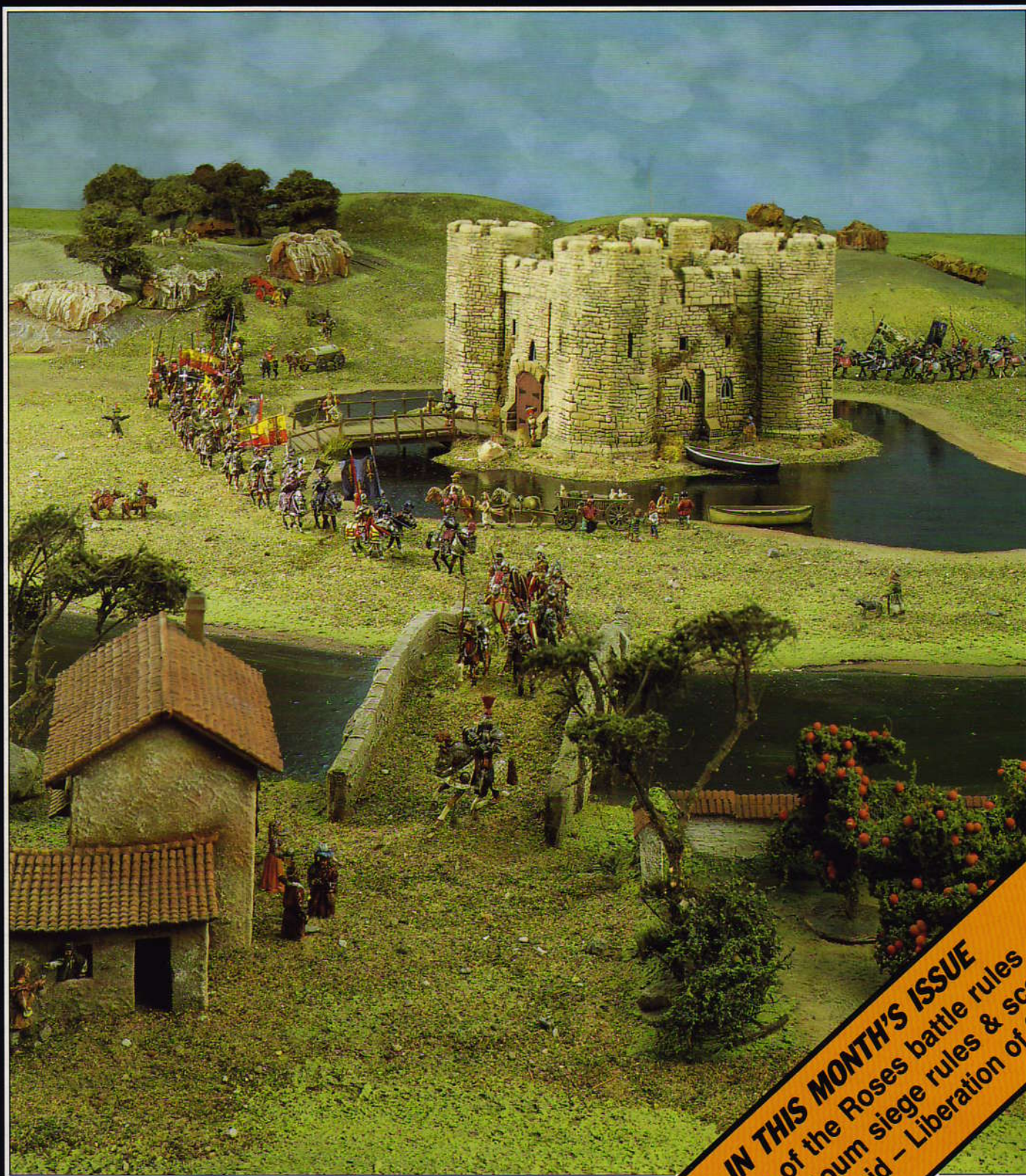


WARGAMES Illustrated



Number 7 March 1988

IN THIS MONTH'S ISSUE
Wars of the Roses battle rules
Sudan Khartoum siege rules & scenario
Northfield Raid – Liberation of Sicily

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Below: *Connoisseur, Citadel and Hinchliffe* figures saunter (the word is deliberately chosen to reflect 16th Century march-discipline!) past a Gallia stronghold. Brushmen include Mark Allen, Peter Gilder, Phil Robinson, and David Thomas.

Front cover: The scene a few minutes later. Er...not a lot more to say really – idyllic isn't it?

Back cover; top: The 7th Fusiliers and the 3rd Buffs hard pressed by the French, commanded by Marshall Massena.

Back cover; below: British line, supported by Romana's Spanish infantry in the background, holding off a French attack. Conversions and painting by Bill Gaskin, terrain by Phil Robinson. From Bill G.'s collection.



WARGAMES Illustrated



Opening Shot

Hot news of the month is that Peter Gilder will soon be handing over the reins of the Wargames Holiday Centre. The continuing success of the Centre, coupled with the growth in the Connoisseur range makes the two too much for a one-man-band to develop.

New man at the helm will be Mike Ingham, a frequent visitor to the Centre over the past few years. Peter will still be involved in the running of the Centre for some while, but Mike has some new and exciting ideas. The combination of experience and innovation should provide some fireworks! The Centre will be relocated in the East Midlands, making it more easily accessible. The change-over should go through this summer. A full report next month.

Changes in *Wargames Illustrated* in the near future too. The response of advertisers and contributors is so overwhelming that it becomes more difficult each month to fit things into our basic 52 page format. The constant fluctuation between 52-56-60 pages makes things very complicated, so a permanently bigger magazine is imminent, more news on that next month too. Thanks for your support. Keep it up.

The convention is again underway. At the time of writing (5th February) I'm off to 5 shows in the next 6 weekends. (I suppose Paul & Teresa Bailey will be doing about 10 shows in the same period, but 5 seems a lot to me!) Our conventions – *eur man (raconteur, bon viveur, voltigeur, etc.)*, Keith Benson, has emerged from his hibernation and will doubtless be buying a pint for hundreds of you at various events throughout the season. (Fortunately he's not on expenses!) Finally, next month's issue will be a 'Salute' special. Don't miss it – out 17th March – on sale at the Triples!

P.S. Looking forward to seeing my Teesside friends at the Redcar show on 5th March!

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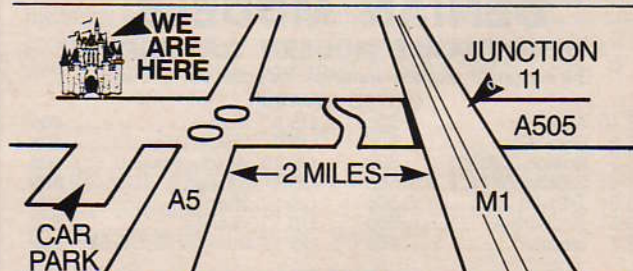
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First, some new artillery SUPERSETS: (all sets include 4 crew)

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SS36 Bavarian Howitzer	SS39F Russian 6lb Cannon Firing	SS42 Russian Horse Artillery 10lb Licorne

Cantering in come more of our elegant equestrians, namely:

BRC12 Russian Cuirassier BRC13 Cuirassier Officer BRC14 Cuirassier Trumpeter and on the French side
FC34 A French Cuirassier Standard Bearer (Just for you in Chicago, Todd!)

The recent cold spell has obviously influenced Mr. Barton who has produced:

PF21 French Fusilier in Greatcoat	PF22 French Grenadier in Greatcoat
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and so the Brits don't feel left out in the cold:

PB37 British Line in Greatcoat

Young Bonaparte's Revolutionary French can now get to grips with the first of their Austrian opponents pre-1798:

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BP90 British (1815) 9lb Battery	3.45	BP91 British (1815) 6lb Battery	3.45

and while there's some space, here's the current list of SUPERNUMARIES:

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SN02 Dead French Infantryman	SN07 Enthusiastic Frenchman	SN12 Mounted Russian Officer
SN03 Dead French Infantryman Type 2	SN08 Mounted French Officer	SN13 Mounted Austrian Officer
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SN05 Dead Horse	SN10 British Artillery Officer	

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9KC Lancers Command
10KC Scots Greys Command
11KC Staff and A.D.C. Mounted

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22K Chasseurs
23K Zouaves
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26K Guard Command
27K Chasseurs Command
28K Zouaves Command
29K Algerian Command

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23KC Chasseurs
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27KC Staff A.D.C. Mounted

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4KA French Artillerymen
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74X Moghul Musketeers

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

RUSSIAN CRIMEAN CAVALRY

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

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30K Line Infantrymen
31K Line Command
29KC Cavalrymen
30KC Cavalry Command

SARDINIAN CRIMEAN INFANTRY

32K Infantrymen
33K Infantry Command

SARDINIAN CRIMEAN CAVALRY

31KC Light Cavalrymen
32KC Heavy Cavalrymen
33KC Light Cavalry Command
34KC Heavy Cavalry Command

ARTILLERY PIECES

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

CAVALRY

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62XC Polish Winged Hussars
63XC Pancerni Cavalrymen
64XC Lithuanian Hussars
65XC Wallachian Cavalrymen
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4M French Zouaves
5M French Naval Battalion
6M French Garde Mobile

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8M French Guard Grenadiers Com
9M Zouaves Command
10M Naval Battalion Command
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FRENCH ARTILLERYMEN

12MA French Line Field Gun Crew
13MA French Mitrailleur Crews

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2MC French Dragoons
3MC French Hussars
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5MC French Chasseurs d'Afrique

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21M Saxon Line Infantrymen
22M Bavarian Line Infantrymen
23M Wurtemberg Line Infantrymen
24M Silesian Riflemen

PRUSSIAN INF. COMMAND

25M Prussian Line Command
26M Saxon Line Command
27M Bavarian Command
28M Wurtemberg Line Command
29M Silesian Rifles Command

PRUSSIAN ARTILLERYMEN

30MA Prussian Field Gun Crew

PRUSSIAN CAVALRY

20MC Prussian Cuirassiers
21MC Prussian Dragoons
22MC Prussian Hussars
23MC Bavarian Lancers

PRUSSIAN CAV. COMMAND

24MC Cuirassiers Command
25MC Dragoons Command
26MC Hussars Command
27MC Bavarian Lancer Command

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153X Azab Spears/Shields
154X Azab Halberd/Swords
155X Azab Swords & Shields
156X Azab Arquebusiers
157X Arnauts Arquebusiers
158X Artillery Guard

ARTILLERY

159XA Turkish Artillerymen
(Topdjis)

CAVALRY

69XC Heavy Feudal Spahi
70XC Light Feudal Spahi
71XC Turkish Delli
150XC Spahis of the Porte
151XC Muteferrika Guard
152XC Arab Light Cavalrymen
153XC Akinjis with Spear and Bow
154XC Akinjis shooting bow

CAVALRY COMMAND

155XC Feudal Spahi Command
156XC Suleiman, Turk Commander,
and Standard

CANNON

11XA Heavy Bombard
12XA Light Bombard

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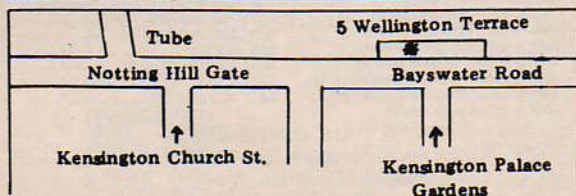
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These Essex 25mm ECW figures were painted by the **G.C.M.** painting service. (= Glass Case Miniatures – 'cos they're collector's standard, get it?) The mounted standard bearer is actually painted as an officer of the Swedish Johan Forbes' regiment.

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Two shots of **Echelon Designs** ACW Union infantry in true 30mm scale (i.e. what we now call 25mm!). The painting and basing is by **Chris Leeson** whose figures may be had from **Games People Play**

(see their ad on p.8), well worth a visit when you're in London, a very short walk from the Notting Hill tube station. These two vignettes from the editor's collection.



BESIEGED BY THE MAHDI

by Richard Brook

Introduction:

It is a pity that sieges appear so rarely on the wargames table. After all at one time sieges were quite the most fashionable way of fighting, until Napoleon made battles in the open more than the regrettable aberrations condemned by the Marechal de Saxe. Besides this, sieges have a powerful emotional charge, perhaps arising from the conflicting attributes of security and helplessness that characterise the situation of the besieged. The emotional side-effects of sieges can be seen from the popular reaction to such events as the Relief of Mafeking, the battle of Verdun or more recently Khe Sanh. This aspect is brought out very strongly in J.G. Farrell's *The Siege of Krishnapur*. For the wargamer however a siege presents unusual problems. It has a lot in common with a campaign, which is a bit daunting and bears little resemblance to the stereotyped simplicity of the usual table-top game. One reason for this is that the tempo of sieges varies: some besieging activities take far longer to work out than others. Starving people out takes a lot more time than storming a city. Also sieges involve a wide variety of factors that are normally neglected in wargames: Supply, Disease, Treachery, Variable morale and complex Field Engineering all threaten to overwhelm the would-be Demetrios Poliorcetes, although such factors are often far more significant than the actions of the opposing commanders.

The first necessity then is to ruthlessly simplify the siege game to leave space for all the extra features:

- The apparently complex logistical factors have to be treated in a cavalier fashion. You don't need to account for every cartridge expended, shovel of earth turned or loaf of bread eaten. As commander of a beleaguered garrison the sort of questions you have to answer are: How many more attacks can I beat off? Where will that sap head be next Wednesday? How many weeks rations have we got left? For this reason it is not essential to worry about such detail as how many extra tea-bags will be available as a result of not having to feed the casualties killed by the explosion of the illicit whisky still in No.3 Ravelin.

- The command options available to players at a moment in time need to be rationed to avoid sinking into a boardgame style morass of separate phases for Sapping, Mining, Counter-mining and Counter-Counter-mining. Obviously all these should be possible in a well run siege, but not all at once. Although my own command options include a variety of activities, only one can be chosen in a week of siege.

- The physical representation of a siege needs simplification too, almost to the point of caricature. Although Khartoum had a perimeter of several miles and a garrison of 8,000 men I represent that with a foot square of buildings and about 50 figures. It still looks like a besieged town and, most important, fits on the table. It is essential to show as much as possible on the table. A basic reason for playing wargames with miniatures is to make complex, abstract things (like battles and sieges) into readily understood, concrete representations of reality.

- Finally the tactical rules used have to be simple and reliable. You don't want your investment in time and bad jokes ruined by some freaky tactical result half way through.

The timing problem can be dealt with by the simple expedient of playing the game at two levels: Most activity should take place at a strategic level with time measured in days or weeks depending on the scenario. This obviously means things like food supply or disease but also includes such apparently tactical matters as bombardment or digging trenches. Here progress is only discernible over a relatively lengthy period and you don't have the time to work out the impact of every shell fired into the town. The only areas suitable for the more traditional detailed rules are those where time needs to be measured in minutes or at most fractions of an hour. Essentially this means assaults on the town, sorties by the garrison or actions fought by relief columns. Even here, the rules used need to resolve actions quickly if the pace of the game is not to be disrupted by lengthy tactical interludes. As a siege can last some time, the morale of both sides could vary dramatically, especially with the effects of hunger, constant danger in the trenches and the arrival or otherwise of relieving columns. In a North African

context a useful measure is the *Baraqa* or prestige of the commanders. Regional variations might include *Iqbal* for the Indian Army, *Esprit de Corps* for the French Army on a hot day, or *Combat Readiness Attitude (Personnel)* for the US Army (usually expressed as an acronym). Whatever term is used however, it is important to have a variable index for the enthusiasm of the troops. All accounts of sieges emphasise the importance of the general state of morale, not just in combat but in getting things done generally. I used *Baraqa* for two purposes then:

- 1) An index of how likely the garrison or besiegers are to do what their commanders want, whether this is to make a sortie or repair the walls.

- 2) An additional modifier to the normal morale used in combat to decide whether a particular battalion behave like heroes, men or Bashi-Bazouks.

An important feature of sieges is that many significant events happen outside the tactical rough and tumble. The armourer turns out to be selling gunpowder to his wife's cousin on the other side. Apparently loyal subordinates suddenly decide the Mahdi is the expected one after all and leave the front door open one night. Disease can break out. Historically this has always been a more significant cause of casualties than combat, particularly during sieges. Typhus was rife during the siege of Khartoum, the Mahdi himself expiring thereof shortly after the fall of the city. I use a Chance Card system to introduce these might-have-beens of history. A quite modest number of possibilities can create widely different courses of events.

I chose the epic siege of Khartoum as the background for my first attempt at this style of warfare: I already had the stuff, so there was nothing to be lost if I didn't like it. The siege techniques were primitive compared with the baroque intricacies of European sieges. This avoided the need for complex rules about saps, parallels, attacking miners and so on. Despite this there is enough variety in troop types and equipment to make up an interesting game. Most of the features of the game are applicable to sieges in other periods. I hope this may encourage anyone bored with the usual 6-by-4 knockabout to explore an unfairly neglected aspect of warfare.

Terrain: see the map:

- * THE RIVER: runs along 2, contiguous sides of the table and cannot be crossed or fired over

- * THE TOWN: is situated in the bend of the river:

- Walls wide enough to mount guns cover the other 2 sides with towers at the corners.

- Each wall has a gate with possibly one or two buildings just outside.

- Scruffy, flat topped buildings pack the town leaving only a few narrow streets 2 figures wide.

- Nominate a Governor's palace and an arsenal.

- Build the town on a hardboard base to allow removal when relief columns need the table.

- * THE VILLAGE: D3 buildings along the river bank as far from the town as possible. Each building may contain food: roll D6 less than/equal to the number of figures searching (max 3) to find 1 day's:

- discount 1 figure per previous search: score 6 and the building is accidentally torched

- 2 mules can carry 1 day's rations taking a turn to load each.

- * THE OASIS: in the diagonally opposite corner to the town: has enough water for 3 Mahdist flags

- * MIMOSA SCRUB: (No, she's not the lady who runs the house of ill-repute next to the arsenal): lots of spiky trees situated in the remaining corner of the table and necessary for abattis

- * THE JEBEL: some unimpressive rocky hills in the middle of the table outside rifle range of the town

- * THE WADI: a dry river bed full of rocks, broken trees, perambulators and rusty fridges running from the Jebel to the river: roll a D6 to see which way it goes. Also outside rifle range

NB: AMBUSHES: features through 7 may contain Arabs although apparently unoccupied:

- Roll 2D6 each turn that Government troops are within rifle range of such features:
- Score 11 or 12 to place an extra Mahdist flag in the cover

Government Resources:

* **COMMANDERS:** you improve morale rolls in the customary manner, but your *Vakeel* (2-i-c) may be less than a hero: the first time you need him for a morale test roll an AD minus 3 for his leadership qualities. Problem is, even if he makes things worse, someone has to be left in charge when you lead heroic sorties. Unless you can have him shot (see below).

* **RIFLEMEN:** roll 3 pairs of AD for how many of each of the following you get:

- **Blacks:** brave and reliable troops, but poor shots
- **Arabs:** not so reliable, better behind cover to exploit their superior musketry skills

NB: for the game these need to be organised in national units with different characteristics

* **BASHI-BAZOUKS:** roll 1 pair of AD for these cowardly irregular cavalry whose behaviour on and off the battlefield went far to explain both the success and the origins of the Mahdist revolt.

* **GUNNERS:** perhaps the best troops in the Egyptian army: again roll 2 AD for how many gunners you get

* **TRANSPORT:** 2 AD mules with drivers: camels may be used, counting as 2 mules each for all purposes

* **ARTILLERY:** roll a D3 for the number of guns in the arsenal: may include a machine gun:

- At least 2 gunners are needed to fire a gun
- At least 2 mules are needed to move a gun tactically during a battle

* **AMMUNITION:** the arsenal holds 4 AD units of fire. ONE of these is used up by:

- An assault or sortie involving more than 1 Mahdist flag
- A week of counter bombardment. Laying 4 mines

* **PADDLE STEAMER:** armed with an extra gun and carrying a crew of 3 gunners and optionally 4 rifles: could also tow barges with another 4 rifles.

* **RATIONS:** roll 3 pairs of AD for the number of weeks food held in the arsenal:

- Half rations can be issued at the risk of depressing the garrison.
- 2 mules OR 1 cavalry horse OR half a camel are equivalent to a half ration.

* **BARBED WIRE:** the arsenal holds 2 AD inches of barbed wire: may be crossed as follows:

- Attackers stop when they get to it and roll an AD for its crossability.

● Next turn try to roll a D6 per base of figures less than/equal to the crossability to get over: it takes a whole turn to cross. The attackers should test morale to advance under fire.

* **ABATTIS:** obstacles made from cut down trees (use rubberised horse hair or spiky twigs):

- Has to be collected from across the table: cut 1 mule load per turn: lay 1 AD inches per two mule loads.

● Cross in the same way as barbed wire.

* **MOAT:** in a week 1 AD inches may be dug starting at the river bank. The Ansar would know how deep the water was, so roll a D6 when they are deciding where to attack:

- LESS than the number of months under siege: the Moat is dry: costs a turn to cross

● OTHERWISE: the Moat is still wet and is crossed in the same way as barbed wire

* **ENTRENCHMENTS:** in a week 1 AD inches of sandbagged walls may be placed as barricades or a redoubt.

* **FOUGASSES:** minefields can be laid as follows:

- Place a lot of mostly blank counters, face down around the town walls: 2 mines cost 1 unit of fire

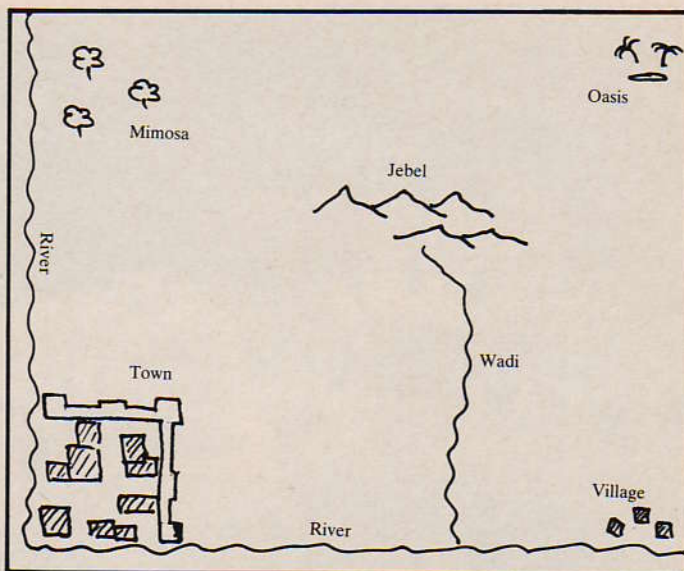
● Non-blank counters can be command detonated from the walls by rolling 1,2,3 on a D6

- Kill 1 to 3 figures (as rolled)

● The survivors morale is affected permanently for the worse; there might be more!

Mahdist Resources:

* **THE ANSAR:** the exact number of servants of God should be unknown to both sides, so Flags are used to represent their



presence in an area. Only deploy the Ansar as they become visible or open fire:

- **Cavalry** – Deploy 2 AD horsemen per flag: Roll again if you get a pair

● **Infantry in the Open** – DEPLOY 2 AD rifles and spears per flag TREBLED

● **Infantry in Cover** – Initially deploy 2 AD rifles per flag: dice for the spears when needed: Deploy 2 AD spears DOUBLED (roll for more if you get a pair) BUT: Get no spearmen at all if their roll exceeds the surviving number of rifles

Roll an AD for the number of flags available at the start of the siege. One of these will be the Black Flag which should be double strength. More flags will arrive during the siege:

● There was little cavalry as the Egyptians systematically wiped out the Arab horses so roll a D6 per flag: 1=Cavalry; Otherwise Infantry

● After assaults and sorties remove 1 flag per 18 casualties (horsemen count double)

The Ansar were poor shots with inferior weapons (percussion muskets and sawn-off Remingtons). Many of them had fought for the Government, but generally they lacked training and discipline. Their first attacks would be pushed home with great courage, but after that they often faded away.

* **ARTILLERY:** The Mahdi had a number of captured Egyptian guns and artillerymen:

- They were deployed statically in forts or redoubts so cannot be moved during battles

● When deploying Mahdist guns roll a D3 for the number available: deduct HALF for each gun already in place e.g. with 2 guns deployed already the Mahdi rolls 2 so he gets 1 more.

* **AMMUNITION:** the Ansar had plenty of Rifle ammunition, but guns should be restricted:

- Roll D6 before bombarding the town: 1 or 2 = no ammunition this week: cease fire

● This would not stop the guns being used in a tactical action of more limited duration

* **RATIONS:** as the Ansar are not besieged they don't have to worry about food. However, they do need water (15-20lbs a day), hence the Deployment rules later on.

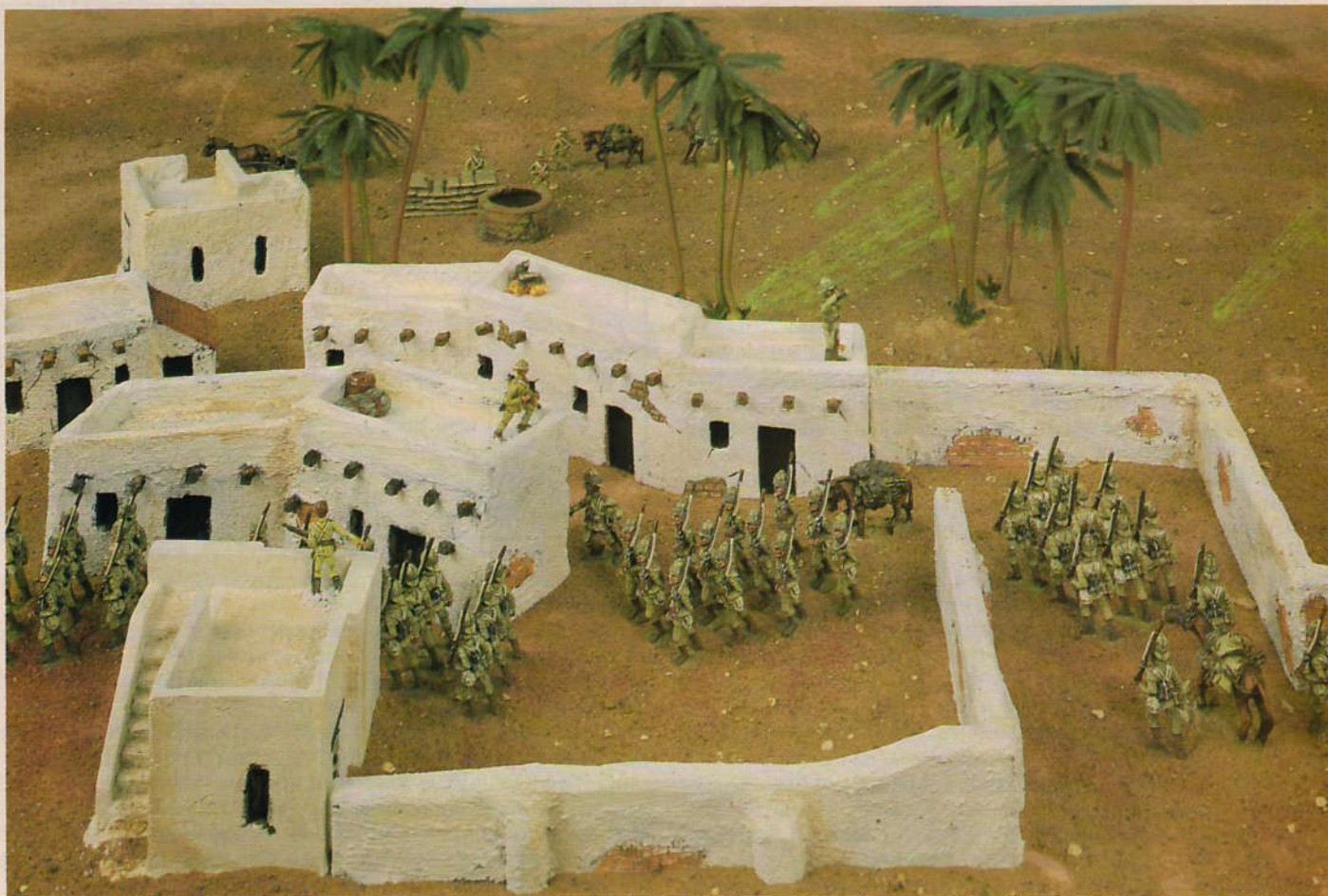
DEFENCES: although on the offensive, the Ansar can and should dig in:

- Their camps and entrenchments should be covered by thorn zaribas similar to the Govt's Abattis

● They didn't dig formal saps and parallels, but they did dig shelter trenches inside the zaribas and redoubts for their guns. This was especially so where exposed to fire from town walls or steamers. As they had a large labour force I assume they can dig as many trenches as they need, say 3 inches per gun or 9 inches per flag deployed. Unoccupied trenches fill up with sand and disappear.

The Siege

* **ORDER OF PLAY:** each week of siege includes the following activities:



The British in the Sudan. Troops: *Connoisseur*, save a couple of *Minot*'s on the roof tops. Mules: *Citadel*. Palmtrees: *Britain's* Buildings: *Peter Gilder*.



As above, but more *Minot* casualties. The well: *Hinchliffe* (Part of a 54mm diorama set.) Baggage in background: plastic, from model railway shops. Sky background: *Peco*. Sand: *Filey beach*.



Above : 1/300th Mahdists and Brits from the collection of Mansfield wargamer **Peter Dennis**. Those who complain that this scale is too small should look closely. Why, you can even pick out the Osman Digna personality figure! (No, that's not him. Try again. Ansars on a postcard....) The figures are **Heroics and Ros**; the oasis (here filled with real water!) is an **Irregular Miniatures**; the sands of the desert (– not yet sodden red–) are **Integral Terrain** from **Games Innovation**.

Opposite: **Connoisseur** 25mm. figures from **Peter Gilder's** collection. Peter G. mounts his 25mm. figures 10 to a base; Peter D. mounts his 5mm. figures 3 to a base. The editor mounts his 15mm **Minifig** Mahdists 6 to a base. (No wonder there are more chess players than wargamers!) One final point. It will not have escaped the notice of historians of the British Army that these photos all depict the seemingly obligatory "fighting withdrawal" with which the British began so many campaigns. This is not so much a military strategy as a bloody necessity brought about by cheese-paring politicians, who subsequently have to delve all the deeper into the public purse to send the lads back, tooled up and mob-handed to use the vernacular of the street, to clear up the mess that was unnecessary in the first place. 'I love Gorby,' but 'A stitch in time'

- Roll an AD for each side's initial *Baraqa* (in week 1 only, or for a relief column as needed)
- Draw a Chance Card from the top of the pack: take turns if there are two of you
- Exercise Command, ie decide if you need to do anything and roll a D6 against your *Baraqa* to do it
- Exchange fire with the Ansar batteries, if any
- Work out any attrition that has happened and remove casualties from sickness, desertion etc
- Redeploy your troops
- Check whether either side's *Baraqa* has gone up or down
- These are described in detail below.

* **CHANCE CARDS:** use a normal deck of cards. Discard a few secretly to alter the odds.

- **JOKER:** A relief column will arrive in AD weeks unless the Ansar stop it or storm the town:
Up to half the Ansar (in flags) can be detached PLUS 1 AD flags for local tribes.

Remove the town from the table and fight the relief force across the table opposed by the above. The relief force consists of:

- 2 AD times EIGHT infantry; 2 AD cavalry; D3 guns and lots of camels
- Egyptians the first time, Brits the next

The Ansar can fight once each week until the column arrives or gives up.

KING: An epidemic breaks out: Red among the Ansar, Black in the town: See Attrition

QUEEN: The Govt loses (Black) or gains (Red) 1 AD weeks of rations

- **JACK (Black):** A town gate is treacherously left open: the Ansar may try to assault the town:

- Deploy them as required and move forward until seen by the sentries
- Roll D6 less than/equal to the Govt's *Baraqa* and the plot has been betrayed: This allows the Govt to redeploy to meet the assault, otherwise react as usual

- **JACK (Red):** D3 Flags mutiny: the Govt can decide which (not the Black Flag) and what they do. If defeated the rebels leave the table.

- **ACE (Black):** 1 AD units of fire have been stolen from the arsenal

- **ACE (Red):** The Ansar make an immediate attack on the town. Roll D6: less than/equal the Mahdi's *Baraqa* attack by day; otherwise by night. They must keep attacking until at least half the Flags on the table have panicked OR the town has fallen

Other Black cards: the Ansar gain 1 Flag reinforcements: roll D6:1=Cavalry; otherwise Infantry

- * **COMMAND ACTIVITY:** roll D6 less than/equal to your *Baraqa* to do one of the following:

- **SORTIE/ASSAULT** the town: Play a tactical game to find out what happens:

- Prevents the other side doing anything else this week
- The Govt must sortie to collect thorn to make Abattis or to raid the village for food

- **DEPLOY ANSAR GUNS** within 1000 yards of the town. Fire this week if OK

FIELD ENGINEERING: eg place barbed wire/abattis, barricade a breach, fortify an Ansar camp etc

- **DETACH ANSAR** to meet a relieving force

- **SEARCH TOWN FOR FOOD:** Command die roll equals number of weeks found: Only do this once.

- **AVOID SURRENDERING** when all food has run out

● **TRY A SUBORDINATE FOR TREASON:** you can do this if your *Vakeel* is involved in a panic partly attributable to his poor leadership. If you succeed you can appoint a new *Vakeel* (who could be worse); otherwise keep the old one deducting 1 from his leadership value.

* **BOMBARDMENT PHASE:** ie a desultory exchange of fire if the Ansar are close enough:

● The Govt always fire first with any deployed guns and/or the steamer

● The Ansar may fire at steamers or try to breach the walls if there are no guns to fire at

● Roll a D6 less than/equal to the number of guns firing to destroy a gun or steamer or blow a breach in the walls 2 figures wide. Add 1 to Ansar die rolls to make them worse.

● Don't forget the Ammunition rules

* **ATTRITION:** bring out your dead! Apart from losses in combat:

● Troops on half rations may desert: roll D6: 1=Black rifleman goes; 2=Bashi Bazouk; 3-6=Arab rifleman

● Roll D6 less than/equal to your *Baraqa* to stop an epidemic. If you fail:

– The GOVT LOSE 1 figure in 6: this might include the Governor

– The Ansar lose 1 Flag in 6: if the dice falls on the Black Flag roll D6=1,2,3 and the Mahdi goes too. Roll a D6 less than the Mahdist *Baraqa* and the Khalifa takes over otherwise . . .

● Check off a week's rations and any ammunition expended

* **REDEPLOYMENT:** make any changes you want to your standard defensive deployment, ie put your troops where you want them to be if the enemy attacks next week:

● At least two thirds of the Ansar must be camped next to water and outside gun range of the town. Ansar batteries must be occupied by at least 1 Flag as well as the guns.

● No more than a third of the Govt's rifle strength can be ready for action on the walls. The rest should either be in support ie directly behind their bit of the walls or in reserve at the Governor's palace. Both the palace and the arsenal need a sentry at all times.

* **BARAQA:** each side rolls a D6 to see how the lads feel about Life, the Siege and Everything:

● Score 1 or LESS: *Baraqa* goes down 1 to a minimum of one

● Score 6 or MORE: *Baraqa* goes up 1 to a maximum of five

Modify the die roll as follows:

+1/-1: Good/Bad Chance card this week

-1: On Half rations this/last week

+2/-2: Won/Lost a battle this week -2: No food left at all
Baraqa affects morale in tactical actions: Less than 3 lose a point; More than 3 add a point

Tactical Rules: the important factors to reflect are:

● Variable troop quality in terms of skill, fighting spirit and discipline

● Poor tactical control: units should have a good chance of not doing what you want, when you want.

● Relatively ineffective weaponry with modest rangess to prevent the Egyptians' rifles sweeping the Ansar off the table.

TROOP QUALITY: units are rated on a scale of 2-to-4 (Poor/Average/Good) for the following qualities:

● Tactical Competence (TCR): how good they are at doing soldierly things like moving of firing

● Morale (MR): how much they want to do them, even if it isn't safe

● Discipline (DRT): how likely they are not to panic when things go wrong, like failing morale tests.

MT can be further differentiated to allow for:

● Dashing troops who like advancing, preferably under fire: ADD 1 when attacking

● Stubborn troops who prefer standing still to fight: ADD 1 when defending

● Timid troops who try to avoid a fair fight but take heart if the enemy retreats: MINUS 1 when the enemy is advancing towards or past them; ADD 1 when he is retreating or better still running away

For example:	TCR	MR	DR	Notes:
● Ansar	2	4	2	Dashing troops; Rotten shots
● Brits	4	4	4	Scots units are dashing, others Stubborn; Good shots
● Indians	4	4	3	Average Shots
● Arab Regulars	3	2	2	Stubborn troops; Average Shots

● Black regulars	3	3	3	Dashing troops; Poor Shots
● Bashi-Bazouks	2	2	2	Timid troops; Poor Shots
● Egyptian Gunners	3	3	3	Stubborn troops; Average Shots

COMMAND & CONTROL: roll a D6 less than/equal to a unit's TCR to change its orders or make it do anything requiring initiative (plus or minus the leadership value of any nearby commander)

MORALE TESTS: roll a D6 less than/equal to a unit's MR to advance under fire or hold a position with the enemy within effective rifle range (10 inches) or losses over one sixth. Plus/minus 1 from MR:

● No casualties yet/per sixth lost eg 3 dead out of 9 is two sixths lost so Minus 2 from MR

● Your commanders *Baraqa* is greater/less than 3

● The situation is really good/totally naff, ie any two good/bad factors found in normal morale rules.

Also allow for the leadership of any nearby commander (plus/minus). If you fail the die roll:

● Stop and fire as normal if the unit advanced last turn and was testing to advance this turn.

● Stay put firing at HALF effect if the unit is in square or trenches or buildings testing to stand.

● Otherwise fall back a normal move, ie the die roll plus your TCR: roll for Fire & Movement (see below)

However if you fail really badly, ie the die roll exceeds/equals your MR plus DR, then PANIC!

● Run away 8 inches per turn: hide in any convenient cover if not closely pursued.

● Try to rally on any handy obstacles or friendly units by rolling a D6 less than/equal to your DR modified by the same factors as a Morale test

MOVEMENT: The distance in inches moved by a unit in a turn equals their TCR plus a D6 (use the Morale roll if there was one).

Modify this as follows:

× ½ in scrub or rocky ground; leaving a trench or buildings

× 1½ Ansar footmen

× 2 Cavalry/Camel Corps on open ground

Roll separately for the sides of a square (and the baggage) to cause maximum confusion

FIRE & MOVEMENT: riflemen can fire after or before moving if they roll a D6 less than/equal their TCR.

KILL THROWS: to calculate casualties from fire or hand-to-hand combat roll a D6 per 3 men (6 for Ansar rifle fire) or 1 gun: Score less than/equal to their TCR to hit 1 enemy figure. Modify TCR as follows:

+1 Good Shots; per 2nd and subsequent target ranks

–1 Poor Shots; Scattered targets (more than 1 inch per figure); Concealed target, eg in scrub/trenches; Target outside effective range, ie two thirds of the maximum (for Rifles=15 inches; Guns=36 inches.)

HAND-TO-HAND COMBAT: when a good (?) morale roll allows a unit to overrun another enemy unit then find out who wins as follows:

● Count the numbers involved on each side (up to 3 ranks deep and 3 figures overlapping on flanks)

Count double for defending buildings OR regular cavalry attacking OR flanking/rear attacks

● Divide the larger number by the smaller to get the odds, boardgame style, ie 3-to-2; 2-to-1; 3-to-1

● Roll a D6 per side adding their MR (modified as usual):

PLUS any numerical advantage: +1:3-to-2; +2:2-to-1; +3:3-to-1; +4:4-to-1

MINUS 1 for every 3 inches advanced in the open against stationary defenders with rifles.

Choose whichever of the following is appropriate:

● Anyone losing by a margin exceeding/equal to their DR panics and flees without firing

● Defenders losing by a smaller margin fall back 4 inches, firing as they go

● Attackers losing by a smaller margin stop no closer than 4 inches from the defenders: may roll for Fire & Movement

● The winners get a kill throw per 3 figures as counted and modified for the overrun. ADD 1 to their TCR for every 1 difference between the winning and losing scores, eg Ansar spearmen winning by a margin of two need to roll 4 or less on their kill throws, ie TCR of 2 PLUS their winning margin

STEAMERS: move 2 D6 inches per turn downstream (halved upstream):

● Run aground if the score = 12: Roll D6 per turn to get off again on a 1 only.

● Roll 2 D6 for every gun fired at a steamer: 12 = blows up; 11 = Damaged, return to town for repairs.

● Steamers under fire test morale as usual to move forward or stand their ground (water?)

NIGHT ATTACKS: these are tricky even with good troops, which in our case we have not got:

● MINUS 1 from MR and TCR for all nocturnal morale tests, movement, firing or command tests.

● Movement at night requires a morale test as if moving under fire, ie shaky troops panic without reason

● Visibility in inches is 1 or 2 D6 depending on the moon. Check a newspaper for the state of the moon.

As units become visible roll a D6 each: Winner sees loser; loser sees nothing: ADD 1 if stationary

● After Govt movement roll 2 D6 for accidental contacts: 11 or 12 = an extra flag; 10 = a sentry:

Dice for where (right/left/front) and range (as visibility). Also dice for who sees who.

REACTING TO ASSAULTS/SORTIES: obviously this depends on the unit in question knowing what is happening and successfully rolling for Command & Control.

SCALING LADDERS: roll an AD per Flag arriving at the walls for the number of ladders available:

● It takes a turn to place & climb ladders. Test morale to do this under fire.

● Fight hand-to-hand as usual: defenders count double; attackers count 1 per ladder

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15/RC4 Galic
15/RC6 Pergamene
15/RC5 Illyrian Cavalry
15/RC7 Spanish

NEW

15/E14 Elephant & crew *
15/RM1 Musician
15/RO1 Officer
15/RS1 Standard Bearer

INDIAN ARMY 15.00

CAVALRY

15/IC01 Indian Ex Hy Cavalry Lance
15/IC02 Indian Med Cavalry Spear
15/SC03 Sythian Archer Firing Bow

EQUIPMENT

15/CT01 Indian 4 Horse Chariot & Crew
15/IE10 Indian Elephant with Crew

SELEUCID ARMY 15.00

15/SC01 Companions
15/SC02 Agema lance
15/SC03 Skythians
15/SC04 Line Cavalry
15/SC05 Cataphract
15/SC06 Taranthines
15/RC4 Galatian cav
15/IE11 Elephant with Pike
15/IE12 Elephant with Tower
15/CT02 2 Horse Scythed Chariot
15/IE13 Pack Elephant
15/PK1 Pack Horses

INFANTRY

15/IF01 Indian Med Infantry Spear
15/IF02 Indian Med Archer Firing
15/IF03 Indian Med Infantry 2HCW
15/IF04 Indian Skirmisher Javelin
15/IF05 Indian Hvy Infantry Spear
15/IF06 Indian Maiden Guard

SHOWS

March 19/20th
Sheffield Triples
April 16th Salute
Kennington London

NEW RELEASES

GALLIC

15/CT3g General in Chariot
15/CL10 Noble Cav.
15/CL11 Stingers
15/CL3 Warrior
15/CL4 Warrior
15/CL5 Javelinman
15/CL6 Archer
15/CT03 Chariot

ANCIENT BRIT

15/CT4g C in C in Chariot
15/CL11 Stinger
15/CL5 Skirmisher
15/CL1 Fanatic Nude
15/CL2 Fanatic Nude
15/CL3 Warrior
15/CL4 Warrior
15/CL8 Cavalry
15/CT04 Chariot

GALATIAN

15/NS1 Creek Slinger
15/CL10 C in C
15/CL4 Skirmisher
15/CL3 Warrior
15/CL7 Warrior
15/CL5 Cappadocians
15/CL9 Cavalry MC
15/RC4 Cavalry MC
15/CT03 Chariot

GL12 Musician GL13 Standard Bearer

HUMBROL MODEL SPRAYS.....1.75

MATT SEA GREY.....MATT DARK EARTH
MATT BLACK.....MATT WHITE.....MATT SAND
MATT LIGHT GREY.....SILVER
GLOSS VARNISH MATT VARNISH

KOLINSKY SABLE

00 0 1.....1.75

CAMEL HAIR

000.....38
00.....38
0.....38
0.....38
0.....38
1.....38
2.....38
3.....38
4.....38
5.....38
6.....38
7.....38
8.....38

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15mm 15mm 15mm



*Those pesky Mescaleros are at it again! Another rumble in the rocks looks imminent. They probably think that pay-roll wagon's full of whiskey! Scotsmen everywhere will agree with Apaches that mere money's not a patch on a fine old malt! Since this photograph of ambush action at the **Wargames Holiday Centre** doesn't exactly tie in with the ensuing excellent article by erudite Mike Bell, it must be pointed out that when it comes to the Wild and Woolly West our photographer doesn't know his Arkansas from his elbow! (If you've not read this caption in an Alan Whicker voice, go back and start again!)*

THE MISSOURI OUTLAWS

Part Two

THE JAMES-YOUNGER GANG

by Mike Bell

Jesse Woodson James is probably the most notorious outlaw in the history of the American frontier. The gang that he led jointly with the Younger brothers carried out a series of robberies in the mid-west that lasted a decade until the debacle in Northfield, Minnesota in the late summer of 1876. From then on Jesse led a revived band until his death in 1882. The length of Jesse James' criminal career would have guaranteed him a place near the top of the list of notorious outlaws, but the fact that he was also regarded by many as a latter-day Robin Hood and a torch bearer for the lost Confederate cause elevated him to the top position.

Jesse was born in Clay county, Missouri, on 5th September 1847 and was raised during the chaos of the Kansas border troubles in the fifties. Jesse had an elder brother, Alexander Franklin James. Frank, as he was commonly called, joined William Clarke Quantrill's band of guerillas early in the Civil War and he, together with another young Missourian, Coleman Younger, took part in the raid on Lawrence, Kansas, in August 1863. It was not until 1863 that Jesse was old enough to join the guerillas. Even then, some sources say that Quantrill refused to allow the puny youth to join his band and it was only when Bloody Bill Anderson took the boy under his wing that Jesse was permitted to join up. Tradition has it that Jesse joined the guerillas because of the brutal treatment he, his mother and stepfather, Reuben Samuel, received at the hands of Federal

troops who were scouring the countryside for guerillas. It is impossible to determine whether this is true, but by early 1864 Jesse was known to be with Anderson's command. Jesse was wounded during the fighting in August 1864 but was fit enough to ride again by September and take part in Anderson's attack on Centralia, where Union troops were shot down in cold blood. Some sources say that Jesse was with Anderson's tiny force when Bloody Bill was killed. If this is so Jesse escaped unscathed and went south to the guerillas' winter quarters in Texas.

When the war ended most of the guerillas surrendered, but there is no record of Jesse laying down his arms. Once again tradition is our only source and this says that Jesse and a small group of fellow guerillas did try to surrender during May or June 1865, but were fired on even though they were carrying a white flag. Jesse was wounded in the chest but managed to escape from his pursuers. He made his way to his mother's home in Nebraska and from there went to a boarding house owned by his uncle, John Mimms, in Harlem, just north of Kansas City. Here he was nursed back to health by his cousin, Zerelda Mimms, whom he married in April 1874.

Although many wartime guerillas had little difficulty settling down once hostilities ended there were some who could not cope with the change. Apologists for the post-war outlaws have claimed that they were either avenging the wrongs inflicted upon them by

northern carpetbaggers or were hounded into a life of crime by their enemies who would not allow them to live in peace. Careful analysis of the outlaws' activities suggests that there may be a small element of truth in this, but that their primary reasons were greed and an inability or refusal to adjust to peacetime society.

The Outlaw band forms

During 1866-68 there was a series of bank robberies in Missouri. It is impossible to determine exactly which raids the James and Younger brothers participated in, but it is certain that their friends and wartime comrades were involved. By 1868 it was generally assumed that the brothers, particularly Jesse, Frank and Cole, were the leaders of the gang. Between 1868 and 1882 the following raids were attributed to the James-Younger gang:

Year	Date	City	Target	Amount Taken
1866	13 Feb	Liberty, Missouri	Commercial bank	\$57,000
1866	30 Oct	Lexington, Missouri	Alexander & Co. Banking House	\$2,011
1867	2 Mar	Savannah, Missouri	William McLain's Bank	Nil
1867	22 May	Richmond, Missouri	Hughes & Watson bank	\$4,000
1868	20 Mar	Russellville, Kentucky	Long & Norton's bank	\$14,000
1868	7 Dec	Gallatin, Missouri	Davies County Bank	\$500
1871	3 Jun	Corydon, Iowa	Ocobock Bros. bank	\$26,000
1872	29 Apr.	Columbia, Kentucky	Deposit bank	\$600
1872	26 Sep	Kansas City	Fairground	\$978
1873	27 May	St. Genevieve, Missouri	Bank	\$4,000
1873	21 Jul	Adair, Iowa	Chicago & Rock Island Train	\$2,000
1874	15 Jan	Hot Springs, Arkansas	Stagecoach	\$4,000
1874	31 Jan	Gads Hill, Missouri	Chicago & Rock Island Train	\$22,000?
1874	7 Apr	Austin, Texas	Stagecoach	?
1874	12 Dec	Muncie, Kansas	Train	\$50,000
1875	12 May	Austin, Texas	Stagecoach	\$3,000
1875	5 Sep	Huntingdon, W. Virginia	Bank.	\$10,000
1876	7 Jul	Otterville, Missouri	Missouri Pacific train	\$100,000
1876	7 Sep	Northfield, Minnesota	First National Bank	Nil
1879	7 Oct	Glendale, Missouri	Train	\$10,000
1880	March	Muscle Shoals, Alabama	Stagecoach	\$5,000
1881	10 Jul	Riverton, Iowa	Davis & Sexton bank	\$5,000
1881	15 Jul	Winston, Missouri	Chicago & Rock Island Train	\$1,000
1881	7 Sep	Glendale, Missouri	Chicago & Rock Island Train	\$1,200

After 1868 a pattern was established for the James-Younger band's robberies. In the aftermath of a raid Jesse would usually be accused of being involved. This would result in a letter to the press from the outlaw leader proclaiming his innocence, his presence somewhere else when the robbery was committed and his inability to come forward and surrender to the authorities because of the danger of mob action and the unlikelihood of a fair trial.

It is possible that Jesse and his band were not responsible for some of the raids on the above list; after all they did little to advertise their presence at the scenes of crimes. What is almost certain is that the list is incomplete. Further research continues to suggest that there is still more to be learned about the gang's activities.

The Gallatin robbery was the first in which Jesse was clearly implicated. A horse belonging to him was found after being abandoned by the raiders in their flight out of town. Shortly afterwards a posse surrounded the homestead owned by Jesse's mother and stepfather in Liberty, Missouri. The James brothers burst out of the farm buildings, taking the posse by surprise, and got well away before the startled lawmen could react. Some newspapers announced that the flight of the James brothers proved their guilt, but several suspects for earlier robberies had been shot down while trying to surrender or lynched afterwards, which explains Frank and Jesse's reluctance to surrender to a heavily armed posse.

The Chalk Level road gunfight

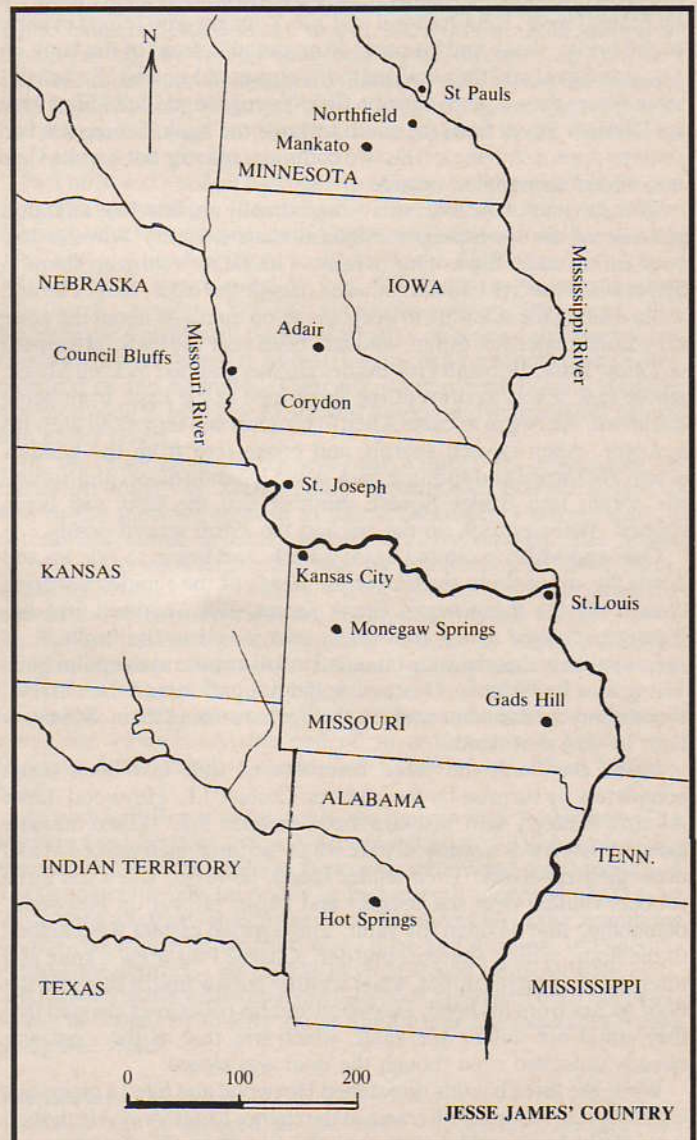
The robberies continued into the early 1870s and the Pinkerton Detective Agency was brought in to investigate after the train robbery near Adair, Iowa in the summer of 1873. Pinkerton detectives began to gather information on the James and Younger brothers but in the close-knit community of western Missouri it was difficult to operate

without drawing attention to themselves. On 12th March 1874 agent John M. Wicher was found shot dead on the road near Independence, having left the town for the James' farm two days earlier.

The Pinkertons suffered another setback a few days after Wicher's death. Two of their operatives, Louis Lull and John Boyle (also known as Wright) were riding through the small hamlet of Monegaw Springs in the company of former deputy sheriff Edwin P. Daniels. The trio stopped at the house of Theoderick Snuffer and enquired about the whereabouts of the Younger brothers, unaware that Jim and John Younger were in the house at the time. The three lawmen then moved on. After a swift discussion Jim and John decided to go after them. The two brothers caught up with the detectives on the old Chalk Level Road and ordered them to stop. Boyle put his spurs into his horse and fled but Lull and Daniels reined in. The Younger brothers ordered them to unbuckle their gunbelts and let them fall. This they did, but then the two outlaws began to question them aggressively, Jim brandishing two revolvers and John a double-barrelled shotgun.

Lull feared that they were about to suffer the same fate as Wicher and drew a No. 2 Smith & Wesson from inside his jacket. He fired at John Younger, hitting him in the neck and killing him almost immediately. Unfortunately the outlaw had seen Lull's movement and fired his shotgun at the same time. Lull's horse panicked and stampeded away. In the confusion Daniels tried to flee but he was pursued by Jim Younger. The two men exchanged shots and although Daniels managed to hit Jim in the thigh he suffered a mortal wound. Lull lingered for six weeks before he too died.

The Chalk Level road gunfight seriously undermined the case of those who claimed that the Younger brothers had nothing to do with either the robberies or the James brother. The fight, together with the train robberies at Adair and Gads Hill elevated the gang to national



status. The gang's raids continued through 1874 and in January 1875 the Pinkertons made another attempt to capture the James brothers. On the night of the 26th a posse of detectives surrounded the Samuel's farmhouse and threw a blazing ball of cotton inside to illuminate the interior. This was followed by a second fireball which exploded, killing Frank and Jesse's nine year old half-brother, Archie, and injuring their mother. To make matters worse there was no positive evidence that either of the brothers was in the farmhouse at the time of the attack.

Still the gang's raids went on, from stagecoach robberies in Texas to bank robberies in West Virginia, via train robberies in Missouri. It seemed that the band could strike anywhere with impunity. Then the outlaws went north, to Northfield, Minnesota, and disaster.

The Northfield raid

A variety of reasons have been offered as to why the James-Younger gang went to Minnesota. Some said that they were on their way north to Canada when they ran out of money through gambling and had to make good their losses. Others said that they were planning to settle down and needed one last large haul. The Northfield bank was selected, so this tale goes, because one of its major investors was a former Union general, Ben Butler. The most likely explanation is that gang member William Chadwell was a Minnesotan and persuaded Jesse, Frank and Cole that there would be easy pickings in his home state. Whatever the reason, in early September 1876 Jesse and Frank rode north, together with Cole, Jim and Bob Younger, Bill Chadwell, alias Bill Stiles, Clell Miller and Charlie Pitts. After spending a few days looking around they decided upon the First National bank in Northfield as their next target.

About two o'clock in the afternoon of 7th September Bob Younger, Charlie Pitts and Jesse James rode across the wooden bridge at the north-west corner of Bridge Square. They were followed by Frank James, Bill Chadwell and Jim Younger who reined in close to the bridge. Jesse and his party dismounted in front of the bank on Division Street and then ambled to the corner of Lee and Hitchcock's store where they waited. Shortly, Cole Younger and Clell Miller rode up Division Street from the south towards the bank. Seeing the two outlaws approach Jesse led his two comrades into the bank while Cole and Miller dismounted outside.

The activities of the five outlaws had already attracted the attention of some of the townspeople. Medical student Henry Wheeler had been sitting under the awning in front of his father's store on Division Street when the five bandits gathered outside the bank. He got up and walked along the sidewalk to keep an eye on them. At about the same time storekeeper J.S. Allen, who had been near the bank, attempted to follow Jesse, Bob and Pitts inside. He was grabbed by Clell Miller, whose task it was to prevent the three men in the bank from being disturbed. He began to curse Allen in no uncertain terms and drew his revolver. Allen twisted sharply and broke free from the bandit's grasp. He turned and sprinted back down Division Street and around the corner into Bridge Square shouting that the bank was being robbed. Wheeler took up the cry and the alarm spread swiftly.

Cole and Miller mounted again quickly and began to ride up and down the street firing shots over the heads of the rapidly gathering crowd. As the firing began Frank James, Bill Chadwell and Jim Younger charged across the square and joined in the fusillade. It seems unlikely that the gang intended to kill anyone at this point but a young Swede, Nicholas Gustavson, did not understand the outlaws' threats and continued to stand in the open watching them. Moments later he was shot dead.

Inside the bank the three members of staff had been taken completely by surprise by the outlaws. Cashier J.L. Heywood, teller Alonzo Bunker, and assistant book keeper F.J. Wilcox initially thought that it was a practical joke when the three men walked in and drew their revolvers. Their smiles faded, however, when the three robbers vaulted over the counter and began to beat up Heywood, demanding that he open the vault. The terrified cashier was clubbed to the floor, yelling 'murder, murder'. Charlie Pitts drew a knife and threatened to cut his throat, while another outlaw fired a shot into the floor inches from his head. Heywood and his colleagues claimed that they could not unlock the vault, which was true as the vault was already unlocked even though the door was closed.

While the three bandits threatened Heywood and filled a grain sack with loose currency, Bunker seized the chance to get away. He dashed through the bank and burst through the rear door. Charlie Pitts went

after him, firing as he did so. Bunker had almost reached the safety of a nearby building when Pitts fired another shot from the rear doorway of the bank. Bunker was hit in the shoulder but kept going. Pitts gave up the chase and rejoined the other raiders. By now there was chaos in the street. Having raised the alarm Wheeler dashed into the Dampier hotel opposite the bank. Here he knew there was an old army carbine. He grabbed the gun and three cartridges and raced up the stairs to a second floor window overlooking the street. Quickly he loaded the gun and prepared to fire. At about the same time Allen reached his store where he handed a shotgun to Elias Stacey. Meanwhile Anselm Manning, owner of the store next to Allen's, grabbed his breech-loading rifle and a handful of shells and ran to the corner of Division Street and Bridge Square. Looking around the corner he saw five outlaws, Cole and Jim Younger, Frank James, Bill Chadwell and Clell Miller, riding up and down the street, firing at anything that moved.

Across the street from Manning, Justice Streeter and former policeman Elias Hobbs were hurling rocks at the horsemen. Manning quickly took aim and brought down one of the horses tethered outside the bank. Stepping back round the corner he tried to eject the shell but found that the mechanism had jammed. He spent valuable minutes running back to his store to get a ramrod to clear the weapon. Returning to the corner he fired another shot, this time hitting Cole Younger in the thigh. As Cole reeled in agony Manning reloaded and once again took aim. Eighty yards away Bill Chadwell was sitting motionless on his horse scanning the buildings on either side of the street. Manning took his time, so much time in fact that bystanders called out to him to be careful. He refused to be rushed however, despite the bullets whizzing past, and slowly squeezed the trigger. The heavy bullet punched Chadwell squarely in the chest and the surprised outlaw toppled out of the saddle mortally wounded. Cole reined in beside him and leaned down from the saddle. 'Can you ride' he asked. Chadwell raised himself up on one elbow and said something but then fell back in the street.

In the Dampier hotel Henry Wheeler took aim at Jim Younger as the bandit galloped past. The shot buzzed past Younger's head and whacked into the street. Jim turned in the saddle to identify his attacker, but without success. At about the same time Elias Stacy got a clear view of Clell Miller and emptied a barrel at him. The shotgun was only loaded with birdshot but the pellets caught the outlaw full in the face, temporarily blinding him. As Miller tried to wipe the blood from his eyes Wheeler fired again and his outlaw career was brought to an abrupt end. Wheeler reached for his third cartridge but knocked it to the floor, breaking it open and scattering the gunpowder. At that moment the hotel clerk came running up the stairs with another supply of cartridges. At this point, with two men and a horse dead Cole decided to get out. He yelled to the men in the bank 'The game is up. Better get out boys. They're killing all our men'.

The three outlaws in the bank ran out into the street, but as they left Jesse deliberately shot Heywood in the head. So much for the American Robin Hood. Jesse and Pitts mounted up, but Bob Younger's horse was dead. He began to run towards the square but was confronted by Manning. Younger ducked behind an outside staircase, but Manning fired through the boards. The bullet tore along Bob's forearm and smashed his right elbow. Manning decided that he would have a better chance of hitting the outlaw if he ran around the store and came up behind him. Turning, he dashed around the building and re-emerged on Division Street only to see the outlaws riding out of town. Bob had swung up behind Cole and the defeated outlaws were fleeing for their lives.

The Mankato gunfight

For two weeks the shattered band tried to avoid the posses that scoured the countryside around Northfield. The weather deteriorated and the outlaws frequently skirmished with the posses in the pouring rain. It soon became apparent that Bob's wound was slowing the rest of them down and eventually Jesse demanded that he be abandoned. For years there had been a simmering feud between Cole and Jesse for some unknown reason and now it came to the surface again. Cole refused to leave his wounded brother and the two grim outlaws faced each other in the rain-soaked Minnesota woods. Only the intervention of Frank James prevented bloodshed. For the last time the James and Younger brothers parted, Frank and Jesse slipping through the posses after a brief gunfight and making their way back to Missouri.

Charlie Pitts and the Youngers continued to try to evade the manhunters, but their luck was running out. On 21st September they were desperate for food and raided a henhouse just outside Madelia. They were seen by a boy named A.O. Sorbel who raised the alarm. Another posse was raised and went in pursuit of the bandits who were now on foot. The posse finally caught up with the Youngers in the Watonwan river swamplands between Mankato and Madelia. Over a hundred men surrounded a patch of particularly dense woods and brush where the bandits had gone to ground. The posse was led by Sheriff James Glispin who realised that unless somebody went in and flushed out the bandits they would slip through the cordon during the night as they had done in the past. He called for volunteers to go into the swamp with him and six men stepped forward; Civil war veterans Captain W.W. Murphy and Colonel T.L. Vought, as well as Ben Rice, Charlie Pomeroy, S.L. Severson and G.A. Bradford. Vought, Glispin, Rice and Severson were carrying rifles. Bradford and Pomeroy were carrying shotguns and Murphy had a Colt revolver.

The seven men formed a rough skirmish line and began to work their way through the thick mud and dense underbrush in search of the outlaws. After going about fifty yards Glispin caught a glimpse of a man with a revolver. The two men fired simultaneously but Glispin's aim was better. Charlie Pitts staggered back and collapsed dying. Almost immediately the rest of the posse came under fire from the Younger brothers, who slowly fell back from tree to tree and thicket to thicket. Glispin's tiny force followed cautiously, trading shot for shot but avoiding getting too close. Soon the Youngers had been driven back almost to the edge of the woods and could go no further without coming under fire from the surrounding possemen. Now at last they stood and fought.

As the firing intensified a bullet hit Captain Murphy in the chest. He was thrown off his feet but the shot was deflected by a pipe he was carrying in his pocket and he only suffered a minor wound. Another of Glispin's men had a similar miraculous escape when a shot smashed his pocket watch. Slowly the Youngers went down. Cole was hit several times, including a rifle shot under the right eye, a bullet in the thigh and a revolver bullet in the chest. Jim was caught by a shotgun blast and took eleven buckshot in the chest. As he staggered back rifle bullets hit him in the chest and shoulder and as he collapsed another shot smashed his jaw. Finally only Bob was still on his feet, firing his revolver with his left hand, his wounded right arm hanging limply by his side. He fired deliberately at Glispin's men as they moved forward, dodging from tree to tree and rock to rock. A bullet clipped his side but he kept on firing. At last he realised that his brothers were down and he threw away his now empty revolver.

The Aftermath

Jim and Cole survived their numerous wounds and all three brothers were jailed for life in Stillwater penitentiary, Minnesota. Bob died of tuberculosis in 1889 but Cole and Jim were released on parole in 1901. Jim, still suffering from the wound in his jaw was unable to cope when released and committed suicide in 1902. Cole was pardoned in 1903 and returned to Missouri where he died in 1916, aged 72.

Jesse and Frank dropped out of sight for three years after the Northfield fiasco. There were reports of them living in Mexico, Texas, Tennessee, Colorado and Wyoming and of Jesse meeting Billy the Kid in Las Vegas in 1879. It was not until October of 1879 that a reformed James gang stuck again, robbing a train at Glendale, Missouri. More robberies followed and it appeared that the James gang was back with a vengeance. Behind the scenes, however, moves were afoot to finally rid the midwest of the outlaws. The Ford brothers, who had ridden with Jesse from about 1878 onwards, were swayed by promises of rewards and amnesty if Jesse was brought in dead or alive. On 3rd April 1882 Charlie and Bob Ford were with Jesse at the house where he and Zerelda were living in St. Joseph, Missouri. Jesse had called the gang together to raid a bank in Platte City, not far away. On the morning of the 3rd Jesse turned his back on Charlie and Bob to adjust a picture. Bob drew his revolver and fired and both men passed into history. Five months after Jesse's death Frank James walked into the office of the governor of Missouri and surrendered. He was tried for several crimes, but was acquitted because of the lack of definite evidence against him. In the years that followed the retired bandit held a

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variety of jobs – race track starter, doorman, floorwalker and performer in a Wild West show with Cole Younger. He died in 1915.

The games

The three gunfights covered in this article can be played individually but they are better played in sequence as a mini-campaign, beginning with the Chalk Level road gunfight on 17th March 1874.

Continues next month

CRIMEAN SMALL ACTIONS

Part I: The Expedition to Kertch

by Stephen Allen

Introduction

Apart from the siege of Sevastopol, four major field actions dominate the Crimean War: Alma, Balaklava, Inkerman and Tchernaya. Yet there are several smaller actions just as worthy of study and just as suitable for wargaming. More so in fact since they can often be reproduced in their entirety with fewer concessions to the constraints of the tabletop. One such small action was the Allied expedition to Kertch in May and June 1855, a 'combined operation' which involved British, French and Turkish troops as well as ships from the navies of Britain and France.

False Start

By the end of April 1855 the siege of Sevastopol was about to enter its eighth month. After enduring the rigours of a Russian winter totally unprepared and lacking even the most basic requirements of an army on campaign, morale among the Allied forces was low. Despite continuous intensive bombardment of the city's defences, the fall of Sevastopol seemed further away than ever. The Allied commanders, Lord Raglan and General Canrobert, sought to find a way out of this impasse, to find some alternative operation in an attempt to bring relief from the unending casualties caused by cholera and Russian snipers, and from the stagnating siege.

It had long been known that the main Russian supply route to the Crimea ran down the Sea of Azov via the port of Kertch from Taganrog and the river Don. Very little came by the more direct route from the north because of the bad roads in the Ukraine and the barren uplands between Perekop and Simferopol. A raid to cut this supply line had been contemplated for some while. During a council of war on 29th April, Canrobert was persuaded by Raglan and Admiral Sir Edmund Lyons, commander of Britain's Black Sea fleet, that the time had now come to attempt this undertaking. The French would provide 11 battalions of infantry and 2 batteries of guns, a total of some 7,500 men, under the command of General D'Autemarre; the British would send the Highland Brigade (42nd, 71st and 93rd), 4 companies of the Rifle Brigade, 2 companies of Sappers and Miners, 700 Royal Marines, 1 battery of guns and a troop of light cavalry, in all about 3,000 men. They were to be led by Sir George Brown who also took overall command of the expedition at the express recommendation of Canrobert himself.

On the afternoon of 3rd May the expedition sailed from Balaklava and Kamiesch. In order to deceive the Russians, it steered north past Sevastopol harbour. Rumours had been purposely started to the effect that an attack on Odessa had been planned and that Turkish troops were to be embarked on the way at Evpatoria. However, it was an open secret that the real objective was Kertch and the deception fooled no-one.

Eight days before this, the Crimea had been linked to London and Paris by the latest development in communications technology: the electric telegraph. For the first time in the history of warfare, governments could communicate rapidly and effectively with commanders in the field. It was to prove a mixed blessing. On the very evening that the fleet sailed, Canrobert received a telegram from Napoleon III requiring him to send all available ships to Constantinople to collect 4,000 French reinforcements. After a lengthy interview, Raglan persuaded Canrobert not to call back those French ships which had set off for Kertch that afternoon. But the French commander had hardly returned to his headquarters when a second telegram arrived from the Emperor ordering him to concentrate all his forces once the reinforcements had landed and prepare for an assault on Alushta which was to be the first step in Napoleon's new strategic plan to win the war. Without waiting to consult Raglan, Canrobert sent off to the fleet to recall the French contingent. He then despatched his ADC to the British HQ to inform them of his decision. Even now, in the face of this *fait accompli*, Raglan wrote to Sir George Brown and Sir Edmund Lyons that he was prepared to

support them if they felt ready to go on with the expedition and would take full responsibility for any action which they considered justified in taking. With the withdrawal of two thirds of their forces, neither was inclined to continue. The fleet returned, downcast, on 5th May.

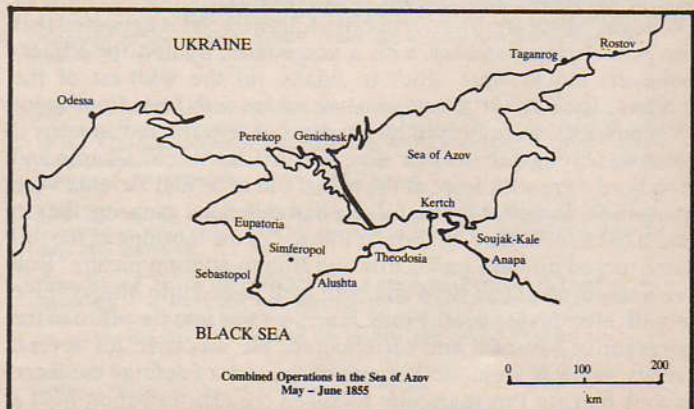
The Second Try

Canrobert found his position impossible: rightly or wrongly he regarded himself responsible for the failure of the expedition. With the Emperor sending him vague or contradictory instructions by telegraph and his new Chief-Engineer, Niel, attempting to filter every message to and from Paris via himself, the health of the French commander deteriorated rapidly. After failing to get himself shot by standing up in full view of the enemy, he resigned and handed over his command to General Pélissier on 19th May. Pélissier was not in the least intimidated by Napoleon's telegrams, which he ignored, or by Niel, whom he threatened with forced removal from the theatre of war. He agreed with Raglan that the expedition to Kertch should never have been recalled, and at a further council of war on 20th May, on this occasion also attended by the Turkish Commander, Omar Pasha, it was agreed to try again.

Sir George Brown would be in overall command, with the Highland Brigade and supporting troops as before; D'Autemarre would lead his division plus 3 batteries; and Raschid Pasha some 5,000 Turkish infantry and 1 battery. Total effectives were just under 16,000 men and 30 guns, a substantial increase since it was believed that the Russians had brought reinforcements into the area.

In fact, this was not the case. At Kertch itself the garrison consisted of 2,600 sailors and dismounted Black Sea Cossacks; at Theodosia, which the Allies had considered for a feint attack, there was a static garrison of 500 men and a mobile infantry column of 2,600 sailors and Black Sea Cossacks backed up by 8 cavalry squadrons and 16 mounted Cossack *sotni* totalling 3,000 sabres and 8 guns. All were under the command of General Wrangel and all were probably understrength because both Menshikov and Gorchakov often drew on them for reinforcements for the armies in and around Sevastopol.

The Allied fleet sailed on 22nd May and arrived off Theodosia on the morning of the 23rd where it remained all day, again, in an attempt to deceive the Russians as to their intentions. It then moved on to Kertch where it anchored early on the 24th. In view of the abortive raid three weeks previously it might have been thought that some form of preparations would have been made to resist the landing. But nothing at all had been done. Wrangel, fearing to be cut off on the Kertch peninsula, withdrew his forces from the town and destroyed the 62 heavy and 40 medium guns that defended the straits into the Sea of Azov. He sent word to Gorchakov and to his own immediate superior, Khamutov. Gorchakov believed that the Allies intended to seize Perekop either by the Arabat Road or by landing in the area of Genichesk. Had they done so and been able to hold it



successfully it would have effectively cut off the Crimea from the rest of the Russian Empire and possibly brought the war to an end without the fall of Sevastopol.

However, Allied plans did not extend that far. The fleet entered the straits without meeting the slightest resistance. The troops were landed that night a few miles from Kertch which was taken along with the fort at Yenikale the following morning (the 25th). A flotilla of shallow-draft vessels passed into the Sea of Azov to seek out Russian merchant ships and supply depots. Arabat, a fortress mounting 30 guns, was stormed without difficulty after a bombardment lasting an hour and a half. The port of Genichesk refused to surrender and was fired, along with almost 100 ships in the harbour. At Taganrog at the mouth of the river Don there was some resistance, but under cover of fire from the squadron a large quantity of stores was destroyed on the beach. Four Russian steamers which had cut their cables and run from Kertch at the approach of the Allies were caught, but were scuttled by their own crews before they could be taken as prizes. The larger men o' war that had remained outside the straits headed south-east down the Black Sea coast towards Soujak-Kale and Anapa. At the former, the garrison destroyed all the principal buildings in the town as well as the 66 guns intended to defend it before a landing could be made. The fall of Anapa, on 5th June, was a curious affair. Had the Russians not evacuated it also, the Allies would not have attacked it. The reason was, once again, a telegram from Napoleon III to Pélissier insisting that the French troops involved in the expedition be recalled immediately. For once, the French Commander felt obliged to comply. However, the steamer which carried the order to D'Aumetmarre at Kertch arrived at the same moment as a message from Anapa concerning the Russian withdrawal. With admirable initiative on the part of all the expedition's commanders, the Emperor's order was quietly forgotten. A landing party went ashore at Anapa and proceeded to demolish installations and stores.

All operations were halted during the second week of June. The fleet and the troops returned to their respective bases around Sevastopol, except for a small Anglo-French garrison left at Kertch and Yenikale, supported by a brigade of Turks. The results of the expedition were summed up in a letter from Pélissier to the Ministry of War in Paris: 'We have struck deep into Russian resources; their chief supply line is cut'. Raglan estimated the Russian losses to be: 4 war steamers, 246 merchant vessels, over 200 guns and four months' supplies for 100,000 men.

It all looked very nice in despatches. But it was not a clean, disciplined operation. Many of the inhabitants of Kertch had left the town along with the garrison before the arrival of the Allies. Those that stayed behind, defenceless and unresisting, were disgracefully treated by the troops, Roger Fenton, the photographer whose work made the Crimea the first war to be recorded visually, accompanied the expedition although without his equipment. He wrote of the orgy of looting and violence in and around Kertch, led by the Turks and local Tartars but certainly not without help from the British and French. By the time the fleet withdrew, the town of Kertch was a smoking ruin; its museum, which had housed one of the finest collections of Hellenistic art in the world, utterly destroyed and its priceless contents smashed.

Orders of Battle:

Britain – The total of approximately 3,000 men breaks down rather conveniently:

3 battalions Highland Brigade, say 600 each:	1,800
4 companies Rifle Brigade, say 60 each:	240
2 companies Sappers and Miners, ditto:	120
Royal Marines:	700
Troop, light cavalry:	50
– leaving 90 men to man the battery of 6 guns.	

France – It is probable that D'Aumetmarre led his own division on the expedition. If so, it included the following units at this time:

1st Brigade (Niol): 5th Chasseurs (1 bn), 19th and 26th Ligne (2 bns each).

2nd Brigade (Breton): 39th and 74th Ligne (2 bns each).

Artillery Brigade (Tryon): 4th and 15th bats (6 guns each).

This only accounts for 9 of the 11 battalions in the French force, however, and only 2 of the 3 batteries. Most likely, the remainder were taken from the Kamiesh Garrison Brigade, either the 30th or 35th Ligne, and the general artillery reserve. If we assume about 100

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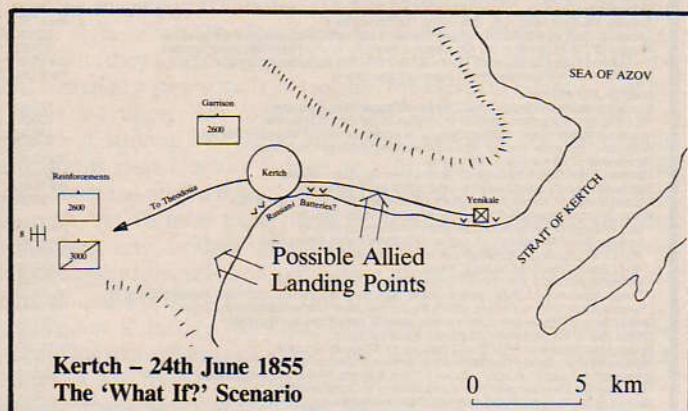
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men per battery then each battalion will average 650 men, about right for campaign strength.

Turkey – Turkish battalions had a paper strength of 875 all ranks. If the Turkish contingent at Kertch numbered about 5,000 men, we can perhaps assume that there were 6 battalions present, each with a strength of 800-825.

Russia – Average battalion strength was 800 men, but after months of campaigning or, as in this case, being used as a source of reinforcements, it would have fallen sharply. If we assume that the static garrison at Theodosia represented the yardstick for unit strength, then the mobile infantry columns at both Theodosia and Kertch break down thus: 4 battalions of 500 men (1 regiment) plus 6 *sotni* of dismounted Cossacks. A *sotni* was the equivalent of a regular cavalry squadron and numbered 100 sabres. Applying this to the 3,000 strong cavalry column at Theodosia, we come to 1,600 Cossacks, 1 battery of guns (itself possibly a Cossack battery), say 150 men, and 8 squadrons of regular cavalry, probably dragoons, each about 150 sabres.



Wargaming

The expedition to Kertch and the various raids carried out in the Sea of Azov present several different possibilities to the wargamer. One is to devise a naval game with the smaller craft in the Allied fleet pursuing Russian ships across the Sea of Azov as they attempt to find shelter in Arabat and Taganrog and in the estuary of the Don. A rather unusual aspect would be the greatly differing capabilities of the sailing and steam powered vessels.

Another might be to reproduce the Allied landings as they actually happened, with very little or no resistance, the objective being to destroy stores and equipment. This may seem at first to be rather dull, but give it a bit of thought and turn it into a multi-player game with each commander – British, French and Turkish – having conflicting objectives to fulfil (despite the excellent and very unusual level of co-operation during the Expedition). A small team of umpires would be required for such a role-playing game both to direct and confuse the players!

Finally, there is the 'what if?' game in which we assume that Wrangel was made of sterner stuff and was prepared to defend Kertch with the forces at his disposal. Once it had become clear that Theodosia was not the Allies' objective, it is likely that he would have called up the cavalry and mobile infantry columns to Kertch leaving the static garrison in place. Outnumbered nearly 2 to 1 but defending what certainly seems to be a strong position, how would he have fared? His superiority in cavalry would give him a great advantage although the morale of his non-Cossack infantry might have been suspect. The Allies too would have been faced with the same problem. Whereas the morale of the Anglo-French contingents would give no cause for concern, at least not until they had all got blind drunk, that of the Turkish troops would be more questionable. Probably the best way of handling this is to allocate a combat rating to each battalion, regiment, battery or whatever, which will emphasise the average differences between troop types and nationalities. Small arms and artillery fire, mêlées and results of morale tests can all be linked to these ratings and determine how, for example, a Russian reserve battalion will react in the face of the 93rd Highlanders, or, alternatively, how the same 93rd after a night's looting will react to a charge by several hundred Cossacks.

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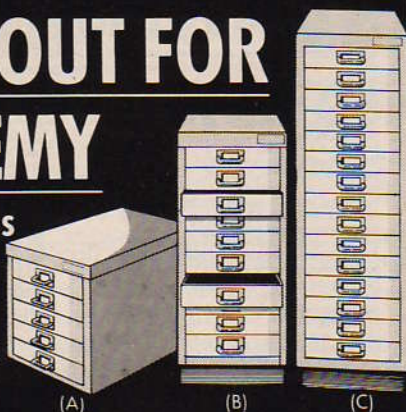
The Crimean War has never been very popular with wargamers, although with the recent increase in interest in non-colonial wars of the 19th century this situation is slowly beginning to change. For all that, figures for the Crimean War are readily available. Peter Laing probably provides the widest range in 15mm. Lancashire Games produce a selection of British troops for the period, and Minifigs and Pioneer have new ranges. Knight Designs make 1/300 scale figures for those with extremely steady hands, and Imperial Figures and Wargames Foundry do 25-30mm ranges for those who haven't.

Further Reading:

Cadogan's *Crimea* – Book Club Associates, London 1979
The War in the Crimea – Gen. Sir Edmund Hanley, London 1891
The Destruction of Lord Raglan – C. Hibbert, Longmans, 1961
The Crimean War, a Russian Chronicle – A. Seaton, Batsford, 1977

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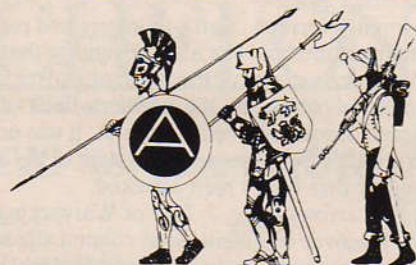
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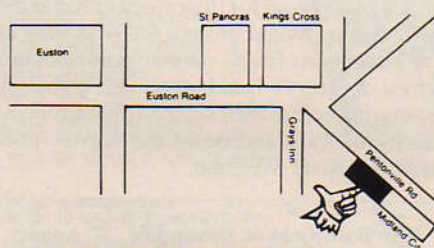
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THE COMMOTION IN NORFOLK:

Kett's Rebellion of 1549 Part II

by Robin P. Jenkins

It was not until the end of the second week of August 1549 that Protector Somerset's second army was ready to move against the rebel army of Robert Kett camped on Mousehold Heath near Norwich. By August 19 the royal forces were assembled at Cambridge, preparing for their final march on Norwich. This time Protector Somerset was determined that there should be no mistake.

An experienced soldier, John Dudley, Earl of Warwick, who had distinguished himself in action on sea and land against the French and Scots, had been selected to command. His army numbered perhaps ten thousand men, though contemporary sources suggest a higher figure. He had the (roughly) nine hundred survivors of Parr's expedition, some five thousand or more troops from London and the Midlands and possibly as many as one and a half thousand men raised by Lord Willoughby of Parham in Lincolnshire and Cambridgeshire. In addition to the English professional troops of Captain Thomas Drury, a backbone of efficiency was given to the army by a Landsknecht company of over one thousand men commanded by two experienced mercenary captains: William von Walderdom and Clayen van Burren. Believing that cavalry were the best counter to the rebels, Somerset ensured that nearly three thousand men of the force were mounted. There was also a strong artillery train and the usual, typically cumbrous, column of baggage wagons.

On the march the troops would have presented a motley appearance. The bulk of the horsemen were volunteer gentry and their household retainers, equipped and armed in a haphazard fashion. Warwick and the richer gentlemen may have worn decorated half-armor, but the majority of the troopers would have been fortunate to possess helmets or breastplates. Most would have had swords and lances and a few firearms.

The foot levies would have been similarly equipped. Many would have possessed studded jacks and helmets. Most carried polearms or longbows. Only the professionals presented a near uniform appearance, with red-crosses of St. George on armour or jacks distinguishing the English troops of Captain Drury. The dress of the Landsknechts was also distinctive, with much armour above the highly decorative puffs and slashes of their clothes. The two groups of regular soldiers also possessed strong companies of arquebusiers or hackbutters. For most of the troops however there was little difference between their martial array and the dress of Tudor civilians. Behind Warwick, at the head of the army, flapped a large, newly made banner of St. George.

The Earl of Warwick's army arrived before the walls of Norwich on Saturday 24 August 1549. Once again Norroy King of Arms, with a trumpeter, spurred forward to demand the submission of the city. Once again the citizens pleaded both their loyalty and their helplessness. Warwick's willingness to pardon both citizens and rebels was repeated and it suddenly seemed as if the revolt might come to a peaceful conclusion.

Escorted by Kett and some mounted rebels the herald rode up onto the Heath. The man who had twice captured Norwich pressed closely on each side and after some hesitation there was a cheer for King Edward. Other rebels murmured that Warwick's offer of clemency was a ruse and one, "a vile boy", according to Holinshed, "... turned up his bare taile to him [the herald] with words as unseemlie as his gesture was filthie." (p.979)

Incensed at so great an act of disrespect towards a man who, after all, represented the King's person, or perhaps merely to frighten the youth, one of the herald's escort fired at him and, as luck would have it, he hit the boy. Probably from that moment the possibility of peace vanished. Kett somehow kept order but the herald returned soon after to Warwick's waiting army and military operations were begun.

Guns were laid against St. Stephen's Gate and a bombardment began of the rebels who held it. Kett's followers had not wasted their time however and the city gates had all been built up with earthwork

ramparts and wooden revetments. It seemed for a time as if Warwick's field guns would not be powerful enough. The Augustine Steward, the deputy mayor, reached Warwick with the important information that the Brasen Doors, the gate next to St. Stephen's to the south, was inadequately defended. Though it had been ramparted, the work was poorly done and a determined assault could carry the gate.

A determined assault is precisely what followed. Sotherton's somewhat dispassionate description conceals what must have been a fierce and bloody hand to hand conflict:

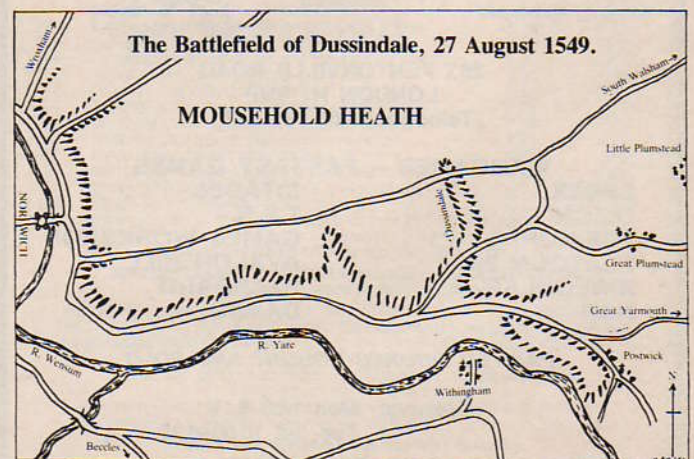
"... the master of the ordinance dischargid and brake ye halfe gate and percullis where the seid lord marquis [Warwick] with Capitaine Drury and his band entrid and skorid [scoured?] the streets and killed divers rebellis..." (p.95)

Drawn in 1720 when it was much decayed, an engraving of the Brasen Doors shows it as a still formidable stone gate and it cannot be doubted that Drury's company suffered heavily both around the battered-in gate itself and in the streets and gardens beyond.

Steward, taking advantage of the rebels' confusion, then had the Westwick of St. Benedict's Gate opened, and the remainder of the royal army entered the city. They met little or no resistance and by three o'clock Warwick felt confident enough to order his ammunition and supply wagons to follow. Citizens who had been in hiding from the rebels, or in fear for their lives should they be caught by the royal troops and taken for rebels, now came out onto the streets in their dozens to beg for mercy. Though seemingly over, the battle for Norwich had only just begun.

Far from abandoning Norwich, Kett's followers had regrouped in Tombland, near to the cathedral. The main advantage that the rebels had was their intimate knowledge of the maze of narrow city streets that formed an intricate pattern on the northern flank of the royal column as it advanced down St. Benedict's Street. It was not until the leading units of Warwick's troops came within sight of the open space of Tombland however that Kett's men attacked.

In the first flurry of arrows three or four of Warwick's gentlemen volunteers fell and the over confident royal column shuddered to a halt. The area of Norwich that the rebels had selected for the ambush could not have been better suited to their purpose. Even today the roads of the area, lying behind the tourist centres of Elm Hill and Bridewell Alley, are known for their steep hills and sharp turns. For a time the royal troops fought around St. Andrew's and Blackfriars, previously a Dominican friary, neither side gaining ground. It was only the arrival of Drury's hackbutters that ended the action there: the rebels scattering before their volleys, diving for cover into ditches, behind churchyard walls and down the narrow alleyways that led northwards to the River Wensum.



THE CONVENTION SCENE

Our man at the Conventions (at the bar)

Keith (Genghis) Benson

This somewhat delayed second "regular" (ha ha) column is being typed in the depressing depths of winter, when wargames conventions are as rare as rocking horse manure. There has been rather a large gap in the appearance of both the column and my attendance at shows at the end of the season. This was caused by the unwelcome intrusion of a lot of travel for the unfortunate necessity of work and moving, but I'm now sorted (I hope), normal drinking will resume. All this is building up to saying that this month there is little hard fact to report, so the main objective is to try and stimulate some discussion/insult/argument.

Looking back over the shows I attended last year, both large and small, the first thing to strike me is how many of them there are. This prompted a closer look at locations and timings of the shows. There are a lot of clashes, although those that do occur mainly involved the smaller shows. This is not necessarily a bad thing, unless the shows are geographically close together, in which case they are in direct competition with each other and attendance at both is probably going to suffer. Now I know everyone likes to run the best show, but the hobby is not in the business of competition between shows surely! Clashes do cause problems for the trade. There are probably a half dozen big traders who are in demand at every show, and they do try to get to as many as possible, but it leads to awkward decisions when there are two good shows on the same date. Traders are not in the game out of charity; they attend shows to sell, and that relies on a good public attendance. Two big shows on the same date will usually result in a diminished attendance at both, and that means the organisers, the trade and the wargaming public all lose out. Much the same principle applies to that dedicated band of enthusiasts who put on demo or participation games at the shows; there are relatively few very good ones, and they cannot split themselves between two shows.

Looking at the year, and previous years, there appears to be a dead season for the bigger type of show, and even for the smaller one-day shows, of November through to March. Why? Granted the weather is usually pretty awful, but when is it not? The counter attraction of Christmas shopping, and the attendant bankruptcy, cannot account for the whole of the interval, so why are there no good shows for nearly a quarter of the year? It would seem more logical, if there is going to be a show interval to have it in the summer when such interesting domestic trivia as the garden or the seaside are required to be attended to. Certainly an extension to all year round conventions would ease the problem of clashes, perhaps it is a hangover from armies going into winter quarters.

The other point that occurs is the one of quality versus quantity. Does the hobby want lots of shows of medium quality spread everywhere, or fewer shows of a higher quality at more central locations? At a guess I would say the trade is in favour of the latter, and the average gamer in favour of the former, but do please let me know, c/o the Editor. Incidentally, I am not knocking show organisers or shows as a whole, but I do feel that there are too few excellent shows and not enough good ones. There are also, regrettably, still too many that are awful – but these are getting fewer. It all depends on what you expect from a show, but surely the ideal should be to put on a combination of displays and participation games that will inform and entertain, and provide sufficient trade stands to enable the necessary requisites of the hobby to be purchased. I do feel that in some cases the organisers of shows do not fully realise the vast difficulties and problems entailed in organising and running a show, or if they do, far too often the other members of the club do not fully support them or provide promised help. I do assure you that running a show is a co-operative venture.

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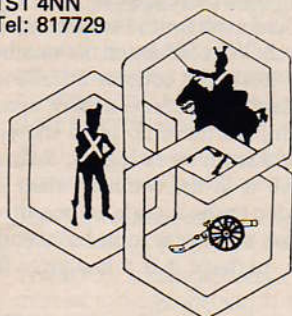
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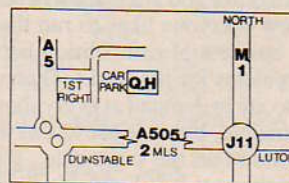
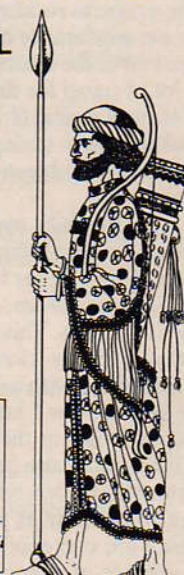
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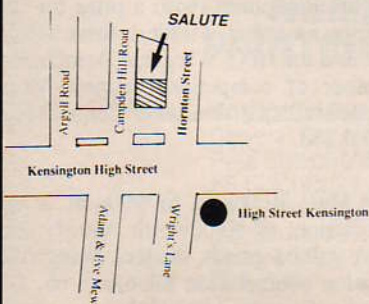
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Sat 30th & Sun 1st May: Northern Standard at the Exhibition Hall, Newcastle Civic Centre, Newcastle.

MAY

Sat 7th: Roll Call '88, Dunstable, Bedfordshire, incorporates the 15mm Nationals.

Sat 21st: Bridgehead '88 at the Army Museum of Transport, Beverley, incorporating the North East Regionals.

Sat 21st & Sun 22nd: Present Arms '88, Rocheway Youth Centre, Rochford, Essex.

Sat 21st & Sun 22nd: The 4th European Championship of Wargaming, Salle de la Roquette, rue Merlin, Paris XIth, France.

JUNE

Sat 4th & Sun 5th: Woughton Centre, Milton Keynes.

Sat 11th: Partizan '88, Grove Sports Centre, London Road, Newark. (East Midlands Regionals.)

Sat 18th: FIASCO '88, new venue: Armley Leisure Centre, Leeds. Next door to the jail I'm told - sounds useful!

Sat 25th: Blitz '88, Central Hall, Warwick Road, Coventry.

Sat 23rd & Sun 24th: 'To the Redoubt', Eastbourne.

JULY

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

AUGUST

Sat 6th: Claymore '88, Adam House, Edinburgh. ('s gae guid!)

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MIGS IX will be held on 29th May, 10:00a.m. to 6:00p.m. at the Firestone War Veteran's Association, 67 Kenilworth Ave., N., Hamilton, Ontario, Canada. There will be games, dealers. Bring your own games. For more information contact Don Hlohinec, 65, 1st. Street N., Stoney Creek, Ontario, Canada, L8G 1Y2.

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While the bulk of Warwick's troops were occupied in the fighting around St. Andrew's, the royal army's baggage wagons with most of its artillery and ammunition had creaked and clattered their way into the open space of Tombland. It is likely that the wagoners, not knowing the city, had progressed further eastwards than had been intended. That mistake would not have proved fatal however had not the unexpected ferocity of the rebels' assault on the St. Andrew's area caught Warwick completely unawares. With so serious a threat to the flank of his army, the Earl pulled back part of the wagons' escort, possibly Drury's company, thereby fatally weakening the baggage train. Kett's men, who had so far proved themselves far more adaptable to each new opportunity than the royal forces, were not slow to seize their chance.

The wagons were by this time spread out between Tombland and St. Martin's church along the northern wall of the cathedral close. The bulk of the artillery was deployed in front to protect the badly damaged Bishop's Gate and possibly to bombard the Heath. Clearly however there was considerable disorganisation and by what might justifiably be seen as a typical act of incompetence, the gunners had become separated from their gunpowder.

Encouraged therefore by the silence of the royal artillery, yet another band of rebels entered Norwich. A carefully aimed shot from Kett's best gunner, one Myles, killed the commander of the royal battery and the cautious approach of the rebels became a charge. The few troops guarding the wagons turned in panic and fled back into the city. Drury's near exhausted troops once more came to the rescue, but even so they had to watch dejectedly as most of their army's guns and supplies were trundled up onto Mousehold Heath.

By late afternoon on 24 August all Norwich, except for the suburbs north of the River Wensum were in royal hands. A strong guard under Lord Willoughby held Bishop's gate and forces no less strong controlled the four bridges northwards. Even so Warwick's position was precarious. From Mousehold Heath the eastern portion of the city came under a sporadic bombardment and although the only serious damage done was the bringing down of one of the turrets of Bishop's Gate (with the troops manning it), it was nevertheless galling to Warwick to see the use made of his own guns.

That night the rebels made yet another attack, this time on the Conisford Gate in the southern walls of Norwich. The city defences held, but the greater part of two parishes was burnt. From Chamberlain Raynald's accounts, it is clear also that the Common Staithe, possibly with much grain and merchandise, also went up in flames. The fire, moreover blazed largely unchecked, Warwick believing that it was deliberately kindled to draw his troops from the defences.

The next morning, Sunday 25 August, found Warwick and his men grimly alert. Again it seemed as if a royal army had marched into a rebel trap and been swallowed whole. Having attended church in his armour, Warwick paused outside to hear the leading citizens urge him to depart while there was still time. The Earl however replied that he would die before he abandoned the city to the rebels. Then in a dramatic gesture Warwick and his officers kissed each others' swords "according", in Holinshed's words, "to an ancient custome used among men of war in time of great danger . . ." (p.981)

Further discussion was cut short however by the news of yet another rebel attack. This time a strong band of Kett's followers had entered the city, probably by the Pockthorpe Gate, and threatened to cross Whitefriars Bridge thereby cutting off Willoughby's troops at Bishop's Gate. Prompt action led to the eventual repulse of the rebels and then, to prevent another similar attack, the Whitefriars Bridge was demolished. Moves were made to destroy the other bridges from Norwich 'Over the Water' but appeals from the citizens saved them. For the remainder of the day the royal troops huddled behind their barricades and ramparts constantly on the watch for signs of renewed attack.

On 26 August the military balance changed when at about midday the landsknechts, over a thousand strong, entered the city. Van Walderdom, their captain, had remained at Cambridge awaiting reinforcements and only then arrived in Norwich, his troops discharging their arquebuses to signal their arrival. Warwick must have been filled with delight and relief as he hurried from his luncheon at deputy mayor Steward's house on Tombland to see the column of Germans. For the first time since his entry into Norwich Warwick could feel confident enough to turn to the offensive.

The situation on Mousehold Heath had now become as desperate



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as Warwick's had been. With their food stores emptied and the countryside stripped of cereals and livestock for miles around, the rebels had hoped through their assaults to open the market of Norwich to them once more. Now all hope of that had gone.

To a man of such proven military judgement as Kett the broad expanse of Mousehold Heath was now a place of danger. He knew well that with a strong, reliable force of infantry behind him Warwick would soon venture out onto the Heath and that once there the royal cavalry (whose horses until then had been stabled in St. Andrew's Hall) would make short work of the rebel army. Kett therefore determined to leave the Heath and to find somewhere better suited to his army's style of fighting.

In their quest for a battlefield Kett and his chiefs found a strange inspiration in a mystical prophesy. To the rebels the well known local saying that

*"The countrie gnuffes, Hob, Dick, and Hick,
with clubs and clouted shoone,
Shall fill up Dussin dale with blood
of slaughtered bodies soone"* (Holinshed p.981)

could have had but one interpretation: the royal army would be defeated again and the slaughtered bodies filling the nearby landmark of Dussindale would be those of the haughty nobility and their German lackeys.

The decision of the rebels to abandon the Heath has often been interpreted by students of the rising as a desperate measure dictated by a stupid devotion to prophecy. Other writers have depicted a rebel army in full flight forced to turn and fight at an unsuitable spot justified to their 'simple' minds by the ancient rhyme. Neither of these conclusions seem to be correct however and as modern research has shown, Kett was no fool where the selection of tactically advantageous ground was concerned.

In the years after the battle of Dussindale the exact whereabouts of the field faded from memory and for a time it was assumed to be lost, many writers waving a figurative hand over the expansive heathland to the north and east of Norwich, declaring that the battle was "somewhere there". Other authorities saw the battlefield as, in the words of the author of *Revolt of the Peasantry*, "an open position, lacking any natural defences". (p.221)

Nothing however could be further from the truth, as recent work by Anne Carter on maps deposited at the Norfolk Record Office has shown. (Norfolk Archaeology, 1983, pp.54-62). A map made in 1718 for the Dean and Chapter of Norwich cathedral shows "Dussing's Deale" as a clearly defined valley running north to south across the grounds of what is now Thorpe Hospital. My own inspection of the site left me with great respect for the rebel leaders' military sense. Indeed I was struck by the similarity between the ridge of Dussindale and that at Senlac on the battlefield of Hastings. The long, low ridge on the far side of the moat-like Dussindale must have presented a daunting challenge to Warwick's troops as they approached up the road from Norwich. Indeed this is particularly so if contemporary accounts are correct in stating, as Sotherton does, that the rebels

"... had devysid trenches and stakes
wherein they and theyrs were intrinchid
and set up greate bulwarks of defence
before and abowte . . ." (p.98)

With entrenchments at the summit, the position would indeed have been a strong one.

On the morning of Tuesday, 27 August Warwick left Norwich in pursuit of the rebels. The English and Italian foot remained behind as a garrison (they would in any case have been exhausted) but with the Earl marched a strong body of cavalry, the German infantry, and his remaining artillery. The route taken has puzzled many historians for instead of striking east after the rebels, Warwick led his column northwards over Coslany Bridge and through Coslany Gate. This manoeuvre has misled many into placing the battlefield to the north of Norwich, but it is more likely that after several days' fighting the more convenient city bridges and gates were impassable. Moreover Warwick may have selected a circuitous route because by hugging the river he could protect at least one flank of the army.

Once out of the city Warwick's troops struck eastwards and within an hour his scouts were riding amongst the ruins of Kett's camp which the rebels had themselves burnt before their retreat. The pursuit of the rebels was well and truly on.

Freed from their embarrassing confinement in Norwich, the mounted gentry sent forward by Warwick as a screen galloped gleefully ahead. To encounter the rebels strung about along one of the heath roads would give them the opportunity to exact the bloody revenge the nobles thirsted after. It must have been a considerable shock therefore for Warwick's irregular horsemen when they rode into sight of the rebels.

The rebels' position, as has been said, is naturally formidable, but with entrenchments, overturned carts and embedded stakes it must have presented a very daunting aspect indeed. Kett's men had brought some of the artillery too and as an added deterrent they had stationed their prisoners, brought from their place of imprisonment on the Heath, chained together across the front of their position. It is not surprising therefore that Warwick attempted yet another parley; for in addition to considerable humanity he possessed sense enough to realise the casualties that might result from a direct assault. Sir Edmund Knyvett of New Buckenham and Sir Thomas Palmer trotted forward and once more offered a pardon to all but a select few of the rebels. The offer was rejected by the massed rebels and the final battle of Kett's rebellion began.

Having deployed his troops, Warwick gave the signal for a general advance. As the royal army came within range Kett's gunner, Myles, gave fire and with spectacular skill his first shot bowled over the royal standard bearer and his horse. The royal guns replied and as the chained prisoners plunged for cover the cannon shot tore deeply into the mass of rebels. Pausing on the brink of the valley of Dussindale the Landsknechts also fired a devastating volley before rushing, with Warwick's light cavalry, into the rebels disordered ranks. The Germans wielding their pikes and hackbuts with skill, made short work of the rebels before them, whose simple weapons gave them little hope of success. Most of the rebel line early dissolved in flight, closely pursued by the Royal cavalry, but around their artillery a stubborn band stood firm. There the rebels, in Holinshed's words "*shrank not: determining as men desparatlie bent, not to die unrevenged, but to fight it out to the last man.*" (p.982)

With the steepest portion of the valley before them and overturned wagons, stakes and trenches to their flanks, this last body of rebels fought on, undaunted that they had now become the special care of the Landsknechts. At first the rebels refused to yield to a pardon

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offered by Norroy Herald, but when assured by Warwick in person and faced with another attack from troops brought fresh from Norwich, they surrendered. The battle of Dussindale was over, though in other portions of the field the slaughter continued. Everywhere were fleeing rebels closely pursued by Warwick's cavalry. For three or four miles, according to Holinshed, the chase continued and by nightfall the bodies of "*three thousand five hundred at least*" (p.982) littered the field. Dussindale had indeed been filled with the blood of slaughtered bodies.

Kett must have abandoned his followers soon after the beginning of the battle, perhaps realising after the opening bombardment that all was lost. He reached the village of Swannington where, having put eight miles between himself and the fighting, he lay down to rest in a barn. The locals were alert however and Kett was soon in royal hands: Thomas Awdley receiving one pound for safely delivery him to Warwick. (*Acts of the Privy Council 1549*, p.323.)

On the whole the rebellion ended there. Although many of the rebels were tried and executed, most drifted home and quickly resumed their normal way of life. A number of the local gentry expected rewards of confiscated land for their loyalty, even denouncing neighbours if it suited their purpose, but Warwick acted with commendable restraint. Perhaps the lesson of the rebellion was not lost upon him. Kett and his brother were tried in London and then returned to Norwich for execution. While an annual day of thanksgiving was held in the city for over a century, a more salutary reminder must have been the body of William Kett rotting as it hung in chains from the battlements of Norwich castle.

Seen as a campaign, the rising of 1549 in Norfolk has many attractions for the wargamer. Figures are widely available in most scales. The Landsknechts and English professionals can easily be put onto a wargames table, while the rebels would probably best be represented by combining renaissance and late medieval armies.

Tactically the rebellion is also interesting. There is siege warfare, hand-to-hand combat in city streets and the last great battle in open countryside. All types of weapons may be used too, from great cannon to longbows and hackbuts. It is important to note too that the contest is a surprisingly even one; the rebels making up for their lack of cavalry and professionalism by superior numbers, courage and high morale.

It might be added in conclusion that many of the areas mentioned are surprisingly unchanged and a visitor to Norwich may, in certain parts of the city, easily imagine the atmosphere of July and August 1549.

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It has become the custom for the Society to mount a special display each year and this time the enthusiastic Zulu War study group will be featuring the Zulu War of 1879. Visitors will be able to see original artefacts and relics as well as weapons, photographs and prints. The highlight of the exhibition will be a special feature on the disastrous battle of Isandhlwana which continues to be the subject of spirited debate among military enthusiasts. The Fair will again be hosting one of the largest collections of wargames on the colonial theme. Prizes and trophies will be awarded for a number of categories of model painting and wargaming.

The Victorian Military Society will be supported at the Fair by drummers and musicians from the modern army who will be turning out in full dress to add to the Victorian atmosphere which prevails at these occasions. Well known military authors and personalities will again be present making it an ideal opportunity for enthusiasts to seek their advice.

It has become the custom for some visitors to attend in Victorian costume and to encourage this, prizes will be awarded to the most impressively dressed lady and gentlemen.

Following the bitterly cold weather last January the Fair has been moved to March and it is anticipated that this will result in more visitors being able to attend what is widely considered to be an entertaining and interesting day for anyone who has an interest in the military side of the Victorian era.

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THE BATTLE OF MILAZZO

20th July 1860

by Dennis Evans

Introduction

When Palermo fell after three days of bitter street fighting on the 6th June 1860, it sent shock waves throughout the courts of Europe. No one had seriously contemplated that Garibaldi's small revolutionary army would constitute a threat to the military power of the Kingdom Of The Two Sicilies. However, despite all the odds, they had inflicted a significant military defeat on the well armed and equipped Neapolitan army; it was to have serious political repercussions.

Neapolitan Strategy

Even with the fall of Palermo and its subsequent evacuation, the Bourbons still had a strong presence in Sicily. Most of the smaller garrisons were evacuated but some remained, the largest being at Messina with 18,000 men. On the mainland some 80,000 troops could be shipped into Sicily from Naples within hours, by the Neapolitan navy.

In order to deal with the threat to their kingdom, the Neapolitans had to make a choice between an offensive and a defensive strategy. Their offensive strategy was to reinforce Sicily with all the troops at their disposal and to crush the small columns that Garibaldi was sending out, before more North Italian volunteers flooded in. This course of action was favoured by the king and his more reactionary advisors.

The opposite course was defensive in nature and involved writing off Sicily as lost, thereby gaining enough time to establish a military and diplomatic defence on the mainland. This was more in keeping with the granting of a constitution earlier. In following this moderate course, the Neapolitans were hoping to get the support of England and France. The Crimean and Franco-Austrian wars had sapped the strength of Russia and Austria, the two main reactionary powers who would normally have given aid to their Neapolitan friends. However, a clear choice would have to be made between these two fundamentally opposed plans if disaster was to be avoided.

Garibaldi's Strategy

Garibaldi followed the capture of Palermo by appointing a Secretary of State (Crispi) to run his government, whilst he kept the title Dictator. This allowed him to concentrate on the capture of the Eastern fortress towns of Milazzo and Messina. These towns would have to be taken prior to any invasion of the mainland.

Garibaldi had been substantially reinforced by North Italian volunteers and he set about reorganising his "Thousand" into the "Southern Army". The men were reorganised into four divisions, 15th, 16th, 17th and 18th, numbered as extensions of the regular Italian army. He then sent out columns into the interior of the island and along the North coast, to gain support for his cause. It also strengthened his political position by making his presence felt on the island as a whole, thereby, giving his role of Dictator more credence.

Colonel Bosco's Offensive

While Crown and Court on the mainland were arguing over which strategy to adopt, some elements managed to influence events in Sicily itself. General Clary commanding at Messina organised reinforcements for Milazzo. He gave command to Col. Bosco, who had the reputation for being the fighting man of the army. Although his orders were not to initiate hostilities, giving a command to such a volatile officer could only lead to one result. Garibaldi was to take advantage of this partial offensive movement to escape the danger of an armistice and to eventually carry the war to Naples itself.

Bosco's relief expedition consisted of three battalions of *Cacciatori a Piede* (1st, 8th and 9th regiments), these were the crack troops of the Neapolitan army. They were supported by a battery of eight guns and a squadron of cavalry, these were also first rate troops. The whole force totalled over 3,000 men.

On the 15th July 1860, after marching along the Northern coast Bosco's expedition approached Milazzo from Messina. Medici's 17th Division was drawn up behind the *fiumara* of the river Meri (a torrent bed of rocks), which entered the sea to the West. Medici had command of the most important of three columns and had left Palermo, with 1,800 well armed North Italian volunteers. However, the Royalists refused battle and right wheeled across the plain of Milazzo and into the town, which the inhabitants had deserted previously.

There Bosco made contact with the garrison commander Colonel Pironti, in the castle above the town. The garrison comprised of six companies of the 1st Line Regiment and a number of gunners. Bosco's force now numbered approximately 120 officers and 4,500 soldiers.

Preliminary Skirmishes

Medici, encouraged by the Bourbons' lack of aggressive spirit, sent out strong detachments to occupy the hamlets of Archi and Corriolo. These hamlets nestled in the last of the foothills above the plain. Archi was slightly further than two miles Northeast of Meri and Corriolo about half this distance. Although Archi lay astride the main road from Messina, Bosco had failed to place a guard there when he had marched through earlier. Now its occupation by the Garibaldini had isolated the garrison.

Part of Bosco's orders had been to occupy Archi, so he felt obliged to retake the village. On the 17th July 1860, he sent out Major Maringh with four companies of *Cacciatori* (8th Regiment), a platoon of cavalry and two howitzers, to attack Archi. Archi was defended by 300 Lombards commanded by Col. Simonetta, in the surrounding hills were seventy Sicilian volunteers supporting him. The Neapolitans fought well under Maringh's directions and the beaten Garibaldini were forced to retreat, leaving behind twenty of their men captured in the skirmish. Then for no apparent reason Maringh marched back to Milazzo. Bosco was furious and immediately placed him under arrest.

In the afternoon Bosco sent out another six companies of *Cacciatori* under Col. Marra, (the four companies that had fought so well in the morning refused to desert Maringh). Colonel Marra's detachment struck at Corriolo with artillery support. The action became protracted as Medici sent up reinforcements from Meri, including Malenchini's Tuscans. Fierce fighting broke out along the torrent bed of Corriolo which ran northwards towards the sea. Above the *fiumara* the Bourbons managed to capture the village itself. The village, however, was soon retaken at bayonet point by the Garibaldini. Marra then changed his tactics and tried to cut off Corriolo by turning the enemy flank to the south, but he was headed off in the foothills. At the end of an arduous day's fighting the Royalists had control of Archi, but Corriolo was still in Medici's hands.

At midnight Bosco came out to see the situation for himself. The fighting was long over and only his reputation saved him from losing the confidence of his soldiers. Bosco was persuaded that Medici had 7,000 men in the hills (in reality he had scarcely more than 2,000), so he ordered a retreat back to the town. His direction of the operations on this day had been far from wise. If he had seriously intended to control the foothills, he should have attacked in greater strength. Medici had outmanoeuvred him and forced him down onto the plain, where he would be unable to bar any further Garibaldian advance along the coast.

The Battle

Garibaldi was overjoyed at the news of Medici's success and immediately sent reinforcements. The first to arrive were Dunne's

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Sicilian regiment with English officers and volunteers. They arrived in Meri on the 18th July, along with the first detachments of Cosenz's 16th Division (1,500 men at Milazzo). Back in Palermo, Garibaldi embarked his Genoese Carabinieri (100-150 men) aboard the cattle steamer *City of Aberdeen*, then transferred the newly arrived Gaeta battalion and ammunition aboard as well. Corte's Gaeta battalion was so called after their first attempt to join Garibaldi ended in failure and their imprisonment at Gaeta. However, they had been released due to the new Neapolitan constitution and some 600 men had formed a second expedition. Garibaldi's transport ship sailed for Patti, escorted by the Piedmontese war vessel *Carlo Alberto*. They duly arrived on the 19th July.

After meeting some of his troops Garibaldi did not linger but spent the day before the battle scouting and reconnoitring the enemy dispositions, with his friends Medici and Cosenz. Although Bosco's attempts to get reinforcements from General Clary at Messina had failed, he had still taken up strong defensive positions on the plain below.

The plain of Milazzo is bordered to the north and west by two sea beaches, which converge on the neck of a peninsula, at the beginning of which lies the town of Milazzo. The ground on which the battle was fought stretched a mile and a half south of the town gate. The land was perfectly flat and intensively farmed. Across the plain were scattered farms and hamlets and along the northern beach were mills, which formed the extreme left of the Bourbon defences. The Neapolitans had constructed concentric lines of defence emanating outwards from the town. Individual farmhouses had been turned into strongpoints and the high walls which surrounded many cornfields and vineyards had been loopholed by the riflemen. They were daunting barriers for irregular infantry with no artillery.

A number of roads and interlinking tracks ran towards the town itself, but these were very straight and swept by the Royalist cannon. The main road went towards the north beach, then turned sharply at right angles towards the town itself. At this angle, Bosco placed two of his guns. A sunken lane cut the corner of the main road and made a more direct route in Milazzo. It was formed by a dry river bed which ran under a culvert in the main road and into the sea. It was the only relatively sheltered approach to the town. The culvert bridge formed the last line of defence and Bosco placed two more of his guns there. The other half of the battery were placed over on his right flank. Two

were at the west beach and two at the strongpoint of Casazza a little way inland. There were also some forty pieces of artillery of various sizes in the fortress of Milazzo, some of which were able to fire inland.

Set against these defences Garibaldi was leading a force slightly larger in numbers than the Neapolitans, but inferior if judged by the normal military standards of the day. He had no cavalry and no artillery as such. The infantry consisted mainly of North Italian and Sicilian volunteers. They were hastily grouped into ad hoc "battalions" numbering anything between 300 and 900 men. However, most battalions had a hard core of veterans and officers from the regular army, who had had considerable combat experience.

Just after dawn on the 20th July 1860, Garibaldi's men moved down off the foothills to assault the Bourbon defences. The Garibaldini were to attack in two columns each of four battalions, under the overall command of Medici. Fabrizio had set off earlier with 300 Sicilians along the road towards Messina. His task was to hold off any possible reinforcing move by the 5th Cacciatori a Piedi who were reportedly around Gezzo and Rizzo. However, they had pulled back on discovering Milazzo surrounded. Cosenz was at Meri commanding the reserves.

The right hand column's first objective was the Neapolitan advance post at the mills. If this position could be taken, it would prevent the Neapolitan guns enfilading the left hand column's advance to the West. The attack on the mills was led by Simonetta and his Lombards. Over on the left Malenchini's Tuscans' main thrust was on Casazza and along the Western beach. Malenchini's Tuscans had been part of Medici's division earlier, but now they were to fight independently. In the centre, S. Pietro was occupied without opposition and Simonetta's men were quickly engaged at the mills.

However, disaster struck on the left flank. Malenchini had carelessly led his men over the open ground, to within point blank range of the rifles and half battery of the waiting Neapolitans. They opened fire with devastating effect and the Tuscans were fairly driven from the field in confusion. Garibaldi who was watching the opening stages of the battle from a rooftop on the edge of the plain, ordered Cosenz to rally the fleeing troops with his reserve. Cosenz quickly took over command of the left wing, but even so the Neapolitans followed up their success with a counter attack with cavalry and artillery support. The Garibaldini were pushed back for nearly a mile on the left and left centre of the battlefield. Cosenz was hard pressed to hold the Zirilli farm and the western approaches to S. Pietro, even though Malenchini and many of his Tuscans returned to the fight. Garibaldi was confident in the ability of Cosenz, who was one of his best commanders. So he turned his attention to the advance along the other flank. If he could break through the enemy lines at the mills and across the "angle" to the bridge, then he would be able to threaten the victorious Royalist attack to the West. This advance was in danger of becoming over extended and was a rash move by the Neapolitans at such an early stage in the battle.

Garibaldi and his officers led by example, standing exposed to the enemy fire as they gave directions and encouragements to the companies entering the action. Many of the young volunteers were under fire for the very first time and the successful outcome of the battle depended more on individual courage than on discipline. At 10 o'clock in the morning Garibaldi met his veteran company of Genoese Carabinieri as they entered the action. They were Garibaldi's elite and a position with this corp was considered an honour by most Garibaldini.

The first success of the day came with the capture of the mills, by Simonetta's Northerners and Speechi's self styled *bersaglieri* battalion (400 men). Their casualties were high, Bosco himself was in command in this sector and he had skilfully placed two of his cannons near the "angle". One of them firing down Mill Lane caused great execution before being captured by the self sacrifice of Alessandro Pizzoli, a young volunteer.

There was stubborn fighting on the eastern flank as Garibaldi's men advanced in short rushes down the sunken lane and elsewhere. Whenever they could they would scale the walls and hack through the cactus hedges to come upon the Neapolitans from the flank or rear. However, the *Cacciatori* were so well protected in some cases, that their positions were only given away when they opened fire at very close range. Everywhere the fighting was at close quarters and battalions became intermingled with each other as men followed any officer with a flare for leadership. Slowly the Neapolitans were driven back, although the few positions gained seemed poor recompense to the Garibaldini for the many dead and wounded they suffered.

Well after midday the Neapolitans on the east flank had been forced back to their last line of defence near the bridge outside the town gate. Garibaldi realising that he had reached a critical point in



Left to right: Neapolitan artillery, Gunner; Genoese Carabiniere; Officer, Dunne's battalion; Neapolitan dragoon of the 1st Regiment.

the battle, sent Missori, one of his officers, to bring up Dunne's battalion, which was still fighting as a cohesive unit. They, along with Bronzetti's North Italians, were to assault the reserve guns at the bridge over the culvert. The attack was successful and they managed to capture one of the guns by surprise, after climbing the garden walls near by. The other gun had been quickly limbered up and had managed to escape into Milazzo. Bosco had witnessed the action and ordered a score of nearby cavalry to rescue the lost piece. The cavalry bravely charged off down the road, scattering Dunne's men. If Bosco had followed this charge with an infantry attack he might have dislodged the Garibaldini. However, the last of his reserves had been used up by Colonel Marra's assault in the west and centre, although

400 *cacciatori* were still on the peninsula, guarding against a seaborne invasion in the rear.

As the cavalry rode back from their mission several of them were shot down by men firing from behind the cactus hedges that lined the road. Garibaldi himself and Missori had not taken cover but had stood their ground. Unable to get within striking distance of Dunne's volunteers, the cavalry attacked the two men in the road. Both men were on foot, but Missori shot two troopers and the captain's horse with his revolver, the captain, Guiliani, being killed an instant later by a sabre blow from Garibaldi. Only half a dozen men returned from the sortie, most of these being wounded (Lieutenant Faraone had seven bullet wounds).

The Garibaldini having captured the bridge were now in a position to threaten the Neapolitan advance to the west. Realising this the Neapolitans began to concentrate all their available firepower on the newly won position. Cannon fire from the fortress as well as rifle volleys from the *cacciatori* around the houses surrounding the port area soon began to take effect and casualties amongst the volunteers began to rise rapidly. It was at this time that two old carronades were brought into action by the Garibaldists, but they were withdrawn as useless after a matter of minutes. Any advance on the town had been effectively halted for the moment, so some of the volunteers were sent to rest in a tunny pickling factory and stores nearby, while others stayed and returned the enemy fire.

The battle remained in this static state for a couple of hours in the early afternoon. Garibaldi had left Medici in command at the bridge and had set off to see the situation on the western flank, where Cosenz was still fighting around the Zirilli farm and S. Pietro. About this time the *Turkory*, a paddlesteamer with ten guns, arrived on the scene from Patti. This vessel had been in Bourbon service as the *Veloce*, but had deserted to Garibaldi at Palermo and was now his only warship. Garibaldi found a small boat and rowed out to meet it; soon it was shelling the Neapolitan forces on the western beach, while guns from the fortress tried to get its range. The combination of this shore bombardment and the discovery that their rear had been turned in the east, caused the Neapolitans to beat a hasty retreat. Cosenz's men followed hard on their heels; late in the afternoon they linked up with Medici's troops thus sealing off the peninsula completely.

Bosco still had a good chance of holding the town, his casualties had been light (150 men), compared with the Garibaldini. However, his men had become demoralised as they realised that their efforts had been in vain. Also many of the soldiers were showing signs of exhaustion after eight hours of fighting in the burning heat of the day. So Bosco decided to pull out of Milazzo and marched his *cacciatori* up to the fortress to join the garrison there. At 4 o'clock the Garibaldini entered the town, cautiously at first, but when they realised that the streets were empty they barricaded them against the castle. Before nightfall the whole town was occupied by the victors. The battle of Milazzo had ended.

However, the price of victory had been high. The Garibaldini had suffered 750-800 casualties out of a total of around 4500-5000 engaged. The Genoese Carabinieri had suffered the most with half their number lost. Most battalions had heavy losses, the *Gaeta* battalion had lost a third of its officers and men. Even the small Sicilian bands had had casualties, Corrao's men fought hard and lost twenty men in the battle.

The Surrender of Milazzo Castle

The defences of Milazzo castle, though ancient, were in good repair and may well have withstood a siege by a force with no siege guns. However, Bosco had failed to supply the fortress adequately while his communications were still open. Bad water and little food as well as the insanitary conditions brought about by the ill discipline of the Royalist troops, quickly brought them to the verge of a mutiny. Bosco lost his nerve and began to signal his plight to Messina by semaphore. Garibaldi and his officers took great delight in reading these messages.

At Messina a council of war by General Clary brought no concrete support for Bosco. The senior officers were more preoccupied with laying the blame for the disaster on their fellows; many had in fact been jealous of Bosco anyway. On the 22nd July a relief force of three regiments was formed, but whether out of fear of Eber's column at Catania, (the column was in fact only 1000 strong at the time), or from political interference by Pianelli, the war minister who favoured the defensive policy, the relief expedition never set off.

Four Neapolitan warships approached Milazzo on the 23rd July 1860. They caused great anxiety amongst the Garibaldini, who knew that a bombardment of the town would mean that they would have to fall back and lose the fruits of their victory. However, General Anzani was arriving to negotiate a surrender. Under its terms the troops were to march out of the castle bearing their arms (as at Palermo), but leaving the cannon and half the battery mules and horses.

The Neapolitan troops marched out on the morning of the 25th July 1860. They marched between two ragged lines of volunteers who loudly called on them to desert; few did, with the exception of some artillerymen. Bosco was at the end of the procession, he had been disgraced after a clumsy attempt to blow up the magazine had been discovered. When leaving Messina Bosco had boasted that he would enter Palermo riding Medici's horse. However, as fate would have it, it was Medici who would be entering Messina on Bosco's horse in the near future.

The Forces

The Neapolitan force consisted of four battalions of infantry counting the garrison. Each battalion would be approximately 1,000 strong and organised into six or seven companies. A typical cavalry squadron of the day would have around 180 men. The remaining numbers would be mostly made up of artillerymen with some support services troops (i.e. transport corps), a total of some 4,600 men.

Garibaldi's force mostly wore civilian clothes, but some wore items of uniform and equipment which they had acquired from previous campaigns. Many officers owned their own swords. Thanks to various funds the majority of Garibaldi's troops were armed with Enfield rifles for the battle of Milazzo. However, it is difficult to estimate the actual number of men involved as figures vary; below is a list of the main units engaged:

Simonetta's Lombard battalion 900 men
Malenchini's Tuscan battalion 900 men
(Medici's original command)
Dunne's battalion 600 men
Corte's battalion 600 men
Sprovieri's battalion 400 men
Speechi's battalion 400 men
Vacchieri's battalion 300 men

There were also half battalions and smaller detachments (e.g. Peard's company of thirty men), as well as Sicilians, which made up the force to around 5,000 men.

Terrain

The wargames layout for Milazzo can be simplified to some extent according to the scenery and accessories available. The peninsula itself can be left out altogether and the two sea beaches (along the North and West), can be used as the table edges. The fortress and town of Milazzo can be represented by just a few houses showing the outskirts, as the battle effectively ended when the Neapolitans withdrew from the town, before the Garibaldists entered it. The culvert bridge should be represented and made the objective for the Garibaldini side. This should be placed near the Northwest corner. Other features represented should be the mills, Casazza, S. Pietro, and the Zirilli farm, by one or two buildings, as well as the main road and sunken lane, with plenty of walls and hedges.

Only possibly in the very small scales (e.g. Heroics and Ros 1/300th) would it be reasonable to have land and sea represented on the wargames table. However, the effect of the fortress's bombardment and the gunnery of the *Turkory* can be simulated if required by devising a simple set of off-the-table gunnery rules, in the manner of a modern era wargame. Conversely it may be assumed that their effects cancel each other out, though the shore bombardment by the *Turkory* would seem to indicate that had the Neapolitan navy been present, Garibaldi may well have not been able to attack Milazzo, let alone capture it.

Military Possibilities

1. Refighting the preliminary skirmishes could be a possibility, with their subsequent loss of morale, and casualties being deducted from the units which would fight in the main battle. However, any territorial gains made would have to be relinquished by the Neapolitan commander at the end of the skirmish. The number of companies involved and the number of periods to be fought would be decided by chance cards or similar means.
2. The garrison of Milazzo takes a more active role in the defence of the town. Their only contribution in the actual battle was as stretcher bearers very late in the day.
3. Similarly the 400 *Cacciatori a Piedi* in reserve on the peninsula could be called into action some time during the battle.
4. The Neapolitans fight a purely defensive battle as they intended, instead of counter attacking on the western flank. However, rash moves by Neapolitan units could be allowed for in reaction tests, with a chance of an uncontrolled advance by the unit in a given situation.

Rules and Figures

Any American Civil War rules can be used for this battle, with little or no amendments. The detailed Newbury 19th century warfare rules may also be used.

Many manufacturers are now making expanding Franco-Prussian war ranges in many scales, which would be suitable, as well as A.C.W. ranges for the Garibaldini figures. The Airfix plastic figures also offer plenty of scope for conversion. Ensign Miniatures make two 54mm figures of Dunne's English battalion, an officer and a private in standing poses suitable for modellers.

THE BATTLE OF SALAMANCA

by Barry Edwards

Introduction

In July 1807, after a string of victories over Austria, Prussia and Russia, the empire of Napoleon dominated the greater part of Europe. His 'continental system', which consisted of a blockade of British goods, was attempting to force England to cease fighting against France. There was only one gap, the Iberian Peninsula. For that reason Napoleon began to invade and occupy the Peninsula and French forces occupied Lisbon in November 1807. In May 1808 Napoleon placed his brother Joseph on the Spanish throne and there quickly followed a popular uprising. In this way the Peninsular War began, a war which lasted until the invasion of France by the Duke of Wellington's army at the beginning of 1814. The war was packed with actions, sieges, campaigns, manoeuvres and feats of arms of every type. There were famous battles such as Busaco, Fuentes de Oñoro, Los Arapiles, Talavera and Vitoria.

This article deals with two themes: the most important of these battles, and a visit that I made to the battlefield near Salamanca. It is a battle that is very typical of the period and for me as a wargamer and hispanist, being a battle of the English army fighting in Spain, has to be more interesting than any other. The article will also try to put the battle into the context of the War, as well as give my thoughts on the battlefield site.

The journey and the battlefield

In April of 1986 I had held for a very long time the ambition of going to see the interesting sites of the Peninsular War (or *la Guerra de la Independencia* as the Spanish call it). Among them, I wanted to see the old and famous city of Salamanca and the battlefield of Salamanca (or *Los Arapiles* as the Spanish call it). The battle took place on the 22nd July, 1812 during the Peninsular War which lasted from November 1807 to April 1814. The histories of Spain and England have been intertwined a great deal throughout the centuries but in my opinion this era, when England helped Spain to liberate its soil from the forces of Napoleon, is the most interesting.

Various circumstances came together to give me the opportunity and the motivation to achieve my ambition. I travelled with my companion to Malaga where we hired a car so as to travel freely through Spain visiting the most interesting places related to the Peninsular War. In particular I wanted to see how the geography of Spain had affected its history so much at that time. During the journey that we made in Spain, we were able to spend three days in Badajoz which is only three kilometers from the frontier with Portugal. Badajoz stands on the banks of the River Guadiana which forms the

frontier between Portugal and Spain along the greater part of its length. The town was the scene of an important bloody siege brought to a conclusion by the English in April 1812 when they captured it from the French.

We continued travelling on through the province of Extramadura, on terrible roads across the mountains, through Cáceres, city of the Conquistadors, to Ciudad Rodrigo. The latter town is very beautiful indeed. It stands on the banks of the River Agueda and it too was the site of a bloody siege before the English took it in January 1812.

One hour more by car, this time on a good road, and we arrived in Salamanca where we spent three days. Salamanca is situated magnificently on the northern bank of the River Tormes, with many wonderful buildings especially the cathedral. A statue of Lazarillo de Tormes stands near the ancient Roman bridge. The city counts among its buildings the University which dates so it is said from the year 1216, and is thus the oldest in Spain.

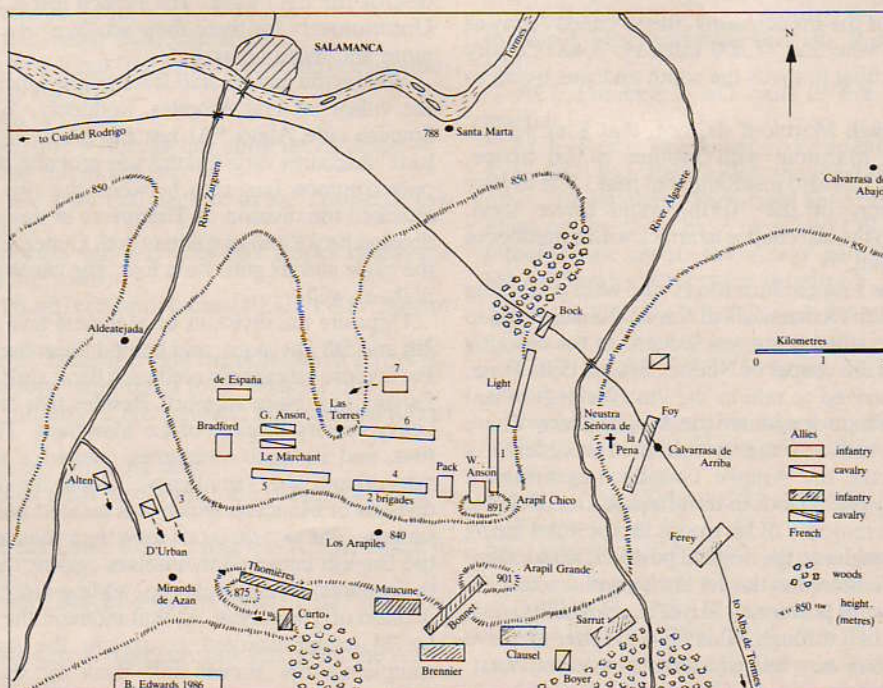
We spent the second day on the battlefield of Los Arapiles which is found about six kilometers south of the city. There I shot a video to record the visit and the lie of the land.

It is very easy to find the village of Los Arapiles, and the commemorative monolith which stands on the Arapile Grande can be seen from a great distance, but there is no signpost at all to indicate the battlefield. The thing that most catches one's attention on the battlefield is the steepness of the slopes of the two hills called Los Arapiles. We left the car and climbed through a meadow full of cows to the top of the Arapile Grande, but the climb was difficult. From there one can see a vista of almost the whole battlefield and it is clear that the Arapile Chico is not as high. In the distance towards the north the city of Salamanca forms a perfect backdrop to the scene. The monolith carries no lettering and seems to have suffered defacement, the base is crumbling. It is a shame that such an important place in the history of Spain is not looked after better.

From ground level the two Arapiles seem to be equal in height. One also realises clearly that in any large battle other parts of the battlefield are hidden. It is fairly extensive, measuring ten kilometers by five, because the two armies were marching parallel before the battle and were both strung out.

The battle of Los Arapiles (Salamanca)

At dawn on the 22nd July 1812 the allied army under the command of the Duke of Wellington was positioned to the south of Salamanca and of the River Tormes. The total number of his troops was as follows:





A minor affray in the Peninsula. A company of our lads hold off the attack of some dismounted French Dragoons. (And now, for our many subscribers in France: A minor affray in the Peninsula. Our dismounted dragoons storm boldly forward to drive the British out of the village.)

[For everybody: Buildings by **Peter Gilder**. Figures: **Connoisseur**. Dragoon conversions by **David Thomas**. Crucifix from **Hinchliffe** – i.e. **Skytrex** actually part of a 54mm. set, but will John Hammond release it as a 25mm. "prop"? Only if hundreds of you write in and ask!]

	English	Portuguese	Spanish
Infantry	25,600	17,400	3,000
Cavalry	3,500	500	
Guns	48	6	

Two kilometers away was the French army, the so-called Army of Portugal, under Marmont who had 41,600 Infantry, 3,400 Cavalry and 78 guns. He was marching towards the south and was trying to outflank the allied troops.

Wellington knew, although Marmont did not, that King Joseph was marching to support Marmont with another 10,000 troops, including many cavalry. He had also just found out that 1,700 cavalry and 20 guns of the Army of the North would arrive soon. Consequently this would be the last chance to attack with a number of troops that was almost equal.

Fighting ensued when the French skirmishers who were protecting their columns attacked the 7th Division which was on the main road to Salamanca. The rest of the allied army was hidden. In the morning there was an action around the chapel of Nuestra Señora de la Pena. Later the Light Division arrived to relieve the 7th. Wellington had realised that the Arapile Grande dominated the Arapile Chico. There are about 1,000 meters between the two hills. He ordered a Portuguese battalion to take the Arapile Grande, but a French battalion reached it first. By one o'clock in the afternoon the Duke of Wellington already had the majority of his troops in a position facing south along a crest at right angles to the original position, where there remained only the Light Division and the 1st Division plus a brigade of heavy cavalry. The rest were positioned as can be seen in the map. The 3rd Division had marched through Salamanca in order to arrive in its position at the right of the new line which ran from east to west.

All the soldiers believed that soon they would set off once again

towards the Portuguese frontier and Marshal Marmont, Duke of Ragusa, believed it too. He decided to attack along the crest which ran in a parallel line to the one occupied by the allies, in order to destroy the right flank. The French forces were as seen in the map. Unfortunately for them their advance was causing them to become more and more separated.

Wellington and his staff were taking lunch at a farm to the north of the village of Los Arapiles. Suddenly, Wellington shouted to his Spanish aide Alava "At last the moment has arrived, Marmont is lost!" Accounts vary, but this was probably said in French as it was the only common language between the two men. The 3rd Division attacked the division of Thomières in line of two ranks, the French division broke and its soldiers fled. General Thomières was killed and the eagle and six guns were lost. The cavalry of Curto disappeared in flight as well.

Opposite the divisions of Maucune and Brennier were found the 4th and 5th Divisions, and behind them the 6th and 7th Divisions. A Portuguese brigade covered each flank and the Spaniards of Carlos de España lent more support. Besides this on the right flank was the heavy cavalry brigade of Le Marchant. The 5th Division attacked first, and its light companies opened a way through the French skirmishers, the "tirailleurs". Soon the English came upon the division of Maucune which was located behind the crest, formed in squares. The two divisions fired their muskets at the same time, then the English launched themselves against the French and penetrated the squares. These broke up, adding more fugitives to those of the division of Thomières. At that moment the heavy cavalry brigade of Le Marchant charged at exactly the right moment to destroy completely the French left flank by disrupting the division of Brennier.



Saxon command group and infantry with their battalion guns. *Connoisseur Figures* in action at the *Wargames Holiday Centre*, but let's have a big hand for that photogenic chap with the eye-glass – he's a *Minifig*, and you can't keep a good *Minifig* down! That wall and gate in the background is from *Hovels* and is supposed to be specifically Japanese, but is in fact ubiquitous.

Meanwhile, Marmont had suffered a wound when a shell exploded on the Arapile Grande while he was watching the battle. A short time later his successor General Bonnet also became a casualty. General Clausel succeeded him in command and tried, with great courage, to make a counter attack with the troops of the divisions of the centre (his own, that of Bonnet and the dragoons of Boyer) but the 6th Division advanced and threw back the French. The divisions of Sarrut and Ferey valiantly covered the retreat as dusk fell. General Ferey died and Generals Clausel and Bonnet suffered wounds.

The pursuit by the Light Division and the 1st Division was made on the assumption that the bridge and castle of the town of Alba de Tormes were in the hands of a Spanish force. Unfortunately, they were not.

Nevertheless, the French army had suffered a great defeat. It is the opinion of the author Michael Glover that "the Battle of Salamanca decided the Peninsular War". Other battles remained to be fought but in this battle a psychological dominance was established over the French that was not lost afterwards. French losses were 6,000 soldiers killed and wounded and 7,000 prisoners, besides 20 guns, 8 eagles and lots of equipment. The French General Foy said that the victory raised the Duke of Wellington to the level of Marlborough. It is interesting to note that news of the French defeat reached Napoleon in Russia in October, on the eve of the Battle of Borodino.

The Peninsular War

The French call the Peninsular War "The Spanish ulcer". For them it carries a similar significance to the war in Russia from 1941 to 1945 for the Germans or to Vietnam for the Americans. It was Napoleon, of course, who decided to invade Portugal and Spain, although he spent only two months himself in the Peninsula, from November 1808 to January 1809. He never returned despite being free during the years of 1810 and 1811.

A very important factor in the defeat of the French was the popular uprising and the hostility of the population generally. It is difficult to know or to judge the scale of the effect of the guerrillas whose leaders were largely monks and ex-soldiers. The struggle against messengers,

small detachments and depots was very important psychologically. Another important thing was the enmity towards Spaniards who collaborated with the change of dynasty in 1808. The result of the endless assassinations of suspected collaborators was the elimination of the liberal nobility and the middle class. The paintings of Goya reveal the horror of this social revolution which took place within the main war.

The small but well trained English army of the Duke of Wellington supported the remains of the Spanish and Portuguese armies and above all supported the great resistance movement. This combination tied the hands of a great number of French troops between 1809 and 1812; scarcely 45,000 English soldiers and 30,000 Portuguese soldiers together with perhaps 70,000 guerrillas kept occupied 230,000 French soldiers. For eight years the French army lost on average 300 soldiers every day.

The Duke of Wellington said "Spain is a country where small armies disappear and large armies starve". The opportunity that the war in the Peninsula gave to the English, implacable enemies of Napoleon, to exploit their control of the seas and to carry the war by means of a large campaign on to the continent of Europe, condemned the Empire of Napoleon to disaster. With the capture of Ciudad Rodrigo in January and Badajoz in April of 1812, Wellington could change from the defensive to the offensive in order to liberate Spain in a systematic way.

The Battle of Los Arapiles (Salamanca) was the most important step on that road.

Salamanca as a wargame

See forthcoming article(s) on games by the Edinburgh club and at the Wargames Holiday Centre.

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WARS OF THE ROSES RULES

by Peter Dennis

or: *You've seen the re-enactment, now play the Wargame.*

Purely by chance, the weekend we hired a video camera was the weekend of the Battle of Stoke Field re-enactment. So I bowled along, not knowing what on earth to expect, arriving in time to witness the clanking arrival of a body of men-at-arms in glittering 'white' armour at one end of the roped-off field.

Well, to cut a long story very short, and despite the somewhat anachronistic gear of some of the participants, I was given quite a lot to think about by that afternoon's proceedings, and, as usual, I began to see it in wargaming terms.

In the first place, the lunkheads were firing arrows at each other. Overflighted, and rubber-tipped as they were, they made a pretty intimidating sight as they zipped into a body of Vikings, serving that afternoon as Irish Kerns. They flinched, halted instinctively and raised their shields, adopting that heads-down posture which the French knights at Agincourt were supposed to have used, plodding forward as if into the teeth of a gale. They were not happy, they did not like it. Had they rehearsed this? Surely not!

The instinctive bunching caused by this fire would have been enough to put them at a disadvantage if attacked, quite apart from the thinning of the ranks real arrow fire would have caused. The impact of the 'Kerns', when they arrived at the men-at-arms was slight. Again and again during the afternoon, it struck me that the only chance of a speedy decision was for one side to physically knock the other over at first impact; to crash into them with such force, as a formed body, that the men-at-arms of the enemy were carried off their feet, and their formation broken.

This nearly happened when a body of German pikemen zonked into the line, carrying it a good ten yards back. The pattern that afternoon though, was that the fights became straggling hand-to-hand engagements, spirited at first, but as the men became tired, punctuated by periods of standing off and snarling, while the participants regained their breath. The fights, and even the advances, were noisy. Orders would not be heard over the din. Trained troops who could respond to trumpet calls, or changes in drum rhythm might have been able to respond to fresh orders, but the more they became disorientated by the noise and the flailing weapons, the more the formations became lost in a melee, then the less likely they were to be receptive to orders.

I decided to try the 'continuous morale' system that I first came across at a Wargames Developments conference at the hands of John Armatus, and which has since been used several times already in this organ – the idea of the disorganisation markers following the units around the table, the little pile growing and shrinking with the unit's fortunes.

Weapon type didn't seem to make much difference that afternoon. Admittedly there were no cavalry, and that might have altered things, but the only major divide seemed to be between the pikes and the rest. The pikes were clearly in trouble once their impact was spent . . . units are numbered in 'stands' rather than individual figures, and I wanted to avoid all that boring headcounting, so I decided on a standard unit size of six four-man stands, basing what few size-based modifiers there were to be on relative unit sizes.

The thorny question of ammunition supply we tackled by giving each unit a little set of arrow markers, each one representing two minutes worth of steady fire, with the option of firing two in any one move. This proved popular and, since a reserve supply can literally be carried in carts, no record keeping or feats of memory proved necessary.

So here goes. As ever, the factors are purely subjective, and in many places players can alter things to suit themselves. We set out to get a fast game for fairly large forces, 10-15 units a side say, with a fair amount of frustrating randomness built into the command and control section, and an absolute minimum of loathsome chart-cracking.

SCALES for 15mm figures

1 move is about 2 minutes

2mm = 1 yard

1 infantry stand of four figures represents 80 men, and can be mounted four-in-a line, or 'foursquare' in two ranks. Stand size isn't important, we use 10mm front per figure.

Cavalry stands (40mm front) represent about 50 men – 3 stands dismount to form 2 infantry stands.

Guns represent 2 pieces and count as a two stand target.

CLASSES OF TROOPS

A Fully armoured men-at-arms on foot or riding armoured horses.

B Well armoured men-at-arms and cavalry on unarmoured horses.

C Lightly armoured soldiers and archers.

D Irregular types, peasants etc . . . you know.

SETTING UP THE GAME

Unless you're set on playing an ambush game, one side can be said to offer battle, usually the 'defender', and the other side accepts that offer. Thus we allow the defender, or blocking force to set up, knowing where the enemy is camped, or at least where he will be coming from. The 'attacker' then sets up, outside bow range, but as far back as he likes, and the 'defender' has the option of changing a third of his deployment when he sees the enemy layout. At that point orders are written by the commander of the attacker to his subordinate generals or 'brigade commanders'. Individual units do not need orders.

According to Philippe Contamine, medieval commanders were convinced that the attacker would lose, so both sides would stand glaring at each other for most of the day, hoping the other side would attack. At any event, for our purposes, once the orders are written (The defender may of course also write orders if he wishes) the game proper begins. Players familiar with Critical Event Theory (Carry on till something happens) will use multiple moves to get the ball rolling.

SEQUENCE OF PLAY

Moves are simultaneous.

1 Initiation throws

2 Move

3 Shoot

4 Contact phase CQB

5 Melee phase CQB

6 Rally Ds, attempts to cease pursuit, tidying up.

COMMAND AND CONTROL

If they are loyal, sub-commanders will be controlled in their actions by the written orders they have. They are the plan. Whether they do so or not however, no commander may react to events which his figure could not see, or about which he has not been informed by messenger.

That said, all units have to throw an initiation dice before they are allowed to INITIATE a movement or manoeuvre. Thus each unit must throw when it wishes to:

Begin an advance (or retreat, for that matter).

Change direction whilst advancing or retreating.

Halt. (All units except charging cavalry will halt automatically if they come to a halted friendly unit in their path)

Change target for missile troops.

Cease Shooting

Change formation (must be at the halt)

A D6 is rolled, Troops with a high percentage of knights, mounted or on foot need 4,5 or 6. Trained men-at-arms and professional soldiers of all types need 3,4,5 or 6. The local yokels and D class wallahs need 5 or 6.

Commander-in-chief with unit +2
 Self-defence emergency action +2
 Sub-General with unit +1
 Missile-armed troops ordered to halt +1
 EACH D -1
 Mounted unit advancing on enemy -2

MOVING

Real what-the-hell merchants, and folks who can't remember numbers will randomise this by rolling 2D6 for foot and 4D6 for cavalry. For the rest . . .

Formed infantry 10cm(4")
 Routing infantry and pursuers on foot 20cm (8")
 Formed Cavalry Walk/Trot 20cm (8")
 Routing, Pursuing and Charging (one move only) Cavalry 30cm (12")

NB All troops gain 1 D marker during wheels and formation changes, for the duration of the wheel or change (Formation changes take 1 move for trained troops, 2 for untrained). D class units carry one D during ANY movement.

SHOOTING

Complete units shoot at other complete units, (2 ranks of figures maximum depth to fire) so nominate the target for each unit shooting, throwing an initiation dice if this represents a change of target during continuous firing, and roll a D6 for each shooting unit:

Shooting unit has twice as many stands as target	+2
Shooting unit has two more stands than target	+1
Target is unarmoured	+1
Target is mounted	+2
Close range fire	+1
Target has twice as many stands as shooter	-2
Target has two more stands than shooter	-1
Target in full plate against arrows (not x-bows or guns) in cover	-1
EACH D on shooting unit	-1

If the final score is 5 or 6, one D is inflicted on the enemy, 7 or more, 2Ds. Close-range Ds against armoured targets, and all Ds against unarmoured targets may be thrown for to convert them to casualties: A class need 6 to 'Kill' a stand, B 5 or 6, C & D 4, 5 or 6. Units suffering casualties have special Red D markers. (See 'Rallying Ds').

Ranges	Close	Long
Bows	100 yards 20cm (8")	200 yards 40cm (16")
Crossbows	100 yards 20cm (8")	250 yards 50cm (20")
Hand guns and organ guns	80 yards 160cm (6")	—

AMMUNITION

Because of their high, and potentially very high, rate of shooting, arrow supply to archer units was a tactically significant factor. We give each archer unit six arrow markers, each of which must be surrendered one per shoot move. Archers may shoot twice (using 2 'arrow' markers) in any one move provided they are not moving. Note that only archers can move and shoot. This gives a somewhat undeserved advantage to crossbow units, but they should be rare and expensive, and in any case if you are bothered by this, up the Bowmen's shooting factor against them.

ARTILLERY

The maximum range of field guns is anybody's guess. We give them 500 yards, a convenient metre. They need 4 clear moves to reload.

Roll a D6:

If over 200 yards range - first shot -2, second shot -1
 Target D class or cavalry +1, Target professional soldiers -1, gunners under fire -1

If the final score is 5, 6 or more, 1D is inflicted. A 6 is needed in all circumstances to convert this to a 'Kill'.

(NB All units under fire from Gunpowder weapons at close range (200 yards for field guns) will suffer 1D extra while that fire continues. This cannot be 'converted'.)

CLOSE QUARTER BATTLE

This is done in two phases: The Contact phase, as the units crash into each other is done at the end of the move, and subsequent melee phases take place in the following moves.

Contact phase:

Roll a D6 per side and consult the factors below:

Each extra rank of figures up to 3 +1
 Cavalry charging troops without pole-arms or stakes +3
 Hitting a stationary unit +1
 For each class higher than enemy +1
 Pike armed v inf +1
 Pike armed v Cav +2
 Terrain advantage +1
 Mounted charging except against pikes +1
 EACH D -1

Melee phase:

Front ranks only are considered here.
 Each class higher +1
 Terrain advantage +1
 Overlapping by a clear stand (4 figure front) +1 per side
 Pike armed -1
 EACH D -1

Results For each 2 points difference a D is given to the loser. These may be 'converted' as for shooting.

FLANK/REAR CONTACTS AND PURSUITS

A Unit hitting an enemy in the flank or rear will automatically cause 3Ds to be given to that unit. If it survives the impact, it must find figures to face the new enemy, and fight 2 melees, Ds from both being cumulative.

Winners of melees must throw a D6 to see if they pursue: 1, 2 or 3 Cavalry will, 1 or 2 trained troops will, 1, 2, 3 or 4 D class troops will. 1 is deducted from the throw for each D the winner carries.

Each move the pursuer throws a dice for every 3 stands in his unit: 5 or 6 - remove a stand of the pursued unit.

Broken units will leave the field, they cannot be rallied. Pursuers may attempt to cease pursuit by throwing a D6 at the end of the move. The throw is the same as that to see if they begin pursuit, but one D is gained for every move spent pursuing.

MORALE

The 'D Marker' system lies at the heart of these rules, and governs the actions of every unit:

UNITS WITH 2 D markers may not *attack* an enemy unit.
 3 D markers must halt, may not shoot or reload artillery.
 4 D markers Must fall back, unless in melee for 2 moves.
 5 D markers Will break, unless Swiss/German mercenaries, who will march off the field, defending themselves, in formation.

You will see that a close eye needs to be kept on the morale of units. Besides the causes mentioned elsewhere for collecting the dreaded Ds, units will get a temporary D for any period they are crossing an obstacle, and will get a proper D if a friendly unit of an equal of higher class routs past them within 10cm.

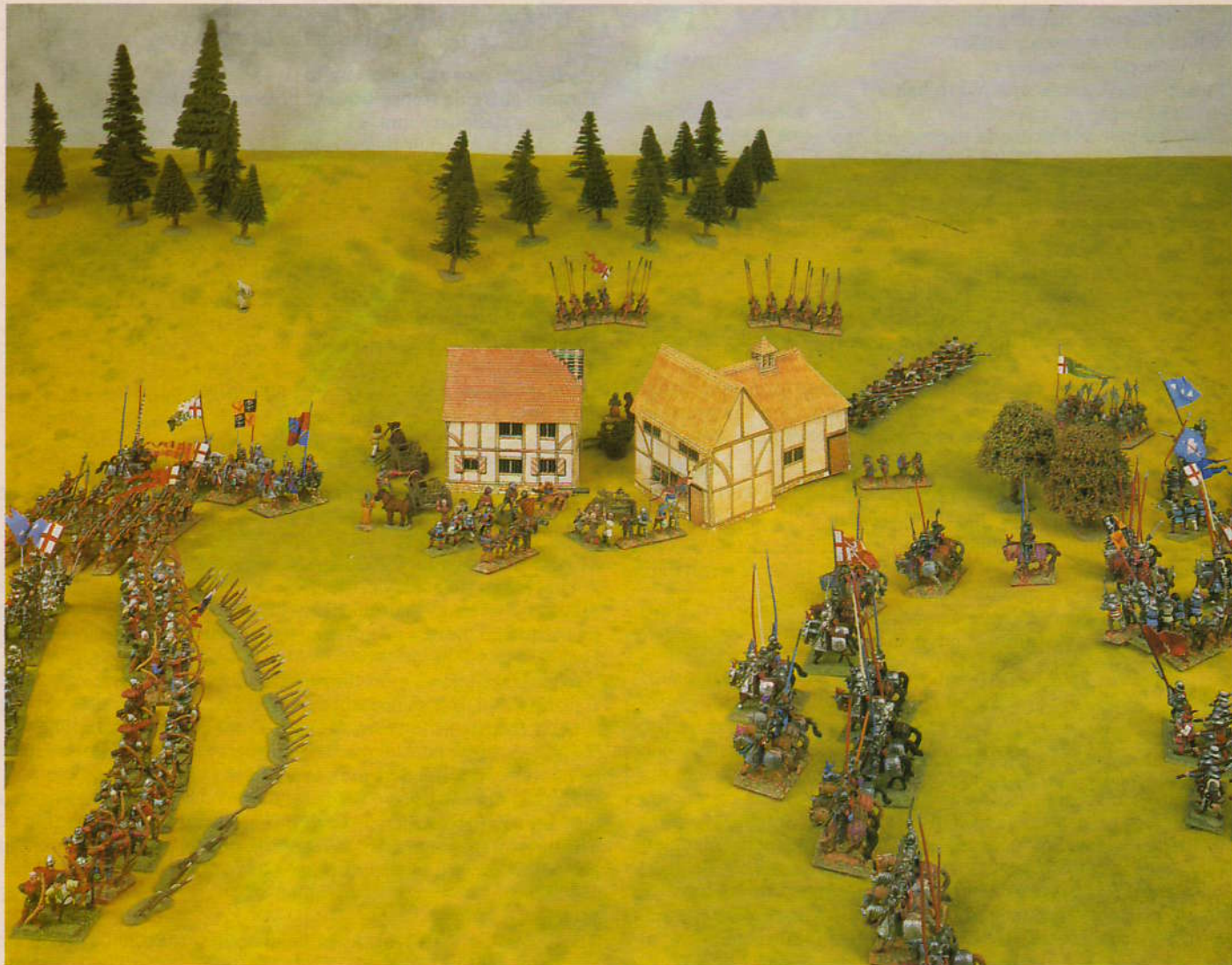
Rallying 'Ds'

If a unit is not moving or shooting, its own officers will attempt to get it back to order. 3, 4, 5 or 6 thrown at the end of the move will rally 1 D. Units under fire, or D class must take 2 from the dice. RED Ds, which are given when a unit loses a stand are meant to represent a more permanent erosion of fighting power, and only Generals or sub Generals are able to rally those when present with the unit.

Such Generals are also allowed to rally Ds whilst the unit is actually engaged in a Melee, and thus are capable of making a considerable contribution to a combat. However, if they are with a unit when it loses a stand, then a D6 is thrown, a 1 means they are wounded and that unit gets an extra D. A further throw will show the number of turns they are out of action, but should that second throw come up 6, that commander is dead.

OTHER STUFF

Clearly, a million and one details have been left out here. The famous Longbowman's stake, for example (- well, if you must have a rule,



The archers, and everyday's story of country-folk. Five centuries before Dan and Doris everyday life was liable to be somewhat hectic, as this Wars of the Roses action shows. The men are mainly Minifigs, with a few Front Rank, fielded by Peter Dennis and Max Attenborough

two moves to stick 'em in, and one to take 'em out, OK?) Having started off by declaring my hatred of charts, I have ended up with at least three. The basic idea is that you should be able to remember most of it after one game. A little tiny bit of chart-scanning isn't too bad; in any case, we haven't found a way round it yet!

I'm not sure how far we are justified in largely disregarding the difference in hand-to-hand weapons. It has become fashionable to look down one's nose at the 'hardwarist' and his multiplicity of variables and charts, and my noisy afternoon at Stoke Field, where units were armed with a variety of choppers and bonkers, seemed to confirm that view, but somebody who knows somebody who was in it told me that they really were scared of the two handed swordsmen . . . so who knows?

(Editorial interpolation: As the "somebody" in question I should point out that it was the pikemen who were scared of the two-handed swordsmen. Once they got past the pike points a natural fear of losing fingers or hands rapidly set in).

I also feel there's a personal element missing from the rules as given here. Lord So-and-So was quite likely to make a bee-line for Lord What'shisface and set to grappling, and since the Wars of the Roses were about and between people, perhaps command stands should be allowed to fight individually, where they can get to each other, perhaps treating them for duelling purposes as tiny units capable of having their own individual Ds. Better still, a straight dice roll apiece might be more in keeping, the high roll surviving.

It's traditional to end with a note on sources. Well, if you want to come round and see the Video one night, you're welcome. There aren't too many books I could recommend on the business of medieval warfare; I have looked, honestly. Philippe Contamine's *War in the Middle Ages* (Basil Blackwell) is excellent. So is Oman's *The Art of War in the Middle Ages* (Cornell University Press 1953 –

rare.) Heath's WRG books are required reading for this period of course.

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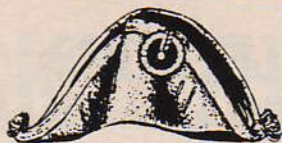
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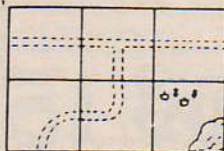
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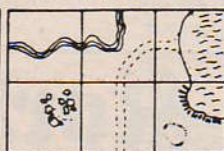
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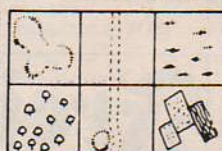
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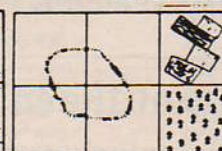
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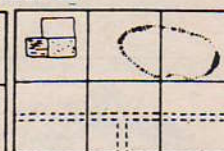
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'R.A.F. WADDINGTON WARGAMES CLUB' membership is not restricted to R.A.F. personnel. All periods catered for with Ancients and Renaissance currently being the most popular. Meetings are held on Tuesday evenings and Sunday afternoons in an old hut that was formerly a rifle range just off the airfield. Any individual interested in joining or any other club in the area who would be interested in staging a few inter-club matches can either ring Gordon on Lincoln (0522) 29690, Kevin on Lincoln 692827 or write to Bryan Hurt at 129 Portland Street, Lincoln, LN5 7LG.

JOIN THE BAD WARGAMERS! Burton And District Wargames Club meets every Tuesday and Thursday at the Friars Walk Rooms, Burton-on-Trent. For further information contact Dean on Measham 70787.

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THE GRIMSBY MILITARY SOCIETY wargame each Monday and Thursday evening at their premises in Sixhills St from 7.00pm onwards. For further details contact the Secretary, Mark Alcock, 88 Sixhills St, Grimsby, South Humberside, DN32 9HT. Telephone 0472 48516.

THE NEW SECRETARY OF THE DEVIZES and District Wargames Group is: Richard Amor, 174 St. Edith's Marsh, Bromham, Chippenham, Wiltshire. SN15 2DJ. Please direct all correspondence to him. The Devizes and District Wargames Group is a thriving provincial club which currently meets at the London Road Youth Centre, Devizes, every Sunday in term time, 2 pm to 6 pm. All periods catered for - details from the Secretary.

OPPONENTS WANTED

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Don Featherstone recently told me that the four pics of **Wargames Foundry** Indian Munity figures in issue 5 were the best wargames photos he'd ever seen. (And, yes, I am blatantly name-dropping!) Here, as an hors d'oeuvres, are a couple more. When the Twins get more cavalry painted up we'll do some big shots. Finally, rumour has it that the original master of the elephant looked so realistic, that when messrs. Perry took it in to work, Slim went out and bought a bag of buns!



