

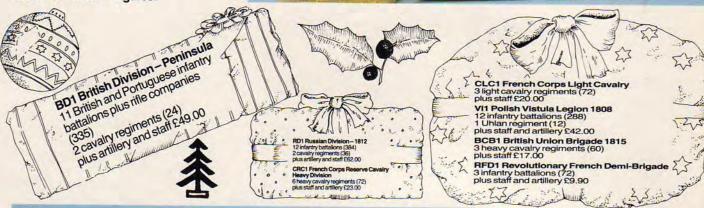
Number 4 December 1987

THE BATTLE HONOURS CHRISTMAS HAMPER



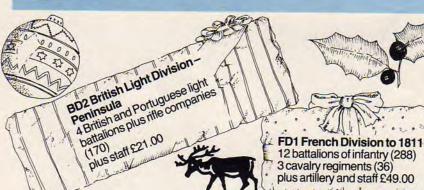
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LIMBERING UP FOR CHRISTMAS

Plenty to fill the Xmas stockings this month with 21 new SUPERSETS, 10 new SUPERUNITS and 10 new BATTALION PACKS. Included amongst them we have the first artillery limber set consisting of 6 draught horses, drivers and limber created in the usual impeccable style by Anthony Barton. For fun we have introduced a Peninsula Ox Cart set consisting of two oxen, cart and driver which can be piled high with dead, wounded or plunder. Lots of new artillery pieces and crew this month with some rather nice Poles in czapskas. For the French 1812 enthusiasts we offer a set of dead, dying and otherwise indisposed Russians. To refresh your memories we'll list the complete SUPERSET range with the new additions. Remember all artillery sets come with 4 crew.

Spanish Guerillas SS02 Company Baggage Train (3 mules, packs and muleteer) SS03 British 9lb Cannon Loading SS03F British 9lb Cannon Firing SS04 British 6lb Cannon Loading SS04F British 6lb Cannon Firing SS05 French 8lb Cannon Loading SS05F French 8lb Cannon Firing SS06 French 12lb Cannon Firing SS06F French 12lb Cannon Firing SS07 Russian 12lb Cannon Loading SS07F Russian 12lb Cannon Firing SS08 Russian 20lb Howitzer Loading SS08F Russian 20lb Howitzer Firing SS09 British Staff Set SS10 French Staff Set SS11 Royal Horse Artillery SS12 French Howitzer Loading

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SS18 Russian Casualty Set SS19 Peninsula Ox Cart

SS20 French Limber and Team

SS21 Polish 6lb Artillery SS22 Polish 12lb Artillery

SS23 Polish Artillery with Howitzer

SS24 French Revolutionary Artillery with Light Gun

SS25 French 6lb Loading SS25F French 6lb Firing

SS26 Late French/Confederation 6lb Artillery

SS27 Late French/Confederation 8lb Artillery SS28 Late French/Confederation 12lb Artillery

SS29 Late French/Confederation Howitzer

SS30 French Guard Horse Artillery SS31 French Guard Horse Howitzer

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SS2, 9, 10, 15 and 19 are £1.25, SS20 is £2.25 and the others are £1.00

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Plus we now have the French FC26 Carabinier Officer, FC27 Trumpeter, FC29 Line Lancer Officer, FC30 Line Lancer Trumpeter.

There that should give you something to study over your Xmas pudding and, if you have any Christmas bonus left we are now selling PETER GILDER'S excellent Napoleonic Rules 'IN THE GRAND MANNER' price £3.95 including p&p*. If you need details of our complete FRENCH, BRITISH, AUSTRIAN, PORTUGUESE, CONFEDERATION, PRUSSIAN, RUSSIAN, BAVARIAN, POLISH, ANCIENT, SUPERNUMARY, SUPERSETS, BATTALION PACKS, BUILDINGS or GEOHEX (phew!) then send for our illustrated CATALOGUE £2.50 inc. postage*. Meanwhile, have a good Christmas.

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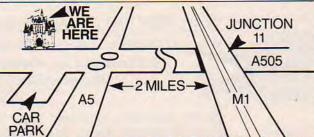
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Opening Shot

Not a lot of space this month as - whilst it's still October at the time of writing - this is the Christmas issue and the magazine has been overrun by an uncontrolled advance of fanatic advertisers, led by the Gaesati of Games People Play (four pages, no less!) and the Bashi-Bazouks of Battle Honours (pipped by a half page). We also welcome several new advertisers, some just starting out on the business side of the hobby.

Hopefully your Christmas coffers will be sufficient to support them all, new and old alike.

We've again upped the number of pages to 60, so there's still room for a few articles!

Happy Xmas, DM.

Ian Weekley

Anthony Tucker

*WI 5 - the January 1988 issue - is due to be published 17th December '87 and will include an interesting set of rules for the Franco-Prussian and Russo-Turkish Wars by Richard "Drums along the Watusi" Brooks.

PS. Binders for 12 issues of WI will shortly be available at £4.50 post paid.

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The Battle for Normandy

An ECW defence

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

Front cover. Dutch Grenadiers of Napoleon's Imperial Guard. Essex Miniaturess 25's from the collection of Alan Miggin. The lovely buildings are by a talented chap from Nottingham, currently studying in London, who should get in touch with the editor about the rest of the village!

Back cover (top): Chariot Miniatures 15mm Summerians painted by the stylish Sue Maidment of the A.1 Painting Service. The Tel is from Total System Scenic and the tenements on top are from the "they seem to be everywhere" Hales Models. (Is Skelmersdale the centre of the Universe?)

(Below): An old Minifigs 15mm Assyrian army, much converted and brilliantly painted by John Blanche (in the days before he was carried off by goblins!).

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MAR16	unic Wars Hastati	MA11 MA12	Dacian Infantry Visigoth Infantry	MFN1 MFN27	French Grenadiers French Grenadiers Attacking	MRN10 MRN1	General Staff Russian Grenadiers	Ancient Rules 7th ed (£3.50) Army lists 3000BC-75AD (£2.50)
MAR17	Principes	MA22	Ostrogothic Archers	MFN33	French Grenadiers in Greatcoets	MRN13	Russian Grenadiers Attacking	Army lists 55BC-1000AD (£2.50)
MAR18	Triares	MA14	Gothic Cavalry	MFN14 MFN26	French Fusiliers	MRN7 MRN14	Pussian Musketeers Pussian Musketeers Attacking	Army lists 1000AD-1485AD (£2.50)
MAR19 MAR20	Veites Criszen Cavairy	MA13 MA15	Hun Cavairy Samatian Cataphracts	MFN28	French Fusiliers Attacking French Fusiliers in Greatcoats	MRN2	Russian Jaegers Skirmishing	Renaissance rules (£2.50) Rules for 1685–1845 (£2.50)
		MA16	Ancient British Chanots	MFN21	French Light Infantry	MRN5 MRN3	Pussian Paviovski Guard Pussian Curassiers	14444 (444 (444)
HOMAN F	Caesar's Legions	MA17 MA18	Ancient British Infantry Ancient British Cavalry	MFN4 MFN34	French Voltageurs Slormishing Voltageurs in Busbies	MRNS	Russian Hussars	
WAR 22	Caesar's Legions Attacking	MA20	Early German Tribesmen	MFN30	Swiss Grenadiers	MRN6	Cossacks	HARDCOVER BUILDINGS - 95p Sheet 1 European Village Buildings
MPERIAL	DOME	MA21 MAF1	Early German Cavalry Gaulish Infantry	MFN29 MFN31	Swiss Fusiliers Swiss Voltageurs Skirmishing	MRN8 MRN4	Russian Horse Artifery Russian Foot Artiflery	Sheet 2 Chateau and Courtyard Farm
MARI.	Roman Legionanes	MAF2	Gaulish Cavalry	MFN16	French Carabiners	MRN11	Pussian Gun Teams (2)	Sheet 3 Bridges and Windmill
MAR2	Romans attacking	DARK AG		MFN10	French Curassiers	MRN12	Russian Pontoon Train	Sheet 8 Timber-Framed Buildings
WAR4	Roman Auxiliary Javelins Assatic Auxiliary Archers	MO1 MO2	Norman Cavairy Norman Intantry	MFP119	French Line Dragoons	SWEDISH	UNITS, NAPOLEONIC PERIOD	RULES
WAR5	Roman Cavalry	MD3	Saxon Huscarls	MFN6	French Chasseurs a Cheval	MSWN2	Swedish Guard Grenadiers	Newbury Rules: Ancient Period (£2.20)
MAR6 MAR7	Praetonan Guard	MD4 MD5	Saxon Fyrd	MFN12 MFN13	French Hussars French Lancers of the Line	MSWN1	Swedish Infantry	Medieval Period (£2.20)
MARE	Roman Guard Cavalry	CRUSADE	Vikings ES	MFN3	French Line Foot Artillery	MSWNS	Swedish Dragoons Swedish Artillery	ECW and Renaissance (£2.20)
WAR9	Western Auxiliary Archers	MCR1	Frankish Cavalry, 12th Century	MFN25	French Line Horse Artillery			Manual for above three books (£3.30) (This gives additional playing information)
MAR12 MAR14	Pornan Generals Carrobalistae (3)	MCR3 MCR2	Frankish Cavalry, 13th Century Frankish Infantry	MFN15 MFN23	Gun Teams (2) French Line Engineers	PORTUGU	JESE UNITS, NAPOLEONIC PERIOD	Napoleonic (£3.30)
MAR15	Onagers (3)	MCR4	Saracen Cavalry	MFN18	Franch Supply Wagons (3)	MON1 MON2	Portuguese Cacadores Skirmishing Portuguese Light Cavalry	ACW (£3.30) Colonial (£3.30)
WAR23	Cavalry with Contus (12ft lance)	MCR5	Saracen Infantry	MFN35	French Pontoons and Wagons		from British flerns	Late nineteenth century (£3.30)
MAR24 MAR25	Roman Horse Archers Dromedani Roman Carnel Patrol	MR1	ANCE 1495-1529 Swiss Pikemen	BAVARIA MGN6				
WAR26	Baggage Wagons and Pack Mules	MR2	French Gens d'Armes	MGN1	Bavanan Line Grenadiers Bavanan Fusikers	MSN2	UNITS, NAPOLEONIC PERIOD Spanish Grenadiers (pre 1808)	Tabletop Rules
ATE RO	unue.	MR3 MR4	Artillery Spanish Arquebusiers	MGN4	Bayanan Jaegers Skirmishing	MSN1	Spanish Musketeers (pre 1808)	To the Sound of the Guns (Napoleonic period,
MR10	Late Roman Legionanes	MR5	Lansknecht Pikemen	MGN2 MGN3	Bavanan Light Horse Bavanan Artifiery	MSN3	Spanish Musketeers Slormehing	includes full details for 1 300th) (£2.50)
MR13	Late Roman Infantry Attacking	MR6	Spanish Sword & Bucklers	MGN5	Bavanan Gun Tearns	MSN4 MSN6	Spanish Dragoons (bcom) Spanish Lancers	Circa 1863 (ACW) £1.75 Ancient Army Lists – £2.50
AAR11	Late Roman Heavy Cavalry Cataphracts	MR7	Spenish Genitors	MGN7	Bavanan Pomoons and Wagons	MSN5	Spanish Artillery (bicom)	Napoleonic Army Lists – £2.50
MAR28	Late Roman Light Infantry	MECW1	Muskeleers	POLISHU		MSN7	Peninsular Ox-Carts (4) from British and French items	
YZANTE	VES	MECW2	Pkemen	MWN2 MWN1	Poksh Grenadiers Poksh Fusiliers	Other Units	word driften and French flems	FIELD BOOKS
MB1	Byzantine Heavy Infantry	MECW3 MECW4	Dragoons on Foot Dragoons Mounted	MWN3	Polish Fusiliers Attacking		N CIVIL WAR	(small scale warfare) Napoleonic Rules (£1.40)
MAB7 MAB2	Byzantine Light Infantry Byzantine Armoured Cavairy	MECW5	Dragoon Horses with Horseholders	MFN2	Polish Lancers	MACW9	Generals	ACW Rules (£1.20)
AAB3	Byzantine Heavy Cavalry	MECW6	Curassiers		sh Units from French items UNITS, NAPOLEONIC PERIOD	MACW18	Federal Infantry Federal Infantry Attacking	Battle in the Civil War (ACW background information) (£4
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MAB7	Byzantine Light Infantry	MECW10	Artillery Train	MBN22	British Infantry, Beloic Shako, Attaciono	MACW15	Federal Cavalry Rush's Lancers (Federal)	Ancient Period (specifically 1:300th) (£2.50)
ABA.	Byzantine Heavy Infantry attacking	MECW11 MECW12	Generals Cavalry (helmets) Charging	MBN7	British Line Infantry Light Company Belgic Shako Skirmishing	MACW2	Confederate Infantry	Napoleonic Period (specifically 1:300th and includes full campaign rules) and Army Lists (£3:00)
AAG1	Greek City Hopines	MECW13	Scots Musketeers	MBN21	British Infantry Stove Pipe Shako	MACW19 MACW6	Confederate Infantry Attacking Confederate Infantry Slormshing	and result of the seal of
MAGE	Spartan Hopites	MECW14 MECW15	Highlanders Gordon Horse	MBN19	British Infantry, Stove Pipe Shako. Attacking	MACW21	Confederate Intantry Somishing Confederate Intantry Finng Line	Marie Control
MG2	Successor Phalana	MECW16	Scots Lancers	MBN18	British Fusilers British Fusilers Attacking	MACW7	Confederate Cavalry	Dice Ordinary six spot, assorted colours 10p each
MAG6 MAG7	Cretan Archers Bhodan Singers	MECW17	Mounted Arquebusiers	MBN24		MACW23	Confederate Cavalry dismounted,	Average dice 50p pair
MG3	Greek Cavalry			MBN14 MBN15	British Light Infantry British Light Infantry Skirmishing	MACW8	skirmishing Zouaves (Turbans)	Percentage dice 50p pair Twenty-sided 30p each
MG5 MG4	Successor Cavalry			MBN4	British Riffernen Skirmishing	MACW17	Zouaves (Turbans) Starmistang	I wenty-sided 30p each
MG9	Greek Elephants Thracian Peltasts		ROUGH PERIOD	MBN5	Highlanders	MACW14 MACW12	ACW Cavalry Charging (Kepis) ACW Dismounted Horses and	1/300th scale is equivalent to 1mm = 1 foot
MG13	Petasts with Oval Sheld	MMB5 MMB1	Martborough and Generals British Infantry	MBN25 MBN8	Highlanders Attacking Highlanders Skirmishing		Horseholders	or 3.3mm = 1 metre. Figures are
MAG10	Macedonian Hypaspists	MMB2	British Grenadiers	MBN17	Household Cavalry	MACW13	ACW Dismounted Cavalry Skirmishing	individually moulded, fully detailed, and can be painted easily with ordinary
MAG11 MAG12	Thracian Light Cavalry Greek Cataputs	MMB3	British Horse	MBN2 MBN6	British Heavy Dragoons	MACWS	(Kepis) ACW Arallery	modellers' enamel paints. A foot figure
MAG14	Cavalry with Sanssa	MMB4 MMF1	British Dragoons French Infantry	MBN10	Scots Greys British Hussans	MACW22	Arbitery with 10-pr Parrott Fifted Guns	stands about 1/4 inch (6mm) tall, and a
MG15 MG16	Staff Slingers Anatolian Light Infantry	MMF2	French Grenadiers	MBN11	British Light Dragoons in Shako	MACW10	ACW Gun Teams	cavalry figure proportionately taller.
CARTHAG		MMF3	French Curassiers	MBN20	British Light Dragoons in Tarleton		Mule Drawn Wagons (2) ACW Pontoon Train	Packs are identified by a code number and contain 50 infantry or 20 cavalry or 6 guns
MAC1	Numidian Cavalry	MMF4 MMF5	French Dragoons French Hussars	MBN3	Heimets Brash Foot Arakery			or 5 elephants or 5 chanots or 15 camels of
MACZ	Spanish Infantry	MMO1	Artillery	MBN9	British Horse Artiflery	COLONIAL		the type indicated by the pack title.
MC3	Spanish Cavalry Ottzen Heavy Infantry	MMO2	Wagons	MBN12 MBN13	British Gun Teems (2) British Supply Wagons (3)	MC7 MC5	British Infantry Marching British Infantry Stormishing	Generals packs contain 18 mounted
MAC5	Carthagnan Heavy Cavalry	MMO3	Pontoons and Wagons	MBN23	British Pontoons and Wagons	MC12	Highlanders Marching	figures, other packs as noted. Wherever applicable command figures are included
MAC6	Baleanc Singer			PRUSSIA	NUNITS, NAPOLEONIC PERIOD	MC14	Highlanders Sturmshing	in the packs. We do not supply individual
MC7 MC8	Libyan Javelinmen Cartheomen Elechants	SEVEN YE		MPN7	Prussian General Staff	MC22 MC23	Royal Navy Landing Party Royal Navy Landing Party Gun	figures outside the packs, though we can
MAC12	Libyan Spearmen	MSY1	Prussian Musketeers Marching Prussian Musketeers Attaching	MPN9 MPN1	Prussian Guard Grenadiers Prussian Line Musketeers		Detachments	provide additional command figures at
MC13	Carthagman Crizen Javeins	MSY12	Prussian Musketeers Finng	MPN11	Prussian Musketeers Attactong	MC8 MC20	British Lancers Charging British Artifery (12-pr)	additional cost if required. We also make about 450 highly detailed
MC9 MC10	Celtic Swordsmen Celtic Cavairy	MSY2	Prussian Granadiers Marching	MPN2	Prussian Jaegers Slormshing	MC26	British Gun Teams at Gallop	model tanks and vehicles in the same
MC11	Campanian Cavalry	MSY13 MSY14	Prussian Grenadiers Attacking Prussian Grenadiers Finng	MPN6 MPN20	Prussian Landwehr Infantry Prussian Landwehr attacking	MC9	British Galling Guns and Teems	scale from World War Two and the Modern
-		MSY15	Prussian Fusiters Marching	MPN21	Prussian Landwehr skirmishing	MC10	Elephant Guns and Teams	Period. Please send sae for list.
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MSS MSS	Sassanid Light Cavalry Sassanid Elephants	MSY27	Austrian Dragoons Grenadiers	MAN2 MAN15	Austrian Grenadiers Austrian Grenadiers Attacking	NCP4	Prussian Uhlaus	
AS7	Sassanid Slingers	MSY26 MSY9	Austrian Hussars Austrian Artiflery	MAN6	Austrian Musiketeers in Helmets	NCP5	Prussian Uhlaus charging	SCENIC MATERIAL
		MSY28	Gun Teams and Marching Gunners	MAN14	Austrian Musiceteers in Helmets	NCP6 NCP7	Prussian Dragoon Prussian Artillery	TREES (METAL)
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Standard bearer, kepi
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crew, landing party (officers incl.)
Waterline level oared longboat, naval
crew, landing party (officers incl.)
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crew, landing party (officers incl.)
Waterline level oared longboat, naval
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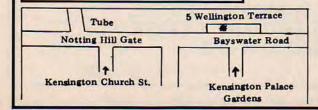
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St Lo (1944) Stalingrad (E. Front 1941-43) Storm Over Arnhem 1944 Tank Leader (E. Front 1941-45) West Front Tank Leader (1944-45)	T B C B T T	14.95 12.45 14.15 19.95 18.95	Air Superiority (Mod. Jet Combat) Midway (1942 Aero-naval) Naval War (Arms Race card game) RAF (Solo) (Battle of Britain 1940) Battle Over Britain (1940 Air)	T/B T/S C T T/C	18.95 14.15 5.45 16.95 24.95	South Mountain 1862 Terrible Swift Sword (Gettysburg) The Great Invasion (Gett, camp.)	B B C S O/W	10.95 24.95 13.95 14.95		
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PICTURE REVIEWS



Hotspur Miniatures do many interesting and (in mainstream wargaming terms) unusual figures for the 20th. Century in 20mm. Above are British troops from Northern Ireland. Below are S.A.S. in "party dress". (For foreign embassy receptions.) Other conflicts covered include Lebanon, Chad, and the Spanish Civil War. Being a fairly new firm Hotspur are doing the rounds of the convention circuit, and these figures may be seen "in the round" on their stand. (Look for the pointed yellow flag and the "we got up at 4am and drove three hundred miles to get here" glazed-grins underneath it.)



Below: Front Rank Figurines ACW Federals, painted by Chris Leeson. These are in 25mm. Having featured a similar Confederate group in issue #1 we thought it only fair to let Abe Lincoln's side get in on the act.





More Medieval magnificence from the **Bill Brewer** brush. The Rye Stamp & Hobby Shop is now gone, but Bill is still in business as 'The Painted Soldier' painting service. At the moment he's got a fair amount of work in hand – so he's keeping a low profile! This English standard bearer, is, of course, an Essex Miniatures 25mm.

In next month's picture reviews there'll be an interesting vehicle from S.& S.Models; a Q.T. Models cannon painted by Vista Enterprises; some Echelon Design 25mm ACW; and whatever else "pushy" manufacturers and painting services send us!

Below: Stratagem Jacobites of the Fifteen painted by Chris Leeson. (Of course they'd do for the Forty Five, too—and mix quite well with the Front Rank Jacobites featured in WI#2.)



REFLECTIONS ON FIREPOWER IN THE FRANCO-PRUSSIAN WAR

Peter Dennis takes a pot-shot at some myths

Every wargaming magazine I have picked up lately seems to have had an article about the FPW in it. I welcome this; the FPW is a conflict rich in possibilities for wargamers, and one in which figure manufactuers are taking a growing interest. However, like most periods, it comes complete with a baggage train of myths, legends and 'facts' which all the articles I've read recently have trotted out without a second thought.

So what's the problem? The Chassepot rifle did have at least twice the range of the Dreyse, the Prussian breech-loading artillery did knock seven kinds of brick-dust out of the French artillery, some of whom were stupidly armed with a primitive machine-gun they didn't know how to use . . . these are FACTS, we can go ahead and frame our wargames rules, we need look no further.

Well, folks, I think we do need to look further.

Let me say at this point that the reasons for the French defeat in 1870 do not lie in the hardware or the way it was used. In this piece I am going to confine myself to weaponry and usage though, and it you want the full story you must look elsewhere. (See notes on sources.)

Chassepot vs Dreyse Needle-gun

By being the first nation to adopt the bolt-action breech loader, the Prussians paid the price we all pay for being at the forefront of fashionable technology: having got the kit, somebody brings out something twice as good the year after. The Chassepot rifle was sighted to 1200 metres, twice the useful range of the Dreyse, it was lighter and could fire ten shots a minute, although theoretical rates of fire are particularly misleading in any period. The problem was, your average, or even above average, French soldier was largely untrained in marksmanship. For example, the 'small book' of a French soldier picked up on the field at Woerth, in 1870, showed that in 1866 and '67, he had fired 14 and 20 rounds respectively. It is less than comforting to be told that in both years he ranked as a first class shot. In '68 and '69 he was quartered in Algeria, and never fired at all! The situation in the Prussian Army was quite different. Troops were constantly trained in musketry, each man firing almost 130 rounds per year. A third of each company formed the 80 man 'skirmisher' or 'marksman' Zug, made up of the best shots, and every member of the company aspired to join that elite body.

So, provided the Germans could get to slug-trading range with the French, they were confident that their superior training would make up for the shortcomings of their weaponry. Their training suggested that 300 yards was the sort of range at which they should be opening fire. The French doctrine was that the massed fire of the battalion line opening at extreme range, would keep the enemy at bay, and make it impossible for him to reach effective range with the Needle-Gun. Hardly had the smoke cleared from the first clashes, before German military analysts were wandering over the sites of Prussian attacks, searching for clues as to how the two systems had performed.

By 1871 an English translation was published of *The system of attack of the Prussian Infantry in the Campaign of 1870-71* by Lieut. Field-Marshal William, Duke of Wurttemberg. In this fascinating pamphlet the Duke has quite a lot to say about French musketry, and I trust the reader will forgive a lengthy quote:

To overwhelm hostile columns at a distance of 1,000 metres with projectiles, and thus to render it impossible for them to approach an occupied position within effective firing distance, was propounded as an axiom by French tacticians, with the full assent of the army.

In order to attain this long range, it becomes necessary to aim over the highest point of the back sight, which entails a downward pressure of the stock of the rifle.

Everybody knows how difficult it is to take aim in this way; but no one will maintain that the Frenchman finds any pleasure in giving himself trouble. Frivolity and established custom, together with the remembrance by the older soldiers of the former method of firing from the hip without any calculation led very rapidly to the bad habit of holding the rifle in the left hand at an angle of nearly 45°, with the

stock downwards; pushing in cartridge after cartridge after cartridge rapidly with the right; and, without aiming, firing away in the probable direction of the enemy. The term of 'Moulin a cafe' (the coffee mill) was invented for this mode of firing.

Although one cannot assume that the disadvantages of this senseless expenditure of ammunition could remain concealed, still the bad habit was adhered to throughout the entire campaign.

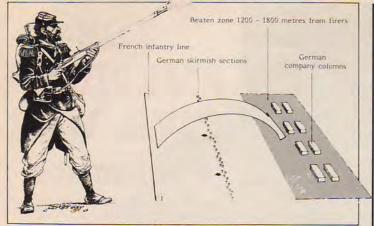
The Duke goes on to give evidence in support of his claim that most French fire was of this type, and I see no reason to doubt that he is correct. What seems like anathema to the Prussian system, with its emphasis on individual aimed fire, does make some kind of sense when looked at from the point of view of the French infantryman. The Duke is correct about the unpleasantness of firing the Chassepot with the sliding backsight at the top of the flip-up leaf, the top of the stock angles threateningly into the tendons framing the armpit. It feels painful enough without firing a big nineteenth century cartridge. The target, identified at a mile range, is nothing more than a dark smudge on the landscape, and that's in good light. The artillery which supports those distant Germans is probably dropping shells ever nearer to your positions. The temptation to drop on one knee, perhaps even to ground the stock of your rifle and angle the muzzle skywards like a mortar, and spray the direction of the foe with lead, when ordered to open fire at extreme range must have been great. Once started, like any mass infantry fire, the officers would have found it difficult to control, and probably impossible to stop. Thus the 90 rounds carried could be expended in about 10 minutes. This is a problem if, as a wargamer, you are habituated like me to using 10 minute time-segments . . .

Anyway, according to our expert, the beaten zone was some 1200-1800 metres from the firer, and the lead descended in a lethal shower. The normal Prussian assault formation was to have the Skirmisher Zugs out in front skirmishing, and the remainder of the battalion in four 'company columns' about 500 paces behind them. These columns were forty men wide and four men deep, and it was on these unfortunates that the bullet shower descended. Even so, I hear you thinking, it can't have been very effective, can it?

The answer must be, in normal circumstances, no. But when events conspire to present the coffee-mill squall with a denser than usual target, the result could be a huge German butcher's bill. 'Hard cases make bad law' they say, and as a rule-maker I'm always bothered by those times when huge casualties were caused, seemingly against the laws of probability. The Prussian Garde attack on St Privat is the classic instance in this war. Three brigades attacking on a 2,000 pace front were assailed by fire at over 1,000 metres range and in 10 minutes lost 6,000 men. I have read that the French were arranged in tiers on a hillside, but photographs of the site show no suitable slope, and the Duke of Wurttemberg visited the site soon after the battle and denies that this was possible. However, several lines of infantry hosing the ground with lead, ground occupied by troops at a depth of 10 to the pace could give us that figure without resorting to exaggerated fire-effects at extreme range for the Chassepot.

When trying to legislate for French fire then, we must allow for a kind of super-archery, with French troops, perhaps in complete cover, chewing up the ground a mile in front of them, and, I'm afraid, ammunition rules are unavoidable!

After St Privat, as the Duke says, "The attack in Line of Columns over open ground was, in spite of the final success of this one, marked as an impossibility and a useless loss of men, and definitively rejected." Instead, troops advanced in skirmish order, forming close to the enemy in some fold of the ground, or any area of cover before launching the final assault. Thus the Germans were able to avoid the worst effects of the long-range fire, and were able to exploit their marksmanship to full advantage. Even so, they were not willing to attempt the final rush against troops who had not had the benefit of a steady pounding from the famous German artillery.



Krupp steel breechloaders vs brass muzzle-loaders

Why did the French stick to quaint old muzzle loaders, when the Prussians had super-modern breech-loaders? Were they crazy? They were bound to lose! This is the drift of a good deal of comment about the artillery in this war. The fact that the French did get the worst of it almost everywhere is indisputable, but it wasn't the guns themselves which were at fault. If the French can be criticised for sticking to down-the-spout artillery, then so could the British, and a good many other respected armies at the time. Muzzle-loaders were more rugged than the breech-loaders, and rates of fire were comparable. In any case, as any gunner would tell you, it wasn't how quickly you fired that counted. In the days before recoil mechanisms, it was skill in laying that made the difference.

Criticism of the French for giving the Mitrailleuse to the artillery is also, I feel, a little unfair, I can't think of any nation which had machine guns at this time which did not man them with gunners, I mean, a black barrel on wheels just wouldn't look right with infantrymen around it would it? To think of the Mitrailleuse in the same terms as say a Maxim Gun would also be a mistake. Once the weapon got into a firing cycle the target would be completely obscured by smoke, and the effect aimed at would be more that of long-range canister than the sweeping fire of a WW1 machine-gun. The weapon did have quite a moral effect, the Germans hated it.

I think that we should look at the Orders of Battle of the two sides for our first clue as to why the French artillery failed. Overall numbers of guns quoted for the armies do not suggest a gross imbalance of numbers, but a closer examination shows an interesting difference. While the basic strengths of the divisions were similar, the French infantry division commander had at his disposal two light artillery batteries (6 guns) and one battery of mitrailleuses, which, with a range of some 1500 metres, cannot be used in an artillery duel. Against this, the German division commander has two light, and two heavy batteries, giving him a tremendous local superiority of fire. The French corps might have three or even four divisions, and the corps artillery would normally be two light, two heavy and four or so horse batteries. The German corps were always of two divisions, and the corps commander would normally have two heavy, two light and two horse batteries. Thus, regardless of any technical superiority, the Germans were able to deploy far more artillery at a relatively low level on the chain of command. In our wargames fought at corps level the Germans invariably drive off the French artillery very early on. But, if overall numbers are the same, where are the French guns? In an army reserve, that's where. Following the Napoleonic tradition, a large park of artillery was at the disposal of the army commander. When the battle is joined on a seven-mile front though, by the time the commander has located the best place for his reserve to be used, that location will already have been dominated by the Prussian guns.

Apart from a better thought-out disposition in the command chain, the German gunner had the tremendous technical advantage of superior ammunition. The Germans had perfected the percussion-fuse, which meant that when a Prussian shell arrived it went bang, well, nine times out of ten. The French ammunition consisted of common shell with a time fuze which was available in only two ranges, 1,500 and 2,800 metres. At any other range it was supposed to explode on contact – but didn't. A few shrapnel shells were carried by light batteries, but their fuzes were so notoriously bad that the shells

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were little used. I need hardly say that the Prussian training was superior, the dear old Prussians of the 1870s assure us that it was, with that appalling smugness which characterises all their utterances at that time. If I can stand it, in my next article I'll tell you what no less a person than Kraft, Prince of Hohenlohe-Ingelfingen, commander of the Prussian Guard artillery in 1870 has to say about guns and gunnery in this prologue to World War One.

Notes on sources

The Franco-German war produced a massive amount of print, some 8,000 volumes, it has been said were written during the next 30 or so years. Little enough is currently in print, although wargames publishers are getting their act together, and at least one major work, David Ascoli's A Day of Battle (Harrap) has been published in 1987. Military analysts have swarmed over the actions of this short war, and a wealth of first-rate material for our purposses is around somewhere, but close reading of booksellers' lists is necessary to pick it up. As interest in the war increases, so do booksellers' prices. My copy of Maurice's Franco-German War, published by Allen & Unwin 1899, which is a monumental 'Battles and leaders' history set me back a wince-making £50. Most of the information here came from the Duke of Wurttemberg's pamphlet described in the text, and from Lt Col G FR Henderson's The Battle of Spicheren – a study in practical tactics and war training, published in 1909 by Gale & Polden. Henderson is a first rate delver into the military nitty-gritty which wargamers find so enlightening. His works should be snapped up, so remember the name!

Moltke and his staff were well aware of the benefits of wargaming as an instructional tool, and thanks to Bill Leeson, we are able to play their game. Bill publishes the contemporary rules of Von Tschischwitz for the Kriegsspiel, with fantastic maps of huge dimensions, and even lead blocks to play with. Details from Bill at 5 St Agnell's Lane Cottages, Hemel Hempstead, Herts, HP2 7HJ. Anyone interested in this period should take this opportunity to examine and play the game the Prussian officers themselves used.



THE **AMERICAN CIVIL WAR** evaluation of weapons and tactics

by Steve Grethe Artwork by Dave Morris

6mm ACW action on Peter Dennis's wargame table. Figures are Heroics & Ros; railroad and field defences Irregular Miniatures; trees K & M; buildings, not surprisingly, Hard Cover Designs.

The American Civil War is thought by many to be the first modern war. In what would appear to be a long line of 'firsts' - the appearance of rifled small arms and artillery, use of railroads, trench warfare, telegraphic communication - it is often quoted that these factors resulted in a revolution in strategy and tactics. The principle cause of this is said to be the introduction of rifled small arms. Taken to heart by many of the popular sets of rules, ACW wargaming always seems to be a 'bloodbath' of major proportions. I hope in this series of articles to give evidence that perhaps some of our conceptions, indeed some of the things you may regard as sacrosanct, about the ACW are based on very shaky foundations. I will try to excite and inform others who at present have little interest in this period and inspire them to take up this most fascinating of conflicts. And to those who are about to pass on to the next article, I will cover many features that overlap other periods of wargaming. All you need to start off with is an open mind!

Before I begin may I say that I have used these ACW rules as examples based on their popularity and I am not out to compare them in any way, or intimate that one set is preferred. My conclusions concern all rules covering this (and other) periods and any comments are meant as general interpretations and nothing else. Wargaming must always be a compromise between fun and an attempt at achieving realism. Any roles must be formulated so as to give a high degree of accuracy in that they should reflect what may happen on the field of combat, yet not to be so cumbersome as to be unworkable. This is a very fine dividing line and often the rules that you use are based on very personal choices and preferences and so strict comparisons between sets of rules becomes a rather meaningless task. However some general conclusions may be drawn after we have looked at the facts.

First let us consider the firearms carried in the war. There had been a number of improvements to the Napoleonic musket of 1800-1815. A percussion cap method of ignition replaced the flintlock giving improved performance in wet weather, yet the major advance was the introduction of rifling and the use of cylindro-conoidal Minié bullet. Table 1 gives the main muskets and rifles used in the war from which three types may be defined:

i) smoothbore, muzzle loading, flintlock or percussion cap muskets; accurate up to about 100 yards, but effective at less than 50 yards. ii) older types of rifled, muzzle loading, percussion musket; with reasonable accuracy up to 200 yards, effective at 100 yards.

iii) Springfield/Enfield rifles, although still muzzle loading, a much improved weapon, accurate up to 500 yards, effective at 200 yards.

How did this revolution in small arms affect the number of

battlefield casualties? We can form an opinion by calculating the following statistics:

- 1. the total number of casualties in a single day of battle, as a percentage of those involved in action,
- 2. the number of rounds required to cause each casualty,
- 3. the number of casualties per regiment as a factor of time spent in

Table 2 gives a comparison between battles of the Napoleonic Wars and the American Civil War. Although it would be difficult to reach any firm conclusions from such an arbitrary selection it would seem that the percentage of casualties is similar. The highest total throughout the war for a single day was Antietam, remarkable in that it was the most 'Napoleonic' of battles with over one half of the Confederate Army using smoothbore muskets and terrain reflecting that of Europe (we will look at this battle in closer detail in a future article). It would nevertheless be safe to assume that any rules for ACW should result in up to 25% casualties in a single day's action.

Next we have to estimate the number of rounds that were fired for each casualty. Major-General B.P. Hughes in Firepower suggests a figure of about 20 rounds per hit, yet this would seem too low from battlefield evidence. Results from work done on the Napoleonic Wars places the figure between 9 rounds per hit at Maida in 1806, to 460 rounds at Vitoria in 1813. Statistics for the ACW are available mainly from the Union side. At Gettysburg, Meade's 90,000 troops were issued with 5,400,000 rounds giving a ratio of 60 rounds per man. Only about two-thirds of these were fired during the three days of battle, i.e. 40 rounds per man. The total number of rounds fired was therefore 3,600,000 from which the Confederate Army suffered 20,000 casualties. Assuming that artillery caused 10% of these deaths, over three and a half million rounds results in 18,000 dead, or one casualty for every 200 rounds fired. Even so, this may well be too low a figure considering the high density of both armies on the Gettysburg battlefield.

What this meant to individual regiments involved in battle can be assessed by looking at the battle of Seven Pines (or Fair Oaks) in 1862. On the second day, some 40 regiments were involved in a firefight lasting 11/2 hours at relatively close range due to the closely wooded terrain. Fifteen Union regiments under General Richardson lost just over one thousand men, giving 70 men per regiment or one man per regiment per minute. General Hooker's two divisions (seven regiments) lost 153 in casualties; 22 per regiment or one man per regiment every four minutes. The Confederate loss amounted to 800 in 18 regiments; 42 men per regiment or one man per regiment every two minutes. These figures can also be used to calculate that each hit



'Major! Telegraph line's cut, railroad's cut, these here rifled muskets ain't got half the range they're supposed to have, and them Rebs are comin' thicker 'an raccoons round an apple barrel! Best git the boys back behind the tree line an' rally 'em once again!'

By Hickory! You're right, Sergeant Chawplug – and they told us this was going to be the first modern war!'

Toys: Minifigs. Field defences: Micro-Scape. Script: Anonymous!

Table 1. Muskets used in the ACW.

Smoothbore Muskets Method of Model Calibre ignition Notes M1822 0.69 flintlock M1842 0.69 percussion cap over 50% of the Confederate Army was armed with this musket until 1863. Rifled Muskets M1841 0.54 in 1850, the calibre was changed to percussion cap 0.58 to take Minié bullet. M1855 0.58 Maynard Taps ignition system proved unsatisfactory primer system and was replaced known as the 'Springfield' musket, M1861 0.58 percussion cap essentially the M1855 but with M1864 a percussion cap. Enfield 0.577 British-made and over three quarters percussion cap of a million bought. Performance was slightly better than the 'Springfield'.

The cost of these weapons varied considerably: the smoothbores being \$1-10, rifles \$10-20 compared with a soldier's monthly pay of \$12. The Union was able to manufacture close to 2 million rifles during the war and bought a further million, a large number (some estimate as many as 250,000) fell into the hands of the Confederates.

The Confederacy purchased probably over 300,000 rifles in Europe, ranging from the deadly 0.541 Whitworth target rifle to the lamentable 0.70 Belgian rifle.

Key to Table 2

Fr. = French	Pr. = Prussian
All. = Allies	U. = Union
R. = Russian	C. = Confederate

Information from D.G. Chandler Campaigns of Napoleon. Official Records in Battles and Leaders. Greater percentage casualties were inflicted in other battles of the American Civil War, e.g. Gettysburg 28%, Chickmauga 26%, yet these battles continued for more than one day.

Table 2: Five single day battles of the Napoleonic Wars and the American Civil War

Battle	Number of troops involved	Number of casualties	Percentage casualties
Austerlitz	73,200 Fr.	9,000	12
	85,400 All.	27,000	32
Eylau	75,000 Fr.	25,000	33
	76,000 R.	15,000	20
Friedland	80,000 Fr.	8,000	10
	60,000 R.	20,000	33
Ligny	80,000 Fr.	11,500	14
-0,	84,000 Pr.	25,000	30
Ouatre Bras	24,000 Fr.	4,000	17
	36,000 All.	4,000	13
TOTAL	332,000 Fr.	57,500	17
	341,400 All.	91,000	27
GRAND TOTAL	673,600	148,500	22
First Manassas	18,500 U.	2,900	16
- 1101 1/1111100110	18,000 C.	2,000	11
Gaines's Mill	40,000 U.	6,800	17
	51,500 C.	9,000	17
Antietam	48,000 U.	12,000	25
- September 1999	40,000 C.	10,000	25
Fredericksburg	113,000 U.	12,000	11
	75,000 C.	5,300	-7
Perryville	35,000 U.	4,200	12
	17,500 C.	3,400	20
TOTAL .	254,500 U.	37,900	15
	202,000 C.	29,700	14
GRAND TOTAL	456,500	67,600	15

resulted from every 138 Confederate rounds and 350 Federal rounds. Obviously nothing as yet has been mentioned about the range of which these actions took place. However it would appear from this evidence that a casualty rate of somewhere between one man per regiment every 1 to 4 minutes; or one hit every 100 to 400 rounds fired would seem to be a realistic estimate.

This would seem to be a large amount of firing producing very little effect and some reasons for this can be obtained with a look at the principle type of infantry action. The ACW was characterised by the infantry firefight at close range. A line of attacking infantry would invariably halt close to the enemy to return fire rather than continue to press forward with a bayonet charge. If battles consisted of lines of infantry blazing away at each other for generally at least an hour, it is amazing that these 'modern' weapons did not inflict casualties on an enormous scale. Their ineffectiveness can be explained by a number of factors –

1. the sequence of drill movements required to load and fire one round were difficult to follow correctly and involved virtually the same number of movements for either type of weapon; 18 for a smoothbore musket, 17 for a percussion rifled musket.

2. as the vast majority of combatants had insufficient training using live ammunition and target practice, very few knew how to aim the musket/rifle properly.

3. as the sequence to load and fire was so involved, faulty loading of the musket was commonplace by,

(a) multiple loading, as in the heat and din of battle it was often impossible to know whether your musket had discharged or not. At Gettysburg, the Federal Army salvaged 25,574 muskets of which 12,000 (45%) had been loaded at least twice! If the 163,000 men had about 150,000 muskets, this means that 8% of them were misloaded at some stage in the battle. We must assume that many of the muskets had been discarded because they had become unusable, however we must also take account of those salvaged by the Confederates and so a figure of between 8 to 10% for misloading is a reasonable estimate. (b) simple mistakes such as not extracting the ramrod. Major W. Ellis of the 49th New York was shot through the arm and body with a ramrod during the fighting at Spotsylvania in 1864.

(c) firing repeatedly resulted in overheating and detonation of the charge before loading was complete.

4. the rate of fire of these weapons was considerably lower than you might expect. With a rate of fire of 2 to 3 shots per minute an infantryman may carry 40 rounds into battle, enough for only 15 minutes continuous fire if this rate was achieved. The prolonged firefights typical of this conflict often continued for an hour without resupply. A rate of 20 to 30 rounds every half hour would be difficult to maintain and would certainly drop further in the second half hour as fatigue set in.

The rifled musket used in the ACW was certainly superior to its Napoleonic counterpart, the smoothbore. However these weapons were not obtained in sufficient numbers until 1864 and there was a great ammunition shortage throughout the war. This meant that sustained firing for long periods was not possible. Lack of target practice exacerbated the problem with many rifles being misloaded under stress of combat. Taking all of this into account, it is doubtful that a revolution in terms of infantry firepower had occurred and that performance was only slightly improved over Napoleonic times.

Paddy Griffith in Battle in the Civil War gives the following statistics for a 'typical' firefight involving regiments of 400 men. The Confederates would approach, be fired on at 150 yards range, and advance to within 40 yards where they would halt and return fire. The Federals armed with rifled musket would inflict about 110 casualties in 60 minutes, a ratio of 181 rounds per hit or 1.8 hits per minute. Let us now re-enact this firefight using some of the available rules. Generally the wargame rules of this period use a turn of 1 to 11/2 minutes. A unit advancing from 150 to within 40 yards to return fire takes 3 moves. Within this time the Federals can cause 272-200 hits with "Circa 1863" rules, or 221-156 hits using "Newbury" rules. Obviously from these results, it would appear that we need to reduce the casualties caused with the rules by up to one half. Also a dichotomy exists, for in 3 moves covering 5 minutes of movement, we have apparently (despite halving the number of hits) inflicted the losses normally associated with one hour of firing. Does this actually matter? No, so long as we realise that although to all intents and purposes we are dealing with about one minute of movement, the casualties inflicted each turn represent the result of 20 minutes of



Figure 1. The 17 drill movements to load and fire one round included: 1. 'handle cartridge' – taking the Minié cartridge (inset) from the pouch,

2. 'tear cartridge' - between the teeth,

- 3. 'charge cartridge' pour the powder into the muzzle followed by the bullet and the paper (inset), 'draw rammer' 'ram cartridge' 'return rammer',
- 4. 'prime' hammer pulled back to first cock and place the percussion cap on the nipple,

5. 'shoulder arms' - hammer pulled to full cock, 'ready' - 'aim' - 'fire'.

firing. This will be an important point to consider later in relation to the various other arms and its influence on morale and command structure.

Table 3. Casualty Rates

A regiment of 400 regular infantry firing rifled muskets at a target of 'open order' stationary infantry.

Range (yards)	Casualties resulting from 20 minutes firing	Number of rounds fired	Rounds per hit	Casualties per minute
50	50	6,000	120	2.5
200	30	6,000	200	1.5

Another way to evaluate wargame rules is to construct a casualty graph of a set number of men firing at a specific target over the range of the weapon involved. Figure 2 shows the maximum and minimum number of hits inflicted by a regiment of 400 men (regulars) firing rifled muskets at a target of 2 ranks of 'open order' stationary infantry (one of the most likely targets encountered). The importance of the graph is the general trend. At 50 yards range the rules give 90-100 casualties in one turn. If this is 20 minutes of firing we obtain the following assuming 15 rounds per man, a total of 6,000 rounds, 60 rounds per casualty or 5 casualties per minute. At 200 yards range, 60 casualties in one turn, again 6,000 rounds, 100 rounds per hit or 3 casualties per minute. It would again seem appropriate to halve the number of casualties sustained, this would give the casualty rates shown in table 3, figures that would be a great deal closer to our battlefield estimates.

There is evidence to show that the 'average' range at which musketry fire took place gradually increased during the war from 100 yards in 1861-62 to 125 yards in 1863, and reached 140 yards from 1864 onwards. Obviously these ranges are similar to those of Napoleonic times calling into question the myth that long range rifle fire was decisive in the war. In fact it was not until the Franco-Prussian War that long ranges, sometimes over one kilometre (although still fairly

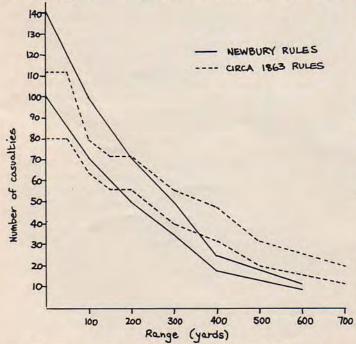


Figure 2. Maximum and minimum number of casualties inflicted by a regiment of 400 men firing rifled muskets at a target or 2 ranks of 'open order', stationary infantry.

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inaccurate), resulted in significant changes on the battlefield. The gradual increase in range in the ACW was probably a result of a combination of factors:

1. improving weaponry as the armies replaced smoothbore with rifled muskets and later the further improved Springfields and Enfields.

disillusionment as war-weary soldiers preferred long range fire, having lost their edge for close assault tactics.

To summarise then, despite the improvements in rifled muskets the casualties inflicted remained similar to the Napoleonic era, with the rate being on average one for every 100-400 rounds fired or about one man per regiment per minute of time in action. To reflect these findings ACW rules in general must approximately halve the number of hits inflicted and we must realise that although movement is covering barely one minute of time, the casualties caused are representative of about 20 minutes firing.

In the next article we will discuss further implications of these findings and determine other changes that may result from this. In the meantime I suggest you look again at the rules you yourself prefer and perform some of the calculations for yourself to see whether they result in a casualty rate that is realistic.



Italian Wars action at the Wargames Holiday Centre. Connoisseur Figures from the collections of David Thomas and Peter Gilder. Buildings scratch-built by P.G.

1499 – A RENAISSANCE MINI-CAMPAIGN

by Brian Cameron

This is a multi-player diploma type game mainly conducted on the accompanying map with any action being decided by the umpire or by transferring to the table-top and getting out the figures. The setting is Italy towards the start of the renaissance period and the game covers the rivalry between the various Italian states and the "Great Powers" of France, Spain and The Holy Roman Empire.

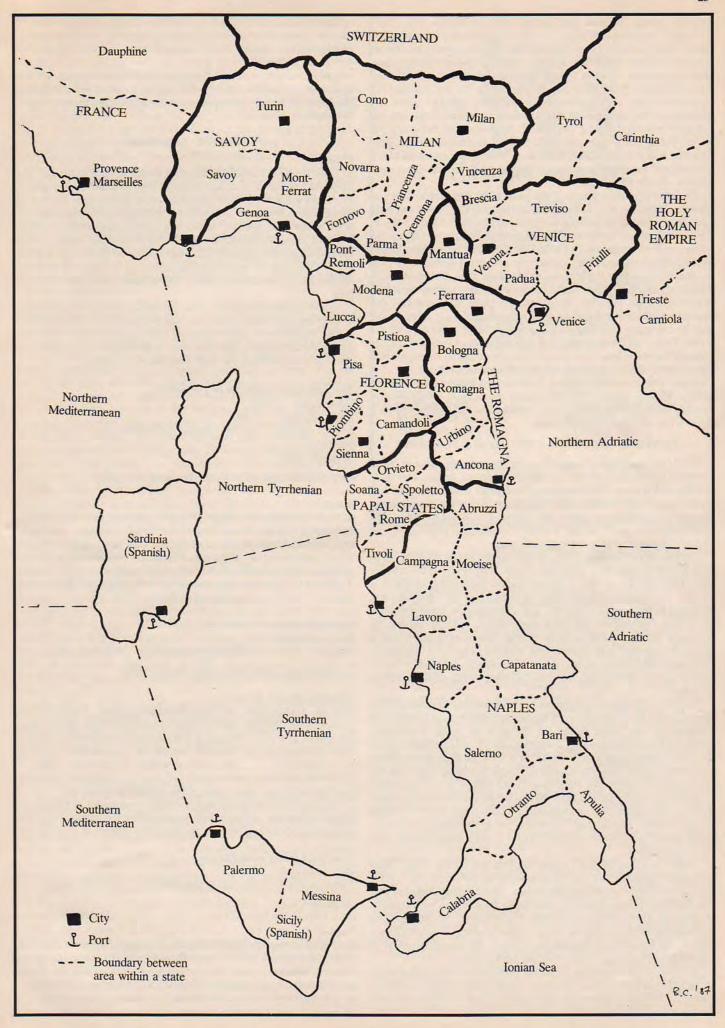
Each player represents a head of state, e.g. the King of France or the Pope or, in one case, the deposed ruler of Florence. Their objectives are laid out in the general briefing and the individual player briefings (players must not read each other's, so if you intend to play refrain from reading that section). The route to achieving these objectives will involve a strong element of negotiation which is just as important as military action. The umpire (who requires a good knowledge of the period) represents all the other small Non-Player States (e.g. Genoa, Ferrara) and regulates the progress of the game. He maintains a master map showing the location of all forces which is for his eyes only! Players will obviously record their movements, and those of other forces of which they are aware, on their own map. As umpire you will need to photocopy the map and briefings and distribute them to each player as appropriate (it may make the map clearer if you outline in colour the various borders). The game has nine roles, but you could manage with fewer players by leaving out some roles such as the King of Naples and Piero de Medici.

Each period (which represents approximately two weeks) the umpire asks for the players' intentions and then announces any contacts which have occurred, and gives a general summary of events of which players would be aware. He also informs individual players of the outcome of any special actions which they may have undertaken such as bribes or sieges involving non-player states, etc.

You will note that the map is divided into areas which makes for an easily run game with the minimum of calculation. Although the game is only intended to run through one campaigning season the areas and cities could be assigned revenue values and so on, so that the amount of forces a state could support the following year could be calculated. The actual rules of the game are extremely simple: movement is basically up to 2 areas per period on land and four per period by sea. Fleets are able to transport an army, which must be picked up from a port (taking a full period) but may disembark at any coastal area, also taking one period. Forces should be able to trace a line of supply back to a friendly town. Forces operating in coastal areas may be supplied by a fleet operating in the adjacent sea area which has no enemy fleet blockading its nearest friendly port. Cities, denoted by a solid black square, will need to be besieged and for this an artillery train will really be necessary; without one a siege could last all season. Virtually all armies would have some artillery, but the possession of an artillery train implies an organised force of artillery which can be moved fairly rapidly and is suitable for siege work as well as use in battle.

Combats between fleets can be resolved on a die roll, possibly adding one for Venetian fleets, with a difference of plus two forcing the loser to retreat to an adjacent sea area and a difference of plus three causing a retreat and giving the defeated fleet a minus two on any future combat.

Although I've found that most players keep their forces concentrated, only leaving behind garrisons where necessary, it is wise to put a command and control limitation of splitting armies into at the most three separate forces (except for garrisons). Resolution of combat will in many cases (often involving non-player states) best be handled by the umpire using his judgement and knowledge of the period,



possibly rolling the odd dice for the imponderables. This "Free Kriegspiel" technique is a very useful one which can help keep the game rolling and I've never had any real moans about its fairness or otherwise. If desire and time permit, larger actions involving several players (particularly when several dubious allies are on one side and there is some uncertainty about reliability) can be resolved by table-top action with figures. Note however that I've given my estimates of the resources of the various states in real terms and the numbers will need scaling down to fit most conventional wargame rules (which often only represent several thousand men a side, whereas major renaissance battles were usually ten thousand plus). I've adopted the easier solution and written a set which handles larger actions; the choice is yours!

The most important aspect of the game is the negotiation between players. This is the crux of the game and it really is a case of anything goes. In the course of running this game and its predecessor, 1494, at the South London Warlords, Chestnut Lodge Wargames Group and Wargame Developments, I've heard the most outrageous lies, double dealing, betrayals and feeble excuses for not acting according to plan imaginable. All very much in the renaissance spirit, where alliances shifted rapidly and states could be enemies one moment and find themselves allies the next. To ensure the game runs smoothly the umpire must be informed of the results of such deals (e.g. alliances) so that he can know what impact these may have on other parts of the game. There will be no need for umpires to spread rumours, etc. as running the game in several rooms with free access to all players will automatically cause rumours as players spread the word that, for example, France and Spain have been noticed talking quietly in the corner. Players should also not regard the umpire as an enemy; running an enjoyable game is the challenge to the umpire, he isn't there trying to mess up your plans.

GENERAL BRIEFING - COPY TO ALL PLAYERS

In 1499 Italy consisted of a number of independent states and cities, the most powerful of which were the Papal States, Milan, Florence, Venice and Naples. For several hundred years power struggles had been waged between these five. Realising that none was powerful enough to dominate the others, the Treaty of Lodi was signed in 1454 between Florence, Milan and Naples. This aimed at maintaining the balance of power and a rather fragile peace.

The invasion by France in 1494 in pursuit of Charles VIII's claim to Naples had brought little long term change. Although the French met little real opposition and occupied Naples the French garrison in Naples later made itself unpopular by its looting and taxing and was defeated by an uprising which was aided by a Spanish force. Federigo of Naples (brother of the dead king) acceded to the throne. In Florence the unpopular Piero de Medici had been deposed and a Republic created. It is known that Piero de Medici (currently in Urbino) would like to regain control of Florence and plots to do so. Supporters of the republic know the fate that awaits them should he succeed.

Federigo of Naples is no more secure on his throne than his brother Ferrante had been, both being of the bastard line of the royal family of Aragon, i.e. the same as that of the ruler of Spain, Ferdinand. Ferdinand is eagerly awaiting the opportunity to restore his family to the Nealopitan throne and Louis XII of France has inherited the claim of his brother Charles (the Dukes of Anjou had ruled Naples in the fourteenth century). The Pope also claims Naples as a Papal Fief.

Milan is ruled by Duke Ludovico Sforza, brother of the mercenary captain, Francesco, who had assumed control on the death of the last of the Visconti family. The Visconti claim to the rule of Milan has been inherited by Louis of France (who is descended from the last Visconti princess).

Venice is ruled by the Council of Ten led by the Doge. This powerful oligarchy has been wise enough to distribute the wealth gained from its extensive trading empire, thus keeping taxes low and the population, who realise the benefits to the state too well to desire a different constitution, contended. The Republic has extended its possessions on the mainland and as a result has border disputes with Milan, the Papacy and the Empire. During the French invasion of 1494 it gained control of the Adriatic port of Bari.

The Holy Roman Empire is ruled by Maximillian who claims Milan as an Imperial Fief. Some of the lands which Venice has gained on the mainland, Friuli and Brescia, are also claimed to be part of the Empire.

The Papacy lacks a firm temporal base for its spiritual power. Its lands in Italy have been eroded by the Lords of the Romagna (an area which comprises Bologna, Romagna, Urbino and Ancona) exerting their independence.

Spain is ruled by Ferdinand of Aragon, whose marriage to Isabella of Castile united the country. He desires to restore the throne of Naples to his family and opposes strongly the extension of French influence.

PLAYER BRIEFINGS

France:

You are His Most Christian Majesty, Louis XII, King of France. You have inherited from your late brother, the previous King, claims to the Kingdom of Naples and a powerful army. Under your brother the expedition to Naples in 1494 was able to reach Naples and defeat its army with a little trouble. On the way back to France the combined forces of Milan and Venice were defeated at Fornovo. Unfortunately the French garrison in Naples has been defeated by a revolt aided by the Spanish and all control has been lost. Spain has rival claims to Naples which are unacceptable; Naples must come under French rule.

As a descendent of the last Visconti princess you also have a claim to the Duchy of Milan. That rule was usurped by Francesco Sforza, whose brother now rules. Much as you wished to gain the Duchy during the invasion in 1494 you were unable to do so, as Milan was allied to your brother. No such obstacle now exists.

The total forces available to you are:

Gendarmes - 2,000

Swiss pikemen - 10,000

French infantry – 15,000 (mainly crossbows, but including 3,000 pikemen)

Stradiots - 500

One artillery train. One Fleet, based at Marseilles.

Spain

You are Ferdinand of Aragon, King of Spain. As Federigo, the King of Naples, is of the bastard line of the House of Aragon you have a claim to the Kingdom. Louis of France also has a claim to Naples, which he seems ready to pursue. If Louis should invade Italy French influence in the peninsula will be extended to an unacceptable degree. This must be prevented and your claim to Naples established beyond dispute. Your forces are based on Sicily.

The total forces available are:

Heavy cavalry - 500

Infantry – 10,000 (3,000 arquebusiers and 7,000 pikemen)

Artillery train. One Fleet based on Palermo.

The Holy Roman Empire:

You are Maximillian, the Holy Roman Emperor. Your two main concerns with Italy are the Duchy of Milan and Venice. In the case of the former you claim that Milan is an Imperial fief and thus you have the right to appoint the Duke (or confirm the current one). In the case of Venice you have a border dispute which arises from the expansion of Venetian territory on the mainland. The areas of Brescia and Friuli are rightfully, you think, part of the Duchy of Carinthia.

You are also concerned with a possible extension of French and Spanish influence in Italy which could disrupt the balance of power. Acquisition of new territories by these two powers is undesirable.

Your total forces available are:

Heavy cavalry - 500

Landknechts – 15,000 (2,000 arquebusiers, 13,000 pikemen)

Artillery train.

Naples:

You are Federigo the King of Naples. You gained the throne after the French invasion of Italy in 1494. Your brother Ferrante and his son Ferrantino were in turn deposed by the French. When the French were expelled from Naples by the Spanish you were set on the throne. As you are of the bastard line of the House of Aragon (Ferdinand of Spain is of the legitimate branch) you are related to the Spanish

rulers, but they do not treat you as an equal. They make it clear that you are King only by their grace. This is an intolerable position, but little better than the situation in general.

The French are once again pursuing their claim to Naples (and possibly Milan) and Naples is still claimed as a Papel Fief. Bari is occupied by Venice at present (in the wake of the last French invasion).

Your main aim is to ensure that Naples is dominated by neither France or Spain. It is also desirable to regain Bari from the Venetians.

Forces available:

Heavy Cavalry – 500 Infantry – 5,000 (crossbowmen)

One Fleet.

Milan:

You are Ludovico Sforza, Duke of Milan. You have become ruler of Milan on the death of your brother Francesco, who rose from being a mercenary captain in the service of Milan to Duke on the death of the last the Visconti Duke. Your position is, however, rather precarious as Louis of France, who is a descendant of the last Visconti princess, claims the Duchy. It will be difficult to resist the powerful French army without allies or unless you can create distractions for Louis. The Emperor also claims Milan as an Imperial Fief. Venice is your rival for dominance in the north of Italy and is sure to try and exploit your difficulties.

Genoa is presently under your influence, which gives you control of the Genoese fleet.

You have border disputes with Venice over the areas of Verona and Brescia. The last is also claimed by the Emperor.

Total forces available are:

Gendarmes – 1,000

Infantry - 10,000 (3,000 arquebusiers, 7,000 crossbowmen)

Genoese Fleet

venice:

You are Augustin Barbarigo, Doge of Venice. Venice's success has caused jealousy among its neighbours who are desirous of its lands and of curbing the Republic's power. Your main aim must be to maintain the Republic's present position; but further expansion on the mainland, if possible, would be desirable. Your main rival for dominance in northern Italy is Milan. You currently have border disputes with Milan over Brescia and Vincenza, and Brescia and Friuli are claimed by the Emperor.

Extension of your possessions will cause problems with the Pope, as the only direction for expansion is southwards towards the lands claimed by His Holiness.

You may also find that the Neapolitans may wish to regain Bari. They may be hindered in this by attempts by Spain and France to make good their claims to the Kingdom. The new rulers may well desire the port of Bari however.

Forces available:

Gendarmes - 2,000

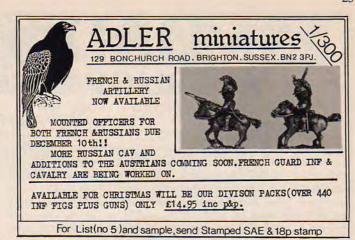
Infantry – 10,000 (2,000 pikemen, 2,000 arquebusiers and 6,000 crossbowmen)

Artillery train. Two Fleets (based on Venice)

The Papacy:

You are Alexander VI, His Holiness the Pope. What the Church requires is a temporal base for its spiritual power. For some years you have tried to bring the lands of the Romagna under your domination so as to extend the Papal States, but have not succeeded. Your forces are basically not strong enough, particularly in artillery. The expansion of Venetian territory on the mainland also endangers your claims in the Romagna.

Another problem facing you is the kingdom of Naples. This is a Papal fief but you have been unable to establish this claim. The difficulty is caused by the rival claims of France and Spain. Both these powers now seem determined to bring their armies into Italy again in pursuit of these claims. This would extend their influences to an undesirable degree.



Forces available:

Heavy cavalry – 500 Infantry – 5,000 (crossbowmen)

Florence

You are Niccolo Machiavelli, secretary to the Ruling Council of the Republic of Florence. The Republic was created in 1494 when the despot, Piero de Medici, was deposed as a result of the arrival of the French army. The de Medici have ruled Florence for several generations, but under Piero their rule had become tyrannical and unpopular. While the new Republic seems secure it is known that Piero schemes to regain power. It also seems certain that France will once again invade Italy in pursuit of its claims to Naples. Unfortunately Florence is directly on the likely invasion route. To directly take France's part however would make other enemies such as Spain. Overall a tricky situation if the Republic is to remain in existence. Those who have served it would not fare well in the hands of a vengeful Medici family. The Republic of Sienna is under the control of Florence, but is unhappy with the situation.

Forces available:

Heavy cavalry – 500 Infantry – 5,000

Fleet

Piero de Medici:

You are Piero de Medici, former ruler of Florence. You lost power when the French invaded in 1494 and the French army occupied Florence on the way to Naples. Those elements who were discontented with your rule, particularly the zealous monk, Savonarola, took the opportunity to depose you, claiming that your rule had become tyrannical and extravagant. This is despite the fact that your family have ruled Florence for several generations in a wise and splendid fashion. After all, one's court must reflect the wealth and power of one's state! Your task is to regain control of Florence, which will require allies. You had best choose wisely. Your only forces are 100 heavy cavalry and 500 infantry. You are currently resident in Urbino.

THE MILITARY BALANCE 1499

(copy to all players)

France 28,000 + artillery + Fleet

The Empire 15,000 + artillery

Venice 12,000 + artillery + 2 Fleets

Spain 11,000 + artillery + Fleet

Milan 11,000 + artillery (+ Genoese Fleet)

Papacy 6,000

Naples 6,000 + Fleet

Florence 6,000

DAD'S ARMY

A PUBLIC PARTICIPATION GAME

by Alan Hamilton

As the time of the annual wargames extravaganza of Scotland – Claymore 87 – approached, our thoughts turned to what to stage. Our small group of friends normally stage some form of audience participation role-playing game – Fantasy being favourite. The usual organiser is John "Slim" Mumford, who is also the author of our local Fantasy Rules which are used only by us as far as I know. This year, however, he was unable to organise the game and so it fell upon me to organise it.

The inspiration came from a chance remark to the assembled friends that I had been researching the Home Guard and it was decided to stage a game. This was successful and the idea of using BBC TV's Home Guard at Walmington-on-Sea for the Claymore Game was born.

For a number of years I have been working on a set of skirmish rules for Vietnam games and had used the mechanisms of Slim's Morval Earth Fantasy Rules (with his permission). It therefore seemed logical to modify these rules for a WW2 role-playing game.

Research was carried out. The real Home Guard was easy enough since I had already sorted out most of what was needed. The Walmington-on-Sea Home Guard was a different story! Memories were racked, notes were made and a very incomplete picture made. Then from my younger brother came a valuable "Primary Source", the "Dad's Army Annual 1974". This filled in many of the gaps.

Now on to the rules. These were to be the modified Fantasy set with the rules on movement and firepower kept simple for this type of public participation game so that the flow of the game was not interrupted. Slim's Fantasy Role Playing rules are very useful for this type of game and both they and the modified set for Vietnam were familiar to all who were to take a supervisory role in the game. This, we felt, were also highly important to the success of the game and the enjoyment of all the participants. This is particularly true in a public participation game where it is the hobby that is on show.

As for terrain (fig.1) we opted for a very simple and readily available terrain that a beginner would be able to construct without too much expense or difficulty. The buildings were either commercial kits or home made. The hills were made from polystyrene steps and the woods from commercial sources. The small items were scratch-built or bought. Fortunately nothing of what we needed had to be made for the game because we had everything in one or other of our collections.

Each of the principal characters has a card (fig.2) giving, on the front, the data needed to "fight" the figure and on the back any character details or other information. The information given was basic and applied only to that figure, or group in the case of the "extras"

The figures used came from various Atlantic, Airfix, Matchbox and (plastic) Stadden ranges with many conversions. The vehicles came from Airfix conversions, Matchbox and other diecasts and Zodiac resin castings. A child's (my son's) toy box proved useful! The vehicles were borrowed on condition that they were returned fully painted.

Throughout the preparation stages it was felt that the public participation aspect and the encouragement of role playing was to be paramount. The supervisors were to make their decisions accordingly.

Background Information

It is October 1942 and the Allies are feeling rather good about the war. (At least they don't feel so bad about it as they did last year!) The Home Guard are still on the alert for German "Nazi" paratroopers, spies, agents and the like. The threat of invasion has diminished, but the threat of sudden "commando" type raids cannot be ignored. Therefore, after work and at weekends, the Walmington-on-Sea Home Guard are ready to repel the invader.

The illustrious force was commanded by Captain George

Mainwaring (pron. Mannering) who was also the local bank manager. He was a bombastic character full of his own importance. He was assisted by his bank clerk, Sergeant Arthur Wilson. Arthur was a kindly, quiet sort of chap who lived as a lodger with Mrs Pike. The rank structure was completed (by the BBC) with Lance-Corporal Jones, the village butcher, a veteran of the Sudan Wars whose characteristic war cries were "Don't Panic! Don't Panic!" and, whilst brandishing his fixed bayonet, "They don't like it up 'em!" For this scenario he has been promoted to Corporal. Other characters to be met later are Pike, Frazer, Walker and Godfrey of the Home Guard and ARP Warden Hodges.

Player briefings are designated by **PC** and the others are for the Umpire and his team only.

THE DEFENDERS

1. Capt G. Mainwaring. **PC**

Things have been very quiet recently, and that old interfering busybody Hodges has kept out of your hair for a change. Business has been slack and you have had time to plan an anti-invasion exercise. Brigade had two new weapons delivered to your command post at the Church Hall. You had the drivers deliver and set up the biggest one in your garden. The smaller you have left locked up in the armoured bus (another recent acquisition for the exercise).

The booklets that you were given say that they are a Northover Bottle Mortar and a 28mm Spigot Mortar or Blacker Bombard. This latter weapon is a pre-production test example. The Northover is barely portable by four men and the Bombard weighs over 340lb. That's over 3cwt! Nobody is trained to use them, but you've read the booklets and they seem simple enough.

It is Friday afternoon and as you complete your notes for the exercise the telephone rings. It is Cpl Jones – Why did you promote him? – he says he has seen a twin engined aircraft dropping bombs and machine gunning something out at sea. You tell him not to panic, but decide to have a look. After all the location he gave can be seen from the golf course. You leave the Branch in the capable hands of Wilson, and as you leave you hand him the booklet and your exercise instruction. He is to call out the platoon for a 7.30 parade.

You expect the Nazis to land at any time and are determined to be ready. You know what is correct and anyone who disagrees is totally wrong. If you want their opinion you will give it to them.

2. Sgt A. Wilson **PC**

Another quiet Friday afternoon spoiled by your manager George Mainwaring handing you some papers. You shuffle through them – two Army pamphlets and some hand written notes. You read the notes first.

- 1. Parade tonight at 7.30 p.m.
- 2. Patrols to be sent out to prevent the Nazis from landing near Walmington-on-Sea.
- 3. Normal static patrols to be sent out to the road block and church tower observation post.
- 4. At least one section is to be trained on the mortars. (What mortars?) Sgt Wilson to instruct. (Sigh!)
- 5. Transport mobile reserve in Jones's Truck and Armoured Bus. (Where did this come from?)
- 6. Brief the sections on Nazi techniques and disguises. Remember that they may disguise themselves as nuns, policemen or civilians. Some may even wear British uniforms.

You then read over the pamphlets and discover that the mortars are very heavy. The Northover being a four man load and the Bombard 3cwts and so neither is very portable. There are 10 battle bombs for the Northover, and 2×20lb bombs and 6×10lb bombs for the Bombard. You are not really clear as to which is fired by which.

Just as you lock up Jones rushes up to you. "Don't Panic" he

shouts. "There's a battle at sea! Just wait till they land! They don't like it up 'em!" In the distance you can see an RAF plane dropping bombs onto something in the Channel. You reassure him and carry on. It is a beautiful hazy evening. Quite bright for the time of year.

3. Cpl Jones. **PC**

You start the game in your shop. The telephone rings, waking you from your nap. It is Sgt Wilson to say that two of the platoon are on their way to the shop to start a patrol. You are to pick up Pte Godfrey and patrol the harbour first. It is already dark. The two soldiers arrive before you have time to change into uniform.

4. Pte Pike. **PC**

Unfortunately you work in the same bank as "Uncle Arthur" and have been put in charge of the boring road block with two boring men to guard the boring town from the boring Nazis on a boring cold night. So just before dark you take up your post.

5. Pte Frazer. **PC**

You have been discussing a service with the vicar and because this has taken longer than expected you have gone directly to the parade. You are not in uniform, but nothing much happens anyway. If the Nazis do land we're all doomed! You make no bones about the expected outcome of any invasion attempt.

6. Pte Walker. **PC**

You have reported for duty and intend to make the most from any situation. Particularly if it means a profit. If the enemy do come you will sort them out for interrupting business.

7. ARP Warden Hodges.

You are responsible for the enforcement of the air raid precautions. You take this very seriously. It is a highly responsible post, much more so than that pompous little Napoleon and his Dad's Army of boys and grandfathers.

8. Nathaniel Winslow. **PC**

You are the Headmaster and Scoutmaster for Walmington-on-Sea. Most of the older boys are either in the forces or in that apology of a defence force – the Home Guard.

That pompous little . . . Mainwaring was given command over you! You were the obvious choice. A man of your standing and upbringing – you were a cadet sergeant at your Public School.

You have trained the boys well as couriers and guerrilla fighters. You have had them hide caches of Molotov cocktails at the entrances to the village and at strategic points inside.

You cannot stand the sight of that tubby little excuse for an officer. If he crosses you then you'll . . . you'll . . . Words fail you!

DEFENDING FORCES

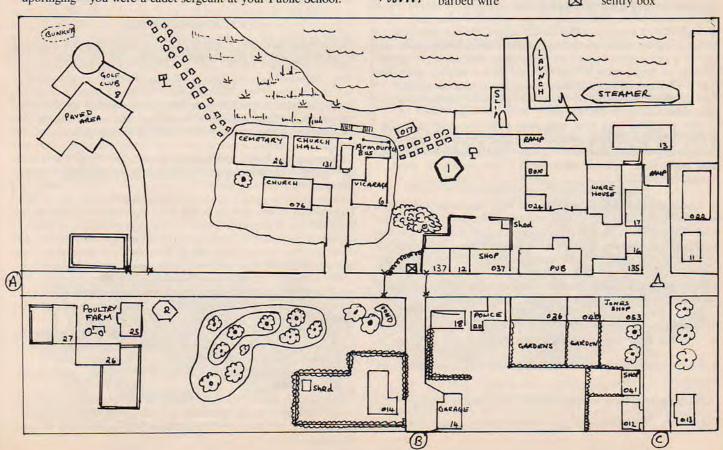
The Home Guard are in platoon strength of about 24 all ranks. This is to represent the non-attendance problems that were faced at this period. They are, with some exceptions, dressed in nearly standard British Army uniforms. The exact style can be seen in Mollo (1973 and 1981) and Longmate (1974). They should be armed with rifles, an occasional Tommy gun and the Section Automatic Weapons were Browning Automatic Rifles. We used a single Bren (instead of the BAR's) for the entire platoon instead. The Home Guard were well served both in the quantity and variety of grenades.

Jones Shop
Godfrey's House
Golf Club
Road Block
Church Hall
Cpl Jones (rifle) and two riflemen
Pte Godfrey
Capt Mainwaring (pistol) and car
Pte Pike (Tommy Gun) and two riflemen
Sgt Wilson, Pte Walker and rest of platoon

ARP Hodges is unarmed and lives in his house/shop. His initial movement is controlled by a random card.

WALMINGTON-ON-SEA





The Scout Troop are in their Scout HQ. They are being instructed in their duties and the location of the Molotov Cocktails. Each has reported with a catapult and stones. These stones are of two types; for the catapult and for throwing by hand. They also have scout staffs, sheath knives, lanyards and other Boy Scout goodies.

The police station is manned by one police constable at night. He is unarmed, but has access to an armoury containing rifles and pistols. The ammunition is held in a safe place and can only be released by his superiors. His initial movements are controlled by a random card. However, he must do his duty if shooting starts.

Fred Howard is fishing off one of the quays in the harbour. He will run to the police station to report any invasion that he sees. He has seen two invasions already!

All other figures are controlled by the umpire's random event cards or by the Umpire's decision to add interest or mayhem.

THE OPPOSITION

A. FregattenKapitan Rheinhold von Dietle. **PC**

Just before dusk tonight your U-Boat was forced to the surface by depth charges dropped by a Hudson of RAF Coastal Command. The bomber then strafed you several times with machineguns. Unluckily it was the plane's last strafing run that did the damage. The pressure hull was holed and the fuel tanks ruptured.

The fuel leak will betray your position and the holed hull means that you can only run at a couple of knots on the surface. Each on its own would make a safe return dangerous if not impossible, but together they spell suicide. All of the crew are aware of the danger and that they must surrender in the morning. The charts show you are just off the coast by a town called Walmington-on-Sea. A plan begins to formulate . . . a risky, a dangerous plan. A plan that calls for resourcefulness and daring, for stealth and initiative. The stuff of legend. You call your officers and petty officers together.

While you wait for them to assemble you select your personnel. You immediately discount those you have to leave to protect the boat.

1. Yourself

You come from an old naval family. Your father commanded a cruiser in the Kaiser's War. You are not enamoured of the Nazis and what they have done to Germany. You still hold true to the old values and gentlemanly conduct of the officer corps. It was only to remain at sea that you accepted command of this U-Boat.

KapitanLeutnant Karl von Gysae is your second in command. He is the favourite of the Nazi elements on Admiral Donitz' staff. He is strongly tipped for a command next time out. He is a competent, if ruthless, officer – hardly surprising considering his background – the son of a shopkeeper cannot be expected to become a gentleman. What is the navy coming to? Not only that, he is a member of the Nazi Party! The crew do not trust him, nor do you. He is too arrogant by half. But he is the only officer that you can take with you (because you can't trust him to be left behind).

- 3. Oberfeldwebel Kurt Grunmann is your chief engineer and he needs steel plating to make temporary repairs to the hull. He is a thorough and professional seaman of some 8 years service. A solid, if unimaginative bloke.
- **4. Obermaat Heinrich Kammhuber** is your Master-at-Arms. This strong fellow actually enjoys guns and things. He was in the Army for a while when the Navy was reduced between the wars. He revels in steel helmets, guns and black-painted faces! He normally commands the deck gun detachments. He even knows how to use a grenade.
- **5. Matrosenstabsgefreiter W. Albrecht** is an expert on fuels and says he needs 500 litres of fuel about two large drums.
- Matrosenhauptgefreiter J. Schnidt is your damage controller and welder who needs welding gas to repair the boat.
- 7.& 8. Matrosengefreiter V. Ollenschlager and G. Hartmann are both engineers.
- 9-16. Matrosen: Able Seamen trained in the use of firearms.

Once they have assembled, you address them:

"Gentlemen, we are in a dangerous situation. We can run for home and if we don't sink on the way we will run out of fuel . . . or we can scuttle the boat and surrender . . . "You pause to let your words sink home. "Or . . . ". They all look at you, amazed or shocked. "We can raid England and take what we need! We have most of the equipment that we would need on the boat. I've looked at our equipment and this is what we've got:

- 4 Torches
- 5 Sub Machine Guns
- 4 Rifles
- 7 Pistols
- 2 Grenades
- 2 Rubber Life Rafts
- 1 Torpedo trolley
- 1 Battery trolley

It's not ideal, but it's all we have. So here's the plan . . . "

B. KapitanLeutnant Karl Gysae **PC**

You are strongly tipped by your friends on the staff at the Admiralty for command on your return. The fact that you are a member of the Nazi party does help. You distrust the decisions made by your commander. He belongs to a bygone age. You are determined to return to the Fatherland. Your chances of promotion would be aided if the captain met with an accident and did not return. However the crew do not like you much and some positively hate you.

C. Oberfeldwebel Kurt Grunmann **PC**

You are a thoroughly professional seaman. You are devoted to the service and have ambitions to move up to a destroyer. You trust and like the captain. He is your type of Officer and Gentleman, not like that nasty piece of work Gysae. Nazis like him should not be allowed in the Navy! You need to secure some sheet steel and welding gear to repair the boat. In addition you need fuel, a couple of large drums of marine diesel to get the boat home.

D. Obermaat Heinrich Kammhuber **PC**

In your career you have served in the army as well as the navy. As a result you are well versed in small arms. The Captain is relying on you to be his weapons man and adviser on this land raiding party. You are looking forward to it. It sounds exciting. The Kapitanleutnant is landing too. He is not popular, but you can work with anyone. He does know a lot of the right people and so it is useful to get on with him. After all he might need an Oberfeldwebel sometime.

ATTACKING FORCES

The Germans have the 16 figures outlined above. They are deployed as boatloads and the game begins when they hit the shore.

UMPIRE'S NOTES

Each character is briefed as to what he needs to know by his commanding officer, in addition to what is written on their cards. The information on the reverse of the card should give the character's viewpoint or aims.

Players should be encouraged to act out their parts with appropriate accents and attitudes for as long as the umpire's nerves can stand it.

Each figure is given a numeric value to move under fire (TMF). This number or less must be rolled if the character is to move whilst being fired at or is to cross ground which is swept by fire or which is known to be covered by a sniper or whatever. It is different for each character and reflects their moral fibre and not necessarily their training. Generally leaders should have higher values than average.

The Umpire's control map has the buildings numbered. The numbers in this case refer to our system for cataloguing floorplans and details. These are used for reference to floorplans and also in the random events.

The launch (a bath toy modified and detailed) has no fuel or batteries aboard because of the fuel shortages. It smells of new paint and varnish. It is of wooden construction with diesel engines. It is in running order, having been well looked after. It would not take much to get her going.

The steamer (from the same source as the launch) has suffered severe damage from air attack. It is undergoing repair and tools, welding gear, etc. are stowed in lockers on board or near at hand (Building 13).

Building 13 is a locked store. It is used by those who make regular use of the harbour. At the moment it is fairly empty, containing only the equipment from the launch and the consumable stores and tools for the repair of the steamer.

The Warehouse is a padlocked building. It is full of empty packing crates of assorted sizes.

The rowing boat belongs to a local fisherman. It is upside down and the oars are underneath.

Each vehicle and heavy weapon also has a card.

The minefields are dummies. There are no mines, but figures in the "minefields" should dice as if there were.

Individual drums and stacks of drums should be noted on the map with their contents. Some could have waste oil, some diesel, some engine oil, some rainwater and so on. Most seamen or those with vehicle skills should be able to identify them. The location of welding gear should also be known and recorded.

Coloured markers for casualties are helpful. We used:

blue wounded red crippled black dead

yellow failed TMF roll and therefore pinned down.

RANDOM EVENTS CARDS

(One or more drawn each move to keep things going)

- 1. ARP Hodges leaves 041 to do his rounds by bike.
- 2. PC leaves 20 (Police Station) to check on harbour.
- 3. Doctor and Nurse enter at A in a car. They are to proceed to 013.
- 4. Couple with dog leave shop 23 to stroll by the sea front.
- 5. Old man with dog leaves 16 for a walk by the harbour.
- 6. Two customers leave pub and head for 11.
- 7. Paper boy leaves shop 12 after evening rounds to go home to 012.
- 8. Vicar leaves church 076 for vicarage 6.
- Watchman at warehouse leaves 024 for patrol.
- 10. South African airman parachutes behind pillbox 2. Has a strong
- 11. Farmer checks his poultry on farm. He has had trouble with foxes and is armed with a shotgun.
- 12. Farmer's daughter and her husband leave 040 for farm (walking).
- 13. Watchman at boat shed leaves 13 for patrol.
- 14. Two nuns leave 137 to go to vicarage. One is Dutch.
- 15. RAF armoured car on patrol enters at B. Is to collect bottled beer at pub.
- Two drunken sailors leave pub for steamer.
- 17. Air Raid Alert Siren.
- 18. Three golfers leave 8 and head to the village.
- 19. Fisherman packs up on harbour and goes home past 012.
- 20. Brewery lorry arrives at A to deliver at pub. It broke down earlier.
- 21. Miss Johnston, an elderly spinster, reports to the police that Huns have landed paratroopers in her back garden (137).
- 22. Shop (036) owner locks up and goes home. Off table by B.
- 23. Three people leave pub to go home by B.24. Guard at barrier thinks he hears a suspicious noise and investigates after raising the alarm. The noise can be anything the umpires think suitable, an escaped animal, a drunk blundering about, a player's party or an individual figure or whatever.

The umpires should feel free to ignore, modify or improvise as they see fit.

The Umpire team should be well briefed in advance, having talked through the scenario at various stages in the preparation. Each could have his responsibility limited to a particular area or party. This allows them to keep things going.

Useful Sources: Home Guard

Longmate; (1974); The real Dad's Army; Arrow.

Mollo, M'Gregor, Smith & Chappell; (1973); World Army Uniforms; Blandford. Plate 48.

Mollo; (1981); The Armed Forces of World War II; Orbis. pp64-67, plate 69.

German Navy

Mollo; (1981); The Armed Forces of World War II; Orbis. pp247-250 plates 302, 304, 305, 306.

Enjoyment

?; (1974); Dad's Army Annual 1974; World Distributors.

SAMPLE CHARACTER CARDS

Kev:

TMF = To Move under Fire

Rd = Speed on surfaced roads

CC = Cross country on firm ground

BCC = Bad Cross Country, on poor or soft ground

WDS = Speed in woods

SW = Swim, if unencumbered by equipment and weapons

Pen = Penetration of target's protection

Str = Strike value of ammunition or weapon

D = 10-sided die (0 counts as 10)

Fatigue = Tired/Exhausted

Fig. 2a Cpl Jones (front) TMF 5 Move Rd 5" CC 4" BCC 2" WDS 2" SW 1" Grenade 4" 7+ Burst 6" Pen 0 Str -2 hits D6 Rifle 10" 5+ 24" 7+ 36" 8+ Pen 3 Str shots 10 Melee -3 (bayonet +2 first round) Pen 1 Str +1 fatigue 2 per rd

Dead -7 crippled -5 wounded -3

Fatigue 4/8

Cpl Jones (rear) The butcher

Veteran of the Sudan and intensely patriotic. Determined to get to hand-to-hand combat with his bayonet. A stubborn character who bows to authority as a good regimental soldier should.

Special rules:

At any change in situation roll 1 D10 a score of 1 or 2 means that he rushes around shouting "Don't Panic! Don't Panic!" This clears after 3 moves, direct enemy action or the arrival of a superior. It always lasts at least 1 move.

Fig. 2b Home Guard Section TMF 4 Move Rd 6" CC 5" BCC 4" WDS 3" SW 1.5" Grenades 5" 6+ Burst 6" Pen 0 Str -2 hits D6 Rifle 10" 6+ 24" 7+ 36" 8+ 48" 9+ Pen 3 Str -2 shots 5 SMG 5" D-4 10" D-5 15" D-6 20" D-7 Pen 0 Str -4 bursts 6 LMG (prone) 12" D-6 24" D-3 36" D-5 60" D-6 Pen 4 Str -2 bursts 10 LMG (hip) 6" D-3 12" D-4 18" D-5 24" D-8 Pen 4 Str -2 bursts 10 Melee -1 (bayonet +2 first round) Pen 1 Str +1 fatigue 1 per rd Dead -6 Crippled -5 Wounded -3 Fatigue 5/10

Fig. 2c TMF +2 to occupants Jones Van (front) Move Rd 24" CC 8" BCC 4" (bogson a D10 roll of 1 - 3) Armour 4 Capacity: 2 +12 Weapons: Crew Weapons Only: 4 rifle ports each side

8 rifle ports in roof 1 rifle port in each rear door

Exits: Side doors front only, 1 fig per move Rear doors 8 figs per move.

Jon	es Van (rear)	HITS	
D10	Front	Side	Rear
1	Driver side	Body Front	Body Right
2	Passenger side	Body Spare Wheel	Body Left
3	Wheel Left	Wheel front	Wheel left
4	Engine	Engine	Engine
5	Engine	Engine	Engine
6	Body rear low left	Body rear low left	Body low left
7	Body rear low right	Body rear low right	Body low right
8	Body top left	Body rear top left	Body top left
9	Body top right	Body rear top right	Body top right
0	Bumper	Fuel Tank	Chassis

The armour must be exceeded by the ammunition.

Roll a D10 and add or subtract the Pen value of the round.

A burst area weapon (excl HEAT) rolls a D6 = the number of hits scored. For each 6" moved subtract one from the D6. Fuel tank hits destroy the vehicle if an incendiary round was fired. Normal rounds need 8+ to cause an explosion. Otherwise the vehicle is immobilised.

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"Notes on the Prussian Army in the Seven Years War"

Part 2 - Infantry (1)

by M. Tomczak

This is the first of two articles on the infantry. Particular attention is paid to new methods introduced and developed during the years before 1756, so as to provide as full a framework as possible of the system under which the infantry operated during the war and the thinking behind it. It is hoped that this approach will assist a wargamer in adopting the right approach to problems he encounters with his miniature Prussians on the table top, and help him use them properly.

The Mechanics of Linear Tactics.

This period is sometimes referred to as the "Age of Linear Warfare" the reason being the general use on the battlefield of long, thin lines of infantry. The infantry formed the largest segment in European armies at this time, and their use dominated tactical thinking and deployment. The use of close-order troops deployed in long lines developed as a consequence of the arming of the infantry with flintlock muskets (a process completed by 1700). The limited effect of these weapons promoted the use of close-order linear formations, the intention being to maximize their effect and at the same time bring the largest number of weapons to bear. Initially the most common formation was a four-deep line, this slowly changed to three-deep lines (on some occasions during the Seven Years War numericallyweakened Prussian battalions were deployed in two ranks so as to extend their frontage). Most European armies had adopted the three-deep line by the time of the Seven Years War. The limited effect of weapons generally at this period was demonstrated at Zorndorf in 1758 – at the end of the battle in the evening the Russians were gathered in large masses on the battlefield and the Prussians stood on their line of withdrawal, despite this there was nothing more the Prussians could do and both sides withdrew soon afterwards.

The use of easily supervised close-order formations was also promoted by the presence, in most armies, of men who were liable to desert if given an opportunity, and in wartime desertion reached appalling proportions. Frederick the Great drew up lists of measures to be taken to minimize desertion in the field, with only limited success. The presence of unreliable foreign elements in the Prussian army was accepted as the price for having a more prosperous economy, with large sections of the population exempted from military service altogether. Through their unreliability, and because their training as part of the line made them unsuitable material, such troops could not be used in skirmish order, and during this period open order remained very much on the fringes of the main actions, and used in the operations of "der kleine krieg" (petty war), which involved such things as ambushes, attacks on convoys and magazines, and reconnaisance. In the Prussian service the various light units set up were generally looked down upon, both for their general behaviour and because they could not be used in the line.

The use of long, unbroken lines of infantry led to a tendency to mass the cavalry on the wings—although frequently this approach was altered if terrain conditions called for or permitted something different—and as a part of a reserve. Under Frederick, the third line, when there was one, would consist entirely of cavalry. The cavalry's ability to give effective support to the infantry was often reduced by the distance between the two arms over much of the battlefield. As the lines of infantry came closer together there was eventually only space between the battalions for the battalion guns. When Frederick came to the throne in 1740 the usual gap between Prussian battalions on the battlefield would be 30 paces, this was later reduced to 20, and by 1756 it was 12 paces.

The use of lines certainly maximized the effect of weapons. On occasion, a battalion in line with its two cannon could hold off the heaviest cavalry attack, more often (if given time) a battalion or regiment would form a square which would be virtually impossible to ride down. The danger of cavalry attack often existed only for battalions near the end of a line. The vulnerability of the flanks of the lines caused the Prussians to deploy perhaps two battalions, often of grenadiers, in the gap between the two lines at their ends from 1740 onwards.



This drawing by Menzel illustrates the kind of scene which might occur if order and control were lost or disrupted in an army at this period. Here a variety of Austrian types can be seen seeking safety. From F. Kugler. "Life of Frederick the Great" (London 1877).

All aspects for linear tactics were covered by rules and set methods for doing things. For example, each aspect of a battalion's deployment had a term to describe it – the direction it faced was the front, and the line it was marching on was the direktion, its sides the flanken, and its rear the queue (French for "rear"), a commander to the front and the front man of each rotte (file) was fuehrend (leading), and the line in which a unit stood in common with its neighbours was its alignement. The term for a complete line of infantry was treffen, hence erstes treffen (first line), zweites treffen (second line), each treffen being divided into a left and a right fluegel (wing).

The order of precedence between regiments was decided by the rank and seniority of the Regimentsinhaber, in Prussia usually a general. When an order of battle was drawn up, in which each regiment was allocated a place, the points of honour were the extreme wings, with the right "superior" to the left, and both "superior" to the centre, and the first line "superior" to the second. Units were keen to gain their full rights under precedence, and argument could ensue when a commander drew up an order of battle and units from more than one country were present.

The use of long lines brought a number of problems with it. They were especially vulnerable on the flanks, could easily fall into disorder, be broken, and had difficulty moving properly on open ground, let alone more difficult terrain. Columns were used on the march, or in the approach to and deployment on the battlefield, or when passing through a defile. Once the line was formed and advancing, it could be disrupted by the smallest obstacle - a Prussian line would pass a small obstacle in such a way that a number of files would drop out of the line to the left and right behind the main line, and the line would "flow" around the obstacle, with the displaced files then resuming their place. Obstacles such as woods, villages and defiles had to be overcome with great care - such eventualities were often covered by precise rules - and commanders generally attempted to avoid them both in their approach march and during the attack. Defenders could rest their flanks on such places or incorporate them into their position, although their own ability to manoeuvre remained limited. In theory at least, flat, open ground was preferred for battle, but Frederick predicted correctly in 1755 that in a future war with Austria the enemy would be likely to make much use of higher ground in choosing positions.

Manoeuvre in line was difficult and could only take place slowly. Before 1756 the Prussians worked extensively at increasing their flexibility and manoeuvrability, and attained a high level of ability and preparedness, which gave them an advantage on the battlefield

during the war. Various ways were sought of speeding the movement of the line without losing the cohesion. The Prussians demonstrated that the finest method in the long run was to train officers and men constantly in elaborate movements in peacetime, which helped make the simpler battlefield manoeuvres that much easier in wartime. Frederick held large-scale reviews and manoeuvres each year in peacetime to give the officers at all levels experience in controlling movements by large bodies of troops over a variety of terrain types.

One method of simplifying and speeding up movement on the battlefield, much practised by the Prussians and used by them in wartime, was to advance the battalions "en echelon", by which method the battalions would advance in a staggered line, each perhaps 50 paces behind its neighbour to right or left. This required a high level of co-operation and understanding between battalion commanders, but avoided the problem of keeping a line, many hundreds of yards, long in order during an advance.

The successful movement of a line depended on the maintenance of order, and great importance was attached to this. Frederick himself wanted his officers to maintain "diziplin" in their units during battle. This word covered the general maintenance of order and control, and consequently of the unit's ability to function properly. The problems that might result from the need to maintain order can be illustrated by the events which occurred at Campo Santo in Italy in 1743 – the Austro-Sardinians hit difficult ground while manoeuvring against the Spanish right, and in maintaining order they took two hours to cover a distance of 1,000 yards. The line could be brought intact against the enemy only with precise movements, and without fullest order being maintained the attempt to do this would either fail altogether or only succeed partially. Doubling was out of the question, and a change of direction by a line could only be carried out by highly-trained troops.

If the discipline holding a unit together was disrupted by outside forces, the result might be complete dissolution, as for example happened with the Prussian garrison of Breslau in 1757 after the Austrians took the fortress. The fact that the bond holding a unit together might snap rather suddenly may help to explain the great effect of a number cavalry attacks during the Seven Years War – the better quality of recruits in the cavalry and the limited effect of

infantry weapons do not explain this on their own.

Once the line had been brought up against the enemy, the general objective of both sides was to decimate or destroy the enemy with fire prior to driving them away with a bayonet attack (Frederick did for a time - until 1757 - order his troops to attack without firing, simply marching on the enemy and falling on them with the bayonet). The range at which fire was opened varied - sometimes at as much as 600 paces, more usually at 200 or 300 paces. Musket fire was most effective at 75-100 paces. In the Prussian army men armed with flintlocks did not have any target practice in peacetime, and there was generally no practise aiming on the battlefield, partly because of the nearness of the enemy in close-order formations, the presence of dense clouds of powder smoke, and a reliance on the effect of large numbers of projectiles fired at massed targets. When the Prussian infantry did mount close-range bayonet attacks, the enemy generally ran away before the two lines came into contact. This was almost invariably what happened when one side or the other went in with the bayonet, with the morally weaker side giving way. Frederick himself put the whole thing rather differently - he wrote that a battle was decided by "winning terrain", during this



Prussian infantry advancing into a hail of shot and shell at Kolin (1757). Drawing by Menzel, from Kugler.



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The spirit and dash of the Prussian infantry are demonstrated in this incident, in which the Anhalt-Bernburg Regiment (no.3) attacked the Austrian cavalry with the bayonet at Liegnitz (1760). Drawing by Menzel, from Kugler.

process the enemy would be driven from their positions, whether by fire or bayonet.

In view of the fact that the battle might proceed for some time before fire began to have a great effect, cavalry attacks on infantry were deferred on numerous occasions, the commanders having waited for an appropriate moment. An infantry unit weakened by fire and perhaps falling back slowly in less than good order, or perhaps falling back in some confusion through the line being broken, would be much less able to form a properly-organized square or put up effective resistance than a fresh, ordered unit.

The tasks of choosing the battleground, pinpointing the enemy's weak spot, recognition of the correct moment to attack and the planning of the attack fell to the commander, the rest could only be achieved given a sufficient level of training among the officers and men. (The Prussian ability to carry out rapid manoeuvres declined somewhat in the later stages of the Seven Years War after heavy losses of experienced men in 1757–9.). Once the commander had issued his orders, ideally after the details of the terrain were fully known, and the army advanced to the attack, there was little he could do to influence events further (except perhaps on a localized level).

The army would deploy for the battle in a previously arranged order of battle, with each unit in its alloted place. The battalion commanders would arrange their units in the line, and once the advance began they could do little more than ensure they were advancing in the right direction, and control the moment when fire was opened. A vital role was that of the officers at platoon (peloton) level, who were important in maintaining order and controlling fire.

Until Frederick's period, linear battles were generally parallelschlachten, in which the two armies deployed parallel to and in full view of each other and then fought it out. Frederick rejected both this approach and the idea of mounting frontal attacks on superior enemy on the grounds that in a future war the Prussians were likely to be inferior numerically and such methods would not use his troops' abilities to their full advantage, and instead he developed his oblique order, in which one wing of his army would tie the enemy down by threatening him, and the other, stronger, wing would attack the enemy flank. He believed that this approach would enable him to defeat far stronger enemy armies. He was also against the idea of fighting on flat, open terrain, where his smaller army would be at a disadvantage.

We conclude this section with an outline of a "typical" Prussian attack. It would begin with an attempt to take the enemy in flank with a rapid approach march and rapid manoeuvring. Infantry and artillery were to disrupt the enemy at the chosen point of attack, a task made easier by employing an attaque of several grenadier battalions in advance of the mainline which would apply heavy pressure to its front and perhaps break the enemy line before the main Prussian body hit it. If the advance came within 50 paces or so of the enemy they generally withdrew. The overall decision would generally be brought about by a combination of factors – infantry fire, well-placed artillery, cavalry actions, with the guarantee of victory being finally provided by the cavalry – eventually compelling an enemy withdrawal or rout. Measures such as a rapid concealed approach and advanced en echelon could help considerably in gaining victory. The Prussian infantry generally experienced a moral upsurge in advancing.

The Infantry

Changes in Organisation 1755-57.

Each Prussian infantry battalion at this time consisted of six companies, five of musketeers or fusiliers, and one of grenadiers. In wartime the grenadiers of a regiment would combine with those from another to form a four-company grenadier battalion, a practice known as schwadroniren. Under the infantry Reglement of 1743 a company of infantry other than grenadiers was to have 114 privates, and 8 supernumeraries (ueberkokmplette) who marched without muskets and acted as an immediate reserve. A grenadier company was to have 120 privates and 10 ueberkomplette. In the spring of 1755 Frederick ordered that in future all companies were to have 20 ueberkompletten, the men all to be taken from the cantons (most regiments had an area known as a canton allocated to them from which native Prussians were recruited). This was not possible for those regiments without cantons, specifically numbers 6, 15, 35, 39, 44, 45, 48, and the garrison regiments, which retained the earlier



The Prussian infantry did not always have things their own way. Here men of the Garde are being cut down by the Austrian Hessen-Darmstadt Dragoons at Kolin (1757). Drawing by Menzel, from Kugler.

numbers of *ueberkompletten*. On the outbreak of war in 1756 however, the garrison units in East Prussia and Silesia were allocated 10 further *ueberkompletten* for each of their grenadier companies, specifically GI, V, VI, VIII, X, XI.

At the beginning of 1757 it was clear that "fire and water" (Hapsburg and Bourbon) had combined against Prussia and a great effort would be required. On the 8th and 9th of January Frederick ordered that all companies were to be increased by 30 privates, an order impossible to carry out for regiments without cantons, and also for several with less-populous cantons (36, 46, 47, 49). This increase brought 7,830 native Prussians into the ranks and went onto the establishment on the February 1st 1757.

The result of these increases was that the infantry went to war at three levels of strength – the pre-1755 establishment with 1743 numbers of *ueberkompletten* was known as the *alte fuss* ("old footing"), with double *ueberkompletten* as the *mittlere fuss* ("middle footing"), and with double *ueberkompletten* plus the 1757 increase as the *neue fuss* ("new footing").

The combined battalions of grenadiers took the field with a variety of strengths, depending on the establishment of the parent regiments. When companies of different strengths combined, the result was a melieter fuss (combined footing) for the battalion. Of the 29 grenadier battalions, 16 took the field on the new footing, with 754 men including 680 privates - 1/23, 4/16, 5/20, 7/30, 9/10, 11/14, 13/26, 17/24, 19/25, 21/27, 24/34, 28/32, 29/31, 33/42, 37/40, 38/43. On the middle footing with 560 privates were GI/GXI, GV/GX, GVI/GVIII (these were all garrison grenadiers with double ueberkompletten). On the old footing were 45/48/GIX (2 companies from no.45, GIX was a battalion-strength unit, and no.48 had a single company of grenadiers after being elevated to Fusilier Regiment status from a garrison battalion in 1756), and GIII/GIV/NGR (the first garrison were one battalion each, the Neves Garnison regiment had two companies), with 520 privates. On the combined footing, 35/36 and 47/GVII had 540 privates, 12/39, 15/18 and 41/44 had 600 privates, and 2/GII and 8/46 had 620 privates. 3/6, with three companies on the new footing from the three-battalion Anhalt regiment (no.3) and one on the old footing from the Battalion Grenadier-Garde (no.6) had 640 privates.

It seems that the above increases were made without any additional officers or NCOs being necessary. The strength levels which resulted were used as the basis for replacement of losses throughout the war. On at least one occasion however, losses were so severe that a unit could only be maintained on a lower establishment – Infanterie-Regiment no.3 suffered very heavy losses and went onto the old footing in 1761, having originally been on the new footing.

CONTINUES NEXT MONTH.

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Mamaluk

ER10 Tartar light cavalry with bow

ER11 Tartar light medium cavalry with spear

ER12 Steppe Cossack light cavalry with bow

ER13 Steppe Cossack light cavalry with lance

ER14 Eastern light cavalry in turban (bow armed)

ER15 Eastern light cavalry in turban (bow armed)

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'If I Advance, Follow Me; If I Retreat, Kill Me; If I Die, Avenge Me'

A Wargamer's Guide to the Vendéan War, 1793-1796 Part 1

by Guy Halsall

Introduction

In 1793, with the French Revolution at its height, the country-folk in the west of France rose up in arms against the Convention, their avowed aim to restore the Monarchy and the Catholic church. As a result, La Vendée and portions of the neighbouring Departments were submerged in a tragic civil war which lasted, in various forms, until 1796 and was to be a thorn in the side of the new Republic. Though wargamers will doubtless be aware of the existence of this fascinating conflict (if only from the Empire-scale Napoleonic board-games which force the French player to have a unit in the West), few, I suspect, know very much about it. It is the aim of this series of articles to arouse some interest in this obscure side-show to the familiar goings-on in the Rhineland, the Netherlands and Italy, and to give some idea of its flavour.

A Historical Outline

The causes of the revolt and counter-revolution are many and complex. The inhabitants of La Vendée had been as much opposed to the corrupt Ancien Régime as any and had welcomed the Revolution in 1789. There is strong evidence that the fiscal policies of the monarchy were widely resented in the area. What seems to have sparked off the revolt was the triumph of the Jacobins and their anti-clerical policies. In 1790 it was decreed that all clergy should declare their allegiance to the Convention. Many clergymen refused to do so. A quarrel with the Pope began which was only ended with Bonaparte's concordat. In the pious Vendée most of the clergy refused to swear the oath and became 'non-jurors'. The government's attempts to force them to take the oath or to replace them with 'conventional' priests who had done so resulted in sporadic outbreaks of violence. The result of all this was the existance of two rival clergies and the wholly unnecessary creation of an extremely volatile political situation in the region. In 1792, a Royalist uprising around Bressuire was brutally suppressed by the National Guard.

The sparks to ignite this powder keg were the execution of the King in January 1793, which outraged the Vendée as it did most of the other moderate or *Girondiste* provinces, and the *Levée en Masse*, the decision to raise vast citizen armies from all of France by a system of drawing lots. It was also apparent that some of the local gentry were prepared to help in any insurgency. It has been suggested that the Vendéan War was started by the nobles on the failure of the Breton Marquis de la Rouërie's plot in 1792-3 but this does not seem entirely plausible. Charles Tilly (2) argues persuasively that underlying economic causes of the revolt were very important, even though not used as rallying cries.

So, the revolt was essentially a religious one, but with economic motives, and opposed to the Levée en Masse. As Ross says, it became Royalist out of necessity. 'Certainly, at the beginning of the Grand' Guerre de Vendée, there was no question of restoring the monarchy, nor of avenging the death of Louis XVI, nor of liberating the boy-king Louis XVII' but 'if the restoration of the church was to become a reality, it could only be achieved by a King of France.' (3) Throughout March 1793 peasants throughout La Vendée, Deux Sèvres, Loire Inférieure and Maine-et-Loire rose up, attacked the local National Guards and Conventionals and seized their weapons. They then forced various members of the gentry to be their leaders. Most of the latter were reluctant, seeing – rightly as it eventually turned out – that to oppose the Republic by force could only have one result for them. Ironically, one of the few to take up arms willingly, Charles de Sapinaud de la Rairie, was almost the only Vendéan leader to survive the war.

The rebels won a number of minor successes and soon had under their control a large area, known as La Vendée Militaire. The larger

towns - Nantes, Angers, Saumur, Thouars, Parthenay, Lucon, Fontenay-le-Comte and Les Sables d'Olonne - stood, like 'Republican sentinels' around the 'lands of insurrection'. The Convention refused to take the uprising seriously and was distracted by other events so the Royalists were able by April to organise themselves into a number of 'Armies' or 'Divisions'. When combined, these forces called themselves La Grande Armée Catholique et Royale and could number up to 40,000 men. Half-hearted attempts to put down the revolt were easily defeated, and the Royalists combined forces to take the island of Noirmoutier and the towns of Bressuire (3 May), Thouars (5 May), Fontenay-le-Comte (at the second attempt, 25 May) and Saumur (9 June). The attack on Saumur saw the future marshals Berthier and Augereau in action, the former coming close to losing his command, if not his head, as a result of his failure. On 12 June the counter-revolutionaries elected Jacques Cathelineau, an artisan commanding one of the Angevin contingents, as commanderin-chief. It was a wise choice, for while being able, Cathelineau was both humane, calm and unlikely to cause friction between the generals. He was also not a noble, which encouraged unity between the peasants and their leaders. On 19 June, Angers was taken but, like the other captured towns, was abandoned a few days later through the inability to post a garrison. It was next decided to attack Nantes but though it came very close to success, the attempt on the 29th failed through lack of co-ordination and, worse, Cathelineau was killed. An ex-soldier called D'Elbée was elected as his replacement but this caused some resentment.

In August the *Grande Armée* attacked Luçon, after two minor set-backs, on the 14th, but met with a heavy defeat. This was partly avenged at Chantonnay on 5 September but time was now running out for the rebels. Following the surrender of Mayence (Mainz) to the Austrians, its veteran garrison was allowed to go free on the condition that it fought no more against the coalition. The rebels were not part of the coalition so these excellent troops were sent to the Vendée, where they arrived on 6 September, under the command of D'Aubert-Dubayet and Kléber. A major offensive was now launched into the Vendée from several directions.

This was defeated in a number of battles, notably Torfou (19 Sept.) where Kléber was beaten, and the Royalists took a colossal booty of 51 cannon, 71 mortars, 47 caissons, 26 ambulances, 32 wagons and 900 horses, excluding all kinds of other supplies. Misunderstanding and jealousy prevented the Royalist leaders from annihilating the Army of Mayence at Clisson – a fatal mistake. In October a second determined offensive began and for several reasons the Royalists were driven back and the various Republican 'armies' joined forces. The counter-revolutionaries combined all their divisions (except that of Charette, fighting in the west) and attacked Cholet. A major battle ensued (17 October) which, though bloody and close-fought, resulted in a Republican triumph. D'Elbée and two other popular Vendéan generals (Bonchamp and Lescure) were mortally wounded.

The flight from Cholet took the fugitives to the Loire at St. Florent-le-Vieil and across the river. This decision was governed by the panic of the masses and influenced by the Prince de Talmond, who was convinced that Mayenne (Maine) would rise up and join the rebels. If, he claimed, a channel port was taken the English would land a force to help the Royalists. It would, no doubt, have been wisest to attack Nantes again, from the north, re-cross the Loire, join Charette and fight on from the Vendéan homelands. This sound plan was rejected—not least because most of the generals disliked Charette—and it was decided to march on the channel coast via Mayenne. Thus began the tragic *Virée de Galerne*. In Winter, the army, with its wives and children, marched through Mayenne and into Normandy. There was no mass uprising—only a few Breton *Chouans* joined them.

Henri de la Rochejaquelein, a dashing 21-year-old, had been elected commander-in-chief when the Loire was crossed, and at Entrammes he heavily defeated the pursuing Republicans, including the Mayençais. Eventually it was decided to attack Granville, the closest port to Jersey. The attack failed - just - mainly through the insubordination of the army: in Jersey, a British fleet was only kept back by contrary winds. The attack on Granville had come within an ace of changing the course of the war, but the rebels, riddled with mutiny, demanded to go home and the long march back to the Loire was begun. The Vendéans were starving, their clothes were in rags, it was freezing cold and the 'Blues' had every crossing-point of the Loire guarded. Despite winning several skirmishes, the Royalists were unable to cross and were bounced from one bridging-point to another until they were eventually caught, defeated and massacred at Savenay. Of 80,000 Vendéans who fled across the Loire at St. Florent-le-Vieil, only about 5,000 saw their native land again. It is a heart-breaking story which can only arouse intense pity, sorrow and a sense of the hopelessness of it all on the modern reader, who is also struck by the cold-bloodedness of the Republicans who, with certain exceptions, slaughtered men, women and children alike. The Grand' Guerre proper was over.

Back in La Vendée Militaire, the Republicans had decided to exterminate the inhabitants of the region and had formed a number of Colonnes Infernales (Infernal Columns, or perhaps 'Hellish columns' would be a better translation) whose task was simply to wipe out the rebel communities. These began work in 1794, though in later 1793 certain Republican forces had carried out similar policies. The net result of this, apart from the massacre of innocents, was the raising of the revolt from the ashes and the defeat and slaughter of the columns, one by one, at the hands of the Vendéan generals, Stofflet and Charette. These two kept a guerrilla war going throughout the year with forces of a couple of thousand at most, and won some notable successes over the Republican armies. In Spring 1794 the folly of the policy of crushing the revolt was realised and the blood-thirsty Turreau was replaced as commander of the Convention's troops in the West, first by Alexandre Dumas and then by Lazare-Louis Hoche. A policy of pacification began. Religious toleration and freedom from conscription were allowed and support for Charette and Stofflet dwindled. In early 1795 both leaders signed treaties and laid down their arms. Soon afterwards, Hoche defeated an émigré landing a Quiberon in Brittany.

Following the arrest of one of La Rochejaquelein's aides in violation of the treaty, and the news of the death of Louis XVII, Charette and then Stofflet took up arms again. There was little support for them now that the Vendée's main grievances had been settled. With forces of 3-500 men the two leaders led generals Hoche and Travot in a wild goose chase, attacking a garrison here, being pursued there, only to melt away and reappear somewhere else. In 1796 the inevitable happened. Stofflet was captured and shot in February and Charette followed in March. The Vendéan War was over.

In the course of three years a region numbering 500,000 souls had lost between 180,000 and 270,000 dead – men, women and children. The Republic too, it has been estimated, lost around 200,000 in the conflict. Small reason that the war has been called *Un Holocauste Français*.

Geography, Climate and Sociology

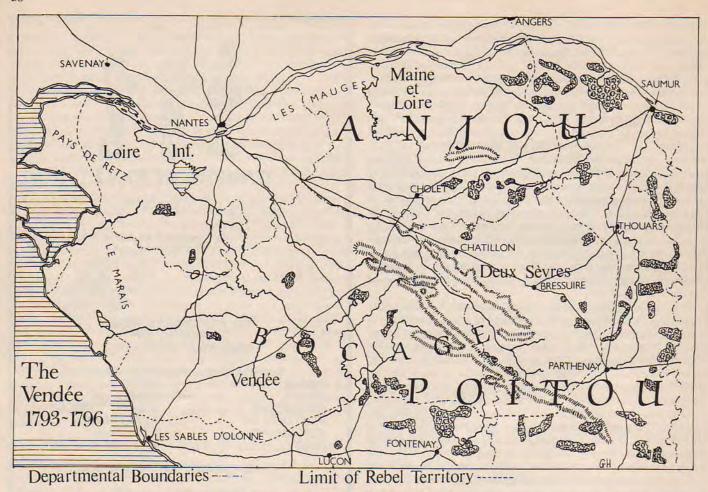
La Vendée is the area of France below the Loire, north of Luçon and west of Saumur. In 1793 it was a land of very difficult terrain. Most of the region was bocage which, as WWII students will know, is very close country. The Bocage Vendéenne was a criss-cross patchwork of hedges, woods and streams. The narrow sunken lanes or chemins creux became muddy tracks, often flooded, in winter. Such fields as there were were covered with furze or gorse and studded with trees. In the centre of the region are the Collines Vendéennes - a hill range running NE-SW, which assumed great strategic importance during the war. To the south of the bocage is La Plaine, the flat, open lands around Luçon and Fontenay-le-Comte, now covered by vast sun-flower fields which stretch south towards La Rochelle. Between the bocage and the sea lay Le Marais and Le Pays de Retz. Le Marais translates as 'the marsh' and is an area of flat land, reclaimed from the sea in the seventeenth and eighteenth centuries, crossed by a network of drainage ditches which the inhabitants crossed by means of long poles.



The area is, jointly with the area inland from the south coast, the second hottest part of France. In summer the heat there can become unbearable in the open. In winter, rains made the few roads impasses and added to the difficulty of crossing the region.

Sociologically, late eighteenth century Poitou and Anjou was not a land of great social divisions. The nobility were better classed as gentry and were little removed in wealth from the peasants. There were artisans in the towns who filled this small gap between aristocracy and peasantry. These factors meant that in this region the class struggle manifest in most of the rest of France was minimalised. All classes lived in small communities. Cholet, one of the largest towns of the area had only 25,000 inhabitants. Though there was a sprinkling of protestants, mainly with Republican sympathies, the Vendée was predominantly and devoutly Catholic - the local priests exercising considerable influence. Politically the departments which made up La Vendée Militaire were initially Girondiste and later, as we have seen, Royalist out of necessity. Within the region, ill-feeling between Royalistss and 'Patriots', though it existed, did not, by and large, lead to very much violence and strife within communities, largely because the Colonnes Infernales slaughtered all alike. There were exceptions to this when feelings were running high, but there was no 'White Terror' in La Vendée. To the south, in La Plaine, sympathies were mainly Republican, for this was the land of the great monasteries later suppressed by the Convention, and as has been said, 'where the monk is master, the people quickly become sceptics'. There was little support for La Grande Armée Catholique et Royale there. Nor was there in the towns listed above which ringed the insurgent area. Here too the people were largely 'Patriots'.

The inhabitants of the Vendée are, it is agreed, not generally a warlike race. When it came to defending their religion they performed great deeds, but it cannot be said that the warrior instinct was a major part of their make-up. Only the *Maraichains* and *Peydretz* displayed any kind of blood-thirsty spirit. These coastal folk, perhaps influenced by buccaneers and other rough mariners, especially from Spain and Portugal, were the most violent of the



insurgents, brave but unforgiving, undisciplined and even more liable to drink to excess than the rest of the army. The devout rebels of Anjou and Poitou viewed them with disdain, noting their lack of piety. Among the *Maraichains* it may be that the cause of the king was more important than that of the church.

Historiography

A virulent kind of civil war like this could only leave long-lasting scars and bitter memories, and this has been manifest in the historical writing about the war. Historians with Republican sympathies have seen the Vendéans as ungrateful, ignorant 'brigands' (the English J.M. Thompson taking this view), whereas Royalist writers have viewed the rebels as 'angels'. All this makes writing a fair study of the war very difficult but it is, on the other hand, perhaps easier for a foreigner who can distance himself from these long-standing hatreds.

Finally, it should be stressed that the Vendéan War was not, as you will see in some books, especially in English, part of the Chouannerie. This latter was a different guerrilla war, in Brittany, which lasted much longer and involved much smaller forces of rebels, and was in many cases a simple excuse for brigandage among various dissatisfied elements.

Foot-notes

(1) j'avance, suivez-moi; si je recule, tuez-moi; si je meurs, vangez-moi'. Marquis Henri de la Rochejaquelein to his followers on being forced to lead them into revolt.

The Vendée. Charles Tilly, London, Edward Arnold. 1964.
 The Banners of the King. Michael Ross. London, Leo Cooper. 1975. P.56.

Glossarv

The following words will probably crop up frequently in this series so I hope this glossary will be of use:

Angevin Inhabitants of Anjou.
Blanc Royalist (white, from the white Bourbon

flag and the old white uniforms of the royal

Bleu Repu

Republican (blue, from the blue uniforms instituted by the Convention).

Bocage The close country in the centre of the Vendée.

Bocain Inhabitants of the Bocage.

Convention The national Convention was the government of France in the early years of the

Galerne Revolution.

Vendéan slang for the lands to the north of the Loire. It comes from their slang for the prevalent W.N.W. wind.

Girondiste A moderate in the Convention; a member of La Plaine (q.v.).

Jacobin An extremist in the Convention; a member of La Montagne (q.v.)

Maraichain An inhabitant of Le Marais.
Le Maraiss The Marsh. The coastal lands to the west of

the Bocage.
Mayençais (Pl.) The Army of Mayence (Mainz); (sing)

member of that army.

Montagnard Member of La Montagne; extreme Repub-

La Montagne The Mountain. The extreme party in the Convention.

Patriot Republican.
Le Pays de Retz (Pron. 'pyee drais'.) Coastal lands N. of Le

Marais, S. of the Loire.
Peydretz (Pron. 'Paydrais') Inhabitant of Le Pays de Retz.

La Plaine

1. The moderate party in the Convention.
2. The flat, open lands to the S. of the Vendée.

Poitevin
La Virée de Galerne

Inhabitant of Poitou.
See Galerne. The Vendéan expedition north of the Loire. As Ross says, the sense

of the phrase is 'the turning of the wind'.

Next month, the armies and their tactics, dress and organisation.

A full Bibliography will appear at the end of the series.



Hinchliffe 25mm British Napoleonic figures, painted by B.J. Harris for a client in Hong Kong. These figures are now available from Skytrex Ltd. The buildings were scratch-built nearly fifteen years ago by Rob Baker – aged well haven't they? Rob is now even more talented – and much older!



More of Beej's figures; expensive, but painted to collector's standards. Odd bits of fencing in the background from Irregular Miniatures Ltd. The building was begun about four years ago by the editor, and recently finished off by Hales Models (– editors don't get time to finish anything!) Terrain in both these pics is Games Innovation.

Napalm, Cluster Bombs and Fuel Air Explosives in Vietnam

by Jim Webster

As may be obvious by the catchy title, I want to take a look at certain, specific, rather hi-tech, air-dropped weaponry, as used by the USAF and the airforces of America's allies during the Vietnam war. The main purpose is to try and provide a few ideas to enable Modern period wargamers to fit these weapons within their rules, and not to get them too much out of proportion.

Napalm

Napalm is petrol gelled, or thickened, by means of additives. Initially this was basically aviation spirit gelled with a few percent of a special soap. However in the mid '60s Alectogel, or Napalm-B, was developed, and used in Vietnam from 1966 onwards. This was a viscous solution of 25% Benzene, 25% Gasoline and 50% Polystyrene. This Napalm B had an increased burning time which, with a greater area coverage per Kilo dropped, meant that it was better against matériel targets, e.g. APC's. Now Napalm generally has a horrific reputation, and was very popular for a wide variety of targets. In Indochina and Korea the French and UN Forces had used it to break up enemy infantry formations, and it was always the most effective method of dealing with weapon emplacements. Recently tanks have been rendered less vulnerable to Napalm, although the improved Napalms may redress the balance. However, just how effective is it?

Obviously those hit by Napalm have never felt inclined to co-operate with those dropping it by producing detailed casualty figures. However, Vietnamese, East German, Czech and Soviet authorities have produced figures of Vietnamese casualties. They estimated that one in three of those burned died within about half an hour. One in three died later. However none of the authorities actually state how many of those within the target area would be struck. Now the Americans did manage to Napalm several of their own units, seven in all, between '68 and '69. Fifty people were caught in the fireball; forty-eight suffered burns. There were no immediate deaths, but three died later, the first after 7 days. Now whilst the Americans were almost certain to have better medical back up, the thing which really worried the planners, (other than which prat Napalmed his own men in the first place!) was that every single burn victim remained capable of doing whatever he had been doing before the attack took place. Not only were they not killed, they were hardly inconvenienced. As the idea of Napalm was to have it as a close support weapon that could disable enemy troops, Napalm is probably on the way out. This probably explained the succession of governments who, since 1973, have announced that they were giving up Napalm firebombs. However, as they say, when one door closes another opens.

Whilst procurement of Napalm fell off in the later years of the Vietnam war (use may or may not have followed this trend), there was a large increase in the procurement of Incendiary, increasingly especially during the later years of the war. The initial type of munition was the 750lb M36 Cluster, which contained 182 Magnesium/Thermate stick bomblets, each weighing 4lb. These were of Korean War vintage and were suitable only for bombers or slower ground attack aircraft. When stocks were depleted they were replaced in 1968 by their chosen successor the CBU-52, which dispenses 254 BLU-61 2.2lb Spherical self-dispensing fragmentation bomblets, which incorporate metallic zirconium as an incendiary agent. Powders of zirconium and other highly reactive metals such as lithium have also been under consideration for increasing the heat flux in Napalm. As exceptionally potent incendiaries they have been used on high explosive incendiary cannon shells for aircraft. These incendiaries were initially developed as city killers, but have come to be regarded as useful interdiction agents, especially good against softskin vehicles and, with their fragmentation effect, infantry in the

This rather brings us onto clusterbombs generally. The problem with a single large bomb or shell is that its destructive effects tail off

rapidly from the point of explosion. This means that to get any real radius of kills you are forced to have massive overkill in the centre. It is obviously much more effective to have several centres, thus reducing the overkill and covering more ground, more effectively, for given shell or bomb weight. However, one of the problems is to get an even distribution. Some methods use a dispenser which forcibly ejects the sub-munitions in the proper pattern, some have the sub-munitions fitted with a self-dispersal mechanism, some combine the two. Initially the USAF concentrated on the REDM (Rear Ejection Dispenser Mechanisms). These were an exterior mounted sheaf of tubes pointing backwards. Each tube, usually 70mm calibre, was loaded with several bomblets which were ejected with a rearward velocity roughly the same as the forward velocity of the aircraft. They will then fall in a tight pattern along the flight path. These tended to be fitted to low performance aircraft. For high performance aircraft DEDMs (Downward Ejecting Dispenser Mechanisms) were preferred. The advantage was the greater choice of size of sub-munition, either large ones such as the CBU 33 and the CBU 38 (the former anti-tank, the later anti-personnel/anti-material) or smaller anti-personnel mines such as the CBU-28/37 Dragon tooth.

These DEDMs are the direct successors of the devices used in the Second World War for dropping small incendiary bombs from bomber aircraft. Over Indochina the B52 used the SUU 24 Hayes device. The dispensers dropped large canisters, which were simply boxes with no aerodynamic shaping, which weighed 150lbs and opened some way above their target, scattering their contents. The sub-munitions were normally, self-dispensing, spherical bomblets with vanes on the outer surface. A B52 can carry two Hayes dispensers, each holding 72 canisters. Each canister can hold hundreds of sub-munitions. (More than 500 in the case of M40 anti-personnel grenades.)

Obviously, cluster munitions, incendiaries and napalm overlap, in that the cluster bomb unit (CBU) is a dispenser mechanism suitable for delivering both napalm and incendiaries, as the bomb live unit (BLU). When dealing with the jargon it's as well to remember that it is the BLU that actually does the damage, the CBU merely delivers, and could be the delivery system for several different BLUs.

Another area of overlap comes with FAEs, which can be delivered using cluster bomb units. FAE or Fuel Air Explosive is an attempt to increase the amount of "bang" you get per kilo delivered. Conventional explosives carry a lot of the oxygen they need to explode with them in the warhead, chemically combined in the explosive. This is potentially wasteful. Why fire oxygen at a target which is almost certainly sitting in an atmosphere containing at least 20% oxygen anyway? During the Second World War most combatants did work on fuel air explosives, and the Germans were rumoured to have had some success in trials. The problem with FAE is getting the correct amount of fuel mixed in with the air, too much or too little will not explode. Coal dust in mines, and grain dust in silos both have been known to explode without any outside interference, so you do not need a recognised explosive to act as the fuel. However, volatile liquid hydrocarbons seem to be the easiest to work with.

In 1967 word got out about a mysterious new weapon of the US Navy called FAX which could shear the landing gear off a parked plane without either damaging the plane or cratering the runway. Simultaneously the Marines began to use devices to clear landing zones of mines and booby traps. These were actually ground functioning experimental versions of the BLU-73 FAE, which was being developed for the CBU 55 Cluster bomb. In '68 the airforce also brought in trail versions, with no great success, but by 1970 the CBU 55 was in full scale production and in '73 over 30,000 FAE Cluster bombs were procured, most by RVN.

FAEs are purely a blast weapon, with no fragmentation effects, other than materials picked up from the environment by the blast. Swedish experiments with 30kg ethylene oxide FAEs talk of 50% mortality amongst casualties, which would probably rise to 85% for

anyone caught by a cluster of these bomblets, one side effect being not merely blast effects, but asphyxiation due to the burning up of all the oxygen in the explosion. US observers have however claimed that the kill rate is no higher than conventional explosives. Be that as it may FAEs are not really anti-personnel weaponry alone. In mine clearance they are unbeaten. US experiments have shown that a 38.6kg warhead, with propylene oxide fuel has a 100% mine clearing area of 246 square metres for pressure fused mines, and 2110 square metres for pull fused tripwire mines. Also for ground clearance (for making chopper LZs for instance), they are also useful. In one demonstration a single FAE warhead denuded a 90 foot diameter area of thick underbush, trees and tactically emplaced army camouflage netting. For naval buffs the USN is experimenting with FAEs on cruise missiles for anti-ship use. A near miss on an elderly destroyer almost sank it. (It did subsequently sink.) Whilst the blast from a 1500lb FAE is confidently expected to clear the masts, ECW devices, and on-deck aircraft, from any target in an area of 10 to 15 hectares.

So, having checked over the "goodies" available, a few notes on area of use. Napalm was pretty ubiquitous, but political considerations limited its use in Cambodia and Laos, initially to the airforces of the local governments, but finally the USAF could use it in flak suppression and as an aid to recovering downed pilots. Cluster bombs were mainly used in North Vietnam and on Interdiction missions along the Ho-Chi Minh trail, where, once again, flak suppression was the main use, along with interdiction, and minelaying. FAEs were rather late on the scene and were probably used more for "engineering" purposes. However the South Vietnamese were suitably desperate towards the end to use anything they could get their hands on, and FAEs were used at Xuan Loc in April 1975, from where most information about effects has come.

For those interested Table 1 shows procurement of various weaponry. Massive bombs and mines are merely conventional weaponry, the other classes are self explanatory. When reading the table it should be remembered that procurement is not use, considerable stockpiles of "Massive bombs" and machinegun ammunition existed, left over from Korea and WW2. Table 2 shows some areas of effect.

TABLE 1: Relative importance of different categories of air to ground munitions, as indicated by **US Airforce Procurements** during fiscal years 1964-73

Source: "Qualitative Trends in Conventional Munition, the Vietnam War and After" by Julian Perry Robinson in The World Military Order, edited by Kaldor and Eide.

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np means No procurement vn means virtually none procured, less than 0.5%

Percentage of total annual procurement, by weight of Munitions

Category of Weapon	'64	'65	'66	'67	'68	'69	'70	'71	'72	'73	'64-'73
Massive bombs and mines	57.5	81.1	91.4	86.9	93.8	92.1	86.4	86.2	90.4	91.6	90.2
Precision guided bombs	np	np	vn	0.3	0.1	0.4	1.0	2.5	2.6	0.8	0.8
Machine gun ammunition	2.6	3.9	2.8	2.8	1.2	1.0	0.7	1.1	1.1	1.0	1.4
2.75 inch Rockets	np	5.2	1.7	3.0	1.6	1.6	1.5	0.8	1.3	1.4	1.6
Cluster munitions	39.9	9.8	4.0	7.0	3.4	4.7	10.5	9.4	4.8	5.1	5.9
Percentage of annual procure	ement,	by Cos	t of M	unitio	ns						
Massive Bombs and mines	6.6	32.7	56.2	44.7	63.1	61.3	46.1	49.8	56.8	57.8	53.9
Precision guided bombs	np	np	0.1	3.9	3.0	4.0	5.9	12.3	11.3	6.6	5.1
Machine gun ammunition	5.3	12.3	14.6	11.9	8.2	4.6	2.7	5.1	5.1	4.5	7.6
2.75 inch Rockets	np	12.2	6.5	7.7	6.5	6.8	5.1	3.6	5.6	7.5	6.5
Cluster munitions	88.1	42.9	21.7	31.8	19.3	23.3	40.3	29.2	22.1	23.1	26.9

TABLE 2:

Rough estir	Effective area covered in		
Munition	Type	Hectares	
BLU 1	750lb Napalm Firebomb	0.2	
M117	750lb General purpose HE bomb	0.4	
Mk 64	2000lb General purpose HE bomb	1.1	
CBU-72	500lb FAE cluster bomb	2.6	
CBU-24	750lb Anti-personnel/anti-matériel Fragmentation clusterbomb	7.0	
SYY-24	Bomb bay DEDM Clustered Anti-personnel Fragmentation Bomblets (via B52)	150	
Hypothetical	0.1 Kiloton Airburst nuclear fission warhead	92	

Notes on Table 2. Firstly the hypothetical nuclear weapon was put in to show one interesting point. Convention weaponry is now potentially capable of larger area effects than nuclear, certainly the smaller end. Obviously the big nuclear weapon is still paramount, but on a battlefield scale conventional munitions may well render battlefield nuclear weapons obsolete, especially as they do not have the political or the ecological side effects.

Secondly, a note on the CBU-24. From data gained in Vietnam it seems that a single CBU-24 dropped in a linear pattern and detonated at 600ft dispersed its fragments so as to kill and wound people in an area 1000 metres by 300 metres. A single F4 Phantom could carry 8 CBUs or with special racks 15 to 20. American experts tend to halve the figures and reckon on an area of effect of 500×150 metres. This probably all boils down to what you consider a danger zone. For example a rifle bullet can kill and wound at ranges well above those at which the firer can even have a hope of hitting. Not only that, the Vietnamese had a vested interest in playing up the horrendous nature of American weaponry, whilst the Americans obviously wanted to prove that they were dropping things no more dangerous than propaganda leaflets. The napalm issue earlier in the article is another example.





AN ECW DEFENCE

by Ian Weekley of Battlements

A garrison commander at the time of the English Civil War had a number of distinct problems if he was defending an old town. The chances were that the old city walls had been neglected for many years and that some new building had taken place actually outside such walls as still existed.

If time permitted a circle of earthworks would be thrown up well clear of the old town establishing a new defensive front line. Any old walls or towers surviving would then be tidied up to serve as a second line of defence. The attackers would also throw out their own earthworks and gradually approach the town by digging a series of zigzag trenches – 'saps' in fact. (Hence "Sappers and Miners" and later the Royal Engineers.)

However, in this model we decided that we would show part of the medieval wall and bastion of an old town, somewhat hurriedly put into a state of defence.

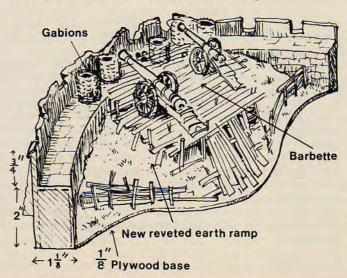
Here many loads of soil have been brought to the ramparts level and consolidated and reveted to support one or two pieces of artillery.

The guns would have been slowly winched up the slope into position, standing on the hastily constructed timber 'barbette'. They remain of course vulnerable to counter battery fire even though they have some advantage of height.

If time allowed, earth placed in front of the old stone walling would go some way to absorb the shock of an opposing cannonade. For this model though we have assumed the garrison had only a limited time before being attacked.

Earth-filled baskets (Gabions) provided some defence from enemy fire for the garrison's gunners going about their tasks.

Medieval wall for ECW Artillery



Construction

Plywood was glued and tacked with small nails to the curved walkway. A ply base was added and then the sloping earth ramp was built up with first some polystyrene and then a final layer of Tetrion and paper pulp – the 'mash' I have often referred to in my articles. Don't get the mix too wet otherwise it will take a couple of weeks to dry out!

The next day, before the mash had hardened, I drove in the various posts and glued on the wood 'rails' to simulate the appearance of wood revetments holding the earth in place. Strips of assorted widths of thin wood were then laid to form the 'barbette' on which cannon would stand. This was all left to dry out again and later a thin mix of Tetrion was brushed over most of the work. This sealed all together and provided a good even surface for painting, textures and so on.

The old walls were given a suitable surface by gluing on pieces of paper and card 'stone work' as I have often described before. Some of the old battlements were shown missing and the walls in some decay, as fitted the period. When dry the model was simple enough to paint, using greys and browns for much of the work – cellulose spray cans as usual. The gun position is designed to take its place in a larger scheme of related walling, either in straight or curved sections as required.

Sources

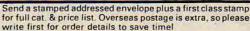
Siege Warfare by Christopher Duffy, 1979 European Weapons & Warfare by Edward Wagner 1979

Models

Gabions, Guns and Gunners by Hinchliffe and 'Willie' figures (E. Suren).

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THE BATTLE FOR NORMANDY

by Anthony R. Tucker

Operation 'OVERLORD'

The preliminary stages of OVERLORD commenced late on 5 June 1944, with the steady drone of aircraft making their way across the English Channel towards the French coast. The first formations consisted of bombers, some 1,056 aircraft of Allied Bomber Command, and they were directed in particular at the ten strongest

coastal batteries along the Normandy coastline. Their task had to be completed by 2300 hours D-1, in order to clear the area ready for the incoming vanguard airborne troops.

When the bombers had finished, large formations of Dakota transport aircraft and gliders began to approach two areas just behind the Normandy coast. The Pathfinders had taken off with about 23,000



(1) British Sherman tanks heading for embarkation points in southern England. (Portsmouth News)

gliderborne and parachute troops, consisting of two US Divisions whose job was to cut off the Cherbourg Peninsula, and one British Division to secure the eastern flank south-east of the coastal town of Ouistreham. Timing was essential, the 101st and 82nd US Airborne Divisions had to be dropped at the base of the Cherbourg Peninsula at 0130 and 0230 hours respectively on D-Day. The 6th British Airborne Division was to land south-east of Ouistreham at 0020 hours, to seize vital communication links to the coast and nearby Caen.

By June 1944 the German Wehrmacht under Field-Marshal von Rundstedt Commander-in-Chief West, had well over half a million men guarding the European coastline, with about fifty-eight Divisions stationed in France and the Low Countries. They were divided into two Army Groups, B (North) and G (South) with a Panzer Group of about ten Armoured and Mechanized Divisions stationed in Belgium and France. Army Group B comprised the Fifteenth Army consisting of twenty-five Divisions stationed in Belgium and north-eastern France, and the Seventh Army consisting of sixteen Divisions stationed in north-western France, predominantly Normandy.

At 0020 hours, D-Day 6 June 1944, the quietness of the night was shattered by loud crashing sounds, as the gliders of the 6th British Airborne Division came down by the Caen Canal bridge at Benouville and the Orne River bridge near Ranville. The paratroopers leapt from their gliders and after a short, sharp exchange with the startled German guards, both bridges were successfully secured. Other units of the paratroops also succeeded in destroying the Merville battery and seized the four bridges over the River Dives and its tributaries. The left flank of the British invasion beach 'SWORD' was now secured.



(2) The RN loading Churchill tanks and bicycles! onto LCTs prior to D-Day. (Portsmouth News)



(3) Bedford lorries awaiting embarkation to Normandy. Note the barrage balloons. (Portsmouth News)

Unfortunately the Americans came to grief due to the weather and German flak. As a result many of them were scattered for miles. The 101st were to secure the western end of the causeways over the flooded ground near Vierville, which was behind the American invasion beach 'UTAH', they were then to seize Carentan. The 82nd were to land north-west of the 101st, to seize Ste-Mere-Eglise and the bridgeheads across the River Merderet. Despite numerous problems the American paratroops enjoyed reasonable success, causing great confusion in their area.

Rather surprisingly the Germans were not unduly alarmed by all this activity. Most incoming information was to a large extent ignored. Also many of their radar stations were blind. Along the coast, out of ninety-two radar stations only eighteen were operational, and they were to be further misled by dummy invasion fleets, operations 'GLIMMER' and 'TAXABLE'.

By now gathered off the Normandy coast was the largest seaborne invasion fleet in history, comprising; 1,213 warships, 4,126 landing craft and 1,600 other vessels, almost 7,000 craft. Due to the different tide times and bombardment lengths the invasion beaches, stretching from La Madeleine in the west to Ouistreham in the east, were to have their assaults staggered. 'UTAH' and 'OMAHA' were to be assaulted at 0630 hours, 'GOLD' and 'SWORD' at 0725 hours and lastly 'JUNO' at 0745 hours. At about 0530 hours on the morning of 6 June a massive naval and aerial bombardment opened up along the various invasion points.

Utah

UTAH to the west, centred roughly on La Madeleine, was assaulted by General Collins' US 7th Corps, led by the 4th US Infantry Division. Their job was to link up with the 82nd and 101st Airborne Divisions, establishing a bridgehead over the River Vire and the nearby canal ready to link up with OMAHA to the east.

Due to the tide the American GIs went ashore 1,000 yards south of their landing zone. Twenty-nine Sherman DD tanks (Duplex Drive amphibious) spearheaded the assault and were launched 5,000 yards from the shore. But only a little resistance was encountered, consisting mainly of small-arms fire. By 0800 hours Pouppeville was attacked, and the 4th US Infantry Division managed to push four miles inland brushing aside most of the resistance from the 91st German Infantry Division. By the end of the day the Americans had successfully put ashore 23,000 men, 1,700 vehicles and 1,700 tons of stores.

Omaha

The US 5th Corps led by the 1st US Infantry Division, was to attack this beach, bordered by Vierville-sur-Mer and Ste-Honorine. The preliminary bombardment lasted only forty minutes and consequently many of the German defences were still intact. Also, the shingle beach was bordered by marshland and a high bluff, making it an ideal fire zone.

Because of the rough seas and enemy fire, out of thirty-two vanguard DD tanks only five cleared the beach, while out of the fifty-one tanks landed "dry-shod" eight were knocked out before even clearing the sea. The GIs ran up the shingle beach into the withering fire of the Germans' 352nd Division, which just happened to be on manoeuvres in the area, and units of the 716th Coastal Defence Division. Under heavy machine-gun, mortar and artillery fire the Americans were cut to pieces as they staggered from the sea; denied armour support they were unable to clear the beach. The



(4) Sherman DD (Duplex Drive) tank afloat, possibly in the Solent. Note the steersman operating the tiller. Tactical surprise was achieved on D Day because in the water they were not immediately recognizable as tanks. (RAC Tank Museum)

Americans had declined the offer of the British 79th Armoured Division's 'Funnies' (specialised AFVs) and German fire was so intense that out of the Engineers' sixteen bulldozers put ashore on the right side of the beach, only two were servicable. The wreckage began to pile up.

To make matters worse the GIs were under observed artillery fire from the bluff. It seemed the assault was threatened with disaster as it stalled on the shoreline. Many survivors of the first wave were pinned down at the sea's edge, some vainly seeking shelter in the shingle or surf. Then suddenly a group of eleven destroyers closed on the coast and began to give direct fire support. By 0900 a few Americans had reached the top of the bluff and were beginning to move inland towards the villages. The GIs suffered an appalling 2,500 casualties and had only managed to get two miles inland, but by nightfall 33,000 men were ready for the offensive.

Gold

The British and Canadian eastern task force was to go in on a broad twenty-five mile front, between Port-en-Bessin and Ouistreham. GOLD beach centred on Le Hamel and La Riviere was assaulted by the British 30th Corps led by the 50th Infantry Division. Their task was to take Port-en-Bessin in order to link up with the US 5th Corps, thrust for St Leger on the Caen-Bayeux road and seize Bayeux.

At 0725 assault units of the 79th Armoured Division, consisting of Sherman Crabs (flail tanks) and Churchill AVREs (Armoured Vehicle Royal Engineers) went in. Once again due to the rough sea the DD tanks had to be landed dry-shod, also to increase problems the tide rose thirty minutes early. The AVREs were late and Le Hamel proved to be heavily defended, the sanatorium had been converted into a German strongpoint and German artillery was sweeping the beach.

Three Crabs driving for Le Hamel were knocked out by anti-tank fire, but a fourth sped inland allowing an infantry battalion to reach Asnelles south-east of Le Hamel. When the AVREs arrived they proceeded to clear the beach, and then using their 290mm Petard spigot mortars shattered the Le Hamel sanatorium. By the afternoon Port-en-Bessin had been taken.



(5) A Sherman DD with the canvas float screen folded, like this it was a fully operational battle tank. (RAC Tank Museum)

Shewing flotation device lowered



(6) Another 'Funny' the Sherman Crab Mark I, flailing with its turret reversed. Maximum speed was only 1¹/₄ mph. (RAC Tank Museum).

two AVREs, but it was silenced by a Crab and the town eventually fell. By 2100 hours Arromanches had fallen, but the drive on Bayeux had stopped short, even though it had been largely abandoned by the Germans. Also the route west from Caen had been captured, but at the end of the day a six mile gap existed between GOLD and OMAHA. About 25,000 men were put ashore and 50th Division had punched six miles inland.

JUNO

The assaulting formation was the 3rd Canadian Infantry Division under the British 1st Corps. JUNO beach was centred on Courseulles and Bernieres. The Canadians were to seize the two towns and drive for Carpiquet airfield west of Caen. In order to ensure the sea carried the troops over the reefs, the assault was timed for 0745, but because of the rough sea the assault went in at about 0800 hours. The tide carried the landing craft over the reefs and most of the beach obstacles, but the return trips were hazardously disasterous. Only twenty-nine DD tanks were launched, twenty-one reaching the shore, the rest had to be landed dry-shod.

Arriving before their armour the Canadian infantry found many of the German positions intact. Under galling small-arms fire they could not get off the beach and many were mown down trying to reach shelter behind a defence wall at the rear of the beach. Lacking armour support the Canadian infantry faltered, but an AVRE managed to blow a hole in the twelve foot high sea wall, and they began to move inland.

The French-Canadians drove through Bernieres, but were held up at Beny-sur-Mer. In the meantime a traffic jam developed on the beach, further slowing down the Canadian armour. Even so they managed to punch seven miles inland, halting only four miles from Carpiquet airfield. By the end of the day 21,500 men had been landed, and the beach linked with the British 50th Division at La Riviere.

Sword

SWORD beach centred on Lion-sur-Mer, was assaulted by the British 1st Corps, led by the British 3rd Infantry Division. Their main



(7) American landing craft heading for the Normandy beaches. (Portsmouth News)



objective was to seize Caen, the Germans' regional HQ, and link up with the bridgehead over the River Orne. H-Hour was 0725, and the spearhead DD tanks were launched 5,000 yards from the shore, out of thirty-four successfully launched only three were lost. Despite German resistance, by 0930 hours Hermanville one and a half miles inland had been captured, but elements of the German 21st Panzer Division halted the advance at Periers.

By 1330 hours a Special Service Brigade had pushed inland to link up with the exhausted paratroops, who had beaten off repeated counter-attacks by German Panzer Grenadiers. Fortunately for the paratroops most of the German armour had been diverted north of Caen.

Major-General Feuchtinger, commander of the 21st Panzer Division, had been reduced to ninety tanks out of an original 124, and did not start moving northwards until 1600 hours. His counter-attack towards Bieville failed and his troops were driven eastwards. By the end of the day Feuchtinger's armour was further reduced to seventy serviceable tanks.

The British in turn were halted at Lebisey a mere two miles north of Caen. In the meantime by 1400 the German mobile reserve, the 12th SS Panzer Division and the Panzer Lehr Division had at last been released for action. The 12th SS headed for Caen, but was subjected to continual Allied air strikes. By the evening 29,000 men were ashore in the SWORD area.

At the end of D-Day about 150,000 men had been put ashore, and the Allies had occupied a front of some thirty miles. There were though, despite all this success, grounds for concern. The gains outlined in the OVERLORD plan for D-Day had not been achieved. The three main bridgeheads were not linked; OMAHA was only a dangerously small toehold and it was separated by about ten miles of coast from UTAH. The Second British Army was separated from the First US Army by about seven miles, and there was a severe danger that the 21st Panzer Division would drive a wedge into this gap. Casualty figures for the day tend to vary, but roughly the Americans lost about 4,104 men, the British and Canadians 2,796 (Allied Airborne losses accounted for another 3,149 men), while the Germans lost between 4,000 and 9,000 men.

What of the German response? So far it had been painfully slow due to command problems and communication delays. Hitler in the 'Wolf's Lair' at Rastenburg in East Prussia, was convinced that Normandy was not the main Allied invasion, He was aided in this delusion by Allied deception plans, the bombing of Calais and the disruption of the northern French rail system. Lieutenant-General Patton in northern England had convinced the Germans that he was going to land north of the Seine. As a result numerous German Divisions, especially Armoured, remained north of the Seine for up to a week after D-Day.

The Germans' position must not be underestimated. During May Normandy had been reinforced with the 91st, 243rd and 352nd Divisions. Army Group B under Field-Marshal Rommel could muster an extra three Infantry Divisions, with an available ten Panzer Divisions, although only the 21st was in action on D-Day. It was not until 7 and 9 June that the 12th SS Panzer Division and the Panzer Lehr Division had been successfully brought into action. But due to the Germans' logistical and command problems they had only eight Divisions engaged during the first six weeks of the Normandy campaign. The Allies had anticipated they would be fighting twenty! None the less it still took until 12 June just to link up the beaches in a continuous fifty mile long front.

Momentum could not be sustained during the build up. The weather began to deteriorate and on 19 June a storm halted all shipping in the Channel for the next three days. The two Mulberry artificial harbours were beginning to disintegrate by 21 June. The one off OMAHA was written off and used to repair the British one at Arromanches. The build up virtually ground to a halt, delaying 20,000 vehicles and 140,000 tons of stores. A breathing space was granted to the Germans, who were able to reorganise and move without Allied air interdiction. It would have been an ideal time to launch a counter-attack, but the opportunity was lost.

The Allies had seized the initiative and if they could maintain it they would have the key to the entire campaign. General Montgomery declared he would hold the German Panzers occupied on the eastern flank in the Caen-Caumont sector, and wear them down in a series of offensives that would look like an attempted break-out. In the

meantime the Americans would secure the Cherbourg Peninsula ready for the real break-out.

Operation Epsom

The British planned to pivot at Rauray and swing over the River Odon, driving south-east in an attempt to isolate Caen. The offensive began on 25 June, 8th Corps managed to secure a bridge near Baron and by 30 June they had a bridgehead two and a half miles wide and one mile deep. But tough resistance was coming from elements of the 1st SS, 2nd SS and 10th SS Panzer Divisions.

More and more German units were being drawn into the area, by the end of June there were almost eight Panzer Divisions on a twenty mile front, facing the Second British Army between Caen and Caumont. The 12th SS, 2nd and 21st Panzer Divisions, the Panzer Lehr Division and the 716th Infantry Division were all tied up in the Caen area. In the British sector there were 725 German tanks, while in the American sector there were only 140; Caen had become the key to the whole battle. The desperately needed German Infantry Divisions were still north of the Seine.

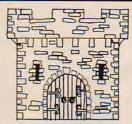
Meanwhile the US 7th Corps fought its way up the Cherbourg Peninsula and attacked the city on 22 June. After four days of fierce fighting the Cherbourg garrison, about 21,000 men (the remnants of four Divisions), surrendered on 26 June. By 1 July the Peninsula had been mopped up, but the port was not serviceable until mid-August.

A major problem was that the Normandy countryside was ideal for in depth German defence. Consisting of small fields bordered by high earth banks topped by thick hedgerows, this feature was of course the now famous Normandy bocage. The main danger occurred when Allied tanks drove over the banks, exposing their thinly armoured underneaths. A Sergeant Curtis C. Cullin, of the US 79th Division, solved the problem. He developed the Cullin Prong or Rhino. Metal forks or tusks were welded to the front of the tanks' hull, the tank then simply uprooted the bank and hedge instead of driving over it. This invention was to greatly aid the break-out.

By the second week of July German Divisions from the Calais area were arriving in Normandy. In order to keep them in the Caen sector and to avoid them gaining any sort of initiative that could dislodge the British and Canadians, the Second British Army was to attack northern Caen. On 7 July, 460 bombers flattened the City in an area 4,000 yards long by 1,500 yards deep with 2,560 tons of bombs. Then at 0420 hours the following day three Divisions thrust into northern Caen, but the Germans held on in the south and south-east of the City. From 10–15 July the British launched a series of attacks both west and east of Caen in order to keep the Germans tied down. By 15 July the number of German tanks in the American sector had only risen to 190, while the number facing the British and Canadians had fallen to about 645.

In the meantime, the Americans strove to reach their start line ready for the break-out, Operation COBRA. On 17 July they had taken St Lô and reached the St Lô-Periers road, having advanced only seven miles in seventeen days at the cost of 40,000 casualties. Also, the break-out could not be launched before 20 July because of the necessary build up of supplies.

Continued next month



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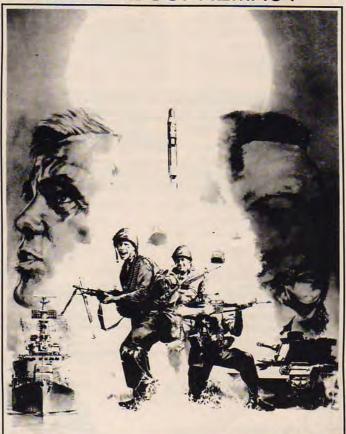
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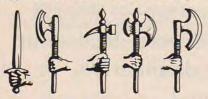
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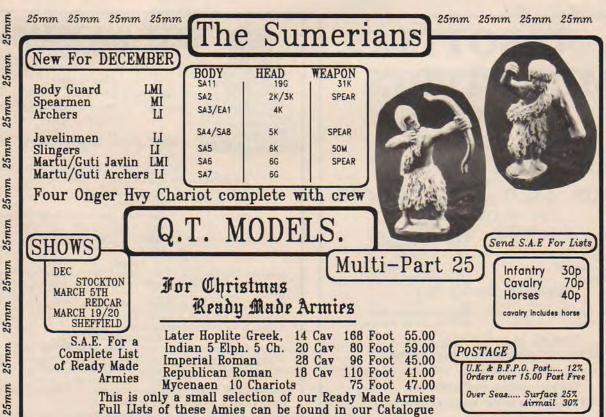


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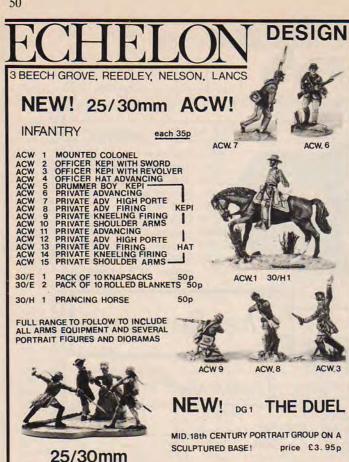
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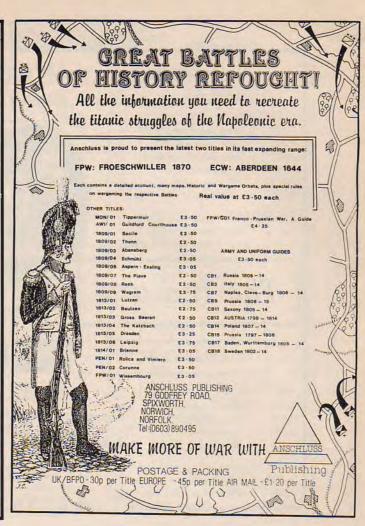
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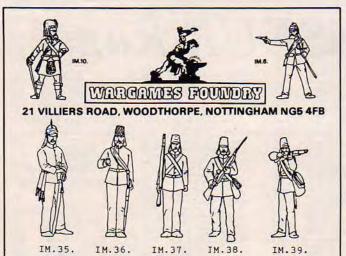


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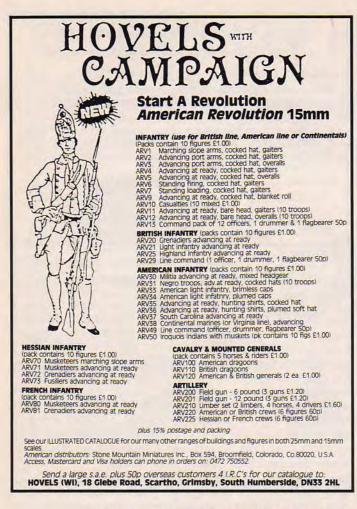


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WORCESTER WAR GAMES CLUB meets every Saturday from 10.30 am to 5.30 pm at YMCA, Henwick Road, St Johns, Worcester. All periods and scales welcome. For information contact Mr R. Stilvock (Secretary) on Bromsgrove 70213.

THE MID-SOMERSET WARGAMERS are seeking new recruits (must be 18+). We meet every Thursday evening at The Globe Inn, Priest Row, Wells, Somerset. Most periods and scales covered and new ones welcome. Contact Colin Maby on Nailsea (0272) 856347.

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TUNBRIDGE WELLS WARGAMES SOCIETY OPEN DAY 1988 will take place on the 28th February, 1988, at St Gregory's School, Reynolds Lane, Southborough, Kent. There will be ten paintings and modelling classes including large scale figures, vehicles and dioramas as well as wargames units and equipment. Enquiries should be addressed to C. D. Mcleod at 25 Royal Avenue, Tonbridge, Kent.

REVEILLE '88. Date: Saturday and Sunday 5th & 6th March 1988. Venue: Students Union, Queens Road, Bristol.

THE WEST MIDLAND MILITARY MODELLING SHOW. Now in its 9th year, next years show will take place on Sunday, March 13th, 1988, at the Alumwell Community Centre, Primley Avenue, Walsall, West Midlands (5 minutes from M6 Junction 10). The show includes WARGAMES – display and participation games. MODELLING – displays and competition. UNIFORMED SOCIETIES. Food and bar facilities will be available throughout the day.

THE SOUTH BEDS IMMORTALS are holding the 7th 15mm Nationals at Roll Call 88 in Dunstable, finals to be held on Saturday, 7th May 1988, with Play-Offs between January and April 1988. Individual and team entries are now invited for all the following periods to be competed in 15mm scale. 3 Ancients, Medieval, 3 Renaissance, 18th Century, Napoleonic, ACW Land, Colonial, and WWI Land. Also featuring 1/1200th ACW and WWI Naval, and a 25mm Fantasy tabletop figure competition. Competition details available by sending an SAE to Peter Foster, 12 Grange Road, Tring, Herts HP23 5JP.

BRIDGEHEAD '88. Saturday, May 21st. Beverley Army Transport Museum. N.E. Regionals.

THE MILTON KEYNES WARGAMES SOCIETY is proud to announce that our annual convention Campaign is once again being held at the Woughton Centre in Milton Keynes on the weekend of the 4th & 5th June, 1988. The event is once again playing host to the southern playoffs of the Osprey World Championships. We intend to maintain the standard of the numerous demonstration and participation games, which along with numbers competing in the World Championships go to make this an excellent two day event.

BLITZ '88 will be held on 25 June, 1988 at Central Hall, Warwick Road, Coventry. There will be trade stands, clubs and societies, competitions, raffles, refreshments etc. If anyone wishes to come along and book a table enquiries to Angela Hewitt, 33 Dunsmore Avenue, Coventry CV3 3AG.

SOUTH EAST SCOTLAND WARGAMES CLUB. Claymore '88 – Saturday, 6th August 1988 at Adam House, Edinburgh.

SABRE '88. The Annual Northern Wargamers Convention at Old Swan Hotel, Harrogate on Sunday, 31st July. Trade stands, Raffles, Bring & Buy, Participation games, refreshments & bar. Contact J. R. Elwen, Vine Cottage, Main Street Walton, Nr Wetherby, West Yorks IS23 7DJ.



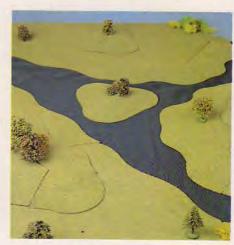
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Until fairly recently terrain for wargaming came in 2' squares. Nice idea but fairly rigid when it comes to versatility. You can turn a square through 90 degrees 3 times and then you are back to the start (or square one). Then along came GEO-HEX. Imagine a system that allows you to take an area (let's stick with our old friend the 2' square) and build it and rebuild it in an almost infinite number of combinations of hills, valleys, river sections and so on. Just to illustrate the point we took a few pieces out of a GEO-HEX basic set and laid them out in a 2' square. Then we changed them round ... and round and round and round and ... anyway you get the point. The 3 photographs below are just a sample of the enormous number of combinations we achieved using a very small part of the basic Europack.

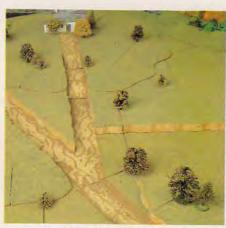


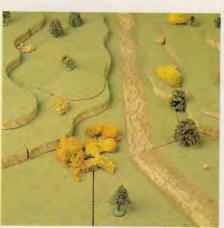




This raises all sorts of interesting possibilities. It means that you can take a map of any area, real or imagined, and build it in GEO-HEX. By placing a blue cloth on the table before you start building and then taking out full hexes and inserting the appropriate contours you can make rivers run exactly where you want them to. You can even make tributaries, bays, pools, lakes, estuaries and coastlines. When it comes to roads GEO-HEX gets even better. Many of the pieces are reversible, with roads on one side. There are straight sections, T junctions, forks, crossroads, even sections that allow you to go up or down hills. Once again your roads go where you need them. How about hills then, you ask? We're glad you asked that. By placing the full hexes on top of each other you can make hills as high as you like. You then use the contour pieces to produce realistic and natural looking slopes down to ground level and, of course, hills can be built wherever you want them. In fact you rebuild your battlefield everytime you play. Once you have mastered GEO-HEX you may want to try some of the expansion sets that add even more possibilities. Some of them are illustrated below.







You will have noticed the desert set. GEO-HEX comes with the option of green or desert finish and 1" or 2" wide roads. A basic EUROPAK will cover a minimum 6' x 4' area, but with rivers, estuaries etc. incorporated you will have enough for larger areas. If you want to go bigger then the EXTENSION PACK will give you another 8 square feet. Many additions are planned for the GEO-HEX range to make the world's best terrain system even more versatile. Latest introduction is the GEO-MAP system. 10 full colour maps each consisting of a different area of GEO-HEX 40 hexes long by 30 wide. Based on an actual area of the world the maps feature rivers hills valleys plains etc. For campaigns the maps are invaluable. They allow for grand tactical movement. maps feature rivers, hills, valleys, plains etc. For campaigns the maps are invaluable. They allow for grand tactical movement and when two forces meet, hey presto!, just build the GEO-HEX area involved. Features such as towns not marked on the map can be drawn on the overlays provided.

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