with musket and knife	10p
AWI 11 French "coureur de bois" loading musket	10p
AWI 12 U.S. militia man in buckskin firing musket	10p
AWI 13 U.S. militia man in buckskin loading musket	10p
AWI 14 U.S. militia man in long coat holding musket	10p
AWI 15 U.S. militia man in turnback coat, kneeling, firing musket	10p

MANY MORE FIGURES TO FOLLOW

## 15mm AMERICAN CIVIL WAR RANGE - DESIGNER IAN KAY

Each figure has up to 4 variants in baggage, bayonets, facial hair etc. Broadly speaking, a predominance of figures in kepis will be more suitable for Union forces, and slouch hat figures can be used for Confederates. We recommend a mixture of both types in a unit, however. Confusingly, a few of the below variants are bareheaded or bandaged, but they all go to enhance the irregular feel of a unit.

	PRICE
AWS1 Infantry standing with rolled sleeves and kepi	10p
AWS2 As above in slouch hat	10p
AWS3 Infantry running in crouched position in kepi	10p
AWS4 As above in slouch hat	10p
AWS5 Infantry advancing with trailed gun in kepi	10p
AWS6 As above in slouch hat	10p
AWS7 Infantry standing with musket held across chest in kepi	10p
AWS8 As above in slouch hat	10p
AWS9 Infantry loading musket with hand in pouch, in kepi	10p
AWS10 As above in slouch hat	10p
AWS11 Infantry kneeling, firing in kepi	10p
AWS12 As above in slouch hat	10p
AWS13 Infantry standing, firing in kepi	10p
AWS14 As above in slouch hat	10p
AWS15 Standing infantry in greatcoat and kepi	10p
AWS16 As above in slouch hat	10p
AWS17 Infantry officer pointing, in kepi	10p
AWS18 As above in slouch hat	10p
AWS19 Standard bearer in kepi	10p
AWS20 As above in slouch hat	10p
AWS21 Dead body in assorted headgear	10p

## 6mm WORLD WAR I BATTLE PACKS

Two equal point armies comprising: infantry, machine gun units, cavalry, artillery, armoured cars or tanks, and rule set

- 1914 British v 1914 German
- 1916 British v 1916 German
- 1914 German v 1914 Russian

Each battle pack price with rules £15.00  
(Average pack contains 170 infantry, 6 or 9 artillery pieces, 12 cavalry and 2 armoured cars, or 2 to 4 tanks)

## BRITISH

NEW GWB 24 Rolls Royce armoured car 24p

## 6mm WWI RANGE - INDIVIDUAL LISTING

### NEW RUSSIAN

+GWR1 (O)	Russian infantry advancing	(3)	24p
+GWR2 (O)	Russian infantry "rushing"	(3)	24p
+GWR3 (O)	Russian infantry marching	(3)	24p
+GWR4 (O)	Russian infantry in greatcoat	(3)	24p
+GWR5 (L)	Russian infantry firing & loading	(3)	24p
+GWR6 (O)	Siberian infantry	(3)	24p
+GWR7 (O)	Heavy machine gun & 3 crew	(3)	24p
+GWR8 (L)	Individual infantry officer	(3)	24p
+GWR9 (O)	Pair of guard cavalry	(1)	12p
+GWR10 (O)	Pair of lancer cavalry	(1)	12p
+GWR11 (O)	Pair of cosack cavalry	(1)	12p
+GWR12 (O)	Dismounted cosacks firing behind prone horses	(1)	12p
GWR13	Field artillery, crew, limber and team		70p
GWR14	Howitzer and crew		24p
GWR15	Generals and mounted messenger		12p

### GERMAN

+GWG1 (O)	1914 infantry advancing	(3)	24p
+GWG2 (O)	1914 infantry advancing over debris	(3)	24p
+GWG3 (O)	1914 infantry throwing grenades	(3)	24p
+GWG4 (L)	1914 infantry firing and loading	(3)	24p
+GWG5 (L)	1914 infantry kneeling, firing and loading	(3)	24p
+GWG6 (L)	1914 '08 heavy machine gun and three crew	(3)	24p
+GWG7 (O)	1914 individually mounted infantry officer	(3)	12p
+GWG8 (O)	Two uhlan cavalry	(1)	24p
+GWG9 (O)	Two cuirassier cavalry	(1)	12p
+GWG10 (O)	1914/1916 jager infantry in shako	(3)	24p
+GWG11 (O)	1916 infantry advancing	(3)	24p
+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	1916 '08 heavy machine gun and three crew	(3)	24p
GWG18	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	Mortar and two crew	(3)	24p
GWG22	1917 flamethrower and three crew	(3)	24p
GWG23	7.7cm field gun with crew, limber and team	(1)	70p
GWG24	Howitzer and crew	(1)	24p
GWG25	A7V battle tank	(1)	28p
GWG26	Group of officers studying maps	(1)	12p
GWG27	Einhardt armoured car	(1)	24p

When replying to adverts please mention Wargames Illustrated.



Discount Offer  
10% off orders  
over £50.  
20% off orders  
over £100.

**SCOTIA  
MICROMODELS**

1/300th WARGAME MODELS

**NEW!!  
1/300th INFANTRY**



#### NEW RELEASES

FM24 AMX30 Shaline	23p	RM24 BTR 152V (open top)	23p
FM25 120mm Towed mortar	19p	RM25 BTR 152V (overhead armour)	19p
FM26 VAB 4x4 with cupola MG	19p	RM26 BTR 152V command APC	19p
FM27 AMX 10 SAO	23p	RM27 BTR 152V with twin 14.5mm	23p
FM28 AMX 13-90	19p	RM28 BTR 152V SP mortar	19p
FM29 VLR4 Truck	23p	RM29 CM12 ZIL 164 truck (open top)	23p
FM30 AMX30 EBG	23p	RM30 CM12 ZIL 164 (canvus top)	23p
FM31 VAB 4x4 VDA	23p	RM31 BTR 152V	23p
RM70 URAL 375 Hvy truck canvas	23p	RM70 URAL 375 Hvy truck canvas	23p
RM71 URAL 375 with van	23p	RM71 URAL 375 with van	23p
UM33 Commando 20mm SPAA	19p	UM33 Commando 20mm SPAA	19p
UM34 Commando ARV	23p	UM34 Commando ARV	23p
UM35 SP Mortar carrier	23p	UM35 SP Mortar carrier	23p
GS38 Panther A	23p	GS38 Panther A	23p
GS39 Panther G	23p	GS39 Panther G	23p
GS40 Tiger I	23p	GS40 Tiger I	23p

#### MODERN CHINA

CM1 T59 MBT	P2	CM2 T62 light tank	P2
CM3 T62 Amphibious light tank	P2	CM4 K2 APC	P2
CM5 K2 with MG turret	P2	CM6 Type 77-A2 APC	P2
CM7 Type 54 SP 122 on K53 chassis	P2	CM8 K53 with 107mm ML	P2
CM9 K53 with 130mm ML	P2	CM10 K53 command APC	P2
CM11 K53 Ambulance	P2	CM12 Jay-fong CA105 truck	P2
CM13 Jay-fong CA105 truck	P2	CM14 Jay-fong CA105 truck	P2
CM15 Type 56 Artillery tractor	P2	CM16 B1 B124 jeep	P2
CM17 Type 63 SFAP	P2	CM18 Type 69-1 MBT	P2
CM19 SF 155mm how	P2	CM20 Type 69-11 105mm armed MBT	P2
CM21 Type 69-11 105mm armed MBT	P2	CM22 Type 69-11 105mm armed MBT	P2
CM23 Type 69-11 105mm armed MBT	P2	CM24 Type 69-11 105mm armed MBT	P2
CM25 Type 69-11 105mm armed MBT	P2	CM26 Type 69-11 105mm armed MBT	P2
CM27 Type 69-11 105mm armed MBT	P2	CM28 Type 69-11 105mm armed MBT	P2
CM29 Type 69-11 105mm armed MBT	P2	CM30 Type 69-11 105mm armed MBT	P2
CM31 Type 69-11 105mm armed MBT	P2	CM32 Type 69-11 105mm armed MBT	P2
CM33 Type 69-11 105mm armed MBT	P2	CM34 Type 69-11 105mm armed MBT	P2
CM35 Type 69-11 105mm armed MBT	P2	CM36 Type 69-11 105mm armed MBT	P2
CM37 Type 69-11 105mm armed MBT	P2	CM38 Type 69-11 105mm armed MBT	P2
CM39 Type 69-11 105mm armed MBT	P2	CM40 Type 69-11 105mm armed MBT	P2
CM41 Type 69-11 105mm armed MBT	P2	CM42 Type 69-11 105mm armed MBT	P2
CM43 Type 69-11 105mm armed MBT	P2	CM44 Type 69-11 105mm armed MBT	P2
CM45 Type 69-11 105mm armed MBT	P2	CM46 Type 69-11 105mm armed MBT	P2
CM47 Type 69-11 105mm armed MBT	P2	CM48 Type 69-11 105mm armed MBT	P2
CM49 Type 69-11 105mm armed MBT	P2	CM50 Type 69-11 105mm armed MBT	P2
CM51 Type 69-11 105mm armed MBT	P2	CM52 Type 69-11 105mm armed MBT	P2
CM53 Type 69-11 105mm armed MBT	P2	CM54 Type 69-11 105mm armed MBT	P2
CM55 Type 69-11 105mm armed MBT	P2	CM56 Type 69-11 105mm armed MBT	P2
CM57 Type 69-11 105mm armed MBT	P2	CM58 Type 69-11 105mm armed MBT	P2
CM59 Type 69-11 105mm armed MBT	P2	CM60 Type 69-11 105mm armed MBT	P2
CM61 Type 69-11 105mm armed MBT	P2	CM62 Type 69-11 105mm armed MBT	P2
CM63 Type 69-11 105mm armed MBT	P2	CM64 Type 69-11 105mm armed MBT	P2
CM65 Type 69-11 105mm armed MBT	P2	CM66 Type 69-11 105mm armed MBT	P2
CM67 Type 69-11 105mm armed MBT	P2	CM68 Type 69-11 105mm armed MBT	P2
CM69 Type 69-11 105mm armed MBT	P2	CM70 Type 69-11 105mm armed MBT	P2
CM71 Type 69-11 105mm armed MBT	P2	CM72 Type 69-11 105mm armed MBT	P2
CM73 Type 69-11 105mm armed MBT	P2	CM74 Type 69-11 105mm armed MBT	P2
CM75 Type 69-11 105mm armed MBT	P2	CM76 Type 69-11 105mm armed MBT	P2
CM77 Type 69-11 105mm armed MBT	P2	CM78 Type 69-11 105mm armed MBT	P2
CM79 Type 69-11 105mm armed MBT	P2	CM80 Type 69-11 105mm armed MBT	P2
CM81 Type 69-11 105mm armed MBT	P2	CM82 Type 69-11 105mm armed MBT	P2
CM83 Type 69-11 105mm armed MBT	P2	CM84 Type 69-11 105mm armed MBT	P2
CM85 Type 69-11 105mm armed MBT	P2	CM86 Type 69-11 105mm armed MBT	P2
CM87 Type 69-11 105mm armed MBT	P2	CM88 Type 69-11 105mm armed MBT	P2
CM89 Type 69-11 105mm armed MBT	P2	CM90 Type 69-11 105mm armed MBT	P2
CM91 Type 69-11 105mm armed MBT	P2	CM92 Type 69-11 105mm armed MBT	P2
CM93 Type 69-11 105mm armed MBT	P2	CM94 Type 69-11 105mm armed MBT	P2
CM95 Type 69-11 105mm armed MBT	P2	CM96 Type 69-11 105mm armed MBT	P2
CM97 Type 69-11 105mm armed MBT	P2	CM98 Type 69-11 105mm armed MBT	P2
CM99 Type 69-11 105mm armed MBT	P2	CM100 Type 69-11 105mm armed MBT	P2

#### MODERN BRITISH

MB1 Cheiflain MBT	P2	MB2 Cheiflain MBT	P2
MB3 Cheiflain MBT	P2	MB4 Cheiflain MBT	P2
MB5 Cheiflain MBT	P2	MB6 Cheiflain MBT	P2
MB7 Cheiflain MBT	P2	MB8 Cheiflain MBT	P2
MB9 Cheiflain MBT	P2	MB10 Cheiflain MBT	P2
MB11 Cheiflain MBT	P2	MB12 Cheiflain MBT	P2
MB13 Cheiflain MBT	P2	MB14 Cheiflain MBT	P2
MB15 Cheiflain MBT	P2	MB16 Cheiflain MBT	P2
MB17 Cheiflain MBT	P2	MB18 Cheiflain MBT	P2
MB19 Cheiflain MBT	P2	MB20 Cheiflain MBT	P2
MB21 Cheiflain MBT	P2	MB22 Cheiflain MBT	P2
MB23 Cheiflain MBT	P2	MB24 Cheiflain MBT	P2
MB25 Cheiflain MBT	P2	MB26 Cheiflain MBT	P2
MB27 Cheiflain MBT	P2	MB28 Cheiflain MBT	P2
MB29 Cheiflain MBT	P2	MB30 Cheiflain MBT	P2
MB31 Cheiflain MBT	P2	MB32 Cheiflain MBT	P2
MB33 Cheiflain MBT	P2	MB34 Cheiflain MBT	P2
MB35 Cheiflain MBT	P2	MB36 Cheiflain MBT	P2
MB37 Cheiflain MBT	P2	MB38 Cheiflain MBT	P2
MB39 Cheiflain MBT	P2	MB40 Cheiflain MBT	P2
MB41 Cheiflain MBT	P2	MB42 Cheiflain MBT	P2
MB43 Cheiflain MBT	P2	MB44 Cheiflain MBT	P2
MB45 Cheiflain MBT	P2	MB46 Cheiflain MBT	P2
MB47 Cheiflain MBT	P2	MB48 Cheiflain MBT	P2
MB49 Cheiflain MBT	P2	MB50 Cheiflain MBT	P2
MB51 Cheiflain MBT	P2	MB52 Cheiflain MBT	P2
MB53 Cheiflain MBT	P2	MB54 Cheiflain MBT	P2
MB55 Cheiflain MBT	P2	MB56 Cheiflain MBT	P2
MB57 Cheiflain MBT	P2	MB58 Cheiflain MBT	P2
MB59 Cheiflain MBT	P2	MB60 Cheiflain MBT	P2
MB61 Cheiflain MBT	P2	MB62 Cheiflain MBT	P2
MB63 Cheiflain MBT	P2	MB64 Cheiflain MBT	P2
MB65 Cheiflain MBT	P2	MB66 Cheiflain MBT	P2
MB67 Cheiflain MBT	P2	MB68 Cheiflain MBT	P2
MB69 Cheiflain MBT	P2	MB70 Cheiflain MBT	P2
MB71 Cheiflain MBT	P2	MB72 Cheiflain MBT	P2
MB73 Cheiflain MBT	P2	MB74 Cheiflain MBT	P2
MB75 Cheiflain MBT	P2	MB76 Cheiflain MBT	P2
MB77 Cheiflain MBT	P2	MB78 Cheiflain MBT	P2
MB79 Cheiflain MBT	P2	MB80 Cheiflain MBT	P2
MB81 Cheiflain MBT	P2	MB82 Cheiflain MBT	P2
MB83 Cheiflain MBT	P2	MB84 Cheiflain MBT	P2
MB85 Cheiflain MBT	P2	MB86 Cheiflain MBT	P2
MB87 Cheiflain MBT	P2	MB88 Cheiflain MBT	P2
MB89 Cheiflain MBT	P2	MB90 Cheiflain MBT	P2
MB91 Cheiflain MBT	P2	MB92 Cheiflain MBT	P2
MB93 Cheiflain MBT	P2	MB94 Cheiflain MBT	P2
MB95 Cheiflain MBT	P2	MB96 Cheiflain MBT	P2
MB97 Cheiflain MBT	P2	MB98 Cheiflain MBT	P2
MB99 Cheiflain MBT	P2	MB100 Cheiflain MBT	P2

#### MODERN USSR

RM54 BTR 60 PU 12 command	P2	RM55 BTR 60 PU 12 command	P2
RM56 BTR 60 PU 12 command	P2	RM57 BTR 60 PU 12 command	P2
RM58 BTR 60 PU 12 command	P2	RM59 BTR 60 PU 12 command	P2
RM60 BTR 60 PU 12 command	P2	RM61 BTR 60 PU 12 command	P2
RM62 BTR 60 PU 12 command	P2	RM63 BTR 60 PU 12 command	P2
RM64 BTR 60 PU 12 command	P2	RM65 BTR 60 PU 12 command	P2
RM66 BTR 60 PU 12 command	P2	RM67 BTR 60 PU 12 command	P2
RM68 BTR 60 PU 12 command	P2	RM69 BTR 60 PU 12 command	P2
RM70 BTR 60 PU 12 command	P2	RM71 BTR 60 PU 12 command	P2
RM72 BTR 60 PU 12 command	P2	RM73 BTR 60 PU 12 command	P2
RM74 BTR 60 PU 12 command	P2	RM75 BTR 60 PU 12 command	P2
RM76 BTR 60 PU 12 command	P2	RM77 BTR 60 PU 12 command	P2
RM78 BTR 60 PU 12 command	P2	RM79 BTR 60 PU 12 command	P2
RM80 BTR 60 PU 12 command	P2	RM81 BTR 60 PU 12 command	P2
RM82 BTR 60 PU 12 command	P2	RM83 BTR 60 PU 12 command	P2
RM84 BTR 60 PU 12 command	P2	RM85 BTR 60 PU 12 command	P2
RM86 BTR 60 PU 12 command	P2	RM87 BTR 60 PU 12 command	P2
RM88 BTR 60 PU 12 command	P2	RM89 BTR 60 PU 12 command	P2
RM90 BTR 60 PU 12 command	P2	RM91 BTR 60 PU 12 command	P2
RM92 BTR 60 PU 12 command	P2	RM93 BTR 60 PU 12 command	P2
RM94 BTR 60 PU 12 command	P2	RM95 BTR 60 PU 12 command	P2
RM96 BTR 60 PU 12 command	P2	RM97 BTR 60 PU 12 command	P2
RM98 BTR 60 PU 12 command	P2	RM99 BTR 60 PU 12 command	P2
RM100 BTR 60 PU 12 command	P2		

#### MODERN USA

US1 M4A1 Sherman	P2	US2 M4A1 Sherman	P2
US3 M4A1 Sherman	P2	US4 M4A1 Sherman	P2
US5 M4A1 Sherman	P2	US6 M4A1 Sherman	P2
US7 M4A1 Sherman	P2	US8 M4A1 Sherman	P2
US9 M4A1 Sherman	P2	US10 M4A1 Sherman	P2
US11 M4A1 Sherman	P2	US12 M4A1 Sherman	P2
US13 M4A1 Sherman	P2	US14 M4A1 Sherman	P2
US15 M4A1 Sherman	P2	US16 M4A1 Sherman	P2
US17 M4A1 Sherman	P2	US18 M4A1 Sherman	P2
US19 M4A1 Sherman	P2	US20 M4A1 Sherman	P2
US21 M4A1 Sherman	P2	US22 M4A1 Sherman	P2
US23 M4A1 Sherman	P2	US24 M4A1 Sherman	P2
US25 M4A1 Sherman	P2	US26 M4A1 Sherman	P2
US27 M4A1 Sherman	P2	US28 M4A1 Sherman	P2
US29 M4A1 Sherman	P2	US30 M4A1 Sherman	P2
US31 M4A1 Sherman	P2	US32 M4A1 Sherman	P2
US33 M4A1 Sherman	P2	US34 M4A1 Sherman	P2
US35 M4A1 Sherman	P2	US36 M4A1 Sherman	P2
US37 M4A1 Sherman	P2	US38 M4A1 Sherman	P2
US39 M4A1 Sherman	P2	US40 M4A1 Sherman	P2
US41 M4A1 Sherman	P2	US42 M4A1 Sherman	P2
US43 M4A1 Sherman	P2	US44 M4A1 Sherman	P2
US45 M4A1 Sherman	P2	US46 M4A1 Sherman	P2
US47 M4A1 Sherman	P2	US48 M4A1 Sherman	P2
US49 M4A1 Sherman	P2	US50 M4A1 Sherman	P2
US51 M4A1 Sherman	P2	US52 M4A1 Sherman	P2
US53 M4A1 Sherman	P2	US54 M4A1 Sherman	P2
US55 M4A1 Sherman	P2	US56 M4A1 Sherman	P2
US57 M4A1 Sherman	P2	US58 M4A1 Sherman	P2
US59 M4A1 Sherman	P2	US60 M4A1 Sherman	P2
US61 M4A1 Sherman	P2	US62 M4A1 Sherman	P2
US63 M4A1 Sherman	P2	US64 M4A1 Sherman	P2
US65 M4A1 Sherman	P2	US66 M4A1 Sherman	P2
US67 M4A1 Sherman	P2	US68 M4A1 Sherman	P2
US69 M4A1 Sherman	P2	US70 M4A1 Sherman	P2
US71 M4A1 Sherman	P2	US72 M4A1 Sherman	P2
US73 M4A1 Sherman	P2	US74 M4A1 Sherman	P2
US75 M4A1 Sherman	P2	US76 M4A1 Sherman	P2
US77 M4A1 Sherman	P2	US78 M4A1 Sherman	P2
US79 M4A1 Sherman	P2	US80 M4A1 Sherman	P2
US81 M4A1 Sherman	P2	US82 M4A1 Sherman	P2
US83 M4A1 Sherman	P2	US84 M4A1 Sherman	P2
US85 M4A1 Sherman	P2	US86 M4A1 Sherman	P2
US87 M4A1 Sherman	P2	US88 M4A1 Sherman	P2
US89 M4A1 Sherman	P2	US90 M4A1 Sherman	P2
US91 M4A1 Sherman	P2	US92 M4A1 Sherman	P2
US93 M4A1 Sherman	P2	US94 M4A1 Sherman	P2
US95 M4A1 Sherman	P2	US96 M4A1 Sherman	P2
US97 M4A1 Sherman	P2	US98 M4A1 Sherman	P2
US99 M4A1 Sherman	P2	US100 M4A1 Sherman	P2

#### MODERN FRANCE

Modern France		MODERN USA	
P1	FM1 AMX 10 A/C	P1	UW1 Hunter
P2	FM2 AMX 10 A/C	P2	UW2 Hunter with TDW
P3	FM3 AMX 10 A/C	P3	UW3 Hunter with Auto G
P4	FM4 AMX 10 A/C	P4	UW4 Hunter with 25mm c
P5	FM4 Crotale SPAA missile firing unit	P5	UW5 LAV 25
P6	FM5 Crotale SPAA PCB	P6	UW6 LAV with TOW
P7	FM6 US 15 heavy truck	P7	UW7 LAV (M) SP mortar
P8	FM7 CBU 15 with davess top	P8	UW8 LAV (C) command ve
P9	FM8 VAR 4x4 APC	P9	UW9 LAV (L) logistics
P10	FM9 Panther VDL	P10	UW10 RDT light tank
P11	FM10 AMK10P tracked APC	P11	UW11 Fast attack vehic
P12	FM11 ERC-90 14 APC	P12	UW12 FAV with hull aut
P13	FM12 tracked Lowed 20mm AA	P13	UW13 FAV with hull aut
P14	FM13 AMX 10 PAC 90 TSV	P14	UW14 FAV with hull kg
P15	FM14 VAR SP SLM Mortar	P15	UW15 LAV(1B) recovery v
P16	FM15 VBC 90	P16	UW16 M103 Heavy tank
P17	FM16 VAR 846 APC	P17	UW17 M151 Jeep
P18	FM17 VAR 60 VBC APC	P18	UW18 FAV with Hydra 70
P19	FM18 VAR VAB HOT	P19	UW19 M75 APC





Elite Miniatures 25mm Napoleonics from the collection of designer Pete Morbey. Prussian infantry forced into square by French cavalry are about to suffer the attentions of artillery and skirmishers. Now read an article entirely unconnected with this incident!

## ALGECIRAS, 12th July 1801:

### A WARGAME SCENARIO

### Part 1 PLAYER BRIEFINGS

by Philip M. Garner

The year of 1801 saw many events. The Treaty of Luneville brought peace with France's only opponent by land, Spain invaded Portugal, Czar Paul was murdered, William Pitt was forced to resign by Henry Addington's Tories, a British army landed in Egypt and defeated the *Armée de l'Orient* at Alexandria, and Nelson fought his famous action against Copenhagen to destroy the Armed Neutrality of the North. Perhaps the most lasting event of all was the Act of Union between Britain and Ireland, but amongst it all there occurred a minor skirmish in a side-show theatre of war which hadn't yet taken on its full importance. In a year when both sides finally exhausted each other and began the negotiations which would allow a short peace to prepare for the larger struggle to come, two small actions occurred which could have warned the participants of the far-reaching results of 1805.

I have taken a few historical liberties with these two actions, but only to allow for a more interesting, and hopefully, more enjoyable wargame. I won't bore you with the historical details of it all, as most of them will appear through the course of the scenario. I have used contemporary dating throughout, rather than the French Revolutionary Calendar (by far the most sensible system ever devised) as 'Algeiras 25e Messidor, AN IX' is less readily understandable, and I have given times as AM and PM rather than as bells of a certain watch, as would be accurate in a brief for naval officers. Fortunately, Britain had by this time, adopted the Gregorian, or New Style, Calendar, although only in the preceding fifty years or so. Dates are hard enough to bear when everyone uses the same system, without having to correlate different systems.

The Scenario has been designed for any set of rules for the period, but as I had to have a system to use to give examples and

details, I chose to base it on the TTG set *Action Under Sail, 1756-1815*. This does not reflect any personal preference for these rules, especially as there are several other good sets available, but rather, I have used these because they are so well known, and easy to use. They give fairly accurate results, as accurate as any other commercial set, and as such, suit the purpose. If you use different rules, I have given an appendix of the armaments of the ships involved at the end.

In converting actual ship armament to 'rules' armament, I have also converted French and Spanish 'livres' to English 'pounds', and although there is only a small difference, the two cannot be taken as equals. This gives the allied ships a greater firepower than the TTG rules would normally allow, and I have included a note concerning this in the relevant section at the end.

Anyway, here's the scenario, good luck with it.

#### French Starting Brief:

##### Contre-Amiral Charles Alexandre Leon de Linois

In October 1800, your squadron was ordered from Brest as part of a force under the command of Amiral Comte Honore Ganteaume, charged with carrying supplies and reinforcements to the stranded *Armée de l'Orient* in Egypt. After struggling with foul weather, accidents, damage and British strategic opposition, the Amiral left your force at Livorno on the Italian Peninsula, while he continued with the attempt. You have not since had any news of his progress. Instead, new orders arrived, with instructions to sail your warships to the Spanish Naval base at Cadiz, where you are to join with the squadron of San Ildefonso Treaty ships, and receive new instructions.



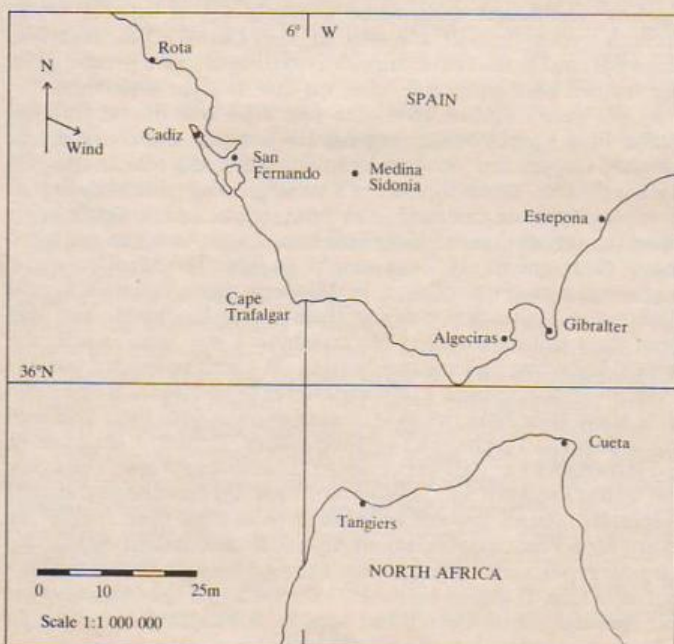
Again, you had to fight your command through atrocious weather conditions, with light and failing winds interspersed with hard gales, and it was the 1st July, 1801, before you reached the Straits of Gibraltar. Tacking into the prevailing WNW wind, it took a further two days to work through the Straits, during which time you took Lord Cochrane's Brig-Sloop *Speedy*, 14, and a packet boat, but were sighted by a lateen-rigged poleacre sloop off Gibraltar itself. From the prizes, you learned of a powerful squadron blockading Cadiz harbour, and as your orders were specific concerning the avoidance of any serious action, you instead, put into the bay at Algeciras. With your ships anchored against the five fathom line to prevent your landward flank being turned, as happened at Brueys at the Nile, you were confident of success when British warships rounded Puerta di Calbrita and stood into the bay. During the hard action which followed, and despite having to put the *Desaix* and the *Indomptable* aground, you drove off the enemy force with at least two of their ships severely damaged aloft, and with a third, the *Hannibal*, of 74 guns, left aground under the guns of the *Formidable*. With several hundred casualties, two ships to be refloated, a damaged but intact force of enemy ships at Gibraltar across the bay, and an enemy blockading force off Cadiz, you realised that assistance would be required to get your command to Cadiz. You therefore sent a courier overland, escorted by a troop of Spanish Dragoons, to ask for an escort for your squadron, and began the work of righting your ships.


On the afternoon of the 9th July, friendly warships were reported, standing in around the Puerta de San Garcia, and these proved to be a mixed force from the Cadiz fleet. Reports reached you of the British ships at Gibraltar, to say that the *Pompee* had been struck down and the *Caesar* was refitting at the mole. Work continued to repair damage and refloat *Desaix* and *Indomptable*.

As dawn broke on Saturday, 12th, you ordered all ships to sea, with the prize under tow, and all were free of the bay by midday. At 3 pm, however, it was obvious that the British were putting to sea in chase, and despite your lead over them, they were unencumbered by either 1st Rates or towed prizes, and began to gain.

At 8 pm, one ship, probably the *Superb*, 74, hauled ahead of the enemy force, setting more sail in chase. After dark, at about 11 pm, firing began at the rear of your formation. Fortunately, this had ceased by 11.20 pm, and you surmised, correctly, that the unsteady wind and the two large Spanish 1st Rates stationed there, had driven off the attack. Some time after this, the wind increased in strength, still from the WNW, and you began to make good time. Your calculations estimate that you should see Cadiz sometime early next morning.

With the shoals of the Conil di Frontera, then the Sancti Petri, to leeward, enemy warships astern and a fleeting glimpse of topsails to the SE, you have spent an uneasy night at your familiar table on the deck of the *Murion*, having chosen to follow Spanish custom by embarking on a frigate.





## ADLER

### miniatures

129 BONGCHURCH ROAD, BRIGHTON, SUSSEX, BN2 3PJ.


1/300

**SEE US AT READING IN SEPT**  
**AT ARMAGEDDON 1988 !!**

**FRENCH, RUSSIAN AND AUSTRIAN DIVISION**  
PACKS, EACH CONTAINS OVER 450 FIGURES  
£14.95 EACH INC P&P !!

**BRITISH AND PRUSSIAN LINE INFANTRY**  
NOW AVAILABLE! HOPEFULLY BY THE TIME  
YOU READ THIS THE FIRST OF THE AUSTRIAN CAVALRY WILL BE OUT.  
COMING UP SOON!!!! FRENCH GUARD CAVALRY, ARM CARABINIER AND  
HORSE ARTILLERY, PRUSSIAN ART AND MOUNTED OFFICERS, BRITISH ART  
AND MOUNTED OFFICERS AS WELL AS RIFLEMEN! AUSTRIAN MILITIA AND  
PRUSSIAN LANDWEHR. ANY TAKERS FOR FRANCO/PRUSSIAN AND ACW?

SUGGESTIONS FOR ADDITIONS TO EXISTING OR NEW RANGES WELCOME.  
LIST REQUEST FROM OVERSEAS; INC SAE AND THREE IRC'S.



For List (no 8) and sample, send Stamped SAE & 18p stamp

It is now 3.30 am, with Cadiz still several kilometres off, and only a few hours left until dawn.

Your Squadron consists of:

*Formidable*, 80; A taut and efficient ship, well worked by Capitaine de Vaisseau Amable Gilles Lalonde. Her gunner is very good, and her sailing qualities admirable.

*Desaix*, 74; Another good sailor, but with indifferent gunnery. Her Capitaine de Vaisseau, Christy-Palliere is a fine seaman and a perfect gentleman.

*Indomptable*, 80; An indifferent sailer whose Capitaine, Moncousu, does not practice with her guns.

*Murion*, 40; Handed over by Venice after their defeat by General Bonaparte, she is built to French design, and fast for her size.

#### Objectives

Only to reach Cadiz, with your force intact, to fulfil your orders, and to receive further instructions. Contre-Amiral Pelley has now informed you of Ganteaume's return to Brest after his failure, and that you are to command a second attempt at Egypt's relief. You will not allow yourself to be deflected from Cadiz, despite your orders concerning action.

#### French Starting Brief:

##### Contre-Amiral Dumanoir le Pelley

With the signing of the Treaty of San Ildefonso in October of 1800, France gained control of 6 vaisseau of the Spanish navy, presently anchored in Cadiz. The crews for these vessels are to be sent overland, and having been given command of the resultant squadron, you sailed from France in the frigate *Indienne*, 40, with the *Liberté*, 38, in company, arriving to take charge of the French side of the transfer.

Late on the night of Tuesday 8th July, 1801, you received a message from overland from your senior, Contre-Amiral Linois. In sailing from Livorno to Cadiz, he had been forced into the bay at Algeciras, where he was attacked by a force of British warships. He fought off the attack, but has had two of his vessels driven ashore. With superior British strength in his surrounding waters, he has asked you for escort and assistance.

Apart from your two frigates, the only available French vessel in Cadiz was the *San Antonio*, now the *St Antoine*, the only Treaty ship you had yet prepared for sea. Fortunately, the Spanish kept a strong force in Cadiz and their commander, Moreno, was willing to assist. With Linois having disposed of one enemy warship, and badly damaging two others, Saumarez could only have a further four vaisseau to oppose you. Reasoning that your combined squadrons would be powerful enough to deter any attack by the British, and seeing this as a good opportunity to practice sailing in company with your Spanish allies, and to work up your unfamiliar crew, you sailed from Cadiz early on Wednesday the 9th. The prevailing WNW wind took you away from the watching frigate and vaisseau and you anchored in Algeciras bay late the same afternoon.

It took until late on the 11th to prepare all Linois' ships for the voyage to Cadiz, and considering the damaged state of his warships, and the better training of their crews, he successfully argued for you to tow the *Hannibal* to Cadiz. He insisted that your vessels would be little use if it came to a fight, an opinion with which you agreed,



and that a French prize should be towed by a ship wearing the tricolour. Consequently, the *St Antoine* passed a tow to the damaged and almost dismantled British ship, raised a jury rig on the stumps of the fore and main masts, and the entire force put to sea on the 12th. It took until past midday to get the ungainly Spanish 1st Rates and the towed prize out of the bay and by 3 pm it was obvious that the British had put to sea from Gibraltar in chase.

As darkness fell, a detached British warship drew up with the Spanish squadron at the rear of the formation; firing began, sporadic on the part of the Spanish, rapid and true on the part of the British, but superior firepower and an awkward wind drove the lone enemy off. During the night, *Formidable* reported sighting topsails somewhere to the SW, but your own lookouts could not confirm this.

It is now 3.30 am, and Cadiz should be somewhere beyond the dawn.

Your squadron consists of:

(Flag) *Indienne*, 40; Well armed and fast for her size, she is a good sailer.

*Liberté*, 38; An uncommon class in the French navy, she is armed with only two guns less than the flagship and is of a faster design. She is the only scouting vessel available to the entire combined squadrons, as the other frigates present are used as flagships.

*St Antoine*, 74; Much heavier built than comparable French, and even British, ships. Armed in the same way as her French counterparts, but with lighter weapons on the lower gundeck. Her crew have not yet been worked up with their ship.

*Hannibal*, 74; Under tow by the *St Antoine*, as only her mizzen was left standing by *Formidable*'s excellent gunnery during the action. She has spar jury-rigs on her other two masts which give her some movement of her own, but only a moderate prize crew to sail her. With over six hundred prisoners below decks to guard, they would not be able to fight the ship as well.

#### Objectives:

To get the Treaty ship and the prize to the safety of Cadiz, where you can continue to ready the other transferred warships for sea.

#### Spanish Starting Brief:

**Viz-Almirante Don Juan Joaquin de Moreno**

Since Spain became allied to the French Revolution by the Treaty of San Ildefonso of the 8th October 1796, she has suffered many reverses. The Spanish declaration of war against Britain in November of the same year led directly to the fiasco off Cabo de Sao Vicente in February 1797, the loss of Trinidad in the same month, the loss of Minorca in 1798, attacks against the great arsenal of Ferrol and against Cadiz itself during 1800, and the continual blockade of all Spanish ports and a sweeping harassment of Spanish trade. Under Charles IV and Godoy, the Navy has been allowed to deteriorate, so that now, there are no more than 60-80 trained seamen in any crew, with the bulk being made up of conscripted landsmen and convicts. The British can deal with this problem by continually being at sea and working their crews into shape, but you are forced to remain in harbour, with the crews growing lax and the ships rotting away at their anchorage. Political considerations determine that the bulk of the Spanish fleet is kept at Cartagena in NE Spain for use in the Mediterranean under the command of old Almirante de Cordoba, but a considerable force of some 12 line-of-battle ships is stationed in Cadiz under your command.

Under the terms of the Treaty of San Ildefonso of 1800, you have been ordered to prepare 6 of these vessels for use by the French navy, and a Contre-Amiral Pelley has already arrived by sea to supervise the handover. You have found him to be a good officer, with considerable administrative skills, but with little conception of naval warfare.

On the night of Tuesday, 8th July, 1801, a French courier with an escort of Spanish Dragoons raced into the city and reported directly to Pelley's headquarters. Your interview with the Dragoon's *Tenente* revealed that they had come overland on the 72 kilometre journey from Algeciras, where a force of French warships had taken refuge under the guns in the bay. His account revealed that the British had mounted an attack on the anchored French, but they were driven off by the accurate fire of the Torre de Almirante and the batteries on Isla Verde and around the shores of the bay. As the *Tenente* could only relate events as he had seen them, formed up on the shoreline with his troop, it was with some curiosity that

you received an officer of Pelley's staff, later that night.

You had already received orders to prepare your squadron for a foray into the Mediterranean with your French allies, and although you were only to play a subordinate commanding role, despite your superior rank, these orders were from your legitimate superiors and you have been determined to see them carried out. These French warships in Algeciras, it appears, are the command of the officer charged with leading the combined squadrons into the Mediterranean, and his appeal for help cannot be ignored.

During the night, you spent some hours getting crews aboard the ships that you had ready, and prepared to sail the next day.

Leaving Cadiz on the morning of the Wednesday the 9th, the prevailing WNW wind made easy sailing for the large 1st Rates and you arrived at Algeciras late in the afternoon of the same day. Two of the French ships present had been driven aground during the action, and these required re-floating. With other repairs, you were not ready to leave the bay until dawn on the Saturday, the 12th, and it took until midday to work the *Real Carlos* and *San Hermengildo* out to sea. Being less weatherly than the French 3rd Rates, these ships, and the ungainly *Rayo*, lagged behind the others in company as you beat into the wind on the return. By 3 pm, it was plain that the British had put to sea in pursuit, and their faster ships, unencumbered by slower charges, began to gain. One ship, released from the others, began to set more sail at about 8 pm, and soon raced clear of her consorts, rapidly closing the range on your squadron. As darkness fell, she was close enough to make contact during the night, and at 11 pm, the *Real Carlos* opened fire to leeward. This firing continued until 11.20, during which time *Real Carlos* suffered a fire and some damage, which she managed to contain, when a flaw in the wind enabled her to lose the British ship in the darkness.

It is now 3.30 am, and the British cannot be far astern when dawn breaks in a few hours.

Your Squadron consists of:

*Real Carlos*, 112; One of a class of six solidly built 1st Rates, well armed but indifferent sailers.

*San Hermengildo*, 112; Sister to the above.

*Rayo*, 94; An older and smaller version of the above class, sharing their lack of sailing qualities.

*Sabina*, 40; A heavily built and well armed frigate, used by you as your flagship.

#### Objectives:

To return your squadron to the safety of Cadiz' defences.

#### British Starting Brief:

**Rear-Admiral Sir James Saumarez.**

Charged with the blockade of Cadiz, you had settled into the routine of having to keep your ships on station through all weathers, with only an occasional break to rotate them to Gibraltar for fresh stores. During this time, you became familiar with your captains, and found them to be a decent set of officers, while Brenton, your Second Captain in the *Caesar*, Ferris of the *Hannibal*, and Keats of the *Superb* in particular, have proved to be fine seamen with admirable ideas on how to fight their ships.

At the year's end of 1800, the squadron was drawn from its station by a French breakout from Brest under the command of Admiral Ganteaume, in your opinion, the finest officer that the French possess. Lord St Vincent's strategic dispositions deflected this force from its destination at Alexandria, but couldn't bring about the action that the Navy had hoped for. As far as you were aware, these enemy ships are now in Toulon. The Mediterranean fleet, based on Port Mahon in Minorca, and Valetta's Grand Harbour at Malta, was keeping them under blockade. You had some depressing memories of 'polishing Cape Sicie' which the present unending tacking and beating off Cadiz reminded you of.

Although the Spanish had some twelve powerful ships in Cadiz, these spent their time riding at double anchors with their topmasts struck down and their crews berthed ashore. Recently, the Spanish had shown some activity in preparing these ships for sea. You know that by the Treaty of San Ildefonso of 1800, the Spanish had agreed to transfer control of some of these ships to their French allies, in return for a French commitment for a seaborne assault on Lisbon, but your reports and observations of the harbour, led you to believe that only four or five of these vessels were capable of sailing. This had enabled you to detach the *Superb*, a beautiful sailer, on an independent cruise into the Gulf to the North.



## PETER LAING

Pioneer specialist in 15mm, easy to paint, wargaming figures and equipment, over 1,000 items to choose. Rapid mail order.

Ancients, Egyptians, Assyrians, Greeks, Persians, Romans, Carthaginians, Gallics, Byzantines. FEUDALS, Normans, Saxons, Saracens, Vikings; MEDIEVALS, including Siege warfare, Mongols. SAMURAI, RENAISSANCE; Landsknechts, Turks, English, Spanish, Aztecs, ECW, including Scots. MARLBURIAN, AWI, NAPOLEONIC, British, French, Prussian, Egyptian Campaign. CRIMEAN, British, French, Turks, Russians. FRANCO PRUSSIAN WAR, ACW & INDIAN WARS COLONIAL, British, Dervishes, Boers, Zulus, N.W. Frontier, Boxer Rebellion. LATE VICTORIAN PARADE. WW1 1914-18 Western front, Eastern front, Middle East, Tanks, Russian Revolution and Civil War, WW2 infantry action.

Send 25p stamp (overseas 2 International Reply Coupons) for list and sample. Please state interest.

## PETER LAING

Minden, Sutton St. Nicholas, Hereford, HR1 3BD  
Tel: 043-272 518.

At 2 am on the 5th July, 1801, a launch from the *Calpe*, the only warship remaining at Gibraltar, reached your station with news of four French warships attempting the Straits. You immediately detached the *Thames*, your only frigate, to bring down the *Superb* from Huelva, and left the station to intercept.

The wind had fallen during the night, and the prevailing current carried you towards the South-East until the wind revived late during the afternoon watch. This WNWer lasted until nightfall of the 5th, when again you lay becalmed. At 3 am of the 6th, the wind picked up and all ships crowded sail for the Straits. By 7 am, the *Venerable* rounded Puerta di Calbrita and reported four enemy in sight, anchored in the bay at Algeciras. You hoisted "Engage the enemy in succession on arriving with him" and prayed for the wind to hold.

The French were anchored from the battery on the Isla Verde to another on the Puerta de San Garcie, with each end of their line on the five fathom line, more batteries lined the bay, and a large number of heavy gunboats were also present.

Despite every effort, because of the "partial and failing nature of the wind" most of the ships of your squadron could not get up to engage the enemy. *Caesar* lay becalmed, despite the efforts of her boat's crew, and the *Pompee* found herself in the unenviable position of being laid bows-on to the *Formidable* by the current. You ordered *Hannibal* to try to turn the head of the French line, but as the enemy were by then kedging inshore, she ran aground, between the guns of the *Formidable* and the battery in the Torre de Almirante. By this time it was obvious that the attack could not succeed, and you ordered a withdrawal. The boats of the Flag, and those of the *Venerable* could not get the *Hannibal* off, and you had no choice but to leave Ferris and his men. *Pompee* was so badly damaged that she had to be towed to Gibraltar, while the *Caesar* had suffered severely in her masts and rigging.

Once in Gibraltar, *Pompee* obviously required the services of a dockyard to right her damage, so you ordered her crew dispersed among the other ships of the squadron, to assist with repairs, and to make up for the 232 casualties which made up the butcher's bill for the action. *Caesar* was warped up to the mole for repairs, and you shifted your flag to the less damaged *Audacious* to supervise the repair work to your other ships.

On the afternoon of the 9th, as the *Caesar* was just getting in her new mainmast, several Spanish warships entered Algeciras from the direction of Cadiz, and you surmised that the French had sent overland for an escort. It could only mean that they intended to leave Algeciras as soon as possible, and it was fortunate that *Hannibal's* attack around the head of the French line had scared their commander into ordering all cables cut to run their ships aground. On the 10th, a Spanish 74, flying a French ensign, with two frigates in company, joined the enemy in the bay opposite.

Final part next month includes dispositions and crew ratings.



When replying to adverts please mention Wargames Illustrated.

## HEROES MINIATURES

7 WAVERLEY PLACE  
WORKSOP, NOTTS  
S80 2SY



### MAIL ORDER SPECIALISTS

#### STARTER PACKS (POST FREE)

BODYCOUNT .....	£7.65p
TACTICAL COMMANDER.....	£7.25p
FIERFLY.....	£12.95p
CORPS COMMANDER.....	£9.50p
CORPS COMMANDER(deluxe)...	£12.75p
FIREFIGHT.....	£7.25p
GRIDIRON.....	£9.95p
ACTION UNDER SAIL(deluxe)....	£7.25p

we also stock:

Tabletop games products, Heroics & Ros  
Scotia Micro Models (full range) and many  
more.

#### S.A.E FOR LIST

U.S. AGENT ALLIANCE MINIATURES  
P.O. BOX 2347  
DES MOINES  
IOWA 50310

## WARRIOR MINIATURES

14 Tiverton Av., Glasgow G32 9NX Scotland.

#### 15mm ARMIES ONLY £9.95 + £1.30 POST.

British Napoleonic	132 pcs
French Napoleonic	140 pcs
Roman Emp. 1st CAD	150 pcs
ECW Royalist	144 pcs
ECW Parliamentarian	144 pcs
ACW Union	136 pcs
ACW Confederate	136 pcs
18th Century	142 pcs
Fantasy Good	113 pcs
Fantasy Evil	126 pcs

#### 25mm BARGAIN NAPOLEONIC ARMIES ONLY £13.95 + £2.50 POST

Choose from:	
British	118 pcs
French	121 pcs
Russian	99 pcs
Prussian	103 pcs
Austrian	103 pcs
Spanish	101 pcs
All armies include 4 regs of foot, 2 regts of horse + a general.	

#### NEW! 25mm Napoleonic Gun Crews £1 (5 figs)

Figures in all armies available from 19p each,  
25mm Napoleonic foot,  
and 90p for 12x15mm foot.  
Full details in super free catalogue.  
Send SAE for latest edition + sample figure.

Super series 100 piece 25mm army, only £17.50 + £2.50 post.  
Landsknechts, 16th Century Samurai, Post-Conquest Norman ...  
new armies to follow.

25mm Colonials - Zulus + British, Boers, Fuzzi Wuzzis, etc.  
Only 25p each.  
Available soon: 25mm Romans + ACW -  
watch this space for details.

Mail Order Only. Visa & Access Hot-line 041-778 3426  
(evenings preferred, so you don't run-up your employers  
phone bill!)



## RAIDER GAMES

### BOOKS FOR THE WARGAMER AND HISTORIAN

Flags of The English Civil Wars: Part One - The English Colours of Foot By S. Ede-Borrett. Illustrated £5.45  
 The Siege of Chester: Nathaniel Lancaster's Narrative Edited By John Lewis. Illustrated £4.35  
 The Prince of Wales's Regiment of Horse 1642-1646 By Peter Young. Illustrated £3.25  
 The Army of James II - Uniforms & Organisation By S. Ede-Borrett. Illustrated £4.95  
 William III At War: Scotland & Ireland 1689-1692 By C.A. Sapherson. Illustrated £4.95  
 The Wurttemberg Army 1793-1815 By George Nafziger. Illustrated £4.95  
 The French Army Royal, Republican & Imperial 1788-1815 - The Infantry Part One By George Nafziger Illustrated £6.55  
 The French Army Royal, Republican & Imperial 1788-1815 - The Infantry Part Two By George Nafziger Illustrated £6.55  
 The French Army Royal, Republican & Imperial 1788-1815 - The Infantry Part Three By George Nafziger Illustrated £6.55  
 Navy Lists From The Age of Sail Volume One 1793-1801 Fleets of The Revolution By Alan Sapherson & John Lenton £4.95  
 Navy Lists From The Age of Sail Volume Two 1776-1783 America Breaks Free By Alan Sapherson & John Lenton £4.95  
 Navy Lists From The Age of Sail Volume Five 100 Small Actions 1793-1801 By Alan Sapherson & John Lenton £4.95  
 Navy Lists From The Age of Sail Volume Six 1787-1791 The Russian Navy Comes of Age By Alan Sapherson & John Lenton £4.95  
 Dominance Renaissance Rules 1494-1529 By Ian Wilson £2.95  
 Oshere's Helm Dark Age Skirmish Rules by Peter Duckworth 75p

All prices include P&P

#### AND DON'T FORGET

The Nafziger Collection  
 Orders of Battle  
 1697-1815 & 1861-1865

Over 2,500 Orders of Battle and Army Lists covering The War of The Spanish Succession, The War of The Austrian Succession, The Seven Years War, The American Revolution, The French Revolution, The Napoleonic Wars, The Russo-Turkish War 1805-1811, The War of 1812 and The American Civil War.  
 Send S.S.A.E. and 50p for your 64 page catalogue.

Send an S.S.A.E. for our free catalogue of books and flagsheets to:  
 RAIDER GAMES, 119 Elmete Way, Leeds LS8 2ND  
 Telephone (0532) 653143

We take VISA & ACCESS

## NEW! NEW! NEW!

### MLR FIGURES

An excellent range  
 of WW2



Cockpit of Europe series

#### BRITISH & DOMINION INFANTRY GROUP

DOM1 Command group  
 DOM2 NCO & 2 rifle adv.  
 DOM3 NCO & 2 rifle firing  
 DOM4 3 rifle adv.  
 DOM5 Bren group firing  
 DOM6 PIAT team

#### GERMAN INFANTRY

TED1 Command group  
 TED2 SMG & 2 rifles  
 TED3 Rifle group adv.  
 TED4 Rifle group firing  
 TED5 MG group firing  
 TED6 AT group

All packs 70p each + 15% p&p.

Send sae for more details to:

111 Geere Rd, London E15 3PP

## NEW! NEW! NEW!

When replying to adverts please mention Wargames Illustrated.



## HOVELS

WITH

## CAMPAIGN

★★★★FIGHT WITH THE BEST★★★★

More releases in the Stone Mountain American Civil War Range. Winner of the 1986 H.C. Wells Award for best historical figures and probably the largest and most comprehensive range in the world.

#### NEW RELEASES

ACW20 Infantry charging in frock coat and hardee hat  
 ACW21 Infantry charging in frock coat and kepi  
 ACW22 Zouave in turban charging  
 ACW23 Zouave with kepi and back-pack charging  
 ACW59 Cavalry in plumed slouch hat kneeling firing.

Figures in packs of 10 - price 1 pound per pack.

Also HOVELS growing range 15mm American Civil War resin buildings and accessories including farm, log cabins, barn, church, stone walls, homestead, timber mill, picket fences, tents, gabions, gun emplacements covered bridges and signalling posts AND MUCH MORE.

Plus 15% post and packing.

See our ILLUSTRATED CATALOGUE for our many other ranges of buildings and figures.

American distributors Stone Mountain Miniatures Inc. Box 594, Broomfield, Co. 80020, Colorado, U.S.A.

Australian distributors Miniature Supplies, 12 Leslie Avenue, Westbourne Park, South Australia 5041, Australia.

Access, Mastercard and Visa holders can phone in orders on 0472-750552.

Send a large s.a.e. plus 50p overseas customers 4 I.R.C.'s for our catalogue to: HOVELS (W) 18 Glebe Road, Scartho, Grimsby, South Humberside, DN33 2HL

## BRITANNIA MINIATURES

33 St. Mary's Road, Halton Village, Runcorn, Cheshire WA72BJ

### 25mm NAPOLEONICS NEW RELEASES

#### CHASSEURS A CHEVAL

FC15	Officer, sword at slope	(inc. Horse) 70p
FC16	Trumpeter	(inc. Horse) 70p
FC17	Standard bearer	(inc. Horse) 70p
FC18	Trooper sword at slope	(inc. Horse) 68p

#### MAMELUKES

FC19	Mameluke officer sword at side	(inc. Horse) 70p
FC20	Trumpeter	(inc. Horse) 70p
FC21	Officer with horse-tail standard	(inc. Horse) 70p
FC22	Trooper at slope	(inc. Horse) 68p

Light Cavalry Horses galloping or standing. Please quote choice

Send large SAE and 30p in stamps for sample foot figure.

Postage UK BFPO 12 1/2% of order. Minimum £1. Post free over £20 UK only.

Overseas: Surface 33% of order. Minimum £1.50.

Airmail 50% of order. Minimum £2.50

See us at **NORTHERN MILITAIRE** Swinton, 5/6 November

Sole Distributor: USA  
 SIMTAC INC., 20 Attawan Rd.,  
 Niantic, Ct. 06357, U.S.A.

When replying to adverts please mention Wargames Illustrated.





## DONNINGTON MINIATURES 15mm Figures



PRF2

PRF1

HF11

HF13

## HELLENISTIC GREEKS

## NEWBURY RULES

From stone tipped weapon to the introduction of the ring bayonet

## WARFARE THROUGH THE AGES

Manual · £3.30

★ ★ ★

From the Stone Age to the fall of Rome

## WARFARE IN THE ANCIENT WORLD

Upgrade to the Manual £2.20

★ ★ ★

FAST PLAY ANCIENT RULES £1.80

FAST PLAY ANCIENTS LISTS £1.80

Postage & Packing\*inc UK P&P Europe - Surface 75p, Air £1.40  
Rest of World - Surface £1.00, Air £2.15

USA Agent:

Wargames Inc.Box 278 Route 40 East, Tiedelphia WV 26059 USA

### HELLENISTIC (Macedonian, Seleucid, Ptolemaic & Pyrrhic)

#### Cavalry & Elephants

- HC1 General, Horned Helmet, waving sword
- HC2 Companion, Heavy, lance
- HC3 Heavy, Plumed Helmet, lance
- HC4 Thracian, Unarmoured, javelin, shield (2 positions)
- HC5 Tarantine, Unarmoured, javelin, shield (2 positions)
- HC6 Aetolian/Hellenistic Greek, Heavy, javelin, shield (2 variations)
- HC7 Successor, Unarmoured, javelin, shield (2 variations)
- HC8 Seleucid Companion/Agema, Heavy, lance, mask helmet (use HH4)
- HC9 Seleucid Cataphract, full armour, lance, mask helmet (PH1, 5 or 6)
- HC10 Antigoniid, Heavy, ribbed shield, spear
- HC11 Indian Elephant, mahout, tower with 3 crew - £2.00
- HC12 African Elephant, mahout, tower with 2 crew - £1.40

#### Horses

- HH1 Walking
- HH2 Trotting
- HH3 Running
- HH4 Half armoured

### Infantry

- HF1 Phalangite, Linen Cuirass, pike, shield (5 varieties)
- HF2 Standard Bearer, shield
- HF3 Officer, Muscled Cuirass, shield, waving Kopis
- HF4 Peltast/Thureophoros, thrusting long spear overarm, shield
- HF5 Peltast/Thureophoros, long spear, shield, advancing
- HF6 Thracian Peltast, rhomphaia, shield, advancing
- HF7 Peltast/Thureophoros, javelin, shield, advancing
- HF8 Seleucid Phalangite (variations)
- HF9 Seleucid Officer
- HF10 Seleucid Standard Bearer
- HF11 Arab Archer, drawing arrow from quiver
- HF12 Arab Archer, drawing bow
- HF13 Arab Archer, shooting
- HF14 Thracian Peltast, thrusting spear overarm, shield

- PRF1 Persian Archer, drawing bow
- PRF2 Persian Archer, shooting
- PRF3 Persian Slinger, loading, shield
- PRF4 Persian Slinger, shooting, shield

## FOR: FREE LIST (FIGURES & RULES) FREE SAMPLE FIGURES

SEND SAE or 2xIRC's TO: DEPT AP, 15 CROMWELL ROAD, SHAW, NEWBURY, BERKS RG13 2HP (MAIL ORDER ONLY)

Infantry - 10p; Cavalry - 20p  
Postage & Packing: UK & BFPO - Add 10% of order minimum 25p;  
Europe - Add 20% minimum 50p;  
Rest of the World - Add 35% minimum 50p.

When replying to adverts please mention Wargames Illustrated.

NOW MADE IN THE U.K.!



## Rafm Miniatures

TOP QUALITY 25mm FIGURES

## FLINT AND FEATHER



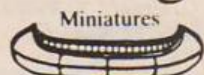
IN 6

BG 9a

IN 31b

For samples and list send £1 (U.K. only) to:

Portage



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

U.K. customers only. Trade enquiries welcome.  
Mail order add 10% postage, minimum 30p, maximum £2.50.

IN1a	Great Lakes Indian Chief	30p
IN1b	Great Lakes Indian Shaman	30p
IN4	Huron Hunter with Bow (3)	90p
IN6	Iroquois Warrior Firing Musket (3)	90p
IN7	Mission or Courreur de Bois Indian with Musket (3)	90p
IN9	Neutral Tribe Warrior (3)	90p
IN10	Chief Joseph Brant, Mounted	70p
IN11	Chief Tecumseh	30p
IN12	Canoe with two Indian Paddlers	£1.50
IN13	Large Canoe with four Paddlers and Trade Goods	£2.00
IN14	Canoe with two White Men Paddlers	£1.50
IN15	Miami Warrior (3)	90p
IN16	Potawatomi Warrior (3)	90p
IN17	French Canadian Militiaman (3)	90p
IN18	Courreur de Bois (3)	90p
IN19	Settler with Musket (3)	90p
IN20	Roger's Ranger (3)	90p
IN21	Goreham's Ranger (3)	90p
IN22	Chief Pontiac	30p
IN23	Missionary Priest	30p
IN24	Daniel Boone	30p
IN25	Major Robert Rogers	30p
IN27	British Light Infantry 1759 (3)	90p
IN28	British Infantry American Kit 1759, firing (3)	90p
IN29	British Infantry, Braddock Campaign 1755 (3)	90p
IN30	British North American Command Group 1759	90p
IN31a	American Infantry in Hunting Shirts, Tricorn (3)	90p
IN31b	American Infantry in Hunting Shirts, Slouch Hat (3)	90p
IN31c	American Infantry in Hunting Shirts, Wide Brim Hat (3)	90p
IN31d	American Infantry in Hunting Shirts, Stocking Cap (3)	90p
IN32	American Infantry in Regimentals (3)	90p
IN33	French Infantry in Waistcoat (3)	90p
IN34	Compagnie Franche de la Marine (3)	90p
IN35	French North American Command Group 1759 (3)	90p
IN36	Female Settlers, Firing, Loading, Holding Child	90p
IN37	Scottish Highland Infantry 1759 (3)	90p
IN38	Scottish Highland Grenadier 1759 (3)	90p
IN39	Scottish Highland Command Group 1759 (4)	£1.20
IN40a	General Wolfe, Mounted	70p
IN40b	General Washington, Foot	30p
IN41a	General Montcalm, Mounted	70p
IN41b	French Army Captain	30p
IN42	French Artillerist (3)	90p
IN43	British or American Artillerist (3)	90p
IN44	Colonial Infantry, Firing (3)	90p
IN45	French Cavalry in Bearskin	70p
IN58	8lb. Artillery Piece, 1759	70p
IN59	4lb. Regimental Gun, 1759	70p
IN60	Swivels and Hand Cannon 1759 (4 + 4)	70p
IN61	6lb. Artillery Piece, 1759	70p
IN62	British Galloper Gun, 1759	70p

When replying to adverts please mention Wargames Illustrated.



# MILITARY BOOKS FOR WARGAMERS

## ANCIENT

Conquest & Empire: Reign of Alexander the Great. Bosworth 336pp 11 maps (Due Sept)  
The Roman Imperial Army: Webster 343 pages Many illustrations  
The Making of the Roman Army: from Republic to Empire. Keppie 271 pages 52 line illus  
Greek & Roman Naval Warfare: Strategy, tactics & ship design from Salamis to Actium. Rogers  
Naval Warfare Under Oars: Strategy, tactics & ship design 4th to 18th Centuries. Rogers  
Greco-Roman & Barbarians: Spheres of Interaction (A Study) Cunliffe 243pp 76 maps & diagrams  
The Spartan Army: History, organisation & campaigns. Lazenby 210 pages 14 plates & 13 maps & plans  
The Seleucid Army: Organisation & Tactics in the Great Campaigns. Bar-Kochva 304pp 17 maps  
The Northern Barbarians 100BC-300AD. Todd 212 pages Some illustrations  
The Roman Soldier (Life & training) Watson 256 pages 26 plates  
Paperback Editions - The Barbarians: Warriors & Wars of the Dark Ages. Newark 160 pages. Many illustrations  
Celtic warriors 400BC - AD 1600. Newark 160 pages. Many illustrations  
Fall of the Roman Empire: A Military Explanation. Farnell 192pp Many illus  
Bargain - Warfare in the Classical World 1600BC-AD800. Warry 224 pages Many B/W & Col illustration

## 1500-1800:

From Pike to Shot 1665-1720: Armies & Battles of W Europe. Grant 163pp over 100 illus, 12 maps  
A History of Art of War in the 18th Century Oman 1837 R/p 87 810pp 10pp plates & 33 maps  
The Military Revolution: Military Innovation & Rise of the West 1500-1800. Parker 256pp many illus 2 maps  
Frederick the Great: Military Life. Duffy 450pp 24 plates & 30 maps  
Siege Warfare Fortresses in Early Modern World 1484-1600. Duffy 289pp many illus  
Fortress in the Age of Vauban & Frederick the Great 1660-1789. Duffy 318pp many illus  
Army of Flanders & the Spanish Road 1567-1659. Parker 309pp some illus  
Peter the Great: A Biography. Troyat 362pp 16 pp illustrations  
British Army of William II: Regiments, Uniforms & Flags. Sapherson 64pp some illus  
Army of James II: Uniforms & Organisation. Ede-Bonett 50pp some illus  
William III at War Scotland & Ireland 1689-91. Sapherson 60pp some illus  
The Thirty Years War: Wedgwood 542pp. Excellent history!  
Military Experience in Age of Reason (18th C) Duffy 346 pages

## NAPOLEONIC

MHM No 13: A Journal of the Russian Campaign 1812 by Lt Col. de Fitzmaurice. Facsimile R/p 312pp  
Napoleonic Library 9: Memoirs of a French Napoleonic Officer. Jean-Baptiste Bernas  
The French Cavalry 1792-1815. Johnson 240pp Many illustrations  
The Dickson Manuscripts (re-printing in 5 vols) Vol 1 - 1809 Vol 2 - 1810 Vol 3 - 1811  
Flags & Standards of the Napoleonic Wars. Over 112 pages Many B/W & Col illustrations  
De Belle Series (Like Men at Arms only Italian Style with Dual Text) 60pp Many illus 8pp col  
No 4 Russian Army 1805-15 (Inf) No 5 Austrian Army 1805-15 (Inf) No 6 Neapolitan Army 1806-15 (L/Inf)  
Napoleon's Military Machine: Haythornthwaite 200pp many illus 8pp colour  
Peninsula Preparation: Reform of the British Army 1795-1809. R. Glover 314pp (R/print)  
Britannia Rules: Classic age of Naval History 1793-1815. Parkinson 199pp 18pp illus 6 diag.  
Recollections of Colonel de Gonville 1875. Facsimile R/p 1988  
Waterloo: The 100 Days. Chandler 224pp many photos & maps  
The Battle of Wagram (Novel based on fact) Lapouge 344pp  
1809: A Year at War. Sapherson 256 pages  
Europe Against Napoleon (1813). Brett-James R/print 320pp 12 plates  
Napoleonic War Journal of Capt T H Brown 1807-16. Edited by Buckley 480pp 8pp photos  
The Military Maxims of Napoleon: New edition with intro by Chandler 256pp  
British Infantry in the Napoleonic Wars: Haythornthwaite 136pp Many colour figures  
Napoleon's Marshals: Edited by David Chandler 808 pages Many illustrations  
The Campaign of Napoleon: Chandler 1172pp some illus & fold out maps  
Wellington Commander: The Iron Duke's Generalship (Studies by 7 Historians)  
Recollections of Rifleman Harris: 129 pages  
Napoleon at War: Selected writings of F. Loraine Petre 291pp some line illus  
Napoleon's Army: (a study of the army, organisation etc) Rogers 192pp  
Following the Drum: Women in Wellington's War. Englefield F Page. 150pp some illus  
The British Military: Its system and organisation 1803-15. Park & Natzyger 120pp  
The Russian Army 1800-15: (Organisation etc) Natzyger 80pp  
The Wurttemberg Army 1793-1815: (organisation etc) Natzyger 59 pp

## AMERICAN WARS

Battle Cry of Freedom: The Civil War Era. McPherson 904pp 16pp photos 23 maps (USA Best Seller!)  
Stonewall Jackson & the American Civil War. Henderson 737pp Some Maps  
Rebels & Redcoats: US Revolution through eyes of those who fought. Scherer 572pp  
Battles & Leaders of the Civil War 4 volume set  
Unit Organisations of the American Civil War Zimmerman 72 pages  
The United States Cavalry: An illustrated history. Unwin 192pp Many illus. with 32 col plates  
The United States Infantry: An illustrated history 1776-1918. Unwin 160pp Many illus - 32 col plates  
Warfare Papers of Robert E. Lee. R/p of 1961 Edition 994 pages  
Weapons of The American Civil War: Hogg 192 pages. Many colour & B/W illustrations  
Battle in the Civil War: Generalship & Tactics in America 1861-5. Griffith 48pp. Many illus.  
A Battlefield Atlas of The American Revolution: Symonds 128pp 41 maps  
A Battlefield Atlas of the Civil War. Symonds. 106pp. 43 2-col maps, photos  
The Spanish-American Revolutions 1808-26. Lynch 445pp & 2 maps  
Frontiersman in Blue: Army and the Indian 1848-65. Utley 384pp 32 illus

## COLONIAL

In Zululand With The British Throughout The War Of 1897. Norris-Newman 1880 R/p 1988 343pp 8 maps 9 illus  
The Zulu War. 1879 R/p 88 239pp 16pp illus & 12 maps  
Scarlet Into Khaki: British Army on eve of Boer War. Cresson 1899 R/p 1988 262pp Some illus  
Military History: Moroccan Series. Facsimile reprints  
No 12 Khartoum Campaign 1898: or the reconquest of the Sudan. Burleigh 348pp  
No 13 Desert Warfare: being the chronicle of the Eastern Sudan Campaign. Burleigh 320pp 11 maps  
A Good Duster: The Sudan Campaign 1883-1899. Keown-Boyd 250pp many B/W & col illus  
The Indian Army & The King's Enemies 1900-47. Trench 312pp 32pp plates & 20 maps & plans  
Battle in Africa 1879-1914. Whitehouse 48 pages Many unique style line illustrations  
The Armies of India MacMunn 1911 R/p with Lovett's superb colour plates  
The Washing of The Spears: Rise & Fall of Great Zulu Nation. Morris 670pp 2 maps  
Rorke's Drift: The Zulu Wars 1879. Bancroft 186pp Many illus, maps & charts 8 pages colour  
The Anglo Zulu War: New Perspectives Duminy & Ballard 170 pages  
A Matter of Honour: An Account of Indian Army 1746-1947. Mason 580pp 16pp photos 10 maps  
War on the Nile: Britain, Egypt & the Sudan 1882-1898. Barthorp 150pp Well illustrated  
The Zulu War: Pictorial History Barthorp 181pp Many photographs & maps  
Marching over Africa: Letters from Victorian Soldiers Emery 224pp Some illustrations  
Field Guide to War in Zululand 1879 124pp many maps & illustrations  
The Anglo-Boer War: British & Afrikaners 1815-1902. Barthorp 176 pages Many illustrations

## VIETNAM

Vietnam Coastal and Riverine Forces Gregory 128 pages Many photographs 8 pages in colour  
Hamburger Hill (Vietnam Land Battle) Zanfin 326 pages 25 photos & 12 maps (Due Sept)  
Death Valley: Summer Offensive (Corps August 1969. Nolan 324pp some maps  
The Battle of Long Tan: The Legend of Anzac Uphill! McAulay 187pp  
The Vietnam War: ILL. History Revised Edition includes Cambodia & List US MIA's  
SIEGE OF DIEN BIEN PHU (hell in a very small place) Fall 51pp  
TET Turning point in Vietnam War 1968. Oberdorfer 368pp some photos & maps  
NAM Tim Page's collection of Vietnam War photographs in colour  
VIETNAM STUDIES SERIES Published by Department of US Army (Please check price & availability before ordering)  
Armory 1961-71  
Riverine Operations 1966-69  
Sharpening the Combat Edge  
Mounted Combat in Vietnam  
Seven Final Fights in Vietnam  
US Army Special Forces 1961-71

## SHOWS

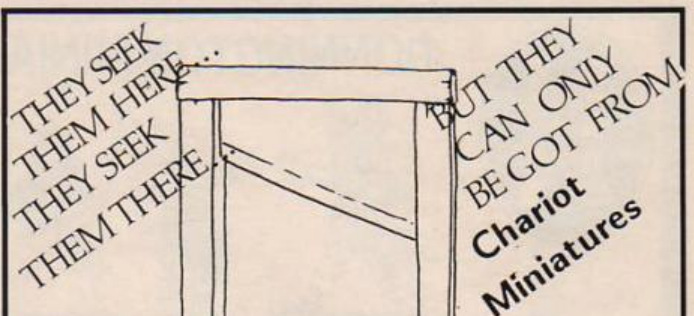
17th & 18th Sept - 'Colours' Reading  
24th & 25th Sept - 'Euro Militaire'  
8th & 9th Oct - 'World Team' Derby  
Payment with your order please.

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

POSTAGE: Inland £1.75. Overseas £3.50  
PAYMENT METHODS: Sterling Cheques

Postal Orders - I.M.O. - Giro Acc No 598  
3355  
- Add £1 charges  
Credit Cards: Visa - Access - Mastercard  
- Eurocard

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



## VIVE LA RÉVOLUTION!

New bicentennial releases:  
1st range 1789-1792



Also: LOTS OF 15mm ANCIENTS  
SAE or 2 IRCs for Lists & Sample

## Chariot Miniatures

25 Broad Mead, Luton, Beds, LU3 1RX

Tel: (0582) 579602

U.S.: Stone Mountain Miniatures, Inc.  
P.O. Box 594, Broomfield, Co. 80020



## Southsea Models

69, ALBERT ROAD  
SOUTHSEA  
PORTSMOUTH  
HANTS PO5 2SG  
ENGLAND 0705-733208

## ★ NEW ★ NEW ★ NEW ★ NEW ★

### HUSSITE WARS 1420-1432

#### Hussites

- 201X Armoured Halberdiers
- 202X Armoured Spearman
- 203X Armoured Warfaits
- 204X Armoured Swordsmen
- 205X Armoured Crossbowmen
- 206X Armoured Handgunners
- 207X Peasant Handgunners
- 208X Peasant Archers
- 209X Peasant Warfaits
- 210X Peasant Halberdiers
- 211X Peasant Polearms
- 212X Foot Command
- 213X Priests
- 214X Camp Followers
- 210XC Moravian Heavy Lancers
- 202XC Moravian Medium Lancers
- 203XC Moravian Light Lancers
- 204XC Hungarian Horse Archers
- 205XC Hussite Cavalry Command

#### Catholic/Imperialists

- 221X German Crossbowmen
- 222X German Spearman
- 223X German Halberdiers
- 224X German Handgunners
- 225X Hungarian Spearman
- 226X Bohemian Archers
- 227X Knights Twohanded Swords
- 228X Catholic Command
- 211XC German Knights Lance
- 212XC Austrian Knights Lance
- 213XC Hungarian Knights Lance
- 214XC German Men at Arms
- 215XC Mounted Crossbowmen
- 216XC Catholic Cavalry Command
- 210XS Protected Infantry Wagon (6)

## MINIFIGS

ALL MAJOR  
CREDIT CARDS  
WELCOMED

Latest releases, always, quickly available by post — worldwide.  
MINIFIGS CATALOGUE NOW IN STOCK  
£3.50 — U.K. £5.00 — Overseas inc. post.

When replying to adverts please mention Wargames Illustrated.



Another



OPENS AT

98 STATION STREET  
BURTON ON TRENT  
STAFFS.

ON

SATURDAY  
3RD SEPTEMBER

Stocking the FULL RANGE of Avalon Hill, GDW and SPI board wargames (plus many others); Dixon, Essex, Portage, Ahketon, Citadel and Grenadier 25mm figures; a good selection of 15mm figures from Roundway, Naismith, Donnington and Dixon; and the FULL RANGE of H&R 1:300 figures, tanks and aircraft.

Buildings from Bellona, Battleground Gallia and Hovels.

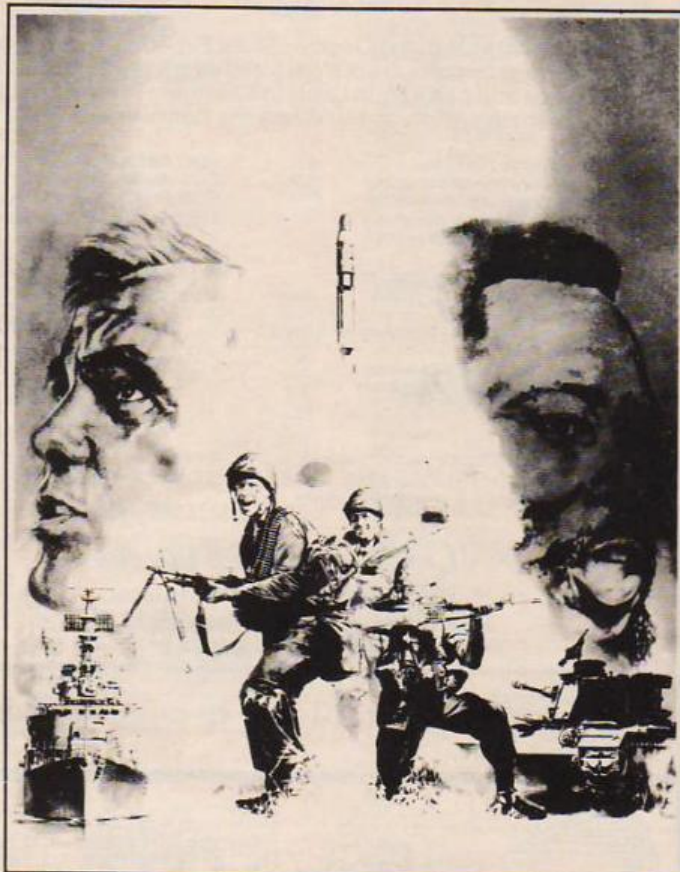
Open Tuesday – Saturday  
10 am – 6 pm

OPENING  
OFFERS

We are also still at Croydon Indoor Market, Park Street,  
Croydon, Surrey  
(Open Mon – Sat 9.30-5.30)  
Tel: 01-760 0078

## PLAY-BY-MAIL GAMES FROM JADE GAMES

GLOBAL SUPREMACY



In the aftermath of World War III, will you lead your country to domination, or to Armageddon?

In the aftermath of World War III, our planet is devastated. All the nations of the world are thrown back on their most basic capacities to survive... yet the urge to endure, to strive for conquest, still thrives. You choose the nation, rebuild its civilisation, status economy and technologies... marshal its military capabilities and develop its combat power in a quest to rule supreme over the globe.

The extensive rulebook and the set-up together cost only £5.00. Turn costs vary according to the actions taken.

**JADE GAMES**  
**44-46 ELM GROVE**  
**SOUTHSEA**  
**HAMPSHIRE PO5 1JG**



# The CONNOISSEUR Range

Figures by PETER GILDER

## NEW RELEASES



The latest additions to the Gordon Relief Expedition – the Camel Corps – are ready to launch into the desert. But, are they driven forward by patriotic zeal, or lured by the delights offered by the new groups of Arab traders who can populate every market place and oasis from Cairo to Khartoum? Here too is a mounted Emir to mastermind their downfall; and Sudanese infantry of the Egyptian army. When the Connoisseur Sudan collection is complete all you'll need to supply is the sand!

C15 Camel Corps firing  
C16 Camel Corps kneeling firing  
C17 Camel Corps officer  
C21 Sudanese infantry marching  
C22 Sudanese infantry at ready

EG6 Arabs of the Market Place £3.00  
EG7 Arabs of the Oasis £3.00  
EG9 Stall-holder (Sudan) £3.00  
EG10 Corn-merchant (Sudan) £1.75

POSTAGE & PACKING – 10%

CC12 British Camel Corps trooper  
CC13 British Camel Corps officer  
CC15 Mounted Emir  
CC18 Ansar camel rider, charging with sword

All the above sets include several figures and accessories (– and goats! [EG7]) and can be used in other periods, other places.

UK BFPO: Min P&P 30p  
Orders over £15 post free

HC1 Camel Corps camel walking  
HC2 Camel Corps camel kneeling  
HC3 Dervish camel running

**More exciting releases  
next month!**

OVERSEAS  
Surface 30% min £1.00  
Airmail 60% min £2.00

For the benefit of our customers in North America:  
CONNOISSEUR FIGURES USA, 2625 FOREST GLEN TRAIL, ILL. 60015 USA.  
can now service your requirements.

PRICES	
FOOT.....	35p
CAVALRY.....	35p
HORSE.....	45p
CAMEL.....	60p

*Connoisseur Figures*  
20a Coastal Road, Burniston,  
Scarborough, N. Yorks, YO13 0HR  
Tel: (0723) 870741

When replying to adverts please mention Wargames Illustrated.



HM2



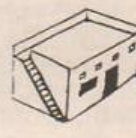
HM6B



HM16



HM14



HM1B



HM10



HM20



HM22



HM17



HM7

## Hales Models 15mm Stonecast

15mm Scale	Unpainted	Painted
HM 1 Flat topped house (3 variants a,b,c)	£3.50	£5.00
HM 2 18th Century farmhouse	£1.00	£3.00
HM 3 African hut	£0.50	£1.00
HM 4 Dark age wattle & daub hut	£0.25	£0.50
HM 5 (A) Half-timbered house	£2.75	£5.00
(B) L-shaped half-timber	£3.50	£7.00
HM 6 Medieval tent (3 variants a,b,c)	£0.50	£1.00
HM 7 European barn	£3.50	£5.00
HM 8 Log cabin	£1.25	£2.50
HM 9 Spanish/Italian house (3 variants)	£1.75	£3.50
HM10 Saxon house	£0.75	£2.00
HM11 Viking longhouse	£2.50	£5.00
HM12 19th century tents a) Pup	£0.50	£1.00
b) Conical c) Rectangle	£1.25	£2.50
HM13 Dark age conical house	£2.00	£4.50
HM14 European church	£2.50	£4.50
HM15 Russian church with tower	£1.25	£3.00
HM16 Thatched cottage	£1.50	£3.00
HM17 Red Indian tepee	£1.00	£2.00
HM18 25mm hedges 2 x 4" long	£2.50	£4.50
HM19 Beacon lookout tower	£4.50	£9.00
HM20 Tower	£3.00	£5.00
HM21 House barn	£3.00	£5.00
HM22 ACW church	£3.00	£5.00
HM23 Napoleonic/ACW artillery position for 2 guns	£1.25	£4.00

Unpainted	Painted
HM24 Medieval tent 25mm	£2.50
HM25 Mosque	£3.00
HM26 Palisade with ramparts (4" length)	£2.50
HM27 Palisade gateway (4" length)	£2.50
HM28 Corner tower for use with HM26 & HM27	£3.00
HM29 Bridge (5" length)	£1.50
HM30 Medieval keep	£8.75
HM31 Medieval gateway	£6.00
HM32 Medieval corner tower	£3.50
HM33 Medieval wall	£2.50
HM34 Greek/Roman temple	£2.50
HM35 Spanish/Italian church	£2.50
HM36 4 Hedges (ea. 4" length)	£1.25
HM37 Ancient gallery	£3.00

Unpainted	Painted
HM24	£1.00
HM25	£3.00
HM26	£2.50
HM27	£2.50
HM28	£3.00
HM29	£1.50
HM30	£8.75
HM31	£6.00
HM32	£3.50
HM33	£2.50
HM34	£2.50
HM35	£2.50
HM36	£1.25
HM37	£3.00

HM38 18th C. Cottage	£2.50
HM39 (20mm) Hexagonal Pillbox for WWII	£2.00
HM40 Four straight 4" walls sections with pantile tops (suit. for Spain, Italy etc.)	£1.25
HM41 Four corners for above	£1.25
HM42 (25mm) 4x4" sections straight walls	£1.25
HM43 Four corners for above	£1.25

NEW! 1/300 Waterloo Farmhouse (La Haye Sainte)

£2.50	£5.00
£2.00	£3.00
£1.25	£3.50
£1.25	£3.50
£1.25	£2.50
£1.25	£2.50



HM13



HM12A



HM8



HM5B

HALES MODELS, 43 Hawksclough, Birchgreen, Skelmersdale, Lancs.

Postage & Packing 15% UK, minimum £1.00

Trade enquiries welcome

When replying to adverts please mention Wargames Illustrated.

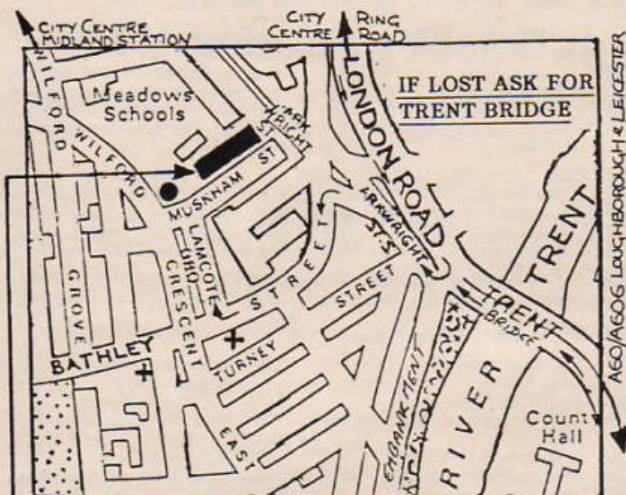


## THE NATIONALS 88

THE 1988 NATIONAL WARGAME CHAMPIONSHIPS  
3rd. and 4th. of SEPTEMBER 1988

at the  
**PORTLAND LEISURE CENTRE**  
Muskham Street, The Meadows, Nottingham

### HOW TO FIND US



PORTLAND LEISURE CENTRE

### BRING & BUY

STEVE LLOYD will be running the Bring & Buy stand  
TRADE STANDS

34 TRADERS will be in attendance at the show on both days

## GREAT BATTLES OF HISTORY REFOUGHT!

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

**IMPORTANT NEWS!** The 20th Century skirmish rules have arrived. From outposts of Empire to Streets of Beirut. "HELL BY DAYLIGHT", by Jim Webster. A new concept in skirmish rules, which give you the experience of command. Everything you could realistically want in skirmish gaming including three intro scenarios. Now man, handler and mishandler of weaponry is the key factor. At £3.50, here is great value!

OTHER TITLES:	MON/01	Tippermuir	£3.50
1809/01	MON/02	Aberdeen	£3.50
1809/02	AWI/01	Guildford Courthouse	£3.50
1809/03	AWI/02	Camden 1790	£3.05
1809/04	FWP/01	Wissenburg	£3.05
1809/06	FWP/02	Froschwiller 1870	£3.50
1809/07	FWP/03	FIP War - A Guide	£4.25
1809/08			
1809/09			

1813/01	Lutzen	£2.50	Army/Uniform Guides each. £3.50
1813/02	Bautzen	£2.75	Russia 1805-14
1813/03	Gross Beeren	£2.50	Italy 1805-14
1813/04	The Katzbach	£2.50	Naples
1813/05	Dresden	£3.25	Cleve-Burg 1806-1
1813/06	Leipzig	£3.75	Prussia 1806-15
			Saxony 1805-14
1814/01	Brienne	£3.05	Austria 1798-1814
			Poland 1807-14
			Prussia 1797-1806
			baden, Wurttemberg
			1806-14
			Sweden 1802-14

ANSCHLUSS PUBLISHING  
79 GODFREY ROAD,  
SPRINGWORTH,  
NORWICH,  
NORFOLK  
Tel: 06603 890495

MAKE MORE OF WAR WITH ANSCHLUSS

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

## MILI-ART

TOP QUALITY PAINTED 15mm & 25mm  
WARGAME FIGURES

051 638 6585 or 051 638 3535

SIX YEARS ago WE introduced the ready-made-painted-army. What do we give you now? A friendly, prompt and efficient service. One figure or one thousand figures you will get the same service, and well painted figures on your wargame table in a reasonable time. We can promise this for we maintain a large and comprehensive stock of ready-painted figures: ANCIENTS - DARK AGES - MEDIEVALS - RENAISSANCE - HORSE & MUSKET - NAPOLEONICS - A.C.W. - COLONIAL - W.W.II - ULTRA MODERNS.

	15mm	15mm*	25mm	25mm*
Foot figure	£0.60	£0.65	£0.90	£1
Mounted figure	£1.20	£1.30	£1.80	£2
80 Piece army	£48	£52	£72	£80
160 Piece army	£88	£96	£136	£152
320 Piece army	£160	£176	£256	£288

(\*Napoleonic & S.Y.W. figures)

PAINTED MICRO ARMIES: Modern & WWII designed, organised and painted by Bruce Rea-Taylor author of period rules and lists.

COMPETITIVE PAINTING SERVICE: Turn your draw of lead into a fighting army.

MAIL ORDER - Large S.A.E., Catalogue and samples £1 (cheque or stamps only)



62 Earlston Road  
Wallasey  
Merseyside L45 5DZ



## Frei Korps 15

### AMERICAN REVOLUTION

#### ☆NEW☆

BRITISH	CODE	AMERICAN	CODE
RWB20 Tarleton's Legion/Simcoe's Dragoons	F	RWA19 Infantryman, full kit, turned up, slouch hat (American or British)	F
RWB21 Tarleton's Legion/Simcoe's Dragoon command	C	RWA20 Line 1780	F
RWB22 Queen's Rangers/Simcoe's Foot	F	RWA21 Hazlett's Delaware Regt	F
RWB23 Queen's Rangers/Simcoe's Grenadiers	F	RWA22 Hazlett's Delaware Regt command	F
RWB24 Queen's Rangers/Simcoe's Highland Coy	F	RWA23 Lee's Legion, mounted	F
RWB25 Queen's Rangers/Simcoe's Hussars	F	RWA24 Lee's Legion, dismounted	F
RWB26 Queen's Rangers/Simcoe's Foot command	C	RWA25 Lee's Legion, mounted command	F
RWB27 Buffers Rangers	F	RWA26 Lee's Legion, dismounted command	F
RWB28 Mounted Highlanders	F	RWA27 Lee's Legion, foot	F
RWB29 Naval gun crew	B	RWA28 Lee's Legion, foot command	F
RWB30 Naval landing party	F	RWA29 Philadelphia Light Horse	F
RWB31 British Light Inf (butterfly hat)	F	RWA30 Philadelphia Light Horse, command	F
RWB32 British Light Inf, vest & slouch hat	F	RWA31 Pulaski's Legion, foot	F
RWB33 Tarleton, Pitcairn, Simon Girty	E	RWA32 Pulaski's Legion, mounted	F
RWB34 British Line, charging	F	RWA33 Pulaski's Legion, command	F
RWB35 British Grenadier, charging	F	RWA34 Mounted Infantry	F
RWB36 British Line Command Charging	C	RWA35 Light Horse Harry Lee, Lafayette, Von Stuben	E
RWB37 British Grenadier Command Charging	C		
RWB38 Hessian Grenadier	F		
RWB39 Hessian Line	F		
RWB40 Hessian Fusilier	F		
RWB41 Hessian Grenadier command	C		
RWB42 Hessian Line command	C		
RWB43 Hessian Fusilier command	C		
RWB44 Jager	F		

SEE THEM AT ARMAGEDDON '88

CODES: B 40p C 45p E 80p F 90p

Add 15% p&p

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

When replying to adverts please mention Wargames Illustrated.





**Mail Order Specialists** Open 7 days  
**P&P 10% – Orders over £10 Post Free**  
 Minifigs, Hovels, Platoon 20, Heroics & Ros,  
 Games Workshop, T.M. Games, Poste  
 Militaire, Barton, Almond, Chota Sahib,  
 Cheshire Volunteer, Mil-Art, Phoenix  
 and many others.

*Just phone through your order with your  
 Access or Visa number, or write to:*

### MERCENARY MINIATURES

(Dept. WI) 160 DALKEITH ROAD  
 EDINBURGH EH16 5DX  
 PHONE: (031) 662 4297

## SUSSEX MINIATURES

P.O. BOX 130, CRAWLEY. W.SUSSEX. RH11 0YG

**TEL: 0293-542024**

We are pleased to announce that SKYWARRIOR is now under our wing. The quality will now further improve, plus we can now offer you a further seven new aircraft listed below. Now we can offer SKYWARRIOR to the retail trade to sell to the wargaming public. With this in mind we have moved to a new site for production of miniatures only. So we can now devote all our energies to production of figures for you and the retail trade.

### New 1/300 Skywarrior Aircraft

<b>WWII</b>			Now for Normandy and Arnhem. At last! the Japs enter the war with a twin engined bomber. Shoot them all down with 4x20mm guns and 4x0.5in MG
GB210	Airspeed Horsa	£1.25	
JP205	Mitsubishi G4M Betty	£1.25	
US216	Northrop P61 Black Widow	80p	
<b>MODERN</b>			
GB107	BAe Nimrod	£3.00	The largest plane in the Falklands War.
GB108	Panavia Tornado ADV	55p	The new version of the Tornado
IT102	Aermacchi MB339	40p	Italian trainer and ground attack
US127	Rockwell A5 Vigilante	80p	The carrier borne US bomber.

We are of course still producing all of the SUSSEX and TIN SOLDIER ranges as before. Why not try our superb range of TIN SOLDIER 15mm ARABS.

### INFANTRY 12P CAVALRY 24p

DA1 Sassanid clibanarii EHC	DA9 Arab heavy calvary standard bearer – 30p
DA2 Arab Infantry	DA10 Sudanese Ghulam
DA3 Arab Infantry – 15p	DA11 Daylami light infantry
DA4 Arab Infantry standard bearer 15p	DA12 Khorsanian horse archer
DA5 Arab infantry archer	DA13 Ghaznavid heavy inf
DA6 Arab medium cavalry	DA14 Ghaznavid officer – 15p
DA7 Heavy cavalry	DA15 Camel archer – 30p
DA8 Arab heavy cavalry officer-general	DA16 Ghazi

For a trade catalogue send a medium sized s.a.e.  
 Trade enquiries welcome for SUSSEX MINIATURES, TIN SOLDIER and now SKYWARRIOR aircraft

MAIL ORDER ONLY NOW

VISA, ACCESS, AMERICAN EXPRESS

When replying to adverts please mention Wargames Illustrated.



MAILED FIST WARGAMES CLUB



## Present CEASEFIRE '88 Military Model Show and Interclub Wargames

ALSO

The M.A.F.V.A. National Championships  
 AND MILITARY VEHICLE RALLY

**SATURDAY 10th SEPTEMBER 1988**  
 10.30 AM. UNTIL 5.30 PM.

at the

Armitage Centre, Fallowfield, Manchester.

**\* 22 PAINTING & MODEL COMPETITIONS \***  
**\* CLUB & TRADE STANDS \***  
**\* MODEL DISPLAYS \***  
**\* DEMO GAMES \***  
**\* LICENCED BAR \***  
**\* BRING & BUY \***  
**\* REFRESHMENTS \***

SPONSORED BY



**JB & Cromwell Models**  
 1/76 Scale Military Models

ALSO ATTENDING AND COLLECTING FOR THEIR CHARITY  
 THE BRITISH LIMBLESS EX-SERVICE MEN'S ASSOCIATION

## REVO Figures and Flags

Revo 25mm and 15mm self-adhesive flags. Printed in full colour, simply cut them out, peel off the backing and attach them to the flag staff. The range to date comprises:

### 25mm sheets

No. 1 France Line Infantry 1804-15  
 No. 2 Britain Infantry 1801-15  
 No. 3 Britain Infantry 1801-15  
 No. 4 Britain Infantry 1801-15  
 No. 5 Austria Infantry 1806-15  
 No. 6 Prussia Infantry 1803-15  
 No. 7 Russia Infantry 1803-15  
 No. 8 A.C.W. Union Infantry  
 No. 9 A.C.W. Confederate Infantry  
 No. 10 Bavaria 1803-15  
 No. 11 Britain Guard Infantry 1815  
 No. 12 Brunswick and Nassau Infantry 1815  
 No. 13 German states Infantry. Hesse, Mecklenburg, Saxony 1803-14  
 No. 14 Spain and Portugal 1806-14  
 No. 15 France Infantry 1815  
 No. 16 Cavalry standards, Austria, Britain, Prussia, Russia 1801-15  
 No. 17 Cavalry standards, France, Saxony, Baden, Bavaria etc. 1804-15  
 No. 18 German states Infantry, Lippe, Wurttemberg, Baden etc. 1812-14  
 No. 19 ECW Royalist inf. & cav.  
 No. 20 ECW Royalist inf. & cav.  
 No. 21 ECW Part. inf. & cav.  
 No. 22 ECW Part. inf. & cav.  
 No. 23 Westphalia & Grand Duchy of Warsaw Inf. 1809-13  
 No. 24 Russian Infantry 1813

### 15mm sheets

No. 1 France Line Infantry 1804-12  
 No. 2 France Line Infantry 1812-14  
 No. 3 Russia Infantry 1813  
 No. 4 Austria Infantry 1806-15  
 No. 5 Prussia Infantry 1803-15  
 No. 6 Britain 1801-15  
 No. 7 Britain 1801-15  
 No. 8 Britain 1801-15  
 No. 9 France 1815  
 No. 10 Spain and Portugal 1806-14  
 No. 11 A.C.W. Confederate Infantry  
 No. 12 A.C.W. Union Infantry  
 No. 13 Bavaria 1803-13  
 No. 14 Brunswick and Nassau 1815  
 No. 15 German states, Saxony, Hesse etc. 1806-14  
 No. 16 German states, Baden, Wurttemberg etc. 1812-14  
 No. 17 French Guard Inf.  
 No. 18 Nap. Cav. standards Russ/Pruss/Aust.  
 No. 19 AWI Amer. & France  
 No. 20 AWI Brit. & German  
 No. 21 ECW Royalist inf. & cav.  
 No. 22 ECW Royalist inf. & cav.  
 No. 23 ECW Part. inf. & cav.  
 No. 24 ECW Part. inf. & cav.  
 No. 25 Russian Infantry 1812-13

### NEW AND IN VIEW

Three flag sheets as listed above.  
 New mid to late 14C multipiece figures  
 and ACW standard range plus  
 more Napoleonic cavalry.

### WATERSLIDE TRANSFERS

Heraldic symbols, 4" x 5" sheets filled with devices in various sizes suitable for many application in different scales.

Series A Lions, eagles and other beasts.

A1 Red, A23 Black, A3 Yellow, A4 White, A5 Blue, A6 Green

Series B Crosses, trefoils, fleur-de-lys etc.

B1 Red, B2 Black, B3 Yellow, B4 White, B5 Blue, B6 Green

Series D Labels, maunches, crescents, shells etc.

Each available in Red, Black, Yellow, White, Blue or Green

25mm Flags and Transfers = 70p per sheet. 15mm Flags = 40p per sheet + 20% p.p.  
 £6.00 post free (UK only).

REVO FIGURES standard range Napoleonic and E.C.W. plus multi-piece Normans, Saxons, Vikings and Landsknechts.

Standard range 25mm figures, foot and riders ..... 20p each  
 Multipiece 25mm foot and riders ..... 30p each  
 All horses ..... 40p each

x 20% p.p. over £10.00 post free (UK only)

### WHITTLESEY MINIATURES

PO BOX 46

WHITTLESEY,

Nr. PETERBOROUGH, CAMBS. PE7 2EW

Send s.a.e. or l.r.c. for lists or 60p for sample figure and flag plus lists.

Access purchases may be made  
 by post or by telephone on  
 0733 205131  
 (min. order £4.00)

When replying to adverts please mention Wargames Illustrated.



# ESSEX MINIATURES NAPOLEONICS

## 25mm NEW RELEASES

### FRENCH HUSSARS

- A FN103 Hussar Trooper
- C FN104 Hussar Officer
- C FN105 Hussar Standard Bearer
- C FN106 Hussar Trumpeter
- E FNH7 Hussars Horse

### NAPOLEONIC EQUIPMENT

- NEQ9 French Howitzer ..... £1.40
- NEQ10 British Rocket Launcher with two crewmen £1.00
- NEQ11 British Rocket carriage with limber four horse team two drivers and two seated crew ..... £5.70
- NEQ12 French ammunition caisson with four horse team and two mounted drivers ..... £4.80
- NEQ13 British field artillery limber with two seated gunners four horse team with two mounted drivers ..... £4.00

### AUSTRIAN/HUNGARIAN INFANTRY

- A AHN1 Line infantryman
- C AHN2 Line infantry officer
- C AHN3 Line infantry standard bearer
- C AHN4 Line infantry drummer
- A AHN5 Grenadier
- C AHN6 Grenadier officer
- C AHN7 Grenadier standard bearer
- C AHN8 Grenadier drummer
- A AHN9 Jager advancing
- A AHN10 Jager kneeling firing
- C AHN11 Jager officer
- C AHN12 Jager bugler

PRICE CODE A = .28p  
C = .35p  
E = .43p

Postage & Packing rates for U.K. & B.F.P.O.: Minimum Postage & Packing = 50p  
Orders value over £5.00 and under £12.50 = 10% Orders over £12.50 = £1.25  
Orders over £25.00 = POST FREE

Send S.A.E., or overseas 2 x IRC for our complete 25mm catalogue

### SOLE DISTRIBUTOR - USA

J.B. HOOD, Wargames Inc., P.O.B.278, Route 40 East, Triadelphia, WV. 26059, U.S.A.

### SOLE DISTRIBUTOR - AUSTRALIA

GARY WELLS, Essex Miniatures (Australia) Pty. Ltd., 40 Railway Parade, Lakemba, N.S.W., Australia. 2195

### SOLE DISTRIBUTOR - FRANCE

JEUX DE GUERRE - DIFFUSION, 6 Rue Meissonier, 75017 Paris, France.

**ESSEX MINIATURES UNIT 1, SHANNON CENTRE, SHANNON SQUARE, THAMES ESTUARY ESTATE, CANVEY ISLAND, ESSEX SS8 0PE.**

### TELEPHONE ORDERS

**0268 682309  
ACCESS - VISA**

## CLASSIFIED ADVERTISEMENTS

Ads should be accompanied by a cheque made payable to Stratagem Publications Ltd., 18 Lovers Lane, Newark, Notts. NG24 1HZ.

Rate: 15p per word. Minimum charge: £2.00 (Don't forget to add 15% VAT!).

### FOR SALE

**MILITARY BOOKS** bought and sold. SAE for catalogue. Mike Smith, Chelifer Books, Todd Close, Curthwaite, Carlisle, CA7 8BE. Tel: 0228 711388.

**ABBOTTS MINIATURES** are pleased to announce further releases in their 25mm Zulu War range. For full details send SAE or 2 IRCs to: Abbots Miniatures, 53 Harvey Road, Ilford, Essex, IG1 2NJ.

**VIKING 15mm ARMY:** 270 infantry, 26 mounted, painted & based. 15mm British Napoleonic: 200 figures painted and 100 part-painted. 600 British, French figures + 200 15mm SYW figures, unpainted. Also Books, Paints, etc. - **£120 the lot.** (Figures are mostly Minifigs.) Telephone: Lincolnshire (0673) 858743.

**30,000 + SECOND HAND WARGAMES FIGURES** always in stock. All scales. Most manufacturers. SAE for lists to: A.J. Dumelow, 70 Ferry St., Stapenhill, Burton-on-Trent, Staffs, DE15 9EY. Tel: (0283) 30556.

**LOADSAFIGURES, NO RUBBISH!** And you don't need loadsamoney - so, SAE for free sample and polite, prompt service. No problem! N. Mullis, 5 Gilson Way, Kingshurst, Birmingham, B37 6BG.

**TEN ORIGINAL BERLIET PHOTOGRAPHS** of shells being produced at their Lyon factory, 1914. Photo's 230mm x 165mm mounted on thick card 285mm x 365mm. Collectors items in excellent condition, **Price £60.** Norman Painting, 5 Tudors Close, Small Heath, Birmingham, B10 0DY.

**Franco-Prussian Wargames Rules 'GUERRE À OUTRANCE'.** Innovative mechanisms provide a fast moving and realistic game. **£3.70.** Stephen Shann (Magenta Publications), 91 Town Street, Armley, Leeds 12.

**NAPOLEONIC 25mm,** 129 foot, 17 cavalry, Hinchliffe and Minifigs 350 plastic figures - **£28.00.** Tel: Sheffield 583861.

**SCIENCE-FICTION VEHICLES/BUILDINGS** - Extensive resin range in 25mm, 15mm and new 1/300th. Also S.F. rules for 15mm and 1/300. S.S.A.E. to: GZG, "Fizno", Barking Tye, Suffolk, IP6 8JB.

**ECW ROYALIST 15mm Foote** approx. 390 - **£80.** Royalist 25mm Army 300 + Foote, 40 + Horse 9 Guns + Crews, painted and based. Some unpainted figures - **£135.** Tel: 0562 752011 (evenings).

**15mm 10th CENTURY BYZANTINE** army, well painted, grassed bases, varnished, 800 points - **£40 + postage.** Tel: 04575 3631.

### WANTED

**BOOKS BOUGHT FOR CASH.** Top prices paid for books on all military, naval, aviation and transport subjects. **Keegan's Book Shop,** Merchant's Place, Reading, RG1 1DT. Tel: (0734) 587253.

### SERVICES

#### G.J.M. FIGURINES

Wargames Figures painted to collectors standard. 5mm to 30mm. 5mm sample free with SAE. For sample 25mm figure and lists send £1.50 payable to Gerard Cronin, 63 Woodfall Drive, Crayford, Kent, DA1 4TN. 5mm a speciality.

Telephone: 0322 58073 (24 hr)



**HELP** with buying or selling figures/games/books? **WARGAMES MART** might be the answer. A £2.00 registration fee, plus 75p per item, cross references you with interested parties for four months. Registration forms from: Wargames Mart, 9 Tiree Gardens, Darlington, DL1 3QD.

**B.J. HARRIS,** Professional Figure Painting. Worldwide Mail Order. Visa accepted. Send 50p and SAE (or 5 IRCs) for catalogue to: "Willow Cottage", 165 London Road, Oadby, Leicester, LE2 5DQ, England.



**MERCENARY PAINTING SERVICE.** All scales, very competitive and fast service for basic or collectors standard. SAE for free sample and lists. A. Matassa, 26 St. Meryl Park, Belfast 11, N. Ireland.

**PAINTING SERVICE.** Now painting all scales, 15mm and smaller. 6mm our speciality. Send SAE and 50p for sample (state scale) to: C.P. Swindell, 230 Skipton Road, Keighley, W. Yorks, BD20 6AS.

**WARGAMES FIGURES PAINTED** to collector's standards. Send SAE or two IRCs for price list to: D. Seagrove, The Last Detail, 196 Parlaunt Road, Langley, Slough, Berkshire, SL3 8AZ.

**MOONDUST ENTERPRISES.** Painting and discount mail order service. For details send SAE stating interests to: 39 Gilpin Road, Newton Aycliffe, Durham, DL5 5EQ or Tel: Aycliffe 310335.

**RESEARCH.** If you require any research, be it army organisations, uniforms, campaigns, battles or figure availability and compatability, send SSAE to: Petit Guerre I, 69 High View, Deanshanger, Milton Keynes, MK19 6LL.

#### BUSINESS OPPORTUNITIES

The following wargame/model ranges have to be offered for sale unexpectedly due to work pressures in other areas: (1) **MILITARY MINIATURES**, (2) **TOTAL SYSTEM SCENIC**, (3) **GALLIA U.K.** The above product ranges are for sale either as one complete entity or as individual businesses. The opportunity also exists for the purchase of the property where some of the above is carried out. Full details available from: Mr. M. Wenn, 11 North Street, Wisbech, Cambs. PE13 1NP. Only genuinely interested parties should apply.

**FREELANCE DESIGNER REQUIRED** to produce masters for an extensive range of pre-1815 period Wargames Figures in 15/20mm. Send sample and details of previous work to: J. Wilson, 11 Chaseside, Southgate, London, N14.

**TRIPLES '89** will be held at the Octagon Centre, Sheffield over the weekend of 18th/19th March 1989.

#### PARTIZAN PRESS

HISTORICAL INFORMATION & RULES FOR WARGAMERS

##### NEW OUT

**ELIZABETH'S ARMY & THE ARMADA/Tincey**, 70p well ill. — £4.50  
Reprints of military documents giving Drill, Supply, Equipment and Numbers for the Army and Trained Bands raised against the Spanish

**NASEBY FIGHT/Denton**, 60p. well ill. latest information on the most important battle of the ECW £3.99  
**MATCHLOCK** Rules for the period 1630-1660 for 1/300th wargaming. Designed for ECW but suitable for all West European warfare of the period. £3.25

##### BEST SELLERS

**GUNPOWDER TRIUMPHANT** The infantry in the ECW. Very well ill. £3.25

**OLD ROBIN'S FOOT** Flags, Coat colours Equipment etc of Essex Army £3.25

**ABERDEEN 1644** — The Troops, the Battle + how to refight it £3.25

**FOR GOD & THE NORTH** — Unit Histories & Flags etc of regiments from both Royalist & parliamentary Armies. £3.50

##### WARGAMES RULES

**LES GENS BRAVES** — 15/25mm Franco Prussian Rules £3.25  
The only F-P war set with Elan! Plus notes on weapons, tactics, armies

**OUR POPULAR ECW/RENAISSANCE 15/25mm WARGAMES SYSTEM:**

**FORLORN HOPE** — Army Level; inc Painting & Armies guide £3.25

**FILE LEADER** — Company/Troop level — Frantic & Fun!! £1.50

**ONCE UPON A TIME IN THE WEST COUNTRY** — Skirmish Rules £1.25

Please add 10% P&P to the above.

TRADE ENQUIRIES WELCOME

Write now for our latest booklists — all periods to 1914 — Nearly 700 new books on the ECW & Renaissance alone.

Partizan Press, 26 Cliffsea Grove, Leigh on Sea, Essex SS9 1NQ

**PATRICIAN MINIATURES** Complete Wargames Services. High quality Painting Service. To-order Terrain Service. Whatever your Painting or Terrain requirements, if you are looking for the best available, backed by a Personal Service which guarantees satisfaction, contact us for a FREE quotation without obligations, or, send a SAE for a copy of our FREE catalogue. 79 Etherington Road, Hull, HU6 7JR. Tel: (0482) 851231 Day or Evening.

#### W.I. BINDERS

Binders for Wargames Illustrated (capacity 12 issues)

In a gold-on-green livery (— just like Napoleon's) they'll allow your copies to scintillate on your bookshelves.

Post paid prices: UK: £4.50/Europe: £5/Rest of World: £6.

**From: STRATAGEM PUBLICATIONS LTD.,**  
18 Lovers Lane, Newark, Notts. NG24 1HZ, England.

## GALLIA UK TOTAL SYSTEM SCENIC MILITARY MINIATURES

11 NORTH STREET,  
WISBECH, CAMBS.

TEL: 0945 581582  
(Ans.Phone 9 to 5.30)

*We shall be at the following  
conventions in the near future:*

- |                   |  |
|-------------------|--|
| <b>3-4 Sept</b>   | National Wargame Championships           |
| <b>10 Sept</b>    | Ceasefire 88 Armitage Centre, Manchester |
| <b>17-18 Sept</b> | Colours 88 (Armageddon) Reading, Hexagon |

*We shall be taking as much of our product  
range to the above conventions as possible.*

VISA

ACCESS







The

Temple of Games for London  
and the Home Counties

# LEISURE GAMES

AT

**91 BALLARDS LANE  
FINCHLEY, N3  
01-346 2327**

FULL RANGES OF: AVALON HILL, CHAOSIUM,  
COLUMBIA, F.G.U., FASA, G.D.W., GAMES  
WORKSHOP, HERO, I.C.E., MAYFAIR PACE-SETTER,  
PALLADIUM, STANDARD, STEVE JACKSON, T.S.R.,  
W.E.G., VICTORY, PLUS CITADEL, GRENADIER,  
PRINCE AUGUST, MINIFIGS,  
- and much, much more - TRY US!!




OPEN 6 DAYS A WEEK 9.30am-6pm (SAT-5.30pm)  
MAIL ORDER WELCOME - SEND SAE FOR LIST  
ACCESS/VISA WELCOME







