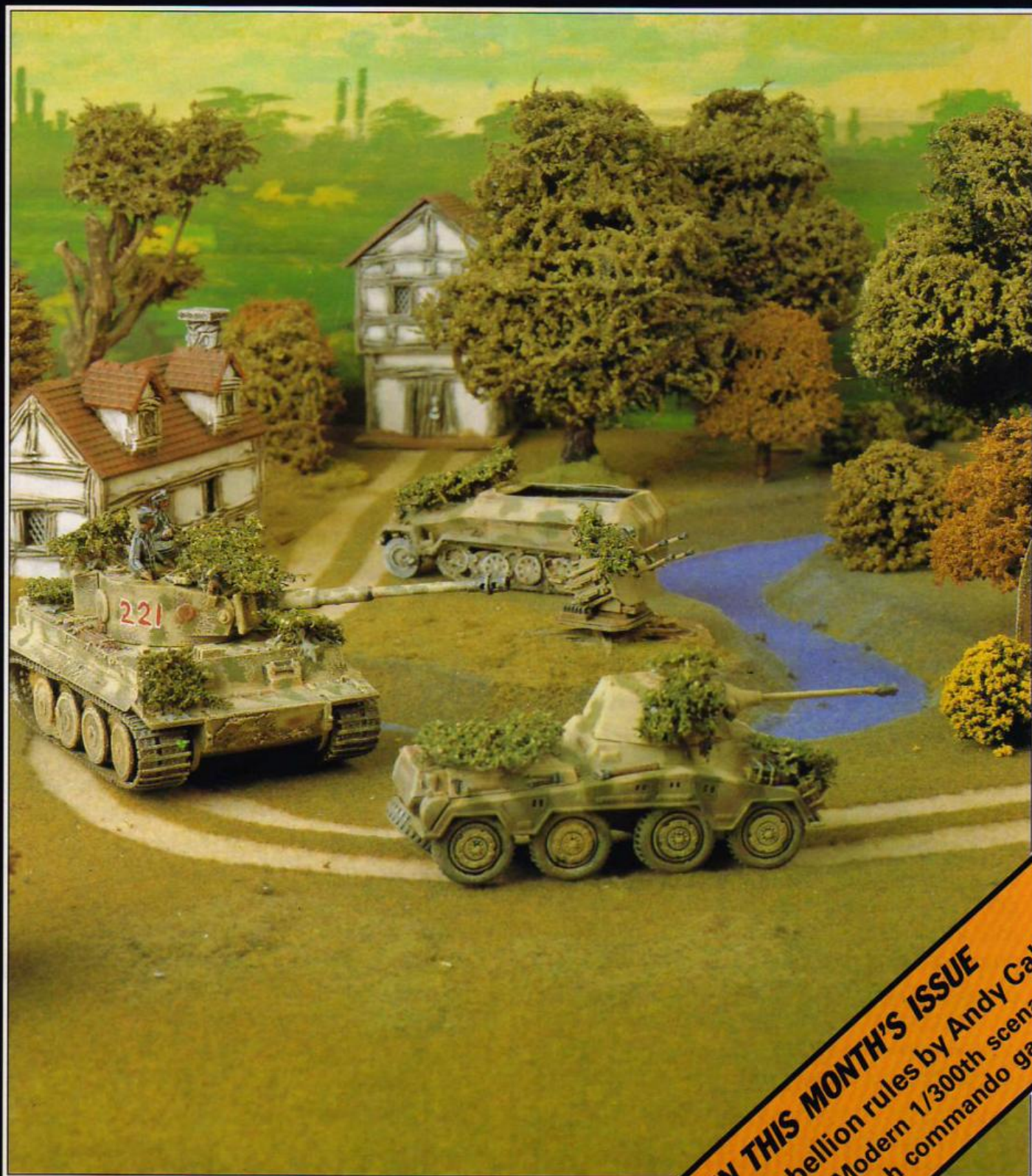


WARGAMES Illustrated



Number 3 November 1987

IN THIS MONTH'S ISSUE
Jacobite Rebellion rules by Andy Callan
ACW game/Modern 1/300th scenario
1943-44 British commando game

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Opening Shot

If you were to leave Nurdistan by the northern route, crossing the Mainstream and carefully avoiding the Banyan Tree of Perpetual Ensnarement, and reach that Pure Land where One Brain Cell that works is better than a myriad that don't, and the abilities of the Legion you're commanding assume more importance than the Esotery of the Edition you're using, there, Pilgrim, on the other side of St. Paddy's Pearly Portals, you might find the Hermitage of Avant Garde Rule Writers, where Bright Young Things (. . . and some Elders, too . . .) are busy scribbling for Eternity.

Relax dear reader! The journey of a thousand miles can begin and end under your feet! The *Nurdistan Gazette* is proud to publish "This Savage Way of Fighting" by Andy Callan, B.Y.T. - wafted to us through the Ether on the backs of two Postcards of Stone.

All this and more in the following pages . . . !

* Issue 4 of W.I. will be back up to 60 pages. Published on the 19th November it'll be the "Christmas Shopping" issue, as well as having rules and scenarios for WWII and Modern actions - and some items for earlier interests!

DM

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Contents

Chris Kemp	Killing Zone. A modern scenario	11
Neil R. Crawford	The Missed chance of Brienne, 1814	14
Andrew Mulholland	Commando! WWII rules/scenario	18
Andy Callan	This Savage Way of Fighting	22
David Snowden	The storming of Ghazni	32
Inspector-General	Reviews Column	36
Jonathan Carruthers	An untoward event	38
Peter Dennis	Sam's night out. An ACW game	42
	Classified ads.	50

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- MSY17 Prussian Hussars
- MSY18 Prussian Hussars
- MSY19 Prussian Hussars
- MSY20 Prussian Hussars
- MSY21 Prussian Hussars
- MSY22 Prussian Hussars
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- MSY28 Prussian Hussars
- MSY29 Prussian Hussars
- MSY30 Prussian Hussars
- MSY31 Prussian Hussars
- MSY32 Prussian Hussars

NAPOLEONIC PERIOD

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

FRENCH LINE UNITS

- MFN1 French Grenadiers
- MFN2 French Grenadiers Attacking
- MFN3 French Grenadiers in Greatcoats
- MFN4 French Fusiliers
- MFN5 French Fusiliers Attacking
- MFN6 French Fusiliers in Greatcoats
- MFN7 French Light Infantry
- MFN8 French Voltigeurs Skirmishing
- MFN9 Swiss Grenadiers
- MFN10 Swiss Fusiliers
- MFN11 Swiss Voltigeurs Skirmishing
- MFN12 French Carabiniers
- MFN13 French Hussars

SPANISH UNITS

- MFN14 French Line Dragoons
- MFN15 French Chasseurs a Cheval
- MFN16 French Hussars
- MFN17 French Lancers of the Line
- MFN18 French Line Foot Artillery
- MFN19 French Line Horse Artillery
- MFN20 Gun Teams (2)
- MFN21 French Line Engineers
- MFN22 French Supply Wagons (3)
- MFN23 French Portraits and Wagons

BAVARIAN UNITS

- MFN24 Bavarian Line Grenadiers
- MFN25 Bavarian Fusiliers
- MFN26 Bavarian Jaegers Skirmishing
- MFN27 Bavarian Light Horse
- MFN28 Bavarian Artillery
- MFN29 Bavarian Gun Teams
- MFN30 Bavarian Portraits and Wagons

POLISH UNITS

- MFN31 Polish Grenadiers
- MFN32 Polish Fusiliers
- MFN33 Polish Fusiliers Attacking
- MFN34 Polish Lancers
- MFN35 Other Polish Units from French Items

BRITISH UNITS, NAPOLEONIC PERIOD

- MBN1 Wellington and Generals
- MBN2 British Infantry, Begic Shako
- MBN3 British Infantry, Begic Shako Attacking
- MBN4 British Line Infantry Light Company
- MBN5 British Infantry, Slove Pipe Shako
- MBN6 British Infantry, Slove Pipe Shako Attacking
- MBN7 British Fusiliers
- MBN8 British Fusiliers Attacking
- MBN9 British Light Infantry
- MBN10 British Light Infantry Skirmishing
- MBN11 British Rifleman Skirmishing
- MBN12 Highlanders
- MBN13 Highlanders Attacking
- MBN14 Highlanders Skirmishing
- MBN15 Household Cavalry
- MBN16 British Heavy Dragoons
- MBN17 Scots Greys
- MBN18 British Hussars
- MBN19 British Light Dragoons in Shako
- MBN20 British Light Dragoons in Tarkent
- MBN21 British Foot Artillery
- MBN22 British Horse Artillery
- MBN23 British Gun Teams (2)
- MBN24 British Supply Wagons (3)
- MBN25 British Portraits and Wagons

PRUSSIAN UNITS, NAPOLEONIC PERIOD

- MPN1 Prussian General Staff
- MPN2 Prussian Guard Grenadiers
- MPN3 Prussian Line Musketeers
- MPN4 Prussian Musketeers Attacking
- MPN5 Prussian Jaegers Skirmishing
- MPN6 Prussian Landwehr Infantry
- MPN7 Prussian Landwehr attacking
- MPN8 Prussian Landwehr skirmishing
- MPN9 Prussian Dragoons
- MPN10 Prussian Hussars
- MPN11 Prussian Hussars
- MPN12 Prussian Hussars
- MPN13 Prussian Hussars
- MPN14 Prussian Hussars
- MPN15 Prussian Hussars
- MPN16 Prussian Hussars
- MPN17 Prussian Hussars
- MPN18 Prussian Hussars
- MPN19 Prussian Hussars
- MPN20 Prussian Hussars
- MPN21 Prussian Hussars
- MPN22 Prussian Hussars
- MPN23 Prussian Hussars

PRUSSIAN UNITS, 1806 JENA CAMPAIGN

- MPN24 1806 Grenadiers Attacking
- MPN25 1806 Musketeers
- MPN26 1806 Musketeers Attacking
- MPN27 1806 Jaegers Skirmishing
- MPN28 1806 Fusiliers Skirmishing
- MPN29 1806 Artillery
- MPN30 suits 1806 Hussars
- MPN31 suits 1806 Hussars

AUSTRIAN UNITS, NAPOLEONIC PERIOD

- MAN1 Austrian Generals
- MAN2 Austrian Grenadiers
- MAN3 Austrian Grenadiers Attacking
- MAN4 Austrian Musketeers in Helms
- MAN5 Austrian Musketeers in Helms Attacking
- MAN6 Austrian Musketeers in Shako
- MAN7 Austrian Musketeers in Shako Attacking
- MAN8 Austrian Jaegers Skirmishing
- MAN9 Austrian Landwehr
- MAN10 Austrian Hussars
- MAN11 Austrian Hussars
- MAN12 Austrian Hussars
- MAN13 Austrian Hussars
- MAN14 Austrian Hussars
- MAN15 Austrian Hussars
- MAN16 Austrian Hussars
- MAN17 Austrian Hussars
- MAN18 Austrian Hussars
- MAN19 Austrian Hussars
- MAN20 Austrian Hussars
- MAN21 Austrian Hussars
- MAN22 Austrian Hussars
- MAN23 Austrian Hussars

RUSSIAN UNITS, NAPOLEONIC PERIOD

- MRN10 General Staff
- MRN11 Russian Grenadiers
- MRN12 Russian Grenadiers Attacking
- MRN13 Russian Musketeers
- MRN14 Russian Musketeers Attacking
- MRN15 Russian Jaegers Skirmishing
- MRN16 Russian Pavlovsk Guard
- MRN17 Russian Hussars
- MRN18 Russian Hussars
- MRN19 Russian Horse Artillery
- MRN20 Russian Foot Artillery
- MRN21 Russian Gun Teams (2)
- MRN22 Russian Portraits and Wagons

SWEDISH UNITS, NAPOLEONIC PERIOD

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

PORTUGUESE UNITS, NAPOLEONIC PERIOD

- MCN1 Portuguese Cacadores Skirmishing
- MCN2 Portuguese Light Cavalry
- MCN3 Other units from British items

SPANISH UNITS, NAPOLEONIC PERIOD

- MSN1 Spanish Grenadiers (pre 1808)
- MSN2 Spanish Musketeers (pre 1808)
- MSN3 Spanish Musketeers Skirmishing
- MSN4 Spanish Dragoons (boom)
- MSN5 Spanish Lancers
- MSN6 Spanish Artillery (boom)
- MSN7 Peninsular On-Carts (14)
- MSN8 Other units from British and French items

AMERICAN CIVIL WAR

- MACW1 Federal Infantry
- MACW2 Federal Infantry Attacking
- MACW3 Federal Infantry Skirmishing
- MACW4 Federal Infantry Firing Line
- MACW5 Federal Cavalry
- MACW6 Russian's Lancers (Federal)
- MACW7 Confederate Infantry
- MACW8 Confederate Infantry Attacking
- MACW9 Confederate Infantry Skirmishing
- MACW10 Confederate Infantry Firing Line
- MACW11 Confederate Cavalry
- MACW12 Confederate Cavalry dismounted, skirmishing
- MACW13 Zouaves (Turbanes)
- MACW14 Zouaves (Turbanes) Skirmishing
- MACW15 ACW Cavalry Charging (Kaps)
- MACW16 ACW Demounted Horses and Horseholders
- MACW17 ACW Demounted Cavalry Skirmishing (Kaps)
- MACW18 ACW Artillery
- MACW19 Artillery with 10-pr Parrot Puffed Guns
- MACW20 ACW Gun Teams
- MACW21 Mule Driven Wagons (2)
- MACW22 ACW Portraits and Wagons

COLONIAL PERIOD

- MC7 British Infantry Marching
- MC8 British Infantry Skirmishing
- MC9 Highlanders Marching
- MC10 Highlanders Skirmishing
- MC11 Royal Navy Landing Party
- MC12 Royal Navy Landing Party Gun Detachments
- MC13 British Lancers Charging
- MC14 British Artillery (12-pr)
- MC15 British Drums at Gallop
- MC16 British Gatling Guns and Teams
- MC17 Elephant Guns and Teams
- MC18 Indian Infantry Marching
- MC19 Indian Infantry Skirmishing
- MC20 Gumbas Skirmishing
- MC21 Bengal Lancers
- MC22 Indian Mountain Artillery
- MC23 Mountain Artillery on March
- MC24 Pathan Tribesman
- MC25 Zulus
- MC26 Derwent Hadendows
- MC27 Derwent Ansat Infantry
- MC28 Derwent Ansat Cavalry
- MC29 Derwent Camel
- MC30 Derwent Artillery

FRANCO-PRUSSIAN WAR

- NC1 Prussian Infantry marching
- NC2 Prussian Infantry advancing
- NC3 Prussian Jaegers advancing
- NC4 Prussian Hussars
- NC5 Prussian Hussars
- NC6 Prussian Hussars
- NC7 Prussian Artillery
- NC8 French Infantry marching
- NC9 French Infantry attacking
- NC10 French Chasseurs a Cheval
- NC11 French Hussars
- NC12 French Dragoons
- NC13 French Artillery
- NC14 Prussian Infantry skirmish line
- NC15 Prussian Hussars
- NC16 Prussian Hussars
- NC17 Prussian Hussars
- NC18 Prussian Hussars
- NC19 Prussian Hussars
- NC20 Prussian Hussars
- NC21 Prussian Hussars
- NC22 Prussian Hussars
- NC23 Prussian Hussars
- NC24 Prussian Hussars
- NC25 Prussian Hussars

NEW: Franco-Prussian War

- NC26 Prussian Infantry skirmish line
- NC27 Prussian Hussars
- NC28 Prussian Hussars
- NC29 Prussian Hussars
- NC30 Prussian Hussars
- NC31 Prussian Hussars
- NC32 Prussian Hussars
- NC33 Prussian Hussars
- NC34 Prussian Hussars
- NC35 Prussian Hussars
- NC36 French Guard Infantry marching
- NC37 French Guard Infantry attacking
- NC38 French Zouaves attacking
- NC39 French Hussars
- NC40 French Hussars
- NC41 French Hussars
- NC42 French Hussars
- NC43 Mitrailleurs (3 guns, crews, teams)

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

Late 16th Century

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

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

Early 17th Century

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

17th Century

MR57	Scott Mercenary Pike
MR58	Scott Mercenary Musketeer
MR59	Dismounted Dragoon
MR60	English Pikeman
MR61	English Musketeer
MR62	New Model Army Pike
MR63	New Model Army Musketeer
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MR66	Covenanter Musketeer
MR67	European Officer
MR68	European Standard
MR69	Balkan Archer

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Late 15th Century	
MRC1	Burgundian M-at-Arms
MRC2	Burgundian Mtd L.Bow
MRC3	Burgundian Coustiller

Early 16th Century

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MRC5	Italian Mtd C'bow
MRC6	Swiss Mtd C'bow
MRC7	English Pensioner
MRC8	English Demi-Lancer
MRC9	English Border Horse
MRC10	Early Reiter + Spear
MRC11	Irish Cavalryman
MRC12	French Gendarme
MRC13	Archer (Man-at-Arms)
MRC14	Spanish Gendarme
MRC15	Spanish Genitor

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

Late 16th Century

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

Late 17th Century

MRC28	Spanish Caballo Coraza
MRC29	Spanish Arquebusier
MRC30	Swedish Cuirassier
MRC31	Cav (Lobster Helmet)
MRC32	Dragoon
MRC33	Lt Cav + Pistol
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Up the Pole and Down the Bier Keller

This month we add the Poles and Bavarians to the list of Battle Honours Napoleonic. We also list the 1809 Austrians we didn't have room for in No 1 plus a few more goodies. Here we go then:

POLISH INFANTRY

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NP03 Voltigeur (czapka)
NP04 Officer
NP05 Drummer
NP06 Standard Bearer



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CB02 Fusilier Marching
CB03 Officer
CB04 Drummer
CB05 Standard Bearer
CBC1 Cheveau Legere

AUSTRIANS

German Fusiliers (Helmets)
NA01 Porte Arms
NA02 Shoulder Arms
NA03 Drummer
NA04 Officer
NA05 Standard Bearer
German Grenadiers (Bearskins)

Hungarian Fusiliers (Shako)

NA11 Porte Arms
NA12 Shoulder Arms
NA13 Officer
Drummer (use NA32)
Standard Bearer (use NA34)

Grenz

NA21 Marching
NA22 Firing
NA23 Skirmishing
NA33 Drummer
Officer (use NA13)

Landwehr (Corse Hut)

NA24 Marching

NA06 Advancing
NA07 March Attack
NA08 Officer
NA09 Drummer
Standard Bearer (use NA20)

Hungarian Grenadiers (Bearskins)

NA16 Charging
NA17 Charging Porte Arms
NA18 Officer
Drummer (use NA09)
NA20 Standard Bearer

Jaegers

NA25 Advancing
NA26 Firing
NA27 Officer
NA28 Hornist

CAVALRY

NAC01 Hussar
NAC04 Dragoon/Cheveau Legere
NAC07 Uhlán
NAC10 Kurassier



German Fusiliers (Shako)

NA29 March-Attack
NA30 Advancing
NA31 Officer
NA32 Drummer
NA34 Standard Bearer

Other Napoleonic news - looming on the horizon Prussian Artillery (hooray!), Austrian Artillery, limbers for all nations (about time too! you all shout) and the next army will definitely be the Spanish. On the Revolutionary front we have produced some information sheets on battles of the North Italian theatre, they contain maps, orders of battle and a brief description of events. With each £2.50 you spend on Revolutionary figures you get one. We're so generous! Those of you at Armageddon will have seen the prototype early Austrian and he and his friends will be in production very soon. We will also be adding a 4lb gun to the French forces so demi-brigades can look right. On the Ancient front the Republican Romans will be followed by Etruscans, Samnites, Greeks, Macedonians, Carthaginians and lots more. Our next ad will feature our nice things for Christmas so start chatting up the wife, girl friend, bank manager. (Delete whichever does not apply).

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Steve Dunn's terrain has featured in our photos before. Here it's topped by some of Steve's latest hardware. The camouflage scheme is MERDC. (Not to be confused with Cambronne's aphorism from an earlier era!) The artillery are Heroics & Ros, other vehicles GHQ. The slogans on the gun barrels may tell you which army is depicted. Steve's army contains many 1/300th conversions – tank commanders lighting cigars, that kind of thing.

KILLING ZONE

A scenario for modern 1/300th scale armour

by Chris Kemp

The lead platoon of the Motor Rifle Regiment nosed its way cautiously down the deserted valley. The place was too quiet for the Platoon Commander's liking, but he had his orders – press on and bypass any pockets of enemy that he came across. Eight hundred yards behind him his Company Commander forming the leading march party felt much the same, but he too had his orders and thus it was that his company was well down the valley when the lead platoon hit a well placed minefield, and ceased to be able to bypass anything.

Well rehearsed battle drills now began to unfold as BMPs in the Advance Battalion swung into company columns from the line of march. Beyond the initial distressed radio messages of the lead platoon little radio traffic had been passed inside the Regiment and no enemy had been seen. The lead company was now probing the minefield and the lead battalion made an impressive show as it churned into the valley splitting into 9 platoon columns each headed by a tank. Sixty minutes had passed since the first contact.

Ten kilometres back, the Regimental Commander was keeping one ear to the radio as he ordered the deployment of an artillery battery with the leading battalion. His two remaining batteries, the two motor rifle battalions and the tank battalion remained in line of march. The main body would not deploy unless the leading march party were unable to force a passage down the valley.

"Fire now". The hidden Battlegroup Commander's voice burst out on the previously silent radio net, and death sat down to dine in the killing zone.

Ten minutes later less than half of the vehicles in the advance battalion were unscathed. Oily smoke obscured the valley which was racked by artillery fire and explosions from burning armour. The leading Company and Battalion Commanders had died in the first minutes of the engagement, betrayed by their command radio

aerials and their vehicles' positions close to the fronts of their units. Effective direction of the battle had ceased and scattered groups made use of the confusion to find cover, or make their way back up the valley as best they could. Few did.

In the two and a half hours it took the Regimental Commander to bring his main body to the lip of the valley, his three artillery batteries put unrelenting fire onto suspected enemy positions, but lacking effective observation the fire was less damaging than it might otherwise have been. The second attack was conducted exactly as the first. There was no attempt to manoeuvre, attack flanks or engage in any subtlety; just a single minded attack down the valley conducted with great ferocity and copious artillery fire along the flanks and ahead of the attack. Would the killing zone hold firm or would it waver and break?

THE THEORY

The concept of a killing zone is that a defender selects a natural defile through which the enemy must pass, tempts him into it, and once there attacks the enemy from the flanks and rear. A killing zone defense is an ambush carried out on a grand scale. It would not be unusual to expect a Brigade to select a river valley 5 kilometres across and 8 kilometres deep to trap and destroy an enemy division.

THE GAME

Killing zones were once very popular with NATO and the problem of laying one out must have taxed many a young officer out for a day's map exercise on the North German Plain. To reduce our problem to manageable proportions for the wargames table I propose to take an area of 1.5 kilometres frontage by 2 kilometres deep. At a groundscale of 1:1000 this fits nicely onto the average 4ft by 6ft table.

Because our 1:300 models are now three times too large for the groundscale we use them on a scale of 1 to 3. Into this area we are going to put a (BLUE) British Battlegroup to defend against a (RED) Warsaw Pact Motor Rifle Regiment.

At regimental level, Soviet tactics are believed to be stereotyped and commanders are allowed no scope to manoeuvre. This sort of game thus becomes ideal for solo play if RED is made to follow the script above. The problems of the defense allow the BLUE player a number of options as long as he observes the principles that follow.

Siting the anti-tank weapons

The battalion anti-tank weapons must be sited first so as to have clear fields of fire into the flanks and rear of vehicles in the killing zone. Once these weapons have been sited, the units with shorter range weapons can be grouped around to defend them.

Covering obstacles with fire

On their own, obstacles such as streams, ditches, minefields and villages will merely delay the enemy until he finds a way around or through them. Covering these obstacles with correctly sited weapons can turn them into impassable barriers.

Keeping a mobile reserve

However well defended an area is, in the confusion of an attack some enemy are bound to penetrate the defense. It is then that a well placed reserve can counter-attack to maintain the integrity of the defense. The tank squadron are best kept back for this role rather than being used on the main defensive position, where their mobility is wasted.

Victory conditions

The RED force commander can claim a victory if he manages to drive a route through the defense and get his logistic vehicles off the WESTERN side of the board. The BLUE force commander can claim a victory if he can prevent this happening. The game is not as unbalanced as the order of battle suggests, providing your rules take account of the difficulty of command and control once a battle starts.

Setting up

Allow BLUE force to set up anywhere on the board. RED force will attack from the EAST in 4 groups as follows:

1. Combat recce patrol

3 BRDM-2, (each representing a section of 1 vehicle)

2. Leading march party (800m or more behind 1)

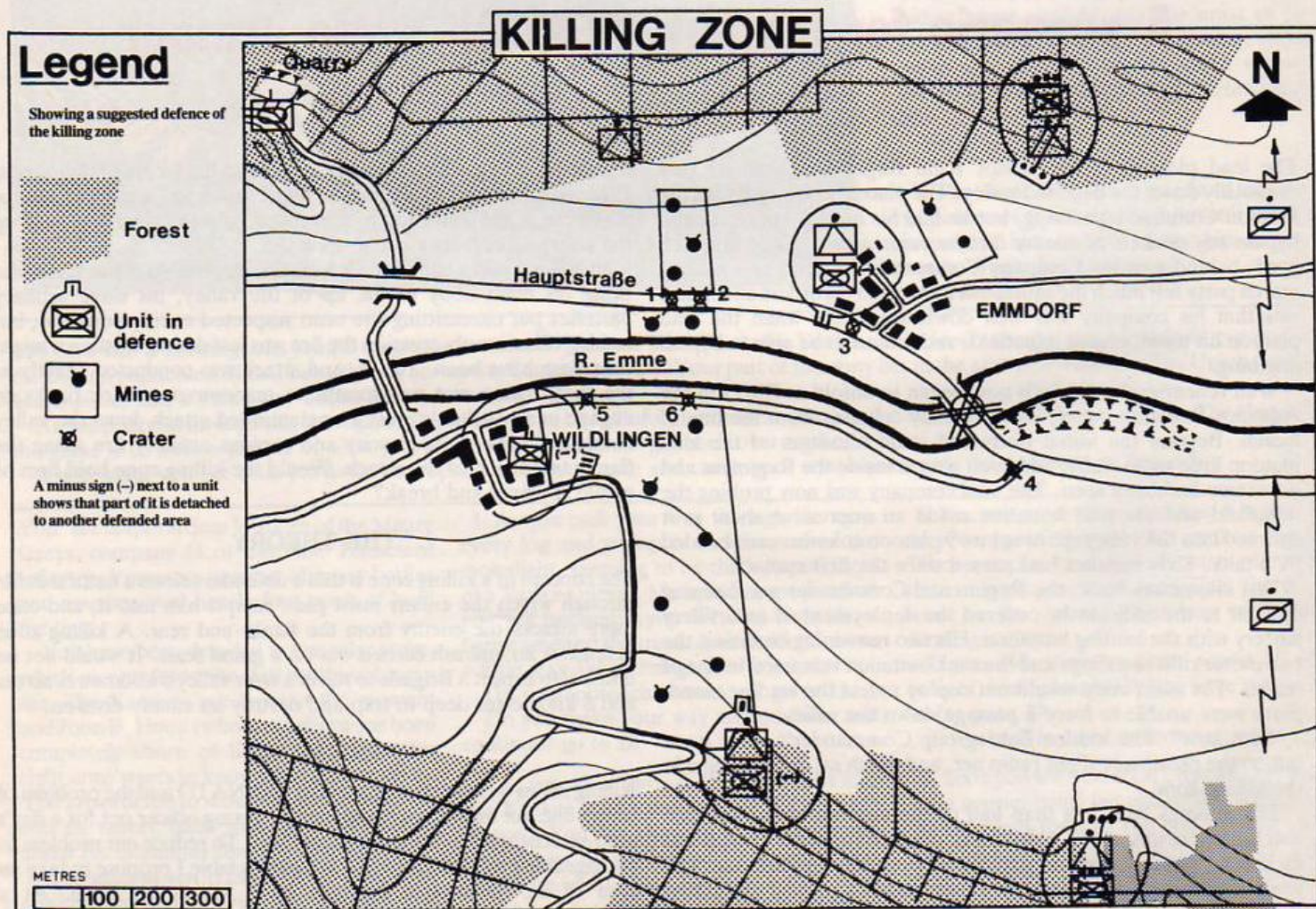
1 BMP (Company HQ)
2 BMPs (Motor Rifle Platoons)
1 T-64 (Tank Platoon)
1 IMR Armoured Tractor (Engineer Platoon)
1 ZSU23-4 Shilka (Element of Regt AA Platoon)
2 SP 122mm Guns, 1 ACRV (Artillery Battery)
2 Ural 375 Trucks (Artillery Battery Ammo Resupply)

3. Main body of advance guard reinforced battalion (2km behind 2)

2 BMPs (Platoons acting as flank march parties)
1 BMP M-1978 (Bn HQ)
1 ZSU23-4 Shilka (Element of Regt AA Platoon)
1 ACRV (Artillery Bn HQ)
2 ACRV, 4 SP 122mm Guns, 4 URAL 375 Trucks (Artillery Bn)
2 COMPANY GROUPS EACH COMPRISING
1 BMP (Company HQ)
3 BMPs (Motor Rifle Platoons)
1 T-64 (Tank Platoon)
2 120mm Mortars, 3 GAZ-66 (Mortar Battery)
BATTALION REAR SERVICES:
1 BTR-60PU (Signal Platoon)
1 GAZ Ambulance (Medical section)
4 URAL 375 (Supply Platoon, Maintenance Section)

4. Regimental Main Body (10km behind 3)

4 BMPs, 2 T-64 (2 depleted companies as flank guards)
1 BMP, 2 BTR-60PU, 2 ACRVs (Regtl and Artillery HQ)
4 Office bodied Trucks (Signals Company HQ)



- 2 SAM-9 (Regt AA Platoon)
 1 TMM Bridge, 1 MT-55, 1 PMR-3 (Engineer Company)
 2 ARS-14 Decontamination Trucks (Chemical Company)
 3 BMPs (Regt Reserve Recce Company)
 1 GAZ Ambulance (Medical Company)
 6 URAL 375 Trucks (Transport Company)
 2 BATTALION GROUPS:

These are as for the advance guard, less the artillery and AA. Each Battalion Group has 3 Motor Rifle Companies and a Tank Company.
 REAR SERVICES COLUMN:

This can be represented by 30 Trucks and box bodied vehicles. It contains the Engineer, Medical, Transport, Chemical and Maintenance logistic vehicles.

The BLUE Force defenders comprise a reinforced Battlegroup:

- 1 Warrior, 1 Sultan (Bn HQ)
 3 COMPANIES EACH OF:
 1 WARRIOR (Company HQ)
 3 WARRIOR (Rifle Platoons, 2 LAW 80, 2 LSW, 6 Rifles)
 SUPPORT COMPANY:

- 2 MICV Mortar carrier, 1 SPARTAN (Mortar Platoon)
 3 SCORPION (Recce Platoon)
 4 MILAN Posts, 2 SPARTAN (Anti-tank Platoon)
 1 SPARTAN with MILAN Turret (Mobile Milan Section)
 1 WARRIOR (Pioneer Platoon)

HEADQUARTERS COMPANY:

- 3 LANDROVERS, 6 BEDFORD 8 Tonners, 1 BEDFORD Fuel Pod
 1 SAMARITAN Ambulance (Medical Section)
 1 WARRIOR Recovery, 4 LANDROVERS, 4 BEDFORD 4 Tonners (Maintenance)
 ARMoured SQUADRON:
 1 CHALLENGER, 1 SULTAN, (Sqn HQ)
 3 CHALLENGERS (Sabre Troops)
 1 CHALLENGER ARRV, 1 FV 434 (Maint. Section)
 1 SAMARITAN Ambulance

Artillery:

Allow the FOOS in the Battlegroup 1 Battery of M109 155mm on call throughout the battle. At the moment adjudged to be critical for the main attack, allow a 90% chance of receiving clearance to call down 4 batteries of fire for 20 minutes, and 20% of a further 20 minutes after that.

Engineering:

Allow the defenders the following:
 800m of minefield 200m deep and 2 blocks of 200m x 100m deep.
 6 Groups of craters and mines blocking roads
 1 bridge demolition
 All dismounted infantry and HQs dug in with overhead cover.
 1 cleared route from a reserve position to a hillcrest for Tanks

Short cuts

To play this game in full, with all the models is an ambitious undertaking, and there are a number of short cuts that can be taken. Firstly, the game is much simpler to manage if played on a real Ordnance Survey map over which has been placed a sheet of glass or polythene. You can then mark the map using water soluble pens or chinagraph pencils. Secondly, if you are short of certain models, then use marked squares of card as substitutes. I recommend that you do this in particular for the RED force logistic vehicles which play a minimal part in the battle. If you use balsa wood blocks with cotton wool stuck to them to represent destroyed vehicles then you can fight this scenario with about a third of the total order of battle, as it is rare for more than about 30% of the total force to be engaged at any one time. The visual effect of forty-odd burning wrecks is pretty sobering too and gives new meaning to the phrase "heavy fighting". In my next scenario I shall attempt to examine Divisional Recce Forces in more detail during a fighting withdrawal.

Modelling

Wargamers are almost spoilt for choice in this scale and period. Davco, GHQ, Heroics, Scotia Models and Skytrex all produce comprehensive ranges of models and figures, and conversions for the rarer types are very simple in this scale.

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These French hussars (– shan't tell you which regiment – look in your Funcken!) are from the collection of David Thomas, whose figures have been on the front covers of our first two issues.

In our previous captions we referred to him as Dave Thomas. David's mum thought that this was rather too informal, so the current stressing of the ID is not some subtly significant "Freudianism", but is in respect of the wishes of Mrs Betty Thomas. (Oops! I mean Mrs ELIZABETH Thomas!)

THE MISSED CHANCE OF BRIENNE

by Neil R. Crawford

Napoleon had decided to take the offensive against the advancing armies of Blücher and Schwarzenburg by the end of the month, the 26th of January preferably. He originally proposed to attack Blücher in the vicinity of St. Dizier, but an action on the 29th convinced him that Blücher had slipped through his fingers and that he must try to pounce on him in the vicinity of Brienne. If he moved quickly enough, he could catch Blücher with his rear sat on the Aube River and could drive him into it, finishing him for the campaign.

With three columns advancing upon Blücher, Napoleon was reasonably satisfied with the positions. The right, led by Gerard, was to march direct on Brienne, the centre, with the Guard, on Montier, the left, led by Milaud, also to converge on Montier, whilst Marmont would be left behind to guard against Yorck. Napoleon thought that these columns would be more than sufficient. Mortier was to move to Arcis, provided Troyes would not be in danger from Blücher.

As it was, Blücher only had Olsufiew's corps of 6,000 and Pahlen's cavalry, some 3,000. Olsufiew was posted in Brienne itself, whilst Pahlen was sited in the open, north of Brienne. Fortunately for the blundering, head-strong Blücher, his cavalry intercepted Napoleon's order to Mortier, and Blücher subsequently learned that some 40,000 of the 'damned French', with the little Corsican leading them, were in his rear and about to kick him into the Aube. Blücher managed to recall part of Sacken's cavalry from Lesmont and increased his cavalry strength to 4,000. All he could do now was pray that Napoleon didn't crush him.

Engaging Blücher with Grouchy's cavalry, Napoleon had to wait until 3pm before he could fully come to grips with him. Fortunately for the Prussian veteran, Napoleon had to wait for his troops to come up, unit by unit, and committed the unforgivable sin of using them piecemeal, as they arrived. Napoleon consequently failed to get his powder's worth from a solid, concentrated and numerically superior attack.

Brienne was set on fire by the French guns during the afternoon and it was not until early evening that the French infantry forced

their way in, harried and beaten as they were by the more numerous Prussian cavalry. As Victor's leading brigade entered the château, Blücher and Gnesenau barely escaped being stuck like pigs as they raced from the courtyard.

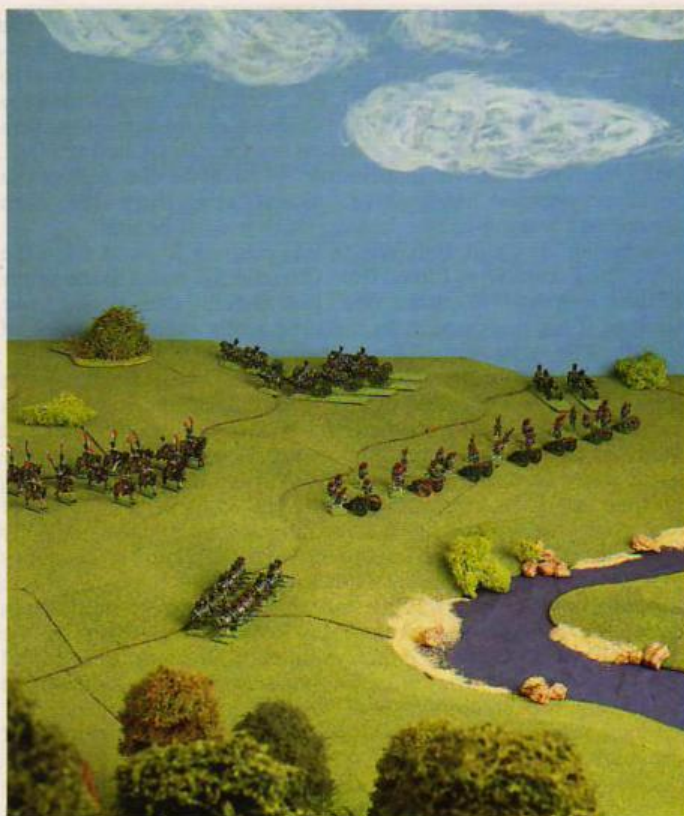
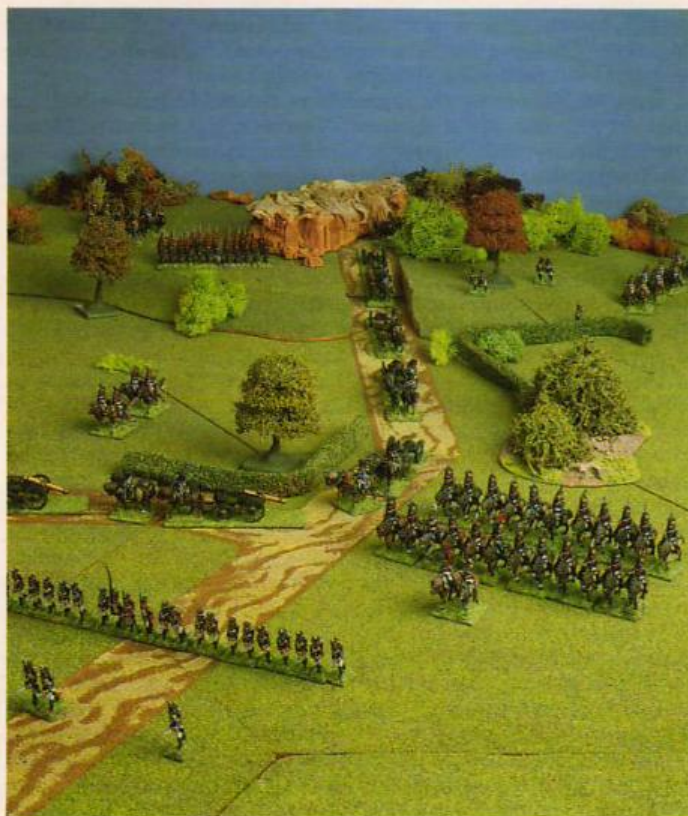
The Allies counter-attacked late at night and in the glow of the fire the men battled it out, the French being gradually forced out of the town again. The determined Allied infantry attacks failed to force Victor's men from the château and this remained in French hands.

Late in the night Blücher secretly pulled his men out, knowing that the morrow would bring definite slaughter to his weary troops. They had been fortunate that darkness had saved them, thanks to the bad roads delaying Napoleon's infantry. Blücher had to leave behind some 4,000 of his brave men – they would not fight again.

Napoleon awoke to find the town empty, save for the dead and wounded, those that had survived the wet, wintry night. He had had 3,000 casualties inflicted upon him by the Prussians. He had, though, forced a withdrawal on Blücher and this can be said to have been a victory, but it could also be regarded as another Borodino, only on a far smaller scale. He had failed to drive in Blücher's comparatively smaller force, allowing it to escape during the night. He had reason to be bitter. His young conscripts, though, had fought well, pushing Blücher's veterans back. They were overjoyed at having accomplished what had been asked of them by their Emperor. Who knows, if his conscripts could push out Prussian and Russian veterans then what could his regulars do? But it had to be borne in mind that though repulsed, Blücher was most certainly not annihilated.

The Setback of La Rothière.

The success of Blücher at escaping Napoleon's grip was to be short-lived. Following up from Brienne, Napoleon pushed Blücher through La Rothière on the 30th and then proceeded to hang around, awaiting the Allies for the next step of the campaign. Consequently the two days that followed were of little activity, with Napoleon's scouts being made ineffective by blizzards and thus



Two shots of Battle Honours Napoleonic, painted by Vista Enterprises, on Geo-Hex terrain. This pic was shot at the Vista workshops, with the figures fresh (but dry) from the work-bench. Using Geo-Hex, streams and lakes are easily formed by painting your tabletop blue and leaving appropriate gaps in the terrain. The Candy-floss clouds were rapidly whipped up by the most attractive member of the Vista team. (Sorry, Steve, I suppose you might come second???)

allowing an unnoticed Allied concentration at Trannes.

The Allies determined to attack Napoleon on the 1st at La Rothiere, Blücher leading the assault with some 53,000 troops. Wrede would attack the French left under Marmont whilst some 35,000 Russians (Reserve and Guard), would be held back and used, should Blücher have need of them.

Because of the lack of effective reports and supposed inactivity in front of him, Napoleon began to convince himself that the blow was to fall on his right, possibly at Troyes. Mortier had moved, as previously ordered, to Arcis and had informed Napoleon of what appeared to be a prelude to an attack being operated at Troyes by the Allies. Mortier was ordered back to Troyes and Napoleon ordered a withdrawal to Troyes, deciding Blücher was merely demonstrating to his front in order to prevent Napoleon being at the crucial place. Ney was subsequently to lead the withdrawal to Troyes.

Around midday Grouchy reported the enemy to be advancing. Victor backed this up, reporting that there were heavy movements in the vicinity of Trannes, moving towards Napoleon's front. This was contrary to what Napoleon expected. Should this be interpreted as the bluff or the real thing? The Emperor decided that it would be wise to await the outcome of the movements by Blücher. Ney was through Brienne and heading south towards Lesmont when the recall order reached him. Concentration for battle, even if it was not certain, was imperative. Napoleon had a bare 40,000 with which to face Blücher's main hammer of 53,000 and a reserve of some 35,000. There was also Wrede's corps on the French left, in the area of Chaumesnil. Marmont had approximately 8,000 against Wrede's 26,000.

Marmont placed his troops in the village of Morvilliers, whilst Victor spread his men through Chaumesnil, Le Petit Mesnil, resting his right on part of La Rothiere, with outposts in La Giberie. Duhesme of Victor's corps was posted in La Rothiere itself. Gerard's troops were placed in and around Dienville. Piquet's cavalry, some eight squadrons, were the linchpin between Gerard and Duhesme. Nansouty's cavalry were sited between La Rothiere and Le Petit Mesnil, with Grouchy's force of cavalry situated between Le Petit Mesnil and Chaumesnil. The French guns were at the front of Duhesme's troops and Gerard's.

Having been advancing since the morning of that day, Blücher was just in position to attack shortly after one o'clock and Sacken's

corps soon bore the brunt of the attack. Sacken's artillery was brought up piecemeal due to the poor conditions of the roads and the necessity of using more teams per gun than would have been ordinarily needed. (Remember this when you fight a winter battle or campaign and the subsequent vulnerability of artillery against correctly used light cavalry in relatively open spaces on mud filled roads. Sacken was to discover this. Those of you who enjoy re-fights will, of course, have the advantage of hind-sight. Sacken didn't). Whilst Sacken was executing this dangerous manoeuvre, made perilous by the proximity of the French, (F.L.Petre believed Sacken to be within musket shot – his artillery, that is!), Nansouty swept, as fast as the ground would permit, upon the vulnerable, exposed pieces, cutting the gunners up and momentarily seizing the guns. It was a short-lived, though thoroughly victorious, moment as the cavalry of Lanskoi attacked Nansouty's squadrons. Lanskoi was supported by masses of Sacken's heavy cavalry. This massive cavalry onslaught crashed onto the squadrons of Nansouty, forcing them back, creating some disorder and enabling the capture of twenty-four guns of the Guard Horse Artillery. Racing to safety, the French cavalry uncovered the centre to dire peril. All that was needed was an advance by Sacken's infantry, supported by some artillery and the French centre would have collapsed. Could it be that the fickle Lady of Fate was looking after Napoleon? Blücher never realised that the French were in such a vulnerable position, the wind suddenly howled and the snow whipped up, blotting the French centre from the sight of the Prussian Marshal. Sacken's infantry attacked too late and closed with the French infantry.

As the pressure upon La Rothiere built up Gyulay attacked Dienville in a pincer type movement. Sending a considerable force across the Aube River, leaving himself with a smaller force with which to attack the village directly. His other force would attack from the left bank of the Aube. This enabled, or rather facilitated, the task of Dufour, of Gerard's corps, to hold the village throughout the battle, repulsing every attempt to dislodge him, giving Gyulay something to think about, especially as Blücher was to need the only troops Gyulay had on the right bank of the Aube later that afternoon, leaving the poor Gyulay with the division on the left and just his artillery on the right bank with him.

It was about 4pm when Sacken finally got his infantry into action against the village of La Rothiere. Blücher believed that if this weak nut was cracked the Napoleon would be thrashed. This

'weak' nut was going to turn out to be rather a tougher nut than the blustery Blücher realised. Sacken, according to F.L. Petre, advanced without firing due to the cold weather conditions and had to use the bayonet – cold steel, eh? The French stubbornly held the square of La Rothière, resisting bravely all attempts to push them out. La Rothière came under a vicious fire from the Allied artillery, but Duhesme held on tenaciously. Meanwhile the rest of La Rothière changed hands several times during the battle, each charge and counter-charge leaving its own dead behind.

Between 2pm and 4pm Wrede was pushing forward from the east. The French were forced from Chaumesnil, much to the worry of their Emperor. Marmont fared just as badly and needed some backing if his troops were to hold the vastly numbered force of Wrede. The latter pushed forward determinedly.

Wrede's advance precipitated the fall of the outlying villages as Victor's troops were also pushed back. A drastic solution was needed! By nightfall La Rothière fell totally into Allied hands and the front came under increased pressure. Darkness smothered the battle into a confused mess, with the Württemberg cavalry cutting up their Bavarian friends in the mist and smog in the vicinity of Marmont's men, enabling them to fall back to Brienne relatively unharrassed. La Rothière was ordered to be re-taken as a necessary measure to cover the retreat. This may not have been the drastic solution, but the battle was lost and what better way to slip off than under the blanket of darkness? La Rothière was taken by the Young Guard, Oudinot's infantry, aided by Drouot's artillery and Nansouty's cavalry. They braved a fierce opposition and succeeded in gaining the breathing space the rest of the army needed. (H. Lachoque in *Anatomy of Glory*, gives quite a vivid account of the retake of La Rothière.)

With Wrede regaining some composure and restoring order, he found the enemy had melted away from his front. The village of La Rothière was evacuated skilfully and the Allies soon found no French to fight as Napoleon skilfully broke off the action all along his front. In gathering snow storms the French fell back, during the night along the Lesmont road, on their way to Troyes. The road to Paris was open for the firing-eating Prussian, Blücher. He would soon find Paris so near and yet so far!

A Brief Examination

Napoleon was certainly unfortunate in having his despatches captured and allowing Blücher to subsequently learn just how near he had come to being annihilated. The Prussian ought then to have retired on the advancing Allied troops nearest him. Instead he permitted a battle to be fought that culminated in some 7,000 casualties all told. If Blücher had fallen back then Napoleon would have been allowed to occupy Brienne with little difficulty and this would have rubbed on Blücher, knowing that he had deliberately allowed Napoleon to take Brienne. Blücher thoroughly deserved a thrashing for being over-eager and pulling away in front of the main body. The Emperor should have been the one to provide this and must be criticised for not doing so.

Napoleon should have known that when troops are brought in piecemeal, the battle becomes a series of false starts and frustrated halts. One of his golden rules was that concentration before a battle was highly recommended, if not of absolute necessity, because 'a single battalion can decide the outcome of the day'. His use of his men in dribs and drabs certainly allowed Blücher the necessary respites to recover and gave the Prussian valuable time, as darkness came closer. However, Napoleon had to engage the Prussians as soon as possible, lest they slip away. It must be remembered that it was Napoleon's intention to drive the Prussians into the Aube. If he was to keep the Prussians where he wanted them he would have to engage them as soon as the men arrived in sufficient numbers and then fling in the rest as should prove necessary. This obviously meant that he had to use the available forces piecemeal and therefore robbed himself of the annihilation of Blücher that he sorely wanted. Brienne was, in that respect, a failure and no words could disguise that. But it should be noted that Blücher was forced to leave the field and so Napoleon was the victor, although this is of course to teeter on the edge of what promises to be a long debate between pro-Bonapartists and anti-Bonapartists. The conscripts of Napoleon thought that they had won – shall we keep to their view?

Just think what the campaign would have become if Napoleon's men had taken Blücher and Gneisenau!

Every battle has its dead, wounded, maimed, heroic, brave, ignorant, hesitant and cowards.

La Rothière was typical here; when the battle was nearing its final stages some French conscripts in the actual village itself, were

seized by an unaccountable fear and broke ranks, huddling together. Then the veterans (one supposes), in the Russian side suddenly followed suit! Strange.

Because Napoleon was forced from the field, then we can say that, as with Blücher at Brienne, Napoleon was defeated. If this, then, is the case then Napoleon won Brienne and lost La Rothière. La Rothière was certainly a defeat for the French, there is no doubt about that. Blücher had managed to defeat the Emperor at last, though he arrayed against the men of Marengo, Austerlitz, Auerstadt, Jena and Bautzen some 100,000 troops, or thereabouts. He had 53,000 as the hammer, the reserve of 35,000 and Wrede's troops, who were significant to the success of the battle, so much so that it could be said that without Wrede, Blücher would have failed at La Rothière. Wrede's force was about 26,000.

Blücher nearly brought himself to grief on the bayonets at La Rothière through his mistaken idea that the village was the key to the whole battle. It could have been a key, but not 'the' key. Blücher ought to have turned his attention elsewhere when he realised (if indeed he did), that the seizure of the village from the French was going to be a prolonged and sanguinary affair. Instead he used up his own troops and had to draw on Gyulay, who had little on that side of the Aube, having sent most of it across the river to combine in a pincer attack. This preserved the French right for the rest of the day.

If the left flank and left centre of the French hadn't cracked, Napoleon could well have kept Blücher out of La Rothière and won the battle, or at least have fought it to a standstill until dark would enable a re-deployment or a withdrawal. This is, however to introduce the celebrated 'if' – if only Wrede wasn't there (as it is believed by Petre he shouldn't have been). If only Napoleon hadn't misinterpreted the direction of the Allied hammer blow. La Rothière became the sponge that sucked in Blücher's troops, much like Hougoumont a year, or so, later, except at Waterloo, the defender benefitted. Napoleon must have realised that this village was the key to the whole of his front, for he ordered attack and counter-attack to be made. Actually, if Wrede was not in the vicinity at the required time then La Rothière would certainly have become 'the' key to the battle. Once the left began to crack, though, it was Napoleon, not Blücher, who realised that La Rothière should now be the distraction and not the attention. He succeeded in this and Blücher failed to gain total victory.

Wargaming Parallels.

When fighting a campaign, the lead-up to Brienne should be taken as an example of insufficient or even incorrect information. Also, the player must not allow himself to wish the enemy into position instead of planning and forcing the enemy into the desired position. Because of a combination of these things Napoleon never caught Blücher at St. Dizier, but was fortunate to catch up on some lost time and fall upon him at Brienne.

The lead-up to Brienne also provides an example of the benefits of capturing despatches during the campaign. The person that issued them doesn't know that you have knowledge of his intentions and so is in for a nasty surprise. This, of course, leads us to false orders, sent deliberately through enemy concentrations, so that they are caught and the enemy moves to his destruction. Blücher was lucky, to get hold of a copy of Berthier's orders, dictated by the Emperor. Fate was, we could suppose, showing him how easy it could be for Napoleon to crush him if he continued with his head-strong behaviour. Blücher ignored this warning, deciding it would be better to give battle and deal Napoleon a delaying blow. He certainly delayed the Emperor, but was only saved by night and the piecemeal nature of the attacks.

Brienne illustrates the difficulty of defeating an enemy when he is ensconced in buildings. Brienne itself was badly affected by the battle, the château where Napoleon studied when a young dreamer being littered with the carnage of the battle, its rooms made a shambles and its furniture smashed by the Prussians. Should Blücher have had no village to hide in then he would have surely pulled back. As it was Brienne was a sizeable place and the plains outside suited to his large cavalry force. I know from experience the comfortable feeling when firmly defending a few houses and also the acutely distressing feeling when I have to dislodge the enemy from a village and I haven't a howitzer battery.

La Rothière is illustrative of the conditions that weather imposed upon armies at this period. It could be argued that Napoleon would not have been caught at La Rothière as he was if the weather, more accurately, the blizzard conditions, had not rendered his scouting patrols useless. The Allies built up their forces around Trannes and

moved forward to catch him unawares, or at least inadequately prepared. Weather played an important part in the campaigning of the period and should always be included in the battle and the campaign movements. The weather, in short, should never be underestimated.

Again effective reconnaissance appears as the crucial factor. The lack of such an effective reconnaissance permitted Blücher to fall upon Napoleon and not Napoleon to fall upon Blücher.

Also apparent in the battle of La Rothiere was the necessity of hard cover for the defending infantry. As with Blücher at Brienne, Napoleon was aided by the villages scattered about in the area. He covered all these to such an extent that across seven miles of front he had spread his whole force that was available, not a very wise move – concentration was always one of Napoleon's favourite sayings and again he failed to achieve it. The hard cover of La Rothiere was made untenable by the massed Allied artillery, which set it afire. This illustrates the effect that massed artillery can have against buildings.

Unsupported artillery are always vulnerable when being drawn into position and Nansouty's cavalry charge soon revealed Sacken's error, when he charged the Russian artillery into position at the beginning of the battle. Sacken guarded his artillery the rest of the day from that little error.

Some wargamers, though I grant not many, tend, in the heat of the fight, to forget that they are fighting in the dark and must act accordingly, or that darkness is descending and with it the chance to slip away, preventing a wholesale slaughter. Time, like the weather, must constantly be borne in mind and Brienne and La Rothiere saved both respective armies from complete destruction. Darkness has been the saviour of many an army, real and model.

Just to conclude; the casualties for the French were some 3,000, and 4,000 for the Prussians. At La Rothiere Napoleon had inflicted upon him roughly 6,000, plus a substantial loss in prisoners to the Allies and approximately 55 guns, 24 of which were the Imperial Guard's. The Allies lost near enough the same number, most of which was borne by Sacken's Corps – 4,000. When you attempt a re-fight, try to make it less costly and sanguinary!

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The coast of France. A gully runs back from the beach, but progress inland looks difficult in face of the obstacles. If Uncle Adolf had employed Phil Robinson instead of Erwin Rommel to organise his western defences would we still be waiting for D-Day? Figures: Hinchliffe 20mm. "Bits": plastic.

'COMMANDO!'

A SIMPLE SOLITAIRE GAME

conceived by Andrew Mulholland

Introduction

Lots of folk like to play solitaire. Wargaming on your own has certainly got its drawbacks, but many of them can be eliminated, and it's certainly got a lot to offer that wargaming with others can't match. For a start, you don't have to go to a club, or arrange for so-and-so to come over on Sunday afternoon. You can begin a solo wargame whenever you have half an hour to spare. This can be surprisingly important for those of us with a busy working week. And when you are gaming on your own, you can plod along at your own pace, absorbing yourself in the simulation just as much as you want to. I don't know many wargamers who never play solo.

Unfortunately, there aren't too many sets of rules around specifically geared for solitaire play. What I offer here is a simple solitaire scenario. It is complete, in that there's a full package of rules; I felt that because it's a solo game, and because it's also designed with the beginner in mind, it would be a little unfair to write a straight scenario, in which players would be expected to tailor their own period rules to the situation presented.

This means that there may seem a lot of rules to wade through, but then they're all you need, folks! They've also been designed to enable as many people as possible to pick up the game and play it. At its most basic, you can cut the terrain out of paper, grab some dice and a tape measure, pinch a few counters from *Trivial Pursuit*, and away you go. Or you can use miniatures, and standard wargaming terrain.

Whichever way you tackle it, I hope I have constructed the thing so that no one need spend six months assembling enough equipment to have a go!

I hope also that the rules are simple enough for a beginner to be at home with. I feel that in any hobby there's a tendency to forget about novices once the interest has established a faithful body of support across the country. We need newcomers, and they need to be able to pick up magazines like this and read something they can truly understand and enjoy. So for all of you who like bags of historical detail, sorry! At the same time I think the game is fluid, and offers quite a few interesting tactical options. The mechanisms are designed to facilitate smooth, easy play, create the right 'feel', and to provide a challenge for the player. I did think of writing a few 'designer's notes', justifying various rules, etc., and hinting at successful tactics; but rather than waffle on and on, I've decided to leave people to discover that sort of thing of their own accord.

'Commando!' does have a loose historical setting. It is based on a supposedly typical commando raid on Axis-held coastline, somewhere between 1942-44. The objective is to destroy a German anti-shipping battery and get out, as quickly as possible. Most of the Germans are presumed to be 'kipping' at the outset. As the dastardly commandos start blowing up their guns, the Germans begin to organise a defence, which is treated pretty much as random in the rules. Things can get very nasty for the player very quickly – or he can

have a lucky night, and breeze through. I'll say no more, other than that although the extent of the German reaction does depend on luck, it also hinges on the way the British handle the raid. Time to black up your face, and pull on that silly balaclava!

THE RULES

1. Set up.

The game is played on a table, board etc., measuring 120cms by 60cms. Terrain is placed as shown on the map. I suggest you use 20mm figures and buildings, but 1/300th, or 25mm will serve equally well. You will need to represent three kinds of unit on the table: British Commando squads, German infantry squads, and German machine-gun sections. Each unit is treated as an individual entity, in that whole units are removed as casualties, not individual figures. This means that you could represent a German infantry squad by a single figure, a group of figures on a single base, or even with a cardboard counter. The area occupied on the table by a single squad or machine-gun section must not exceed two square centimetres. The British deploy eight Commando squads, whilst German forces are variable. The Germans never deploy more than eight squads and four machine-gun sections, but half this number has proven to be the norm. It would be nice to represent the four German anti-shipping guns on the table, but cardboard counters will suffice if you don't have the requisite models.

2. Objective.

You play the British commander. You have ten turns to destroy all four German anti-shipping guns, and get as many of your squads as possible down to the safety of the beach. You have at your disposal eight squads, plus eight demolition charges, which must be allocated to your squads as you wish before you begin play. You may not change this allocation during the game. If a squad is lost, any demolition charge(s) it may be carrying are lost with it. If at the end of any game turn you have three or more squads on the beach, and all four anti-shipping guns are destroyed, your mission has been a complete success. The game ends immediately. If not, you establish how well you have done after ten game turns, by consulting the 'Victory Table'. Your squads begin play at any one or more of the three entry points marked on the map. For the purposes of German fire etc., they are considered to be on table, adjacent to the edge of the playing area, from the outset of play.

3. Sequence of play.

Each turn is played in strict accordance with the five phases described below:

a) German fire phase. If they have a British squad in range and line of sight, all active German units must fire. (This phase is ignored during turn one.)

b) British fire phase. Any British units with a German unit in range and line of sight may fire. (This phase is ignored during turn one.)

c) Visibility phase. The player checks the 'Visibility Table', to establish the level of visibility, which prevails until the next visibility phase.

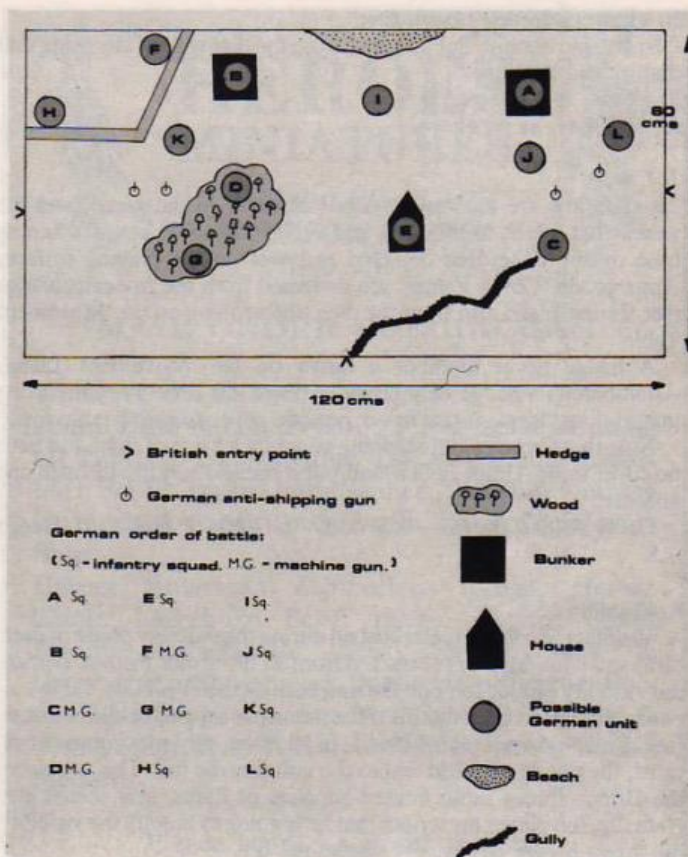
d) German reaction phase. The player consults the 'German Reaction Table'.

e) British movement phase. The player moves as many British units as he wishes. As it moves, each unit is rolled for on the 'Movement Table', and may trigger opportunity fire. Any hand to hand combats take place.

4. Movement.

German units may never move. All British squads may move once each turn. As a unit moves, use the 'Movement Table' to determine the distance (in cms) it may move, and what (if any) opportunity fire is directed against it.

Procedure: Locate the current turn in the left hand column of the top half of the 'Movement Table'. Roll one die, subtracting the cover value, if applicable, of the terrain currently occupied by the unit (see 'Cover'). Cross reference the modified die roll, found along the top of the table, with the current turn number, to establish a result, expressed as a single letter. Use this letter on the lower half of the table to ascertain the distance the unit may move. Now use the same letter to locate a result under the opportunity fire column. This will be



'None', 'All', or a number. 'None' means that the unit moves freely, without being subject to opportunity fire. 'All' means that every German active unit that is within range and line of sight of the moving unit must fire on it. A number indicates the number of German units that fulfil the above criteria that must fire on the unit.

Note: In order to calculate the range and line of sight for opportunity fire, assume that the target unit has not yet commenced its move.

5. Firing.

Any squad or machine gun section may fire on an enemy unit (the German anti-shipping guns do not count as units, and may never fire themselves, or be fired at) that is within twenty centimetres and visible. The line of sight can only be blocked by a building, bunker, woods, or an anti-shipping gun. Units fire individually, at individual targets. A German unit may fire once during the German fire phase, and any number of times as opportunity fire. British units may only fire once each turn - during the British fire phase.

Procedure: Roll two dice. Add the appropriate firepower, (see below). Add or subtract any applicable fire modifiers, (see 'Fire Modifiers'). If the result is a ten or more, the unit is removed from play. If it is an eight or nine, the unit is 'Suppressed'.

Suppressed units simply may not move or fire for the rest of the turn. A British unit suppressed by opportunity fire does not commence its move.

Each kind of unit that may fire during the game has a fixed firepower: German squad - 4. German machine gun section - 3. British squad - 5. British naval gunfire - 5. German mortars - 2.

6. Fire modifiers.

The following factors can modify the dice when firing. Note that they are slightly different for the two sides.

A) Factors affecting German fire:

- The current game turn. This will affect all German fire. Simply locate the current turn on the 'Turn Table' to find the appropriate modifier.
- British movement. Add two to all opportunity fire dice rolls.
- Cover. If the target is within cover, subtract the relevant 'Cover Number' (see 'Cover').
- Visibility. Add or subtract the current 'Visibility Modifier' (see 'Visibility').

B) Factors affecting British fire:

- i) British movement. Subtract two from the dice rolls of any firing unit that moved last turn.
- ii) Cover, as iii) above.
- iii) Visibility, as iv) above.

7. Cover

Listed below are the various kinds of cover in the game, and the values that attach to them. A unit is considered 'in cover' when its base overlaps the area depicted as cover on the playing surface. Appropriate 'Cover Values' are deducted from the fire calculations (see 'Firing'), and also from the dice when rolling on the 'Movement Table'.

A hedge never modifies a throw on the 'Movement Table'. Additionally, a hedge only provides cover if it is between the firing unit and its target. It can never provide cover from off-table fire.

Note that German anti-shipping guns block a line of sight, but have no cover value. Units, both friendly and enemy, may fire through one another.

Cover Values: Bunker - 4. Woods - 2. Gully - 2. House - 3. Hedge - 1.

8. Visibility

A 'Visibility Modifier' is established during the visibility phase of each turn, and it is added or subtracted from all firing dice throws. During the visibility phase, roll one die and consult the 'Visibility Table'. A one is subtracted from this die if the moon has slipped behind a cloud, (see the 'Random Events Chart'). In addition, on a maximum of two turns, the player may add two to the visibility die roll. This simulates the British forces using limited supplies of flares, star shells, etc. Naturally, the player must note that he is going to modify the visibility die throw before he actually throws the die.

9. German reactions.

During each German reaction phase, the player consults the 'German Reaction Table'. Two dice are rolled, any modifiers that apply are added or subtracted (see below), and the result is located alongside the modified dice roll.

A dash indicates a nil result - nothing happens.

A letter, or series of letters, refer to German units which are now considered 'active', i.e. they may immediately fire. Their type and location are shown on the map.

Note: Until German units are activated in this way, they have no effect on play whatsoever. Should a specific German unit (e.g. squad 'A') be activated, and then eliminated, it immediately becomes re-eligible for activation.

An 'r.e.' result indicates that in addition to any German units that may have been activated, the player must consult the 'Random Event Chart' (see below).

Modifiers to be used on the 'German Reaction Table' are:

- a) Add the current game turn number, up to a maximum of five.
- b) If British naval gunfire has been used during the game, add ten, minus the number of the turn in which it was first used.
- c) If the player has chosen to modify the 'Visibility Table' this turn, add two.
- d) If any German anti-shipping guns have been destroyed so far, add three.
- e) If no British unit has yet fired or engaged in hand-to-hand combat, deduct two.

f) If British forces fired on civilians during last turn (see below), add two.

g) If, at any time during the game, British forces have acquired 'local knowledge' from civilians (see below), deduct one.

10. The Random Event Chart.

The Random Event Chart, shown below, is consulted immediately, whenever an 'r.e.' result is rolled on the German Reaction Table. Simply roll two dice. There are no modifiers.

'2' - The British squad nearest a German anti-shipping gun surrenders, and is removed from play.

'3' - Foul weather at sea. No naval gunfire support available for the rest of the game.

'4' - German mortar fire is now available for the rest of the game.

'5' - An ammunition dump explodes. Choose one of the anti-shipping

guns at random, and remove it from play. It is considered destroyed for victory purposes.

'6' - The moon slips behind a cloud. Deduct one from the visibility throw next turn.

'7' - You encounter a local family. All British squads must hold their fire next turn if the civilians are to escape safely. In this case, British forces are henceforth considered to have the benefit of 'local knowledge'. If on the other hand, you choose to fire as normal, British forces will be considered to have 'fired on civilians' next turn.

'8' - British forces acquire 'local knowledge'. Applies for the duration of the game.

'9' - German mortar fire is now available for the rest of the game.

'10' - German armour is on the way! The game now finishes at the end of turn eight.

'11' - Surprising naval accuracy. All British naval support henceforth has a firepower of six, not five.

'12' - The German unit nearest to a British squad surrenders, and is removed from play.

Note: Should a result rolled on the 'Random Events Chart' not be applicable (e.g. mortars are already in play, and a nine is rolled), the result is ignored. Do not roll again.

11. German Mortars.

German mortars, considered to be somewhere 'off-table', can be brought into play by means of the 'Random Events Chart'. They may fire at any one target (ignore L.O.S. and range), during the German fire phase, and as opportunity fire when an 'All' result is in effect. Their firepower is '2' during the first turn they fire, '3' during the second, '4' during the third, and so on, up to a maximum of '6'.

12. British off-table naval support.

This has a fixed firepower of '5', and may choose any target on the table, like German mortars. However, it may be called in during any British fire phase by the player. He should note though, that the earlier such fire is brought into play, the swifter the German reaction to the raid is likely to be. British off-table naval support may only attack one target per turn.

13. Demolition charges.

The demo charges allocated to British squads at the beginning of the game may only be used in an attempt to destroy the German anti-shipping guns. Each charge may be used once, against a single gun. German (and British) units are immune from the effects of demo charges.

Procedure: A unit carrying one or more charges may place any number of them on a German gun, the moment the unit moves so that it is immediately adjacent to the gun. As soon as the placing unit has moved at least 5 cms away from the gun in question, and so long as no other British squads are within 5 cms of it, that unit may attempt to explode the demolition charge(s). A single die is rolled for each one. On a 1-5, the charge explodes, and the gun is destroyed. On a 6, the charge has been incorrectly placed, or is a dud. It is lost, but the gun remains intact. After placing demo charges, a unit may delay its detonation attempts for as long as it wishes, so long as it and all other British squads are the required 5 cms from the target gun when the attempts are made. Once placed, a demolition charge can never be moved again; nor can any unit other than the placing squad attempt to detonate it.

14. Hand-to-hand combat.

If a British squad ever enters base to base contact with a German unit, a hand-to-hand combat ensues. A die is immediately thrown. (Note: All hand-to-hands will actually take place during the British movement phase.)

Results: 1 or 2 - the fight rages, and the engaged units may not move or fire. Roll again at the end of the next British movement phase.
3 - one British squad involved in the combat is removed from play.
4, 5, 6 - the German unit is removed from play.

Because German units may not move, it is only possible for one to be involved in any one hand-to-hand. However, if a British squad rolls a 'fight rages', the player may move another British squad alongside in that or the next movement phase. This second squad is also entitled to an immediate throw for a hand-to-hand result. Units involved in a hand-to-hand may never be fired upon.

15. Victory conditions.

If, at the end of any turn, there are three British squads on the beach, and all four German anti-shipping guns have been destroyed, the game immediately ends with a completely successful British mission. Conversely, if after all ten turns, no German guns have been destroyed, the mission has been a complete disaster. For intermediate results, consult the 'Victory Table', and locate the result below:

A – A successful mission. However, even by Commando standards, casualties were a little high.

B – Although your mission was not fully accomplished, you struck the enemy a heavy blow.

C – On balance, you had the better of the enemy; but only just.

D – Although you gave the defenders a fright, you were not successful in inflicting lasting damage.

E – Your mission failed. Review your tactics.

F – Are you sure you should be leading Commandos?

And finally . . . Well that's about it. I hope (pray!) the rules make sense. If anyone does want to drop me a line about 'Commando!', I'm sure our honourable editor will pass any correspondence on. Enjoy the game!

THE MOVEMENT TABLE:

Turn	Modified Die Result					
	1 or less	2	3	4	5	6
1,2	F	E	D	C	B	A
3,4	G	F	E	D	C	B
7,8	I	H	G	F	E	D
9,10	J	I	H	G	F	E

Locate the letter from the table above on the one below, to establish results:

Opportunity			Opportunity		
Letter	Move	Fire	Letter	Move	Fire
A	20	None	F	12	3
B	20	None	G	12	4
C	16	1	H	10	4
D	16	1	I	10	All
E	14	2	J	10	All

THE TURN TABLE:

Listed below are the modifiers which apply to all German fire, according to the current game turn (see 'Fire Modifiers').

Turn	Modifier	Turn	Modifier
1,2	-2	5,6,7,8	0
3,4	-1	9,10	plus 1

THE VISIBILITY TABLE:

Modified Die	Visibility Modifier	Modified Die	Visibility Modifier
1	-2	5	0
2	-1	6	0
3	-1	7	plus 1
4	-1		

(The 'Visibility Modifier' is applied to all firing. See 'Visibility').

GERMAN REACTION TABLE: (For an explanation of the results, see 'German Reaction'.)

Dice	Result	Dice	Result	Dice	Result
1	—	6	A	11	F,H,r,e.
2	—	7	B	12	A,C
3	r,e.	8	D	13	E,K
4	—	9	C,G	14	L,H
5	r,e.	10	D,G	15	F,r,e.
				16	L,r,e.

VICTORY TABLE: (For an explanation of the results, see 'Victory Conditions').

Number of Squads on Beach	Number of German Guns Destroyed				
	1	2	3	4	
0	F	E	D	C	
1	E	D	C	B	
2	D	C	B	A	



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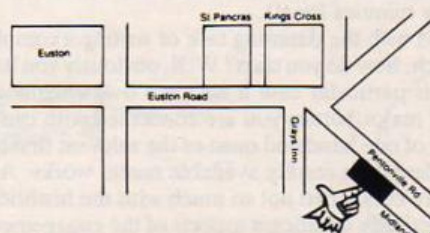
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"THIS SAVAGE WAY OF FIGHTING..."

Wargaming Battles of the Jacobite Rebellions

by Andy Callan

Anthony Tucker's full and well-illustrated account of Culloden in No.35 of this magazine's predecessor has, I hope, inspired a number of readers to investigate the possibility of wargaming the battle. Some of you who have attempted to follow this path may well, however, have discovered that it's a long leap indeed from a historical narrative to a workable and realistic wargame of the events described. This is especially true for a period such as this, with its unique tactical features. And yet, of course, it is these very features that need to be re-created on the table-top if the wargame re-enactment of such battles as Sheriffmuir, Prestonpans, Falkirk and Culloden is to have a satisfying 'flavour of the times'. Having grappled with these problems myself, in devising a set of rules for the period, I thought readers might be interested in sharing in the process of research and development which led to the production of my rules in their finalised form. And since these rules were now written some time ago I can here cheerfully indulge in the gentle art of self-criticism – something most rule writers (myself included), are most reluctant to undertake when it's a question of a 'new baby', painfully laboured for.

Getting down to Basics.

The first major decision facing me had to be – "Do I adapt an existing set of standard eighteenth century, horse and musket-type rules, or start from scratch with a new set written specifically with the peculiar tactical conditions of battles of the Jacobite rebellions in mind?" From the loaded tone of the question it will be no surprise for you to learn that I opted for the latter course of action. My philosophy is very much based on a firm belief in the uniqueness of historical events so a 'period-specific' set of rules was the only solution that would be personally satisfying. Of course, which way you jump depends very much on personal inclination, and naturally I was going to have to use basic knowledge about eighteenth century weapons and battlefield tactics in preparing this 'special' set. But even if I hadn't been predisposed to follow the 'period-specific' method there were two major factors that might in any case have led me to treat this series of battles as being definitely outside the European mainstream. Those factors were the size of forces engaged, and the duration of the engagements.

It seemed plain that a set of rules written with a battle like Leuthen in mind, (which involved perhaps around 85,000 combatants and lasted around five hours) was not going to be able to make much of an interesting game out of an affair like Prestonpans, (barely 5,000 men and twenty minutes long!).

So, faced with the daunting task of writing a complete set of rules from scratch, how do you start? Well, obviously you have to read a lot first! In this particular case it isn't too overwhelming a task, as the number of major battles you are concerned with can be counted on the fingers of one hand and most of the relevant first hand material is quoted at length in readily available recent works. As a rule-writer, too, you are concerned not so much with the historical narrative, as with the tactically significant aspects of the engagements, that can be extracted, quantified and incorporated into rule mechanisms. Now it's all very well just saying this, so to show you the sort of thing I mean, here is an abbreviated version of my 'Rule-writer's summaries of the major military actions of Jacobite rebellions'. The actions are listed in chronological order, with the forces involved, and a set of commentaries on what I saw as the significant/unique/interesting aspects of fighting:

1) Killikrankie (July 27th, 1689)

Pitched Battle: Jacobite victory

Government Forces (Major General Mackay): 6 regiments of foot, 200 fusiliers (total c4000), 2 troops of Horse, 3 light guns

Jacobite Forces (Viscount Dundee) c2500 Highlanders in seven bodies. 1 troop Horse.

Notes:

– Highlanders charged downhill. Irregularities in ground left the

Government Right wing largely untouched.

– Highlanders (esp. Camerons) lost heavy casualties to crossing fire as they charged diagonally across the Government front.

– Armies were formed and waiting for two hours before the attack was launched, (half an hour before sunset).

– Mackay tried to tempt Jacobite advance by use of artillery, but the carriages were rotten and broke after three rounds.

– Government foot were formed three-deep (instead of the customary six) to extend their frontage.

– Use of plug bayonets meant that the Government foot rushed their fire and were caught at a disadvantage while fixing the weapons.

– Government Horse refused to close up and swept away some of the foot in their retreat.

– Three Government foot regiments were experienced units from the Scots Brigade in Holland, but seemed to behave as badly, if not worse, than the new raised regiments. The only unit to stand as a body and make an orderly retreat was Hastings' (new raised) regiment.

– Dundee killed in moment of victory, at head of Jacobite horse.

– Worst effects of pursuit mitigated by victorious Highlanders plundering the Government army's baggage (c1200 pack horses).

2) Dunkeld (August 21st, 1689)

Defence of a barricaded town: Government victory.

Government Forces (Lt.Col. William Cleland) (defending): 1 regiment of foot (c1200)

Jacobite Forces (Col. Cannon) c5000 Highlanders

Notes:

– The Government force was made up of the Earl of Angus' Regiment (The Cameronians), a newly raised unit of Lowland Presbyterian zealots. Thus treated a fight with Papist Highlanders as something of a holy war

– Defence focused on the stone church, mansion house, and a walled park. Savage street fighting over several hours, lasting until 11pm.

– Highlanders eventually gave up, taking what plunder they could.

3) Cromdale (May 1st, 1690)

Dawn attack: Government victory.

Government Forces (Col.(?) Livingston): 3 troops Dragoons, 1 troop Horse.

Jacobite Forces (General(?) Buchan): c1000 Highlanders.

Notes:

– Shades of Philiphaugh? Highlanders caught by surprise in camp on the banks of the Spey. Scattered and slaughtered with little resistance.

– Government estimated 300 killed, 100 captured. Rest escaped up mountainside. Government losses negligible.

4) Preston (November 12th–13th, 1715)

Defence of a barricaded town: Government victory.

Government Forces (General Wills) initially, 4 regts of Dragoons, 2 regts Horse total c1000, 1 regt of foot (c300). Later: 3 more regts of Dragoons (c600).

Jacobite Forces (Thomas Forster MP) (defending): c1100 Highlanders, c500 English.

Notes:

– Highlanders did most of the fighting and showed considerable stamina, beating off a series of attacks and inflicting heavy casualties (c200) at small cost.

– Eventual surrender due to hopelessness of situation. Highland rank and file wanted to attempt a break out, but their leaders negotiated a surrender without their consent.

– Dragoons attack on foot, coming under fire from windows and cellars. Barricades across main streets, armed with a small cannon taken from a ship in Lancaster.

5) Sheriffmuir (November 13th, 1715)

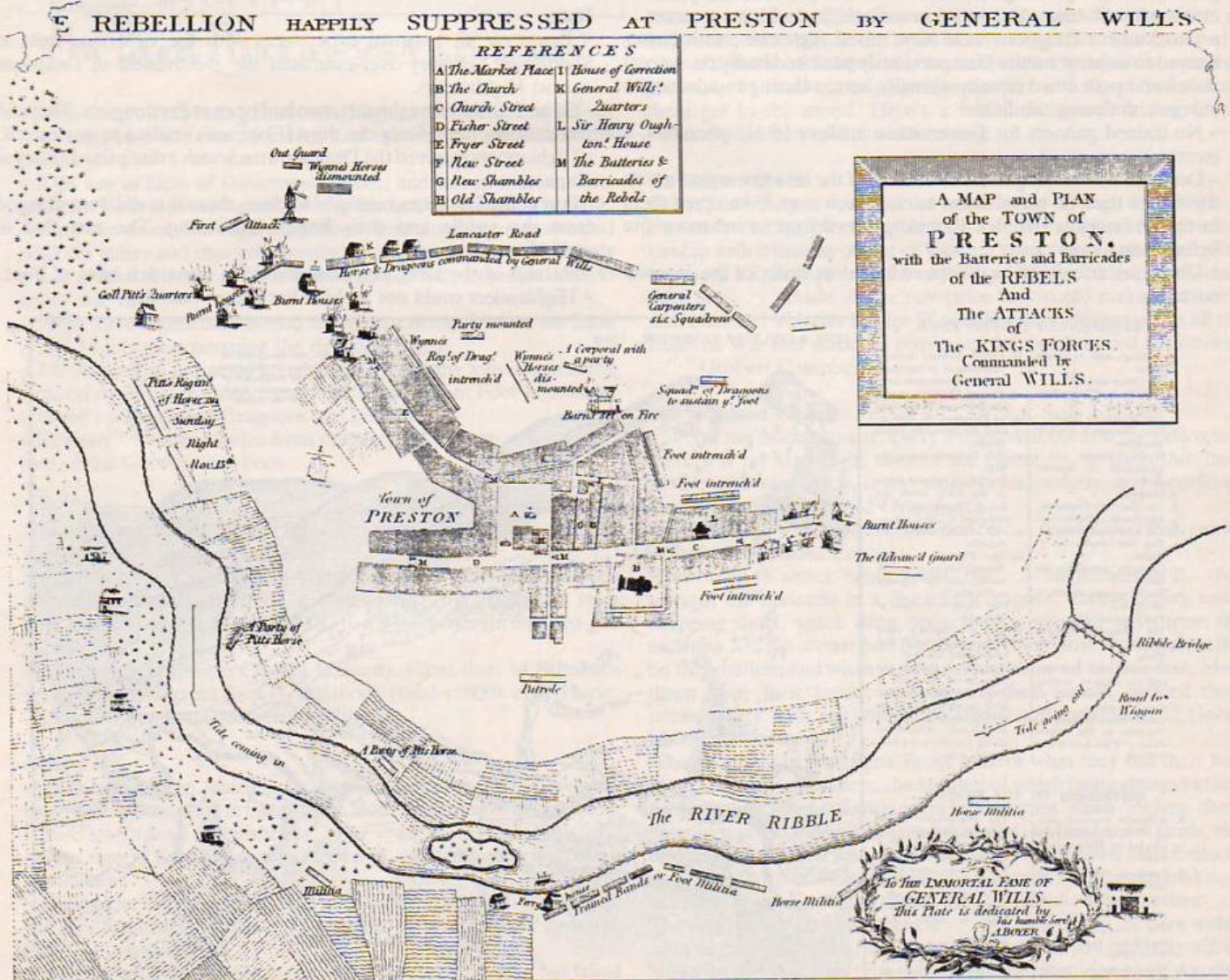
Encounter Battle: Draw.

Government Forces (Duke of Argyll) 8 regiments of Foot (total 2200), 5 regiments of Dragoons (total 900).

Jacobite Forces (Earl of Mar) c6800 men in all. Foot organised in 14 battalions. 7/8 squadrons of Horse.

Notes:

- Right wing of each army successful, ignorant of the defeat of their respective lefts, due to lie of ground.
- Neither side's left properly formed when attacked.
- Jacobites got into considerable confusion attempting to form lines of battle from columns of approach.
- Argyll had to extend his left unexpectedly, as marshy ground which he hoped to rest it on was now passable after heavy frost.
- Highland attack 'in a disorderly manner' firing 'dropping shots' which provoked Government foot into premature firing. Highlanders went to ground, and then, when firing slackened, jumped to their feet and charged in with the cold steel, throwing aside their own muskets.
- Government left was swept away within seven minutes. Foot fell back on Horse and threw them into confusion.
- Jacobites scattered in pursuit.
- Argyll's success on the right due largely to a flank attack by Dragoons on the unformed Jacobites. Retreat does not seem to have been a rout since the highlanders faced several times. Took advantage of frozen ground which was passable to Foot but not to Horse.
- Both sides re-formed what troops they could, and Argyll took up a strong position behind some turf dykes. Mar could not induce his men to charge again.
- Neither side had any of its artillery deployed in time to come into action.



The above is an exact copy of an old Plan of the town of Preston &c. in 1715. — Done by Charles St. Clare, 1818.

6) Glenshiel (June 10th, 1719)

Mountain Warfare Operation: Government victory.

Government Forces (Maj.Gen. Wightman) c1000 Foot (2 British regts, 1 Dutch regt, Grenadiers, Loyalist Highlanders, 120 Dragoons, 4 cohort mortars).

Jacobite Forces (Marquis of Tullibardine). c1600 Highlanders. 1 Spanish regt (c300).

Notes:

- Jacobites stood on defensive, naturally strong ground (steep slopes, river gully) with some entrenchments.
- Failed to co-ordinate defence or launch any counter-attacks. Government forces defeated individual detachments in detail.
- Use of cohorns in 'mountain artillery' role, (high angle, long range fire support).
- Spanish stood up well under artillery fire, withdrew in good order.
- Government troops took heavy losses (142 killed/wounded = c 13% of force)
- Jacobite losses minimal. Able to escape up mountainside.
- Lord George Murray commanded Jacobite left.

7) Prestonpans (September 21st, 1745)

Pitched battle: Jacobite victory.

Government Forces (Lt. Gen. Sir John Cope) 4 regts of Foot (total c1600), 200 Loyalist Highlanders, 2 regts Dragoons (total c660: 6 squadrons)

Jacobite Forces (Lord George Murray. c2500 Highlanders (in 10 units), 50 Horse.

Notes:

- Jacobites made night march to turn Cope's flank, but his pickets gave him ample warning and his army was formed and ready for the attack when it came. Drawn up in a single line with no reserves.
- Government Dragoons were new raised regiments, with horses unused to noise of battle. Had previously panicked badly on outpost duties and performed equally dismally here, refusing to advance to charge and fleeing the field.
- No trained gunners for Government artillery (6 1½ pounders, 6 mortars).
- Deserted by the Dragoons the officers of the infantry regiments on the flanks tried to wheel them back, which may have upset them further. Infantry as a whole only managed to deliver an 'infamous' fire before being swept away.
- Observers astonished at the speed and close order of the Jacobite advance.

- Entire front line collapsed within five minutes of the launch of the Jacobite attack. Govt. lost 800 killed/wounded, c1500. prisoners Jacobites lost c100.

8) Clifton Moor (December 18th, 1745)

Rearguard action: Jacobite success.

Government Forces (Duke of Cumberland) 3 regts. Dragoons, 2 regts. Light Horse total c1500. Only 500 engaged (on foot).

Jacobite Forces (Lord George Murray). 4 regiments (2 highland, 2 lowland) total c1300.

Notes:

- Action took place an hour after sunset. Dragoons operated dismounted. Top boots made movement clumsy. Buff cross-belts and white hat lace showed up clearly in moonlight.
- Jacobites defended lines of walls, hedges and garden enclosures.
- Disciplined volleys from Dragoons brought them initial success. Murray led a claymore charge which drove them back in some disorder. Cumberland unwilling to risk a further attempt to harass the Jacobite retreat in the darkness.
- In skirmishing earlier in the day Highlanders had on several occasions formed front across hedged/walled roads, holding off Government Horse, then falling back and repeating the manoeuvre.

9) Falkirk: (January 17th, 1746)

Pitched battle: Jacobite victory.

Government Forces (Lt. Gen. Henry Hawley) 12 regts of Foot (2 lines of 6), 1 regt. militia, 1 of Loyalist Highlanders (total c7000), 3 regts. Dragoons, total c900.

Jacobite Forces (Prince Charles Edward, Lord George Murray) 20 battalions of Foot total c8000.

Notes:

- Based on his personal experiences with the victorious right at Sheriffmuir, Hawley over-estimated the effectiveness of Dragoons against Highlanders.
- Of his 3 Dragoon regiments, two had been at Prestonpans. They did just as badly here. Only the third (Cobham's) rallied to any extent.
- Highlanders received the Dragoon attack with a disciplined volley at 10 paces.
- Few of the Dragoons managed to close, those that did were dragged from the saddle and their horses hamstringed. The rest fled in confusion.
- Retreat of the Dragoons disordered the Govt. left wing of Foot.
- Highlanders could not be held back from pursuit.

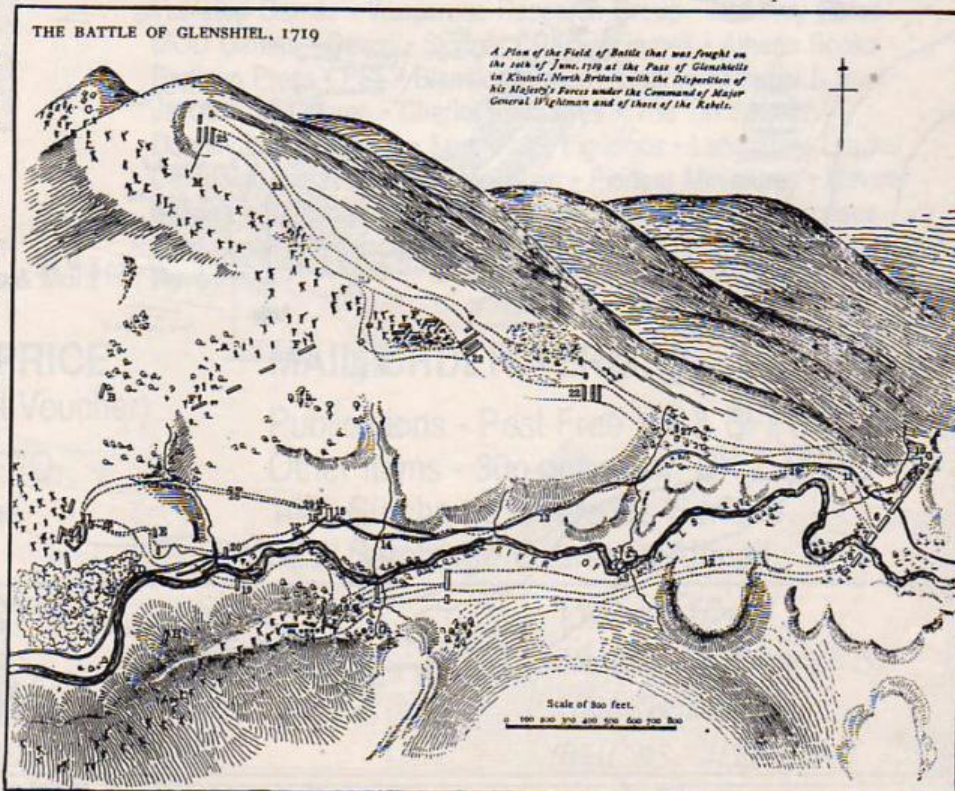
REFERENCES TO THE PLAN.

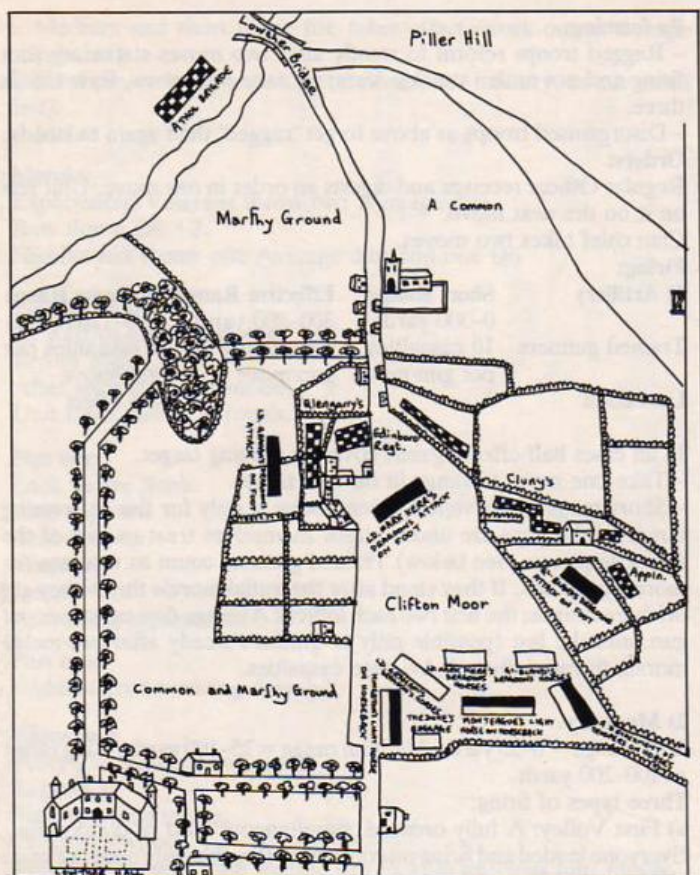
1. A Sergt. and 12 Grenadiers.
2. An Officer and 24 do.
3. Main Body of Grenadiers, 120 in Num.
4. Col. Montagu's Regmt.
5. Col. Harrison's Detachment Battalion.
6. Huffer's Regmt. and 4 Companies of Amerongen's.
7. Dragoons.
8. Col. Clayton's Regiment.
9. The Monro's Highlanders.
10. The Sutherland's Right.
11. The first march by y^e Right.
12. Clayton's march by the Left.
13. The Dragoons march to the Plain.
14. The Dragoons Halt.
15. The Dragoons advance to the middle of the Plain.
16. Clayton's four Plottoons and the Monro's making y^e First Attack on y^e Rebels' Right.
17. Cohorn Mortars throwing Granades at the Rebels where y^e First Attack was Ordered.
18. Cohorn Mortars throwing Granades at y^e Spaniards in their Entrenchments.
19. Part of Clayton's attack the Barricade of the Pass.
20. 35 Dragoons on Foot attack the Spaniards Breast Works.
21. The Dragoons mount the Hill.
22. Our March in line of Battle to the Rock where the Attack began under y^e command of Col. Clayton.
23. Our Right pursue the Rebels.
24. The Plottoons and the Monro's halt upon the Hill, having put the Enemy to the Flight.
25. Our Right halts upon y^e Mountain.
26. Part of Clayton's takes possession of y^e Hill that commanded the Pass.
27. Guard for the baggage and place for the Hospital.
28. The Baggage advanced with the wounded men for their security.
29. Major-General Wightman giving his directions during the Action.

REFERENCES TO THE ENEMY.

- A. A Spanish Regiment posted on the Hill that commanded the Plain and the Pass.
- B. Spaniards retire to y^e Mount and Halt.
- C. The Spaniards retire to the Top of the mountain.
- D. The Barricade that defended the Pass on the River Side.
- E. The Breastworks on the Side of the Hill.
- F. The Highlanders drawn up before the attack.
- G. A straggling number of Highlanders fire upon the Plottoons of Clayton's and the Monro's behind them in the time of the attack.
- H. A Body of Highlanders going to sustain their Right.
- M. The Flight of the Rebels. The Mount called Skurran the highest in Scotland except Benvis.

THE BATTLE OF GLENSHIEL, 1719





An Exact Plan of the Skirmish on Clifton Moor

- After firing on retreating Dragoons, Highlanders were incapable of reloading, (did not use cartridges and the heavy rain soaked the powder).
- Rain was in faces of Government Foot, and one in four muskets misfired. Delivered only an ineffective fire before collapsing in flight.
- Only two front line regiments stood, and these were positioned behind a gully and thus not directly threatened. In second line only one regiment (Barrell's, third from right) stood, although units to either side fled.
- These three regiments wheeled left to pour heavy fire into the flank of the Highlanders pursuing the defeated centre.
- Too few troops remained in hand to organise any move against the ordered retreat of the three remaining Government Foot regiments, covered by the rallied Dragoons of Cobham's.
- Estimated twenty minutes from opening of Dragoon attack to the rout of the Government Foot.

10) Culloden: (April 16th, 1746)

Pitched battle: Government victory.

Government Forces (Duke of Cumberland). 15 regts of Foot, total c6400 (in three lines 7:7:1). c150 Loyalist Highlanders. 2 regts Dragoons, 1 of Light Horse (c900), 10 x 3 pounders (in five two-gun batteries).

Jacobite Forces (Prince Charles Edward). Front line: 14 battalions (total c3000), Second line: 5 battalions (total c1000) c100 Horse. Three four-gun batteries, mixed calibres.

Notes:

- First occasion on which a Jacobite army had to face a properly organised and manned artillery train. Both sides tried to hit opposing C-in-C's with long range shots.
- Government Foot had new bayonet drill, which may have increased confidence.
- Highlanders stood under effective cannonade at 5–700 yards range for 20–25 minutes before breaking into a charge (Half-ordered, half-spontaneous).
- Jacobite left got to within 100 yards of Government line, but failed to close. Stood firing at line and feigning rushes in an attempt to draw

out the troops in a premature advance. Despite heavy losses only fell back when flank threatened by Dragoons.

– Centre and right were on converging courses and ran into each other half way to the Government line. Halted momentarily, and then bunched up and edged over to the right, partly due to the lie of the land and partly from the intensity of fire to their front.

– Despite the cannonade and musketry to their front, and the enfilading fire of a regiment 'en potence' to their flank, the mass of clansmen still succeeded in closing with the two regiments on the left of the Government front line.

– Barrell's Regiment (on extreme left of line) had stood at Falkirk. Munroe's (next in line) had fled, but stood firm here. Barrell's forced back by weight of numbers and lost heavily (especially from 'friendly fire' from flank and rear) but did not break.

– Regiments from Government second line moved up in support.

– Retreat of Jacobite right swept away reserves, coming up under Murray.

– Retreat turned to rout by pursuit of Horse and Loyalist Highlanders.

– French regulars (Scots Royals, Irish Piquets) retired in good order, covering retreat. Murray kept some units from the right in hand, but the left broke.

– All over an hour after the start of the cannonade.

A Flavour of the Times.

So now we have the bare bones of the actions in question, the important factors which any rules will have to take into account. However, no matter how detailed the factual account, mere narrative will often fail to convey any feeling for the contemporary atmosphere. To achieve that you have to go back to primary sources where you may come across diverse items, from snatches of doggerel verse to the odd, pithy turn of phrase (preferably from an eye-witness) that will prove particularly illuminating, and help provide the sort of inspiration that will stir the heart of any wargamer. I like to keep a note of these, so as to bear them in mind when writing rules or playing games, or to hand out to players unfamiliar with the period to help them get in the mood. Here's a few such items, which I found especially useful/inspirational/amusing:

On Culture Shock.

'What Lord Bury saw, across the heather and through the sleet, was the last feudal army to assemble in Britain. He can have felt no more kinship with it than an officer of Victoria's army would later feel when surveying a Zulu impi or a tribe of Pathans'. (John Prebble: *Culloden*)
'(the foot) . . . made all the resistance they could make, but being unacquainted with this Savage Way of Fighting, against which all the Rules of War had made no provision, they were forced to give way . . .' (Robert Campbell)

The Highland Charge.

' . . . to my astonishment, every Front Man cover'd his Followers, there was no Man to be seen in the Open . . . in short tho' their Motion was very quick, it was uniform and orderly, and I confess I was surprised at it' (Lord Drummore)

'the manner in which the enemy came on . . . was quicker than can be described' (General Cope)

'The order to attack being given, the . . . Highlandmen . . . run towards the ennemie in a disorderly manner, always firing some drooping shots, which drew upon them a generall salvo from the ennemie . . . No sooner had that begun, (they) threw themselves flat on their bellies; and when it slackned they started to their feet. Most threw away their fuzies, and drawing their swords, pierced them everie where with ane incredible vigour and rapiditie . . .' (John, Master of Sinclair)

'They commonly form their Front rank of what they call their best men, or True Highlanders, the number of which being always but few . . . the rest being Lowlanders and arrant scum. When these battalions come within a large musket shot, or three score yards, this front rank gives their fire, and immediately thro' down their firelocks and come down in a Cluster with their Swords and Targets making a noise and endeavouring to pearce the . . . Battalions before them . . . The sure way to demolish them is . . . not to fire until they are within 10 or 12 paces but if the fire is given at a distance you probably will be broke for you never get time to load a second cartridge and if you give way you may give your Foot for dead . . . no man . . . can escape

them, and they give no Quarters, but if you will but observe the above directions, they are the most despicable enemy that are'. (General Hawley)

On Battlefield Confusion.

'There's some say that we wan
Some say that they wan,
And some say that nane wan ava, man;
There's but ae thing, I'm sure,
That, at Shirramuir,
A battle there was, that I saw, man.
And we ran, and they ran,
And they ran, and we ran,
And we ran, and they ran awa, man'

The 'for want of a nail' School of History.

(The turning point in the skirmish at Clifton Moor was the wounding of Colonel Honeywood, commanding the dismounted squadrons of Bland's Dragoons)

'We gat on no very weel, till the lang man in the muckle boots came ower the dyke, but his fut slipped on a turd, and we gat him down'. (a Highland prisoner).

On Volunteer Cavalry (either side).

'An army of fox-hunters armed with light dress swords'.
'Gude faith man, an you had ten thousand of them I would engage to beat the whole with a squadron of Dragoons'. (Brigadier William Mackintosh).

Making it all Work.

So, there we've got the 'tactically significant factors' on which to base a wargame, and a hint of the spirit of the times which the wargame should try to reflect. How to translate all this into a workable set of rules? No easy answers I'm afraid, short of "get at least ten years experience of writing rules for all periods and styles of warfare". In this case I'll spare you all the pages of amendments and crossings out that went on before the finished version emerged and instead just present you with the rules as they stand, for you to make of them what you will. And I'll allow myself the luxury of designers notes and self-critical comments at the end.

5mm WARGAMES RULES: JACOBITE REBELLIONS

Figures based as bodies of:

150 infantry (1-4 per regiment)

100 cavalry (1-4 per regiment)

200 Highlanders (1-4 per clan unit)

Scales: 1 inch = 50 yards, 1 move = 2½ minutes.

Status:

– Four classes of troops 1. Veteran 2. Experienced 3. Raw (1-3 apply to Government regulars and militia, and lowland Scots/English Jacobites). 4. Highlanders

– Three conditions: 1. Steady

2. Ragged (deliver at best only 'normal' volley or scattered fire. Half effect in melee)

3. Disorganised (Give only scattered fire, ¼ effect in melee, may not advance except in pursuit).

Movement:

Troops	Good Terrain	Poor Terrain
Infantry	2" (formed) 3" (ragged)	2" (disorganised)
Highlanders	5" (+2", charge)	4" (ragged)
Cavalry	7" (+3", charge)	4" (disorganised)

Forming line of battle from column (or vice versa):

– for 'steady' troops takes two moves, ragged during the manoeuvre but steady again at the end of it. A column of march forming line of battle can get up to four units per move into position.

– Ragged troops attempting to form line are disorganised and take a further two moves to become steady again.

Wheeling:

– is at half speed, ragged during the manoeuvre.

About face: takes half move (foot), full move (horse), ragged.

Crossing obstacle: (wall, stream, etc.), one move, ragged.

Re-forming:

– Ragged troops reform to steady after two moves stationary (not firing and not under attack). Veterans take one move, Raw troops three.

– Disorganised troops as above to get 'ragged' then again to steady.

Orders:

Regular Officer receives and digests an order in one move. Unit acts on it on the next move.

Clan chief takes two moves.

Firing:

1) Artillery	Short Range	Effective Range	Extreme Range
Trained gunners	0-300 yards 10 casualties per gun/move	300-800 yards 5 casualties per gun/move	800-1200 yards 2 casualties per gun/move
Untrained	5	2	No effect

In all cases half effect against cover or moving target.

– Take one move to range in on new target.

– Short range effectiveness given above is only for fire at crossing target. If the guns are under attack themselves treat as part of the attack sequence. (See below) Trained gunners count as veterans for morale purposes. If they stand after the initial morale throw they get off three rounds; the first two each inflict 2 Average dice casualties per gun, and the last (possible only to gunners steady after pre-melee morale throw) inflicts 3 Av. dice casualties.

2) Musketry.

Short range = 0-25 yards, Medium range = 25-100 yards, Long range = 100-200 yards.

Three types of firing:

a) First Volley: A fully ordered, simultaneous blast or platoon fire.

Everyone loaded and firing on command. Possible only once per unit.

b) Normal Volley: A bit rushed, many troops over-hasty in loading sequence.

c) Scattered: An erratic and independent fire. Troops very nervous.

Effect: Calculated as a percentage of the numbers in the unit firing.

		Short	Medium	Long
First Volley	Vet.	15%	7%	4%
	Exp.	12%	5%	2%
	Raw	10%	5%	2%
Normal Volley	Vet.	10%	5%	2%
	Exp.	7%	2%	1%
	Raw	5%	2%	1%
Scattered	Vet.	3%	2%	1%
	Exp.	2%	1%	–
	Raw	2%	1%	–

Fire at crossing targets as a first or normal volley (up to the player) but if unit concerned is under attack follow the:

Attack Sequence.

1. At 300 yards both sides test morale.

2. Defenders test for fire pattern (Test individually for units concerned, or in groups of adjacent units of the same status, as the player wishes). Throw D6, Veterans +2, Raw -1, under fire -1.

Result:

	Long Range	Medium Range	Short Range
1 or less	Scattered	Scattered	Scattered
2	Normal	Scattered	Scattered
3	Normal	Normal	Scattered
4	Normal	Normal	Normal
5	Hold	First Volley	Normal
6 or more	Hold	Hold	First Volley

3. Long Range Fire takes effect.

4. Attacking Highlanders test to open harassing fire. Only applies if defenders have not yet opened fire themselves. Throw one D6 (ragged -1, disorganised -2). Charge straight in for 1/2/3, otherwise open fire, then continue charge. Effect = 2 Av. Dice × % of clan total (NB. Highlanders' fire is individually aimed, so generally very effective).

5. Previously 'holding' infantry test fire pattern again, counting as 'under fire' if attacking Highlanders gave harassing fire. (NB. ignore any improvement on previous fire pattern.)

6. Medium and short range fire takes effect (work out as a single calculation).

7. Final pre-melee morale test (if cavalry vs. infantry, cavalry tests first).

8. Melee

Morale.

Experienced/Veterans throw two Average dice.

Raw throw D6 +2.

Highlanders throw one Average dice and one D6.

Test for Morale:

At start of attack sequence.

Before Melee.

After each round of melee.

Unit routs past or through.

Plus one:

Each secure flank.

Rear support.

Behind cover.

Veteran.

Steady.

Advancing highlanders.

Plus two:

Highlanders advancing downhill

Minus one:

Every 2% casualties on unit.

Ragged.

Each previous melee.

Cavalry (always).

Each friendly unit seen routing (up to 4) in previous four moves.

Militia (always).

Minus two:

Disorganised.

Untrained gunners.

Each unit routed immediately past/through in last four moves.

Special Factors, for pre-melee test only:

-2 Attacked in flank.

-2 hit by close range first volley.

-2 cavalry vs. steady infantry.

-3 attacked from two directions by troops totalling at least own strength.

Final Total:

7 or more = Steady, 3-6 = Ragged, 1/2 = Disorganised, 0 or less = Rout.

Reaction Tests:

Apply only in following circumstances:

1. Highlanders under cannon fire and stationary, test at 5% losses and each subsequent 2%. Throw D6. Charge guns (ragged) for 1/2/3/4. Adjacent units follow for same odds. If no charge on first testing, -1 on subsequent tests with further deductions for each failure. Henceforth may not charge without favourable test, even if so ordered.

2. Highlanders in a charge who become ragged or disordered after the final pre-melee morale test to carry on. Throw D6 (disorganised -2): halt for 1/2. Open scattered fire at 2% effectiveness. Test again on next move.

Melee.

Each round lasts at least one full move.

Government Foot or lowland/English Jacobites inflict Av. dice \times % of own numbers in casualties. (Veterans + 1; Raw -1; Cavalry $\times 2$). Highlanders inflict D6 +3% of own numbers in casualties.

- Test morale at end of each round. If neither side routed after three rounds, attacker pulls back to outside musket range. Both are disorganised.

- Victorious Highlanders: Disorganised. Throw D6: 1/2 = All pursue/plunder.

3/4 = $\frac{3}{4}$ pursue/plunder.

5/6 = $\frac{1}{2}$ pursue/plunder.

- Victorious cavalry: pursue automatically for two moves then throw D6. Rally for 5/6 only. (Disorganised for 2 moves, then ragged for 2 more).

- Victorious infantry: Disorganised. No pursuit.

- Routing or pursuing troops are permanently disorganised and disappear irretrievably off the field for the day. Pursuing highlanders kill D6 \times 10% of their numbers during the pursuit (cavalry D6 \times 5%).

Notes.

- **Casualties** are reckoned to include not only killed or wounded but also runaways and those helping wounded comrades from the field. For campaign purposes assume half of a victorious army's casualties return to the colours at the end of the day.

- Definitions of troop quality:

Troops seeing action for the first time = Raw.

Troops with previous battle experience = Experienced.

Troops having previously fought a victorious action *in this theatre* = Veteran.

Thus all of Cope's army at Prestonpans would be Raw, all the units sent over from Flanders would count as Experienced, and, of Cumberland's army at Culloden, only Barrell's, Ligonier's and Price's regiments would count as Veterans.

Self Criticism Session.

- Does anyone really want to mess about with a pocket calculator working out percentage casualties? I suppose I did at the time because I wanted to be able to work through a campaign game. On balance I think this method is more or less OK for a 5mm set-up, but if the rules were to be converted to 15mm or 25mm then a more traditional approach using removal of figures might be better.

- You have to 'fudge things at the moment of impact at the end of a charge, because opposing units usually overlap, making it difficult to be consistent with morale throws. If one regiment is steady and the adjacent one disorganised things get very awkward to calculate if they are attacked at the same time by one enemy unit. The only way to avoid the issue is to fix things so that unit boundaries coincide.

- Is the pseudo-'uncontrolled advance' mechanism really necessary, or did I only include it because it's fashionable to have one? Any Jacobite player who has his Highlanders stand under artillery fire is asking for trouble anyway, so does he really need penalising further?

General Philosophical Objections.

- It's all very Anglo-Centric isn't it? All the tactical niceties and details of the rule mechanisms relate to the fire-discipline of the Government infantry. Highlanders are dismissed as a standardised mass, with no distinction between differing degrees of enthusiasm - all are reckoned equally ferocious. You could even argue that an active player for the Jacobite side is not really necessary. The game could probably run itself solo.

A better solution, perhaps, would be to retain the recognisably 18th century side of the rules for the tactical manoeuvre and fire-effectiveness of the regulars, while introducing mechanisms which would create equally challenging but *different* problems for the Jacobite player. Perhaps some sort of variant on my Dark Ages rules (see issue No. 7 of this magazine's predecessor) might be appropriate since Highlanders display 'pre-Horse and Musket' qualities. Prebble's Colonial warfare analogy (see above) is particularly to the point in this respect. The best of today's colonial rules no longer dismiss the indigenous opponents of European armies as faceless hordes. In a real sense, my rules are flagrantly racist!

A Note on Sources:

- For 'The Fifteen' see C.Sinclair Stevenson: *Inglorious Rebellion* (London 1971) and C.S.Terry: *The Jacobites and the Union* (Cambridge 1922).

- **Books on the Forty-Five** are too well known to need repeating. A couple of recent works that won't, for that reason, be in the standard bibliographies are:

F.J.McLynn: *The Jacobite Army in England* (Edinburgh 1983) . . . , essential reading for anyone wishing to do the invasion as a map/campaign game.

David Stevenson: 'The Highland Charge' (in *History Today*, August 1982) . . . a revealing study of the origins and operational niceties of the tactic, which proves to be a 17th century innovation, and not a traditional highland method.



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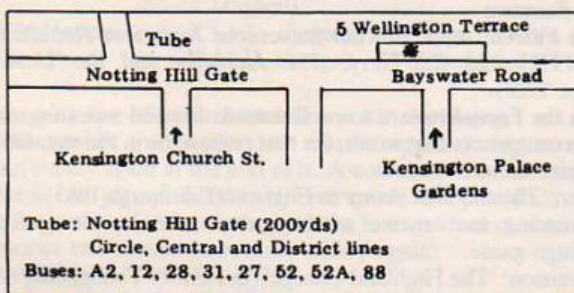
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THE STORMING OF GHAZNI

by David Snowden

In 1838 Dost Mohammed, ruler of Afghanistan, was offered an alliance with the British in India. His cavalier refusal led the Governor-General, Lord Auckland, to decide to replace him with a more amenable ruler and his choice settled on Shah Shujah. By autumn of 1838 this project had evolved into a full-blown invasion.

A division of the army of the Bengal Presidency under Sir Willoughby Cotton assembled at Ferozepore, while Sir John Keane led a division from the Bombay Presidency to a junction with Cotton in the Indus delta. Cotton's force marched from Ferozepore on 10 December 1838 in five columns at one day intervals, the supplies and stores in the rear. In the train were 30,000 pack camels and up to 60,000 camp followers, but the troops had nonetheless to carry their own kit and stores in back-breaking heavy packs. Having joined with Keane's division the combined force marched on towards their objective, a large part of the way through high mountain passes in appalling weather.

The trouble started when the column got to Baluchistan in March. Hostile mountain tribesmen repeatedly attacked the column, seizing cattle and camels and killing the camp followers. Nevertheless the column got through the 60 mile Bolan Pass by 26 March and struggled into Quetta. By this stage of the campaign the soldiers were already down to half rations and the camp followers were on quarter rations.

Pursued and harassed by tribesmen the column snaked ahead, the soldiers trudging along in temperatures in excess of 100 degrees Fahrenheit, the cavalry plodding on foot, goading their mounts with sword or lance point. After marching over 1,000 miles in 137 days, on half rations for the last 28 of them, the Bengal division marched into Kandahar on 26 April. On 5 May the Bombay division caught up with them having suffered the same privations. A Quartermaster's report revealed that even on short commons there had been only three days food left when the army entered Kandahar. Sir Willoughby could now draw up his plans against Dost Mohammed's treasured stronghold of Ghazni.

The fall of Ghazni would deal a mortal blow to Dost Mohammed's ambitions. He considered it to be an impregnable fortress and had laid his plans accordingly. The British, he believed, were certain to by-pass Ghazni and move either on Herat or directly on to Kabul. His plan was to allow the British to pass the fortress and march on for two or three days before leading his main army against their front while the Princes Afzal Khan and Haider Khan fell on their rear. Cotton was waiting to be reinforced by the allied contingent of Sikhs and Shah's men led by Colonel Wade. Aware of this arrangement Dost Mohammed sent one of his sons to oppose them at the Khyber Pass. In the meantime he would employ any breathing space in ordering the Baluchi army to assemble and trying to tempt the Amir of Khaipur into joining the war against the invaders. Cotton, however, was too canny to leave a powerful enemy presence unreduced on his line of march.

On 27 June 1839 Keane began the 230 mile march from Kandahar to Ghazni. Kandahar itself was left with a small garrison under General Nott, an able officer who had had the misfortune to cross swords with Keane in the past – two batteries of artillery, the 37th Bengal Native Infantry and some of the Shah's troops. Keane also left his siege train in Kandahar and later the absence of those four 18 pdrs was to be badly felt. He had, as a sort of guide, an "expert" on local customs and conditions called Macnaghten. He had convinced the Generals that Ghazni was weak and would fall to field artillery, but both Keane and Cotton must have known of Macnaghten's reputation for getting things wrong and the Bengal Europeans cannot have been overjoyed to have manhandled the 18 pdrs through the Bolan and Khojak passes only to have them left behind!

The army moved off in three columns with the usual one day interval so that each would avoid marching in the other's dust, advancing through the gently rising country towards Kalat-i-Ghilzai, a distance of some 90 miles. Along the way they were shadowed by bodies of Ghilzai horsemen who dogged the army's flanks, rarely trying their luck, and then only with a short dash in. The leading column reached Kalat-i-Ghilzai on 4 July, rested for a day, then pressed on unmolested.

Due to the shortage of transport animals the whole force had once again been on short rations since leaving Kandahar. On 17 July an abundance of grain fell into the army's hands and full rations were

restored for the time being. Two days later the advance guard met hostile cavalry near Ahmed Khel. As a precaution General Keane ordered the rear column to close up by forced marches. Three days later the force reached Nani where they joined up with the Bombay troops of Major-General Willshire and Shah Shujah's native contingent. On 21 July the combined force marched the final 12 miles to Ghazni across the open plains.

Ghazni was the most famous of the great Afghan fortresses: Komona, Ganauri, Kalunga and Jaithak. Eight hundred years before the great Mahmud had set out from Ghazni to subdue the princes of Northern India. Now the people of India were returning the compliment, led by the Princes from across the sea.

As the leading troops neared the fortress the defenders let them know they were expected with a brisk cannonade and heavy musketry from temporary fieldworks, garden walls and a fort hastily thrown up to control the river. General Sale led the 16th and 48th Bengal Native Infantry and the 13th Foot in the attack and drove the enemy in under the walls of the fortress, all except those securely entrenched in the fort. Three troops of Horse Artillery, a Camel Battery and one Foot Battery deployed and brought the fort under accurate shrapnel fire and the defenders' losses began to mount.

When Keane realised the strength of the fortress he regretted leaving the siege train behind but, with rations rapidly running out again, there was no time to bring them up so he ordered a reconnaissance, to be carried out by Captain Thomson (the chief engineer), Captain Peat (Bombay Engineers) and Major Garden (Bengal Army), with an escort of detachments from the 16th Lancers and 13th Foot. Their orders were to find a way to breach the wall without artillery. They found that the fortress was surrounded by a well-maintained 60 to 70 foot rampart built on top of a 35 foot scarped mound, flanked by numerous towers and surrounded by both a *fausse-braye* and a wet ditch or moat. The irregular figure of the fortress afforded the defenders good flanking fire whilst the height of the citadel covered the interior from fire from the commanding hills to the north, negating the advantage usually to be gained by seizing the high ground. The towers at the angles of the walls had been enlarged, screen walls had been built in front of the gates, the moat dredged out and refilled to an unfordable depth (it was believed) and, of course, there was the freshly constructed fort built on the right flank guarding the river. Between all this and the attackers were the tangled gardens reinforced with hastily dug trenches, as already mentioned. The garrison at this time consisted of 3,500 men, under the command of Prince Haider Khan, well supplied with guns, ammunition and food, and with a secure water supply.

Captain Thomson was forced to return a pessimistic report: there was no question of doing any serious damage to the curtains with the artillery available and an escalade over the lofty walls would have been suicidal. A regular blockade or siege would have required a far larger army than the one deployed in Afghanistan. The moat made mining impracticable and, greatest blow of all, even if the four 18 pdrs had been brought up they would have been unequal to the task of breaching the curtain walls. Having submitted this depressing preliminary report the reconnaissance party again braved the storm of fire to make a closer reconnaissance to see if any other means of attack presented itself. That the defenders had plenty of ammunition was never doubted – they made prodigal use of it – and the engineers had to continue without their escort.

A first inspection of the defences showed them to be equally strong all round. Eventually consensus settled on the Kabul Gate as the likeliest possibility for an assault. The road to the gate was clear and the bridge over the ditch had not yet been broken. Best of all there were good positions for the artillery within 300 yards of the gate on both sides of the road. At this critical moment a deserter from the fortress supplied the vital information that reinforcements were expected from Kabul. The implication was that the gate had not yet been blocked, but was ready to admit the reinforcements at a moment's notice.

While the reconnaissance was going on General Keane ordered his whole force to cross the river close to the fortress's walls and gain the commanding ground to the north. He took the precaution of securing the Kabul road against alarms in the night and interposed

his men between Ghazni and its expected relief. Mohammed Ubzel Khan, Dost Mohammed's eldest son, had been sent from Kabul with a strong body of troops to aid his brother in command of Ghazni. His men were already there when the British arrived but, because of lack of space inside the fortress, many had been camping outside the walls. When the enemy had appeared before Ghazni they had drawn off a few miles to a new camp where they had been joined by two Ghilzai chiefs leading 1,500 cavalry and 3,000 fanatical tribesmen from Zeinat.

On the evening of 21 July Keane held a council of war with his engineers and the following morning joined them in a personal reconnaissance. He was shown the Kabul Gate which Thomson, Peat and a party of volunteers undertook to blow in with gunpowder. Keane formulated his plan around this action. As soon as the gate was blown Colonel Dennie was to follow up with light companies of the 2nd and 17th Foot and the Bengal Europeans, supported by one company of the 13th Foot. They were to be followed by the main assault party under Brigadier Sale leading the residue of the 2nd Foot, 13th and 17th Foot and Bengal Europeans. A short distance behind them would be the reserve comprising the 16th, 35th and 48th Regiments of Bengal Native Infantry, under General Abraham Roberts. But there was one problem to be disposed of before Ghazni could be stormed.

Around midnight on 22 July enemy horse and foot were spotted swarming up the hills to the south, and down the other side to attack the Shah's camp at the foot of the hill. Captain Nicholson led the Shah's horse out and vigorously charged the Afghans, driving them back. In anticipation of just such an attack Captain James Outram had led out a party of the Shah's horse and stationed them in ambush where they could cut off the enemy's retreat. Now he charged the retreating Afghans with swordsmen and matchlockmen and drove them onto the waiting cavalry. Led by Outram himself the footmen stormed the steep hill where a mass of the enemy surrounded a green Islamic flag. Under this rude assault the Afghans finally fled from the hill and rallied on top of a hill beyond. Blown by the exhausting uphill charge Outram's men could not pursue.

Safe from interference for the moment the preparation for the assault went ahead. At midnight on 22 July the first batteries moved off to their selected posts to be followed at half hour intervals by the other four. As the guns were settled in 250 yards from the wall the infantry took up their assault positions.

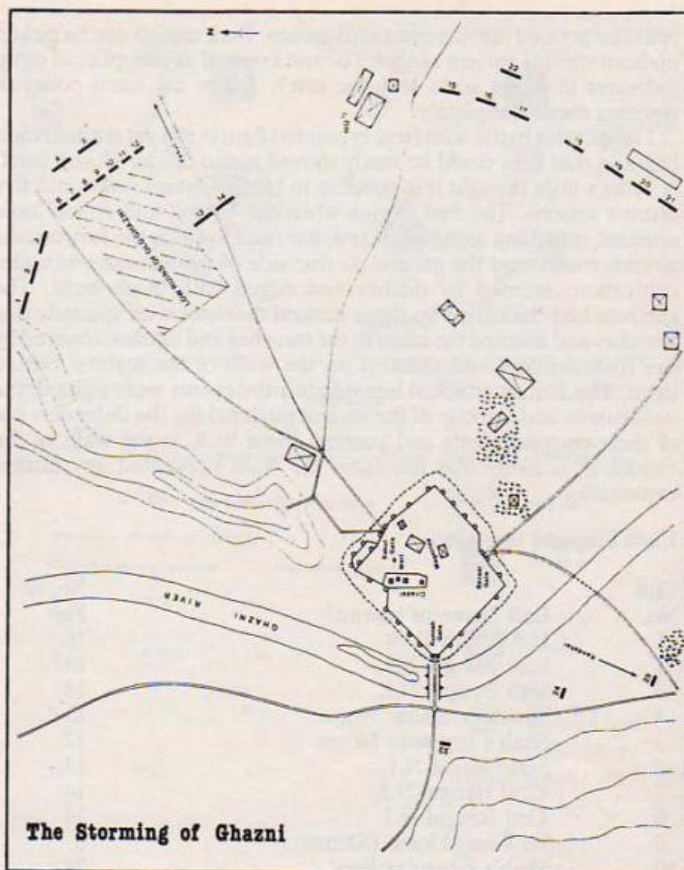
Three o'clock on the morning of 23 July saw the demolition party of Captain Peat, Lieutenants Durand and McLeod, three Sergeants and 18 men carrying 300lb of gunpowder, packed into 12 sandbags, to their station near the gate. As the demolition party, with its escort of six men from the 13th Foot, emerged from cover the enemy opened a hot fire from the wall. A detachment of the 13th Foot doubled down both sides of the road, dropped into the ditch, and tried to suppress the defensive fire.

In spite of the defenders' fire the gunpowder was stacked against the gate. To fire it a train was laid inside a 72 foot canvas hose and ignited. The carrying party took refuge in a ditch, just two minutes after they had emerged to lay the charge. As the explosion died away the bugles sounded "Advance", unleashing a hail of fire from the emplaced batteries which played on the citadel and ramparts smashing brick and stone, dismounting wall guns and scattering men. Colonel Dennie's advance guard found their task hampered by the rubble in and around the blasted gateway and by the Afghans who had turned out to defend the ruins. Shooting, stabbing and clubbing, the Europeans gradually gained the ascendancy, cleared the gateway and held it open for the main body.

Sale's assault party was just behind. A moment of confusion followed when Sale believed that the explosion had failed to breach the gate and he had the retreat blown only to be stopped by Thomson. The advance was once again sounded and the assault was pressed home. Inside the gates the struggle was desperate. The defenders fired from roofs and walkways, from behind walls, round corners and through windows. Many cast aside their muskets and fought hand-to-hand with swords, daggers and pistols. With Sale in the front rank his men doggedly fought through the lower part of the fortress until the Afghans' fire slackened and, beyond the odd random potshot, finally ceased.

Turning his attention to the citadel Sale could see panic-stricken Afghans abandoning their guns, throwing away their arms and scattering in every direction. The 17th Foot, seconded by the 13th Foot, forced open the gates of the citadel, raced to the top and planted their colours on the ramparts.

Hard on the heels of the main assault party came Brigadier Abraham Roberts, sword in hand, at the head of the reserves. Not to



The Storming of Ghazni

be outdone by the British the Sepoys swept through the fortress, hunting out the enemy wherever they remained, rounding up prisoners where they would surrender, killing any who stood to fight. Sale had been wounded in the assault and Peters took command and, having sent his men off on an Afghan hunt, settled down to secure Mohammed Ubzel Khan, sending off a snatch-squad under a Captain Taylor. Khan was found close to one of the gates with a large party of hangers-on, waiting to make a run for it.

The impregnable fortress at Ghazni, bravely defended, abundantly supplied and only a few hours from relief, had fallen in two hours fighting.

Wargaming the Battle

The Storming of Ghazni fits nicely onto a table top, regardless of the size of figures or set of rules you elect to use. For rules I cling to the Wargames Research Group 1695-1845 set, with its small regiments, which I prefer when using 25mm figures. On their figure scale I suggest giving each British regiment 16 figures so that the vanguard of the storming party can be made up from several two man light companies. The Bengal Europeans are 12 figures strong, with 14 men per regiment for Sikhs and Sepoys. The Afghans, hill tribesmen and Shah's troops are best organised in irregularly sized bodies (see the table accompanying the battle map).

For figures you could do worse than browse through the Minifigs catalogue and I direct your attention to the Indian Early Wars and Mutiny and British Colonial War ranges. The British foot regiments are well represented, as are the Company's sepoy. There are even Sikhs to make up the allied contingent and no shortage of regular and irregular cavalry. The hillmen come from the Afghan figures while Dost Mohammed's soldiers are recruited from the Pathan range and the Egyptian range supplies the Shah's men and extras for the irregulars. Artillerymen can come from the colonial range while artillery pieces, limbers and so on can be chosen from the British and French Napoleonic ranges. The camel battery is unlikely to have been the light cannon/giant musket arrangement of Moghul armies because they are recorded as firing shrapnel against the fort. I would suggest that what we have here is a pack battery armed with mountain howitzers from the British Napoleonic range.

In case this is beginning to sound like a Minifigs advert I had better mention that it is a good battle for fighting in 15mm for which Freikorps 15 can supply some excellent little figures, particularly the Afghans from their Moghul range. The latest Minifigs catalogue lists some interesting figures for the 1790s which could be used for this period, and there is no shortage of Renaissance Turkish figures which

could be pressed into service as tribesmen. Pack camels can be picked up from various ancient ranges. I do not know of any supplier of camp followers in either scale so I can safely follow my usual policy of ignoring them completely!

I fought this battle with freshly painted figures not yet stuck to their bases so that they could be easily moved round inside Ghazni itself.

With a little thought it is possible to break Ghazni down into five distinct actions. The first begins when the British and Allied force appears, marching along the Kandahar road towards the fortress. As already mentioned the ground on that side of the fortress was under cultivation, seamed by ditches and edged with thorn bush. The garrison had thickened up these natural defences with specially dug trenches and awaited the allies in the trenches and ditches, covered by fire from artillery and muskets on the walls of the fortress behind them. The British attacked immediately the enemy were sighted, the suddenness and ferocity of the assault pitchforking the defenders out of their entrenchments and pushing them back to the walls of the citadel. It is likely that fire from the walls prevented any further exploitation.

Units Engaged (see Map)

Unit No.	Unit Name (if known)	No. of Figs
1	H.M. 13th Foot	16
2	16th Bengal N.I.	14
3	48th Bengal N.I.	14
4	Shah's Irregular Horse	15
5	Shah's Irregular Horse	12
6	31st Bengal N.I.	14
7	42nd Bengal N.I.	14
8	43rd Bengal N.I.	14
9	1st Local Horse (Skinners)	6
10	Shah's Irregular Foot	24
11	Shah's Irregular Foot	16
12	Shah's Irregular Foot	16
13	Bengal Europeans	12
14	35th Bengal N.I.	14
15	H.M. 2nd Foot	16
16	19th Bengal N.I.	14
17	H.M. 17th Foot	16
18	H.M. 16th Lancers	9
19	2nd Bengal Light Cavalry	9
20	3rd Bengal Light Cavalry	9
21	4th Local Horse	9
22	H.M. 16th Light Dragoons	9
23	Shah's Irregular Foot	16
24	Shah's Irregular Foot	20
25	Shah's Irregular Foot	12

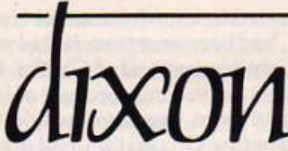


To this add the camel battery – one light gun – and six 6 pdrs.

The Defenders inside Ghazni total 70 figures with half a dozen wall guns and crews and a couple of light field guns (something like the French 4 pdr). The separate fort is manned by a dozen figures drawn from Mohammed Ubzel Khan's reinforcements. He should dispose of 50 figures (the rest are making up the numbers inside Ghazni) with the 30 cavalry and 60 wild tribesmen brought in by the two Ghilzai chiefs.

The second action is really an unusual sort of skirmish centred around Thomson's reconnaissance. The reconnaissance party is tasked with making a complete circuit of the walls. To win at least one of the officers, Thomson, Peat or Garden must complete the circuit and make his report. The defenders will try to stop them by firing from the parapets and sending out sorties to tangle with the escorts.

The abortive night attack by the Afghans on the Shah's camp provides the third scenario. For terrain you will need a large ridge taking up two-thirds of the width of the table and running full length with another, narrower, ridge running roughly parallel behind it. The terrain should be broken with rocky outcrops, gullies and ravines, lightly wooded, covered with scrub and supplied with two or three likely ambush sites. Shah Shujah's camp is at the foot of the large ridge and about central so that the Afghans have to descend the smaller ridge, climb the larger, and come down over the skyline.

Lacking precise figures for the Ghazni "do" need not be a problem. Chaps from the surrounding centuries will be fine for the natives, and Napoleonic near enough for the Brits. That at least is the solution of pukka Sahib Phil Robinson and Mohammed Harry Harrison, with a mix of Minifigs and Freikorps 15s. Phil's new terrain is made from a new very dense polystyrene, which can be sculpted, filed and sand-papered, leaving a smooth surface.

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Action four is the laying of the demolition charges against the gate. If you fight Ghazni as a straight battle then you will probably want to assume that the charge is laid and exploded as in real life. Otherwise you have no battle. On the other hand this heroic little action was the key to the whole assault and is worth recreating in detail on a 1:1 basis.

The climax is, of course, the assault itself. The main features of the fortress are shown on the plan but the open spaces should be filled with houses and hovels, mostly makeshift, with bundles of stores lying round. The fortress itself could be a rewarding building project for a club event (go through your back numbers of MW for Ian Weekley's articles on Indian architecture) or easily assembled from your favourite Castle Builder kit. Whichever way you elect to play it there is a lot of material here which might, I hope, tempt someone into this neglected but exciting period of colonial wargaming.



Inspector General

** FIGURE REVIEW **

TTG 15mm ANCIENTS

Available from: Tabletop Games, 53 Mansfield Road, Daybrook, Nottingham, NG5 6BB.

Prices – Infantry 10p, cavalry 20p, elephants £1.25, all plus 10% post and packing.

ANCIENT INDIANS

IN1 – Infantryman with javelin, shield and two-handed sword. A large, well-detailed unarmoured figure standing at the ready behind a large shield.

IN2 Armoured infantryman as in IN1. Basically the same figure as IN1 with a different shield and the addition of textile armour.

IN3 Infantryman with bow and two-handed sword. A good, if somewhat thin, figure shooting a bow.

IN4 Armoured infantryman with bow and two-handed sword. Another thin, but well cast, figure standing at the ready, sword in hand.

INC1 LMC with javelin and shield. A well-detailed figure astride a beautifully sculpted galloping horse. Personally, however, I feel the effect to be slightly marred by an overlarge javelin.

INC3 EHC with javelin and shield. A truly magnificent figure. Similar to INC1 in design but clad (rider and horse) in extremely well-detailed armour.

INC5 Elephant with armoured driver and 2 crew. This is a very impressive figure indeed. The well-designed elephant and driver are supplied as a one piece casting with the rest of the crew being separate. This is certainly my favourite in the Indian range (worth buying an Indian army for!).

SASSANID PERSIANS

SP1 Archer shooting. A plain but effective representation of a Persian archer.

SP2 Levy Spearman. Another rather plain figure, that *en masse* would look very effective.

SPC2 Cataphract. This figure is advancing on a walking horse. Both rider and mount are covered in mail, an awe inspiring combination on the tabletop.

SPC3 Light cavalry archer. A nicely detailed figure on a galloping horse. Although an archer, the figure is portrayed levelling a small spear or javelin.

SPC4 Cavalry officer. The figure portrays an armoured officer riding a partly barded horse. The detail and design are both excellent.

SPC5 Cavalry standard. A similar figure to SPC4, but holding a cavalry standard.

SPC6 General. This figure is advancing on a galloping horse. A very good command figure, with an air of authority about it.

SPC7 Elephant. On assembly (incidentally a nice trouble-free one), the model turned out to have three crew figures and a driver, the crewmen being ensconced in the howdah. (Oh dear, the temptation to buy a Persian army is getting markedly stronger!)

BYZANTINES

BY1 Heavy *skutatos*. The figure is advancing, shield enarmed and pike sloping forwards. Can't wait to paint this one, the detail is so good.

BY2 Medium *skutatos*. Standing behind his shield and holding his pike erect. A block of these figures would look quite intimidating across the wargames table.

BY3 Archer. A lightly armoured archer getting an arrow from his quiver. This figure would be quite at home in many other European Dark Ages or feudal army.

BYC1 EHC with lance. A real heavyweight this one with kite shield and be-pennoned lance on a partly barded horse.

BYC2 EHC with bow. This is an exceptional figure, having not only good detail but also a great deal of character. The horse in particular is very good.

BYC3 HC with lance. Similar in design and concept (but not armour) to BYC1, this figure could be happily used in other Frankish armies of the period.

BYC4 HC with bow. Yet another winner. I'm fast running out of superlatives.

G & AS

** BOOK REVIEW **

BRITISH MINOR EXPEDITIONS WALCHEREN 1809 Wargame Library Supplements No.7

Available from: Bill Leeson, 5 St. Agnell's Lane Cottages, Hemel Hempstead, Herts, HP2 7HJ

Card cover, 26 pages, 2 loose maps enclosed, price £3.00 plus 25p post and packing.

This is another of Bill Leeson's re-publications of a booklet first published in 1884 by the Intelligence Branch of the British Quartermaster General's Department. It covers the landing in 1809 on the island of Walcheren which was made with the object of

blocking the Scheldt and capturing Antwerp.

A force of some 40,000 troops was landed, escorted by 35 ships of the line and about 200 other vessels. At first successful, capturing Flushing, the invasion force was soon cordoned off by the Franco-Batavian forces, and the invasion came to nothing.

Walcheren Fever, a kind of malaria, caused enormous casualties. Over 2,000 died of sickness on service, and nearly 13,000 others were repatriated sick, of whom nearly 2,000 more died. This is clearly shown in the appendices to the report.

The text is easy to read and the progress of the expedition is easy to follow. The maps included are clear and easy to read, although in black and white.

This is a useful series of booklets, although limited in the fact that Mr Leeson has made no attempt to expand the information by using other sources to provide further details. It would have been particularly useful to wargamers if he had been able to give some information about the Franco-Batavian forces involved.

CAS

** RULES REVIEW **

FORLORN HOPE

Available from: Partizan Press, 26 Cliffsea Grove, Leigh-on-Sea, Essex.

Wargames rules for the ECW period by P. Berry and B. Wilkins, card covers, 60 pages, £2.95 + 35p p&p.

This is a dedicated set of rules for a limited period, and as such must be considered a good thing. They are also basically simple (good – I understand them) and the final arbiter appears to be morale – which would appear to be historically correct.

Basically the rules cover both 15mm and 25mm figures and are conventionally organised. This means that there are sections on terrain, choosing an army, organisation and classification of troop types, movement, combat and morale. There are no really radical novelties, but these are not the usual run of rules. There are several unusual features.

One excellent facet is the constant use of boxed, worked examples to illustrate the rules; non-intrusive and useful. Other rule writers please copy. The rules are finished off by an extremely useful listing of typical ECW armies, including points values, and notes on command structures. The overall presentation and reproduction are very good. A useful, "fun" set of rules. Recommended.

K.G.B.

PIKE AND SHOT ENGLISH CIVIL WAR WARGAMES RULES

By John Armatys.

Available from: Dodo Publications, 82 Westbourne Road, Sheffield, S10 2QT.

Card covers, 19 pages, £1.20 plus 25p postage and packing.

Not strictly dedicated to this war, they include modifications to cover all Western European wars in the 17th Century. Designed for use with both 15mm and 25mm figures, but the only base size that really matters is the artillery one.

The rules are conventionally organised, with sections on troop classification, formations, armour and organisation, terrain, movement, firing, melee and morale.

Appendix 1 has the necessary rules modifications for extending the period and Appendix 2 summarises the rules.

A very neat, relatively fast, playable set of rules. The only drawback is the usual Dodo habit of using small type. Recommended, but on a more serious level than *Forlorn Hope*.

K.G.B.

PLAYABLE NAPOLEONIC WARGAMES

By Barry Edwards

Available from: Barry Edwards, 57 Palmers Drive, Grays, Essex, RM17 5AR

Full colour art board covers, 48 pages (including 6 pages of colour photographs and 2 page colour hex map), £4.50 plus 45p postage and packing.

The author is a veteran wargamer and ex-Royal Military Academy lecturer, and it shows. The book covers the Peninsular campaign of the Napoleonic Wars and is well printed on good quality paper, including six pages of excellent full colour photographs (by Duncan McFarlane – though not credited), and a colour two page map, on hexes, of the theatre of operations. Best of all – reasonably sized print and excellent layout.

This book is a novel idea, a complete (except for figures) package of wargaming: historical background, an introduction to wargaming, including basic painting and basing, and the author's philosophy on wargaming and rules.

Then on to the meat of the book, tactical rules occupying six pages, together with a page of firing templates. The rules themselves are of the basic, simple variety – and are all the better for that, but the important historical principles are brought out. They appear to be reasonably quick to play and easy to pick up.

The next section is the campaign rules; an introductory section, explaining the rationale and how the map works, followed by weather rules and then a summary of the campaign rules.

A useful innovation is an account of an actual game, keyed into the rules and illustrated by the photographs. The book is completed by a section on formations and moves, illustrated with line drawings, a section on creating and building terrain, a guide to figure availability and a useful select bibliography.

This book is excellent value for money and will be invaluable to the novice wargamer, or someone thinking about Napoleonic for the first time. Even experienced wargamers will find it stimulating and useful. A new idea in wargame literature publishing and very highly commended.

K.G.B.

SIGNALS AND INSTRUCTIONS IN ADDITION TO THE GENERAL PRINTED INSTRUCTIONS

Available from: Bill Leeson, 5 St. Agnell's Lane Cottages, Hemel Hempstead, Herts, HP2 7HJ.

Card covers, 31 pages, price £2.50 plus 25p postage and packing.

This is a facsimile of the sailing signal instructions issued to the R.N. in 1778, contributors include Vernon, Hawke and Boscowen. They are supplementary to the *Sailing and Fighting Instructions for His Majesty's Fleet*, also published by Bill Leeson, and are fascinating.

All sorts of eventualities are covered, and it is fascinating to see how detailed the signals are, and how much information could be given. It must have been dodgy being a signals midshipman. Essential for all Napoleonic naval buffs and the stimulus for signals-based naval wargames is quite interesting.

The book is concluded with two pages of black and white illustrations of signal flags and flags of office. Recommended.

Bill Leeson is doing the hobby a great service with his facsimile reprints; original data, readily available at a cheap price. Check them out.

K.G.B.

RALLY ONCE AGAIN

By Paddy Griffith

Published by The Crowood Press
ISBN 0 946284 48 2

Available from any good bookshop.

Hardback, 239pp, illustrated and maps. Price £12.95.

This, the latest Paddy Griffith book, is well researched, attractively presented and, most importantly, well written. It is not another history of the American Civil War but a history book about how the Civil War came to be fought in the way it was. Unlike the majority of historians, the author believes that this conflict was not the first "modern war"; his assertion is that, in fact, it was the last "Napoleonic War". The advances in

technology of the Nineteenth Century such as the railways, telegraph, and breech-loading artillery did not really affect the way armies fought one another, although strategic movement might have been rather more rapid.

Each facet of warfare is taken in turn and described. Copious notes and quotations provide the authority for the author's assertions.

Many tables and diagrams present the information in a clear and easily comprehensible way. One has no need of an encyclopaedic knowledge of the period to understand what is described.

Completing the book is a good, critical bibliography. This lists over 150 books, each with a "thumbnail" description/criticism of its contents.

I found the book interesting to read and thought provoking in its content. Both the historian and the wargamer should find it of value.

If I have an adverse criticism, it is a personal one. The notes are concentrated at the end of the book rather than as footnotes. I dislike continually having to turn to the back of a book in order to follow the notes in a chapter. I presume it is easier to produce a book in this format but it has no appeal to me as a reader.

If you have an interest in the ACW, Mr Griffith's book will be a useful and valuable addition to your library. I recommend it.

CAS

CAMPAIGN MAPS

By Steve Turner

Available from: S.R. Turner, 4 Wentworth Road, Ashton-in-Makerfield, Wigan, Lancs, WN4 9TU.

O.K., admit it wargamers, you're lazy! After you have spent several hundred hours painting and basing figures, almost as long building terrain and deciphering rules you probably want to fight a campaign. So, what do you do? You scribble a weird and unrealistic map in the back of a notebook and off you go.

Not any more! Steve Turner has written to us with what seems to be a good idea. He wants to start a "maps to order" business. You write to him, tell him what you need, and he'll supply it. He can go up to about 48" x 36" in size and doesn't seem to mind if the maps are real or imaginary in content.

He also has his own set of maps available from about 25p to 50p each. We've seen some of them and they are neatly and clearly produced. Think of the time you could save, especially if you have need of duplicate maps in a multi-player game – your pocket will not be hurt too badly either.

Perhaps Steve would be able to produce maps drawn in the style used during the period fought. To have contemporary looking maps would add greatly to the "feel" of the campaign.

I hope this idea proves successful and intend to avail myself of Steve's service.

CAS



Here's a page that's so cool even Miles Davis in his shades would positively glow in comparison. Cerulean skies meld into the lush verdure, white sails like serene swans, and scare a billow on the briny. Nice to have a break from the roundshot, chainshot, grape-shot, small shot, and red hot shot, isn't it?

The land- (and sea-) scape created by Steve Cox of Skytrex. ("And on the seventh day he rested.") Vessels are Triton 1/1200th. scale Napoleonic era, ship-shaped and Bristol-fashioned by John Westwood (- who once talked of naught but Dacians, but now his limbs have become marlin spikes, and his blood's turned to tar!)





Very practical for naval wargames is this kitchen floor material, one inch hexes on a variegated blue. Available from Great Mills. For islands just drop on hills from Total System Scenic or Games Innovation. (If the flock wears off – call it guano. Very realistic!) The ships are Triton 1/1200th. – added to the scene almost as an afterthought – which conveniently span 2, 3 or 4 hexes according to their rating.

AN UNTOWARD EVENT

described by Jonathan Carruthers

Introduction

The event in question was the Battle of Navarino fought on October 20th, 1827. It was untoward because the fleets of Britain, France and Russia utterly annihilated the fleet of a friendly power, Turkey, virtually by accident.

Navarino was decisive in several respects. It secured the independence of Greece. It was the greatest single example of "gunboat diplomacy" ever. It set loose the Balkan nationalism that led to the Eastern Question – that bane for generations of European statesmen. Most importantly it was the last great seafight under sail. Little more than twenty years had passed since Trafalgar. Many of those present had known Nelson and fought alongside him. They were, perhaps, the most superb seamen and naval gunners the world had ever seen. Their ships were the ultimate refinement in naval sailing history. They were, justly, confident in themselves and their future. As their swansong Navarino deserves to be remembered. This article sets out to provide the wargamer with a brief background and a detailed account of the actual battle.

Background

In 1821 the Greeks had risen against their Turkish Overlords. Unable to overcome the Greeks unaided the Sultan called in his semi-independent vassal Mehemet Ali, Pasha of Egypt. An Egyptian army under Mehemet's stepson, Ibrahim Pasha, was landed and it quickly defeated the Greeks.

By this stage the European Powers were involved. Russia hoped by intervening and posing as the Greeks' saviour to extend her influence over the Balkans. Britain was opposed to any such extension of

Russian influence. She was also alarmed at the involvement of Mehemet Ali whose increasing power was seen as a threat to both the Ottoman Empire and British India. For these reasons she was tempted to intervene. France was still in disgrace after Waterloo and going along with any joint action with other powers was seen as a good way to rehabilitate herself. Finally Austria's Metternich was opposed to any form of nationalism. He hoped to see the Turks crush the Greeks and was allowing them access to Austrian shipping for troop transports. At the same time he realised the European Powers planned intervention and had no wish to see any one of them gain undue influence as a result. He therefore proposed joint mediation by the Great Powers to defuse the situation by giving the Greeks some form of self-government which would not weaken Turkey. Britain and France agreed and Russia bowed to international pressure.

The Turks, however, stubbornly ignored all diplomatic overtures. Obviously some force would have to be brought to bear. The excuse hit upon was piracy. To finance their activities the Greeks had taken to privateering on the side. Being without prejudice in the matter they had attacked any ships they found. It was announced a joint fleet of British, French and Russian ships was to take station off Greece to protect shipping. The fleet's real purpose was to force the local commanders to agree to an armistice which, in turn, would force the Sultan into talks.

This questionable piece of diplomacy was fraught with difficulties. Russia was intent on a fight from the start. There was widespread sympathy for the Greeks in Europe and shortly before leaving England, Codrington, the British Admiral, was informed by William IV "go in, Ned, smash those damn Turks."

Codrington's Blockade

Admiral Edward Codrington had overall command. A bluff, uncomplicated seaman he had commanded *Orion* at Trafalgar. He was not very happy with the role assigned him. Conducting diplomatic negotiations was not, he felt, his job. Nor was he exactly clear what was expected of him in the event of one side refusing an armistice. His instructions were unclear on the point merely requiring him to "enforce" it. Still, he was determined to be as impartial as his instructions allowed.

Codrington arrived off Greece in August with only five ships of his squadron. The French and Russians were still en route. The Greeks, not surprisingly given their situation, agreed at once. Codrington thereupon instructed his captains "to enforce the maintenance of an armistice . . . intercept every supply of men, arms, etc. destined against Greece . . . if necessary, and when all other means are exhausted, by cannon shot."

On September 12th he reached Navarino Bay, the principal Turkish anchorage and established what he termed a "pacific blockade" in accordance with instructions. He informed the Turks they would not be allowed to send "men, arms, vessels or warlike stores to any part of Greece." The Turks had assembled a fleet for an attack on Hydra. It left harbour on the 21st and Codrington with only five ships against thirty-two looked in a difficult position. Luckily at that moment Admiral De Rigny appeared with the French squadron and the rest of the British, and the Turks returned to harbour.

On September 25th De Rigny arranged an interview with Ibrahim Pasha and Codrington went ashore with his young son. Ibrahim endeared himself to Codrington by making a fuss of the boy and asking for a first-hand account of Trafalgar. The plump Ibrahim reminded him of an "amiable porpoise sunning himself". This amiability soon vanished when the details of the armistice were explained to him. As commander of all Turco-Egyptian forces on land and sea he was required to desist from all warlike activity. Coming as it did when he was about to successfully conclude the war he was furious. Aware his father's ambitions depended on European goodwill he kept his temper. He would send to Cairo for the opinion of his father. The opinion of the Sultan was of no importance to Ibrahim. Indeed Tahir Pasha, the Turkish admiral, had been excluded from the meeting. But the Turks did count – they made up most of Ibrahim's fleet. However alert to the international situation Ibrahim and even Tahir Pasha were, the average Turkish seaman resented being ordered about by *Giaours* (Christians). So did many of the Egyptians for that matter. They would make known their views in due course.

Ibrahim did object strongly to the fact that he was prevented from moving, whilst the Greeks were not. Codrington said they were in a privileged position, having accepted the armistice first. For the time being Ibrahim would abide by the armistice.

Next day, as the Allies prepared to leave, Ibrahim's dragoman came aboard saying the Greeks were attacking Patras and he wished to send ships to deal with them. Codrington refused and Ibrahim agreed to stay put. But once the Allies were out of sight Ibrahim sent a squadron off in the direction of Patras. This brought Codrington racing back to intercept them off Zante. Then Ibrahim appeared with a second squadron and ran into Codrington. About two hundred warning shots were fired before the Turks turned about for Navarino with the Allies following.

A letter was sent to Ibrahim threatening him with the consequences of breaking the armistice but he mysteriously disappeared up-country leaving Tahir Pasha and his brother-in-law Moharrem Bey in charge. The letter was returned unopened. With the arrival of the Russian admiral Heiden on October 13th the Allies held a conference. They decided the only way to enforce the armistice was to take the fleet into harbour "match in hand" to impress the Turks into keeping their word. It was a fateful decision.

The Battle

The frigate *Dartmouth* reported that the Turks were drawn up in a defensive formation within the harbour and Codrington planned accordingly. The Allies would approach in two lines – British and French to starboard and Russians to port. Since most of the Egyptian ships carried French officers it was decided to run French ships alongside these to minimise the chances of the Egyptians opening fire.

The composition of the fleets was as follows (the first number after each name is the nominal gun rating. Numbers in brackets those actually carried, where known) –

British

Asia 84 (Codrington)
Genoa 74 (76)
Albion 74
Glasgow 50
Cambrian 48
Dartmouth 42

Talbort
Rose 18 (Brig)
Mosquito 10 (Brig)
Brisk 10 (Brig)
Philomel 10 (Brig)
Hind 6 (Cutter)

French

Sirene 60 (De Rigny)
Breslau 84
Scipion 80
Trident 74

Armide 44
Alcyone 10 (Schooner)
Daphne 6 (Schooner)

Russian

Azov 74 (80) (Heiden)
Gangut 74 (84)
Iezekill 74 (80)
Aleksandr Nevskii 74 (80)

Provornyi 48
Konstantin 50 (44)
Elena 48 (38)
Kastor 48 (36)

Turkish

Ghyu h Rewan 84 (Tahir Pasha)
Burji Zafer 74
Fatih Bahir 74
Fevz Nussret 64 (HF)
Kaid Zafer 64 (HF)

Keywan Bahri 48
Feyz Mi 'raj 48
10 frigates (ea. 42 guns)
18 corvettes (ea. 22 guns)
4 Brigs (ea. 10 guns)

Egyptians

Guerriere 64 (60) (Moharrem Bey)
Ihsania 64
Souriya 64 (56) (HF)
Leone 64 (60) (HF)
8 Corvettes (18-24 guns)
8 Brigs
5 Fireships

For certain there were at least 41 transports, of which 8 were Austrian. There were probably more, but nothing like the hundreds often cited.

HF – Heavy Frigate. In effect pocket battleships with the firepower of a small Sail of Line and the speed of a frigate.

Letellier, the senior French officer in Egyptian service, had anchored the Turco-Egyptian fleet in a crescent, its ends pointing toward the harbour mouth. The first line consisted of larger ships with the smaller ships in the rearward lines positioned so that they could fire through the intervals between them. The transports were drawn up close inshore. The Turkish ships were observed to be loaded with langridge, a mixture of grape and scrap iron, to the barrel ends. Fireships were placed at each end of the crescent.

At 1 p.m. the Allies entered the bay. A boat from shore insisted they must leave at once. Codrington replied he had come to give orders, not receive them, and that the first shot from the Turks would signal the destruction of their fleet. An uneasy calm prevailed as the first ships anchored close by the Turks. To show his friendly intentions Codrington ordered the *Asia's* band on deck to give a concert. In the cramped conditions of the bay it took some time before all the Allies found their allotted stations. In fact the battle had begun before all the Allied ships had anchored.

Dartmouth had anchored inside the Turkish line near a fireship. A boat was sent to ask the Turks to move it. Now the resentment of the ordinary Turks and Egyptians was felt. As the boat neared they opened fire, killing some of the crew. They then set the ship alight and abandoned her. A second boat was sent over to tow the fireship aside. The Turks in the boats fired again, killing a Lt. Fitzroy. *Dartmouth* opened up small arms fire in support of her boats and *Sirene* followed suit. De Rigny signalled the *Ihsania* that he would not open up with his guns unless fired on first. At that moment a Turkish corvette fired two shots – without orders – which hit the *Sirene* and she opened fire. The *Ihsania* then opened up and firing became general along the line about 2.40 pm.

The Russians did not reach their stations until about 3.15 having groped their way through clouds of gunsmoke.

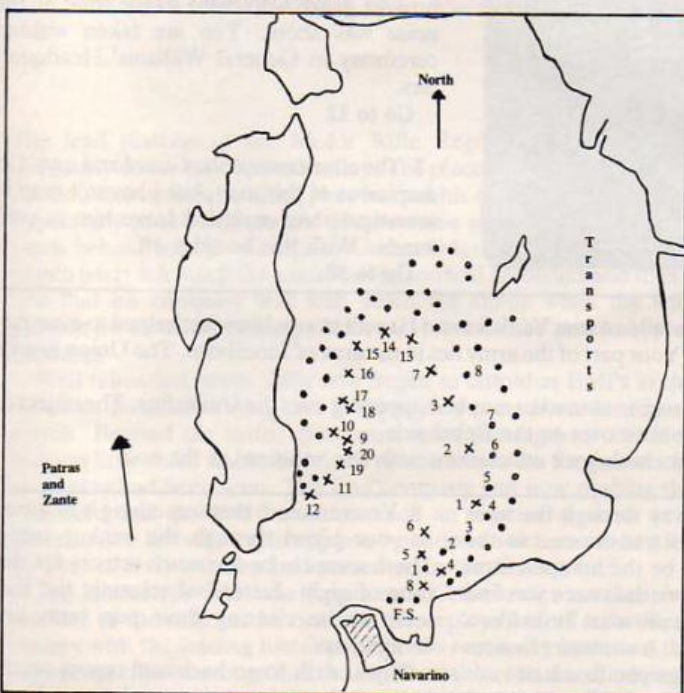
As Turkish shot rained in amongst his band Codrington opened fire on the Turkish flagship *Ghyu h Rewan*. The Egyptian flagship *Guerriere* was also close by but Moharrem, mindful of his masters

interests, sent a message saying the Egyptians would not fire. Codrington sent his pilot, Mitchell, over with similar assurances. But as he was about to leave an Egyptian seaman shot him in the back with a pistol. A few minutes later the *Guerriere* opened fire on *Asia*. (Presumably without orders since Moharrem left at once, taking with him Letellier the last French officer to stay on any of the ships.)

Concentrating her fire on the *Ghyu h Rewan*, the *Asia* trained her guns on the flag at her mast head. With the ships close together the smoke was so thick it was the only object discernible. From time to time *Asia* stopped firing and changed from triple shot – devastating at close range – to single shot until the Turks cable was shot away. She then drifted on fire out of action and fetched up close inshore. Codrington then shifted his fire to the *Guerriere* and rapidly reduced her to a wreck. Completely disabled she drifted ashore on the eastern side of the bay where she was destroyed by her crew. The destruction of these two ships exposed the *Asia* to fire from the Turkish second and third lines. The raking fire of a frigate did more damage than either of the flagships bringing down *Asia*'s mizzenmast and disabling several guns.

Meanwhile the Egyptian *Ihsania* and *Souriya* fought an unequal struggle between *Sirene* on one side and *Trident* and *Scipion* on the other. Considering they were, in capital ships, outgunned, outclassed and very largely without officers, the ordinary Turks and Egyptians put up stiff resistance, fighting their ships to the last extremity. Only two ships actually struck to the Allies in the entire battle. Even when completely disabled rather than surrender they abandoned ship and set fuses to the powder magazines in hope of taking some of the Allies with them.

Scipion was attacked by a fireship which tangled in her hawser. Boats from the *Trident*, *Dartmouth* and *Rose* towed it clear. Let go she nearly fouled the *Daphne*, but then ran aground and burnt herself out. *Ihsania* caught fire and almost immediately blew up. She was so close to the *Sirene* that the explosion brought down her mizzenmast. With *Sirene* in imminent danger of catching fire a seaman jumped overboard with a rope and swam to the *Dartmouth* which warped her clear. *Souriya* cut her cables to escape the fire and drifted ashore to be destroyed by her crew. About the same time the *Asia* took out the Turkish frigate between the *Souriya* and *Guerriere*. She burned down to the waterline and then blew up.



Allied Principal Ships (in order of Sailing)

(x) 1. *Asia*. 2. *Genor*. 3. *Albion*. 4. *Sirene*. 5. *Trident*. 6. *Scipion*. 7. *Breslau*. 8. *Dartmouth*. 9. *Talbot*. 10. *Armide*. 11. *Glastow*. 12. *Cambrian*. 13. *Azov*. 14. *Grangut*. 15. *Iezekill*. 16. *Aleksandr Nevskii*. 17. *Provornyi*. 18. *Elena*. 19. *Kastor*. 20. *Konstantin*.

Turco-Egyptian Ships (First Line Only)

(o) 1. *Ihsania*. 2. *Souriya*. 3. Unidentified. 4. *Guerriere*. 5. *Ghyu h Rewan*. 6. *Fatih Bohri*. 7. *Leone*. 8. *Burji Zafer*.

Beyond the *Asia* the *Genoa* engaged a Turkish 74 and the *Leone*. Captain Bathurst of the *Genoa* was killed almost at once and the ship's mizzenmast was brought down. The Turkish 74, however, soon drifted out of the line and ran foul of her own flagship. When boarded the next day they had only one mast each left standing and 1040 dead out of a total of 1700.

The *Leone* was also engaged by the *Albion* and she left the line when all her masts collapsed at once. She ran aground but was later refloated and returned to Egypt. The *Albion*'s own cable had been shot away and she ran foul of the next Turkish frigate. Seeing the Turks lay fuses her Captain, Ommanney, led a boarding party over the side and cut her free. As the Turks cleared, the *Albion* fired off a round of triple shot into her and she blew up.

The *Azov* should have been next to the *Albion* but couldn't find her in the smoke. Sailing up the line she was fired on by five Turkish ships which took away her bowsprit and left her with 91 dead and wounded, the heaviest losses of any single Allied ship.

The *Breslau* came over to help *Albion* and together they sank a Turkish frigate. They also drove a Turkish 74 out of the line. Her crew set her alight, but she burnt herself out before she could do any real damage.

The *Gangut*, *Iezekill* and *Aleksandr Nevskii* took on five frigates. The *Gangut* sunk one frigate, blew up a 64 and sank a fireship before she got close enough. *Aleksandr Nevskii* forced a 56 frigate to strike and then dismasted and scuttled her.

Talbot engaged 2 large frigates and took considerable damage before the *Armide* came to the rescue. Hugon of the *Armide* had spent some time trying to find a good target and had fouled with a larger ship which seemed in danger of sinking him. The *Rose* had to come over and cut him free. After a short fight one of the Turks struck and Hugon paid *Talbot* the compliment of hoisting both French and British colours on the prize. The *Provornyi* and *Elena* attacked the Turkish frigate between *Armide* and *Nevskii*. The *Kastor* took out the last frigate while *Cambrian*, *Glasgow* and *Konstantin* dealt with the Turkish corvettes behind.

The smaller Allied ships dealt with the fireships at either end of the line and *Daphne* interposed herself between the *Asia* and the corvettes raking her and drove them off. At about 5 p.m. the naval fighting was over and the Allies turned their attention to the Egyptian shore batteries at Navarino, silencing them about 6 p.m.

That evening Tahir Pasha visited Codrington to ask for a cease fire. Since he had taken no part in earlier negotiations and was known not to be on speaking terms with Ibrahim, his word was accepted. No further fighting occurred and some of the British ships even helped ferry the Turkish wounded ashore. Since no state of war existed no prizes were taken and the Allies contented themselves with taking Turkish handweapons as trophies.

Turkish and Egyptian losses were 3 Sail of Line, 17 frigates and about 40 other vessels including transports. Their dead numbered 3-4000 with about 2000 wounded. Allied losses were 182 killed and 489 wounded.

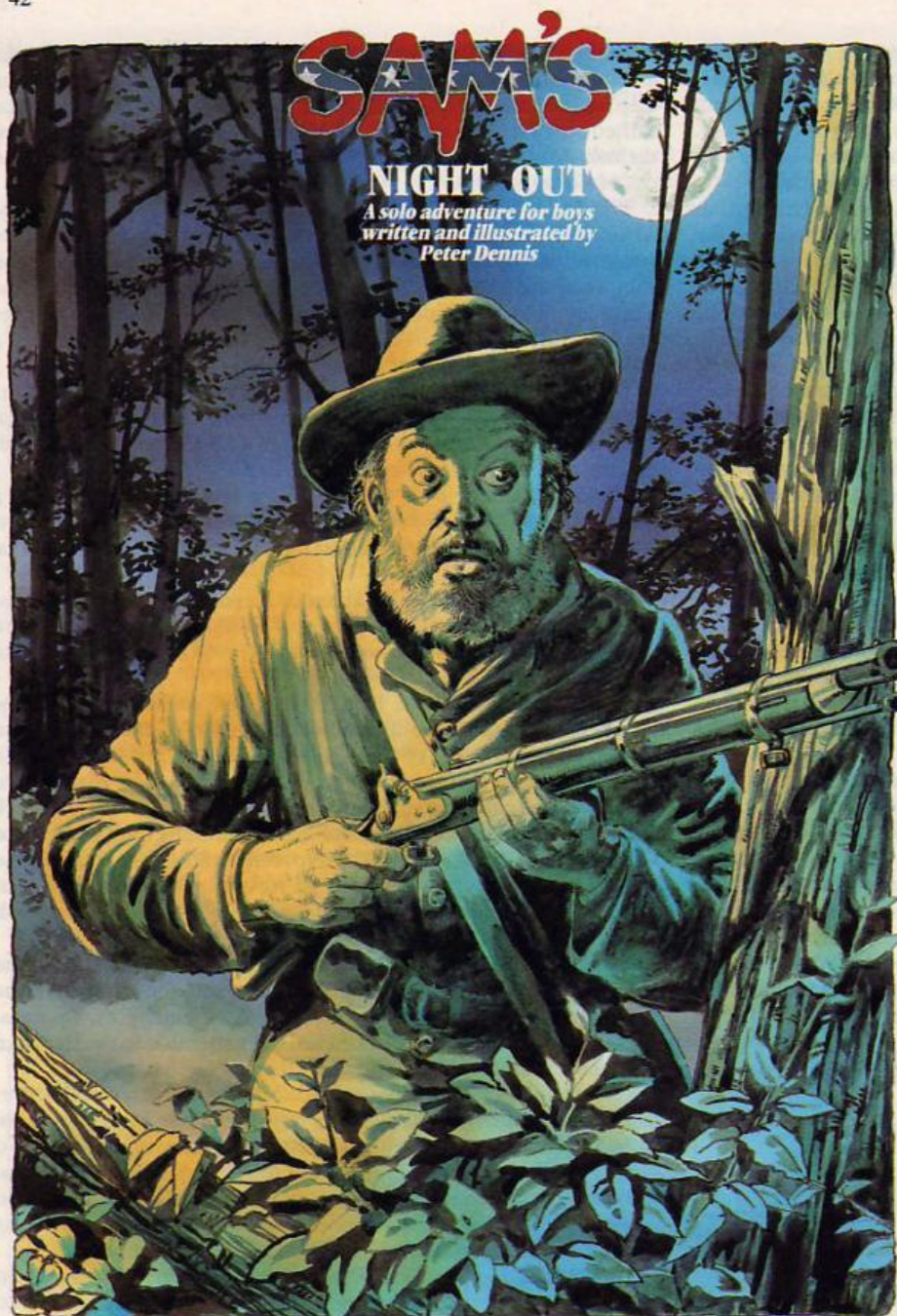
Embarrassed by their victory the Allies, nonetheless, enforced the armistice and Greece gained her independence. Good relations, of a sort, were restored with Turkey. In the Speech from the Throne the following year William IV was induced to describe the battle as an "untoward event." More than one observer noted he winked as he said it.

Wargaming Navarino

The number of ships involved make this a club game for several players – each pooling their ships to make up the respective fleets. The transports do not need to be represented. Under most rules the Allies, with the most powerful ships and better crews, have the advantage. I would suggest two possible ways to even the odds.

Firstly, some system of chance cards or dice throws to allow the Turks to open fire at an earlier stage. The Allies will find their task a good deal more difficult if they have to enter the harbour and manoeuvre into position under fire. In any reflight there is, of course, no reason why the Turks and Egyptians cannot raise anchors and manoeuvre themselves.

Another way to stage the game is to place the most experienced players in command of the weaker Turco-Egyptian fleet and, if possible, put novices in charge of the Allies. This should even up the odds and, if the Allies succeed, win a few more converts to naval wargaming.



Do you decide to carry on without the countersign and hope you don't meet any sentries? **Go to 8**

Do you try your usual method of getting the password? **Go to 9**

3 You come across a team of men carrying long, black-painted logs towards the front line. You step onto the road and say 'Hey, boys where are you takin' them things?' The front man on the first log eyes you up and down and spits baccy onto the corduroy 'Oh', says he, 'We 'uns is the new artillery, cain't ye hear the harness jingle?' At this the other men start chanting 'Jingle, jingle. Clip, clop!'

You are thinking what all this could mean when you see a body of men marching towards you. They have seen you.

Do you make a run for it? **go to 51**

Do you stay where you are? **go to 21**

4 Bullets split the branches around you but you are unhurt. The patrol does not follow you off the road and you press further on into the woods.

Go to 24

5 You glare at each other over the muzzles of your guns. You notice with horror that his is a damned Henry rifle. He has sixteen shots to your one!

Do you fire? Throw a D6 **1234 go to 49**

56 go to 36

Do you lower your gun? **go to 44**

6 You stay in your place for a while until things seem quiet. The sentry doesn't seem to be anywhere around so you creep out of your hiding place straight into the arms of the provost guard who came to see what all the noise was about. You are taken without ceremony to General Williams' Headquarters.

Go to 12

7 The courier stops the Guard and says 'I'm suspicious of this man, but I haven't time to investigate him myself, I leave him in your hands.' With this he rides off.

Go to 38

The Civil War is drawing to its painful conclusion in the west. Atlanta has fallen to the Yankees and Hood's troops have just helped to evacuate the civilian population of that battered city across the Confederate line. Your part of the army lies in the area of Jonesboro. The Union army's line is about half a mile away across wooded country.

As you progress through this short game you will be given bits of information as to what may be happening over the Union line. The object of the game is to form a picture of what you think is happening and get back over to the Rebel side.

If and when you get back jot down the report you might make and check your conclusions with the 'solution' at the end.

You are corporal Sam Watkins of the Maury Greys, company H of the First Tennessee Infantry. You are a veteran of many battles and marches over nearly four years of hard fighting.

You have been detailed as a regular scout, which you prefer to the dull routine of camp life. The Yankees are quiet at the moment and John B. Hood (who you believe has been completely shorn of limbs apart from his right arm) wants to know what they're up to. You are ordered to scout the enemy position and to report back with any information about his intentions that you can gather.

It is around ten o'clock. You load your musket and make your way through the darkness towards the Union line.

1 As you pick your way through the trees every log and stump is transformed in the moonlight, seeming to be the humped form of a Yankee picket. More than once you find yourself freezing as you see what looks like a figure amongst the trees. A murmur of voices a little way ahead brings you to a halt.

Do you approach the voices? **go to 11**

Do you make your way around them and continue? **go to 18**

2 As you walk through the moonlight into the Yankee camp you start to feel a little trapped. You don't have the countersign and should you be challenged by a sentry you would be in trouble. There is a well tried method of getting the word but it could be risky.

8 You can sense that something is in the air as you prowl through the yankee camp. There seems to be too much activity for that time of night. Instead of relaxing, the men seem to be clearing their pup tents and forming up.

If you wish to go back and report on the basis of what information you have gathered so far **go to 37**

If you wish to carry on investigating **go to 3**

9 Soon you see a General's tent ahead. You see a courier come out and mount his horse. As he comes towards you you step out into the road and say 'Halt! Who goes there?' The rider stops and leans over to speak to you.

Throw a D6 **1234 go to 53**

56 go to 19

10 'Captain, what guard is this?' You ask, flattering the two privates. 'Nein bocht, you bet', answers one of them, smiling. 'What regiment are you from? You try again. 'Ben bicht mir ein reifel fab bien', he says. 'What regiment is your detail from?' You shout this, leaving a clear second between each word. 'let du mein got Donnermetter stefel switzer', nods the fellow. These are clearly Dutch persons. You would like to shoot the idiotic pair, but instead you turn away and head towards the main line.

Go to 18

11 You creep silently up to a position from which you can just make out the shape of two Yankees muttering to themselves and smoking cigars. They don't seem to be very alert so you circle them and come upon them from the Yankee side. Both armies have been campaigning hard, and dirty tattered uniforms are the order of dress everywhere. You walk up to them confidently.

They are lounging comfortably on a leafy bank and look round with mild surprise as you approach.

Do you lower your rifle and try to capture them? **go to 28**

Do you speak to them in a friendly way? **go to 10**

12 You are marched into the General's tent. He looks round and asks, 'What have you there, a prisoner or a deserter?' The guard answers 'A prisoner, Sir.' 'From what command?' asks General Williams. The guard cannot answer this one and the General turns to you.

Do you co-operate and tell him all he wants to know? **go to 17**

Keep a tight lip? **go to 29**

13 At first light a guard opens the door. You are marched out to join a squad of Confederate prisoners. Later you are put on a train and taken to a foul prison camp where you spend the remaining few months of the war. Unlike many of your companions, you survive.

14 A bullet whistles past your ear and clips a chunk out of the door-frame as you dive out into the night. You are pretty careful not to go anywhere near a living soul as you pick your way back towards the line of entrenchments.

Go to 37

15 You see the bullet hit the ground ahead of you and you run even faster into the darkness. After a while you slow down and carefully make your way back towards the front line.

Go to 37

16 You lie in the room listening to the sentinels calling the hours. Sleep is impossible. You examine the room for a means of escape. The window is secure but you think that the door lock may be possible to unscrew. There is a sentry at the main door downstairs though.

Do you try to escape? **go to 40**

Stay put and await the morning? If you came here **via 29 go to 30**

by 17 go to 13

17 You answer all the General's questions and satisfy him that you are a genuine uniformed soldier and not a spy. You tell yourself that what information you have given must be known to them already, so no harm done. 'Well, son', says the General at last, 'You're a prisoner of war, now.' You are taken to the provost marshal's office in a large, white house and locked in an upstairs room.

Go to 16

18 You push on over gently rising ground. Ahead you can see the Union breastworks dark against the skyline. Bivouac fires cast a dull glow behind them and as you get closer you see a man sitting on a stump grinding coffee. You are right up to the line of entrenchments now and you quickly climb over unobserved.

Do you speak to the man **go to 27**

Do you slip past him and head deeper into enemy territory? **go to 2**

19 The officer frowns at you. 'You weren't here when I passed a little while ago', says he. 'What's your regiment?' Your mind races through the Yankee regiments you have heard of. 'One hundred and twenty-seventh Illinois', you reply.

Throw a D6 **123 go to 32**

456 go to 53

20 The sergeant looks closely at you. 'It's a strange place for a courier to come to,' he says. Then he shrugs and the patrol marches on. You breathe a deep breath of free air and slip away into the night to carry on your exploration.

Go to 8

21 The officer in charge of the patrol says 'Are you No.200?'

Do you answer yes? **go to 33**

Or no? **go to 26**

22 As you dash forward from your hiding place the sentry, unhurt and alerted to your position, fires. The first shot kills you instantly, which is a mercy because the soldier empties the rest of his magazine into your inert form. C'est tout, as they say in Eu.



23 Bullets zip past your head as you dive off into the cover. The bastard is coming after you! Do you:

Wait in hiding and reload? (If you fired) **Go to 50**

Keep running **Go to 41**

24 You stumble onto a wide road. A column of infantry in full marching order is heading rearwards. You step back into the trees and watch as a battery of artillery, then another passes you. There seems to be no end to them.

Do you want to head back now? **Go to 37**

Do you want to carry on? **Go to 43**

25 You go forward and give the countersign. 'Pass friend,' says the sentry, 'We gotta be awful careful tonight, what with the pullin' back an' all.' You go past the sentry and slip into the trees. So that's what all the activity is about you think, and turn toward the entrenchments.

Go to 37

26 'Then give me the countersign, sir!' Says the officer.

If you know the countersign **go to 48**

If you don't **go to 33**

27 You pretend to be lost. 'What regiment is this?' You ask. 'General McCook's brigade, be jabbers,' answers the man. He is clearly an Irish person. 'Where's the General's headquarters?' You ask. In a rich brogue he tells you that McCook is over beyond a line of trees about three hundred yards away. You thank him and as you turn to go you notice that men are bringing large quantities of wood for the bivouac fires and making quite large fuel stores beside each fire.

Go to 2

28 The Yankees throw up their hands and look petrified as you draw down on them. 'Git movin,' you growl and they stumble through the darkness to the Confederate line. You take them to General Cleburne and you feel pretty pleased with yourself. When the General questions your trembling captives they turn out to be Germans who can't speak any English at all. Cleburne thinks that this is some kind of joke that you are playing on him and has to be restrained from attacking you. He glares at you scarlet-faced and says, through clenched teeth, 'Git back over to that Yankee line and bring me some information I can use, or don't come back!'

Red faced, you start again **go to 1**

29 'What is your name?' General Williams asks. 'General, if that would be any information I would have no hesitancy in giving it,' you say, drawing yourself up to your full height. 'But I claim your protection as a prisoner of war. I am a private soldier in the Confederate States army, and I don't feel authorized to answer any questioned you may ask.' Williams looks at you with a quizzical expression on his face and says, 'That is the way with you Rebels. I have never yet seen one of you, but thought what little information he might possess to be of use to the Union forces.'

'He ain't no reg'lar General.' A rough-voiced Yank puts in. 'He's a scout or spy.'

'Aha! a guerilla.' General Williams' voice sounds final. 'Take him away, we'll deal with him in the morning.' You are marched to the provost marshal's office and locked in an upstairs room in a large white house.

Go to 16



30 At first light a guard comes for you. You are marched out with what you soon learn is a firing party, into a clearing in the trees behind the house. You proclaim loudly that you are a regular private, but the officer won't listen, says that you are a guerilla and a spy and has you tied to a tree.

You are shot. Hey ho, could have been worse. At least you don't have a family to starve without you.

31 You drop behind an armchair in the dark room and don't make a sound. The sentry comes into the hall and glances into your room but does not see you. After a while he resumes his beat. You find that there is a sash window which will move if you use all your strength. You heave at the sash which flies up with a terrific bang. You jump out into the night.

Throw a D6 **1234 go to 39**
56 go to 52

32 The officer clearly isn't satisfied with this answer. "Who put you on duty here soldier, and for that matter, what is the counter-sign, eh?" As you try to think of answers to these questions a patrol of the provost guard marches into view.

Go to 7

33 'Fall in!' orders the officer sternly, and before you know where you are, you are marched to the headquarters of General Williams under guard.

Go to 12

34 "Indeed, Sir," says the sergeant. "Then what is the countersign?" You mutter something about always having had a poor memory, but the sergeant claps his hand on your shoulder and you are marched under guard to the headquarters of General Stephen Williams.

Go to 12

35 The crash of your shot echoes through the trees. When the smoke clears the sentry has vanished.

Do you move on?

Throw a D6

12 go to 22

3456 go to 42

Stay hidden? **go to 6**

36 Your shot misses! You turn and run. You hear shots.

Throw a D6 **123 go to 47**

456 go to 23

37 You walk casually to the trench line. Everywhere you look troops are preparing to move. Silently and purposefully they form ranks. Within ten minutes you are across both lines and you are walking up to General Pat Cleburne's tent. You can congratulate yourself on having survived a dangerous duty, but what can you tell the General. The Yankees are up to something, but have you found out what it is?

Write down what you think, from your experiences, the Yanks are up to and check it against the last paragraph.

38 "What Regiment do you belong to?" Asks the sergeant in command of the guard patrol. 'One hundred and twenty-seventh Illinois' You reply. "Well, Sir, fall in here; I am ordered to take up all stragglers. Fall in, fall in promptly!" You rapidly make up a story. "I am instructed by General McCook to remain here and direct a courier to General Williams' Headquarters," you say boldly.

Throw a D6 **123 go to 20**

456 go to 34

39 You hit the ground and hare into a fringe of trees. Nobody seems to have noticed the noise and with great care you move towards the Union trench line.

Go to 37

40 Things seem to be quiet now. You unscrew the lock with your knife and step out onto the landing. You can see an upper and a lower hall with a sentry pacing the upper one, nearest to you. You must get past him to get out of the door. You wait until he is at the point in his beat which will give you most time to slip by, then you nip across the hall and start going down the steps to the lower hall. The second step creaks loudly and you hear the sentry halt. You dash down the stairs. At the end of the hall the door is open to the outside, just at your left hand another door is ajar and the room seems dark. The sentry is running behind you.

Do you run down to the door at the end of the hall?

Go to 45

Do you slip into the room on your left?

Go to 31

41 You stumble on through the thin belt of trees. Yankees are everywhere preparing to march. Your pursuer seems to have given up the chase and you mingle with the men as you make your way to the trench line.

Go to 37

42 Maybe you hit the sentry! He doesn't fire anyway, so you quickly make your way towards the trench line.

Go to 37

43 A voice suddenly rings out just in front of you. "Halt! Who goes there?" A sentry levels his musket at you.

If you have the countersign **go to 25**

Do you level your own gun? **Go to 5**

Do you turn and run? D6 **123 go to 47**

456 go to 23

44 The sentry holds you for a while at gunpoint, then a provost guard takes you to General Williams' Headquarters.

Go to 12

45 You are almost at the door when the sentry yells "Hey!" BANG!

Throw a D6 **1234 go to 54**

56 go to 14

46 The Minié ball thuds into you, hurling you to the ground. You are not dead though and you are put into the care of a medical team who probe for the ball with infected instruments. After a few days of delirium you peg out. If you think that's hard on you, just think how the poor devils it really happened to must have felt! Game over.

47 You feel a terrific blow and your knees buckle. Tough luck Sam, now the Maury County Greys will only have five survivors instead of six.

Game over, as they say.

48 The patrol marches off down the road. Do you wish to head back and report what you know? **Go to 37**

Do you wish to carry on snooping? **Go to 24**

49 The sentry is flung backwards as the buck and ball takes him in the chest. You turn and run towards the line.

Go to 37

50 You reload clumsily. (You fired in the dark.) Soon the shape of the sentry is seen about twenty yards to your right.

Do you draw down on him and shoot? **Go to 35**

Stay hidden? **Go to 6**



51 "HALT!" Shouts a voice. Nothing is further from your mind and you plunge on into the trees. BANG! BANG!

Throw a D6 1234 go to 4
56 go to 47

52 The sentry at the front of the building is about twenty yards away and has turned on hearing the noise. You duck and weave as you run towards some trees. He fires.

Throw a D6 12345 go to 15
6 go to 46

53 The officer whispers "United" and straightens in his saddle. "Pass friend!" You say, and he rides off into the darkness. You

have the counter-sign and continue your exploration of the camp.

Go to 8

54 You feel a hammer-blow between your shoulder blades, then the lights go out. Should have gone into that other room, shouldn't you?

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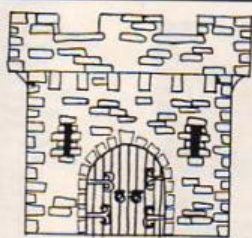
Historical note.

These adventures of Sam Watkins are based on two episodes from *Co Aytch*, his memoirs, with fictional bits for what didn't happen to him. He never had the luck to discover a major enemy movement. If you did - Well done, treat yourself to an extra ration of hard tack and green corn.

'Co. Aytch' Sam R. Watkins, Collier Books, Macmillan, New York 1962.

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| SS27 | (L) Burmese/Khmer Infantry Spearmen | 12p |
| SS28 | (O) Burmese/Khmer Light Infantry | 12p |
| SS29 | (L) Khmer Maiden Infantry | 12p |
| SS30 | (L) Khmer Regular Infantry | 12p |
| SS31 | (L) Khmer Cavalry | 24p |
| SS32 | Khmer Elephant with warrior astride | 35p |
| SS33 | Khmer Elephant with Howdah | 35p |
| SS34 | (C) Tibetan SHC | 24p |
| SS35 | (L) Tibetan Medium Cavalry | 24p |
| SS36 | (L) Nepalese Infantry Archers | 12p |
| SS37 | (L) Tibetan and Nepalese Generals | 24p |
| SS38 | 10 Assorted Asian Standards | 24p |

Landsknechts (all at 28p)

- | | |
|-----|--|
| R7 | Arquebuser in slimline tights and puff sleeves |
| R8 | Crossbowmen in slimline tights and puff sleeves |
| R9 | Pikeman (upright) in slimline tights and puff sleeves |
| R10 | Arquebuser in pluderhosen |
| R11 | Crossbowmen in pluderhosen |
| R12 | Two-handed swordsman in pluderhosen |
| R13 | Pikeman advancing (slanted) in pluderhosen |
| R14 | Halberdier in fluted breastplate & pluderhosen |
| R15 | Two-handed swordsman in fluted breastplate & pluderhosen |
| R16 | Front rank pikeman (levelled), in fluted breastplate & pluderhosen |
| R17 | Officer |

Early-Mid 1500's Europeans (all at 28p)

- | | |
|-----|---|
| R18 | Arquebuser in tight jacket, puff sleeves, knickerbockers & hose |
| R19 | Arquebuser in tight jacket, puff sleeves, knickerbockers & hose |
| R20 | Pikeman advancing (slanted), in tight jacket, puff sleeves, knickerbockers & hose |
| R21 | Sword and buckler man in 3/4 plate and pantaloons |
| R22 | Front rank pikeman (levelled) in 3/4 plate and pantaloons |
| R23 | Officer |

Late 1500's Europeans (all at 28p)

- | | |
|-----|--|
| R24 | Musketeer in buff coat, slash sleeves and pantaloons |
| R25 | Pikeman receiving (slanted), in breastplate over buff coat |
| R26 | Front rank pikeman (levelled), in breastplate with tassets |
| R27 | Archer in English jack over buff coat |
| R28 | Polearm man in English jack over buff coat |
| R29 | Officer |

1600-1660 Europeans (all at 28p)

- | | |
|-----|--|
| R30 | Musketeer using sword and carrying musket, in tabard |
| R31 | Musketeer in buff coat and stocking hose |
| R32 | Pikeman (upright) in buff coat and stocking hose |
| R33 | Musketeer in breastplate, over buff coat |
| R34 | Pikeman receiving (slanted), in breastplate over buff coat |
| R35 | Front rank pikeman (levelled), in breastplate with tassets |
| R36 | Scottish highlander |
| R37 | Scottish pikeman |
| R38 | Scottish musketeer |
| R39 | Disarmed dragoon |
| R40 | Officer |

Cavalry 1480-1600 (all at 70p)

- | | |
|-----|--|
| R41 | Gendarmes charging in full plate |
| R42 | Gendarmes charging in full plate with skirts |
| R43 | Cuirassier in 3/4 plate, firing pistol |
| R44 | Cuirassier in 3/4 plate with tassets, charging with sword |
| R45 | Early officer |
| R46 | Early general |
| R47 | Reiter pistolier in buff coat and chainmail sleeves, shooting pistol |
| R48 | Reiter pistolier in buff coat and chainmail sleeves, charging with sword |

- | | |
|-----|--|
| R49 | Heavy/Medium cavalry (hat) in buff coat and long boots, shooting pistols |
| R50 | Heavy/Medium cavalry (helmet) in buff coat and long boots, charging with sword |
| R51 | Heavy/Medium cavalry (helmet) in breastplate and long boots, shooting pistols |
| R52 | Heavy/Medium cavalry (hat) in breastplate and long boots, charging with sword |
| R53 | Heavy/Medium cavalry (hat) in buff coat and pantaloons, charging with sword |
| R54 | Heavy/Medium cavalry (helmet) in buff coat and pantaloons, charging with lance |
| R55 | Heavy/Medium cavalry in breastplate and pantaloons with lance |
| R56 | Lancer in full mail coat, charging |
| R57 | Later officer |
| R58 | Later general |

Ottoman Turks 1400-1606

- | | | |
|-----|---|-----|
| R59 | Irregular infantry with bow | 28p |
| R60 | Irregular infantry with arquebus | 28p |
| R61 | Irregular infantry with sabre and buckler | 28p |
| R62 | Irregular infantry with spear and shield | 28p |
| R63 | Infantry officer with sword | 28p |
| R64 | Infantry standard bearer | 28p |
| R65 | Janissary Bowman | 28p |
| R66 | Janissary arquebuser | 28p |
| R67 | Janissary polearm man | 28p |
| R68 | Janissary officer | 28p |
| R69 | Janissary standard bearer | 28p |
| R70 | Household spahi cavalry | 70p |
| R71 | Unarmoured spahi cavalry | 70p |
| R72 | Armoured spahi cavalry | 70p |
| R73 | Cavalry officer | 70p |
| R74 | Cavalry standard bearer | 70p |
| R75 | Deili light cavalryman | 70p |
| R76 | Mounted general | 70p |
| R77 | Tartar light cavalry | 70p |
| R78 | Islamic Persian heavy cavalry | 70p |
| R79 | Islamic Persian extra heavy cavalry | 70p |
| R80 | Persian foot archer | 28p |

Late 1400s & Early 1500s (all at 28p)

- | | |
|----|--|
| R1 | Guard halberdier in scalloped skirt and puffed sleeves |
| R2 | Handgunner in tight hose and puffed sleeves |
| R3 | Crossbowman in tight hose and puffed sleeves |
| R4 | Pikeman advancing (slanted) in tight hose and puffed sleeves |
| R5 | Front rank pikeman (levelled) in 3/4 plate |
| R6 | Officer |

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Union Infantry

- | | |
|-------|---|
| ACW1 | Officer - Kapi |
| ACW2 | Standard Bearer - Kapi |
| ACW3 | Open order advancing blanket and kapi |
| ACW4 | Open order advancing haversack and kapi |
| ACW5 | Close order advancing haversack and kapi |
| ACW6 | Close order advancing blanket roll and kapi |
| ACW7 | Artillery crew - kapi (4 figures per set - 40p) |
| ACW10 | Prone, crawling, kapi |

Confederate Infantry

- | | |
|-------|---|
| ACW11 | Officer (slouch hat) |
| ACW12 | Standard Bearer - slouch hat |
| ACW13 | Open order advancing blanket roll - slouch hat |
| ACW14 | Close order advancing blanket roll - slouch hat |
| ACW15 | Close order advancing high port - slouch hat |
| ACW16 | Artillery crew - slouch hat (4 figures per set - 40p) |
| ACW18 | Prone, crawling, slouch hat |

Skirmish Series Infantry

- | | |
|-------|--|
| ACW19 | Kapi, firing |
| ACW20 | Kapi, loading with ramrod |
| ACW21 | Kapi, advancing with hand in cartridge pouch |
| ACW22 | Slouch hat, firing |
| ACW23 | Slouch hat, loading with ramrod |
| ACW24 | Slouch hat, advancing with hand in cartridge pouch |
| ACW25 | Kapi, kneeling, firing |
| ACW26 | Kneeling, firing, slouch hat |
| ACW27 | Prone, firing, kapi |
| ACW28 | Prone, firing, slouch hat |

Infantry

- | | |
|-------|-----------------------------|
| ACW29 | Butternut, charging/running |
| ACW31 | Butternut, advancing |
| ACW32 | Drummer boy, kapi |
| ACW33 | Drummer boy, slouch hat |

Cavalry

- | | |
|-------|--|
| ACW34 | Set of Generals & staff (5 mtd pieces) - £1.00 |
| ACW35 | Trooper or Officer, sword raised, kapi |
| ACW36 | Guidon, kapi |
| ACW37 | Guidon, slouch hat |

Artillery

- | | |
|-------|--|
| ACW38 | Sabre in hand, kapi |
| ACW39 | Sabre in hand, slouch hat |
| ACW40 | Sabre raised, carbine on back, kapi |
| ACW41 | Shotgun, slouch hat |
| ACW42 | Trooper or Officer, sword raised, slouch hat |
| ACW43 | Bugler, kapi |
| ACW44 | Disarmed trooper, kneeling, firing, slouch hat |
| ACW45 | Disarmed Officer, kapi, firing pistol |
| ACW46 | Disarmed Officer, slouch hat, firing pistol |
| ACW47 | Disarmed Trooper, kneeling, firing, kapi |
| ACW48 | Disarmed Trooper, standing, firing, kapi |
| ACW49 | Disarmed Trooper, standing at the ready, kapi |
| ACW50 | Disarmed, standing, firing, slouch hat |
| ACW51 | Disarmed bugler, bugling, holding carbine |

Horses

- | | |
|-------|---------------------------|
| ACW52 | Parrot Field Gun - 35p |
| ACW53 | Whitworth Field Gun - 35p |
| ACW54 | Walking |
| ACW55 | Walking |
| ACW56 | Standing |

SCYTHIANS

Cavalry

- | | |
|------|--|
| SC1 | Noble, heavy, spear, bow, pelta |
| SC2 | Archer, unarmoured, firing bow |
| SC3 | Archer, unarmoured, drawing bow |
| SC4 | Archer, unarmoured, holding bow |
| SC5 | Archer, (officer), unarmoured, firing bow, Lamellar plastron |
| SC6 | Noble, heavy, Lamellar armour, Greek helmet, spear, bow, shield |
| SC7 | Noble, extra heavy, splint armour on legs, spear, bow, oblong shield |
| SC8 | Archer, unarmoured, bow, throwing javelin |
| SC9 | Standard bearer, extra heavy, horse tail standard |
| SC10 | Noble/Sub General, extra heavy, Lamellar armour on legs, spear, bow, oblong shield |
| SC11 | King, holding severed Macedonian head |

Horses

- | | |
|-----|---------------------------|
| SH1 | Trotting |
| SH2 | Cantering |
| SH3 | Running |
| SH4 | Half Armoured Trotting |
| SH5 | Rearing (General's horse) |

Infantry

- | | |
|-----|--|
| SF1 | Warrior, unarmoured, throwing javelin, shield |
| SF2 | Warrior, unarmoured, thrusting javelin overarm, shield |
| SF3 | Archer, unarmoured, drawing bow |
| SF4 | Archer, unarmoured, firing |
| SF5 | Archer, unarmoured, drawing bow, bare headed |
| SF6 | Maotian subject warrior, unarmoured, axe, bow, shield |
| SF7 | Maotian subject warrior, unarmoured, javelin, shield |
| SF8 | Maotian subject archer, drawing bow |

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- IM.8. INFANTRY IN FLANNEL SHIRT FIRING.
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The Secretary of the **NOTTINGHAM WARGAMES CLUB** has a new address. Any correspondence should be sent to: T.L. Allen, 28 Thistledown Road, Clifton, Nottingham, NG11 9DP.

THE CITY & EAST LONDON MODEL MAKERS CLUB. Chairman: now Mr G. (Bill) Elvin, 74 Crondall Court, Pitfield Street, London, N1. Treasurer: now Mr K. Ives, 31 Woodsford, Portland Street, London, SE17. Open Day: now to be held at the Rose Lippman Centre, Downham Road, Hackney, London, on Saturday 12th December 1987. Comprising Model Competitions, Club displays, trade stands, wargaming displays, Bring & Buy stall and refreshments. Meetings have temporarily ceased until we find a new venue, but the Club is not closing down. The Open Day will be open to the public from 10am to 5pm at the same place as last year, and a small admission charge will be made. This year we have doubled the show floor space in order to meet a need for a larger Wargames involvement.

THE BLEW REGIMENT is a member of the Sealed Knot Society, which was formed to re-create the desperate times of the English Civil Wars. Our Regiment is part of the Parliament's Army and we are in need of new members to swell our ranks of musket and pike. Camp followers are also desperately needed for battles as well as "Living History" events. Please contact: Janet Howells, 383 Sidcup Road, Eltham, London, SE9 4EU.

SALISBURY OLD GUARD WARGAMES GROUP meets weekly to refight Napoleonic 1813 campaign. It takes place in the comfort of our permanent wargames room. Battles are fought on our purpose built 12' x 6' table using 1,000 plus figures per side. Both experienced and novice players over 18 years of age are welcome. Further details from: Paul or Jan Leniston on Salisbury (0722) 24272.

CONTACTS

WARGAMER RECENTLY MOVED TO CHELTENHAM seeks local opponents to play boardgames or miniatures (particularly "Command Decision"). Any period considered. Contact: Andrew Nicoll, Flat 2, 20 Clarence Square, Cheltenham, Glos, GL50 4JP.

KEITHLEY AREA. Any Wargamer's interested in forming a new Wargames Club please ring Chris on Keighley 664681 (evening).

OPPONENTS WANTED IN GLOSSOP AREA for 15mm Napoleonic. Phone Glossop (04574) 68971 (Charles).

FORTHCOMING EVENTS

MARCHER 87 - Saturday December 5th at Shrewsbury. Telepost Hall on Town Walls is the venue with doors opening at 9.30. Display and Participation Games. Refreshments available and a Bar will open. Further details & trade stand requests to: E.P. Glover, Bow-Wyn, Pant, Oswestry. Tel (work) Shrewsbury 241291.

SALUTE '88 will be a one day event as in previous years, with the extra space that we hired last year when we had well over 2700 attendees who had come to see the 37 traders, 27 different clubs & societies and 30 games that were on display. SALUTE '88 will be held at Kensington Town Hall, Hornton Street, London, W8 on Saturday 16th April 1988. The hall will be open to the public from 10am to 5pm. As with recent Salutes, the emphasis will be on participation games.



PICTURE REVIEWS

Above: **Skytrex's** Triton 1/1200th HMS *Warrior*, early ironclad battleship, painted and rigged by John Westwood. It remains to be seen whether naval wargamers will take to filling the "gap" between 1815 and 1914 (ACW excepted). Certainly the vessels of that century are more interesting, because more varied, than what came before or after. Possibly this lack of homogeneity makes it a more daunting prospect for manufacturers – who would need to produce a greater range of models. Hopefully HMS *Warrior* will provide inspiration for gamers and manufacturers to develop this period further.

Below are some of the 20mm modern figures from **Hotspur** designer Dave Allsop. Hotspur do a large variety of Twentieth century figures, covering more unusual theatres such as Chad, Spanish Civil War, Lebanon, 1982, Northern Ireland, and urban unrest in Britain and the USA. More of these in future issues.



Hotspur, as the firm's name and logo imply, also do a very large range of medieval figures and equipment, with some unusual items such as the artillery accessories set portrayed here. The range includes, for instance, nine different crossbowmen and six different hand gunners, allowing a great variety of poses in one's armies without need of too much conversion work.



These excellent **Essex** 25mm Napoleonic (opposite) have been on the market for quite a while. Newer to the scene is the painter of these particular models, Richard Lowles of **Brothers in Arms** (see classified ads). Not cheap, but good value for money.



Also from **Brothers in Arms** are these superb **Dixon Miniatures** samurai. Trev Dixon is to samurai what Len Hutton was to Yorkshire cricket, and it's whispered under the flat 'ats in 'uddersfield that when Trev talks of designing a new samurai master Mrs Dixon immediately cuts out his staple diet of Yorkshire pudding, tripe and onions and gives him raw fish instead. After a couple of weeks of this inspiring diet a superb new figure is knocked out in ten minutes.



