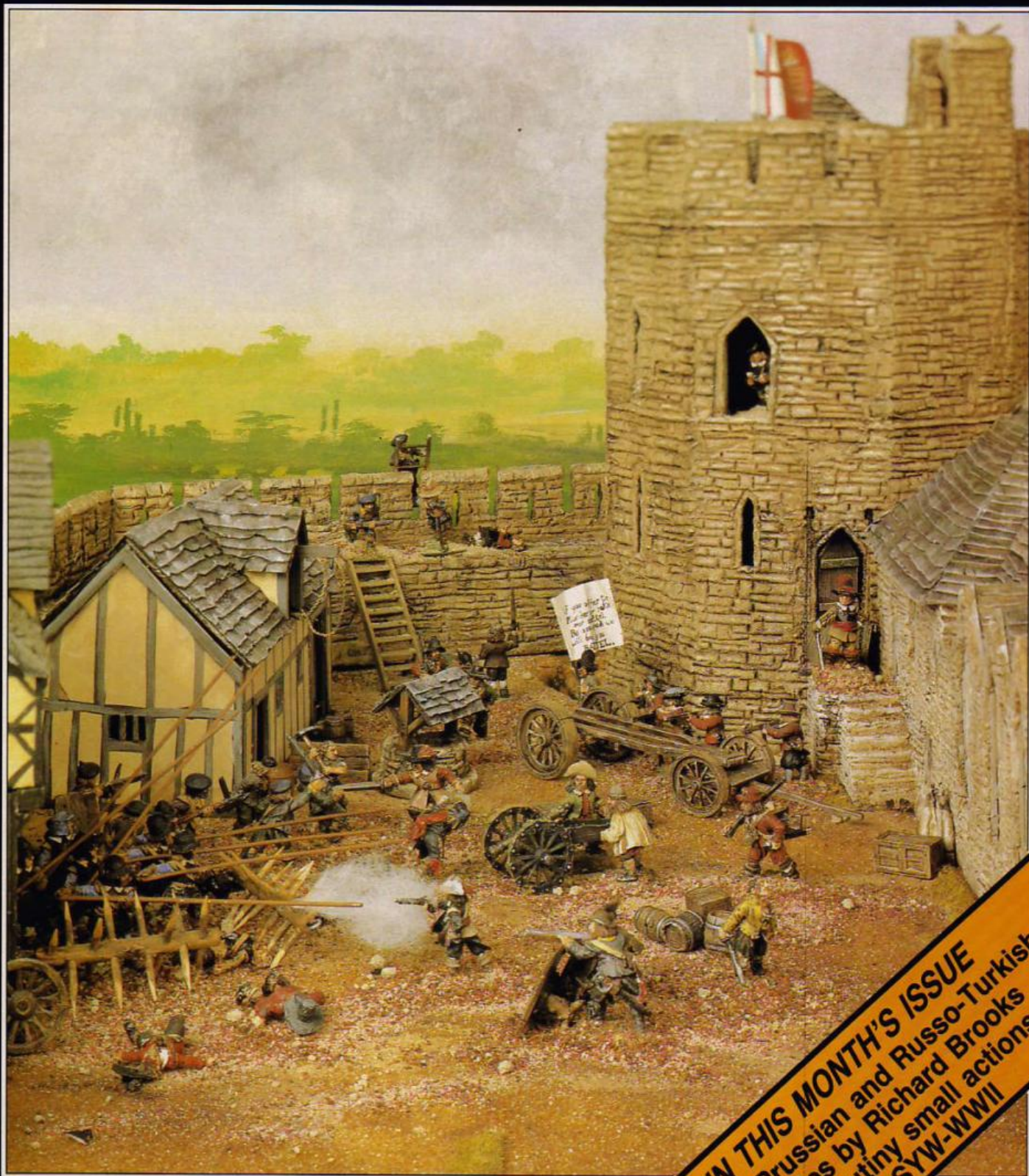


# WARGAMES Illustrated



Number 5 January 1988

**IN THIS MONTH'S ISSUE**  
Franco-Prussian and Russo-Turkish  
war rules by Richard Brooks  
Indian Mutiny small actions  
ACW-SYW-WWII

£1.20 (UK).



# IRREGULAR MINIATURES LTD

OUR NEW ADDRESS: DEPT WIB, 4 PARK ROAD, NORTON, MALTON, N. YORKS YO17 9EA. TELEPHONE: (0653) 697693  
Postage & Packing 12% (minimum 25p). Delivery within one week.

\*MERRY CHRISTMAS TO ALL OUR CUSTOMERS. THANKS FOR YOUR SUPPORT THROUGHOUT 1987 AND WE LOOK FORWARD TO SUPPLYING YOU WITH FIGURES IN FIVE DIFFERENT SCALES IN 1988\*

## 15mm ASIAN RANGE Designer Ian Kay

Each Mongol figure has up to four variants in helmets, baggage, position etc. All cavalry are one piece castings.

The Chinese figures are from the Sung period and are therefore suitable as Mongol auxiliaries or as opponents for the Mongols.

AS1 Mongol medium cavalry front ranker with lance and bow	24p
AS2 Mongol heavy cavalry front ranker with lance and bow	24p
AS3 Mongol heavy cavalry front ranker with slung lance shooting bow	24p
AS4 Mongol medium cavalry rear ranker shooting bow	24p
AS5 Mongol light cavalry galloping with sabre or bow	24p
AS6 Mongol light cavalry on trotting or rearing horse, shooting bow	24p
AS7 Mongol officer on rearing horse with sabre or mace	24p
AS8 Mongol cavalry standard bearer	24p
AS9 Mongol extra-heavy cavalry bodyguard with lance, bow and shield	24p
AS10 Mongol extra-heavy cavalry bodyguard with General's standard	24p
AS11 Mongol General	24p
AS12 Keshik or Mangudai light cavalry charging with sabre	24p
AS13 Mongol Nacarra drummer on camel	35p
AS14 Armenian auxiliary knight with lance and shield	24p
AS15 Turkish light horse archer with bow	24p
AS16 Chinese rocket launcher with three crew	85p
AS17 Light bolt shooter with two Chinese crew	45p
AS18 Chinese heavy cavalry with javelin	24p
AS19 Chinese light cavalry with javelin	24p
AS20 Chinese light cavalry Bowman	24p
AS21 Chinese cavalry standard bearer	24p
AS22 Chinese General or cavalry officer	24p
AS23 Chinese infantry spearman in kneeling receiving position	12p
AS24 Chinese infantry crossbowman shooting	12p
AS25 Chinese infantry archer standing	12p
AS26 Chinese heavy infantry with sword or javelin	12p
AS27 Chinese infantry officer	12p
AS28 Chinese infantry standard bearer	12p
AS29 Asiatic Tent Covered Wagon	£1.05
Complete 1000 point Mongol army 36 Touman H/C/MC, 54 Touman LC, 6 Mangudai LC, General, 3 EHC bodyguards and camel drummer	£21.00
Complete 1000 point Sung Chinese army 12 HC, 24 LC, 96MI, 32HI, 12LI, General, bodyguard and rocket launcher and crew	£23.00

## Infantry 25p + casting 15mm Painting Service Cavalry 55p + casting

NEW: 2mm Miniatures Range - Designer Brian Gregory  
A range of easy to paint 2mm figures designed to incorporate Unit formations covering a wide period of warfare, commencing with the 'Horse & Musket Era' (1700-1875). All Units are ready-based with Standards where appropriate to aid Unit recognition.

BG1 Infantry in 2 Ranks (20 figures)	(3) 12p
BG2 Infantry in 3 Ranks (24 figures)	(3) 12p
BG3 Skirmish Infantry (5 figures)	(3) 12p
BG4 Loose Order Cavalry (Carbines) (6 figs)	(3) 12p
BG5 Close Order Cavalry (Heavy) (3 figs)	(3) 12p
BG6 Artillery Battery & Limber (ACW style)	(1) 12p
BG7 Divisional/Corps Command Group (3 Generals)	(3) 12p
BG8 Horses and Horseholder (6)	(3) 12p
BG9 Wagon	(3) 12p
BG10 Lancers (6 figures)	(3) 12p
BG11 Loose Order Cavalry (Sabres) (6 figs)	(3) 12p
BG12 Brigade Command with Guidon (2 figs)	(3) 12p
BG13 Cavalry Brigade Command (2 figs)	(3) 12p
BG14 Infantry in 2 Ranks (26 figures)	(3) 12p
BG15 Infantry in 3 Ranks (30 figures)	(3) 12p
BG16 Infantry in 2 Ranks (39 figures)	(3) 12p
BG17 Infantry in 2 Ranks (16 figures)	(3) 12p
BG18 Cossacks (5 figures)	(3) 12p

BG19 'Field' Artillery Battery & Limber	(1) 12p
BG20 Mitrailleuse Battery & Limber	(1) 12p
BG21 Covered Wagons	(3) 12p
BG22 Ammunition Caissons	(3) 12p

## PLUS: 2mm Terrain Features Range - Designer Brian Gregory

A comprehensive range of Terrain features to complement the above figure range, designed to provide strategic features for miniature battlefields five or six miles across!!

BG101 4 Small Coppes	24p	BG116 Riverside Town	70p
BG102 3 Medium Coppes	28p	BG117 Large Town	£1.05
BG103 2 Large Coppes	35p	BG118 Castle/Fortress	£1.05
BG104 2 Stone Bridges	12p	BG119 Small Wooded Hill	28p
BG105 Courtyard Farm	12p	BG120 Large Wooded Hill	35p
BG106 Small Manor House	12p	BG121 Small Ridge	28p
BG107 Roadside Cottages	12p	BG122 Large Ridge	28p
BG108 Bridge with Riverbanks	12p	BG123 Wall Sections (4)	28p
BG109 Chateau and Grounds	28p	BG124 Hedge Sections (4)	28p
BG110 Hill Farm	28p	BG125 Riverside Inn & Bridge	12p
BG111 Church on Hill	35p	BG126 Wooden Bridges (inc. Pontoon)	12p
BG112 Windmill on Hill	35p	BG127 Large Wood	40p
BG113 Water Mill & Bridge	35p	BG128 Small Redoubt	12p
BG114 Small Village	28p	BG129 Large Redoubt	24p
BG115 Village & River Crossing	58p	BG130 Army HQ Command Post	12p

## 2mm COMPLETE ARMIES

Commencing a range of complete armies in 2mm to recreate the larger battles of history.

### AMERICAN CIVIL WAR

Unit strengths based on a figure scale of 1:25. 2 Rank Infantry Units represent 500 man Regiments, Artillery Batteries of 6 guns etc.

UNION ARMY: 1 'Yankee' Corps of 4 Divisions (48 Regt), 1 Cavalry Brigade of 4 Regts (36 figs per Regt), 18 5-figure Skirmishers/dismounted Cavalry, 12 6-horse & Horseholders, 9 Artillery Batteries & Limbers and Brigade/Divisional/Corps Command

CONFEDERATE ARMY: 1 'Johnny Reb' Corps of 3 Divisions (45 Regt), 2 Cavalry Brigades of 5 Regts (18 figs per Regt), Skirmishers and Horseholders as above, 7 Artillery Batteries & Limbers etc.

### SEVEN YEARS WAR

Figure scale 1:25 - 3 Rank Infantry Units represent 600 men, 8 Cavalry figures represent 200 men etc.

PRUSSIAN ARMY: 45 Infantry Btns, 4 Cuirassier Regts, 4 Dragoon Regts, 4 Hussar Regts, 1 Bosniak Regt (all 24 figures), 3 Coys of Jager, 6 Artillery Batteries & Limbers, Brigade/Corps/Army Command

FRENCH/IMPERIAL ARMY: 80 Infantry Btns, 17 Cavalry Regts of 8 figs, 3 Cavalry Regts of 24 figs, 2 Dragoon Regts of 16 figs and 36 Lt Cavalry figs, 6 Artillery Batteries & Limbers plus Command figs

AUSTRIAN, RUSSIAN & HANOVERIAN ARMIES TO FOLLOW

### FRANCO-PRUSSIAN WAR

Figure scale 1:25: Packs available represent Corps/Divisional strengths and organisation as used in action during August 1870. Recommended ground scale of 1mm equals 12yds. (Approx 6" to the mile)

PRUSSIAN & ALLIED FORMATIONS: Most Confederation Btns were approx 1,000 men (40 figures), Cavalry Regts of 24 figures and Batteries of 6 guns.

APRUSSIAN CORPS: 48 20-figure 1/2 Btns, 1 Jager Btn (8x5 figs), 2 Lt Cavalry Regts, 14 Artillery Batteries & Limbers plus Brigade/Div/Corps Command

BAPRUSSIAN CAVALRY DIVISION: (5th Cavalry Division), 2 Cuirassier Regts, 2 Uhlan Regts, 2 Dragoon Regts, 3 Hussar Regts, 2 Horse Batteries and Brigade/Divisional Command

CPRUSSIAN CAVALRY DIVISION: (1st Cavalry Division), 2 Cuirassier Regts, 4 Uhlan Regts, 1 Horse Battery and Command

DPRUSSIAN GARDE CORPS: 54 20-figure 1/2 Btn, 2 Jager Btms, 1 Hussar Regt, 1 Uhlan Regt, 15 Artillery Batteries & Limbers plus Brigade/Div/Corps Command and Garde Cavalry Division of 2 Cuirassier Regts, 2 Uhlan Regts and 2 Dragoon Regts

ESAXON CORPS: 54 20-figure 1/2 Btn, 2 Jager Btms, 2 Cavalry Regts, 16 Artillery Batteries & Limbers plus Command and including 12th Cavalry

Division, 2 Cavalry Regts and 2 Uhlan Regts

FBAVARIAN CORPS: 40 20-figure 1/2 Btms, 5 Jager Btms, 2 Lt Cavalry Regts, 15 Artillery Batteries & Limbers plus Brigade/Div/Corps Command

GBAVARIAN CAVALRY DIVISION: 2 Cuirassier Regts, 2 Uhlan Regts, 2 Lt Horse Regts, 2 Horse Batteries and Command

HWURTEMBERG DIVISION: 24 20-figure 1/2 Btms, 3 Jager Btms, 3 Cavalry Regts, 9 Artillery Batteries plus Command

IBADEN DIVISION: 26 20-figure 1/2 Btms, 3 Dragoon Regts, 9 Artillery Batteries and Command

FRANCE: Due to inadequate mobilisation systems, French Line Unit strength fell well below the 800 Btn figure strength, sometimes to as low as 500 men.

Incorporated below are Units with average strengths of 650 men (26 figures). Cavalry at 24 figures and Batteries of 6 guns. However, Guard Units are at full strength.

JFRENCH IMPERIAL GUARD: 23 26-figure Btms, 1 Gd Chasseur Btn of 30 figures, 6 Guard Cavalry Regts, 10 Artillery Btms & Limbers, 2 Mitrailleuse Btms & Limbers plus Command

KFRENCH CORPS (1st): 48 26-figure Btms, 4 Chasseur Btms of 25 figures, 3 heavy Cavalry Regts, 2 Lancer Regts, 2 Lt Cavalry Regts, 16 Artillery Btms & Limbers, 4 Mitrailleuse Btms and Command

LFRENCH CORPS (2nd): 36 26-figure Btms, 3 Chasseur Btms of 25 figures, 1 Dragoon Regt, 2 Lancer Regts, 2 Lt Cavalry Regts, 12 Artillery Btms & Limbers, 3 Mitrailleuse Btms and Command

MFRENCH CAVALRY RESERVE: 8 Heavy Cavalry Regts, 4 Lt Cavalry Regts, 6 Horse Btms & Limbers plus Command

NFRENCH ARTILLERY RESERVE: 8 'Field' and 8 'Horse' Artillery Batteries (Never where it was needed!!)

NAPOLEONIC & CRIMEAN WAR 2mm COMPLETE ARMIES to be announced!!

## NEW 6mm 18th Century Range - Designer Ian Kay

Infantry are based in sixes. Cavalry are based in fours, Generals, Artillery etc., are based individually.

XT1 (L) 3 Mounted Generals	24p
XT2 (L) Line Cavalry in Tricorn	24p
XT3 (L) Line Cavalry Command	24p
XT4 (L) Hussars	24p
XT5 (L) Dragons in Dragoon Cap	24p
XT6 (L) Dragoon Command	24p
XT7 (C) Musketeers in Tricorn	12p
XT8 (C) Musketeer Command	12p
XT9 (C) Grenadiers in Mitre	12p
XT10 (C) Grenadier Command	12p
XT11 Gun, Crew and Limber	45p
XT12 Galliot Gun, Crew and Horse	24p
XT13 Mortar and Crew (Hanging type)	12p
XT14 Large Siege Gun with 6 Crew	40p
XT15 Ammunition Wagon	28p
XT16 Engineer/Labourers with Axes, shovels etc., (2 bases of three figures)	12p
XT17 (L) Highland Infantry	12p
XT18 (L) Lowland Infantry	12p
XT19 (L) Jacobite Irregular Cavalry	24p

Coming next - 7 Years War and American War of Independence Types

## NEW MARLBOROUGH 6mm COMPLETE ARMIES

Unit strengths based on a figure scale of 1:20

BRITISH ARMY: 6 Btms of 36 Line Infantry, 1 Grenadier Btn, 2 Heavy Cavalry Regts of 16 figures, 1 Dragoon Regt of 24 figures, 2 Heavy and 2 Light Guns, Crews and Limbers plus Marlborough & 2 Generals

FRENCH ARMY: 8 Btms of 36 Infantry, 2 Regts of 12 Line Cavalry, 1 Regt of 16 Dragoons and 16 Hussars, 2 Heavy and 2 Light Guns, Crews and Limbers plus three Command figures

JACOBITE ARMY: 2 Btms of Irish/French Regulars of 36 figures, 60 Lowland Infantry, 120 Highlanders, 16 Cavalry and Generals

Note: For Government Forces use above British Army.

NEW 6mm SCALE CARD BUILDINGS - by Historical Images Ltd

Suitable for 16th century to the present day

KOST Castle	£5.50	BLATNA Town	£3.50
PRAGUE Square	£3.50	RED Castle	£3.50





# WARGAMES Illustrated



## More than just pretty pictures

Only space this month to wish Happy New Year to all our readers – and if you celebrate Hogmaney, hope you stay sober long enough to read this issue. Remember, we've more than just pretty pictures – we've also got the best articles!

*Front Cover photos (inside & out!)*

*Wargames Foundry 25mm ECW figures from the collection of designers Alan & Michael Perry – members of that excellent school of designers who are always happy to down tools for a game!*

## Elite Miniatures

High quality 25mm wargames figures 26 Bowlease Gardens



### NEW RELEASES

PRUSSIAN ARMY 1806

P22. N.C.O. standard bearer

P23. Jager kneeling firing

SAXON ARMY 1806-9

SC3. Hussar

SC4. Hussar officer

SC5. Hussar trumpeter  
suitable horses H3 or H4

MORE RELEASES IN MARCH

See the range on the  
CONNOISSEUR / ELITE  
stand at the  
Conventions.

Elite Miniatures are  
available in the USA  
from:

Elite Miniatures USA  
2625 Forest Glen Trail  
Riverwoods  
ILLINOIS 60015  
U.S.A.

Bessacarr  
Doncaster  
S.Yorkshire  
DN4 6AP

PRICES £  
Foot ..... 0.35  
Cavalry .... 0.35  
Horses ..... 0.45  
Equipment .. 1.75

POSTAGE & PACKING  
U.K. & BFPO -  
10% min, £0.50  
Orders over £15  
post free.  
OVERSEAS -  
Surface 30%  
min, £1.00  
Airmail 60%  
min, £2.00

## Contents

	Page
Ted Brown & Ian Knight	Two battles for Lucknow
Richard Brooks	Indian Mutiny action
Richard Brooks	The Russo-Turkish War of 1877
	'Schlachtenbummler: Rules for the
	Franco-Prussian and Russo-Turkish Wars
Guy Halsall	A Wargamer's Guide to the
	Vendéan War, Part II
Martin Tomczak	Notes on the Prussian Army in the SYW.
	The Infantry, Part I continued
John Lenton et alii	The Inspector General (Reviews)
Arthur Harman	The Battle of Logan's Crossroads
Ian Knight	The Land is Dead: the Cape
	Frontier Wars. Part I.
Anthony Tucker	The Battle of Normandy, Part II.

Editor: Duncan Macfarlane.

Typeset by: Quotable Ltd.

Published by: Stratagem Publications Ltd., Printed in England.

18 Lovers Lane, Newark,

Notts. NG24 1HZ

Tel: 0636 71973

Distributed by: Magnum Distribution Ltd., USA: The Armory,  
Cloister Court, 4145 Amos Avenue,  
22-26 Farringdon Lane, Baltimore, Md. 21215  
London, EC1R 3AU  
Tel: 301 764 8100

Tel: 01-253 3135

Canada: RAFM Company Inc.,  
109 Concession Street,  
Cambridge,  
Ontario, Canada, N1R 2G6

Australia: Gary Wells,  
Essex Miniatures Ltd.,  
40 Railway Parade,  
Lakemba, NSW 2195  
Tel: 02759 1683

© 1987 Stratagem Publications Ltd.

### 'BROTHERS IN ARMS' PAINTING SERVICE

The Connoisseur's choice  
Overseas orders welcome. Visa & Access accepted.  
70 Northlands, Carrickfergus,  
Co. Antrim, N. Ireland. BT38 8JZ



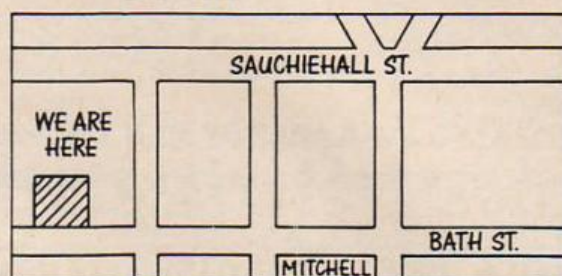
# The War Gamers Dungeon



## INC. CALEDONIA PAINTING SERVICE

Biggest stockist in Scotland for  
Essex, Frontrank and Dixon in  
15mm + 25mm. We also stock  
Wargame Foundry QT, Hovels,  
Citadel, Humbrol and Osprey.  
Coming soon Platoon 20 and  
Essex Napoleonics 15mm  
+ 25mm.

REASONABLY PRICED  
PAINTING TO ORDER.  
15mm + 25mm USING  
ONLY THE VERY BEST  
FIGURES.  
SEND SAE + £1 FOR  
SAMPLES. PLEASE  
STATE 15mm or 25mm.



WARGAMES DUNGEON  
132 BERKELEY STREET  
GLASGOW G3 7HY  
TEL: 041-226 4120  
MAIL ORDER SERVICE AVAILABLE

When replying to adverts please mention Wargames Illustrated.



# VISIT The Guardroom

Beware of cheap imitations!

## The Ready Made Army Specialists

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

**15mm  
STANDARD  
ARMIES**  
£16.50  
+ £1.50 P&P



**15mm JUMBO  
ARMIES**  
£25.00  
+ £2.00 P&P



**15mm STARTER  
PACKS INCLUDING  
FIGURES · RULES · DICE**  
£9.95  
INC P&P



**15mm ARMIES  
USING  
CHARIOT  
MINIATURES**

**STANDARD  
15mm ARMIES**  
£16.50 + £1.50 P&P

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

**15mm armies using MINIATURE FIGURINES**

**NAPOLEONIC** – French; British; Prussian; Austrian; Russian; Brunswick; Saxon; Westphalian; Spanish; Dutch-Belgian; Bavarian; Wurtemburger; Polish;  
**SEVEN YEARS WAR** – British; French; Prussian; Austro-Hungarian; Russian;  
**AMERICAN CIVIL WAR** – Union; Confederate;  
**ENGLISH CIVIL WAR** – Royalist; Parliament; New Model Army; Scots Royalist-Montrose; Scots Covenanters;  
**THIRTY YEARS WAR** – Imperialist; French; Spanish; Swedish; Bohemian;  
**ITALIAN WARS** – Spanish; French; Milanese; Florentine; Venetian;  
**RENAISSANCE** – French Huguenot; French Catholic; Polish; Samurai; Swiss; Knights of St John; 16th Cent English; Moorish; Landsknecht Mercenaries;  
**ANCIENT** – Early Hoplite Greek; Early Achaemenid Persian; Thracian; Later Hoplite Greek; Later Achaemenid Persian; Syracusan; Alexandrian Macedonian; Indian; Alexandrian Imperial; Asiatic Early Successor; Lysimachid; Macedonian Early Successor; Seleucid; Armenian; Camillian Roman; Carthaginian; Parthian; Spanish; Early German; Marion Roman; Ancient British; Scots-Irish; Early Imperial Roman; Middle Imperial Roman; Late Imperial Roman; Pictish; Dacian; Gothic; Sassanid Persian; Early Frankish; Palmyran; Sub Roman British; Arab Conquest; Slav; Carolingian; Thematic Byzantine; Nikephorian Byzantine; Norman; Saxon; Viking;  
**MEDIEVAL** – Anglo-Norman; Feudal English; Feudal French; Anglo-Irish; 100 Years War English; 100 Years War French; Wars of the Roses-Yorkist; Wars of the Roses-Lancastrian; Seljuq Turk; Saracen-Syrian; Ayyubid Egyptian; Later Crusader; Teutonic Order; Theodoran Byzantine; Mongol; Mamluk Egyptian; Ilkhanid; Free Company; Early Burgundian;  
**COLONIAL** – Zulu War British; Zulu; Sudan War-British; Dervish; North West Frontier-British; Pathan; Boer War-British; Boer; French Foreign Legion; Arab;  
**WORLD WAR ONE** – British; German; French; American; Austro-Hungarian; Russian;

**15mm armies using DONNINGTON MINIATURES**

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

**25mm ARMIES £49.50 INC P&P**

**Armies using MINIATURE FIGURINES**

**NAPOLEONIC** – French; British; Prussian; Russian; Austrian;

**Armies using ESSEX MINIATURES**

ECW Royalist; ECW New Model Army; 100 Years War English; 100 Years War French; Wars of the Roses-Yorks; Wars of the Roses-Lancs; Feudal English; Feudal French; Alexandrian Macedonian; Indian; Early Hoplite Greek; Early Imperial Roman; Late Imperial Roman; Thematic Byzantine; Nikephorian Byzantine;

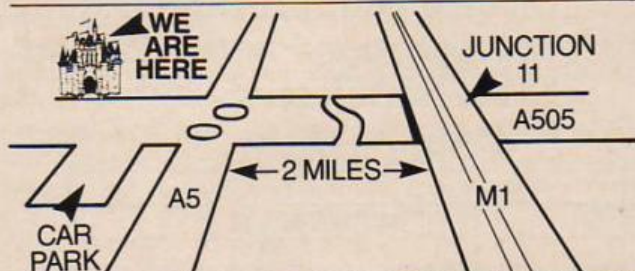
**1/300 MICRO TANK ARMIES**  
£15.00 inc. P&P. OVERSEAS ADD £2.50

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

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

**OVERSEAS CUSTOMERS POSTAGE RATES**

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



**ARMIES ALSO AVAILABLE BY MAIL ORDER**

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

FOR FURTHER DETAILS SEND SAE OR IRC TO:

**38 WEST ST., DUNSTABLE, BEDS. TEL: (0582) 606041**



# ESSEX MINIATURES 15mm Army Packs

**JUST £16.95 POST FREE (UK & BFPO ONLY)**

Essex Army packs contain approximately 160 pieces (22 packs) and most armies work out to a total of between 1000-1200 points. The composition is intended to provide an interesting, varied and capable range of troop types. Where applicable, figures in different poses have been mixed in the same unit to add a realistic variety. Each army pack comes complete with a painting guide. (Painting guides and army make up lists can be obtained for 10p per copy plus a S.A.E.)

## ANCIENT:

RMA1 Viking  
RMA2 Norman  
RMA3 Dacian  
RMA4 Sassanid Persians  
RMA5 Frankish 700-1072  
RMA6 Palmyran  
RMA7 Late Roman  
RMA8 Breton 700-1072  
RMA9 Lombard 451-1018  
RMA10 Saxon 250-885  
RMA11 Anglo-Danish 885-1075  
RMA12 Anglo-Norman 1072-1181  
RMA13 Sub-Roman British 425-945  
RMA14 Marian/Camillan Roman  
RMA21 Early German  
RMA22 Thematic Byzantine  
RMA47 Ancient British  
RMA48 Ancient Gallic  
RMA59 Vandal  
RMA60 Spanish Visigothic  
RMA61 Italian Ostrogothic  
RMA63 Republican Roman/Gallic Conquest  
RMA64 Republican Roman Civil Wars  
RMA73 Welsh 580-1420  
RMA74 Inca  
RMA75 Thracian  
RMA76 Alexandrian Macedonian  
RMA77 Alexandrian Imperial  
RMA78 Lysimachid  
RMA79 Macedonian Early Successor  
RMA80 Later Hoplite Greek  
RMA81 Early Hoplite Greek  
RMA82 Indian  
RMA83 Asiatic Early Successor  
RMA84 Seleucid  
RMA85 Galatian  
RMA86 Pyrrhic  
RMA87 Early Achaemenid Persian  
RMA88 Later Achaemenid Persian  
RMA89 Bactrian Greek  
RMA90 Arab Conquest  
RMA91 Arab Empire  
RMA92 Carthaginian

## RENAISSANCE:

RMA15 Spanish/Early Italian Wars  
RMA17 Florentine Early 16th C.  
RMA19 Milanese Early 16th C.  
RMA44 French/Italian Wars  
RMA45 Later Teutonic Knights  
RMA52 Scots 16th C.  
RMA53 Irish 16th C.  
RMA54 French 1600-1660  
RMA56 Late Swiss 1500-1550  
RMA16 Venetian Later 16th C.  
RMA24 English Renaissance  
RMA25 Scots Renaissance  
RMA26 Irish Renaissance  
RMA27 Swedish Renaissance  
RMA28 Early French Wars of Religion-Catholic  
RMA29 French Huguenot  
RMA30 Late Spanish  
RMA31 Hungarian Renaissance  
RMA32 Muscovite Renaissance  
RMA33 Cossack Renaissance  
RMA34 Persian Renaissance  
RMA35 Moghul Indian  
RMA35a North Indian  
RMA36 17th C. French  
RMA37 Late Polish  
RMA38 Imperialist (39 Y.W.)  
RMA46 15th C. Ottoman Turk  
RMA46a 16th C. Ottoman Turk  
RMA46b 17th C. Ottoman Turk  
RMA55 Austrian Hapsburg Mid 16/Early 17th C.  
RMA58 Landsknecht Regt.  
RMA66 16th/17th C. Dutch  
RMA18 Early Swiss

## MEDIEVAL:

RMA65 Feudal French  
RMA67 Feudal English 1181-1345  
RMA68 Free Company 1367-1390  
RMA69 100 Y.W. French  
RMA70 100 Y.W. English  
RMA71 Low Countries 1400-1450  
RMA50 Wars of the Roses (Lancs)  
RMA51 Wars of the Roses (Yorks)  
RMA57 Knights of St. John Rhodian  
RMA72 Teutonic Knights Late 15/Early 16th C.  
RMA62 Later Imperialist 1450-1495

## ENGLISH CIVIL WAR:

RMA39 Royalist  
RMA40 Early Parliamentary  
RMA41 New Model Army  
RMA42 Scots Covenanters  
RMA43 Scots Royalist (Montrose)  
RMA49 Irish Catholic Confederate 1640's

## SEVEN YEARS WAR:

RMA501 Austrian  
RMA502 Prussian  
RMA503 French  
RMA504 British

## NAPOLEONIC:

RMA601 British (1815)  
RMA602 French (1815)  
RMA603 Prussian (1815)

## AMERICAN CIVIL WAR:

RMA200 Union  
RMA201 Confederate  
RMA202 Union - Infantry supplement  
RMA203 Union - Cavalry supplement  
RMA204 Confederate - Infantry supplement  
RMA205 Confederate - Cavalry supplement

## COLONIAL:

RMA193 Early British (Sudan)  
RMA194 British (Zulu Wars)  
RMA195 Zulu  
RMA196 British (Sudan)  
RMA197 Mahdists (Sudan)  
RMA198 Early Egyptian (Sudan)  
RMA199 British/Egyptian (Sudan)

Send a stamped addressed envelope for our complete 15mm catalogue UK-BFPO only  
**ESSEX MINIATURES, UNIT 2 SHANNON CENTRE**

## WARGAMES FIGURINES

**NEW 25mm RELEASES**

### MEDIEVAL:

D 16WM Mounted King 1400  
D 17WM Dismounted King 1400  
D 18WM Mounted King 1450  
D 19WM Dismounted King 1450  
A 20WM Mounted Knight in tabbard and Great Bascinet 1450

### MEDIEVAL STANDARDS:

C 1WMS Square standard  
C 2WMS Long rounded swallow tail

### MEDIEVAL BARDED HORSES:

D H13 Walking (head variants)  
D H14 Galloping (head variants)  
D H15 Walking (head variants)  
D H24 Walking (head variants)  
D H25 Halted (head variants)  
D H26 Halted - with chanfron

### ANCIENTS:

A 1WS Early Clibanarii, lance  
A 2WS Late Clibanarii, lance, shield

A 3WS Cataphract, lance  
A 4WS Light cavalry, javelin  
A 5WS Spearman  
A 6WS Archer  
A 7WS Slinger

### HORSES:

F H5 Sassanid Half armoured horse  
D H3 Fully armoured horse  
E H20 Light/medium horse

Postage & packing rates for UK & BFPO  
Minimum postage & packing = 50p  
Orders value over £5.00 and under  
£12.50 = 10%  
Orders over £12.50 = £1.25  
Orders over £25.00 - Post Free

Post Codes: A = 28p. C = 35p.  
D = 51p. E = 43p.



FOR OUR COMPLETE CATALOGUE  
SEND AN S.A.E.

**ISLAND MINIATURES 15mm**  
**READY MADE ARMY PACKS**  
**£16.95 POST FREE**  
**Approx. 160 pieces**

### ANCIENTS:

AAP1 New Kingdom Egyptian  
AAP2 Early Italians  
AAP3 Carthaginian  
AAP4 Hoplite Greek  
AAP5 Early Macedonian  
AAP6 Late Macedonian  
AAP7 Seleucid  
AAP8 Camillan Roman  
AAP9 Marian Roman  
AAP10 Ancient British  
AAP11 Dacian  
AAP12 Middle Imperial Roman  
AAP13 Sassanid Persian  
AAP14 Palmyrian

AAP15 Late Imperial Roman  
AAP16 Hunnic  
AAP17 Patrician Roman  
AAP18 Early Byzantine  
AAP19 Maurikian Byzantine  
AAP20 Tang Chinese  
AAP21 Thematic Byzantine  
AAP22 Arab Conquest  
AAP23 Arab Empire  
AAP24 Viking  
AAP25 Mongol  
AAP26 Han Chinese  
AAP27 Parthian  
AAP28 Sarmation  
AAP29 Ottonian Frankish

ESSEX MINIATURES  
ISLAND MINIATURES  
WARGAMES FIGURINES

UNIT 1 SHANNON CENTRE,  
SHANNON SQUARE, THAMES ESTUARY ESTATE,  
CANVEY ISLAND, ESSEX, SS8 0PE

Telephone Orders  
0268-682309  
Access - Visa

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









## TABLETOP GAMES

53 MANSFIELD ROAD,  
DAYBROOK,  
NOTTINGHAM  
NG5 6BB

10% P&P

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

### JHQ TANKS BY MINI-FIGS Micro Armour 1/285 Scale (330 each unless stated)

NATO		Challenger	
M60A2		Scorpion 76mm	25p
M113	25p	Scorpion 90mm	25p
M125	25p	Scimitar	25p
M106		Spartan	25p
M113 (TOW)	25p	Striker	25p
M60A1		M110A2	25p
Sheridan		Hummer	25p
Vulcan	25p	MLRS	50p
M114 A1	25p	M35 Truck	
M48 (90mm)		AMX10P	
M48 (105mm)		AMX30B2	
M60A3			
Leopard A1			
Chieftain V			
M113 ACAV			
Gamma Goat			
M88 ARV			
M578 ARV			
Centurion (RE)			
M60 Bridge	50p		
M728 CEV			
M1 Abrams			
M1A1 Abrams			
M109 A1			
M109			
Marder			
LVTP-7			
LVTC-7			
LVTR-7			
Kannone			
Rakette SS11			
Jaguar			
M501 TOW			
M23 Bradley			
M548 Cargo	25p		
M577 Comm.			
Leopard 2			
MCV-80			
Fuchs TPZ-1			

ISRAEL			
Merkava			
Zelda			
Ben Gurion			
Super Sherman			

### NEW - ACRYLICS

#### ARMOURY PAINTS £1.20p each

White Primer	Mat Black
Red	Scarlet
Orange	Flesh
Khaki	Yellow
Dark Green	Field Grey
Medium Green	Olive Drab
Dark Blue	Prussian Blue
Light Blue	Grey
Dark Brown	Chocolate Brown
Red Brown	Silver
Gold	Bronze
Brown Drab	Copper
Brick Red	Purple
Ruddy Flesh	Dark Grey
Gunmetal	Suntan Flesh
Chainmail	Iron
Olive Green	Leather Brown
Dark Field Grey	Concrete
Equine Brown	Slate
Linen	Chestnut
Bay	Musket Brown
American Drab	Pink
Confederate Grey	Russian Green
	Mat Varnish

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

### NEW GRID IRON HEROES

American Football Rules - £2.25

Also available:  
25mm AMERICAN FOOTBALL FIGURES

RULES BY TABLETOP	
Shock of Impact (ancients)	£2.95
Shock of Impact lists	£2.25
Lance 3rd Ed. (Medieval)	£2.50
Tercio (Renaissance)	£3.25
Sound of the Guns (Nap)	£2.50
TTG 25mm Nap Rules	£1.75
Circa 1863 (ACW)	£1.75
Trench WWI Rules	£1.75
Zulu (Colonial)	£1.75
Action under Sail (Nap Naval)	£2.75
Once Upon a Time in the West (3 Vol Gunfight rules)	£4.25
'The Return' (Vol 4 of above)	£1.75
Rudis (Gladiatorial)	£1.75
Retinue (Medieval Skirm.)	£2.25
Sword & Pistol (Ren Skirm.)	£1.95
Heroes (Dark Ages Role Pg.)	£3.25
Pony Wars (Indian fighting)	£2.25
Napoleonic Lists	£2.50
Ancient Lists (WRG 7th)	£2.50

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

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

### NAPOLEONIC ARMY LISTS

A well researched set of Army Lists covering both 1/50 and 1/200 scales and suitable for most sets of Napoleonic rules. Points values are included for WRG and Sound of the Guns rules. £2.50

### CORPS COMMANDER

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

### NEW FIREFLY

WWII 1/300th & 1/200th Micro.

Rules by Bruce Rea Taylor

Author of Challenger

A comprehensive set of WWII Rules covering all aspects of the Period and ALSO includes army lists, suitable for club or competition games £2.95

### MODERN MICRO-TANK ARMIES

(R = Ros, S = Skytrex models)

U.S.A.	£17.25 (S) £14.80 (R)
BRITISH	£17.10 (S) £15.80 (R)
CHINESE	£21.50 (S + R)
FRENCH	£16.85 (S) £15.30 (R)
SOVIET	£15.00 (S) £15.10 (R)
W. GERMANY	£15.60 (S) £15.30 (R)
ISRAELI	£15.85 (S + R)
EGYPTIAN	£15.25 (S)

### OTHER RULES

ANCIENT (WRG) 6th edit	£2.90
ANCIENT (WRG) 7th edit	£3.50
ARMY LIST No.1	£2.50
ARMY LIST No.2	£2.50
ARMY LIST No.3	£2.50
RENAISSANCE (WRG)	£2.50
RENAISSANCE LISTS	£3.60
NAPOLEONIC (WRG)	£2.50
NAPOLEONIC (Newbury)	£3.30
A.C.W. (Newbury)	£3.30
1925-50 (WRG)	£2.50
1950-85 (WRG)	£2.50
MODERN NAVAL (MEGADODO)	£3.50
NAVAL SHIP LISTS (Skytrex)	£3.50
SEA POWER (Mod.)	£2.50
TOTAL WAR (Mod.)	£2.25
SPECIAL FORCES (Mod.)	£2.25
SKYFIGHT (Mod. Air Combat)	£1.50

### ALL WRG BOOKS STOCKED

### INTRODUCTORY SETS

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

ACW (15mm)	£16.00
WWII MICRO-TANK	£13.50
MODERN MICRO-TANK	£13.00
WWI NAVAL	£8.75
WWII NAVAL	£9.10
WWI AIR	£7.85
WWII AIR	£8.75
MEDIEVAL SKIRMISH (15mm)	£8.50
GUNFIGHT	£7.70
SFSKIRMISH (25mm)	£9.25
15mm NAPOLEONIC	£16.00
LASERBURN WITH 15mm FIGS. inc.	£7.95
BUNKER 17 SCENARIO	£4.50
GLADIATORIAL	£12.50
REAPER (15mm FANTASY)	£6.60
MODERN NAVAL	£8.95
NAPOLEONIC NAVAL	£7.10
MODERN AIR COMBAT	£7.10

### TERCIO - REVISED EDITION

A revised edition of our popular Renaissance Rules & Army Lists £3.25

## TABLETOP FIGURES FOR THE BEST IN 15mm.

Please send for a catalogue of our range of 15mm figures.

### NEW 15mm ANCIENTS

#### ASSYRIANS

ASC1 Heavy Cav (Spear & Bow)	
ASC2 Light Cav (Spear & Bow)	
ASC3 3 Horse Chariot (4 crew) £1.75	
ASC4 Lt Cavalry (Bow)	
ASC5 Generals Chariot £1.75	
ASC6 EHC Spear & Bow	
ASC7 HCHC with Bow	
AS1 Heavy Spearman	
AS2 Lt/Med Spearman	
AS3 Heavy Bowman	
AS4 Lt/Med Bowman	
AS5 Heavy Slinger	
AS6 Lt/Med Slinger	
AS7 Heavy Mace/Axe/Man	
AS8 General (for chariot)	
AS9 Lt/Med spear with shd.	

#### NEW KINGDOM EGYPTIAN

EGC1 2 Horse Chariot (2 crew) £1.00	
EGC2 Pharaoh's chariot £1.25	
EGC3 Lt Cavalry (Bow)	
EG1 Spearman (Med)	
EG2 Kepheshman (Hl)	
EG3 Libyan (Ll)	
EG4 Light Archer	
EG5 Light Slinger	
EG6 Javelinmen	

#### HAN CHINESE

HAC1 4 Horse Chariot (3 crew)	
HAC2 2 Horse Chariot £1.25	
HAC3 Heavy Cav (Lance)	
HAC4 Heavy Mtd X Bow	
HAC5 Light Cav (Long Spear)	
HAC6 Light Cav (Bow)	
HAC7 Lt Cav (Bow, Jav, Shd)	
HAC8 Mtd General	
HA1 Light Inf (Jav, Shd)	
HA2 Labour Troops (Sword)	
HA3 Convicts (Jav, Shd)	
HA4 Halberdiers	
HA5 Swordsman (Sword, Shd)	
HA6 Archer (Bow)	
HA7 Archer (X Bow)	
HA8 Spearman (Long spear, Shd)	
HA9 Stone thrower with 3 crew £1.50	
HA10 General (for chariot)	
HA11 Bolt thrower & crew 60p	

### 15mm RENAISSANCE FIGURES (formerly by ASGARD)

#### INFANTRY 10p each

Late 15th Century	
MR1 Burgundian Pikeman	
MR2 Burgundian Handgunner	
MR3 Burgundian Crossbow	

#### Early 16th Century

MR4 Swiss F/Rank Pikeman	
MR5 Swiss Heavy Pikeman	
MR6 Swiss Light Pikeman	
MR7 Swiss Halberdier	
MR8 Swiss Arquebusier	
MR9 Swiss Crossbowman	
MR10 Swiss Hornblower	
MR11 English Billman	
MR12 English Longbowman	
MR13 English Pikeman	
MR14 English Arquebusier	
MR15 Irish Kern	
MR16 Irish Gallowglass	
MR17 Scot Noble Pikeman	
MR18 Scot Lowland Pikeman	
MR19 Scottish Highlander	
MR20 Italian Pikeman	
MR21 Italian Halberdier	
MR22 Italian Arquebusier	
MR23 Italian Crossbowman	
MR24 Cretan Crossbowman	
MR25 Francis Archer	
MR26 Landsknecht Heavy Pike	
MR27 Landsknecht Light Pike	
MR28 Landsknecht + 2H Sword	
MR29 Landsknecht Arquebusier	
MR30 Spanish Pikeman	
MR31 Spanish Halberdier	
MR32 Spanish Arquebusier	
MR33 Spanish Sword & Buckler	
MR34 European Officer	
MR35 European Standard	

#### Late 16th Century

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

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

#### Early 17th Century

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

#### 17th Century

MR57 Scot Mercenary Pike	
MR58 Scot Mercenary Musketeer	
MR59 Dismounted Dragon	
MR60 English Pikeman	
MR61 English Musketeer	
MR62 New Model Army Pike	
MR63 New Model Army Musketeer	
MR64 Highlander Swordsman	
MR65 Covenantier Pikeman	
MR66 Covenantier Musketeer	
MR67 European Officer	
MR68 European Standard	
MR69 Balkan Archer	

#### CAVALRY 20p each

Late 15th Century	
MR1 Burgundian M-at-Arms	
MR2 Burgundian Mtd L Bow	
MR3 Burgundian Coustiller	

#### Early 16th Century

MR4 Italian Stradiot	
MR5 Italian Mtd C Bow	
MR6 Swiss Mtd C Bow	
MR7 English Pensioner	
MR8 English Demi-Lancer	
MR9 English Border Horse	
MR10 Early Reiter + Spear	
MR11 Irish Cavalryman	
MR12 French Gendarme	
MR13 Archer (Man-at-Arms)	
MR14 Spanish Gendarme	
MR15 Spanish Genitor	

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

#### Late 16th Century

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

#### Late 17th Century

MRC28 Spanish Caballo Coraza	
MRC29 Spanish Arquebusier	
MRC30 Swedish Cuirassier	
MRC31 Cav (Lobster Helmet)	
MRC32 Dragon	
MRC33 Lt Cav + Pistol	
MRC34 Scottish Lancer	
MRC35 Cavalry Officer	
MRC36 Cavalry Standard (25p)	
MRC37 Hungarian Hussar	
MRC38 Croat Horse Archer	

#### GUNS 38p each

MRX1 Early 16th C. Gun	
MRX2 Late 16th C. Gun	
MRX3 Early 17th C. Gun	
MRX4 Early 17th C. Lt Gun	

#### GUN CREWS 10p each

MRX7 Early 16th C. with Rammer and Ball	
MRX8 Early 16th C. with Powder Barrel & Scoop	
MRX9 Early 16th C. with Swab	
MRX10 Early 16th C. Master Gunner	
MRX11 Late 16th C. with Ball	
MRX12 Late 16th C. with Swab	
MRX13 Late 16th C. with Rammer	
MRX14 Late 16th C. with Powder	
MRX15 Early 17th C. with Rammer	
MRX16 Early 17th C. with Grass Wad & Bag	
MRX17 Early 17th C. with Swab & Bucket	
MRX18 Officer with Linstaff	

### U.S. CUSTOMERS

All our products are available from  
Alliance Miniatures, P.O. Box 2347,  
Des Moines, Iowa 50310.

When replying to adverts please mention Wargames Illustrated.





## ***“WHERE IS THE EMPEROR’S COURIER?”***

*— Attributed to Marshal Grouchy on the day of Waterloo.*

Sometimes even the best generals need **THE COURIER**. And no wonder, when you consider that every bi-monthly issue is packed with lively and informative articles of interest to military and naval history buffs.

**THE COURIER** is North America’s largest magazine for historical miniatures wargamers. And according to the vote at **ORIGINS**, the national gaming convention, in each of the last five years we’ve also been the best.

How did we become the biggest and the best? Our strategy was simple. Every issue of **THE COURIER** contains solid, concise articles on historical miniature wargaming, military and naval history, uniform painting information, new product and figure reviews, and game and convention reports. And as an added bonus, subscribers to **THE COURIER** also receive special discounts on military history, reference and rule books through our unique book service.

Napoleon spent the best years of his life waiting for couriers to come to him from all over the world, bringing news of famous victories and defeats, distant naval campaigns, and uniform and equipment reports. You need not wait, just send \$16.00 (Canada — \$19.00), for a year’s subscription (6 issues) to **THE COURIER**. Stay out of exile — send your check or money order to: **THE COURIER**, P.O. BOX 1878, BROCKTON, MA 02401.

**ENGLAND & EUROPE:** Send £18 to Athena Books, 34 Imperial Crescent, Doncaster DN2 5BU. —**TRADE INQUIRIES WELCOMED.**

**ALSO AVAILABLE FROM THE COURIER PUBLISHING CO.:**

**ON TO RICHMOND** — Miniature Rules for the ACW

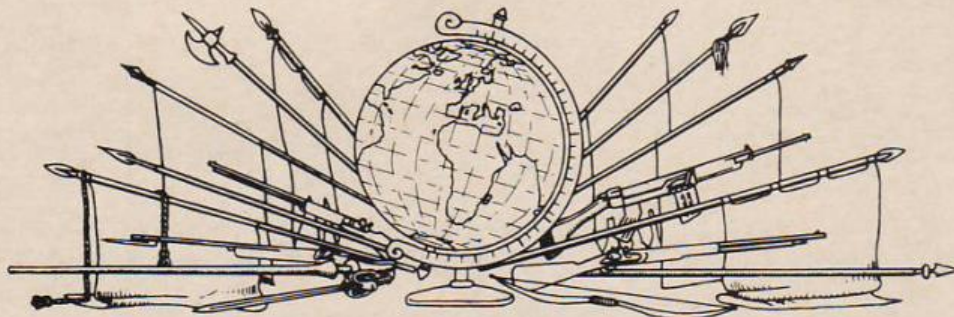
**\$6.00** (\$5 to subscribers)





DERBY WARGAMES ASSOCIATES  
PRESENT THE

# OSPREY WORLD CHAMPIONSHIPS 1988



WORLD'S PREMIER WARGAMING EVENT

To be held at the Assembly Rooms, Derby  
Saturday 8th and Sunday 9th October 1988

TEAM COMPETITION, INDIVIDUAL COMPETITION,  
DISPLAY GAME COMPETITION, TRADE STANDS,  
BRING AND BUY STALL

PERIODS TO BE CONTESTED ARE AS FOLLOWS:

## ANCIENTS - 15

Scale ..... 15mm  
Rules ..... WRG 7th Edition  
Lists ..... WRG Books 1,2,3  
Army size ... 1600 pts

## ANCIENTS - 25

Scale ..... 25mm  
Rules ..... WRG 6th Edition  
Lists ..... WRG Books 1 & 2  
Army size ... 1250 pts

## RENAISSANCE

Scale ..... 25mm  
Rules ..... WRG 2nd Edition  
Lists ..... WRG Lists  
Army size ... 1600 pts

## MEDIEVAL

Scale ..... 25mm  
Rules ..... WRG 7th Edition  
Lists ..... WRG Books 1,2,3  
Army size ... 1600 pts

## ULTRA MODERN

Scale ..... 1/300th  
Rules ..... Challenger  
Lists ..... TTG Vols 1,2,3  
Army size ... 20000 attack  
10000 (defence)

## FANTASY

Scale ..... 25mm  
Rules ..... Warhammer  
Lists ..... Ravening Hordes  
Army size ... 2000 pts

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

### EVENT ENQUIRIES:

J. GRANT,  
29 WADE AVENUE,  
LITTLEOVER,  
DERBY,  
ENGLAND

### COMPETITION ENQUIRIES:

J. HILL,  
c/o 29 WADE AVENUE,  
LITTLEOVER,  
DERBY,  
ENGLAND

### TRADE ENQUIRIES:

B. CONNOR,  
53 MANSFIELD ROAD,  
DAYBROOK,  
NOTTINGHAM,  
ENGLAND

# OSPREY PUBLISHING

When replying to adverts please mention Wargames Illustrated.



Barclaycard & Access Orders Welcome  
Telephone Loughborough 213789  
24-HOUR ANSAFONE SERVICE FOR  
CREDIT CARD ORDERS AND INQUIRIES  
OUT OF NORMAL WORKING HOURS



# SKYTREX LIMITED

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

## DAVCO 1/300th NAVAL

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

### WW2 STARTER PACK £6.50

This contains rules, dice and enough German and British ship models to give a balanced game.

### WW2 EXPANSION PACKS

#### BRITISH BATTLE GROUP .....£3.00

Rodney, Warspite, Malaya, Dorsetshire, Fiji, 2 x Tribal Class destroyers.

#### BRITISH CARRIER GROUP .....£3.00

Ark Royal, Illustrious, Glorious, Ajax, Exeter, 2 x 'J' Class destroyers.

#### GERMAN BATTLE GROUP .....£3.00

Tirpitz, Graf Zeppelin, Graf Spee, Hipper, Kiln, 2 Maas Class destroyers.

#### ITALIAN BATTLE GROUP .....£3.00

Vittorio Veneto, Cesare, Trento, Bolzano, Garibaldi, 2 Soldati destroyers.

#### BRITISH CONVOY .....£3.00

1 Merchant aircraft carrier, 2 V&W Class destroyers, 2 Flower Class corvettes, 6 Merchant ships.

Hundreds of WW1, WW2 & Modern Ship models on the full lists.

## TRITON 1/600 COASTAL FORCES

### "Fight for the Narrow Seas"

The naval skirmish scale provides exciting action as small boats attack at point blank range. The Triton models are superb white metal castings.

### COASTAL WARFARE STARTER PACK £7.50

### EXPANSION PACKS

BRITISH 1942 .....£5.00  
1 large MGB, 1 x MTB, 1 x Fairmile 'B' class.

BRITISH 1944 .....£5.00  
1 large MTB, 1 MTB, 1 Fairmile 'D' class.

GERMAN ATTACK GROUP .....£4.50  
3 S26 Class E Boats.

GERMAN ESCORT GROUP .....£6.00  
1 x M25 Class heavy escort.  
1 x F-lighter escort.

ITALIAN ATTACK GROUP .....£5.00  
2 x MS11 Class MTB, 1 x VAS 301 Class.

AMERICAN ATTACK GROUP 1942 .....£5.00  
2 x PT94 Class MTBs, 2 x PT34 Class MTBs.

AMERICAN ATTACK GROUP 1944 .....£4.50  
3 x PT565 Class Elgo 80ft MTBs

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

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

POSTAGE & PACKING  
U.K. 10% order value  
(min. 20p)  
over £9 post free.  
BFPO (Europe) as above  
BFPO (Outside Europe)  
Europe 30% order  
U.S.A. 20% order  
Canada }  
N. Zealand } 50% order  
Australia }  
WE ACCEPT BARCLAYCARD,  
ACCESS, BANKAMERICARD,  
EUROCARD, VISA, CHARGE,  
& MASTERCARD. JUST  
SEND YOUR CARD NUMBER  
AND EXPIRY DATE.

HINCHLIFFE  
1987 Catalogue  
£1.50 post free

## NEW TRITON NAPOLEONIC

### 1/1200th NAVAL MODELS

#### NAPOLEONIC RUSSIAN NAVY

Following our recent visit to the Naval Museum in Leningrad we have now produced the Russian 1st Rate with more models to come. REMEMBER if Tsar Alexander had not been removed from the scene when he allied with Napoleon, strong Russian squadrons would have attacked the British fleets, radically changing the balance of naval power.

NS140 Alexander Nevski 3rd rate 74 .....£2.20  
NS141 Vosmislav Frigate 36 guns .....£1.95  
NS142 Rotislav 1st rate 100 guns .....£2.20

#### NEW BRITISH MODELS

NS11 HMS Plantagenet 3rd rate 74 .....£2.20  
NS12 HMS Caledonia 1st rate 120 .....£2.50  
NS13 HMS Vengeur 3rd rate 96 .....£2.20

Always losing at Napoleonic Naval?  
BUY AN EQUALISER

HMS Warrior, Ironclad battleship .....£5.95  
The ultimate naval weapon of her time. She could catch  
and destroy any other vessel.  
Or if you are not quite so ambitious  
GLOIRE, French early ironclad .....£4.95

## NEW 20mm HINCHLIFFE

### 1/76th scale WW2

Quality whitewall kits

#### RUSSIAN ANTI-AIRCRAFT

No longer will your Russian force be defenceless against the Stuka.

Russian quad AA m.g. mounted on Gaz Truck +  
crew .....£4.95  
Russian AA ground mount + crew .....£1.50  
Russian 4 x 4 Gaz Truck .....£3.50  
Russian 4 x 6 Gas Truck .....£3.95

#### NEW RUSSIAN MODELS

1 Russian M1943 57mm AT gun .....£2.95  
1 Russian Ba10 A/car 1940 .....£3.95  
Many more models on full lists

## FIREFIGHT 20mm

### NEW MODELS RUSSIAN & ALLIES

#### 122mm D30 Gun £3.50

This white metal kit may be  
constructed in howitzer,  
A. Tank or towed forms.

#### BTR 60 PB £5.95

closed version with turret

#### BTR 60 PK £5.95

open version with crew  
figure manning m.g.

## SKYTREX CATALOGUE

£1 POST FREE

### NEW 1/200th THIS MONTH

#### 1/200th MODERN

A901 Leopard A1 A2 .....80p  
A902 Leopard A1 A4 .....80p  
A903 Leopard enhanced armour .....80p  
A904 Leopard 11 .....80p  
A920 Marder APC .....70p

#### BRITISH

A648 Spartan APC .....60p  
A647 Sultan APC .....60p

#### RUSSIAN

A765 Ural 375D Truck .....60p  
A765A Ural Command Truck .....70p  
A767 BM21 rocket launcher on  
Ural Truck .....80p

#### 1/200th WW2

A231 U.S. M20 recce .....50p  
A383 German sig. 33 150mm  
infantry gun .....60p  
A396 Sdkfz 7 with 37mm AA .....70p  
A556 Italian Semovente M40  
75/18 SPG .....50p  
A560 AB41 Autobloida A/car .....50p

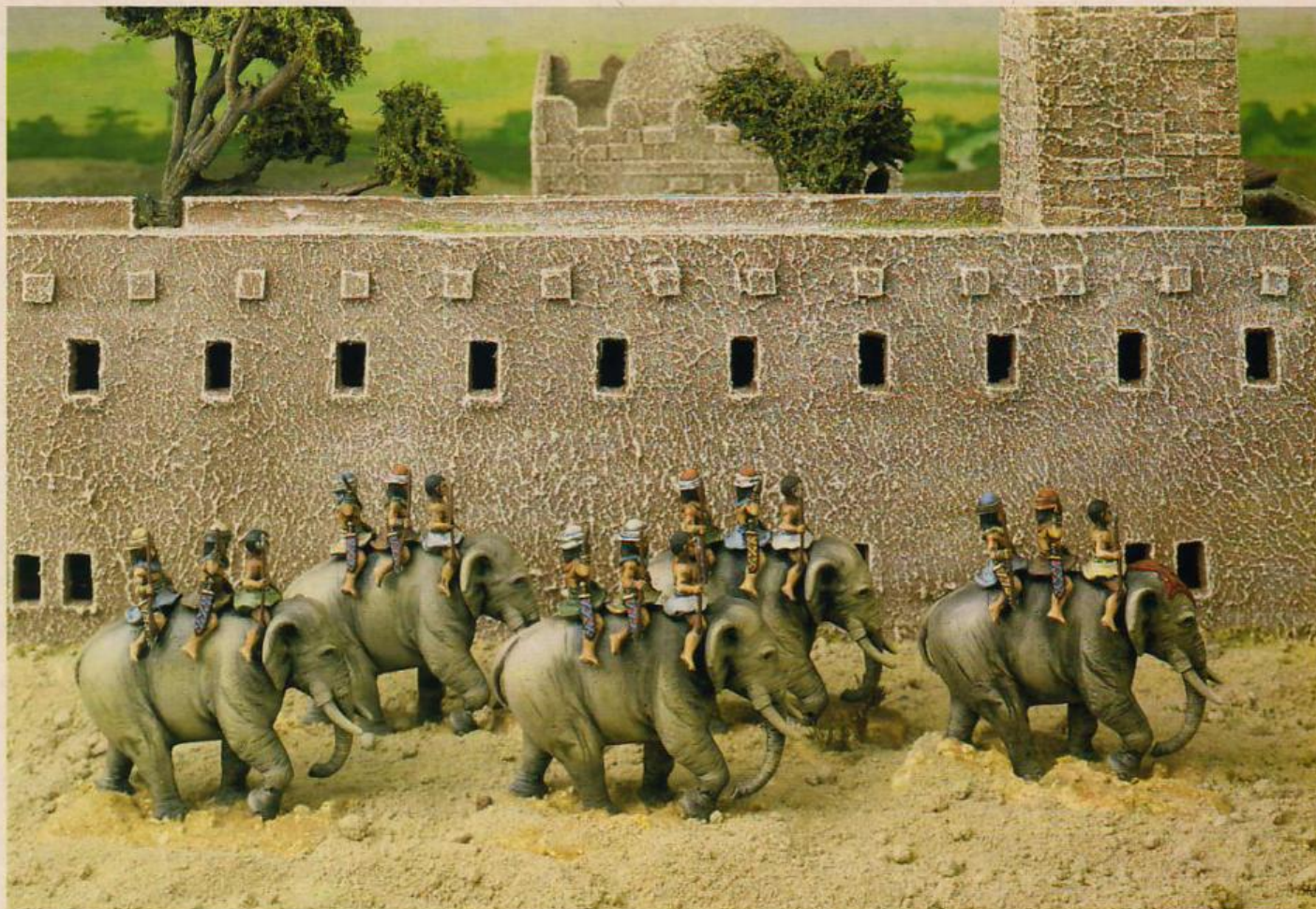
#### AIRCRAFT

GA402 Me109E .....£1.50  
GA395 Horsa Glider .....£3.00  
Many more models on full lists and much more to come  
in 1988.

LONDONERS  
OUR 20mm AND 25mm  
HINCHLIFFE AGENT IS:  
GAMES PEOPLE PLAY  
5 Wellington Terrace  
Bayswater Road,  
London W2

SKYTREX  
CLUB  
If you are not  
a member,  
you miss  
valuable  
advantages





25mm Essex Ancient Indian Elephants, painter unknown, but picked up at Gamers in Exile, where the suave and sophisticated Peter O'Toole is ever ready to serve you. The buildings from Hales Models; the trees from Phil Robinson; the backdrop by John Blanche; and the sand left in a bucket on my doorstep by Master Builder Chris Healey.

## 'IN WINTER QUARTERS'

This, our fifth issue, is the last WI to be published in 1987. (WI6 will be on sale in the U.K. on 21 Jan, '88). Thanks very much for all your support. Whilst at the time of writing we don't yet have a final sales figure even for issue #1, it seems probable from the information we do have that we've immediately become the best selling wargames monthly in Britain, and the best selling British wargames magazine in North America.

Thanks too to everyone who's sent in material for publication – and to all those of you who are about to do so! We've already run into the problem we experienced with our former magazine: we're getting far more material than we can use. But don't stop! We're not idle here in our Winter Quarters. Strategic Aims have already been set for the coming Spring Offensive, and Operational Orders are currently being formulated; so, in 1988 we should be able to publish much more material than we can at present! You will perhaps have noticed on the front cover that the phoenix has moulted his first year plumage and become a more colourful bird. In 1988 he should also grow into a bigger bird!

Two comments on the material we're receiving. Firstly, post-1650AD articles outnumber pre-1650AD articles by at least 2 to 1. Consequently, more of the later stuff gets published. If that's the way you want it, fine; otherwise the remedy is in your hands. (Those Essex elephants up there are lumbering in search of an article!) Secondly, material from overseas readers is particularly welcome. Because of language and other barriers, material which is regarded as commonplace in one country may be very hard to come across in another. We'd like to disseminate as much of such material as possible.

You will notice that after their massive efforts last month one or two of our advertisers are "resting". They'll be back soon. Please give them and all the advertisers in this issue all the support you can. The months of December, January and February have few

conventions, so during the winter mail order becomes even more important to the firms in the hobby.

Right, that's it. Back to the Operational Orders.  
Happy New Year!

D.M.

## Subscriptions

For outlying garrisons eager to secure 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.

## WARRIOR MINIATURES

14 Tiverton Av., Glasgow G32 9NX Scotland.

Send a stamped addressed envelope plus a first class stamp for full cat. & price list. Overseas postage is extra, so please write first for order details to save time!

AS AN AID TO 15mm WARGAMERS WE OFFER "GET YOU STARTED" ARMIES FOR ONLY £8.95 + £1.30 POST.

BRITISH NAPOLEONIC.....	132 pieces
FRENCH .....	140 pieces
ROMAN EMPIRE 1st C. AD.....	150 pieces
ENGLISH CIVIL WAR Royalist.....	144 pieces
ENGLISH CIVIL WAR Parliamentarian .....	144 pieces
AMERICAN CIVIL WAR Union.....	136 pieces
AMERICAN CIVIL WAR Confederate.....	136 pieces
NEW! 18th CENTURY .....	142 pieces

25mm NAPOLEONIC ARMIES ONLY £12.95 + £1.75 p&p  
FRENCH, BRITISH, AUSTRIAN, RUSSIAN, PRUSSIAN, SPANISH;  
— GREAT VALUE —



SEND FOR FULL CATALOGUE.  
MAIL ORDER ONLY.



# Two Battles for Lucknow

## Indian Mutiny Actions

*described by Ted Brown, with Ian Knight*

The Indian Mutiny of 1857-59 was, in many ways, the most merciless campaign conducted by the British army in the nineteenth century. The reasons for this ferocity stemmed mostly from the massacres of Europeans by Mutineers at the start of the uprising, in mid-1857. Indeed, to many people, the Mutiny is a by-word for massacre and siege; names like Meerut, Cawnpore, Lucknow and Delhi Ridge spring to mind. Not that all of India was affected by the Mutiny, the principalities of Madras and Bombay remained loyal, and it was in the main only the East India Company's Army in Bengal which rebelled. The causes of the uprising were complex, but owed much to the erosion of many aspects of Indian life by a century of British rule. The land-owning classes were particularly disaffected, and the issue of the Enfield rifled musket with its infamous greased cartridges which, it was rumoured, would defile both Moslem and Hindu, was the spark which ignited the powder keg. The Mutiny flared up in Meerut in May 1857, and soon all Bengal was ablaze.

The two battles described here represent actions concerned with the siege of Lucknow, one being a disastrous sortie by the defenders, the other a victorious foray by the relieving column.

### The action at Chinut, 30th June 1857

On June 27th, most of the garrison at the city of Cawnpore, who had surrendered to the Mutineers after a prolonged siege, were massacred as they tried to board boats supposedly taking them to safety on the river Ganges. At Lucknow some sixty miles away, the Chief Commissioner of Oudh province, Sir Henry Lawrence, realised that it was only a matter of time before his own position would be attacked by the victorious sepoys. Lawrence had some 3000 people to defend within the confines of the Residency buildings, of whom only about 1,700 men were combatants, many of these volunteers or scratch units made from those who had remained loyal when native regiments had mutinied.

On June 29th Lawrence received news of the advance of the rebel army, whose outposts were said to be at Chinut some ten miles outside Lucknow. The advance guard was said to comprise about 500 infantry, 50 horse and one field gun.

Presumably acting on the principle that attack was the best method of defence, Lawrence determined to march out and confront this force before the main Mutineer army arrived to support it.

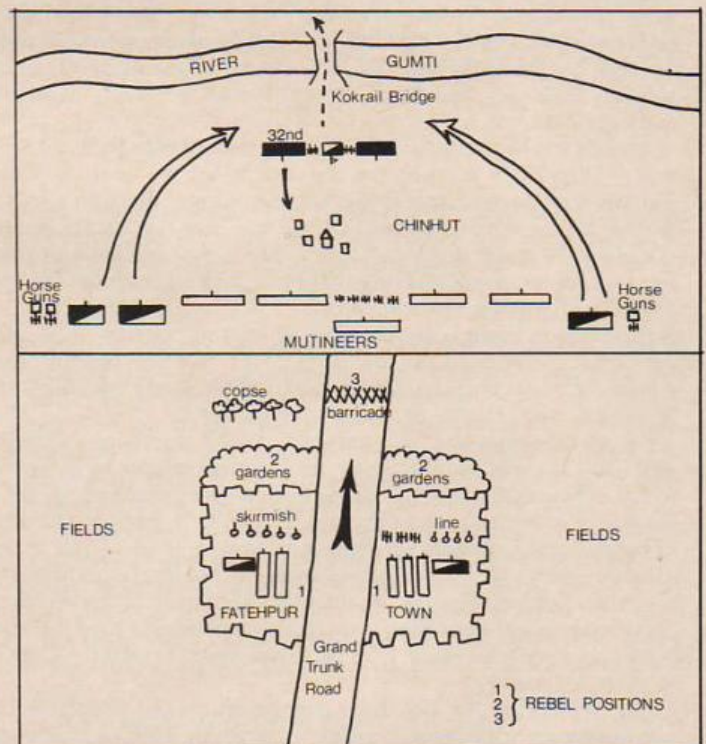
The backbone of the Lucknow garrison was Her Majesty's 32nd Regiment of Foot (British regiments were distinguished from East India Company troops in contemporary accounts by the designation 'Her Majesty's'). Lawrence, who decided to command the force himself, despite his limited military experience, took some 300 of the 32nd, 170 loyal native infantry, 3 dozen volunteer cavalry (mostly composed of officers from native cavalry units whose men had mutinied), some 90 Oudh Irregular Horse, ten field guns and one elephant-drawn howitzer. The force was ordered to set off before dawn on the 30th, but the sun was already high in the sky when the first detachment moved out. The men had not breakfasted, and so a halt was made to allow them to do so, only to find that the order to bring breakfasts had not reached them and they had marched without food. It was a hot day even by Indian standards, made worse when the *bhistis*, the water carriers, began to desert. The men were hot, tired, hungry, and generally in poor condition when Lawrence met a party of Indian travellers who assured him that the Mutineer party was still unsupported and was camped near the village of Ismailgani, outside Chinut. Lawrence ordered the column on, but instead of the six hundred rebels they were expecting, they came across some 5000 infantry, 800 cavalry and more than twelve cannon – the main Mutineer force, under the command of Barhat Ahmed, an experienced soldier.

Lawrence was hardly in an enviable position, since to retreat with such an overwhelming force so near could have spelled disaster.

Instead, he gave the order to advance, and the 32nd moved forward to the fringes of Ismailgani, where the rebels were already massing in some strength. Fierce hand-to-hand fighting broke out on the outskirts of the village and amongst the narrow streets. The 32nd were gradually driven out. They regrouped and tried to charge, but by now Barhat Ahmad's guns were raking the whole of Lawrence's force. Lawrence's native cavalry and gunners were already beginning to desert in large numbers, and the 32nd's attack had failed. Worse, the rebel cavalry and horse artillery were advancing rapidly on the flanks, enveloping the British force and threatening to cut it off from the Kokrail Bridge, its line of retreat across the river Gumti to Lucknow. Lawrence had little choice but to attempt to extricate as many of his men as possible before it was too late. He ordered his volunteer horse to charge the advanced rebel parties already converging on the bridge. Incredibly, this small but resolute band drove the Mutineers away and forced a gap large enough for the disorganised army to retreat through. Lawrence handed over command to Colonel John Inglis, his ADC, who managed to get the exhausted men back to Lucknow. They carried as many wounded with them as they could, but many were left on the field to be butchered by the victorious rebels. Chinut was a complete disaster, the 32nd losing well over a hundred men, a third of those engaged. The next day Lucknow came under close siege.

### The Battle of Fatehpur, 12th July 1857

Sir Henry Havelock, whose statue still stands in London's Trafalgar Square, was one of Victorian Britain's most famous commanders. All through June and July 1857, with inadequate forces, Havelock struggled to relieve first Cawnpore and then Lucknow, marching north from Allahabad on July 7th, along the Ganges to Cawnpore, and then east to Lucknow. On the 12th July he was confronted by some 3,500 Mutineer infantry and 500 cavalry, supported by twelve guns, under the command of the Nana Sahib, who was later to be reviled as the man who ordered the worst of the massacres at



Two Battles for Lucknow: above, Chinut, below, Fatehpur



Cawnpore. The Nana Sahib blocked Havelock's advance along the Grand Trunk Road at the town of Fatehpur.

Havelock was heavily outnumbered. He had some 1000 men drawn from the 78th Highlanders and the 64th and 84th Foot, the East India Company's Madras Fusiliers (a tough European regiment nick-named 'Neill's blue-caps' from the colour of their forage caps), 130 Sikhs, less than 100 horse, not all of whom were reliable, and eight field guns. He also possessed a shrewd military mind and the Enfield rifle, which outranged and outclassed the rebels' old Brown Bess.

Havelock's men were tired by their forced march, and when the rebels advanced Havelock took no more precaution than to throw out a skirmish line of the 64th in an attempt to slow down the enemy advance. Despite the casualties inflicted by the Enfield, the Mutineers advanced and took possession of the warren of streets and mud-brick buildings of Fatehpur town.

Havelock used the time to deploy his force. He placed the guns off to the left of the road, supported on either side by quarter columns of his infantry, protected by a screen of skirmishers and the tiny bodies of cavalry. The force advanced with great resolution, opening a heavy fire which seems to have taken the Mutineers by surprise. Gradually the rebels gave way, being driven through the town to take possession of gardens at the far end. Fatehpur was bordered on both sides by waterlogged fields, submerged to a depth of as much as four feet in places, which severely limited flanking movements. Captain Maude, RA, managed to manoeuvre several of his guns through the morass, however, blasting the rebel flanks at close range so that they abandoned the outskirts and fled to a strong position across the road, about a mile beyond the town. Havelock's cavalry chased them, but outdistanced the British infantry, and were forced to retire before a charge by the mutinous 2nd Native Cavalry. The infantry came up in the nick of time, however, and emptied rebel saddles with concentrated rifle fire, advancing to take the barricade at the point of the bayonet. The rebels streamed off in flight. As they went, somebody spotted a rebel leader making his escape on an elephant and called out 'Knock over that fellow!' Maude himself aimed the gun, and a well placed round shot struck the elephant under the tail and bowled it over.

It was an extraordinary victory. Although several men had collapsed and died from heatstroke, not one had been killed by the enemy. Although Havelock was to be engaged in several similar fights before first Cawnpore and then Lucknow were relieved, Fatehpur marked a distinct upturn in British fortunes during the Mutiny.

## Uniforms

British troops during the mutiny either wore a scarlet shell jacket, with white trousers and a forage cap with a white cover and neck curtain, or khaki. Khaki dye was improvised, and so varied from dirty brown through to shades of blue-grey. Either white summer uniforms were dyed, or in many cases troops wore loose khaki shirts. The 78th Highlanders are depicted in paintings of the relief of Lucknow wearing their scarlet doublets with white forage caps. The Madras Fusiliers wore blue trousers with a red stripe, white tunics and forage caps with covers dyed various shades of blue and grey, the best they could obtain. The Sikhs wore white or khaki and red or blue turbans, whilst the Mutineers either wore the tunics of their old Regiments, or a white native jacket. Trousers were abandoned in favour of the native *dhoti*, and a white cap worn instead of the shako.

## Wargames figures

Minifigs produced a reasonable range of Indian Mutiny figures in 25mm, but check the availability of these before ordering. There is a 15mm range from the prolific Peter Laing, and Wargames Foundry have just brought out a range in 25mm.

## Further reading

The Osprey Men-at-Arms title *The Indian Mutiny* by Chris Wilkinson-Latham has some excellent uniform plates, and gives a good impression of the appearance of the armies. Christopher Hibbert's *The Great Mutiny* in Penguin paperback is a good one-volume history, whilst *Battles of the Indian Mutiny* by M. Edwards (1963) is recommended for the military aspects.

# MILITARY BOOKS FOR WARGAMERS

<b>GENERAL INTEREST:</b>	
<i>Battles of the Great Commanders</i> (20 from Alexander to Moshe Dayan) Llewellyn 200pp Many illus (3-d artwork)	£19.95
<i>Lady Butler: Battle Artist 1846-1933</i> Usherwood & Smith 192pp Many illus 24pp colour	Pbk £9.95
<i>Northern Inland Soldiers Taking 1969 to today</i> Arthur 271pp 8pp photos	£13.95
<i>Armies of the NATO Nations</i> (1st English edn) 1704pp photos 1000 & 10pp colour uniform drgs	Pbk £10.50
<i>Land Battles: Comprehensive dict of military engagements 2700BC to 1912AD</i> Lancet 54 pages	Pbk £2.90
<i>The Korean War Hastings</i> 476 pages 32 pages photographs & 6 maps	£14.95
<i>Collectors Guide to Plastic Toy Soldiers 1947-67</i> Kewton 500p 143 B/W plates	Pbk £8.95
<i>Scottish Military Dress from Medieval to present</i> Cochran 128pp 32 full colour pages	£12.95
<b>ANCIENT</b>	
<i>The Seleucid Army: Organisation &amp; Tactics in the Great Campaigns</i> Bar-Kochva	£22.50
<i>Greek &amp; Roman Naval Warfare: Strategy, tactics &amp; ship design from Salamis to Actium</i> Rogers	£11.95
<i>The Barbarians: Warriors &amp; Wars of the Dark Ages</i> Newark 144pp many illus 16pp colour	£12.95
<i>Celtic Warriors 400BC-1800AD</i> Newark 144 pages Many illus 16 pages in colour	£12.95
<i>The Northern Barbarians 1000BC-300AD</i> Todd 212 pages Some illustrations	Pbk £8.50
<i>The Making of the Roman Army: from Republic to Empire</i> Koppé 271 pages 52 line illus	Pbk £10.95
<b>MIDDLE AGES-RENAISSANCE-SEVEN YEARS WAR:</b>	
<i>Military Experience in Age of Reason</i> Duffy 320pp 20 maps & 20 illustrations	£18.95
<i>A History of the Art of War in the 16th Century</i> Oman 1837 Rpt 87 81pp 10pp plates 33 maps	£27.50
<i>The Northern Crusades: Baltic &amp; the Catholic Frontier 1100-1525</i> Christianson 273pp	Pbk £7.95
<i>Crusading Warfare 1097-1193</i> Small 272pp 8pp illus some diagrams	Pbk £10.95
<i>Some Feudal Castles of Arms: from Heraclea to 1298-1418</i> Foster Many illustrations	£9.95
<i>The Thirty Years War: Parker 340 pages 24 B/W plates</i>	Pbk £8.95
<i>Army of Flanders &amp; The Spanish Road 1567-1659</i> Parker 306pp Some illustrations	Pbk £12.50
<i>The Wars of the Roses: A concise history</i> Ross 190pp 128 illus 2 plates & map	Pbk £3.95
<i>The Hundred Years War: England &amp; France at War 1300-1450</i> Almond 256pp 3 maps (due December)	Pbk £8.95
<b>NAPOLEONIC</b>	
<i>The British Light Infantry Army 1790-1815</i> Gates 212pp 20 B/W plates & map	£17.95
<i>Sonderbuch Napoleon 1805-15</i> Farwell 88 illus 60pp many illus B/W col (like Men at Arms) Ital/Eng Tx	Pbk £8.50
<i>L'Espresso Russo 1805-15</i> Farwell 88pp many illus B/W col (like Men at Arms) Ital/Eng Tx	Pbk £8.50
<i>The British Infantry in the Napoleonic Wars</i> Haythornthwaite 104pp Many illus B/W colour	£12.95
<i>1805: A Year at War</i> Sapherson 256 pages (originally in 5 parts)	Pbk £10.95
<i>Europe against Napoleon 1813</i> Brett-James Rpt 57 320 pages 12 plates	Pbk £12.50
<i>Napoleonic Library Series: Napoleon's army: Memoirs of Charles Parguon</i> 224 pages	£18.50
<i>Napoleonic War: Journal of Capt T H Brown 1807-18</i> Edited by Buckley 480pp 8pp photos	£20.00
<i>The Military Maxims of Napoleon</i> New edition with intro by Chandler 256pp	£9.95
<i>Reviews (at long last) The Polish Army 1807-14 The Russian Army 1805-14</i>	Each Pbk £12.50
<i>Campaigns of Napoleon by David Chandler re-print now in stock</i>	£30.00
<i>British Sieges of the Peninsula War 1811-13</i> Myatt 200pp Many illus B/W col L/drgs & maps	£18.95
<i>Kent &amp; The Napoleonic Wars</i> Bloomfield 192 pages 15pp illustrations	Pbk £5.95
<i>Napoleon's Marshals</i> Edited by David Chandler 800 pages 52 illustrations	£25.00
<i>The Dictionary of Napoleon (re-printing in 5 vols) Vol 1 - 1805 Vol 2 - 1810</i>	Each Pbk £12.50 Hdbk £25.00
<i>In the King's German Legion: by Carl Opletda. Facsimile Reprint of 1894 Ed 320pp</i>	£25.00
<i>The British Military: its system &amp; organisation 1803-15</i> Park & Nafziger 120 pages	Pbk £10.00
<i>The Russian Army 1803-15</i> (organisation etc) Nafziger 80 pages	Pbk £7.50
<i>The Wurtemberg Army 1793-1815</i> (organisation etc) Nafziger 59 pages	Pbk £4.50
<i>A Hawk at War: Peninsula war rems of Gen T. Brotherton</i> Perrett 84pp 13 B/W 1812 Page	£11.95
<i>Intelligence Officer in the Peninsula: Letters &amp; diaries of Maj E C Cooks 1786-1812</i> Page	£14.95
<i>Wellington Commander: The Iron Duke's Generalship (Studies by 7 Historians)</i>	£17.95
<i>Recollections of Rifleman Harris</i> 128 pages	Pbk £3.95
<i>Napoleon at War: Selected writings of F Lorraine Petre 291p some line illus</i>	£14.95
<i>Napoleon's Army: (A study of the army, organisation etc) Rogers 192p</i>	Pbk £2.95
<i>Flags &amp; Standards of the Napoleonic Wars: Over 112 pages many b/w &amp; col illus</i>	Bargain Pbk £1.50
<i>Uniform Series: - The Napoleonic Wars Vols 1 &amp; 2 (Full col illus) French Text</i>	Each £8.50
<b>COLONIAL &amp; OTHER 19th CENTURY WARS</b>	
<i>The Anglo-Ber War: British &amp; Africans 1815-1902</i> Barthorp 176pp Many illus	£12.95
<i>A Good Duster: The Sudan Campaign 1883-1899</i> Keown-Boyd 250pp Many B/W & col illus	£17.50
<i>The Road to Kabul: Second Afghan War 1878-81</i> Robertson 320pp with illustrations	£18.95
<i>War on the Nile: Britain, Egypt &amp; the Sudan 1882-1898</i> Barthorp 190pp Well illustrated	Pbk £7.95
<i>The Zulu War: Primary &amp; Secondary History</i> Barthorp 181pp Many photographs & maps	Pbk £7.95
<i>The War against Paris 1871</i> Tombs 256 pages Some line illus & 4 maps	Pbk £12.95
<i>The Franco-Prussian War: German Invasion of France 1870-71</i> Howard 512pp 17 maps	Pbk £7.95
<i>A Day of Battle: Mar-la-Tour 16 Aug 1870</i> Ascol 352pp some illus	£17.95
<i>Small Wars: Your Army's Forgotten History</i> (Sth America 1826-1903) Graham-Yooll 192pp	Pbk £9.95
<i>Great Battles of History The Franco Prussian War Series - Wesselsburg 4 Aug 1870</i>	Pbk £2.75
<i>The Franco-Prussian War A Guide 56 pages. Organisation etc</i>	Pbk £3.95
<b>WW1 &amp; WW2</b>	
<i>Battlefield Archaeology (Mainly WW1) Laffin 128 pages Many photos</i>	£12.95
<i>The Great War in Africa 1914-18</i> Farwell 382pp Some photos & 4 maps	£14.95
<i>The War the Infantry knew 1914-18</i> (Chronicle of service in France & Belgium) Dunn 613pp	£18.00
<i>Guns of the First World War: Rifles, Handguns &amp; Ammunition from Text book of small arms 1909</i> Walter (Jan.)	£15.00
<i>1914 by Lyn Macdonald 446 pages 16pp photographs &amp; 14 maps</i>	£15.95
<i>The Poor Bloody Infantry 1939-45</i> Whiting 278 pages 20pp photos & maps	£14.95
<i>World War Two through German Eyes</i> Lucas 192 pages Many photographs	£14.95
<i>Crusade: 8th Army's Forgotten History</i> New 1941-Jan 1945 194pp 212pp 8pp photos & 6 maps	£14.95
<i>A Dictionary of the Third Reich</i> Taylor & Shaw 392pp 16pp photos & 4 maps	£12.95
<i>Russians at War 1941-45</i> Karpov 256pp over 300 photos from this pictorial reference	£14.95
<b>AMERICAN WARS</b>	
<i>The Divided Union: Story of US Civil War 1861-65</i> Batty & Parish 224pp (Channel 4 TV series)	£14.95
<i>Battles &amp; Leaders of the Civil War: 4 volume set</i>	£39.80
<i>Battle in the Civil War: Generalship &amp; Tactics in America 1861-5</i> Griffin 446pp Many illus	Pbk £4.95
<i>A Battlefield Atlas of the American Revolution</i> Symonds 128pp 41 maps	£12.95
<i>A Battlefield Atlas of the Civil War</i> Symonds 106pp 43 2-col maps, photos	£11.95
<i>The Spanish-American Revolution 1808-26</i> Lynch 445pp & 2 maps	Pbk £7.95
<i>Frontiersmen in Blue: Army and the Indian 1846-65</i> Utley 384pp 32pp illus	Pbk £9.85
<i>Historic Dress of the Old West: Rides from 1600p many illus 32 col plates</i>	£12.95
<i>The United States Cavalry: An illustrated history</i> Urrwin 192pp many illus with 32 col plates	£5.95
<i>Unit Organisations of the American Civil War</i> Zimmermann 72 pages	Pbk £7.00
<b>WARGAMING &amp; MODELLING</b>	
<i>Playable Napoleonic Wargames</i> Edwards 48pp includes wargame & campaign rules + 2 page map	Pbk £4.50
<i>Military Modelling - Guide to Wargaming</i> by Stuart Asquith 126pp Some photos	Pbk £5.95
<i>Wargaming on the Amstrad CPC 484, 664 &amp; 6128</i> Bishop 186pp	Pbk £5.95
<i>Charge! or how to play wargames</i> by Young & Lawford 118pp well illus	Pbk £10.95
<i>Beginners Guide to Wargaming</i> Quarrie 136pp	Pbk £3.99
<i>Little Wars</i> by H G Wells. Reprint of the classic	Pbk £4.95
<i>Shop Plaine: (Good Modelling Guides)</i>	Each Pbk £5.25
<i>How to Build Dioramas/Modelling Tanks &amp; Military Vehicles/How to photograph Scale Models</i>	
<i>Heroes for Wargaming: Painting &amp; Collecting miniature figs for role playing games!</i>	Pbk £7.95
<b>SAMURAI:</b>	
<i>Battles of the Samurai</i> Turnbull 128 pages Many illustrations	£12.95
<i>Samurai Warriors</i> Turnbull 160 pages 37 full colour pages and 58 b/w illus. Good value	£12.95
<i>Tales of the Samurai</i> Life of Shogun Hige, young Lord of Oguri. Debenewille 485pp Some L/illus	Pbk £7.95
<i>Master of Modern Japan: Life of Shogun Tokugawa Ieyasu</i> Sieder 420pp	Pbk £11.50
<i>Book of the Samurai: Warrior Class of Japan</i> Turnbull Many illustrations	Bargain £7.99

## SHOW

MODEL ENGINEER EXHIBITION  
1st to 9th January, 1988  
See our stand No. 42 in NEW HALL



Payment with your order please.  
W.E. Hersant Ltd, 228 Archway Road, London, N6 5AZ.  
Telephone orders ring: 01-340 3869  
POSTAGE: inland £1.70 Overseas £3.50  
PAYMENT METHODS: Sterling Cheques - £ Cheques - Postal  
Orders - I.M.O. - Post Office Giro Acc No 598 3355  
Credit Cards: Visa - Access - Mastercard - Eurocard  
SHOP HOURS: Monday to Saturday 9.30-1.00 & 2.00-5.30.  
Closed Thursday.





*Indian Mutiny figures in 25mm from Wargames Foundry. Painted by designers Alan and Michael Perry ("The Twins"). Proletarian architecture also by them. Other buildings by Hales Models.*



*More of the same. The Mutineers have sprung their ambush.*





*More Wargames Foundry. The building by Ian Weekley of Battlements.*



*At last a bit of peace for the Brits – so let's have an inspection!*



# THE RUSSO-TURKISH WAR of 1877

## A brief guide by Richard Brooks Pasha

As a long standing devotee of obscure 19th century wars I thought it might be worth filling in some of the details of the Russo-Turkish War and Siege of Plevna, 1877 for anyone wanting to refight it. I would also suggest that the war is more interesting taken as a whole than might be thought from looking only at the events at Plevna, stirring though these might be. Unfortunately there is no modern study of the war available, which forces one back to original sources which are not readily accessible. This is a pity as the campaign is interesting both in itself and for the lessons it provided for the future. The experience of the soldiers of 1877 was to be repeated both in the Boer War and 1914-18. A hail of bullets swept the battlefield, disrupting command and control and sending the cavalry scampering to the rear. Infantry took shelter in trenches from which field artillery was powerless to drive them. In a brief article these wider issues can only be hinted at: I will attempt to do no more than provide brief outlines of the organisation of the combatants, their performance in action and how they can be modelled on the wargames table.

The organisation of the opposing forces accurately reflected the differences between them. Among the Turks improvisation and confusion prevailed at almost medieval levels, while the Russians as usual presented an appearance of order and regulation, which as usual did them little good. Initially the Army of the South mobilised in June 1877 with seven Corps, a siege train, two Rifle brigades and thirteen independent Cossack regiments. Each Corps had two Infantry divisions and a Cavalry division. Taking the IV Corps as example they were organised as follows:

### IV Army Corps – Lt Gen Sotov

16th Infantry Division – 1st Brigade – 61st and 62nd Infantry Regiments

16th Infantry Division – 2nd Brigade – 63rd and 64th Infantry Regiments

30th Infantry Division – 1st Brigade – 117 and 118 Infantry Regiments

30th Infantry Division – 2nd Brigade – 119 and 120 Infantry Regiments

Total 24,000 infantry

4th Cavalry Division – 4th Dragoons and 4th Lancers  
4th Hussars and 4th Don Cossacks

Corps Troops – 16th and 30th Artillery Brigades  
(each of three batteries of eight 4pr guns and three batteries of eight 9pr guns)  
7th and 8th Horse batteries (each of six 4pr guns)

It will be observed that this gives a total of 108 guns for the Corps and a ratio of four guns per thousand men, a considerable reserve of fire power. The guns were Russian made versions of Krupp rifled breech loaders cast in phosphor bronze rather than steel for ease of manufacture. Details of the different calibres are as follows:

4pr – actually fired a 13lb shell to a range of 2500 metres: Field and Horse batteries

9pr – firing a 24lb shell to 3200 metres: Field and Siege batteries

24pr – A siege gun, the German equivalent of which fired a 60lb explosive shell. There were 200 of them in the siege train, but only 20 saw action at Plevna in September 1877.

Infantry regiments were of three battalions with a nominal battalion strength of 1000 men in five companies. One company was trained as skirmishers. Guards and Rifles had four companies per battalion. Battalions were always understrength, so I use battalions of 15 figures (750 men) for line infantry and 16 for Guards and Rifles. Cavalry regiments had four squadrons of nominally 150 sabres each while Cossacks had six *sotnias* of a hundred. Small arms used were:

Kranke breech loading rifles used by most Line and many Dragoons – an old weapon, less effective than the Turkish rifles.

Berdan carbines carried by half of each Lancer and Hussar regiment the rest having lances and revolvers.

Berdan breech loader rifles used by Cossacks, some Dragoons, and Guard and Rifle troops; an efficient weapon comparable to the Turkish rifles.

The neatness of the Russian Order of Battle was often belied by reality as they had few scruples about taking units from their parent formations. These were then formed into special detachments such as Skobelev's force at Plevna. General Gourko, charged with advancing rapidly to seize the Balkan passes was given troops from several sources:

4th Rifle Brigade (of four battalions)

Bulgarian Legion (of six battalions equipped as Rifles)

Plastounes (Cossack infantry – ½ battalion)

Mountain guns (two batteries – 14 guns)

8th & 9th Dragoons

9th Hussars

21st, 26th & 30th Cossacks

Horse Artillery (three batteries – one cossack)

'In all 10½ battalions (8000 men), 31½ squadrons (4000 men) and 32 guns' (Greene); a handy little force for a wargame with plenty of potential for manoeuvre.

The Rumanian army which reinforced the Russians after their initial failures before Plevna had four divisions. Three were at Plevna while the other was engaged clearing out Turkish garrisons along the Danube behind the main allied army. These give plenty of scope for small scale actions with about 6000 men a side. As an example of Rumanian organisation I will give the 4th division which was at Plevna and took part in storming the Grivitza redoubt:

1st Brigade 7th Line

14th & 15th *Dorobanz* (i.e. militia)

2nd Brigade 5th Line

13th & 16th *Dorobanz*

2nd Rifle Battalion

3rd Artillery Regiment (36 guns in batteries of 6)

The Infantry regiments had two battalions of four companies. Greene gives their strength as 750 men. The artillery was Russian 4pr and 9pr guns; infantry small arms were Peabody breech loaders, bought by public subscription at the start of the war. Cavalry came in two flavours: the *Rosiori* or regular cavalry and the territorial *Calarashi* who were lancers. Both had regiments of four squadrons of 125 sabres and carried single shot carbines. Von Herbert describes a dismounted attack made on his battalion by *Rosiori* skirmishers during the Turkish attempt to break out of Plevna.

The Turkish army cut a poor figure by comparison with its opponents, having little formal structure above battalion level. However, tidy organisations tables should not always be confused with combat value as becomes apparent further on. Turkish army corps were purely administrative units. Field forces like Osman's at Plevna or Mehemet Ali's on the Russian left flank were simply collections of battalions formed into ad hoc brigades and divisions. Battalions were supposed to be 800 men in eight companies (Maurice). However, the lack of replacements meant that veteran battalions wasted away to 400 or 500 men. Shortage of officers sometimes led to the adoption of a four company system. Battalions were formed into brigades of between five and ten battalions depending on the numbers available and how many cups of coffee the commanding pasha had for breakfast that day. Two brigades might make a division with a battery or two of Krupp 4pr or 6pr breech loading rifled guns. As with the Russian guns the real shell weight was considerably more – 9lbs and 16lbs. Mountain guns were also used firing a 7lb shell. Ranges would be similar to the Russian guns.



However as can be seen the Turkish artillery was poorly provided for compared with the Russian. The same was not true of the infantry, three quarters of whom had the excellent Peabody rifle sighted to 1400 yards. (Not that it hit much at that range.) This compares with 1148 yards for the Berdan rifle giving some idea of the superiority enjoyed by the Turks. The bad news was that the troops with Sniders (sighted to 1000 yards) were the most experienced who had been fighting the Serbs and Montenegrins the previous year.

When studying the Turkish infantry however it is more important to know how they were raised than how they were armed. There were essentially three classes of regulars:

- the NIZAM or regularly conscripted front line troops, often understrength.
- the REDIF or reservists who had often served as Nizam or been called up to fight the Serbs. Could be old or untrained.
- the MUSTAPHIZ or militia; untrained with little combat value, but full strength and well armed. Prone to fire into their own side according to Valentine Baker.

Turkish cavalry came in regiments of six squadrons of 150 sabres each, often at half strength. Dragoons carried Winchester repeating rifles, while Lancers had a mix of lances and repeaters (Maurice). There were also plentiful supplies of irregular Bashi-Bazouks who were useful only for scouting as they invariably vanished if the enemy was nearby. They were also very effective against unarmed women and children and helped a lot with the Christian (ie Russian) propaganda.

Unlike some of the fringe elements of the Turkish army, the regular Turkish soldier was generally agreed to be the 'beau ideal of a soldier'. Valentine Baker went on:

'Patient and enduring, submissive to discipline, of strong physique and a good marcher, cool and brave in moments of danger and possessing to a high degree that military instinct which is so valuable in the loose formations demanded by modern warfare'. By contrast the Russian soldier was less well adapted to modern war:

'Stolid and impassive, filled with devotion to the Tsar and responsive to good leading but stupid and lacking in initiative' (Maurice). Although much of the Russian organisation was based on the German practice of the Franco-Prussian War, they had only copied the outward forms of success without acquiring its spirit. This must be seen as a result of the poor quality of the regimental officers who were -

'as a rule devoted to their men, but lived dull monotonous lives . . . without prospects or ambitions' (Maurice). They never went to military college, rarely rose even to battalion command and were quite incapable of learning the tactical lessons of 1870. By contrast the Turkish regimental officers were highly spoken of by Valentine Baker and often had experience in the small wars that plagued the Ottoman empire.

Turkish combat experience had led them to adopt a style of fighting similar to that advocated in the West after wars of the 1860's. Two successive lines of skirmishers at two yard intervals were deployed 300 yards apart with a formed body of supports a further 300 yards to the rear. The Russians distrusted the individual soldier too much to do this. Only one company was deployed per battalion the others advancing in two lines of company columns (Greene). These evidently presented a far more dense target than the attenuated lines of the Turks who had half their troops deployed in open order. Russian vulnerability to fire was increased further by their reliance on the bayonet which led them to press forward with inadequate preparatory fire.

Russian problems were not entirely due to poor tactical doctrine. The glittering staff were as incapable of meeting the needs of a modern war as the regimental officers. Baker commented on how the war proved, 'singularly barren in the production of generals of conspicuous military talent on either side'. It could be suggested that even ordinary talents were lacking. Repeatedly Russian artillery preparations stopped well before the infantry advanced giving the Turks plenty of time to recover: in any case at Plevna the 4prs were deployed almost out of range and a third of them broke down through overcharging. The attacks at Plevna were all ordered to start at three o'clock, although the different units had various distances to go. This resulted in their defeat in detail as the attacks all arrived separately on the Turkish positions. Skobelev was the only Russian commander who realised that attacks had to be mutually supporting: only on his front were supports fed in to

# Frei Korps 15

**NEW - 15mm Metal Figures - NEW**

Romans & Gauls  
Moghuls  
Thirty Years War  
English Civil War  
Seven Years War  
French & Indian Wars  
Clive in India  
American War of Independence  
Napoleonics  
Seminole War  
US-Mexican War  
American Civil War  
Plains Wars  
Maximillian Expedition  
Italian Wars of Independence  
Austro-Prussian War  
Franco-Prussian War



U.S.A. agents,  
**ULSTER IMPORTS LTD**  
Box 1748  
Champaign  
IL 61820

**WORLDWIDE MAIL ORDER SERVICE**

*S.A.E. for ILLUSTRATED LISTS.*

**FREIKORPS 15, 25 Princetown Road, Bangor,  
Co. Down BT20 3TA, Northern Ireland.**

nourish a faltering attack before it failed. This is why he was the only Russian general to gain any ground. Elsewhere the Russians waited until attacks had failed before ordering up supports who were wasted in their turn. (Greene). It has to be admitted that Turkish staff work was equally abysmal. Often whole divisions would fail to turn up for operations agreed the previous day (Baker). Only a politically strong leader like Osman could make the pashas act together. Suleiman Pasha in command of the main Turkish forces at Shipka spent most of his time drinking coffee in Philippopolis and plotting against his rival Mehemet Ali. The inertia of the Turkish higher command however ensured that tactical direction of the war was left in the hands of the regimental officers who were skilful in minor tactics.

Russian difficulties were completed by certain technical deficiencies. The Turks always entrenched their positions as soon as they occupied them, even if not expecting an attack. To enable them to do this each battalion had a string of pack mules with entrenching tools. The same mules carried a reserve ammunition supply. The Russians had none of this, often ran out of ammunition and could not dig in. Skobelev's men had to improvise trenches with 'copper soup dishes, bayonets and naked hands' (Greene).

So far attention has centred on the infantry, correctly as it was the most important arm. Turkish cavalry and artillery were minor additions to the defensive strength of their infantry. Both were badly mounted and trained: the cavalry, 'insufficiently . . . to be able to manoeuvre in formed bodies' (Maurice). The Russians stood to profit considerably from their supporting arms. Their artillery was plentiful and well equipped. Valentine Baker however commented on how 'little actual damage was done by field artillery on service'. Russian use of their artillery at Plevna showed, 'a complete misconception of the purposes for which field artillery should be used' (Maurice). Turkish works were actually strengthened during the bombardment and as no attack was immediately threatened the Turkish infantry sat in its bomb proof shelters without loss. The only effect of the shelling was to wear out the Russian equipment and use up its ammunition. When it came to the attack it was only Skobelev who moved his guns forward into a close support role where they could influence the battle.





Russian troops of the 1877 war against the Turks. These are 15mm Pioneer Miniatures (watch out for their ad NEXT month – the lads are beginning their Xmas festivities early!) The East European buildings are courtesy of Bob Black. More of them in future photos – also some Pioneer Mins. Turks.

Russian cavalry also had considerable potential. Maurice wrote: 'The Russian Army alone of the armies of Europe appreciated the importance of the fire of dismounted cavalry'. Two thirds of a Dragoon regiment and half of other cavalry were equipped and trained to fight as dismounted skirmishers. There was little to show for this outside the initial drive to the Balkans by Gourko. Baker thought that the Russian cavalry failed both as cavalry and as infantry referring to the 'gross negligence which characterised the Russian outposts throughout the campaign'. There seems to have been little desire among the Russian cavalry to get stuck in: the 4000 Allied cavalry west of Plevna were quite unable to prevent the Turks foraging or bringing in large convoys during October; cavalry combat 'consisted in throwing out skirmishers and maintaining a constant and rapid fire at considerable distances' (Baker).

#### Uniforms and Figure Availability

Surprisingly there is quite a lot of detail available about the appearance of troops in the Russo-Turkish war: more than for the tactics and organisation. The Russians are particularly well served since the appearance of B. & J. Mollo's book on the Imperial Russian Army. From this it can be seen that Russian line infantry looked like ACW Federals with a blanket roll. Summer dress was white, no doubt stained with mud. As the boys of IV and XI Corps had been on campaign since June they would have worn this.

More trendy units like the Guard wore uniforms of similar cut with a flat cap. **Freikorps 15** have figures suitable for the Line while **Peter Laing's** WWI Russian infantry make very dashing looking Guards. As the latter arrived in October I assume they wore the green winter dress. They also wore overcoats a great deal, looking very like Napoleonic Prussian Landwehr in outline. Dragoons wore either kepis or caps and can be made from ACW Federal cavalry: do not forget to do dismounted figures too. Cossacks can be made from Prussian Landwehr cavalry with flat caps. See Mollo for full details.

The Turkish army is more obscure but simpler. Knotel gives details, but essentially the army wore a Zouave uniform. The best figure I know is the **Freikorps** ACW Zouave in a fez with no pack. **Peter Laing** does two nice figures, a Crimean War Zouave in turban and a WWI French colonial infantryman. Uniform colours were either dark blue with red trimming on the jacket or dark brown homespun (Baker). Both wore a red fez. The cavalry were either in red and blue or simply in dark blue like the infantry. Bashi-Bazooks wore all kinds of Near Eastern civilian clothing with a mixture of turbans and fur hats for the Circassians. I used **Peter Laing** Indian Mutiny sowars for these in baggy white blouses and pants with brightly coloured waistcoats and turbans. There were also Arab irregular horse in yellow. Again there is a **Laing** Bedouin who does nicely.

And now, plumbing the depths to come up with my entry for the most obscure army of the war, the Rumanians. In fact Knotel has a detailed description of Rumanian troops of 1890 when they had altered little since 1877. There is also a Rumanian Jager in full colour in Kannik in the section on the Balkan Wars of 1912-13. For convenience I will summarise the information as a table:

	Headgear	Tunic	Facings	Trousers
<b>Jager</b>	Black Tyrol Jager Hat	Dark Brown	Green	Grey
<b>Gunners</b>	Blue Kepi	Dark Brown	Black	Grey
<b>Line</b>	Blue Kepi	Dark Blue	Red	Grey
<b>Dorobanz</b>	Black Fur Hat	Dark Blue	Pale Blue	White
<b>Rosiori</b>	Black Hussar bushy, yellow bag	Red	Black frogging	White

Cavalry breeches were tight Hungarian style while the infantry wore baggy trousers tucked into short boots. I used the old **Minifigs** ACW range for Rumanians: the Zouave in a kepi for the line and the Iron Brigade (in a feathered hat) for Jager. **Rosiori** came from the old **Minifigs** Cossack in a fur hat but **Dorobanze** have me beat as their fur hat is a very odd shape. **Peter Laing** WWI French would also do as Line infantry in their grey overcoats with turnbacks. Knotel also had a good picture of a Bulgarian Legion rifleman in his round fur hat, blanket roll and dark green Russian style uniform.

Guns for both sides were Krupps with their typical square breech. I would recommend **Laing's** Franco-Prussian War German field gun for the 4pr and his British 15pr BL gun for the heavier pieces. Pack guns would be similar to the screw gun made by **Laing** also. I apologise if all the figures described are 15mm, but they are the only ones I know about. They are of course easier to convert (and afford) than 25mm but I guess if you want to refight Plevna then 6mm or "hair roller" armies are a better bet and you don't have to worry about the **Dorobanze** hats.

I would like to suggest though that for a wargamer the Russo-Turkish war had more to offer than frontal attacks on impregnable fortifications. There was a wide variety of action to suit the taste equally of the skirmish wargamer, the mainstreamer with his divisional size forces and the "hair roller" freak with several army corps. There were plenty of set piece attacks by both sides: the Russians at Plevna and Lovatza; the Turks at Shipka and trying to get out of Plevna. There were plenty of less straight-forward actions too: Valentine Baker's classic rearguard at Tashkessen where his handful of battalions held the pass against Gourko and the Guard; Russian attempts to prevent the Turks resupplying Plevna by convoy. These are the sort of nitty-gritty fighting that bulks large in real wars but tends to be passed over by most wargamers, to their loss.



Most of the time the Russians should outnumber the Turks, especially in guns and cavalry. Typically a Russian brigade should have three batteries (24 guns) where the Turks had only one of six guns. This advantage should be reduced by making the Russian guns hard to move and slow to acquire targets. The Russian cavalry's scope for dismounted work should be restricted by a noticeable lack of dash. The Turks should have a mixture of Nizam, Redif and Mustaphiz; details of who is which being kept from the Russians to spread uncertainty and reduce initiative. For Turkish cavalry use Bashi-Bazooks who sometimes turn out to be regulars and charge home on the flank firing Winchesters instead of running away. The Turkish infantry should have lots of skirmishers, but only the Nizam could manoeuvre and fire at the same time. Other units could stand and fire with devastating effect except that Mustaphiz would clear off if under fire themselves. Russian tactics should be more ponderous: only one company per battalion could skirmish; no Russian troops mastered the art of fire and movement; attacks should be pressed even when perhaps they should not be. I suggest a system of written orders only modifiable on a high die roll. This way Russian troops committed to an attack will press on until their morale collapses or they are all dead, which is what they did.

Perhaps the most important point to stress is that the glacié-like slopes at Plevna are not typical Balkan terrain. Valentine Baker tells about dense undergrowth reducing visibility to 400 yards. Much of the fighting was in mountains and broken ground, where the Turks could run rings round the less flexible Russians. Any wargame of the campaign should reflect the variety of terrain which, with the variety of troop types available, makes it one of the most rewarding periods of the late 19th century.

#### Uniforms

P. Kannik - *Military Uniforms of the World* (Blandford 1968):

R. Knotel - *Handbuch des Uniformkunde* (1937): recently translated into English

B. & J. Molloy - *Uniforms of the Imperial Russian Army* (Blandford 1979): indispensable.

## PETER LAING

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

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

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

## PETER LAING

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

#### The Campaign

F. V. Greene - *The Campaign in Bulgaria 1877-78* (1880): a US Army engineer Greene was US Military Attaché at St Petersburg and attached to the staff of the Grand Duke Nicholas during the campaign; the campaign viewed from the Russian side.

F. W. von Herbert - *The Defence of Plevna 1877* (1895): Herbert volunteered to fight with the Turks as a company officer and gives a highly readable account of the siege and the attacks of September and the breakout attempt in December.

F. Maurice - *The Russo-Turkish War 1877* (1905): Campaign history published long enough after the war to provide a more balanced account than my other sources. Contains a good list of sources that were already obscure in 1905.

Valentine Baker Pasha - *The War in Bulgaria* (1879): Drummed out of the British Army after a scandal that caused the introduction of corridors on railway trains, Baker commanded a brigade in the Turkish army of the Quadrilateral. He describes the actions he took part in and provides useful critiques of both sides tactics.

# The CONNOISSEUR Range

by Peter Gilder

At long last Napoleon and his staff have arrived to take command of the "Grand Armée". The first of a superb range of personalities that will grace the wargames or collectors table. With them come the first of the Dutch-Belgium troops the remainder coming next month.

For the Colonial fan we have had to put back the release of the Sudan figures to allow the Dutch to appear, hopefully they will be embarking for Cairo next month.

#### Brunswick Napoleonic

BR6 Advant Guard Advancing  
BR7 Advant Guard Jager Firing  
BR8 Leib Battalion Advancing  
BR9 Leib Battalion Officer

#### Dutch-Belgium Napoleonic

DB1 Line Advancing  
DB2 Line Charging  
DB3 Line Officer  
DB4 Line Drummer  
DB5 Flanker Advancing  
DB6 Flanker Firing  
DB1C Carabinier Trooper  
DB2C Carabinier Officer

#### Personality Figures

PE1 Napoleon	£1.25
PE2 Ney	£1.25
PE3 Murat	£1.25
PE4 Davout	£1.25
PE5 Soult	£1.25
PE6 Poniatowski	£1.25

POSTAGE & PACKING - 10%

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

#### OVERSEAS

Surface 30% min £1.00  
Airmail 60% min £2.00

#### PRICES

FOOT	32p
CAVALRY	32p
HORSE	45p

For the benefit of our customers in North America:  
CONNOISSEUR FIGURES USA, 2625 FOREST GLEN TRAIL, ILL. 60015 USA.  
can now service your requirements.

**HAPPY CHRISTMAS & NEW YEAR TO ALL OUR CUSTOMERS!**



# Connoisseur Figures



Enchanted Cottage, Folkton, Scarborough, N Yorks, YO11 3UH. Tel: (0723) 891062  
Send £1 for sample figures and lists (UK only)



# SCHLACHTENBUMMLER

## OR VON STEINMETZ RIDES AGAIN

by Richard Brooks

### Historical Context:

The 1870s saw rapid technological change on the battlefield with complex and often misunderstood results, both then and now. The Franco-Prussian and Russo-Turkish wars are interesting from the wargamer's point of view for a variety of reasons. The armies engaged varied widely in numbers, skill, morale, weapons and leadership. Consequently it is possible to play a variety of different games all with the same basic tactical rule mechanisms. The qualitative differences between the different armies makes the period an ideal test-bed to explore the interplay between physical factors (such as numbers or weapons) and moral ones (such as skill, morale and discipline). Changes in technology left the rifle the predominant arm, artillery a long way second and cavalry nowhere (except as mounted infantry). Fire and movement had to be carefully blended for an attack to succeed. Manoeuvre became paradoxically more important as frontal attacks became less practical. Formations became more extended to reduce losses. However it is not always obvious just how spread out troops should be: over-extension can leave them vulnerable to a close order counter-attack. The firing line has to be nourished from the rear so units are formed in successive waves. Just when the supports are pushed forward is a nice question. The commander has to find a balance between waiting too long and finding his skirmishers have run off or pushing too many men forward too soon and providing a juicy target for the defending artillery. If you like to see the figures on the table, this is of course the last period where it is possible to do so without hopelessly misrepresenting the tactical situation. By the end of the century soldiers would have learnt to keep out of sight and the enemy was only ever seen as dead or prisoners. In the 1870s however armies still marched off more or less in their peacetime finery: brass helmet plates and red trousers.

### Key features of the Rules

SCHLACHTENBUMMLER is a two-sided tactical game based on the Franco-Prussian and Russo-Turkish Wars of 1870-1 and 1877-8. The name comes from the princely hangers-on who attached themselves to the Prussian Royal Headquarters in 1870, following the fighting without sharing the risks: a bit like wargamers. In the game, the latter may be regimental commanders running 3 or 4 units or divisional generals controlling several regiments with their supporting guns and cavalry. The hardware needed includes:

- \* Between 60 and 300 figures on either side. I use 15mm, but 25mm would do.

- \* A table at least 5 x 4 feet, although 7 x 5 would be better. Fight along the longer axis of the table to allow deployment in depth.

- \* Six-sided dice (D6) for movement, morale and changing orders.

- \* Ten-sided dice (D10) for resolving fractions of casualties. These are removed in whole figures, so you don't need to be able to write.

- \* Order cards: these are optional, but save writing during the game. Each card should have one word written on it, such as ATTACK, HILL, VILLAGE. Two cards can be placed with a unit or group of units to make up an order.

A brigade action with 100 figures a side should take up to 4 hours depending on the players skill and familiarity with the rules. With a little practise it should be possible to play a game without referring to the rules. However subtle the tactics represented, game systems should be simple if not crude and utterly memorable. For this reason such things as morale or fire effect modifiers have been reduced to a minimum. However there are inevitably a few numbers to be remembered. The quality of the troops engaged varied enormously. To reflect this units are assigned 3 ratings for their different capabilities:

- \* Tactical Competence (TCR for short): this controls how good they are at moving or changing their orders or firing after moving or doing anything that needs skill or training.

- \* Morale (MR): this controls how likely the unit is to advance under fire, win melees or rally when broken.

- \* Discipline (DR): this controls how likely they are to hang on in there when failing morale tests, losing melees or taking casualties.

Each rating can have a value of 1 to 5, ranging from chronic to amazingly good, so that a unit's worth can be described in three numbers. For example Russian Line Infantry could be described as 234s to reflect their relatively poor Tactical Competence, their average Morale and the high Discipline that enabled them to take the high losses that they did. Although the system can theoretically produce a wide variety of values a player only needs to know the two or three that apply to the game being played.

The last feature of the rules to be noted is that they deliberately reduce the player's control over what happens, for example:

- \* Movement rates are partly dependent on TCR and partly on a die roll.

- \* Under fire troops may not always move or fire as expected even when they have taken no losses.

- \* Morale is tested at the start of a turn to make it less obvious whether the unit in question will move, fire, rally or whatever until they haven't. Key morale decisions should be done after all other units have moved to prevent the commander reacting.

- \* Some units should not be on-table at the start of play. They should appear more or less randomly as reinforcements. The Prussians were particularly prone to this despite their much vaunted General Staff.

- \* The order system restricts a commander's ability to change his plans especially with low TCR units such as Russians or French *Garde Mobiles*.

- \* The quality of many units is not known until they are committed to action, for example *Garde Mobiles* and Turks.

### Game Setup:

Before playing a game two things are necessary. First decide what forces to use and what 'posture' they are in. There is no points system because the Prussians always cheated. Some of the more obvious scenarios include:

- \* 1870 Bataille de la frontiere: Germans attacking French Imperial forces in a *position magnifique* with odds in infantry of up to 2 to 1 by close of play. The French should all be regulars, with Zouaves and Cuirassiers for added ferocity.

- \* 1870 People's War: Either side might be attacking, with the Germans outnumbered heavily – but mostly by poor quality *Gardes Mobiles*.

- \* 1870 Break-out action: French Imperial forces with lots of baggage trying to fight their way across the table in the face of weaker, but continually reinforced, Germans with plenty of artillery. German reinforcements should appear on the French flank, which forces them to attack in their turn. This leads to a very fluid battle as the French have to try to keep the main road open for their wagons.

- \* 1877 Gourko's march across the Balkans: mobile operations against varying numbers of Turks with Russian cavalry and Jager supported by Bulgarian militia. (Rebels to you, Osman.)

- \* 1877 Shipka Pass: either side defending entrenched positions in the mountains against heavy odds. Plenty of scope for ill-co-ordinated flank attacks and night actions using the system described in the first *Wargames Illustrated*.

The second thing to be done is design the terrain to be used. It is important to spread features out evenly avoiding extremes of too much clutter or too many open killing grounds. The main features to remember include:

- \* Woods are often very large, up to several kilometres across.

- \* Hills are important as they provide dead ground for reserves to hide in and vantage points for artillery. In the Balkans hills should be steeper, often covered with rocks and scrub which reduced visibility to a few hundred metres.

- \* Villages and farms often formed useful defensive strongpoints. However, if placed in too dominant a position they can be a bit too useful. Settlements tend to be in valleys (where the water is), which



reduces their tactical value. Groups of small buildings surrounded by hedges or walls look better than large, single buildings. They are more interesting tactically as well.

\* Rivers were rarely fought over, although sometimes streams were, for example the Sauerbach at Woerth. This was fordable by infantry, but cavalry and guns had to use the bridges. The difficulty of crossing the stream varies along its length, so dice for this when the troops actually arrive on the bank.

\* Make sure the defenders have enough depth in their position for reserves and to give some ground without losing the battle. Conversely the attackers need room to deploy onto the table without being shot down.

I have gone on about game set up at some length because it is very important, possibly even more important than the rules used for the game itself. One sure way to improve a scenario is not to deploy all the forces at the start of play. The typical 1870s battle was the meeting engagement where most of the troops turned up during the course of the battle (or not at all). Set piece battles with both sides lined up beforehand did not happen. Even in Attack/Defend games:

\* the attacker should only put an advanced guard on the table, say 30-40% of his strength – although proportionally stronger in guns.  
\* the defender should have part of his force off table as possible reinforcements.

Otherwise set up both sides as advanced guards with their leading elements just out of close artillery range, say 20 inches. Then prepare to raffle the reinforcements:

\* For each side write the off-table units on a number of bits of paper, for example: '2 battalions of Bavarian Line' or '1 squadron Cossacks'.  
\* Mix these up with some blank ones and put them all into envelopes (one per side). Then throw a couple away without looking at them for added confusion.

\* Every turn each side draws for reinforcements.

These can appear on their respective baselines or, particularly in the case of the Prussians, on the flanks to represent the turning movements that tended to develop. This also gives cavalry a purpose in life, screening the flanks, while deterring the French from advancing boldly down the table early in the game.

### Tactical Doctrine:

Troops should use one of the following formations:

- \* Column of march: 2 figures wide, used along roads.
- \* Battalion Mass (what the British called column of double companies): each company in line one behind another, used for manoeuvring when not under fire.
- \* Close Order line: 1 rank of figures formed base to base. My infantry and gunners are stuck on bases 15mm square for a single figure. This stops them falling over and represents the right density for a firing line with the men spread out in 1 rank, shoulder-to-shoulder. Cavalry also have 15mm front per figure, but are obviously deeper.
- \* Skirmish line: 1 rank of figures spread out to occupy at least 1 inch per figure. Only trained skirmishers can do this, so I mark the bases of a proportion of each battalion who can act as such. The proportion varied as follows:

- French or Germans 1 in 3
- Russian Line 1 in 5
- Everyone else 1 in 4

\* Artillery in action: put a gunner either side of the gun to occupy the regulation front of 100 yards per battery. This also allows the battery to count as a dispersed target. Each battery has four gunners who may be killed. However the guns cannot be destroyed as it seems unlikely that more than one or two out of the six that made up a battery would be hit.

Victory or defeat depends on how well these formations are used. Units must be grouped to be effective, so put several battalions together. They will have more firepower and will last longer. Also, you don't need to roll so many dice: Morale tests and movement can be done for tactically significant groups. Thus a firing line from 3 battalions should test morale and hence move as one unit, not three. Open and close order need to be mixed so that the open order men screen the advance of the others who support them:

\* Skirmishers cannot overrun close order troops (unless the latter hide).

\* Only close order lines have the fire power to inflict decisive damage.

\* However, dense masses of troops tend to suffer higher losses.

## CORITANI MINIATURES

16 Park Avenue,  
SKEGNESS, Lincs,  
PE25 2TF

5-25mm Professional painting Service.

COMPETITIVELY PRICED

Ready made painted/unpainted armies.

120 Piece 25mm painted armies from £90.  
80 Piece 25mm painted armies from £60.  
200 Piece 15mm painted armies from £80.  
120 Piece 15mm painted armies from £48.

Above prices include: figures, painting, varnishing, basing.

PAPERWEIGHT for the military enthusiast:  
group of painted figures on natural base from £4.25

Send for details

Coming soon: hand made WWI trench systems, and painted WWI units.

Secondhand figures for sale: Airfix, Timpo  
Various 5-25mm metal figures.  
SAE for lists or £1 for lists + painted sample.

Consequently an attack needs to be in several mutually supporting waves:

\* A line of skirmishers to occupy a forward firing position and screen the advance of:

\* The supports who follow 200-400m behind, depending on the ground. They join the skirmishers when they stop and help press home the attack.

\* The reserve follows a similar distance behind to keep up the pressure or save the day when their predecessors falter (or even run away). Mounted officers should accompany the reserve.

All this looks very simple, but of course it isn't – which is why it's interesting. The important thing is that battalions have to be deployed in depth: never put a whole battalion into the firing line from the start, particularly when attacking. Prussian battalions used to attack on a 180m frontage, that is 3 inches. A regimental attack with 48 figures might occupy only 600m, about 10 inches on the table, so obviously they were deployed in great depth. When defending there are two considerations:

\* The maximum firepower is needed to prevent the enemy skirmishers establishing themselves within effective range, so use close order firing lines to hold key points, not skirmishers. Dig them in if you have time.

\* Enemy artillery is the main threat, so try to hold concealed, reverse slope positions, at least with the supports.

Artillery is only effective 'en masse' and over a period of time. Normally it should not be moved within effective rifle range of the enemy, say 12 inches. However, sometimes it is worth risking a light battery in close support of the infantry. Commanders need to do several, contradictory things:

\* lead from in front to keep attacks going (but risk heading the casualty list)

\* stay behind to rally broken units and issue new orders to reserves.

### Organisation:

The rules that follow assume some familiarity with late 19th century Orders of Battle. That doesn't necessarily hold good for all casual readers of this magazine, so the following is for the benefit of those who have yet to raise their first battalion of Pomeranian Grenadiers. If you have already painted up battalions of 12 or 20 figures, it doesn't really matter:

1) The basic tactical unit was the battalion of varying strength:

* GERMAN	4 companies	800 men	16 figures
* FRENCH	6 "	600 "	12 "
* RUSSIAN LINE	5 "	750 "	15 "
* " OTHERS	4 "	800 "	16 "
* TURKS	4 "	600 "	12 "

2) The next level up was Regiment, normally with 3 battalions. Russian Guards and Jager had 4 battalions.

3) Divisions almost always had 4 regiments with varying levels of artillery:

* GERMAN	4 batteries	2 × 9prs and 2 × 16prs
* FRENCH	3 "	2 × 9prs and 1 × Mitrailleuses
* RUSSIAN	4 "	2 × 13prs and 2 × 24prs
* TURKS	3 "	Mixture of 7pr, 9pr and 16pr



The divisional share of the Corps artillery would increase these numbers by half. Note that the shell weights quoted above are the actual weights. Continental sources used to quote the weight of round shot that would have been fired, hence 9prs were described at 4prs and so on.

4) Cavalry were not very important, so paint up some of each sort because they look nice – but don't expect too much of them.

### SCHLACHTENBUMMLER

The Breechloader Wars 1870-78

**Scale:** 1 figure to 60 men

1 inch to 60 metres or 16" per km

1 turn to 10 minutes

**Sequence of Play:** turns are alternate. Prussians go first, else dice:

- 1) Each officer may issue one order
- 2) Do fire and movement for each unit testing morale as needed
- 3) Resolve any overruns
- 4) Try to rally any panicking troops

#### Orders:

- 1) Only FOUR orders are possible:
  - \* Defend somewhere
  - \* Attack " (for guns = move within 20")
  - \* Move "
  - Engage " ie move into effective range and fire at it.
    - may not overrun
    - retire D6 + TCR inches if enemy advance within 6"
    - effective range = 12" for SAF/40" guns
- 2) To issue or change orders roll D6 less/equal the unit's TCR plus 1 if officer with unit/minus 1 no officer within 16"
- 3) Troops without orders do nothing, retreating if under fire
- 4) Orders must be carried out until changed OR morale collapses, thus attacking troops must try to advance however suicidal this is.

#### Morale:

- 1) Test morale in the following cases:
  - \* advancing and less than 12" from the enemy, even if he can't be seen
  - \* last turn enemy advanced within 6"
  - \* casualties last turn other than in an Overrun
  - \* hiding and under fire
  - \* trying to rally panicking troops
  - \* comparable no. of friendly troops panicking within 6"
- 2) To test morale roll a D6 modified as follows:
  - \* MINUS 1: no losses/officer with unit
  - \* PLUS 1: per sixth lost/officer killed last turn with unit
- 3) Compare the score with the unit's MR or MR + DR
  - \* Less/equal MR: OK: carry on
  - \* Less than MR + DR: Advanced last turn: halt and fire
  - Stood still in open: fall back the score in inches: may try to fire
  - Otherwise: hide this turn
  - \* Equal/over MR + DR: PANIC!

#### Panicking Troops:

- 1) Run away 8" if enemy within 6" or unable to avoid fire by hiding. Otherwise hide.
- 2) May be rallied on Morale roll less/equal MR:
  - \* on passing friendly troops OR
  - \* on entering cover OR
  - \* friendly officer with the panicking unit
- 3) Rallied troops need fresh orders: do this next turn

#### Movement:

- 1) Distance moved = D6 + TCR inches: use morale roll if moving under fire.
- 2) Halve distance:
  - \* moving into/through/out of woods/buildings
  - \* crossing hedge/wall
  - \* dismounting/remounting
- 3) Double distance (optionally) for cavalry/horse guns across open ground

4) When wheeling/charging formations measure distance from the figure with furthest to go

5) Troops must move the full distance scored except they:

- \* May stop at an obstacle or friendly unit
- \* Must stop at an enemy unit (see Overruns)

6) Skirmishers and any troops with Engage orders:

- \* May not overrun enemy unless these are hiding or panicking
- \* Must retire if in the open and enemy advance within 6"



#### Fire:

1) Weapons:	Value	Range
* Dreyse rifle/Carbines	6	10"
* Podewils/Snider/Kranke rifles	6	12"
* Chassepot/Peabody/Berdan	9	16"
/Werder		
* Mitrailieuses	D6 × 6	30"
* 7pr gun	15	RML 30"/RBL 45"
* 9pr "	20	RML 40"/RBL 60"
* 12pr "	25	"
* 16pr "	30	"
* 25pr "	35	"

#### 2) Firing Restrictions

- \* a target must be to the front and within a 60 degree arc
- \* a target must be visible: roll 010 greater than the range in inches to see a target in a wood or beyond a hedge unless they are firing
- \* troops must stand still to fire except moving infantry within 12" range may fire on rolling D6 less/equal their TCT
- \* before firing on a new or moving target, guns must roll D6 less/equal their TCR to range in: modify the roll as follows:

Minus 1: Range less than 20"/Obvious target eg houses/woods/columns

Plus 1: Range more than 40"/Target outside arc of fire last turn: includes guns unlimbered this/last turn

- \* hiding troops may not be hit by SAF

3) Fire Effect = No. of figures/guns firing × weapon value × 1/100

Modify as follows:

×2 Guns/mitrailieuses within 6" range

Target mounted/moving in the open: supports moving behind firing skirmishers count as in cover from the smoke

Target enfilades/more than 3 figures per inch frontage

×½ Target entrenched

Target hiding

SAF over 12" range

Dispersed target ie 1 or less figures per inch frontage

NB: Count all figures within D6 inches of the target's front

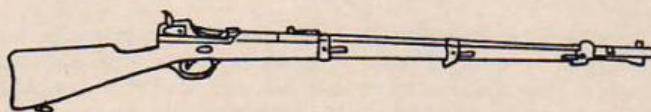
Roll D10 to resolve any fractions of hits

4) Example: 9 Berdans at moving troops in the open within 12" score 1.62 hits. Remove 1 figure at once and roll D10 less than 6 to get another (9 × 9 × 2 = 1.62 ie 1 auto hit and 6/10 chance of another)

5) If firing over friendly troops roll D10 less than their distance from either target or firing troops to avoid hitting them also.

6) Officers under fire have twice the normal chance of being hit eg: 10 figures suffer 2 casualties: any officer with them has a 40% chance of joining them (ie 2/10 × 100 × 2).

7) If the no. of casualties suffered in 1 turn equals/exceeds a unit's DR it panics automatically and runs away.



**Overruns:** ie advancing troops collide with enemy figures.

1) Each side rolls D6 modified as follows:

- \* Add MR allowing for casualties/officers present

\* Add 1: numerical odds of 3 to 2; Add 2 for 2 to 1; 3 for 3 to 1

– Double nos: defending buildings; attacking flank/rear; cavalry vs standing cavalry.

– Halve nos: hiding or panicking

\* Add 1 per 3" the attackers advanced under fire this turn IF the defender stood still last turn.



## 2) Higher score wins (roll again if drawn):

- \* Cavalry kill 10% per figure per 1 difference in score
- \* Other troops fire adding 1 to their weapon value per 1 difference

## 3) Losers:

- \* Panic if the difference equals/exceeds their DR: may not fire
- \* Otherwise fall back twice the difference in inches: may fire first; —1 from their weapon values per 1 difference. Guns get left.
- \* May panic anyway after firing if the sum of their casualties that turn and the difference in the overrun scores equals/exceeds their DR.

**Troop Types:****Nationality:**

	TCR	MR	DR
Prussian	4	3	4
Bavarian	3	3	3
French Line	3	4	3
Mobiles	2	D3+1	D3
Russian	2	3	4
Rumanian	3	3	3
Turks roll D6:			
5/6 = <i>Nizamie</i>	4	4	5
2/3/4 = <i>Redif</i>	3	3	4
1 = <i>Mustafiz</i>	2	2	1

**Weapons:**

Dreyse rifle/9 and 16pr RBL guns
Podewils/Werder rifles/9 & 16pr RBLs
Chassepot rifle/9pr RMLs/Mitrailleuses
Kranke/Berdan rifles/12 & 25pr RBLs
Peabody/Dreyse rifles/9pr RMLs
Peabody/Snider rifles/9 & 16pr RBLs
as <i>Nizamie</i>
as <i>Nizamie</i>

NB: Jagers/Chasseurs add 1 to TCR: Elites add 1 to MR and for DR. There is a mounted officer with each infantry regiment (3 btns) and with every brigade (2 or 3 regiments)

**Glossary:**

DR	D6 halved to read 112233 instead of 123456
D6	A normal 6 sided die
D10	A decimal die reading 1234567890
DR	Discipline Rating: the resilience of a unit
MR	Morale Rating: the initial "bottle" of a unit
RBL	Rifled Breech Loader, ie a gun loaded at the back
RML	Rifled Muzzle Loader, ie the opposite
SAF	Small Arms Fire, ie rifles and carbines
TCR	Tactical Competence Rating: the skill of a unit

NB: TCR/MR/DR may each range from 1 to 5, ie chronic to excessively good. The value of a unit can therefore be described in a 3 digit number eg: 221 for the cowardly Bashi-Bazouk of 445 for Prussian Guards.

**The Society of Ancients****Now Is the Time**

to resubscribe to **The Society of Ancients**

The organisation for Ancient and Mediaeval wargamers and military historians.

In 1988, membership of the Society entitles you to:

- 6 issues of Slingshot, the Society's well-respected magazine
- Free entry to the Society's Wargames Competitions
- Discounts on numerous books, figures and rules
- Free admission to the Society's Convention in October
- and more.

**All for only £8 (UK rate)\***

To join, send a cheque or PO made out to "The Society of Ancients" to:

Mark Gilby,  
Society Membership Secretary,  
230 Rempstone Road,  
Merley,  
Wimborne,  
DORSET.

For more details, write to the Membership Secretary or speak to the Society's representatives at any major Convention.

\*Overseas rates may be obtained from the Membership Secretary

**KEEP WARGAMING**

Paul and Teresa Bailey  
The Keep  
Le Marchant Barracks, London Road,  
Devizes, Wiltshire, SN10 2ER, UK  
Tel: (0380) 4558



We are stockists of a wide range of figures, books, rules and terrain including the following:

**Figures**

Miniature Figurines, GHQ & Ral Partha; Dixon Miniatures, Rafm Miniatures; Heroics & Ros (figures) & Roundway Miniatures; Navwar & Naismith (selected ranges)

**Books & Rules**

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

**Terrain & Model Buildings**

Integral Terrain; K & M Trees; Ahketon (Stonecast) Hovels; Mainly Military (resin) Schreiber, Hardcover Designs; Historical Images (Card)

**Model Trees**

Available in mixed shades of green, autumnal and blossom (all deciduous); conifers and poplars.

Size 1 Approx. 3½cm tall	25p
Size 1A Approx. 5cm tall	35p
Size 2 Approx. 6cm tall	50p
Size 2A Approx. 10cm tall	80p
Size 3 Approx. 12cm tall	£1.00
Size 4 Conifers & Poplars Approx. 17cm tall	£1.40

Postage in UK: Plus 10%. Minimum 30p. (Over £30 post free).  
Postage Overseas: + 20% Surface + 60% Air, Minimum £1.00.

Trees made by K & M Trees  
Trade Enquiries Welcome.

No wargames shows in January (as far as we are aware!)  
but the season opens with a show in Plymouth on 6th/7th February and Newbury on 13th/14th February.

For details of our mail order service, and shows we shall be attending, send an s.a.e. to:

**Keep Wargaming, The Keep, Le Marchant Barracks, London Road, Devizes, Wilts. SN10 2ER. Tel: (0380) 4558**

Shop Open at above address Tues.-Sat. 10.00am — 6.00pm.

We are on the A361 Swindon Road from Devizes, about 1 mile from town centre.

**Visa and Access accepted.**



# '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 2

by Guy Halsall

#### MILITARY ASPECTS

##### The Organisation of the Royalist Army

The *Grande Armée* was very much an irregular force, being made up of a number of local divisions of 'armies'. These were organised by parishes, which each elected a captain and several lieutenants. When the army was called up, the commander of each local 'army' decided how many men he wanted and divided this by the number of parishes under his control. The church bells then sounded the tocsin to call the locals to arms and the parish captain selected men up to the required number. It was possible for certain individuals to buy immunity. The parish companies then met the general at a set rendezvous. Thus, whilst being somewhat medieval in organisation it is clear that the counter-revolutionary army was not the anarchic horde which it is sometimes claimed as being. On 3 August 1794 the Republicans captured an ordinance of the Catholic army, issued by Stofflet, which laid down detailed rules on the organisation and dress of his army. Though practical, these were probably not followed closely in the field. I hope to return to them in a future article.

The main drawback of the Catholic Army was that it was unable to hold together for long periods. After a battle most of the soldiers returned home with their loot (if it had been a victory) or to hide (if it had been a defeat). Nevertheless, this made it equally difficult for the Republicans to track down a beaten force.

The uniform of the insurgents was necessarily basic. The Vendéans wore their traditional civilian clothes. Clogs or *sabots* were common as footwear and the typical headgear was a wide-brimmed hat, straw in summer, felt in winter. The only item of uniform was the sacred heart badge (a red hat, surmounted by a cross) worn on the breast by each rebel. White Royalist scarves were also common, as were white armbands and plumes (for the officers). Again, Stofflet tried to regulate the uniform of the Army of Anjou in 1794 but we do not know how far he was successful. One further distinction was the traditional blue, sometimes sleeveless, jacket worn by the Angevin peasants. This contrasted with the essentially brown cloth dress of Charette's *Maraichains* and *Peydretz*. Again, I hope to discuss this more fully in a further, more detailed, article.

For weapons, the Royalists were initially armed with pole-weapons and cudgels, for the most part. The scythe, with its blade turned through 90° to form a kind of glaive, was a favourite weapon. Many of the rebels were ex-gamekeepers or poachers and possessed hunting rifles. Needless to say, they were excellent shots. As the war progressed, large numbers of fire-arms fell to the Vendéans, but even in 1795 over a third of Stofflet's army was armed with *piques et batons* (pikes and cudgels). A number of heavy guns also fell into the rebels' hands. The Vendéans fondly gave these cannons, as often archaic guns dating from the Wars of Religion as up-to-date *Gribeauval* pieces, their own individual names and became very attached to them. Examples of these names are *Le Missionnaire* and *Marie-Jeanne*. The latter, an old culverin, was captured by the Republicans at the first battle of Fontenay (16 May, 1793) and was the focus of numerous ferocious fights during the second battle (25 May) before the triumphant rebels retook it. An indication of the nature of the Vendéan ordnance is given by the size and number of guns captured by General Tuncq at the battle of Luçon; two 12pdrs, four 8pdrs, ten 4pdrs and six caissons. Most of the artillery was lost in the *Virée de Galerne* however.

The tactics employed by the Catholic army were irregular, as one would expect, and were known as *Le Grand Choc*. The rebels would deploy with a screen of sharp-shooters to the fore. Behind them came the better armed insurgents and, last, the great body of troops, many armed with pole-arm. Using the close terrain the sharp-shooters

would advance on the Republicans, picking off selected targets. If the enemy seemed shaken by this fire the second line would charge to the attack, otherwise it would join the firefight, similarly firing from behind cover, until such time as a charge appeared likely to succeed. The Vendéans took every opportunity to use broken terrain to infiltrate and out-flank the Republican lines and when the better armed Royalists attacked, often from several sides, the mass of troops with pitch-forks, scythes and pikes would rush upon the *bleus*. This three-part division was not entirely deliberate. It is true that by 1794 Stofflet seems to have organised his sharp-shooters or *chasseurs* separately, but the division into better armed troops who supported the initial attacks on the enemy, and the rest, who waited until a charge was certain to succeed, was mainly a result of the differing morale of these troops. If the attacks by the skirmishers and/or better-armed rebels were having little effect or were being beaten off the main bodies would as often as not take to flight. Where there were no proper sharp-shooters the better-armed rebels took over their role too. The 'mobs' of Royalists, including those armed with pole-arms, seem to have advanced in small bodies to maximise their use of terrain and ability to attack the blues from several sides. When attacking artillery, the Vendéans would rush upon the guns in very open formation, throwing themselves flat when they saw the initial flash from the cannons' muzzles and thus letting the round-shot pass over them. These unconventional tactics dismayed the Republicans, who claimed that the 'brigands' were able to steal artillery from under the gunners' noses!

Against cavalry, the rebels, in the earlier battles, fell back to form crescent shapes into which the enemy charged. They then either drove them off with musket-fire, or rushed in on them from several sides. On other occasions, rebel 'units' seem to have simply stood and fired at the horsemen and if that failed to stop them – and the Vendéans did not run for it – opened their ranks and 'swallowed them up' into a *mêlée* where pole-arms and numbers could tell. The Republican general, Turreau, implies that the reason why D'Elbée prevented the cavalry from being effective was that he manoeuvred in several columns which confused the 'patriots' and thus they were never sure where to use their horse until it was too late.

As I have said, the bocage was not cavalry country. Nevertheless the rebels did have some horse, including Republican deserters, which they used skilfully, under the command of the Prince de Talmond. The Vendéan cavalry were frequently used as mounted infantry skirmishers, as scouts and as pursuers, though they proved



Vendéan Rebel

AFTER GIRARDET





Vendean Rebel

themselves more than a match for the Republican *sabreurs* in a number of clashes.

The rebel artillery, commanded by Bernard de Marigny and Bertrand Poirier de Beauvais, was used simply to give covering fire or to 'soften up' Republican positions. It was not usually heavy enough to effect breaches in town walls, one of the reasons why the Catholics were unable to take Les Sables d'Olonne, Granville or, on the return from the *Virée de Galerne*, Angers.

### The Republican Army

The forces which the Convention had, to try to suppress the revolt, were motley indeed. They too were divided into a number of small local 'armies' which were eventually combined into the 'Army of the West'. To follow in detail the changes of name and higher organisation of these forces here would be complicated and tedious. The reader is referred to pages 5-52 of Phipps' book on the Republican armies (see bibliography).

The Republican infantry was made up of a number of elements. At the beginning of the war there were only the provincial National Guards and some Volunteer battalions. The former, in practice, often lacked uniforms and effective weaponry, being issued with pikes. They were thus little different from the Royalists in appearance and lacked their enthusiasm. The Volunteer battalions were more numerous and each contained nine companies, one of which was of grenadiers. These units were slightly better equipped and uniformed than the National Guards and some, the 1791 Volunteers, could be good troops being former soldiers of the Provincial Regiments. Most, however, were as unreliable as the National Guards.

At first the Convention, since it did not take the situation in the West seriously, sent no reinforcements of any quality. Twelve battalions of the Paris National Guard were despatched, but these proved to be more of a hindrance than a help – an undisciplined mob which spent most of its time in insubordination or mutiny. Later in March it was decided to transfer three army corps for the West from the armies of the North and the Ardennes. These comprised in total 34 more battalions of Volunteers and, what is more, two infantry regiments of the regular army and two regular cavalry regiments.

The regular infantry at this date were as yet unaffected by the Ordinance of 21 February 1793 governing regimental organisation and each regiment still comprised 2 battalions, each of five companies, including one élite company. In one battalion this was of grenadiers, in the other it was of *voltigeurs*. Each company numbered about 120 men. The regulars still largely wore their white Bourbon uniforms with the 'tarleton'-style helmets. At first these were the only units of any quality in the Convention's army.

A further element of the Republican infantry was made up of the *Bataillons de la Formation d'Orléans*. The Formation of Orleans was one of those peculiarly illogical ideas which have always plagued the French military. It was decided to withdraw troops from the armies of the North and Ardennes without visibly reducing their strength. This was achieved by taking six men from each company of infantry,

moving them to Orleans and mixing them with new recruits to form new units. As it was, a large number of the recruits kept the temporary battalions which they had been formed into and refused to merge with the veterans. There were fifteen battalions of the Orleans Formation sent to the Vendée, totalling c.12000 men, and thus averaging around 800 men each. These battalions varied in quality but most seem to have been unreliable because of the obvious lack of *esprit de corps*. It would, as everyone said, have made more sense to transfer whole units.

This expedient was tried later in the war. The garrison of Mayence (Mainz) was sent as one force to the Vendée, numbering between ten and fourteen thousand good quality troops. At the end of 1793 a further 10,000 men were transferred from the frontiers to the west.

Other units which fought in the war included 183 Grenadier-Gendarmes. These were the Guards of the Convention but remained less than a year in the Vendée. Also present were several legions; the *Légion du Nord* under Westermann, which included 8,000 infantry; the *Légion Germanique*, which included German deserters and ex-Swiss Guards, many of whom deserted to the rebels, and which was eventually formed into the 13th Light Infantry; and the *légion de Rosenthal* which was also eventually made into a line regiment. The *Volontaires de Santerre* were another obscure unit, clothed in brown uniforms and wearing the 'Tarleton-style' helmet. Finally, mention must be made of the 35th Division of Gendarmes, 800 men in eight companies, two of which were formed of ex-*Gardes Françaises*. This unit distinguished itself on several occasions.

Most of the Republican cavalry, too, were gendarmes but we occasionally meet other troop types. The cavalry of Westermann's Legion are said to have numbered 4,000 (including the *Hussards de la Liberté*) and were eventually formed into various line units including, apparently, the 22nd Chasseurs and the 11th Hussars. Dragoons are mentioned in some engagements and the 9th Hussars and 1st Hussars (the former *Hussards de Berchény*) also crop up in our accounts. One other interesting unit was the American Legion from Nantes, a unit of freed negro slaves described variously as hussars and dragoons (from which I wonder if we may conclude that they were intended to be hussars, but lack of funds made the less ornate uniform and title of dragoons more applicable) and dressed in sky-blue breeches and yellow jackets. Like most of General Beyer's division, this unusual force was cut to pieces by Charette at the Battle of Montaigu on 22 September 1793. The artillery of the Convention seems to have been made up of 4, 8 and 12 pounders, to judge from the calibre of the Vendean guns, all of which were captured from the Republic. The 'blues' also appear to have employed a surprising number of mortars.

We can conclude that much of the Republican army was inferior to that of the rebels. Many of the infantry were as badly equipped and uniformed and were not as devoted to their cause as the Catholic insurgents. Those who had uniforms often found these in shreds before too long. Berthier and the other generals were exasperated by the low morale of their troops, many of whom, upon sighting the enemy, 'marched off, singing gaily'. Some units, such as the ex-Swiss Guards, the ex-*Régiment de Provence* (4th Line) and other troops of the German Legion deserted *en masse* to the Royalists. It was only the fighting quality of the *Mayençais* (2) and certain other units, together with a massive superiority in manpower (3) and eventually humane policies which ensured final victory.

Tactically the Convention's army was at a loss as to how to deal with the rebel armies. The very armies which, on the frontiers, were baffling with their unusual tactics the coalition troops trained in the school of Frederick the Great were, in the Vendée, themselves as bemused by the unorthodoxy of the rebels. One officer wrote of rebel 'atrocities' such as firing from windows upon troops passing through villages! It is the same old complaint of the traditional eighteenth century soldier about guerrilla warfare which we see in the British army in the American Revolution. Hemmed in by the close terrain, sniped at by expert marksmen from several sides and then rushed by mobs of fanatical peasants wielding scythes and pitchforks, the Republican troops often had no option but to 'run for it'. In the Vendée the Republicans often stood on the defensive in 'linear' formations and attempted to stop the rebels with firepower. In the attack it seems most likely that, as elsewhere, columns were used. Certainly these would be more useful in the close terrain. The usually raw troops would be able to keep their cohesion more easily and would be better able to react to attacks in the flank. Skirmishing light infantry, where available, were used to screen units and counter the



rebel sharp-shooters. Republican chasseurs were, like their Royalist opposite numbers, often former poachers and game-keepers. Veteran troops like the *Mayençais* seem to have had more tactical versatility. At Torfou (19 Sept. 1793) the *Mayençais* engaged in prolonged fire-fights from behind hedge-lines, used cover during attacks and, during their retreat, halted every so often to pour volleys into their pursuers. However, it must be said that on this occasion most of Kléber's troops were light infantry.

The cavalry were of little use in the Vendéan heart-lands. Used as scouts, they often failed to do their job properly for fear of being ambushed in the *chemins creux*. On the battlefield they frequently refused to charge and were sabred several times by the less well armed Vendéan *chevaliers*. The ferocious Westermann used his cavalry most effectively, as flying columns to attack isolated villages or units, or to pursue beaten rebels. Even his hussars were beaten when the Vendéans were able to meet them on equal terms. In *La Plaine* the cavalry were more useful. At the first battle of Fontenay the cavalry routed the rebels with a flank attack, and at Luçon the hussars attacked the centre of the Royalist army, ensuring its bloody defeat. The guns of the Convention's army seem, according to General Lecomte's detailed account of his defeat at Chantonnay (5 September 1793), to have been parcelled out among the infantry battalions to give fire support.

Republican armies were habitually accompanied by interfering Representatives of the People. These political commissars got in the way of the generals and while they usually fled at the first sign of gunfire (the Representative Merlin de Thionville was a notable exception to this, being an able tactical commander) they were always the most eager to execute captives after the battle, regardless of sex or age. The Republican strategy was to attack the Vendée in a number of columns, divisions or armies, forcing the rebels to have to march back and forth to counter them and allowing them no peace. When these columns were allowed to combine, as before Cholet (October 1793) the result was inevitable – catastrophe. On the other hand, in the campaigns of September 1793 the Royalists inflicted a number of defeats in detail upon the divided columns. Towards the end of 1793 it was decided to exterminate the Vendéans. Certain Republican columns, notably that of Westermann, burnt, plundered and killed as they went. In 1794 the *Colonnes Infernales* were formed especially for this purpose. There then followed several months of massacre and desperate fighting which only served to fan the flames of the revolt. In the middle of 1794, when Robespierre and the extreme *montagnards* fell from power, this policy was revoked and more humane commanders sent out. The strategy was now to hold down the region with armed camps, while promises were made to pacify the area.

Stalemate followed and the main war ended by treaty at La Jaunay in 1795. When the war resumed there was little support for the Royalists and the campaigns were simply those of cat and mouse.

It must be stressed that *La Vendée* was viewed by the Conventional troops in somewhat the same vein as the Eastern Front was seen by the Germans in the last war. 'Patriot' losses were very heavy in the war, perhaps reaching 200,000. While the Royalists usually treated their prisoners well, there were massacres, both at the beginning of the rebellion and becoming more common after the *Virée de Galerne* and particularly in the period of the *Colonnes Infernales*. More gripping was the fear of death in ambush in the bocage, or in defeat in battle. When a Republican army was routed in the Vendéan heartlands it invariably suffered heavily. Very many 'blues' were reluctant to take part in the massacres and savage repressions of October 1793 to May 1794. Kléber and Alexandre Dumas left the Vendée in disgust for the frontiers. Napoleon refused to be transferred to the West on the grounds of ill health. It was a flimsy pretext which almost cost him his career. One general said that after this war against Frenchmen, taking on the invaders, the servants of tyranny, would be child's play.

#### Notes

(1) As regular readers of my articles will know, the Revolutionary Wars are hardly my 'speciality'. So if there are any errors in this discussion I would be most glad to be corrected, and will reward the furnisher of correct information with the princely prize of a pint at some convention or other! I must confess to finding some difficulty in establishing the organisation of the Volunteer battalions in 1793. The Ordinance of 21 February 1793 which established battalion organisation as nine companies, including one of grenadiers, did not apparently take effect until 8 January 1794 but I am not sure that the new Volunteer units would have been organised along the old Royal lines.

(2) Even the *Mayençais* negotiated with the rebels with a view to changing sides when one of their popular generals was replaced.

(3) Though the armies were evenly matched, or the Republicans outnumbered, on the battlefield, the 'Blues' usually invaded in several columns and of course had colossal reserves of manpower.

Next Month, the characters, the nature of the war, and wargaming the conflict.

A Full Bibliography Will Appear At The End Of The Series.



## Republican Soldiers

A, B AND D AFTER DÉTAILLE.

C AFTER BOISHÉRAULT.



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

## Part 2 – Infantry (1) Continued

by M. Tomczak

### Infantry Manoeuvres and Movements.

The Prussian infantry of this period are renowned for the precision of their drill and manoeuvring and the level of ability they attained carrying it out. The basis for this was laid during the years before 1740, when the emphasis was on parade-ground drill and rapid firing, this provided the base on which Frederick worked in the years after 1745. He marvelled at the order and discipline of his infantry and he worked ceaselessly to maintain and improve it, and particularly by making it more mobile and flexible on the battlefield. The period before 1756 saw a great deal of experimentation with new foundations and movements, and a number of movements were introduced and added to those detailed in the infantry *Reglement* of 1743. (This was basically a simplified version of the 1726 *Reglement*. A "*Reglement*" was issued to an officer appropriate to his arm, and contained full details of drill, training, manoeuvres and service regulations). In addition to holding parade-ground reviews, Frederick developed the system of autumn manoeuvres, which were scientifically planned tactical exercises using large bodies of troops over various types of terrain. The system permitted the testing of new ideas and formations over varied terrain, or on other occasions a new movement would be tested with one regiment and made standard in the army if a success. Frederick emphasised the importance of this training for officers and men alike, and it is noteworthy that the majority of exercises involved offensive movements. The system performed a number of functions simultaneously – the testing of new methods; teaching officers how to control and lead large-scale movements in varied situations and terrain; training the men in carrying them out; and increasing the army's ability and preparedness.

The manpower of a battalion would be organised as follows: for a five-company battalion, 22 officers, 50 NCOs, 16 musicians and 570 privates, and for a grenadier battalion 18 officers, 36 NCOs, 16 musicians and 480 privates. (These figures do not include medical personnel, or the regimental musicians and staff). In addition to this would be the *ueberkompletten* and the augmentation of 1757.

It is appropriate at this point to clarify the use of the term "pace". Throughout the sources used for this series, ranges and distances are given in *schritte* ("paces"), with one pace in this context measuring 30 inches (75 centimetres). The Prussian infantry, however, used two different-length paces at this time – the *gewöhnliche Schritt* (normal pace) of 65 centimetres, and the *Avancierschritt* (advancing pace) of 75 centimetres. The normal pace would be used during the approach to and manoeuvring before a battle (the *Reglement* stipulated that evolutions were to be carried out slowly and in exact order) with the marching speed being 75–80 paces per minute, and the advancing pace would be used once the line had been deployed and the advance begun. In 1747 Frederick ordered that in future a speed of 90–95 paces was to be aimed at during the first minute of an advance and from then on the speed was to be 70–75 paces. This was an attempt to speed the rate of advance and reduce the time spent under enemy fire, and it appears that the speeds demanded by Frederick were something to be aimed for rather than a firm demand. An officer in the Garde, Scheelen, who recorded a variety of facts about drill and times taken to carry out various movements in the 1750s, reports that a single battalion in line could maintain a speed of 90–100 paces per minute for some time without becoming tired, whereas with long lines a speed of 60–65 paces per minute, and during more rapid movements such as a bayonet attack 70–80 paces per minute were considered realistic. The advance by long lines of up to twenty battalions at a time were practised extensively, and on occasion could be carried out in perfect order for distances of up to 1200 paces.

It would seem logical for a set of wargames rules for this period to use the 75 centimetre pace as the basic unit of measurement for distance and range.

A battalion of five companies in line, with the *ueberkompletten* standing some way behind the five flags at the centre, would occupy a frontage of over 147 paces. This figure applies to a unit on the old

footing, and allows each man a frontage of 56 centimetres (3 paces were allowed for every 4 files), and includes the flag group and the officers and NCOs standing between the platoons. A further 12 paces were permitted on the right flank for the battalion guns. The figure is based on the assumption that the men stood with elbows touching ("arm on arm"), but Scheelen of the Garde noted that during movement there would normally be a slight loosening in the lines, and a battalion would more usually occupy a 150 pace frontage. A grenadier battalion, again on the old footing, would cover 128 paces, perhaps 130 with the loosening. The augmentation of January 1757 would add 50 files to musketeer and fusilier battalions, and 40 to grenadier battalions.

For tactical purposes a battalion would be divided into eight *pelotons* (platoons), with the files divided as evenly as possible between them (with a five-company battalion on the old footing, the 6th and 7th platoons would have 23 files, the remainder 24). In the line the 1st would always stand on the right, then through to the eighth on the left. The tallest men would be in the front rank, the shortest in the second. With the four-company grenadier units the division into eight platoons was fairly straightforward, but rather illogical with a five-company unit. On one occasion in the 1750s Frederick stated he would prefer to reorganise his infantry quite radically, but this would be too expensive. The officers would be divided among the platoons by an order of precedence, with the result that many men would be led by officers they did not know well. Each pair of platoons formed a "division". The platoon front was the basis for many movements, and on the march, both on the then fairly wide roads and across country the battalion would generally march in a platoon-wide column.

The manoeuvres included in the 1743 *Reglement* were generally unchanged from 1726, and were the forming of lines from columns and vice versa (carried out by wheeling of platoons from or into a column), marching in line, and in platoon – and file – wide columns, the formation of regimental squares (the movement shown in the diagram was known as the "slow regimental square", the "fast regimental square" no longer appeared in the 1743 *Reglement*), and marching a platoon-wide column through a narrow point such as a bridge or gate, which would be done by each rank doubling itself so that a three-deep regiment would become six-deep. There were also details of how a battalion was to be trained to assemble in order very rapidly – each man had an exact place in the line, and would know the men to his sides, front and rear, and several times each spring the battalion was to disperse to command and then reassemble rapidly. The result was that a battalion could be fully formed up within minutes of an alarm being given, even in darkness.

When a battalion formed a platoon-wide column, it would march off either by the left, with the 8th platoon leading, or by the right, with the 1st platoon leading.

During the years before the Seven Years War a number of new movements were introduced, and these are detailed below:

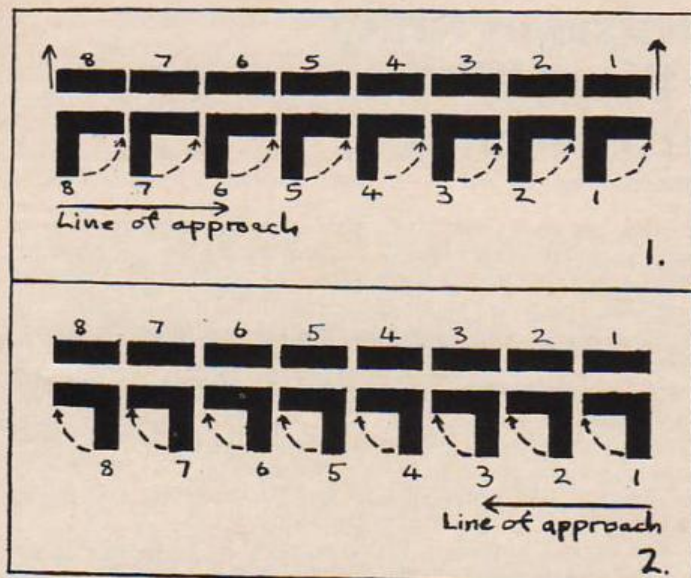
*Travesifen*, which involved a sideways movement by a battalion in line over a short distance (up to 20 paces) so as to close up with a neighbour, was introduced in the autumn of 1755.

The *schraegmarsch* ("diagonal march"), by which a unit in line could move diagonally to left or right, was introduced in its final form in 1754, and involved the men keeping their shoulders facing forwards and, if moving to the right, bringing the left foot forwards across the right foot and next moving the right foot to the side and then straight forwards. It was reckoned that twice as many paces would be required to cover the same distance to the front or side as in normal marching.

A new method of forming a platoon column from a line was introduced in 1754. The 1st platoon would remain stationary, the others would turn right and move to form a column behind it.

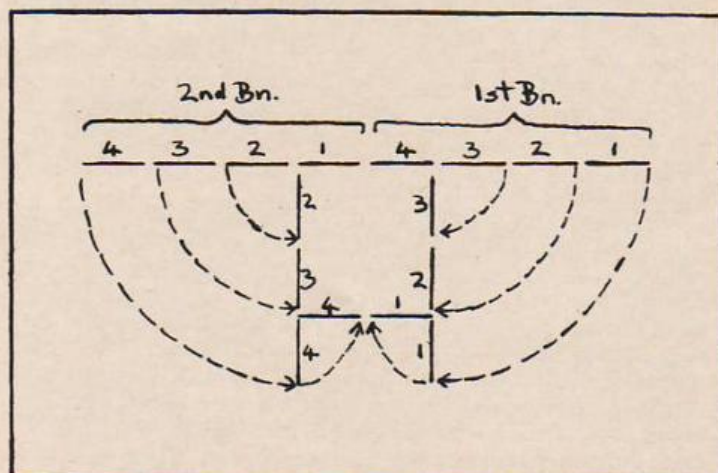
The battalion square, originally abandoned in 1743, was re-introduced in two versions in 1752. A battalion in line would form square in a similar way to the regiment, with the 4th and 5th platoons





1) Forming lines from platoon columns. Once the line was formed, a small gap would be left between platoons for an officer in the front rank and an NCO in the rear rank. The flag group stood between platoons 4 and 5. On the march there would be a distance of a platoon frontage between platoons, with 2 paces between the ranks in each platoon. In line, the ranks would close up.

(All diagrams by the author.)

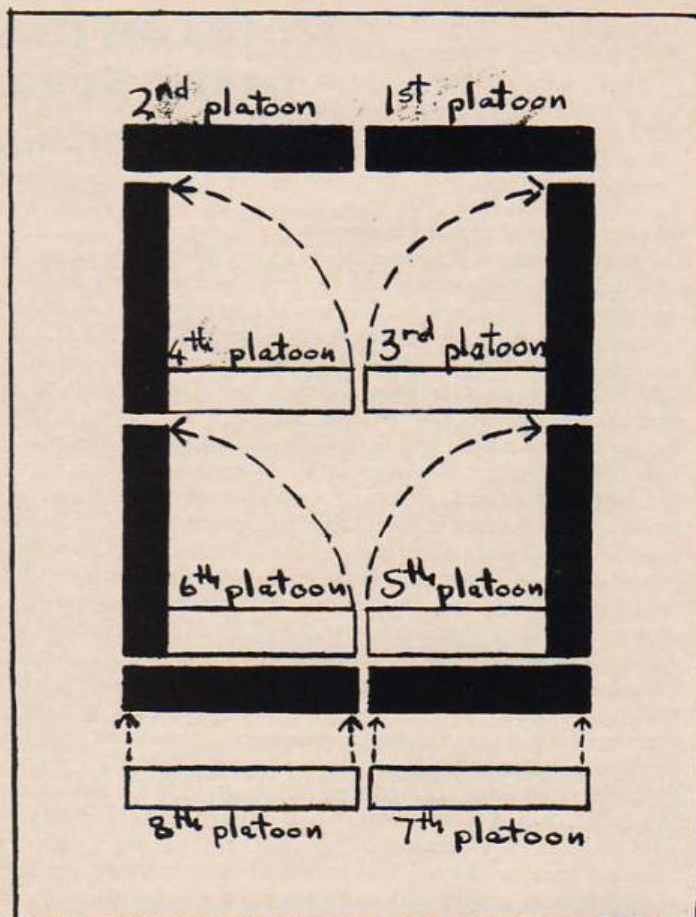


2) The "slow regimental square". In a battalion square the 4th and 5th platoons would form the front face.

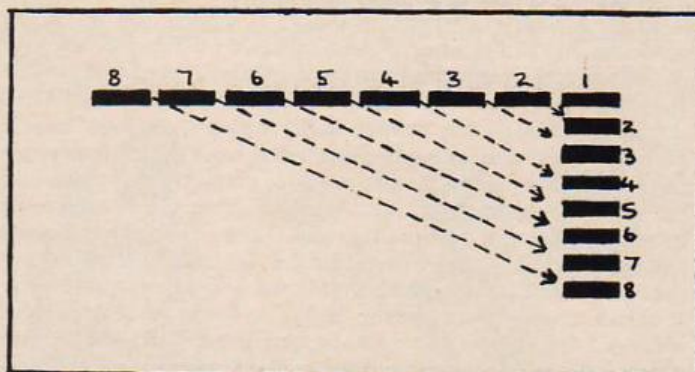
taking the role of the 4th and 5th divisions. A battalion on the march in a platoon column would first form four divisions, from here the square would be formed.

In 1747 Frederick ordered that in future the wheeling of battalions would be practised regularly. This was completely new. It was to be done in such a way that any gaps or confusion appearing in the line during the movement were to be ignored until it was completed and only then be remedied. It seems that a wheeling of several lines of battalions was also practised. Scheelen of the Garde records that a battalion with a front of 150 paces would take two minutes to complete a wheeling movement (presumably to a line ninety degrees to the original front).

The *brueckenmanoeuvr* ("bridge manoeuvre") was first tested in June 1753 and was introduced across the army. It was intended to allow one (or more) battalions in a line to cross a bridge (or some other narrow point) rapidly and in good order even in the face of the enemy. The platoon facing the bridge would march straight across with files at the ends of the line dropping behind as necessary, the remaining platoons would then turn left or right as appropriate and cross the bridge two at a time in a six-wide column. If the enemy were present one platoon and battalion gun would be positioned on each side of the bridge to cover the crossing, a task which would be carried out by platoons already across. Once across, the lead platoon would halt or advance slowly as the commander wished.



3) A square formed by a battalion on the march. Four divisions would be formed, platoons 3 and 5 would wheel right, 4 and 6 left, and 7 and 8 would close up and turn about to form the rear face.

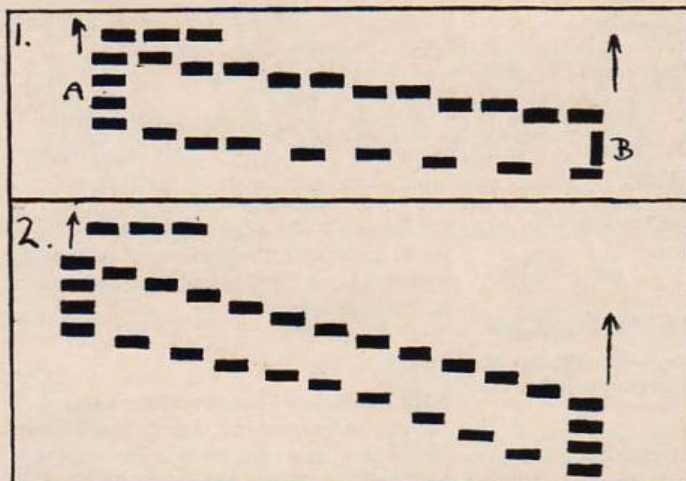


4) The new method (of 1754) of forming a column from a line (previously done by wheeling platoons). The column formed would be close order.

From 1753 on, efforts were made to increase the effect of the bayonet attack, the final version being arrived at in 1756. When the actual bayonet attack began, the command "*Vorwaerts faellt das Gewehr!*" would be given, upon which the men were to lower their muskets so that the tips of their bayonets were at eye-level. Close to the enemy, upon the same command the front rank were to lower their bayonets to knee-height, the second rank theirs to waist height. The rush into the enemy was to be accompanied by shouting, although it is not known what was shouted – "*Hurra!*" was picked up later from the Russians. The officers were to ensure that the muskets were empty before the attack began so as to reduce the chances of the men stopping to open fire. If or when the enemy ran before contact was made (regarded as near-certain by the Prussians) the commander could have the men fire whilst advancing, or load and shoulder their muskets and continue advancing.

The advance by battalions *en echelon* was practised regularly from 1751 onwards, the distance between the battalions would vary from 20 to 50 paces. On some occasions two battalions would form each echelon (see diagrams). This manoeuvre did permit a more rapid





5) The two methods of advancing *en echelon*, each with a 3-battalion *attaque* leading.

advance, but nevertheless care had to be taken to maintain order – at Leuthen (1757) the men of three battalions leading the advance as the *attaque* were extremely eager to get to the enemy, and Fredrick sent several messages ordering them to advance more slowly so that the army *en echelon* to the rear could keep up and stay in good order; the officers of these three battalions had to take vigorous action to make the men slow down.

Mr. Tomczak's article continues next month with a measured tread worthy of his subject, the Prussian battalion!

# HOVELS WITH CAMPAIGN

## NEW RELEASES \*\* THE PONY WARS \*\*

These are new releases in our growing range of figures for this period. All mounted in terrific action poses.

- PW3 General Custer 15p  
 PW4 U.S. mounted cavalry (1 officer, 1 guidon bearer, 1 trumpeter, 2 troopers with slouch hat £1.00  
 PW5 U.S. mounted cavalry (5 troopers in assorted poses in slouch hats) £1.00  
 PW6 U.S. mounted cavalry as PW4 but in kepis £1.00  
 PW7 U.S. mounted cavalry as PW5 but in kepis £1.00

Existing figures in this range

- PW1 warriors (1 chief, 1 medicine man, 3 warriors) £1.00  
 PW2 warriors (5 warriors in assorted poses) £1.00

### COMING SHORTLY \* More Indians, Cavalry and Civilians

These figures are completely compatible with the Stone Mountain range of American Civil War figures.  
 plus 15% post and packing.  
 PLUS the most complete range of infantry\* cavalry\* command packs\* 12 types of artillery\*timbers\*caissons\*supply wagons and even casualties and a large range of naval guns.  
 Also HOVELS growing range 15mm American Civil War resin buildings and accessories including farm, log cabin, barn, church, stone walls, homestead, timber mill, picket fences, tents, gabions, gun emplacements etc.



**NEW RELEASES** – 15A5 Double arched stone bridge with planked floor, unpainted £2.05 – painted £4.15  
 6T Remodelled row of shops in 25mm rural scene (butcher, baker, candlestick maker), unpainted £7.20 – painted £14.20

See our ILLUSTRATED CATALOGUE for our many other ranges of buildings and figures in both 25mm and 15mm scales.  
 American distributors: Stone Mountain Miniatures Inc., Box 594, Broomfield, Colorado, Co.80020, U.S.A.  
 Access, Mastercard and Visa holders can phone in orders on: 0472 750552.

Send a large s.a.e. plus 50p overseas customers 4 I.R.C.'s for our catalogue to:

**HOVELS (W1), 18 Glebe Road, Scartho, Grimsby, South Humberside, DN33 2HL**

## January Special Offers

**25% off**

from

**25% off**

**Q.T.MODELS**

Special offers apply on all orders received during The month of January when accompanied by the voucher.

Special offers apply on both MULTI PART 25 figures and 15mm Museum Miniatures

### 15mm Republican Roman

- 15/CA1 Cretan Archer
- 15/G1 Gallic Inf Running Nude
- 15/G2 Gallic Inf Running Nude
- 15/G3 Gallic Inf Running
- 15/G4 Gallic Inf Running
- 15/HP3 Hastatus or Princeps
- 15/NS1 Numidian Slinger
- 15/RT4 Triarius 15/RM1 Musician
- 15/RV1 Velites 15/RO1 Officer
- 15/S11 Soanish
- 15/RC1 Hvy Cavalry
- 15/RC2 Illyrian Cav
- 15/RC3 Numidian Cav
- 15/RC4 Gallic Cav
- 15/RC6 Pergamene Cav
- 15/RC7 Spanish Cav

Also Available in 25mm Multi Part 25mm

### 25mm Mycenaen Multi Part 25

- BA35 Dendra Figure
- BC20 Hvy Cavalry
- BA01 Lt Archer
- BA13 Med Archer
- BA05 Javelinmen
- BA10 Slinger
- BA07 Spearmen
- 2 Horse Chariot

### 15mm Indian

- 15/IC01 Indian Ex Hy Cavalry Lance
- 15/IC02 Indian Med Cavalry Spear
- 15/SC03 Sythian Archer Firing Bow
- 15/IF01 Indian Med Infantry Spear
- 15/IF02 Indian Med Archer Firing
- 15/IF03 Indian Med Infantry 2HCW
- 15/IF04 Indian Skirmisher Javallin
- 15/IF05 Indian Hvy Infantry Spear
- 15/IF06 Indian Maiden Guard
- 15/IE10 Indian Elephant with Crew
- 15/CT01 Indian 4 Horse Chariot & Crew

### NEW FOR JANUARY

#### 15mm Seleucid

- 15/SE01 Argyraspids
- 15/SE02 Phalangites
- 15/SE03 Thracians
- 15/SE04 Pelast
- 15/RT4 Argyraspides
- 15/CA1 Cretan Archer
- 15/GL1 Nude Galatians
- 15/GL2 Nude Galatians
- 15/GL3 Galatians
- 15/GL4 Galatians
- 15/SC01 Companion Cav
- 15/SC02 Agema Cav
- 15/SC03 Skythians Cav
- 15/SC04 Line Cav
- 15/SC05 Cataphract
- 15/SC06 Tarantines
- 15/RC4 Galation Cav

Also Available in 25mm Multi Part 25mm

### ALKYD PAINTS

To Paint Your Figures Why not try ALKYD ARTIST COLOURS

An oil based paint that remains moist and workable throughout a single painting session but giving a hard matt finish which dries within two to three hours.

#### SERIES 1 1.75

- Burnt Sienna
- Burnt Umber
- Flake White
- Ivory Black
- Lamp Black
- Light Red
- Naples Yellow
- Paynes Grey
- Raw Sienna
- Raw Umber
- Terre Vert
- titanium White
- Yellow Ochre

#### SERIES 2 2.15

- Alizarin Crimson
- French Ultramarine
- Phthalo Blue
- Sap Green

#### SERIES 3 3.45

- Cerulean Blue
- Lemon Yellow
- Viridian
- Winsor Fast Green
- Winsor Fast Orange
- Winsor Fast Red
- Winsor Fast Violet
- Winsor Fast Yellow

### QT MODELS

17 Hilderthorpe Rd  
 Bridlington  
 Yorkshire YO15 3AY

MAIL ORDER HOT-LINE 0262 670421

### 25mm

- Infantry 30p
- Cavalry 70p
- Elephants 3.00
- Chariots 3.00

### 15mm

- Infantry 10p
- Cavalry 20p
- Elephants 1.25
- Chariots 1.50

**25% off VOUCHER 25% off**

Fill in Name For January Discounts Cash Only

NAME.....

ADDRESS.....

.....POST CODE

**25% off With This Voucher 25% off**





# Inspector General

## SCOTIA MICRO MODELS 1/300 SCALE MICRO-ARMOUR

Available from: Scotia Micro Models, 32 West Hemming Street, Letham, Angus, Scotland, DD8 2PU.

This Scottish based company has a fast-expanding range of 1/300th scale micro armour for both the Second World War and the Modern Period. Their ability to produce new models almost as fast as the manufacturers or Intelligence Services release pictures is much appreciated by gamers.

Their latest releases include a full range of Modern French AFVs.

### FMN19 - AMX30B2

Despite its dumpy appearance this model is a most accurate representation of the latest version of the AMX-30, although the addition of the IR stowage box on the rear turret is surprising on such a late mark.

### FMNS - VAB APC

This is the nicest version of the VAB (4x4), please, however, can we see a version fitted with the TL152A MG turret on the crew station as is standard on French vehicles.

### FMN12 - AMX-10P

Although accurate in dimensions, some hull and door details as well as the lack of definition in the tracks and suspension detract from the appearance of this model of the standard French Mechanised Infantry vehicle.

The range also includes a very useful Tarasque towed 20mm AA, the Panhard VBL light 'jeep' replacement and the Rapid Deployment Forces ERC-90S - none of which are produced elsewhere.

I understand that Scotia are at present concentrating on their modern Russian range which now numbers over 40 models. The latest releases are:

### RM40 - T-64M

An excellent model of a late-production T-64A with fabric skirts, complete with separate 12.7mm KPVT HMG.

### RM41 - T-64 with active armour

This is the above model fitted with the latest Soviet reactive armour array (copied from the Israelis), covering the glacis, turret front, side skirts and partially the turret roof.

### RM42 - T-72

This is a model of an early T-72 with optical ranging, no skirt plating or smoke dischargers. The height of the hull is somewhat large in relation to its turret size which gives it a rather squat look.

### RM30 - BRDM1

Earlier Soviet equipment is also covered, as represented by this earlier reconnaissance car. The sharp detailing of this model is somewhat marred however, by a missing roof hatch and front mounted splashboard.

For a full listing of their models write to Scotia at the above address.

BR-T 1/11/87

## TRITON 1/600 COASTAL FORCES

Available from: Skytrex Ltd., 28 Brook Street, Wymeswold, Loughborough, Leicestershire.

1/600th Coastal Forces range has now expanded to include American and British Amphibious Assault Ships together with a range of vehicles used in such assaults. This is an excellent scale to recreate amphibious landings in a campaign game and it is to be hoped the opposing German vehicles will be produced so that beachhead encounters can take place.

The models sent for review include:

### CF60 - British LCA

The standard small infantry landing craft used in coastal raids or full-scale landings. 4 in a pack for £1.00.

### CF61 - British LCI(S)

A medium-sized Infantry carrier used mainly for raiding operations, complete with separate 20mm cannon at £1.50.

### CF62 - British LCT(2)

Large ocean-going landing craft capable of carrying up to 6 tanks direct on to the beach at £1.95.

### CF661 - American LCM(3)

Small landing craft able to carry a single tank, the beloved Airfix kit, complete with separate MG's. 2 to a pack at £1.00.

### CFA2 - Sherman Tank

10 models of this versatile tank for £1.00.

### CFA4 - US 2½ ton Truck

An excellent model in this scale of a deuce and a half, again 10 in a pack for £1.00.

The Triton range is available from Skytrex Ltd. at the above address.

BR-T 1/11/87

## SUSSEX MINIATURES 25mm ECW RANGE

Available from: Sussex Miniatures, 13 Westbourne Place, Hove, East Sussex, BN3 5PE

The range consists of 11 Foot, 7 Horse, 3 Artillerymen, a Saker and a Mortar; five horses are available with a sixth "not yet available". The figures measure approximately 28mm from heel to crown, which makes them compatible with Wargames Foundry, Skytrex (ex-Hinchliffe) etc. All the review samples were nicely cast, clean with no flash and only very faint mould lines. They are also anatomically correct - like model people and not the stumpy dwarves one often sees. (Ed. note: These were production models selected at random. I watched them being made up for review at the World Team Championships.)

The figures have obviously been 'inspired' by Jeff Burn's illustrations for Philip Hayth-

ornthwaite's *The English Civil Wars* and as many Civil War wargamers will be familiar with this book I will refer to the illustrations in it where applicable.

## FOOT

### EW1 - Pikeman Charging Pike

In back and breast (no tassets) and morion. Nicely positioned and his pike fits neatly into his hands (no filing required). The pike is supplied and is a real pike - not a pole - with head and langets. Plate 21, figure 55.

### EW2 - Pikeman Shouldered - Hat

In back and breast (no tassets) with broad brimmed felt hat. Marching comfortably rather than as per drillbook, he is wearing a snapsack over his back and a nice touch is the morion slung from his belt. A really good figure this one.

### EW3 - Pikeman Shouldered Pike - Helmet

Similar to EW2 but standing and without snapsack. It is a pity that this figure is not marching as it would then have fitted nicely with EW2 but nonetheless still a good figure. Back and breast (with tassets).

### EW4 - Pikeman Ordered Pike

Available in three variants: a) Cabasset, b) Felt Hat and c) Morion. Otherwise all are identical with left hand on sword and right open to grip the cast pike. A first class 'standardly posed' figure, which, I would guess, will be the best-seller of the range. Plate 19, figure 48.

### EW5 - Musketeer Loading

He's really leaning into his reloading and even has his hand turned palm outwards as shown by De Gheyn as 'Withdraw your Scouring Stick'. Plate 17, figure 44.

### EW6 - Musketeer Firing

My favourite musketeer - he looks as though he really means business and the figure is also robust enough to take the unavoidable knocks of constant gaming. Again wearing snapsack and even has his sleeves turned back.

### EW7 - Dragoon

Posed standing firing, wearing coat, soft hat and 'belly box'. A useful dragoon figure or even New Model Army musketeer (but the carbine is too small if you want to be perfect about it). Plate 10, figure 23 combined Plate 24, figure 63.

### EW8 - Officer

Holding a correct eight-foot partisan in right hand and hat in left. Wearing buff-coat, back and breast and gorget. One of the best officer figures produced for this period. Plate 15, figure 36.

### EW9 - Ensign

I could go into reams on this one - it's superb! and I think that sums it up. Colours in left hand, sword in right, standing at bay. Figure & pose as Plate 13, figure 32.





## Hotspur Miniatures

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

Hotspur Miniatures now offer  
over 160 20mm figures featuring  
Falklands War, Police & Counter  
Terrorist Units.

Also over 140 25mm items in  
our Medieval range.

New figures are constantly being  
added: See our catalogue  
for details.

## SPANISH CIVIL WAR

First releases in our  
20mm range

- 1a Nationalist Infantry in side cap
- 1b Nationalist Infantry in steel helmet
- 1c Nationalist Infantry in beret (for Carlists)
- 2 Nationalist Infantry L.M.G. Team with Hotchkiss gun. Side cap.
- 3a Moroccan Infantry in turban
- 6a Nationalist Infantry Command in side cap
- 7 Moroccan Infantry Command
- 11a Republican Infantry in peaked cap
- 12a Republican Militia in side cap
- 16 Republican L.M.G. Team with Degyateroff gun
- 17 Republican Infantry Command
- 19 Republican Militia and Internationals Command

## POSTAGE & PACKING

U.K. .... 15% up to £10.00 order value  
..... 10% up to £25.00 order value  
..... over £25.00 post free  
Europe ..... 25% of order value  
Other Countries..... Please write for P&P details

Send an S.A.E. for our catalogue

Overseas wargamers contact us in YOUR area at:

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

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



I.M.10.

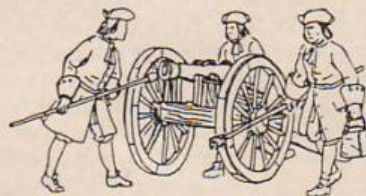


I.M.6.



## WARGAMES FOUNDRY

21 VILLIERS ROAD, WOODTHORPE, NOTTINGHAM NG5 4FB



NEW RELEASES:  
MARLBOROUGH'S ARMY. Light Field  
Gun and 3 Crew. Gun £2.00.  
Crew 35p each.

FRANCO-PRUSSIAN: Bavarian  
Cavalry.

INDIAN MUTINY: 12 Cavalry with  
horses.

INDIAN MUTINY, Now 38 Infantry & 12 Cavalry with Horses. Figures 35p. Horses 42p. More to follow.

ENGLISH CIVIL WAR Musketeers, Pikeman, Cavalry, Artillery, Lowland Scots and Civilians. Over 235 figures to select from:  
New dismounted Cavalry figures, each with four different head variants. Figures 32p. Horses 40p.

HIGHLANDERS and IRISH 14 figures, most with three-head variants.  
Suitable for use with EW and Jacobite Rebellion.

FRANCO-PRUSSIAN WAR Infantry, Cavalry and Artillery. A selection of over 135 figures, including French/Turco/Zouaves, Prussians, Jagers, Wurttembergers, Naval Brigade and SIEGE OF PARIS CIVILIANS. A wide selection of horses. Figures 32p. Horses 40p. Colour Painting Guide £2.95. Fr-Pr Rules £3.50, both post paid in the UK only.

MARLBOROUGH'S ARMY Our new range, "CAVALRY & ARTILLERY" NOW READY! Figures 35p. Horses 42p. European Field Gun £2.50.

We are now manufacturing a range of figures as previously manufactured by Citadel Miniatures. WARS OF THE ROSES, WARS OF RELIGION (Late 16c.), DARK AGES, HUNS, EARLY IMPERIAL ROMANS, MEDIEVALS (14c.), SAMURAI.

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

Access Now Accepted

### EW10 - Drummer

Standing resting - a great change from the walking & playing pose you usually get - in coat with hanging sleeves (yes, they've even got that right) and montero. However, the drum is of a small 'modern' type and is, I feel, too small for the Civil War. Plate 20, figure 53.

### EW11 - Musketeer Marching

Two variants available: a) Felt Hat and b) Montero. Like EW2 (with whom he fits well) marching comfortably not as per drill book. Wearing snapsack, musket on left shoulder. Excellent figure.

### EW12 - Gunner with Rammer

Not my favourite figure since he is obviously a 'revamp' of EW1 and in the same position which, in a gunner, looks terrible. Wearing an awful representation of a Monmouth cap.

### EW13 - Gunner with Bucket

Walking with a (separate) bucket in left hand and a large rag in his right, in shirtsleeves with a (good) stocking cap on his head. Nice figure. Plate 25, figure 66.

### EW14 - Gunner with Linstock

Similar figure to EW8. With sword and satchel on shoulder straps and wearing a soft hat. Standing. Plate 25, figure 65.

## CAVALRY

### EW15 - Officer

Charging with right hand raised, separate sword. An obviously flamboyant character in laced coat and zischage. Plate 22, figure 58.

### EW16 - Standard Bearer

(More correctly 'Cornet'). A more soberly dressed chap in buff-coat and hat. Holds his separately cast cornet in his right hand. This latter is on a correctly shaped staff and THE best cornet I have ever seen in 25mm. An excellent figure. Plate 9, figure 22.

### EW17 - Dragoon

A veteran-looking chap resting his musket across his saddle-bow (separate musket). Wearing coat, hat and bandolier.

### EW18 - Cuirassier

¾ armour and 'lobster', at rest with drawn sword. This is quite beautifully sculpted and even the helmet's nasal bar hasn't been blurred into the face as so often is the case. Plate 4, figure 9.

### EW19 - Heavy Trooper Standing

Similar position to EW18 in back and breast, buffcoat and triple-barred lobster, whose bars are actually separate from the face! wears slung carbine.

### EW20 - Heavy Trooper Charging

Like EW19 but posed with right arm outstretched to take separate sword. This figure is magnificent - the epitome of an 'ironside' or veteran 'cavalier'. Plate 6, figure 14 (as is EW19).

### EW21 - Medium Trooper

In buff-coat and hat, also charging with with right arm brought back to hack at someone with (separate) sword. Good figure.

## HORSES

There are really only two horses: a 'small horse' and a 'large horse', with three posi-

tions of each - Standing, Trotting and Galloping (EWH1 to 3 and EWH6, 4 & 5 respectively). All horses have integral saddlery and pistol holsters etc., but I definitely felt that the 'small horse' was too small for a war horse, but nice as a dragoon nag. The 'large horse' though is good and even has a nicely padded saddle, although admittedly you can't see it with a figure on it. The poses are a bit predictable but will suffice and the horse anatomy is good, it is only a pity that there are not more variants.

## EQUIPMENT

### EQ1 - 17th Century Saker

Cast in 5 (easily assembled) parts, this is an excellent model of a medium gun, even down to the wide wheels with iron bands.

### EQ2 - 17th Century Mortar

Cast in 3 parts, this is a real beauty. I can't think what I'm going to use them for but I'm busy painting a battery. If you wargame the Civil War - buy some.

Overall the range is well-researched, nicely posed and offers good coverage for any army. I'd like to see a cavalry trumpeter though (hint, hint) especially if he's half as good as the rest of the Cavalry. I don't go a bundle on the horses (but no range is perfect) but the foot figures are excellent and good value:

Foot & Horse figures - 27p

Officers, Standard Bearers, Drummers,  
Artillerymen - 32p Small Horses - 38p

EQ3 - £1.80 Large Horses - 40p

EQ4 - 90p (honest, that's all!).

SE-B 1/11/87



# THE BATTLE OF LOGAN'S CROSS ROADS (MILL SPRINGS)

by Arthur Harman

## Introduction

This minor engagement of the American Civil War offers an interesting scenario, involving a dawn attack on a force dispersed in camp, and, since only 4,000 men or thereabouts were available to each side, is ideally suited to wargamers with only small armies, or those beginning gaming this period. Alternatively, those who possess large forces may use a different figure/man ratio and ground scale, in order to create a more realistic visual representation of the battle, and incorporate more detail of low-level tactics. It will be perfectly possible to stage an enjoyable game with two players, each taking the role of the senior officer present at any one time, but there is no reason why players should not portray brigade, or regimental, commanders if enough wargamers wish to take part. Briefings have been provided on the assumption that at least two players will control each side; should this not be the case, the game organiser may produce a composite briefing for each side, and the players must, in imagination, change roles when required.

## UNION FORCES

### Brigadier-General George H. Thomas

#### Second Brigade: Colonel Mahlon D. Manson

10th Indiana, Lt. Col. William C. Kise; 4th Kentucky, Col. Speed S. Fry; 10th Kentucky, Col. John M. Harlan; 14th Ohio, Col. James B. Steedman.

#### Third Brigade: Colonel Robert L. McCook

2nd Minnesota, Col. Horatio P. Van Cleve; 9th Ohio, Major Gustave Kammerling.

#### Twelfth Brigade: Acting Brigadier-General Samuel P. Carter

12th Kentucky, Col. William A. Hoskins; 1st Tennessee, Col. Robert K. Byrd; 2nd Tennessee, Col. J.P.T. Carter; 1st Kentucky Cavalry, Col. Frank Wolford.

**Artillery:** Battery B 1st Ohio, Capt. William E. Standart; Battery C 1st Ohio, Capt. Dennis Kenny Jr.; 9th Ohio Battery, Capt. Henry S. Wetmore.

**Camp Guard:** Companies D, F & K, Michigan Engineers and Mechanics, Lt. Col. K.A. Hunton; Company A, 38th Ohio, Captain Charles Greenwood.

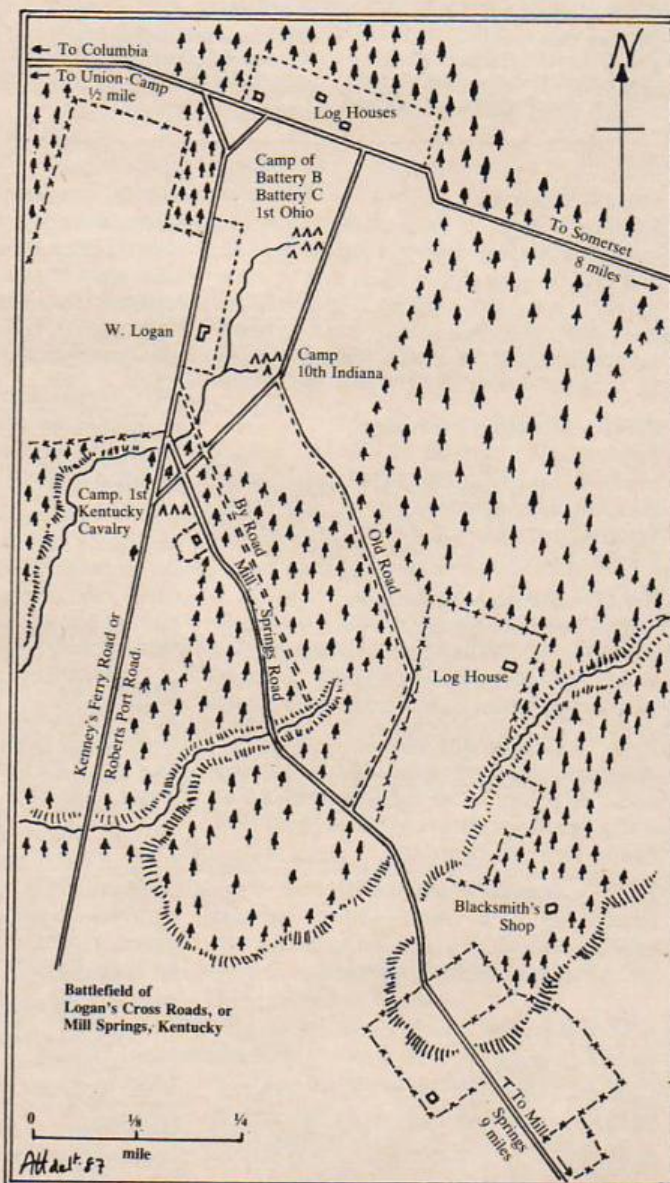
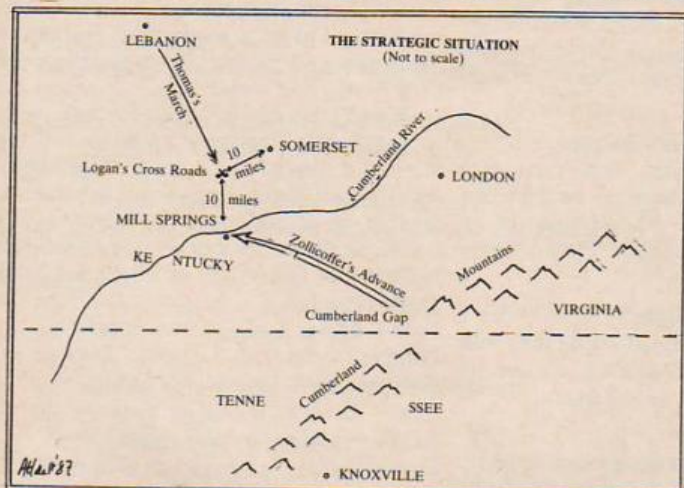
## BRIEFINGS

### Brigadier-General George H. Thomas

On November 15th, 1861, General Don Carlos Buell assumed command of the Department of the Ohio, and ordered you to concentrate your command at Lebanon, preparatory to an advance upon Knoxville, but to take no action at that time that would put the enemy on the alert. However, upon learning that General Zollicoffer had left Cumberland Gap in the charge of a strong garrison, appeared at Mill Springs, and entrenched on the northern bank of the Cumberland, he advised you to march against Zollicoffer and recapture the ferry at Mill Springs. Your force left Lebanon on 1st

January, 1862, but encountered great difficulty in the muddy tracks beyond Columbia, made worse by the incessant rain. Vehicles and artillery pieces sank to their axles; at one time, progress was so slow that it took eight days to cover forty miles. On the 17th January you reached Logan's Cross Road, about ten miles north of Zollicoffer's camp at Mill Springs, with the 9th Ohio and 2nd Minnesota of McCook's Brigade, the 10th Indiana of Manson's Brigade, Kenny's Battery and a battalion of Wolford's Cavalry. The remainder of your troops, the 4th and 19th Kentucky, the 14th Ohio and Wetmore's Battery, had been detained in the rear by the poor roads. You therefore communicated with Brigadier-General A. Schoepf, and ordered him to send the 1st and 2nd East Tennessee, the 12th Kentucky and Standart's Battery across Fishing Creek to your camp. Colonel Steedman was detached with his 14th Ohio and the 10th Kentucky in an attempt to capture a Rebel wagon train that was reported to be foraging six miles from their camp; he has not yet returned from this mission. This evening, 18th January, the 4th Kentucky, the Michigan Engineers and Wetmore's Battery have struggled up, and have encamped near the Indiana.

See the Map for details of your camps at Logan's Cross Roads. All other troops are encamped half a mile to the west, around your headquarters. Discuss with Colonel Manson, in command at Logan's





Cross Roads, your plans for attacking Zollicoffer in the next few days. Do you intend marching as soon as your men are recovered from their march (say 24 hours), to wait for Steedman's return, or to unite with Brigadier Schoepf? Zollicoffer is estimated to have about 4,000 men, some of which must have been detached to guard the foraging expedition, and his entrenched camp is unlikely to present a serious obstacle to a determined assault. Although your men are tired, they have been heartened by the thought of meeting the enemy at last, after many months tedious training and drill. This spirit is unlikely to survive many days inactivity in this miserable rain. Decide what you propose to do, and draft detailed plans and orders for your brigade commanders and any communications to Schoepf, who fell back towards Somerset after his pickets near Mill Springs were driven in by Zollicoffer's Confederates. He has the 17th, 31st and 38th Ohio regiments under his command. This reinforcement would give you an advantage in numbers over the enemy.

**Colonel Mahlon D. Manson**, Commander, Second Brigade, encamped at Logan's Cross Roads.

Half of your Brigade has been detached to operate against the rebel foraging expedition, and has not yet returned. It is the evening of 18th January, 1862. Study the map of the area around your camp, and draw up a plan of vedettes and patrols. Discuss plans for advancing against the enemy with General Thomas. Your own men are in good heart, but have been badly knocked up by their march over appalling roads in wretched weather. You feel it would be inappropriate to move until the troops have been rested for several days, and the rest of the force has come up.

#### Note for game organiser

Allow Thomas and Manson to become engrossed in their plans, but make sure that Manson has provided a plan of his pickets. Use this, in conjunction with the Confederate Order of March, to game the initial encounter, and once Manson's pickets have been driven in, give him this message:

"Colonel Wolford begs to inform Colonel Manson that a strong force of the enemy, of at least four regiments, with supporting cavalry and artillery, has appeared on his front from the direction of Mill Springs, and driven in his vedettes. Colonel Wolford has been forced to fall back on the 10th Indiana, and requests immediate assistance."

It is shortly after dawn, the 19th January, when you receive this message. Firing is audible from the south east. Your options are:

1. Ride immediately to the sound of fighting to discover what exactly is going on (the game organiser will brief you on your arrival);
2. Rouse the 10th Indiana and 4th Kentucky from their camp, and lead them in a counter attack;
3. As 2 above, but leave the counter attack to their regimental commanders, while you ride to report to General Thomas in person, notifying Colonel Van Cleve of the 2nd Minnesota, whose camp lies between Logan's Cross Roads and Thomas's headquarters (the game organiser will control the action, or entrust it to another player, whilst you are away from the field – this is what Manson did in reality, Colonel Speed S. Fry of the 4th Kentucky took charge of the defence, and rallying the 10th Indiana, held the fence adjacent to the Old Road until reinforcements came to his assistance – did Manson panic, or just lose sight of his real duty to deliver a message that could have been given to a courier instead?).

Should the player choose 1 or 2 above, he may have 2 minutes to scribble a hasty message for Thomas, which the game organiser will deliver after an appropriate delay. In the event he chooses 3, he may leave the room and confer with Thomas in person. Where Thomas only is played, the game organiser should assume that Manson acts as he did in reality, rousing the 4th Kentucky and 2nd Minnesota, and report to Thomas in the role of Manson himself, having first advanced the game to the earliest time at which Thomas might arrive on the field.

#### CONFEDERATE FORCES

**Major-General George B. Crittenden**

**First Brigade:** Brigadier-General Felix K. Zollicoffer

15th Mississippi, Lt.-Col. E.C. Walthall; 19th Tennessee, Col. D.H. Cummings; 20th Tennessee, Col. Joel A. Battle; 25th Tennessee, Col. S.S. Stanton; Tennessee Battery, Capt. A.M. Rutledge; Independent Company Tennessee Cavalry, Capt. W.S. Bledsoe; Independent Company Tennessee Cavalry, Capt. T.C. Sanders.

NOW MADE IN THE U.K. FOR  
THE U.K. CUSTOMER!



# Rafm Miniatures

- \* Flint and Feather
- \* Blue and Grey-A.C.W.
- \* Wanderers and Warriors
- \* Reptiliads
- \* Many More Ranges

FOR OUR COMPLETE LIST OF  
FIGURES, SEND S.A.E. TO:

**Portage** Unit 8,  
Miniatures Millgate Museum Workshops,  
Newark, Notts., NG24 4TS.  
Telephone: 0636 701843

**Second Brigade:** Brigadier-General William H. Carroll  
16th Alabama, Col. William B. Wood; 17th Tennessee, Lt.-Col. T.C.H. Miller; 28th Tennessee, Col. J.P. Murray; 29th Tennessee, Col. Samuel Powell; Tennessee Battery, Capt. Hugh L.W. McClung; 4th Battalion Tennessee Cavalry, Lt.-Col. B.M. Branner. Reserve: 5th Battalion Tennessee Cavalry, Lt.-Col. George R. McClellan.

#### BRIEFINGS

**Major-General George B. Crittenden, Brigadier-General Felix K. Zollicoffer**

It is the 18th January, 1862. The Confederate forces are encamped at Mill Springs. Major-General Crittenden has arrived and assumed command from Brigadier Zollicoffer, who had previously advanced from Cumberland Gap, driven away Schoepf's pickets, and crossed the Cumberland at Mill Springs, where a fortified camp has been built on the northern bank of the river. It is believed that, as a result of recent heavy rain, Fishing Creek will be unfordable, and so Crittenden has resolved to attack the Union troops commanded by General Thomas at Logan's Cross Roads, before they can be joined by Schoepf's Brigade. The Confederate camp is not tenable against a determined attack, and the one steamer upon which the army relies to ferry troops and equipment across the Cumberland means that a withdrawal over the river in the face of the enemy would be extremely hazardous.

Draw up a plan for an advance against Thomas, the troops to march at midnight tonight, in order to reach Logan's Cross Roads by dawn. Brigadier Zollicoffer will command the advance guard. The game organiser will bring you to the table when the troops encounter the enemy.

#### GAME ORGANISER'S NOTES

Subject to the Confederate Order of March, and the arrangements made by the Union players, assume that at dawn the Rebel advance drives in Union patrols on the Mill Springs Road, and bring the player portraying Zollicoffer to the table to command his brigade. Carroll's Brigade and General Crittenden will follow after the fighting has become general along whatever front the Union manage to establish, or after an hour. They may be kept informed by any messages Zollicoffer cares to send, and by the game organiser telling them



details of what they can hear, impersonating wounded men making their way back down the road, and so on. The game proceeds according to whatever rules have been chosen.

#### Special effects

Apart from their pickets, the Union troops will be rudely awakened by firing, or urgent messages from the scene of the fighting, and must assemble quickly, without roll-call or breakfast. The game organiser should remember that they are fatigued after marching through mud for several days, particularly the 4th Kentucky, Michigan Engineers detachment, and Wetmore's Battery, which only arrived the night before, and make appropriate deductions from movement and fighting ability.

The areas of forest around the campsites will affect visibility, and troops moving towards the engagement should not be placed upon the table until they are visible, their advance being recorded meanwhile on the game organiser's copy of the map. At the start of the game, the Confederates might advanced along the Mill Springs Road on an empty table, until the Union pickets open fire on them.

The day appears to have been dull, but with no wind, so that powder smoke filled the woods. This made it difficult for officers to follow events, or identify the enemy, and may have led to Zollicoffer's death:

"A little lull in the firing occurring at this juncture, Fry rode a short distance to the right to get a better view of the movement of the enemy in that direction. The morning was a lowering one, and the woods were full of smoke. (The smoke was in fact extinct by this time, due to excessive hunting.) As Fry turned to regain his position he encountered a mounted officer whose uniform was covered with a water-proof coat. After approaching till their knees touched, the stranger said to Fry: 'We must not fire on our own men'; and nodding his head to his left, he said, 'Those are our men.' Fry said, 'Of course not. I would not do so intentionally'; and he began to move toward his regiment, when turning he saw another mounted man riding from the trees who fired and wounded Fry's horse. Fry at once fired on the man who had accosted him, and several of his men, observing the incident, fired at the same time. The shots were fatal, and the horseman fell dead, pierced by a pistol-shot in his breast and by two musket-balls. It was soon ascertained that it was Zollicoffer himself who had fallen."

I interpret this account to infer that both Zollicoffer and Fry were uncertain as to each other's identity, and that the former was convinced that his troops were accidentally firing on each other. During the course of their brief exchange, Zollicoffer remained sure that Fry was a Confederate officer; his remarks, and the direction of his nod - Fry was at this time in danger of being outflanked on his right/Zollicoffer's left - may have begun to raise doubts in the Union officer's mind, when another Confederate officer, emerging from the woods, saw Zollicoffer, as he thought, in danger from a group of Union soldiers, and fired at Fry. Fry and some of his men instantly grasped the situation and opened fire, with fatal results for Zollicoffer.

How to incorporate this confused little encounter in the game? The problem must be to create the uncertainty as to the identity of the various participants. I suggest that, at an appropriate moment during the main game, ideally when the Union troops have rallied and held the first Confederate attack, the game organiser withdraws all players from the table, and sets up a mini-game whose result will determine whether Zollicoffer is wounded, killed or survives the encounter. In order to confuse the players, they will each be given new roles, not necessarily on the same side as that they have been controlling; the names have also been changed to disguise the real situation. Draw a briefing at random for each player, from this selection:

#### Lt.-Col. William C. Kise, 10th Indiana

After some desperate fighting to hold the line of the rail fence against the Rebel onslaught, your men are recovering during a lull in the firing. The smoke hangs so thick about your position, that you have ridden out amongst your skirmishers to get a better view of the enemy. Where the hell are the supports? You sent an urgent request for reinforcements to the Brigadier as soon as the strength of the Confederate attack became apparent. What is the lunkhead playing at? Surely McCook's Brigade ought to have come up from the main camp by now? What's this? A mounted officer in a dustcoat approaching from your left - must be from those regiments of

Schoepf's that joined last night . . . Better brief him on the situation and get him to deploy on your flank . . .

#### Privates Ezra Jennings, Tom Jackson, Bill Wheeler, 10th Indiana

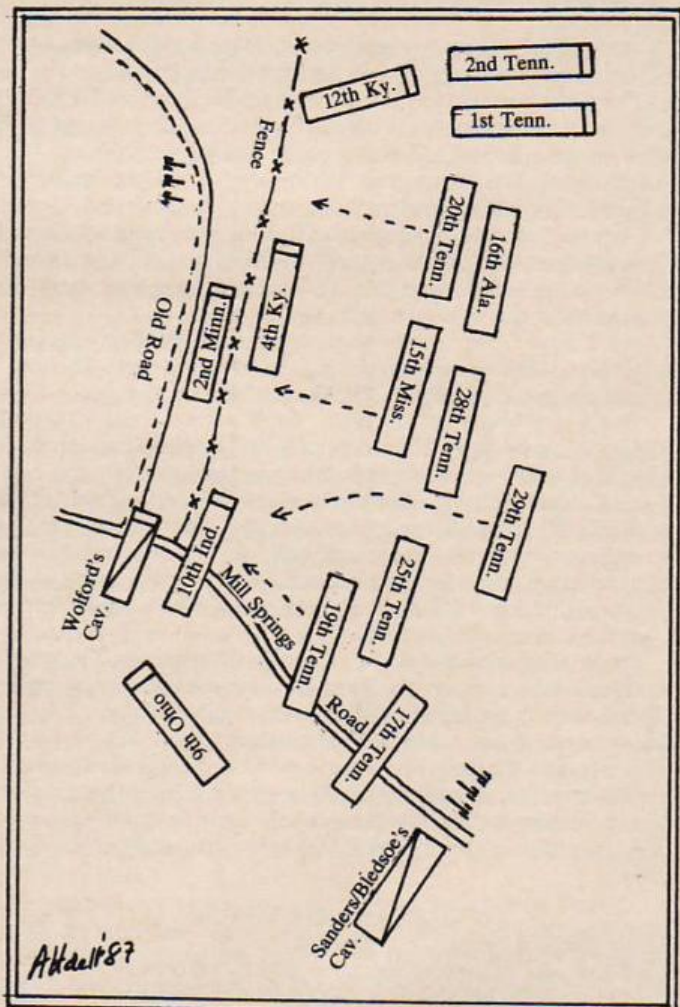
You're resting on your rifles, knocked up after beating off a Reb charge, dripping sweat, mouths parched from biting cartridges and breathing powder smoke. Only a few rounds left in your pouches, so you don't see how you can stand another attack less'n the General brings up some fresh troops real quick . . . Here comes ol' Colonel Kise, a right good officer, not like that yellowbelly Manson who skeddaddled as soon as the bullets began whistling! And over there, to the left, here be some big braid officer riding up to talk to the Colonel. Talks kinda funny . . . guess he must be from them Tennesseans with Schoepf's Brigade. Trust them to arrive just when you've whipped the graybellies . . .

#### Brigadier William H. Carroll C.S.A.

You have just ridden up to the front line, looking for Zollicoffer to discover what is going on and get orders for your troops. The woods are thick with smoke, and the fighting seems so confused that you are convinced there will be the danger that your men will be fired upon by their own side if you are not careful. Riding out of the woods, to your right you see a mounted officer and some infantrymen from the 19th Tennessee. You must warn them not to fire on your own men, and find out exactly what is going on . . .

#### Major Horace Rice, 29th Tennessee

Riding forward to reconnoitre, you see Brigadier Carroll, talking to another officer . . . But those men behind them . . . they're Yankees, by God! Got to save the Brigadier before they capture him . . . You snatch your Colt Revolving Pistol from your holster, and spur forward to get a better shot . . .

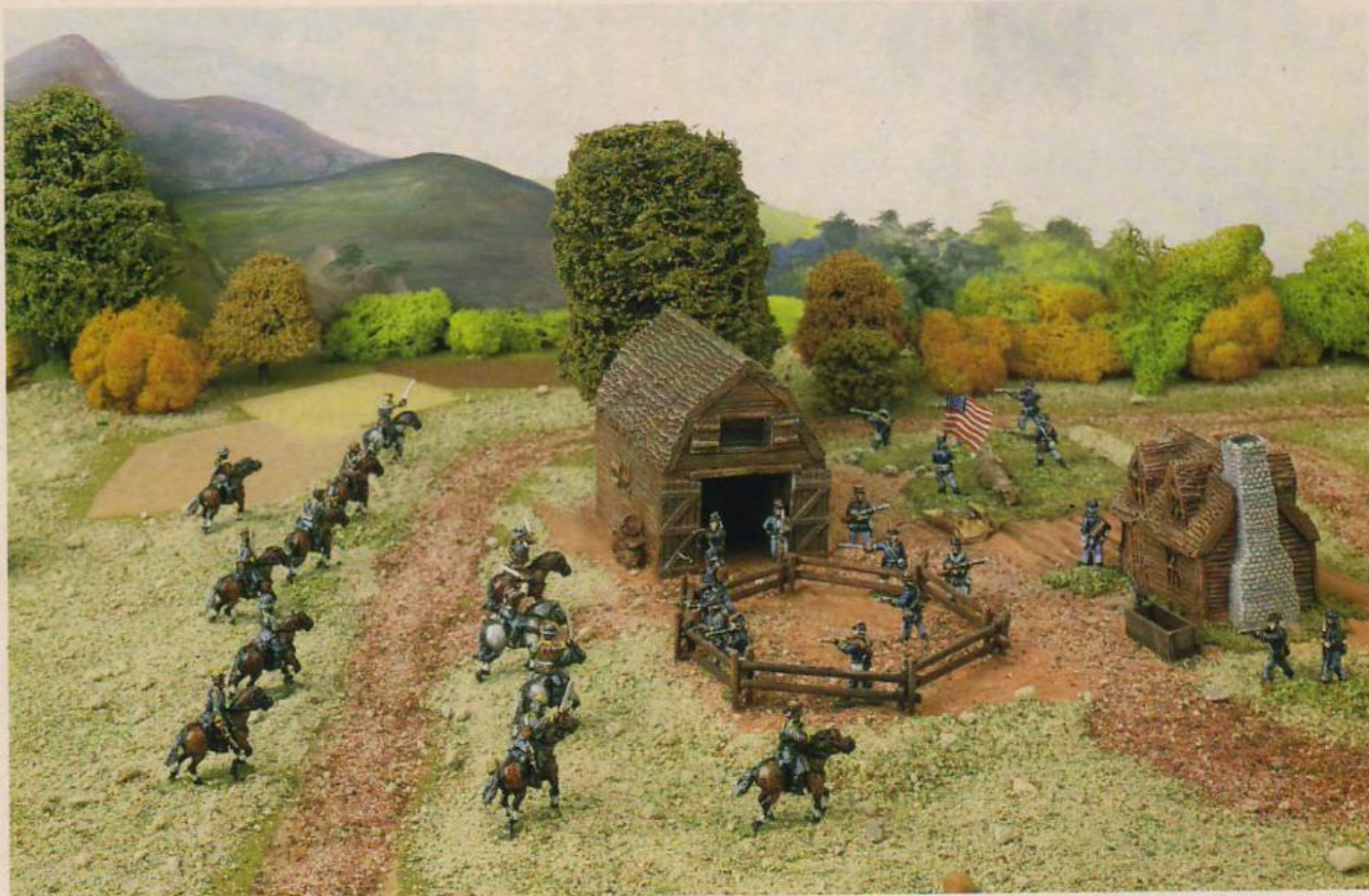


Deployment of Troops Towards Close of Battle  
(not to scale)

Union units are indicated by a bar, thus:

2nd Tenn.





*"Chawplug II: Return of the Rebs". 'Goldurn it, Major! Jeb Stuart's fritterin' away his cavalry in penny packets, instead of massin' 'em accordin' to Napoleonic principles!' 'Don't take no wooden nickels, Sergeant Chawplug! Those riders have still gotten closer 'an 33 yards! Jes' keep firin'!*

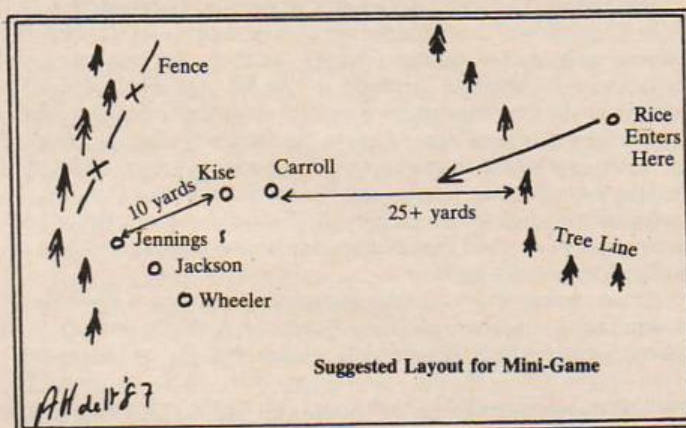
*Toys: Pioneer Miniatures. Buildings: Hovels. Philological note: OK, so nickels weren't minted till after the ACW, but this is pure Hollywood!*

#### GAME ORGANISER'S NOTES

Once players have read their briefings, set up the situation as shown, but do not allow Rice on immediately, wait until Kise and Carroll have exchanged a few words. All privates are armed with Minié rifles, which at close range will hit for a score of 1 or 2 on a d6, 1 at longer range/moving target; officers with revolvers, which hit for 1 at close range only on a d6, and hold six shots. Rifles take six turns to reload; pistols cannot be reloaded whilst moving, and take twelve turns. During a turn a man may fire, run 10 yards (according to whatever scale has been chosen), or ride 15 yards. Close range is 0-20 yards, long range anything over 20 yards. Dice for any shot that hits: 5 or 6 kills; 3 or 4 gives a serious wound; 1 or 2 a light wound/scratch; two serious wounds kill. Play the game quickly to discover Carroll's—that is Zollicoffer's—fate. If he is killed, two of the regiments of his brigade will retreat in confusion, but may be rallied. Return to the main game, and explain the purpose of this mini-game afterwards.

#### A BRIEF ACCOUNT OF THE ACTUAL ENGAGEMENT

At daylight the Confederate cavalry of Zollicoffer's Brigade encountered Wofford's pickets, who fell back on the reserve, two companies of the 10th Indiana, whilst Wofford informed Manson of the attack. Colonel Manson ordered up the rest of the 10th Indiana, the 4th Kentucky and an artillery battery, before riding off to inform General Thomas. En route he also roused the camp of the 2nd Minnesota. Meanwhile, Wofford's cavalymen, fighting on foot, and the 10th Indiana were falling back before the rebels. Colonel Fry brought up the 4th Kentucky and deployed it to the left of the 10th along the fence. Some of Wofford's men and the 10th rallied upon the 4th Kentucky, but the rest of the 10th retired to their camp before they could reform. The Confederates were able to crawl up a ravine in front of Fry's position to fire; the Colonel mounted the fence and "in stentorian tones denounced them as dastards, and defied them to stand up on their feet and come forward like men". There was then a lull in the fighting, during which Zollicoffer met his death in the manner described above.



## ATHENA BOOKS

Distributor for:

Pengel & Hurt Seven Years War series Partizan ECW series, Raider Games, Datafile, Leeson Wargames Library, The Courier, Empires Eagles & Lions, ECW Notes & Queries. We stock new books from all the main military publishers, plus 25,000 second hand & out of print military titles.

Send for details & free catalogue to:



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



# THE LAND IS DEAD

## An introduction to the Cape Frontier Wars, 1799-1878

PART ONE by Ian Knight

The 1879 Zulu War remains one of the most fascinating of Colonial campaigns, but the drama of Isandlwana and Rorke's Drift tends to overshadow many other intriguing and historically crucial campaigns which shaped the development of southern Africa.

Between 1799 and 1878 no less than nine wars were fought against the Xhosa people on the eastern frontier of the Cape Colony. They were known at the time as "Kaffir Wars", the word "kaffir" referring to black Africans in general or Xhosa tribesmen in particular (Xhosa being a difficult word for Europeans to pronounce, as it has a clicking sound on the X: the easiest Anglicisation is "kor-sah"), although it has since acquired highly derogatory associations. Each war had its own immediate cause, but underlying them all was a fundamental clash of cultures; that of the whites advancing east from the Cape, and that of the Africans originally from the north, advancing westward.

The Cape was colonised by the Dutch East India Company, who arrived in 1652, and established a small supply base to provision their ships on the long haul to the Indies. These first settlers found the Cape uninhabited but for small nomadic bands of the indigenous Khoi people ("Hottentots"), who were easily brushed aside. Over a century, this colony grew, swollen by an influx of religious refugees from Europe, and developed an independent spirit. Despite the wishes of their bosses, the Company, the colonists began to drift westward in search of pastures new. Here, on a stretch of rolling grassland beyond the Bushmans River known as the *zuurveld*, the "sour veld", sometime in the 1750s, they bumped into the Xhosa.

The Xhosa were a more formidable race than the Khoi. Their racial stock and language was similar to that of their northern cousins, the Zulus, and, like the Dutchmen, the "Boers", they were pastoralists. Initial individual contacts were friendly, but circumstances contrived to force Xhosa and settler into bitter enmity.

In Cape Town the administration noted the contact with the Xhosa with some concern, having neither the resources nor inclination to become involved in border disputes. Somewhat arbitrarily the government fixed as its frontier the Great Fish River, beyond the *zuurveld*; everything to the west was Cape property, it decided; everything to the east was barbarian savagery. Alas, this bureaucratic decision ignored the reality of a situation in which the *zuurveld* was already occupied by small adventurous parties of both Xhosa and Boer. And the situation was further complicated by a rift in the Xhosa body politic.

Xhosa society was much less centralised than that of the Zulu. It comprised a number of clans headed by chiefs related to a paramount, to whom they owed allegiance, but who had little power over them. In 1778 the paramount chief Gcaleka died. His succession was disputed by his brother, Rharhabe, who attacked the

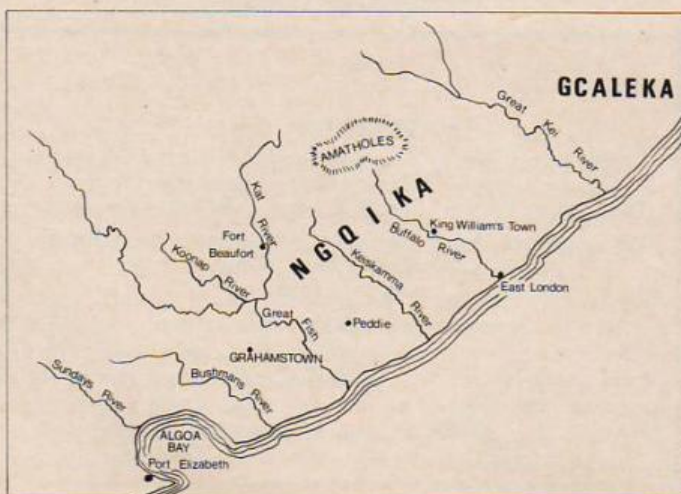


(1) A fine study of a Xhosa warrior, draped in a blanket and carrying his throwing spears. The shield is of the type associated with the Zulus, which replaced a simpler Xhosa type from the mid-1820s on, with the arrival of the Mfengu.

young heir of the *ama Gcaleka*, "the people of Gcaleka", but was driven off. He turned westwards, and attacked another Xhosa clan along the way. This clan, the *imiDange*, crossed into the *zuurveld* to escape the wrath of the ambitious Rharhabe.

To the scattered frontier Boers, this influx of Africans seemed like a flood. They pleaded for official help, pointing out that the Xhosa incursion was technically an invasion, and a local *landdrost* or magistrate, the tough and ruthless Adriaan van Jaarsveld, called out a commando, a band of local volunteers who served as police force and army. Van Jaarsveld ordered the *imiDange* to return across the Fish. When they did not, he fell on them. On one occasion, whilst parleying with tribesmen, he threw a tobacco pouch on the ground; as the Xhosa scrambled to pick up the contents, van Jaarsveld's men opened fire. The *imiDange* retreated to the dense bush of the Fish river, and the first so-called war was over.

Technologically, the Xhosa were outclassed by Boer muskets. The Xhosa nation did not boast a standing army like that of the Zulus: when a chief wished to fight, he simply sent round a message, "The land is dead!", and the warriors mustered at his kraal. The



(2) A dance of Xhosa warriors. Note the traditional hide cloaks, worn with the hair inside, and turned out at the top.



majority fought naked, or dressed in a hide cloak, stained with red ochre and worn with the hair inside. Some of the young warriors wore an impressive headdress consisting of grey wing feathers in a headband; senior men wore one or two crane feathers. Oval ox-hide shields were common in tribal conflicts, but the Xhosa soon realised that they were ineffective against bullets, and they became less common as the wars dragged on. For weapons, each man carried a bundle of throwing spears. A warrior would charge down on his enemy, holding the bundle in his left hand, and throwing with his right, beginning at a range of fifty yards. The spears were made to vibrate in flight, which added to their accuracy and penetrating power. The last spear was retained for use as a stabbing weapon, in case fighting became hand-to-hand. Traditionally, the Xhosa battle tactic was an encircling one, not unlike the Zulu "chest and horns"; a body of young warriors would advance from the front, whilst flank parties rushed out on either side. A body of senior men would remain in the rear guarding the chief, who was expected to be on hand, though not to expose himself too much. Throughout the Frontier Wars, the Xhosa distinguished themselves by their ability to adapt their strategy and tactics. Though the effectiveness of Boer muskets must have come as an unpleasant shock in this first war, they soon learned to abandon open rushes and opt instead for raids launched from bush that was largely impenetrable to whites.

The political situation amongst the Xhosa remained messy in the aftermath of the first war, which had only touched one minor clan. In 1782 Rharhabe was killed raiding a neighbouring tribe, and his son Ngqika succeeded. But Ngqika was a minor, and his uncle Ndlambe took charge of the amaRharhabe. Ndlambe was no less ambitious than his predecessor, and he sought to exert his control over the imiDange and their allies the Gqunukhwebe clan, both of whom lived west of him. These two clans denied Ndlambe's seniority, but were caught between a rock and a hard place. In order to escape Ndlambe, they drifted into the *zuurveld*. Ndlambe at once pointed this out to the Boers, and offered to help the settlers despatch their mutual enemies. In May 1793 the Boers put a commando into the field, but contented themselves with looting cattle from the *zuurveld* Xhosa, before withdrawing. Enraged, these warriors swept across country, driving out Boer settlers and burning their farms. A strong counter-attack merely managed to check the situation. A peace was patched up, but the vanguard Xhosa clans remained on the *zuurveld*.

If there was dissension in the Xhosa camp, the close of the eighteenth century brought it in the European one too. In Europe the Revolutionary Wars raged, and in 1795 control of the Cape passed to the British. In the course of the following years, they would lose it and regain it before coming to stay, and their arrival would not



(3) The "wing" style headdress worn by some Xhosa warriors (Exeter Museum).

be appreciated by the frontier Boers. As well as problems with the Xhosa, the British would have to cope with a number of small Boer rebellions. Their first short sojourn set the scene; they were immediately embroiled in another Frontier War.

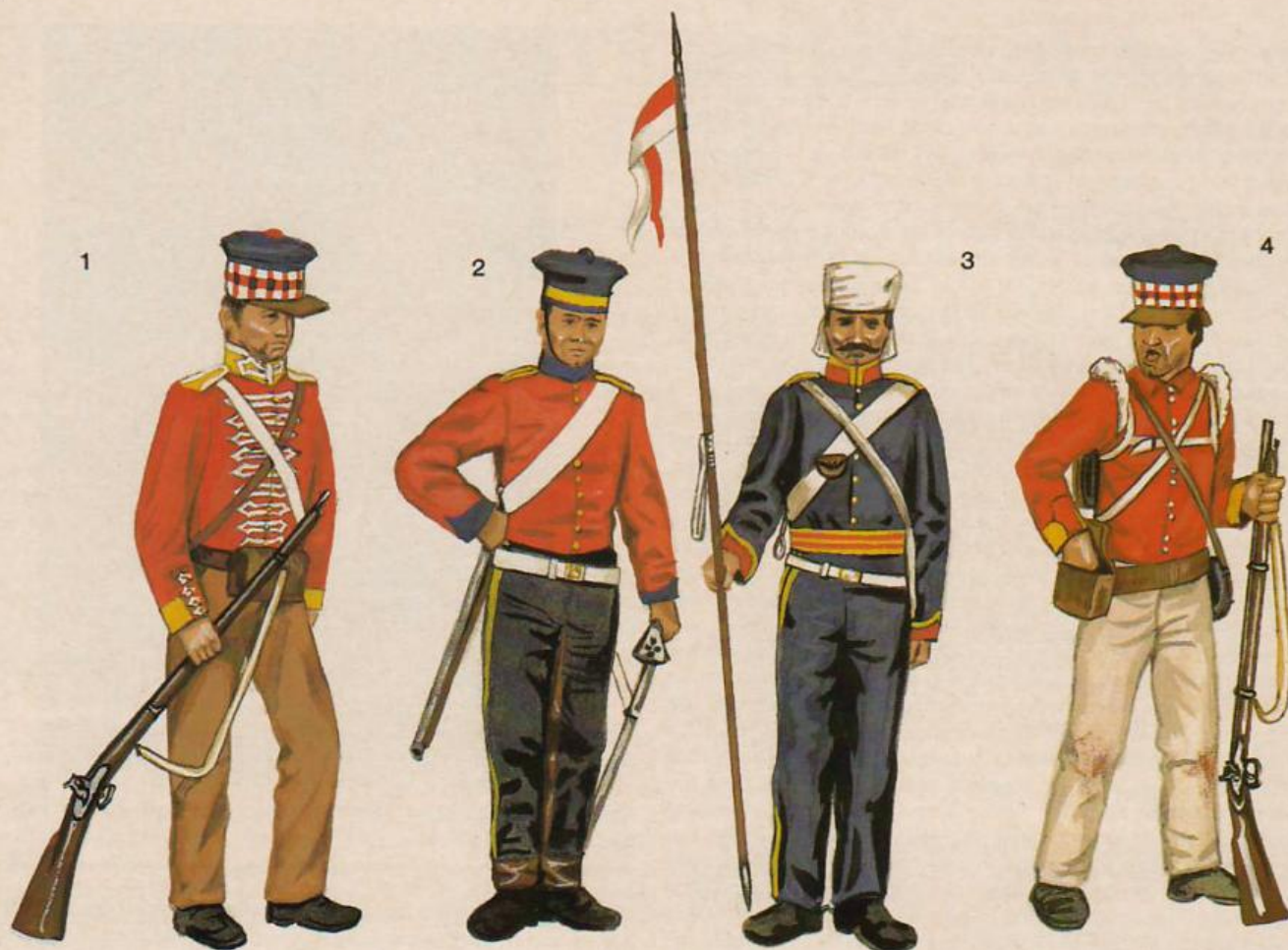
In 1794, Ndlambe's ambitions had received a rude shock. His nephew Ngqika, for whom he was regent, had no sooner undergone the ceremonies attendant on the arrival of manhood, than he organised a coup and ousted his uncle. Ndlambe, affronted, appealed to the paramount, who lived to the east, and hitherto avoided involvement either in the campaigns of the amaRharhabe, or with the whites. The paramount now sided with Ndlambe, which proved to be a mistake, as young Ngqika was a talented warrior, and

#### Captions for colour artwork

If for no other reason, the Cape Frontier Wars are interesting because they mark the evolution of a practical campaign dress in the British Army. Figure (1) represents a Private of the 72nd Highlander in the Sixth War. The wings have been removed from the jacket, and the brown trousers and leather peak to the forage cap are local improvisations. The large cartridge pouch worn at the front of the belt became a feature of British dress in the Wars. The two British cavalry regiments who fought in the wars were the 7th Dragoons (figure 2) who charged at the Gwanga in 1846 wearing forage caps and undress jackets. The 12th Lancers (Figure 3) saw some service in the Eighth War, and in the separate Basutho Campaign. Figure (4) depicts a private of the 91st in the "War of the Axe". He wears the coatee with the collar turned down, and stripped of lace. His cap has added peaks fore and after. The most impressive local adaptations were made by the 74th Highlanders in the Eighth War, who went into action in a loose hunting shirt, dyed a variety of colours from grey to brown. The Private (Figure 5) carries his possessions in a blanket roll on his back, rather than in a pack, and the Officer (Figure 6) carries a double-barrelled shot-gun, a popular weapon for bush fighting. Figure (7) shows a Private of 73rd in the 1850s, in locally acquired trousers, a coatee stripped of all ornament, and a civilian hat. Figure (8) depicts an Mfengu warrior. The Mfengu were originally of Natal stock, and their dress was similar to that of the Zulus, but after prolonged contact with the Xhosa their appearance became more Xhosa. By the 1870s, many went into battle in European clothing. Finally, Figure (9) depicts a Private of the 1/24th, 1878. An extreme case, his clothes are patched and he has lost his sun-helmet, and replaced it with a wide-brimmed hat.

Figure (1) represents a young Xhosa warrior in traditional fighting costume. Both the cloak and the warrior's body have been smeared with red ochre, to give a rich red-brown glow. The cloak is wrapped round the left arm and held across the body for protection. The Xhosa were very fond of decorating themselves with beads. Figure (2) shows an alternative way of wearing the blanket cloak; this blanket is a typical trade pattern, common as contact with white traders increased. Figure (3) shows the typical dress of a chief. He wears a leopardskin cloak, worn with the hair inside, but turned out at the top. The outside has been coloured with ochre. He wears a single crane feather, an emblem of seniority. Figure (4) represents a traditional Xhosa shield. About 4 ft. 6 ins tall, these shields were not as well constructed as the more familiar Zulu type. They were widely used in tribal wars, but seldom against Europeans, as they were not effective against bullets, and cumbersome to carry in the bush. Some illustrations show that the coming of the Mfengu influenced the pattern of Xhosa shields, this style giving way to the more familiar "Zulu" style. Figure (5) shows the spectacular "wing" style of headdress worn by some young warriors. The Xhosa did not have "regiments" like the Zulus, and different portions of the army wore no distinguishing costume, apart from crane feathers for senior men, and this headdress. Many warriors fought naked, without blanket or headdress. There are many accounts of Xhosas wearing sandals, but these do not feature much in contemporary illustrations, and so have been excluded here.









X-AUG-87



promptly drove the paramount back across the Kei. This fight marks the establishment of two different sections within the Xhosa nation, the *amaNgqika*, Ngqika's people, in the west, technically owing allegiance to, but largely independent from, the paramount's section, the *amaGcaleka* in the east. In 1799, Ndlambe gathered his followers and crossed the Fish. His arrival amongst his old enemies there stirred up an already tense situation.

In March 1799 British Brigadier-General Thomas Vandeleur arrived on the Frontier to quell a half-hearted Boer rebellion. Whilst there, he tried to usher the *zuurveld* Xhosa back across the Fish. Afraid of being caught between two fires again, they took to the bush. A war party blundered into one of Vandeleur's patrols, and attacked it. The Xhosa then attacked the general's camp, but were driven off with volley fire. It was the first taste of Frontier warfare for the British, and they did not enjoy it: warfare against the Xhosa was "inconceivably difficult", one noted in his diary, being "carried on through almost impenetrable forests, over great hills, and through torrential rivers". It was the shape of things to come.

Thinking he had defeated the Xhosa, Vandeleur prepared to depart and leave the mopping up to the local commandos. He had, however, misjudged the situation, for the Xhosa found a new ally. For many years the Boers had employed Khoi servants on their farms in conditions amounting to little more than slavery. When the British arrived, the Khoi appealed to them to redress their grievances. When this help was not forthcoming, the Khoi threw in their lot with the Xhosa. Dressed in European clothes, mounted and armed with muskets, they were a match for the Boers. British troops were put into the field once more, and sporadic fighting dragged on until political considerations in Europe forced a British retreat, and an uneasy peace settled on the *zuurveld*.

They returned in 1806, this time (as political allegiances had shifted in Europe) taking the Cape by force. They attempted to impose some order on the chaotic Frontier, and in 1811 ordered Ndlambe to retreat across the Fish. When he refused to go, several divisions swept the bush and drove him out. The Fourth Frontier War was short, sharp, and a success for the whites.

The peace was short-lived. The quarrel between Ngqika and his uncle became increasingly bitter. In 1818 Ngqika attacked Ndlambe, but was disastrously beaten in the battle of Amalinde. Ngqika, sensing his power beginning to slip, appealed to the Colony for help. The British saw an opportunity to rid themselves of the more troublesome Xhosa clans, and make an ally of Ngqika. In December 1818 a combined British and Ngqika force rampaged through Ndlambe's territory, capturing cattle and burning huts. Ndlambe retreated to the bush just long enough to watch the British retire. Then, abetted by a prophet of considerable renown called Makanna (also known as Nxele, "the left handed", translated by the Boers as Linksch, and Anglicised by the British as Lynx, as if it meant the wildcat), who promised that his magic would render bullets water, Ndlambe took his warriors into the heart of the Colony, and attacked the settlement at Grahamstown. On April 22nd, 1819 three thousand Xhosa swept down to attack the town. The garrison turned out to meet them, and, in one of the few pitched battles of these early wars, the Xhosa were driven off by volley and cannon fire. Ndlambe fled to the dense and tangled bush of the Fish river, where the British tried to hunt him down. Nxele surrendered and was exiled to Robben Island, off Cape Town. Ndlambe escaped, but his followers surrendered. Then the British turned to Ngqika, and presented him with the bill.

In return for their help in defeating Ndlambe, the British blandly told Ngqika that they would be extending their jurisdiction right up to the Keiskamma river. The land between the Fish and the Keiskamma would be a neutral zone on the fringe of the colony. Much of their traditional land, which had never before been in dispute, was to be given over to British settlers shipped out to provide a buffer between the unruly Boers and the Xhosa. This was a move which stunned the Xhosa, and made enemies of former allies. Among the outraged Xhosa was Ngqika's son Maqoma, who was to be expelled from his territory in the foothills of the Amathole mountains, a maze of ridges and ravines east of the Kat river. In times of future trouble Maqoma was to prove a most daring and implacable enemy.

There were other newcomers in the area, too. In the 1820s, the wars of the Zulu king Shaka devastated the lands to the north.



(4) The great Xhosa chief Maqoma and his wives.

Refugees from tribes shattered by the Zulu fled south, until they fetched up in Gcaleka territory. The Xhosa called them *Mfengu*, after a verb meaning to beg (the British knew them as "Fingoes"), and offered them shelter. But there were strings; the *Mfengu* were expected to accept a subservient status. Their situation was summed up by one *Mfengu* who said "the Xhosa offered the *Mfengu* food, but it was on the Xhosa side of the fire, and the *Mfengu* had to pass their hands through the flames to reach it". They too were destined to play their part in the troubled history of the Cape Frontier.

It was some time before the discontent caused by this settlement broke into open warfare, and before it did so, the two principle Xhosa actors in the saga passed from the stage. In 1828 Ndlambe, a tough old warrior aged nearly ninety, died of old age. His nephew and great rival Ngqika survived him by little more than a year. Broken and dispirited by the results of his association with the British, he drank himself to death. His heir was the son of his Great Wife, an under-aged boy with a withered leg, named Sandile. In Sandile's minority, command of the *amaNgqika* passed to the fiery Maqoma.

Tension mounted throughout the 1820s. The British settlers imported to fill the vacant land found life harsh, and were suspicious



(5) A characteristic of all nine Frontier Wars was fierce bush fighting.



of bands of Xhosa who wandered across the border. The Xhosa expressed their discontent by stealing settlers' cattle. Under a system imposed on the Xhosa after the war, aggrieved settlers were entitled to track stolen beasts and seek reparation by force from the culprit's kraal. Unscrupulous settlers "traced" their cattle to where Xhosa herds were fattest and carried off ample compensation. On December 10th a patrol seeking stolen horses ran into a party of armed Xhosa and opened fire, killing two men and wounding two more. One of these, grazed across the scalp, was a chief named Xhoxho, a son of Ngqika. To the Xhosa, this was the final straw; the British were trying to kill the sons of their Royal House, Maqoma and his followers went secretly to the paramount Hintsa, and asked his blessing for an attack on the British. Hintsa gave it. On the 22nd December 1834 several thousand Xhosa swept into the Colony.

The settlers were completely taken by surprise, and fled to the towns for refuge. Some did not make it; at least one family, en route to safety in a wagon, was ambushed in the bush and wiped out. The small frontier garrisons holed themselves up in forts and blockhouses built after previous wars, and were powerless to stop the rampage. Farms were burned, livestock carried off, and bands of warriors encircled the laagers, taunting the settlers.

But, just when things looked blackest, a hero rode into town. The energetic, flamboyant Colonel Harry Smith, Peninsula veteran, arrived and took command. He ignored the Xhosa rampaging through the Colony, and instead struck out at the kraals of Chiefs thought to be ringleaders. He pushed out patrols which gradually drove the Xhosa back to their traditional strongholds in the Amatholes and along the Fish, then set out across the Kei to confront the man Smith thought was behind it all - Hintsa.



(6) Colonial or British supply wagons moving through the bush were an easy target for Xhosa attacks launched from the undergrowth.

Overawed by Smith's audacity, Hintsa came to meet him. As they discussed the situation, the Mfengu took advantage of the presence of British troops to change their allegiance. They gathered up their possessions lock, stock and barrel, and crossed into the Colony, where they declared themselves British subjects. The next day Hintsa, tired of Smith's harangues, tried to leave; Smith attempted to detain him, and when he tried to escape, one of Smith's volunteers blew the top of Hintsa's head off. The next day Smith crossed the Kei, leaving the amaGcaleka stunned and outraged. Without batting an eyelid, Smith turned his attention to the Amatholes, where Maqoma and other Ngqika chiefs held out. It proved a difficult and costly job flushing them out. The fate of a patrol of 30 coloured men under volunteer Lieutenant Charles Bailie indicates the nature of the fighting. Bailie's was one of several patrols sweeping a spur of the mountains known as *Ntaba-ka-Ndoda* ("The Hill which looks like a Man"). Bailie's men followed a small party of Xhosa into the bush, and disappeared. Weeks later their bodies were found; the Xhosa had lured them deeper and deeper into the bush, then ambushed and massacred them. The incident gave its name to a part of the heights which were to feature in later wars - Bailie's Grave.

At last, however, the Xhosa were hounded into submission. One by one the great chiefs laid down their arms to Smith, even Maqoma. By September 1835 the *zuurveld* was once more at peace.

## ENGLISH CIVIL WAR TREASURE FROM 'THE RAIDER'

Two NEW Books for the English Civil Enthusiast!

### FLAGS OF THE ENGLISH CIVIL WARS

Part One - The English Colours of Foot

by

Stephen Ede-Borrett

79 pages, nearly 100 illustrations

Price £5.45 including & packing

### THE SIEGE OF CHESTER:

NATHANIEL LANCASTER'S NARRATIVE

Reprint of the official Parliamentary Account

first published in 1646

Edited and with extensive notes

by

John Lewis

40 pages, with maps and illustrations

Price £3.85 including postage & packing

S.S.A.E. for catalogue to:

**RAIDER GAMES, 119 Elmete Way, Leeds, LS8 2ND**



## MILI ART

(THE EAST TOWER)

051 638 3535 or 051 638 6585



15mm, 25mm + Micro painted armies, units, individuals and painting service. We now offer over 500 different armies from Ancient Libyans - NATO. 25mm (80 piece) Starter Armies £51.50. 15mm (80 piece) Starter Armies £32.45. 15mm, 1,000 + pt Armies (160 + Pieces) £61.95.

ANCIENTS - MEDIEVALS - RENAISSANCE - HORSE MUSKET - NAPOLEONIC - A.C.W. COLONIAL - WWII - ULTRA MODERN

Hundreds of armies available in both 15mm + 25mm at above prices. PAINTED MICRO ARMIES, designed, organised and painted by Bruce Rea-Taylor author of CHALLENGER rules + lists. FULL RANGE OF TUDOR DESIGN BUILDINGS

MAIL ORDER - LARGE S.A.E. CATALOGUE 25p

62 Earliston Road, Wallasey, Merseyside.

All Cheques payable to: MILI-ART



Having put down the Xhosa, Smith set about establishing a new regime in the territory west of the Kei, a paternalistic system based - very loosely - on Xhosa law, which cast Smith in the role of "Great Chief", a role he enjoyed hugely, making the chiefs bow down before him in exaggerated obeisance, and promising in return the benefits of civilisation.

Alas, Smith's system went down no better with the Colonial authorities in England than it did among the Xhosa. Shocked by accounts of Hintsa's death, and embarrassed by Smith's presumption, the Government repudiated the acquisition of the new Colony. The Xhosa would be allowed to return to their own lands.

The long and tragic struggle for the Eastern Cape was by no means over.

CONTINUES  
NEXT MONTH





Early WWII Germans in 1/200th. from the collection of Steve Cox. All vehicles, figures, fences, gates, hedges and ruins from Skytrex. The buildings are Gallia. The terrain is from Total System Scenic who have developed a new system for their rivers and streams since this photo was taken – a special paint that gives them a more watery look!

## THE BATTLE FOR NORMANDY: Part II

by Anthony R. Tucker

### Operation Goodwood

In order to gain Lieutenant-General Bradley time, Montgomery decided to punch east of Caen. Three Armoured Divisions would drive down a narrow corridor east of Caen and seize Bourguebus ridge four and a half miles south of the City, ready to spread out into the plains beyond. German defences in this area were very strong and in depth, as Rommel had expected this to be the region chosen by the Allies for their break-out. Rommel himself was unable to control the impending battle, because on 17 July his staff car was strafed and he was severely injured.

GOODWOOD was launched on 18 July and made good initial progress until it ran into the in depth prepared positions of infantry and armour. The Germans had established five defensive belts east of the Orne, with thirty-six Tiger tanks supporting the second line, the fourth included seventy-eight 88mms and twenty-two flak guns, also in the area were 194 field guns and 272 *Nebelwerfer* rocket launchers. The lines were further reinforced by elements of the 1st SS and 12th SS Panzer Divisions.

The offensive soon bogged down into a slogging match, which succeeded in slowly grinding down the cream of the German Panzer units. By 20 July the offensive was called off, having gained the Americans time and stopping the transfer of any Panzer units to the west, at a cost of 4,000 British casualties and 500 tanks.

Field-Marshal von Rundstedt had been replaced for recommending

peace, by Field-Marshal von Kluge. But ironically on 21 July, during a temporary lull in the fighting south of Caen, von Kluge despatched a message to the Fuhrer recommending giving up.

### Operation Cobra

Three US Infantry Divisions of General Collins' US 7th Corps, were assigned the task of spearheading the break-out, drawing up on the Lessay-Periers-St Lo line. Initially scheduled for 24 July it had to be called off due to the bad weather. The following day the Americans withdrew 1,200 yards, while 2,500 bombers dropped over 4,000 tons of bombs on the German defences, in an area four miles long by one and a half miles wide just south of the St Lo-Periers highway.

At 0230 hours the assault troops moved off only to be slowed up by determined German resistance. Two days later General Collins decided to launch his armour into the thrust, the 2nd US Armoured Division lost one tank as they moved off and little serious opposition was met. The 7th Corps armour fanned out and the 8th Corps drove south along the coast into Brittany, ready for the sweep into line for a thrust towards the Seine.

While Lieutenant-General Patton waited for the US Third Army to become operational, he took over 8th Corps and drove southwards. By 29 July he had taken Coutances and Avranches. Then on 1 August Third Army became combat operational, ignoring Bradley's orders to



secure a wide corridor, Patton squeezed seven Divisions down the coast in twenty-two hours.

He was now ready to sweep north-eastwards toward the Seine in order to trap the German Wehrmacht in north-western France.

At this point, if not earlier, the Germans should have withdrawn behind the Seine to the comparative safety of the Fifteenth Army. But Hitler ridiculously insisted that no inch of ground should be given, denying his Generals of any initiative. Units of the Fifteenth Army had now begun to arrive in Normandy, but for nearly two months it had stood by inactive, depriving the Seventh Army of infantry support and thus the ability to consolidate its armour for an effective counter-attack. Now in an effort to seal the American break-out. Hitler disastrously ordered a counter-attack to isolate Patton. He wanted eight Panzer Divisions to assemble near Mortain, and to thrust towards Avranches on the coast. The Germans were simply driving themselves deeper into the trap.

On 7 August, von Kluge launched only four Panzer Divisions, they were all he could gather, and two Infantry Divisions, in an offensive he knew could not succeed. The tired Germans drove hard taking Mortain and advancing seven miles before the US 30th Division held them until reinforcements arrived. Then with the help of Allied air power, a crucial factor throughout the entire campaign, the German counter-attack died out. The 2nd Panzer Division, in an RAF Typhoon strike lost sixty tanks and 200 vehicles!

The following day the Allies could see that their plans were almost complete. The Canadians drove through the south of Caen and headed for Falaise, while the Americans sped eastwards, the trap was rapidly forming. Montgomery ordered the Americans to make a long hook, in order to trap as many Germans as possible and prevent any crossing the Seine. The developing pocket could not be properly closed, because the Germans dug in north of Falaise and the Canadian advance was slower than expected. The Germans were further hampered by Hitler, who was demanding a second attack against Avranches. By now the 20 July Bomb Plot against Hitler was being investigated, and many senior officers feared the consequences if they contradicted the Fuhrer.

Von Kluge had managed by 17 August to get permission for a withdrawal beyond the Orne, but he was replaced by Field-Marshal Model who ordered a withdrawal behind the Dives. He also launched the 2nd SS Panzer Division against the British moving southward towards Trun.

The US Third Army and the British 1st Corps were slowly heading for each other. The 'Falaise Pocket' was steadily being squeezed from all sides as the Germans valiantly held open the neck. By 17 August the pocket was only twenty miles wide by ten miles deep, containing about 100,000 Germans, remnants of fifteen Divisions with elements from twelve others, all trying desperately to extricate themselves. The Panzer Divisions managed to hold the Americans and Canadians at bay, but the vast columns of retreating Germans were decimated by Allied fighter-bombers and artillery, the roads becoming choked with burnt out vehicles which added to the chaos.

By 18 August the escape route was only five miles wide, but it was not completely sealed until the 21 August. When the last pocket was finally overrun the Allies captured 334 tanks and AFVs, 2,447 vehicles and 252 pieces of artillery! The Germans lost 50,000 men captured, eight Infantry Divisions and two Panzer Divisions were captured almost intact, and 10,000 killed. But significantly, 20,000-50,000 German troops escaped to fight another day, although many of them were killed before they crossed the Seine. Even so the Germans had lost all their equipment and it was seen as their worst defeat since the Battle of Stalingrad.

Meanwhile Patton was driving all out for the Seine. By 16 August, the US Third Army was on the line Orleans-Chartres-Dreux, facing little or no opposition. The drive was continued, hoping to swing north sealing off the Germans trapped against the Seine. The US 15th Corps though, was held up by determined resistance as the retreating Germans fought rearguard actions along the Seine. In crossing the river the remaining German units abandoned most of their equipment, saving a mere 120 tanks, out of a total of 2,300 originally employed in the Battle of Normandy. The US 79th Division of the 15th Corps managed to secure a bridgehead over the Seine at Mantes-Gassicourt on 19 August. By 25 August the Allies were across the river both north and south of Paris.

It had been hoped to by-pass Paris, but for military and political reasons this was made impossible. Realising liberation was on the way, the Parisians had risen up on 19 August launching numerous attacks on the German garrison. Hitler wanted Paris defended to the last man or



*A Churchill AVRE with the fascine mounted on its front reduced visibility, hence the commander riding on top of it. Note spare track links on the turret for extra protection. (RAC Tank Museum)*



*German Osttruppen captured in the American sector of Normandy. (Imperial War Museum)*

destroyed, but General von Choltitz the garrison commander, understandably had no intention whatsoever of burning Paris. Securing a one day truce, he withdrew his garrison, consisting of 5,000 men equipped with fifty pieces of artillery supported by a company of tanks from the Panzer Lehr Division, to the east of the City. In the street fighting that was to follow 2,788 Germans were killed and 1,483 Frenchmen. In the meantime, General Leclerc with the French 2nd Armoured Division, not surprisingly disobeyed orders and drove for Paris.

The Allies were forced to relent and by 25 August they were in control of most of Paris. An attack was launched on Choltitz' HQ, but the Germans held out for two hours before Choltitz was captured and the garrison surrendered. That afternoon General de Gaulle entered the City and the following day held a triumphant parade down the Champs-Élysées with the French 2nd Armoured Division. The fighting now moved increasingly eastward.

The German Wehrmacht had lost forty-three Divisions (roughly thirty-five Infantry Divisions and eight Panzer Divisions), two more than were originally stationed in northern France. They suffered a total loss of 450,000 men; 240,000 casualties and 210,000 prisoners, as well as losing most of their equipment; 1,500 tanks, 3,500 pieces of artillery and 20,000 vehicles. For the Allies the price of victory was dear, approximately 84,000 British and Canadians, and 126,000 Americans, consisting of 36,976 killed and 172,696 wounded. The Battle for Normandy was over.

... **Goodnight,  
Adolf!**



## REVO Figures and Flags

Revo 25mm and 15mm self-adhesive flags. Printed in full colour, simply cut them out, peel off the backing and attach them to the flag staff. The range to date comprises:

### 25mm sheets

No. 1 France Line Infantry 1804-15  
No. 2 Britain Infantry 1801-15  
No. 3 Britain Infantry 1801-15  
No. 4 Britain Infantry 1801-15  
No. 5 Austria Infantry 1806-15  
No. 6 Prussia Infantry 1803-15  
No. 7 Russia Infantry 1803-15  
No. 8 A.C.W. Union Infantry  
No. 9 A.C.W. Confederate Infantry  
No. 10 Bavaria 1803-15  
No. 11 Britain Guard Infantry 1815  
No. 12 Brunswick and Nassau Infantry 1815  
No. 13 German states Infantry, Hesse, Mecklenburg, Saxony 1803-14  
No. 14 Spain and Portugal 1806-14  
No. 15 France Infantry 1815  
No. 16 Cavalry standards, Austria, Britain, Prussia, Russia 1801-15  
No. 17 Cavalry standards, France, Saxony, Baden, Bavaria etc. 1804-15  
No. 18 German states Infantry, Lippe, Wurttemberg, Baden etc. 1812-14  
No. 19 ECW Royalist inf. & cav.  
No. 20 ECW Royalist inf. & cav.  
No. 21 ECW Part. inf. & cav.  
No. 22 ECW Part. inf. & cav.

### 15mm sheets

No. 1 France Line Infantry 1804-12  
No. 2 France Line Infantry 1812-14  
No. 3 Russia Infantry 1813  
No. 4 Austria Infantry 1806-15  
No. 5 Prussia Infantry 1803-15  
No. 6 Britain 1801-15  
No. 7 Britain 1801-15  
No. 8 Britain 1801-15  
No. 9 France 1815  
No. 10 Spain and Portugal 1806-14  
No. 11 A.C.W. Confederate Infantry  
No. 12 A.C.W. Union Infantry  
No. 13 Bavaria 1803-13  
No. 14 Brunswick and Nassau 1815  
No. 15 German states, Saxony, Hesse etc. 1806-14  
No. 16 German states, Baden, Wurttemberg etc. 1812-14  
No. 17 French Guard Inf.  
No. 18 Nap. Cav. standards, Russ/Pruss/Aust.  
No. 19 AWI Amer. & France  
No. 20 AWI Brit. & German  
No. 21 ECW Royalist inf. & cav.  
No. 22 ECW Royalist inf. & cav.  
No. 23 ECW Part. inf. & cav.  
No. 24 ECW Part. inf. & cav.

### WATERSLIDE TRANSFERS

Heraldic symbols, 4"x5" sheets filled with devices in various sizes suitable for many applications in different scales.

Series A Lions, eagles and other beasts

A1 Red, A2 Black, A3 Yellow, A4 White, A5 Blue, A6 Green

Series B Crosses, trefoils, fleur-de-lis etc.

B1 Red, B2 Black, B3 Yellow, B4 White, B5 Blue, B6 Green

Series C Ermine, vair, chequy etc.

C1 Red, C2 Black, C3 Yellow, C4 White, C5 Blue, C6 Green

Series D Axes, horse shoes, shells, garbs etc.

D1 Red, D2 Black, D3 Yellow, D4 White, D5 Blue, D6 Green

Price as per 25mm Flag Sheets

**REVO FIGURES** Standard range Napoleonic and E.C.W. plus multi-piece Normans, Saxons, Vikings and Landsknechts

Flag sheets 15mm = 40p each, 25mm = 70p each + 20% p&p over £6.00 post free (UK only)

Figures 25mm Napoleonic and E.C.W. .... 20p per foot figure  
20p per rider figure  
40p per horse

Figures 25mm Multipart ..... 30p per foot figure  
30p per rider figure  
40p per horse

+ 20p p&p over £10.00 post free (UK only)

### WHITTLESEY MINIATURES

PO BOX 46

WHITTLESEY,

Nr PETERBOROUGH, CAMBS PE7 2EW

Access purchases may be made  
by post or by telephone on  
0733 205131

Send s.a.e. of l.r.c. for lists of 60p for sample figure and flag plus lists.



## HEROES MINIATURES

7 WAVERLEY PLACE  
WORKSOP, NOTTS  
S80 2SY



### MAIL ORDER SPECIALISTS

*We stock the following products:*

20mm Elite forces, Skytrex, 1/76th scale vehicles, all Tabletop Games rules, Tabletop 15mm Laserburn Sci-fi, Asgard Renaissance, Tabletop Fantasy (formerly Asgard), Torture sets, Triton Napoleonic Ships.

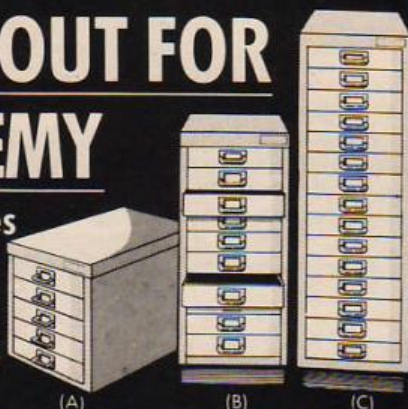
Heroes American Footballers Range, Heroes 25mm Laserburn Sci-fi range, Asgard Space Marines, Starbeasts, Sci-fi Spacefighters, & Ground Attack Vehicles, Super Hero figures, Doctor Who Range by Fine Art Castings (25mm & 40mm only), Ross & Heroics WWII, Scotia Models Modern.

Please send S.A.E. for full list

When replying to adverts please mention Wargames Illustrated.

## WATCH OUT FOR THE ENEMY

Keep your figures  
safe in our all  
metal Multi  
Drawer Cabinets  
(Made in U.K.)



FOR (A) Five Drawer Unit

Overall size (W x H x D)

(11" x 13 1/2" x 16 1/2")

drawer 2" deep

Cost only £48.95

FOR (B) Ten Drawer Unit

Overall Size (W x H x D)

(11" x 26 1/2" x 16 1/2")

drawer 2" deep

Cost only £67.95

FOR (C) Fifteen Drawer Unit

Overall size (W x H x D)

(11" x 37" x 16 1/2")

drawer 2" deep

Cost only £86.95

Other drawer sizes available

on request. Optional colours,

TWO TONE GREY or COFFEE

CREAM. Price includes V.A.T.

and delivery anywhere in U.K.

(excluding N. Ireland).

ORDER NOW by ACCESS or

BARCLAYCARD or send a

cheque made payable to Withy

Grave Stores (Leeds) Ltd.

Personal visitors

welcome. Registered

No. 648065. Please

allow 21 days for

delivery.

WITHY GROVE

WITHY GROVE STORES (LEEDS) LTD.

48 CALL LANE, LEEDS LS1 6DT. TEL: (0532) 459716.

## Sussex Miniatures

2 CIRCUS PARADE  
NEW ENGLAND ROAD  
BRIGHTON, E. SUSSEX  
Telephone: (0273) 25759

Formerly the PARADE GROUND we now manufacture the old Corvus range under the name of SUSSEX MINIATURES.

THE TIN SOLDIER range will retain its name. We also stock the SKYWARRIOR range of 1/300 white metal planes and other figure ranges, board-games, rules, paints, brushes and other wargaming items.

In the near future we hope to be manufacturing our own Fantasy figures in 25mm.

Send large S.A.E. for listings or come and see us. We are open from 10am to 5pm Monday to Saturday.

*We will be attending all the major shows this year.*

Trade enquiries for SUSSEX MINIATURES and TIN SOLDIER welcome.

When replying to adverts please mention Wargames Illustrated.





# GAMES PEOPLE PLAY

The gamers  
games shop.

## TEN HIGH

1/200 Scale  
Wargames Figures  
available now  
American Civil War  
Imperial Rome  
Crimean War  
Send SAE for lists  
and free samples

GAMES: Galore, too numerous to list from all leading and most minor producers. Wargames, fantasy, sci-fi, role playing, sports and business games. Specialist games magazines. Second hand and out of print games.

FIGURES: ESSEX & MIKE'S MODELS: We are the premier UK stockist.

HINCHLIFFE 20 & 25mm: We are the London agent.

JACOBITE 15mm: We are the London agent.

FRONT RANK: We are the exclusive London agent.

10 HIGH & WARFAND: We are the London agent.

FALCON: New Premier Ranges of 25mm & 15mm from the USA.

PLUS: DIXON, TABLETOP, DAVCO, TRITON, CITADEL, GRENADEER UK & US, METAL MAGIC, ASGARD, ESCI, AIRFIX, MATCHBOX and others.

PAINTS: ARMORY, HUMBROL, DBI, MINIATURE PAINTS, CITADEL, HOBBY

PLUS: WRG, OSPREY, ANSCHLUSS PUBLICATIONS, BLANDFORD, RULES, DICE, SPECIALIST MAGAZINES, PENGEL & HURT, WARGAMES GUIDES, BRUSHES, MODEL TERRAIN, BUILDINGS, SCENIC ACCESSORIES, READY PAINTED FIGURES, PAINTING SERVICE and yet more. We cram a lot in.

Mail Order: UK & BFPO: min p&p 0.50p, otherwise + 10% to max of £5.00

Europe: min p&p £1.00, otherwise +20% to max of £10.00

Other surface: min £1.50, otherwise +25% to max of £15.00

Other air: min £2.00, otherwise +50% to max of £40.00

Payment: UK cheque, IMO/Bank Draft in sterling, VISA, Mastercard, AmEx.

So, the sarge cums into the stores, an' 'e ses, 'Wot's this ere \*\*\*\* pile of games, models, rules, paints, books an' bleedin' little soldiers?' 'Them's surplus to requirements,' ses I, chewin' my pencil. 'Call yourself a bleedin' stores clerk?' ses 'e, 'then get 'em cleared out, flog 'em, an' make sure I gets my share, you 'orrible excuse for a soldier.' 'Yus Sir!' ses I.

Corse, 'e didn't see my 2 fingers as 'e left.

So, if you're quick about it an' get down 'ere afore he cums back you can get all these fings at real bargain prices. Nuff said.

## First Ever GAMES PEOPLE PLAY Clearance Sale

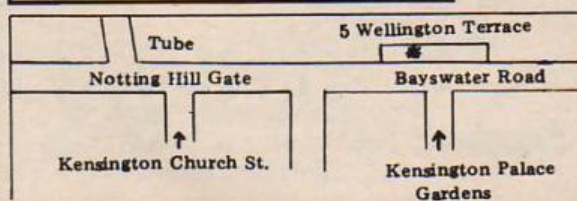
1,000's of wargames bargains  
in figures, games and accessories

Sale Commences Monday, January 4th  
Ends Saturday, January 23rd

## DON'T MISS IT!

Tube: Notting Hill Gate (200yds)  
Circle, Central and District lines  
Buses: A2, 12, 28, 31, 27, 52, 52A, 88

XMAS AND NEW YEAR  
WE SHALL BE OPEN AS  
USUAL  
EXCEPT DEC. 25th and  
DEC. 26th and JAN. 1st



### GAMES PEOPLE PLAY

The Gamers Games Shop

5 Wellington Terrace, on Bayswater Road, Notting Hill Gate, London W2 4L (just 1.5 miles from Marble Arch, a few minutes from Notting Hill Gate)

Tel: 01-727 9275



# GREAT BATTLES OF HISTORY REFOUGHT!

All the information you need to recreate the titanic struggles of the Napoleonic era.

Latest Edition! The third in the Peninsular Series:  
**PEN/03 The Crossing of the Douro Price £3.50**

48pp packed with info., maps, orbat, & rules for relighting the action.  
Great value!

## OTHER TITLES:

MON/01	Tippermair	£3.50	FPW/01	France-Prussian War, A Guide	£4.25
AW/01	Quilford Courthouse	£3.50			
1806/01	Sacile	£2.50			
1806/02	Thann	£2.50	FPW: Froeschwiler 1870	£3.50	
1806/03	Abensberg	£2.50	ECW: Aberdeen 1644	£3.50	
1806/04	Eckmühl	£3.05			
1806/05	Aspern - Essling	£3.05			
1806/07	The Pieve	£2.50			
1806/08	Raab	£2.50			
1806/09	Wagram	£3.75			
1813/01	Leutzen	£2.50	CB1	Russia 1806 - 14	
1813/02	Saulzen	£2.75	CB3	Italy 1805 - 14	
1813/03	Gross Beeren	£2.50	CB7	Naples, Cleve, Burg 1806 - 14	
1813/04	The Kattbach	£2.50	CB9	Prussia 1806 - 15	
1813/05	Dresden	£3.25	CB11	Saxony 1805 - 14	
1813/06	Leipzig	£3.75	CB12	Austria 1798 - 1814	
1814/01	Brienne	£3.05	CB14	Poland 1807 - 14	
PEN/01	Oliva and Viniere	£3.50	CB15	Prussia 1797 - 1806	
PEN/02	Corunna	£3.50	CB17	Baden, Württemberg 1806 - 14	
FPW/01	Wissenburg	£3.05	CB18	Sweden 1802 - 14	

ANSCHLUSS PUBLISHING  
79 GODFREY ROAD,  
SPRINGWORTH,  
NORWICH,  
NORFOLK  
Tel: (0603) 890495

MAKE MORE OF WAR WITH ANSCHLUSS

POSTAGE & PACKING

UK/BFPO - 30p per Title EUROPE - 45p per Title AIR MAIL - £1.20 per Title

# ECHELON DESIGN

3 BEECH GROVE, REEDLEY, NELSON, LANCs

## NEW! 25/30mm ACW!

INFANTRY

each 35p

- ACW 1 MOUNTED COLONEL  
ACW 2 OFFICER KEPI WITH SWORD  
ACW 3 OFFICER KEPI WITH REVOLVER  
ACW 4 OFFICER HAT ADVANCING  
ACW 5 DRUMMER BOY KEPI  
ACW 6 PRIVATE ADVANCING  
ACW 7 PRIVATE ADV HIGH PORTE  
ACW 8 PRIVATE ADV FIRING  
ACW 9 PRIVATE KNEELING FIRING  
ACW 10 PRIVATE SHOULDER ARMS  
ACW 11 PRIVATE ADVANCING  
ACW 12 PRIVATE ADV HIGH PORTE  
ACW 13 PRIVATE ADV FIRING  
ACW 14 PRIVATE KNEELING FIRING  
ACW 15 PRIVATE SHOULDER ARMS

ACW.7

ACW.6



ACW.1 30/H1

- \* 4 DEAD & FALLING FIGURES NOW ALSO AVAILABLE  
30/E 1 PACK OF 10 KNAPSACKS 50p  
30/E 2 PACK OF 10 ROLLED BLANKETS 50p

- 30/H 1 PRANCING HORSE 50p

FULL RANGE TO FOLLOW TO INCLUDE ALL ARMS EQUIPMENT AND SEVERAL PORTRAIT FIGURES AND DIORAMAS



ACW.9

ACW.8

ACW.3

## NEW! DG1 THE DUEL

MID. 18th CENTURY PORTRAIT GROUP ON A SCULPTURED BASE! price £3.95p

25/30mm

POST AND PACKAGE

UK / BFPO 10% min 50p  
SURFACE 25% min £1  
AIR 50% min £2

Cheques and PO's in Sterling only - payable to ECHELON DESIGN please

MAIL ORDER ONLY

# SCOTIA MICRO MODELS

1/300th WARGAME MODELS

## WORLD WAR ONE

### BRITAIN

- BF2 MkII Male 25p  
BF3 MkII Female 25p  
BF4 MkIV Male 25p  
BF5 MkIV Female 25p  
BF6 Mk V Male 25p  
BF7 Mk V Female 25p  
BF8 Mk V Male 25p  
BF9 Mk V Female 25p  
BF10 Mk V Male 25p  
BF11 Mk V Female 25p  
BF12 Mk V Female 25p  
BF13 Mk V Male 25p  
BF14 Medium tank Mk A Whippet 25p  
BF15 Medium tank Mk B 25p  
BF16 Rolls Royce Armoured car 19p

### FRANCE

- FF1 Char St Chammond 25p  
FF2 Char 2C 25p  
FF3 Schneider 19p  
FF4 Ft-17 with cast turret 19p  
FF5 Ft-17 with octagonal turret 19p  
FF6 Ft-17 T3F command tank 19p

### GERMAN

- GF1 A7V 25p  
GF2 A7V 25p  
GF3 LK11 light tank 19p  
GF4 Ehrhardt 17 Armoured car 19p

### WWI FRENCH

- FS1 Renault AMC 55 light tank 19p  
FS2 Renault AMR 33 light tank 19p  
FS3 Renault R35 light tank 19p  
FS4 Renault ADK truck open top 19p  
FS5 Renault ADK truck (canv top) 19p

### US

- US1 Hotchkiss H35 light tank 19p  
US2 Char B-1 heavy tank 19p  
US3 Somua S Medium tank 55 19p  
US4 Chemické loraine type 37L supply carrier 19p  
US5 Panhard AMD 178 A/C 19p  
US6 75mm field gun 19p  
US7 155mm field gun 19p  
US8 25mm A77 gun 19p  
US9 Lati M771 Field car 19p

### WWI USSR

- US10 T34 76/D 20p

### U.S.A. DISTRIBUTOR

Sinclair Inc.  
20 Astorway Rd.  
Niantic CT 06357  
U.S.A.

### CANADIAN DISTRIBUTOR

Sentry Box West  
3308 West 4th Avenue,  
Vancouver BC  
V6R 1N6

All models are individually priced and are sold unpainted. All models listed in the above catalogue are made of metal except for the range of buildings which are cast in resin.

Painting. All models are sold unpainted. When painting our model's we would suggest that an undercoat of a thin white paint is applied before the main top coat. In the painting of the metal models we would also suggest that a coat of varnish is also applied to protect the paintwork, this is not necessary for the resin model's, as the paint should not scrape off.

## MODERN CHINA

- CM1 T59 MBT 21p  
CM2 T62 light tank 19p  
CM3 T63 amphibious light tank 21p  
CM4 K63 APC 19p  
CM5 K63 with MG turret 19p  
CM6 Type 77-2 APC 21p  
CM7 Type 54 SP 122 21p  
CM8 K63 with 107mm MRL 21p  
CM9 K63 with 150mm MRL 21p  
CM10 K63 command APC 19p  
CM11 K63 ambulance 19p  
CM12 Jay-fong CA102 truck (open top) 21p

## WWII POLISH

- PS1 T7d medium tank 19p  
PS2 T7d medium tank 19p  
PS3 T7d light tank 19p  
PS4 T7d 20mm armed light tank 19p  
PS5 Vickers 6 tonner 19p  
PS6 Wz 34 armoured car 19p

## WWII JAPANESE

- JS1 Type 97 Chi-HA medium tank 19p  
JS2 Type 97 Bridge layer 40p  
JS3 Type 97 Engineers jungle cutter HO-K 19p

## WWII U.S.A.

- US1 Type 1 HO-HA APC 19p  
US2 Type 95 scout car Kurogane 19p  
US3 Zero fighter 25p  
US4 70mm infantry gun 19p  
US5 75mm mountain gun 19p

## WWII U.S.A. NAVAL

- NS1 British LCM Mk4 45p  
NS2 American LCPV 30p  
NS3 British LCA 30p  
NS4 LVT1 21p  
NS5 LVT2 21p  
NS6 LVT3 21p  
NS7 LVT4 21p  
NS8 LCT Mk5 £2.95

## WWII U.S.A.

- US1 M4A4 Sherman 19p  
US2 M3 HZ 19p  
US3 M3 HZ with output Mg 19p  
US4 M3 75mm GMC (T-12) 19p  
US5 M3 105mm GMC (T-19) 19p  
US6 M4 MAC 81mm mortar 19p  
US7 M4 Chaffin Light tank 19p  
US8 M15 AA H 19p  
US9 Studebaker 2 1/2 ton truck (open top) 19p  
US10 Studebaker 2 1/2 ton truck (canv top) 19p

## WWII BRITISH

- BS1 Vickers Medium MkII 19p

## SEND ORDERS TO

Scotia Micro Models

Dept. W1

32 West Hemming Street,

Letham, Angus, DD8 2PU

Scotland

Telephone 030 781 494

Telex 76252

MGUGANG SMM

Postage and Packaging  
United Kingdom: 10% of order value, minimum P&P 40p. Orders of £30 or more in value P&P free.  
Europe: 20% of order value, minimum P&P 50p. Orders of £30 or more in value, P&P reduced to 10%.  
Worldwide Airmail: 50% of order value, minimum P&P £1.00.  
Worldwide Surface Mail: 20% of order value, minimum P&P 50p.

The metal model's that we supply contain lead and are therefore not recommended for children under the age of 12 years old.

NOW STOCKING  
ESSEX MINIATURES

# SPIRIT games

Croydon Indoor Market  
Park St. Croydon Surrey  
Tel: 01 760 0078

For:

15mm, 20mm, 25mm & 1:300 figures from ancient Greeks to modern Israelis, plus equipment, buildings, ships, aircraft, scenics, paints, rules and boardgames.

Stockists of:

Ahketon, Avalon Hill, Bellona, TTG, Campaign, Corvus, Dixon, Hinchliffe, Hovels, H & R, GDW, Irregular, SPI Micro-scape, Navwar, Prince August, Skytrex, Standard, Tin Soldier and TSR and of course our own



# STRAT-OPS

THE GAME OF STRATEGIC AIR OPERATIONS

When replying to adverts please mention Wargames Illustrated.



# QUARTERMASTERS STORES

WE PRODUCE THE MOST COMPREHENSIVE CATALOGUE OF WARGAMING ITEMS IN THE UK.  
NOW AT OVER 70 A4 PAGES, WITH FREE REGULAR UK UPDATE

## PRODUCTS:-

5 mm Figures  
15 mm Figures  
25 mm Figures  
1/200th Tanks  
1/300th Tanks  
1/1200th Ships  
1/3000th Ships  
Rules & Lists • Uniform Guides  
Military Books • Buildings • Terrain  
Flags, Bags, Dice, Paints, Brushes & More

## CATALOGUE PRICE

(Includes £1.25 Credit Voucher)

£2.50 UK & BFPO

£4.00 Overseas

£6.00 Airmail

## SUPPLIERS REPRESENTED:-

Tabletop Games • Wargames Research Group • Newbury Rules  
MOD Games • Davco • Skytrex • Raider Games • Athena Books  
Partizan Press • PSL • Blandford Press • Osprey • Pengel & Hurt  
Jacobite Miniatures • Chariot Miniatures • The Tin Soldier  
Donnington Miniatures • Front Rank Figurines • Lancashire Games  
Action 200 • Stone Mountain • Pioneer Miniatures • Navwar  
Bellona • Battleground • Total System Scenic • Jena Enterprises  
Hard Cover • Wiseacre Designs • Hovels • Humbrol • Miniature Paints  
Revo Flags • Anschluss • **"WARGAMES FOUNDRY"**

## MAIL ORDER TERMS

Publications - Post Free UK & BFPO

Other Items - 30p per order, UK & BFPO

10% Surcharge Overseas Surface

50% Surcharge Overseas Airmail

VAT Reg. N° 385 7859 81

Partners - R.F. JOHNSEY  
C.A. JOHNSEY

Now in a shop at . . . . . Quartermasters Stores  
17 - 19, West Wycombe Road  
High Wycombe  
BUCKS. HP11 2RZ  
Telephone -  
0494 - 442445


## Rafm 25 mm.

### Historical

6700 U.S. Cav. Command Mtd.  
6701 U.S. Cav. Command On Mtd.  
6702 U.S. Cav. Mtd. & Fighting (3 assorted)  
6703 U.S. Cav. Mtd. (3)  
6704 U.S. Cav. on Foot (3)  
6705 U.S. Cav. Scouts (2 Mtd. & On Mtd. (14)  
6706 Cavalry Mtd. On Mtd. w. staff (4)  
6707 Indians Mtd. w/ separate weapons (3)  
6708 Indians Mtd. (3)  
6709 Indians On Mtd. (3)  
6710 Indian Chiefs & Medicine Men (3)  
6711 Gunsmen On Mtd. (3)

## BOOTS & SADDLES


PLAINS CAVALRY & INDIANS




19 Concession St., Cambridge, Ont., Canada,  
N1R 2G6 (519) 623-4832

## NEW

**Sculpted by Bob Murch**





Each pack contains 3 poses (except for 6703). 3 figs. per cavalry, 2 of each in a 6 fig. infantry pack.  
**Available in the U.K. from Portage Miniatures, Newark.**

**Rafm Quality**

## BRITANNIA MINIATURES

33 St. Mary's Road, Halton Village, Runcorn, Cheshire WA7 2BJ

## 25mm QUALITY WARGAME FIGURES "FROM THE HALLS OF VALHALLA"

### VIKINGS

- VK1 Viking with kneeling girl captive
- VK2 Viking carrying screaming girl
- VK3 Viking advancing with sword
- VK4 Viking advancing with spear
- VK5 Viking attacking with one handed axe
- VK6 Berserker biting his shield
- VK7 Berserker charging with 2 axes
- VK8 Berserker ulfshednar with sword
- VK9 Viking with 2 handed axe
- VK10 Viking throwing spear
- VK11 Viking standard bearer
- VK12 Viking king
- VK13 Viking hornblower
- VK14 Viking slinger
- VK15 Viking archer

50p each  
50p each

Prices - Foot 25p each

10% discount on orders of 10 or more of the same Code No.

Also available: Napoleonics, Scythians, Carthaginians, Romans, Colonials and our Little Big Horn range etc.

Send sae + 30p in stamps for full listing and sample foot figure.

Postage UK BFPO 12½% of order. Overseas Surface 33% of order  
Airmail 50% of order

When replying to adverts please mention Wargames Illustrated.



# LANCASHIRE GAMES

8 DUCIE STREET, BARDSLEY, OLDHAM OL8 2RD

## NEW! SEVEN YEARS WAR NEW!

**PRUSSIA**  
SYWP1 Musketeer march attack  
SYWP2 Musketeer charging  
SYWP3 Musketeer command pack  
SYWP4 Fusilier march attack  
SYWP5 Fusilier charging  
SYWP7 Grenadier march attack  
SYWP9 Feldjaeger  
SYWP15 Artillery Crew

**AUSTRIA**  
SYWA1 Infantry march attack  
SYWA2 Infantry advancing  
SYWA3 Infantry charging  
SYWA4 Line command  
SYWA5 Grenzer (assorted)  
SYWA6 Grenzer command pack  
SYWA8 Hungarian infantry  
SYWA9 Hungarian Grenadier

**SPECIALS**  
SYWSP1 Militia standing (asstd.)

**SAXONS**  
SYWS1 Musketeer  
SYWS2 Musketeer command  
SYWS3 Grenadier  
SYWS4 Grenadier command  
SYWS5 Dragoon  
SYWS6 Cuirassier

**BRITAIN**  
SYWB1 Musketeer march attack  
SYWB4 Infantry command  
SYWB11 Light infantry (asstd.)

**HANOVERIAN**  
SYWH1 Musketeer at ready

**GERMAN STATES**  
SYWG1 Bavarian infantry marching (in waistcoat)  
SYWG2 Bavarian infantry marching (full coat)  
SYWG3 Bavarian Grenadier

## 15mm CRIMEAN

**BRITISH**  
BEA1 Line Infantry at ready  
BEA3 Line Infantry advancing  
BEA4 Line Infantry firing  
BEA5 Command pack  
BEA7 Rifleman firing  
BEA8 Highlander at ready  
BEA10 Highlander Command pack  
BEA13 Grenadier Guard at ready  
BEA15 Grenadier Guard command pack  
BEA17 Hussar Trooper  
BEA20 Lancer Trooper  
BEA24 Artillery crew  
BEA25 Heavy Dragoon trooper (Scots Grey)  
BEA75 Crimean General & aides

**French**  
NF1 Infantry advancing  
NF2 Infantry advancing Gt/coat  
NF3 Infantry Chasseur  
NF4 Command pack  
NF5 Artillery crew  
NF6 Chasseur d'Afrique  
NF7 Hussar  
NF8 Generals  
NF9 Zouave in campaign dress  
**Piedmont/Sardinian**  
NS1 Line Infantry  
NS3 Bersagliere  
NS5 Cacciatori

**Russian**  
CWR1 Infantry at ready  
a) in cap, b) in helmet  
CWR2 Infantry firing in cap  
CWR3 Infantry advancing in cap  
CWR4 Rifle battalion  
CWR5 Command pack  
CWR6 Artillery crew  
CWR7 Cossack  
CWR8 Hussar  
CWR9 Cuirassier  
CWR10 Generals

**FIGURES NOW SOLD IN PACKS:**  
Standard Pack (10 Inf or 5 Cav) 90p  
Command Pack (5 Inf or 3 Cav) 50p  
Art Crews Pack (4 crew) 40p

Other ranges available:  
25mm Fantasy, 15mm Boxer Rebellion, Indian  
Mutiny, Russo-Turkish, Eastern Renaissance,  
Crimean & British Empire.

## 15MM Designer Armies (A 200 piece bargain)

In answer to demands for more variety than given by our Ready painted armies at our usual bargain prices we have introduced this unique service:-  
You choose your army from any period up to a maximum of 200 pieces, (infantry 1, cavalry 2 pieces), from any of the below manufacturers and we will complete the army to your specifications for the bargain price of:-  
**£70 + £5 p&p UK (Overseas see p&p rates)**

The price includes the cost of the figure, painting, varnishing and Tetricon basing to your specifications. You just choose from any of the following manufacturers and we do the rest. Choose from:-  
Miniature Figurines, TTG, Jacobite, Irregular Miniatures, Donnington Miniatures and our own Lancashire Games Miniatures.  
At this price can you afford to go anywhere else!

## 15MM READY PAINTED ARMIES. (Using Miniature Figurines)

Each includes a balanced army for the period  
Price includes the cost of the figure, painting, varnishing and Tetricon basing

**ECW £55 + £3 P&P (UK only)**  
**ROYALIST** - 26 MOUNTED, 100 FOOT, 1 GUN & CREW  
**PARLIAMENTARIAN** 22 MOUNTED, 120 FOOT, 1 GUN & CREW  
**NAPOLEONIC** £56 + £4 P&P (UK only)

**BRITISH** - 32 MOUNTED, 90 FOOT, 3 GUNS, CREWS & LIMBERS  
**FRENCH** - 30 MOUNTED, 96 FOOT, 3 GUNS, CREWS & LIMBERS  
**PRUSSIAN** - 29 MOUNTED, 100 FOOT, 3 GUNS, CREWS & LIMBERS  
**RUSSIAN** - 34 MOUNTED, 98 FOOT, 3 GUNS, CREWS & LIMBERS  
**7 YEARS WAR** £55 + £3 P&P (UK only)

**BRITISH** - 32 MOUNTED, 80 FOOT, 3 GUNS & CREWS  
**FRENCH** - 37 MOUNTED, 78 FOOT, 3 GUNS & CREWS  
**PRUSSIAN** - 32 MOUNTED, 80 FOOT, 3 GUNS & CREWS  
**RUSSIAN** - 32 MOUNTED, 83 FOOT, 3 GUNS & CREWS  
**AUSTRIAN** - 32 MOUNTED, 78 FOOT, 3 GUNS & CREWS  
**ACW** £55 + £3 P&P (UK only)

**UNION** - 10 MOUNTED, 110 FOOT, 2 GUNS, CREWS & LIMBERS  
**CONFEDERATE** - 23 MOUNTED, 95 FOOT, 2 GUNS, CREWS & LIMBERS

**FIGURE PAINTING RATES**  
15mm FOOT - 32p/CAV - 58p. 25mm FOOT - 70p/CAV - £1.10p

**TETRICON BASING** - a hard wearing finish that will last for years (as seen on our trade stand around the shows) - add 10% to the painting costs above.

## SEND S.S.A.E. FOR NEW LISTINGS OR 3 IRC's

### POSTAGE & PACKING

UK 10% (min 30p)  
OVERSEAS 12½% Surface (min £1.00)  
25% Airmail (min £1.00)

We now take Mastercard & Access

When replying to adverts please mention Wargames Illustrated.

# Military Miniatures

11 NORTH STREET, WISBECH, CAMBS PE13 1NP  
Dept WI, Telephone: (0945) 581582

15mm, 120 PIECE PAINTED ARMIES - £84.00.  
This includes figure painting, basing, varnishing, command group and standards where applicable.

4fa Indian  
9fa Later Hoplite Greek  
11fa Gallic  
12fa Alexandrian Macedonian  
13fa Alexandrian Army  
14fa Asiatic Early Successor  
15fa Macedonian Early Successor  
16fa Ptolemaic  
21fa Galatian  
22fa Camilian Roman  
23fa Hellenistic Greek  
25fa Later Macedonian  
26fa Bactrian Greek  
27fa Parthian  
31fa Sarmatian  
33fa Early German  
35fa Marian Roman  
39fa Early Imperial Roman  
42fa Dacian  
43fa Middle Imperial Roman  
44fa Early Gothic or Vandal  
45fa Sassanid Persian  
49fa Late Imperial Roman  
51fa Hunnic  
53fa Patrician Roman  
58fa Slav  
59fa Avar  
63fa Arab Conquest  
64fa Tibetan  
66fa Arab Empire  
70fa Viking  
75fa Anglo Danish  
85fa Scots Isles and Highlands  
111fa Anglo-Norman  
95fa Early Crusader  
97fa Scots Common Army  
98fa Later Crusader  
102fa Feudal English  
105fa Prussian or Lithuanian  
108fa Teutonic Order  
111fa Mongol  
118fa Swiss  
119fa Knights of St John  
124fa Later Imperialist  
125fa 100 Years War English  
127fa Medieval French  
129fa Free Company  
130fa Early Burgundian  
135fa French Ordinance  
141fa Knights of St John  
142fa Teutonic Knights Later  
144fa Spanish Imperialist  
148fa French Wars of Religion  
149fa Huguenot Army  
149fa French Wars of Religion  
150fa English Army  
151fa Scots Army

17th Century European Armies  
158fa English Civil War Royalist Army  
159fa English Civil War Parliamentarian Army  
160fa English Civil War New Model Army  
161fa Scot Royalist, Montrose  
165fa Swedish Army, 30 Yrs War  
170fa Swedish Army, Late 17C  
**Seven Years War**  
196fa British Army  
197fa French Army  
198fa Prussian Army  
199fa Austro-Hungarian Army  
200fa Russian Army  
**Napoleonic Wars**  
201fa Saxony  
202fa Westphalia/Kleve-Berg  
203fa British  
204fa Brunswick  
205fa Nassau  
206fa Dutch-Belgian  
207fa French  
208fa Russian  
209fa Prussian  
210fa Bavarian  
211fa Wurttemberg  
212fa Spanish  
213fa Portuguese  
214fa Austrian  
215fa Duchy of Warsaw  
**American Civil War**  
216fa Union  
217fa Confederate  
**Francisco-Prussian War**  
220fa French  
221fa Prussian  
**Zulu War**  
222fa Zulu  
223fa British  
**Sudan Campaign**  
224fa British  
225fa Egyptian  
226fa Dervish  
**Boer War**  
228fa British  
229fa Boer

15MM PAINTED UNITS: NAPOLEONIC £14.00  
20 French line infantry c/w command  
20 British line infantry c/w command  
20 Spanish line infantry c/w command  
20 Prussian line infantry c/w command  
20 Austrian line infantry c/w command  
20 Brunswick line infantry c/w command  
20 Portuguese line infantry c/w command  
20 Nassau line infantry c/w command  
20 Bavarian line infantry c/w command  
20 Saxony line infantry c/w command  
20 Wurttemberg line infantry c/w command  
20 Dutch/Belgian line infantry c/w command  
10 French cavalry c/w command  
10 British cavalry c/w command  
10 Spanish cavalry c/w command  
10 Prussian cavalry c/w command  
10 Austrian cavalry c/w command  
10 Russian cavalry c/w command  
10 Brunswick cavalry c/w command  
10 Portuguese cavalry c/w command  
10 Nassau cavalry c/w command  
10 Bavarian cavalry c/w command  
10 Saxony cavalry c/w command  
10 Wurttemberg cavalry c/w command  
10 Dutch/Belgian cavalry c/w command



**SUPERB NEW SPECIAL OFFER**  
140+ Piece Minifig Army Packs,  
full lists of packs please phone  
**ONLY £14.25 inc. p+p**  
Examples:  
196fa SYW British  
197fa SYW French  
200fa SYW Russian  
201fa Nap. Saxony  
203fa Nap. British  
204fa Nap. Brunswick  
207fa Nap. French  
208fa Nap. Russian  
209fa Nap. Prussian  
210fa Nap. Bavarian  
212fa Nap. Spanish  
214fa Nap. Austrian  
216fa ACW Union  
217fa ACW Confederate  
220fa F.P. French  
221fa F.P. Prussian

### SAMPLES

1 15mm painted figure, 755 hill, a satchel of flint and a load of old rubbish to read about how wonderful all our products are will be sent to you, if you send us £1.00 (this will be refunded on your first order).

**MINI-MATRIX**  
One foot square terrain blocks fully compatible with the range of TSS two foot squares, and incorporating some nice new features!

TSSHM1 Plain Grassland  
TSSHM2 Desert wasteland  
TSSHM3 Earth wasteland  
TSSHM4 Water, sea  
TSSHM5 Black, deep space  
TSSHM6 Gully  
TSSHM7 Marsh  
TSSHM8 Undulating Terrain  
TSSHM9 Undulating Terrain plus hills  
TSSHM10 Fields  
TSSHM11 Woodland (Trees extra)  
TSSHM12 Rough Grassland  
TSSHM13 Moor  
TSSHM14 Flat Heathland  
TSSHM15 Raised Heathland  
TSSHM16 Oasis  
TSSHM17 Small Pond  
TSSHM18 Straight through river  
TSSHM19 Straight through river c/w island  
TSSHM20 Corner river  
TSSHM21 Straight through stream/brook  
TSSHM22 Corner stream/brook  
TSSHM23 Road/track crossing river  
TSSHM24 Road/track crossing stream/brook  
TSSHM25 Junction of 2 roads/tracks  
TSSHM26 Cross roads/tracks  
TSSHM27 Straight road/track  
TSSHM28 Corner road/track  
TSSHM29 Village/Town road/track base  
TSSHM30 Corner coastline c/w beach  
TSSHM31 Straight coastline c/w beach  
TSSHM32 Coastline c/w inlet/cove  
TSSHM33 Coastline c/w silted up estuary  
TSSHM34 Lake  
TSSHM35 Road/track plus field  
TSSHM36 Road/track plus marsh  
TSSHM37 Road/track plus wood  
TSSHM38 Road/track plus undulating area  
TSSHM39 Road/track plus gully  
TSSHM40 Sand dunes/vrough areas  
TSSHM41 Modern Tarmac road  
TSSHM42 River block plus field  
TSSHM43 River block plus wood  
TSSHM44 River block plus village/town base  
**HILL PACKS:**  
TSS101 Small Hill Pack (4-6 Hills)  
TSS102 Medium Hill Pack (2-6 Hills)  
TSS103 Large Hill Pack (1-2 Hills)  
TSS103a Extra Large Hill up to 36' long, 12'-18' wide  
TSS104 Small Wood Base (Trees extra)  
TSS105 Medium Wood Base (Trees extra)  
TSS106 Large Wood Base (Trees extra)  
TSS107 Large Hill with Craggy Face  
TSS108 Small Corner Contour  
TSS108a Medium Corner Contour  
TSS108b Large Corner Contour  
TSS109 Small Contour for 2 ft. block  
TSS109a Medium Contour for 2 ft. block  
TSS109b Large Contour for 2 ft. block  
**BAGS OF FLOCK:**  
TSS200 Verdant green flock (ideal for basing figures)  
TSS201 Bag of sand flock  
TSS202 Bag of brown flock  
TSS203 Bag of sea blue flock  
TSS204 Large bag of green flock

**TERRAIN AVAILABLE IN VERDANT GREEN OR SAND**  
Two foot square blocks of flame retardant polystyrene, modelled to produce a realistic and versatile wargames scenery.

TSS1 Plain Grassland £4.00  
TSS1a Sand £4.00  
TSS2 Short Gully £5.00  
TSS2a Long Gully £6.00  
TSS3 Marsh £4.50  
TSS4 Undulating Terrain no hills £5.00  
TSS4a Undulating Terrain with hills £6.00  
TSS5 Large Fields £6.00  
TSS5a Small Fields £5.00  
TSS6 Woodland (Trees not included) £5.00  
TSS7 Rough Grassland £4.50  
TSS7a Moor £4.50  
TSS8 Flat Heathland £4.50  
TSS8a Raised Heathland £5.00  
TSS9 Oasis £5.00  
TSS9a Small Pond £5.00  
TSS10 Straight Through River £5.00  
TSS11 Straight Through River with Island £6.00  
TSS12 Corner River £4.50  
TSS13 Road Crossing River £5.00  
TSS13a Rough Road Crossing River £6.00  
TSS14 Straight Stream £5.00  
TSS15 Corner Stream £5.00  
TSS16 Road Crossing Stream £5.00  
TSS16a Rough Road Crossing Stream £6.00  
TSS17 Straight Road £4.50  
TSS18 Corner Road £4.50  
TSS19 Cross Roads £5.00  
TSS20 Junction 2 Roads (Corner and Straight) £5.00  
TSS21 T Junction Road £5.00  
TSS22 Village Road Base £5.00  
TSS23 Straight Rough Road £5.00  
TSS24 Corner Rough Road £5.00  
TSS25 Cross Rough Road £5.00  
TSS26 T Junction Rough Road £6.00  
TSS27 Village Rough Road Base £6.00  
TSS28 Sea with Islands £4.00  
TSS28a Water or Sea £3.00  
TSS29 Cliff Face with shelving Beach £10.00  
TSS30 Corner Bay (left or right) £6.00  
TSS31 Coastline c/w River Estuary £6.00  
TSS32 Coastline c/w Inlet/Cove £6.00  
TSS33 Coastline Straight Through £6.00  
TSS34 Coastline with silted-up Estuary £6.00  
TSS35 Lake £6.00

**TERRAIN SPECIALS**  
Terrain specials are available in any shape or form - your own designs are welcome. Here are some typical examples which are now available - each item comprises one block incorporating the features specified:

TSS500 Straight Road, with gully one side and woodland the other £6.00  
TSS501 Straight Road, small Pond, Woodland £7.00  
TSS502 Straight Road, small Brook and small field £6.00  
TSS503 Corner River with Woodland on either side £7.00  
TSS504 Corner River with a small Village Base, Road or Rough Road £6.00  
TSS505 Straight Stream with Fields and Straight Road £7.00  
TSS506 Small Gully, Marshy area and small Field £6.50  
TSS507 Undulating area with Corner River £6.00  
TSS508 Undulating area, small Pond and a Gully £6.50  
TSS509 Heathland, Straight River and a small Woodland £7.00  
TSS510 Undulating area, small Woodland and small Pond £7.00

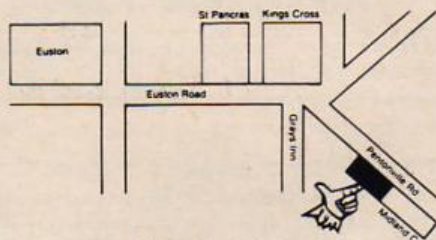
REMEMBER, when ordering by post please add 15% to all terrain orders up to the value of £35 (minimum postage charge - £2.00)  
For orders over £35, please add, only £5.00 for a securitor delivery.

When replying to adverts please mention Wargames Illustrated.





## GAMERS IN EXILE



283 PENTONVILLE ROAD  
LONDON N1 9NP  
Telephone: 01-833 4971

**WARGAMES - FANTASY GAMES**  
ESSEX  
DIXON  
FREIKORPS  
PLATOON 20  
IRREGULAR  
H&R  
CITADEL  
T.S.R.  
GAMES WORKSHOP  
AVALON HILL  
STANDARD  
DAVCO

PAINTED FIGURES BOUGHT AND SOLD

Opening: Mon 1.00-6.15  
Tue-Sat 10.00-6.15

## CLASSIFIED ADVERTISEMENTS

Ads should be accompanied by a cheque made payable to Stratagem Publications Ltd., 18 Lovers Lane, Newark, Notts. NG24 1HZ.

Rate: 15p per word. Minimum charge: £2.00 (Don't forget to add 15% VAT!).

### FOR SALE

**WARGAMES BARGAINS:** New, second-hand painted/unpainted 15/25mm figures. Send SAE stating interests to: Hopkinson, PO Box 125, Taunton, Somerset.

**FRENCH/WURTEMBERG NAPOLEONIC ARMY CORPS,** over 1000 very well painted 15mm figures - £330. Tel: 0908 562347 Preece.

**25mm NAPOLEONIC FRENCH, AUSTRIAN.** Also Renaissance. All painted. Cheap prices to clear. Send SAE for lists to N. Vye, 11 Perry Close, Appledown Newent, Glos. GL18 1TP.

**NEW 3rd EDITION FOLLOW THE EAGLE.** The Napoleonic computer moderated MINIATURES wargame. Spectrum 48k & 128k. 75 units per army. 15 named commanders per army, MANY NEW FEATURES. Plus campaign program. PLUS the usual high standard of WARCOM realism. Can you command troops or do you prefer to roll dice? £11.00 inc p+p. WARCOM, 5 The Poplars, Wordsley, Brierley Hill, West Midlands, DY8 5SN. Tel: 021 544 8954.

**QUICK SALE WANTED:** Hundreds of ECW 25mm figures, all types, all painted. Tel: 0608 63123.

### WANTED

**CASH PAID** for unwanted wargames figures, painted/unpainted 15/25mm. Send full list and sample if possible to: Hopkinson, PO Box 125, Taunton, Somerset.

# dixon

## 'Age Of Marlborough' 15mm

### ARTILLERY & CREW - OUT NOW!

AMA.1 Heavy Gun - 99p  
AMA.2 Medium Gun - 75p  
AMA.3 Artillery Crew - 75p

Consisting of the following 5 Crew:-

Gunner using handspike  
Gunner using sponge  
Matross (Assistant) standing with rammer  
Matross carrying water bucket  
Matross carrying shot

*Alternative crew to follow soon!*

### POSTAGE & PACKING

PLEASE ADD 10% for orders under £20  
5% for orders over £20  
Orders over £50 POST FREE

Our Distributor in the U.S.A. is:

Mr. J. B. Hood  
Area Code: 304 547 0000  
'Wargames', Box 278,  
Route 40 East  
TRIEDELPHIA, W.V. 26059

AUSTRALIA:  
'BATTLEFIELD'  
50 Clissold Parade,  
CAMPSIE, Sydney, N.S.W. 2194

*For our fully illustrated catalogue send £1.75  
or S.A.E. for list of new releases only.*

DIXON MINIATURES: Spring Grove Mills, Linthwaite,

Huddersfield, W. Yorks England. Tel: 0484 846162

**BOOKS BOUGHT FOR CASH.** Top prices paid for books on all military, naval, aviation and transport subjects. Keegan's Bookshop, Merchant's Place, Reading, RG1 1DT. Tel: (0734) 587253

### SERVICES

**WARGAMES FIGURES PAINTED** to collector's standards. Send s.a.e. or two IRC's for price list to: D. Seagrove, The Last Detail, 196 Parlaunt Road, Langley, Slough, Berkshire, SL3 8AZ.

**UNMADE PLASTIC KITS** and Military, Naval and Aviation books bought and sold. Good prices paid e.g. Ospreys £2 each. S.a.e. list: M.L. Rolling, 37 Shrewsbury Fields, Shifnal, Shropshire.

**A1 PAINTING SERVICE.** New U.K. price list. Foot 15mm-43p, 25mm-54p. Cav. 15mm-54p, 25mm-93p. 35 Manners Road, Balderton, Newark, Notts. NG24 3HU. Tel: 0636 701125.

**PROFESSIONAL PAINTING SERVICE.** 5mm-110mm Competitive rates and discounts given. Send for free price list & colour details. 3 x 1st class stamps required for sample: Paul Spencer, 33 Mundy Street, Derby, DE1 3PT. Tel: 0332 361834.

**G.J.M. FIGURINES.** Wargames figures painted to collectors standard. For sample s.a.e. to: 63 Woodfall Drive, Crayford, Kent, DA1 4TN. Tel: 0322 58073.

**QUALITY FIGURE PAINTING SERVICE.** From 2mm to 25mm, any civilisation, (Barbarians considered). Competitive prices. S.a.e. for list, £1 (refundable with first order). For sample and list. John Tait, 50 Collyer Avenue, Croydon, Surrey, CR0 4QW.

**MOONDUST PAINTING SERVICE.** Figures, ships, aircraft, vehicles etc. painted. Can organise wargame/roleplay armies for most rules. For details send s.a.e. to: 39 Gilpin Road, Newton Aycliffe, Durham, or Tel: Aycliffe 310335.

**WARGAME AND FANTASY FIGURE PAINTING,** professional service. For sample figure send £1 and 18p stamp to: R.T. Rees, 62 Dickens Avenue, Corsham, Wilts.



## NEW SHOP

**FROM MONDAY 16th NOVEMBER** Quartermasters Stores are in retail premises at 17-19 West Wycombe Road, High Wycombe, Bucks. HP11 2RZ. Tel: 0494 442445. (West Wycombe Road is the A40). Shop visitors welcome 9-5 Mon-Sat. It will take us a long time to have all the displays finished so don't be too disappointed if we're not ready when you turn up.

## CLUBS &amp; SOCIETIES

**THE NEW MALDEN AND SURBITON GAMES GROUP** is looking for members. Wargames, Boardgames and Role Playing Games are all well represented. For more information, please contact: Peter Moles, 28 Cromford Way, New Malden, Surrey, KT3 3BB. Tel: 01-942 5624.

**CALLING ALL WARGAMERS IN SOUTH YORKSHIRE & NORTH DERBYSHIRE.** Do you want to join a wargames society that has its own full time club rooms, with no-one to 'kick you out' at closing time? Then look no further than **Escafeld Kriegspiel**, a new wargames society in Sheffield. The main club meetings are Sundays 11.00 a.m.- 5.30 p.m. and Thursdays 7.00 p.m. to Midnight, at the club rooms on Hawksley Road, Hillsborough (close to Owlerton Stadium). Though use is made at other times. For details contact: Mr Roy Gunson, 5 Well Lane, Grenoside, Sheffield, S30 3RJ. Tel: 0742 464572.

## OPPONENTS WANTED

**YOUNG (16), INEXPERIENCED & BROKE**, but highly enthusiastic wargamer looking for clubs/enthusiasts in Westbury/Trowbridge area. Any era, any scale. Tel: Mike (Westbury) 823 875 after 5.30 p.m.

**ANNAN AREA**, anyone playing wargames, 15mm Napoleonic or other periods? Jack Squires, Cummertrees (04617) 355.

## THE TRANSFER MARKET

**JACOBITE MINIATURES** have been sold to a U.S. company, Simtac Inc, 20 Attawan Road, Niantic, Ct 06357, U.S.A. Scotia Micro Models will be handling the UK distribution (models will be manufactured in the UK under licence). The range will still be known as Jacobite Miniatures, and will be available from Jacobite Miniatures, UK Distributor, 32 West Hemming Street, Letham, Angus, DD8 2PU. There will hopefully be no changes with regards the quality and service for Jacobite, other than the new mail order address. If you require further information please contact us at the above address.

## FORTHCOMING EVENTS

**NORTH FARNBOROUGH WAR GAMES SOCIETY:** Don't miss our Annual Convention **VALHALLA 88** on June 18th 1988 at Farnborough Community Centre. Club meetings every Friday evening 6.30 till 11 at the same venue.

**BATTLEGROUP OPEN DAY**, 21st February 1988, is to be held at St. Nicholas Community Centre, Canterbury Way, Stevenage, Herts. from 11.00 a.m.-5.00 p.m. Admission is free, and we intend to stage a number of demonstrations and participation games, our club painting competition, and a wargames 'jumble sale' of surplus items donated by club members. Battlegroup aims to provide the widest possible range of activities to its members - role-playing, table-top wargames, boardgames, and even 'live' fantasy role-playing with reconstruction medieval clothing and arms. All periods of history, scales, etc. are welcome.

**SPRING MILITAIRE '88**. April 2nd & 3rd, Lancastrian Hall, Swinton, (Northern Militaire organisation team/old Northern Militaire venue.)

**THE LEEDS WARGAMES CLUB** will run its convention F.I.A.S. C.O. in 1988. It will be held at Armley Leisure Centre on June 18th. This is a new and larger venue and will have more trade stands, display and participation games, with a larger number of teams in the competition. Watch this space for more details.

## NEW SHOP! OPEN NOW!

**Mac's Models**  
**168 Canongate, Royal Mile,**  
**Edinburgh, EH8 8DF**

Open: 9am - 6pm Monday - Saturday

Bring this ad along (one/customer/visit)

Spend more than £5 and we'll give you  
5% discount (offer ends 31/1/88)

**Happy New Year!**

We cater for the wargamer, military modeller & roleplayer.

**VIETNAM TEACH-IN:** a residential weekend at Pendrell Hall College (near Wolverhampton) 5th-7th February 1988, to examine the US experience of the Second Indochina War. Lectures, discussions, wargames, role-plays. Cost around £48 for full board & lodging. Book by sending £15 deposit to Paddy Griffith, 47 Owlsmoor Road, Camberley, Surrey GU15 4SW.

**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 LS23 7DJ.

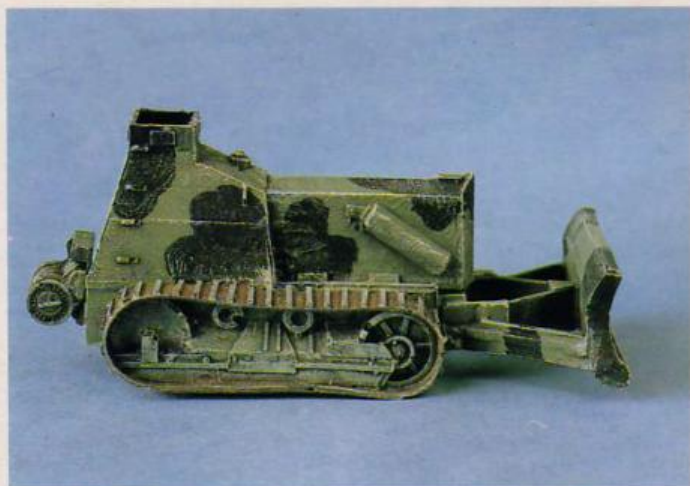
**When replying to adverts please mention Wargames Illustrated.**



## \*\* WARCON ONE \*\*

Organised by **Battle Honours** Warcon One will be THE wargaming event of 1988. In addition to a large trade fair Warcon will offer a weekend of lectures, films, demonstrations, competitions and other attractions. There are up to 600 residential places available on site in a number of residential blocks all of which will have a theme, e.g. Napoleonic, Ancient, Modern, etc. and which offer the facilities for wargamers to indulge in games for 24 hours a day if they wish. It is expected to attract wargamers from the USA, Europe and the United Kingdom. The location is Birmingham and the convention will run from Friday evening 19th August to Sunday 21st. An information sheet will be available from the end of October and can be obtained by sending an SAE to **Battle Honours, 5 Moors Lane, Oretton, Nr Kidderminster, Worcs, DY14 8RH**. Envelopes should be marked WARCON 1.

# PICTURE REVIEWS



## Armoured Bulldozer (S&S Models)

(Suitable for 20mm size figures)

This model of the late WWII vehicle is cast in a mixture of polyester resin and white metal. The standard of casting is quite good with not too many bubble holes in the resin, but the metal dozer blade was surrounded by a large amount of flash.

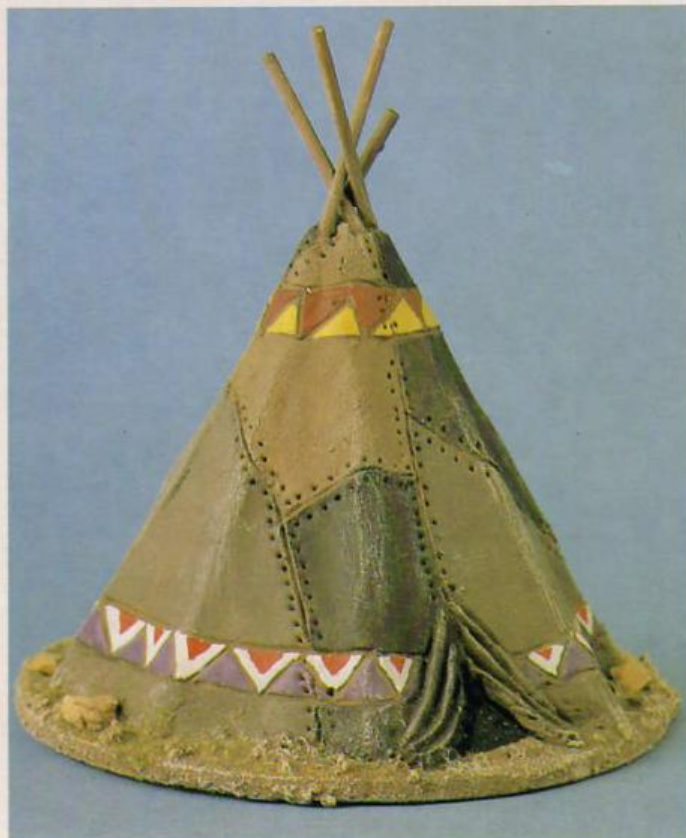
The amount of detail on the vehicle is adequate for the wargamer, but if some time were spent on it a well detailed vehicle could be produced.

There are a couple of drawbacks with this model:

- a) It is nose heavy with the blade made of metal.
- b) No instructions are included which could cause problems about locating the separate parts in the correct location.

However if you wish to build a WWII Armoured Engineer unit this kit is a must for 20mm gamers.

J.A.P.



(Apologies for the absence of the *Q.T. gun* and the *Echelon Design* ACW figures promised last issue. A batch of photos have been re-enacting the manoeuvres of D'Erlon's corps on June 16th, 1815. Hopefully they'll be all present and correct in the near future.)

We do have a **Hales Models** tepee, top right, which a tepee expert might well be able to fault, but which I (Joe Soap Wargamer) find excellent. Goes well with those new 15mm. **Minifigs**, or **Campaign Figures** or (if you buy a larger lodge) the 25mm. redskins from **Britannia**, **Connoisseur**, **RAFM** et al. I don't want any of our (doubtless many) Shoshone or Kiowa readers writing in to say that their needlework is much finer than indicated here: obviously there is an element of caricature here, as with most wargames products!

The **S&S** bulldozer is reviewed by John Plunkett, a far greater expert than I on things vehicular, having worked at the Army Transport Museum. Suffice it to say that John's comments on the potential problem of lack of assembly instructions will be adequately countered by our photograph. (Assuming John has assembled this one correctly!)

**Front Rank Figurines** have provided the ECW Musketeer group below, and fine fellows they are. Can be mixed with **Essex**, **Hinchliffe** or **Minifig** 25mm, scale-wise. So, even if you think you've got a big enough ECW force already, a few more units wouldn't hurt, would they?





# ◀ **STRATAGEM** ▶ 18 Lovers Lane, Newark, Notts. NG24 1HZ

## **Marlburian Wars, 1702-1715 (25mm)**

FOOT ..... 30p  
CAVALRY ..... 70p

**NEW! Jacobites for the 'Fifteen**  
MSJ1 Highland Chieftain  
MSJ2 Bagpiper  
MSJ3 Charging, broadsword & targe  
MSJ4 Charging, Lochaber axe  
MSJ5 Advancing, musket  
MSJ6 Rear ranker, musket  
MSJ7 Broadsword & targe  
MSJ8 Attacking, broadsword & targe  
MSJ9 Mounted gentry  
MSJ10 Highland lassie

**Offer:** pack of 50 Highlanders ..... post paid £13.50  
pack of 100 Highlanders ..... post paid £25.00  
(UK only)

**More Jacobites to follow**

**NB** Many of our Marlburian figures are multi-purpose, e.g. British musketeer firing can be painted as French, Bavarian Cuirassier and Hussar as Austrians, etc.

### **Bavarian Foot:**

Bv1 Musketeer, marching  
Bv2 Grenadier, high port  
Bv3 Officer, sword

### **Bavarian Cavalry**

BvC1 Dragoon  
BvC2 Cuirassier, tricornie  
BvC3 Cuirassier, lobster-pot  
BvC4 Hussar  
BvC5 General  
BvC6 Hartschiere in cassock  
BvC7 Guard Horse Grenadier  
BvC8 Kettledrummer  
(For Garde Karabineer use BvC1 Dragoon)

**Offer:** Bavarian Household Cavalry: 1 General, 1 Kettledrummer, 4 Hartschieren, 4 Horse Grenadiers, 4 Garde-Karabineers ..... post paid £10  
(UK only)

### **British Horse**

MB1 Officer  
MB2 Trooper  
MB3 Dragoon  
MB4 Trumpeter of Horse  
MB5 Mounted Dragoon drummer  
**British Foot**  
MB1 Musketeer firing  
MB2 Officer with spontoon  
MB3 Musketeer drummer  
MB4 Grenadier, high port

MDu1 Dutch Musketeer

MDu2 Dutch Officer

MDa1 Danish Musketeer

MF6 Dismid Dragoon (fur cap)

6pr field gun + crew (4) ..... £2.50  
Gallop Gun (3pr) + 3 crew ..... £2.20  
(Suitable for most armies.)

## **Wars of the Roses ..... 25p**

WR1 Wars of the Roses billman  
WR2 Burgundian pikeman  
WR3 Burgundian handgunner  
WR4 Longbowman  
WR5 Swiss EH1 pikeman  
WR6 Swiss H1 pikeman  
WR7 Swiss M1 pikeman  
WR8 Swiss L1 pikeman  
WR9 English man at arms, two-handed axe  
WR10 Irish gallowglas  
WR11 Irish Chieftain  
WR12 Irish Kern

## **Spanish Nap. Guerillas ..... 25p**

SNG1 Army Officer, sword, pistol, bicorne  
SNG2 'El Capuchino', Guerilla leader  
SNG3 Guerilla firing blunderbus  
SNG4 Guerilla firing musket  
SNG5 Guerilla advancing, musket and knife  
SNG6 Guerilla advancing, spear  
SNG7 Monk firing musket  
SNG8 Woman firing brace of pistols  
SNG9 Drummer Boy  
SNG10 Spanish Light Infantry  
SNG11 Spanish Light Infantry  
SNG12 Spanish Light Infantry

## **Sci-Fi figures ..... 40p each**

### **SPACE MARINES**

SF1 Trooper firing blaster pistol  
SF2 Trooper with grenade launcher  
SF3 Trooper firing blaster rifle  
SF4 Trooper advancing, blaster rifle  
Set of four: £1.50

## **Schreiber Card Buildings for 15mm (1:120 scale)**

SCB1 Four timber-framed houses ..... £2.75  
SCB2 Four buildings (inc. church) ..... £2.75  
SCB3 Apothecary's, town gate, town walls, old house ..... £2.75  
SCB4 Four old town houses ..... £2.75  
SCB5 Four old town houses (all different to above) ..... £2.75  
SCB6 Town Hall, school, well, fire-station ..... £2.75  
SCB7 Town gate, town walls, two old houses (all different to SCB3) ..... £2.75  
SCB8 Nassauer House ..... £2.50  
SCB9 Watermill ..... £2.75  
SCB10 Albrecht Durer's house ..... £2.50  
SCB11 Church + vicarage ..... £2.75  
SCB12 Windmill with Farmhouse ..... £2.75

SCC1 Hoheneck Castle ..... £3.25  
SCC2 Hornfeld Castle ..... £2.75  
SCC3 Rosenberg Castle ..... £2.75  
SCC4 Stolzenek Castle ..... £3.25  
SCC5 Falkenstein Castle ..... £4.25  
SCC6 Greifenstein Castle ..... £4.25  
SCC7 Rabenstein Castle ..... £4.25  
SCC8 Weissenburg Castle ..... £2.75  
SCC9 Siegmundseck Castle ..... £3.25  
SCC10 Dreienfels Castle ..... £6.75  
SCC11 Ritterburg ..... £7.50  
SCC12 Steineck ..... £9.50  
SCC13 Barenfels ..... £4.95  
(Barenfels is 1:200 scale. A little small for 15mm Very imposing with 6mm!)

## **For 20/25mm (1:90 scale)**

Suitable for 18th Century onwards.

SCB1A House with shop ..... £1.50  
SCB2A Historic timbered house ..... £1.50  
SCB3A House with porch ..... £1.50  
SCB4A Villa ..... £1.50  
SCB5A House with apothecary's shop ..... £1.50  
SCB6A Town Hall with portico ..... £1.50  
SCB7A Baker's shop & butcher's shop ..... £1.50  
SCB8A Commercial building & house with bay windows ..... £1.50  
SCB9A Two shops ..... £1.50  
SCB10A Rottenfels Castle ..... £2.50  
SCB11A Coreva Castle ..... £4.50  
SCB12A Windmill ..... £2.00

P&P: 1 set ..... 40p  
2 sets ..... 45p  
3 sets ..... 60p  
4 sets ..... 70p  
5 sets ..... 85p  
6+ sets ..... £1.00

## **Wargame Rules from Athena Books**

Ancient Rules (Terry Wise) ..... £2.25  
ACW Rules (Terry Wise) ..... £2.95  
ECW/TYW Rules (Terry Wise) ..... £1.95  
Marburian Rules (Stuart Asquith) ..... £1.95  
Ancient Rules (Tony Booth) ..... £1.95  
Also by Terry Wise  
Guide to Military Museums ..... £1.95

## **BATTLE IN THE CIVIL WAR**



**Post & Packing:**  
UK/BFPO: 10% (minimum 35p).  
Overseas: Surface 25% (minimum £1). Airmail 50% (minimum £2).  
**Cheques/POs payable to Stratagem please.**  
Overseas customers please remit in sterling.  
Personal callers by appointment only.

**Pengel & Hurt series of booklets on the organisation, uniforms and flags of the armies of the Seven Years War. All booklets are 8x12, stapled with paper covers and black binding strip. Price indicates thickness and amount of illustration, ranging from 20 to 100 pages with up to 50% illustration.**

PH1 Austrian Dragoons and Cuirassiers ..... £3.50  
PH2 Austro-Hungarian Hussars & Artillery ..... £2.95  
PH3 Austro-Hungarian Infantry ..... £4.95  
PH4 Bavaria, Saxony & the Palatinate ..... £5.95  
PH5 French Cavalry and Dragoons ..... £5.95  
PH6 French Maison du Roi ..... £3.50  
PH7 French Troupes Legeres ..... £4.25  
PH8 French Infantry Regiments ..... £5.95  
PH10 Prussian Dragoons and Cuirassiers ..... £4.95  
PH11 Prussian Hussar Regiments ..... £3.25  
PH12 Prussian Infantry Regiments ..... £5.95  
PH13 Russian Cavalry ..... £3.75  
PH14 Russian Infantry ..... £3.25  
PH15 The Reichsarmee ..... £5.95  
PH17 Swedish Army in Pomerania ..... £3.50  
PH18 Prussian Flags (includes sword knots and drum borders for Prussian Army) ..... £1.95  
PH19 German States ..... £5.95

## **Anschluss Publications**

**1809 Series** Raab ..... £2.50  
Saclie ..... £2.50  
Eckmuhl ..... £3.05  
Aspern-Essling ..... £3.05  
Abensberg ..... £2.50  
Thann ..... £2.50  
Piave ..... £2.50  
Wagram ..... £3.75  
**1813 Series** Lutzen ..... £2.50  
Bautzen ..... £2.75  
Gross Beeren ..... £2.50  
Katzbach ..... £2.50  
Dresden ..... £3.25  
Leipzig ..... £3.75  
**Peninsular** Rolicca and Vimeiro ..... £3.50  
Corunna ..... £3.50  
**1814 Series** Brienne ..... £3.05  
**AW1** Guildford Courthouse ..... £3.50  
**ECW** Tippermuir ..... £3.50  
Aberdeen 1644 ..... £3.50  
**FPW** Wissembourg ..... £3.05  
Froeschwiller 1870 ..... £3.50

**Partizan Press series of booklets on the English Civil War and related subjects. All booklets are 6x8 with card covers.**

PP1 Soldier's Pocket Bible. 20pp facsimile of ECW publication ..... £2.00  
PP2 Crisis in the Army, 1647. Evolution of New Model Army, 52pp, illus. .... £2.95  
PP3 A further Proposal from His Excellency Sir Thomas Fairfax (re forces of Northern Association in 1647) 24pp ..... £1.50  
PP4 The King's Cabinet Opened. Secret papers taken at Naseby, 1645. 62pp ..... £2.95  
PP5 For God and the North. Details of 20 regiments active in north during ECW. 76pp, illus. .... £3.25  
PP6 Declaration of the Earl of Newcastle (on invading Yorkshire). 20pp ..... £1.50  
PP9 The Other Army: Camp Followers of the ECW. 32pp, illus. .... £2.00  
PP10 Officers and Regiments of the Royalist Army Introduction and Index ..... £2.95  
PP11 Armies of the Sedgemoor Campaign ..... £3.25  
PP12 Officers and Regiments of the Royalist Army: A-C ..... £2.95  
PP13 Grenade: Mortars in the Civil War. The Jersey Campaign and the Siege of Castle Elizabeth ..... £2.95  
PP14 Officers & Regiments of the Royalist Army D-H ..... £2.95  
PP15 Officers & Regiments of the Royalist Army I-Q ..... £2.95

**Charge! or, How to play wargames by Brigadier Young & Lt.-Col. Lawford. Pub. Athena Books ..... £10.95**  
**Battle in the Civil War. Generalship & tactics in America 1861-5. By Paddy Griffith. Pub. Field Books. .... £4.95**  
**'Science vs. Pluck' Rules for the Sudan campaigns by Howard Whitehouse ..... £3.50**  
**'Dominance' wargame rules for the Italian Wars by Ian Wilson ..... £2.65**

**Freikorps Campaign series of booklets, each 6x8 and in card covers.**

FC1 The Texan War of Independence and US-Mexican War, 1846-1848. 36pp, illus ..... £3.50  
FC2 The Maximilian War, 1861-1867. 60pp, illus ..... £3.50

**Black Eagles: Rules for European Land Battles in the Seven Years War, 1756-1763, by John Lenton and Alan Sapherson (Raider Games). 90p plus 30p p&p.**