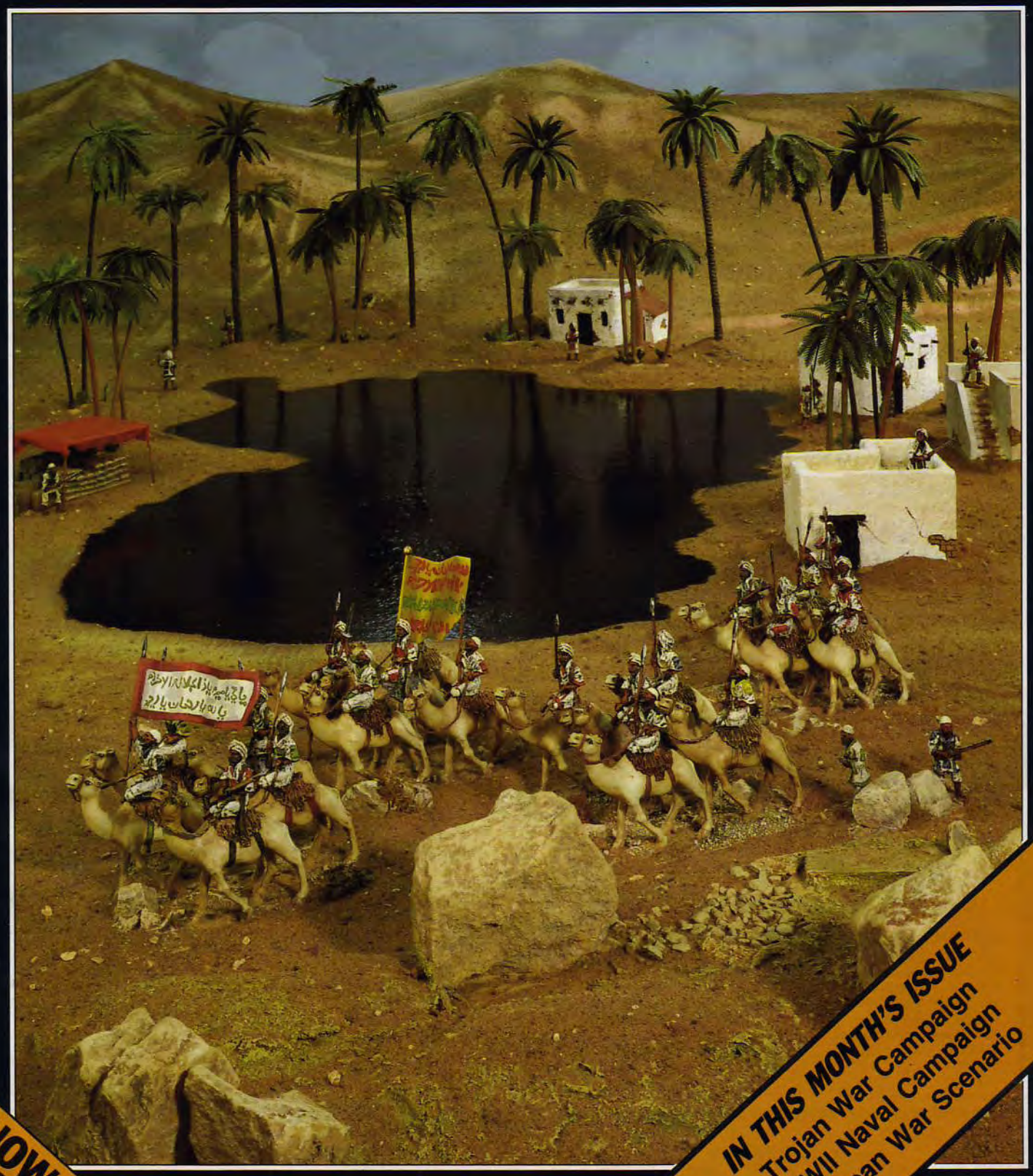
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No.9 May 1988

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6K Line Command
7K Light Command
8K Guards Command
9K Highland Command
10K Staff and A.D.C. on Foot

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

FRENCH CRIMEAN INFANTRY
20K Line Infantrymen
21K Guard Grenadiers
22K Chasseurs
23K Zouaves
24K Algerian Infantrymen
25K Line Command
26K Guard Command
27K Chasseurs Command
28K Zouaves Command
29K Algerian Command

FRENCH CRIMEAN CAVALRY
23KC Chasseurs
24KC Spahis
25KC Chasseurs Command
26KC Spahis Command
27KC Staff A.D.C. Mounted

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

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

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

TURKISH CRIMEAN INFANTRY
30K Line Infantrymen
31K Line Command

TURKISH CRIMEAN CAVALRY
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

15mm EAST EUROPEAN and FAR EAST

INFANTRY
61X Polish Halberdiers
62X Polish Arquebusiers
63X Muscovite Retainers (Bows)
64X Streltsi Musketeers
65X Streltsi with Axes
66X Cossack Arquebusiers
67X Crossbowmen
72X Moghul Levy Spearman
73X Moghul Levy Bowmen
74X Moghul Musketeers

CAVALRY
61XC Polish Dragoons
62XC Polish Winged Hussars
63XC Pancerni Cavalrymen
64XC Lithuanian Hussars
65XC Wallachian Cavalrymen
66XC Cossacks
67XC Moscovite Boyars
68XC Tartars
72XC Moghul Noblemen
73XC Moghul Light Cavalrymen

15mm FRANCO-PRUSSIAN WAR 1870-1871

FRENCH INFANTRY
1M French Line Infantrymen
2M French Line Chasseurs
3M French Guard Grenadiers
4M French Zouaves
5M French Naval Battalion
6M French Garde Mobile

FRENCH INF. COMMANDS
7M French Line Infantry Command
8M French Guard Grenadiers Com
9M Zouaves Command
10M Naval Battalion Command
11M Garde Mobile Command

FRENCH ARTILLERYMEN
12MA French Line Field Gun Crew
13MA French Mitrailleuse Crews

FRENCH CAVALRY
1MC French Cuirassiers
2MC French Dragoons
3MC French Hussars
4MC French Chasseurs a Cheval
5MC French Chasseurs d'Afrique

FRENCH CAV. COMMANDS
6MC Cuirassiers Command
7MC Dragoons Command
8MC Hussars Command
9MC Chasseurs Command
10MC Chasseurs d'Afrique Com
11MC Mounted Staff Officers

PRUSSIAN INFANTRY
20M Prussian Line Infantrymen
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

ARTILLERY GUNS
1MGA Prussian Field Gun
2MGA Prussian Siege Gun
3MGA French Field Gun
4MGA French 'Mitrailleuse'

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INFANTRY
68X Janissary Arquebusiers
69X Janissary Archers
70X Janissary Spearmen
71X Janissary Halberdiers
150X Naval Janissary
151X Acemi Oglans
152X Azab Bow/Swords
153X Azab Swords & Shields
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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WARGAMES Illustrated

Opening Shot

The sale of the Wargames Holiday Centre is now complete. Here's a message from new host, Mike Ingham:

"Dear Wargamer
Plans for the 1988 Summer Campaign are now complete and the Generals are itching to get their troops on the march!

Delays in finding the right property in the Midlands mean that for this summer we will continue operating, as before, in Scarborough with similar arrangements to recent years. I'll be taking over from Peter Gilder at The Enchanted Cottage. Peter's new home will be in the Scarborough area and he will be calling in to look up old friends. He may even be persuaded to take up his Marshal's baton again . . .

The full 1988 programme is shown in our ad. on page 57. There are one or two changes from the previously issued list – particularly two additional weeks during July/August which is proving a very popular period. Hurry up with those bookings please!

Plans for the new game of Bautzen are almost finalised and it looks like being a cracl.er. The battle was the second largest of the Napoleonic wars, ranking only after Leipzig in the numbers of troops involved. Our game will feature over 150 battalions pitted against each other, as a numerically superior French force attempts to envelop and crush the Allied Russo-Prussian army which has the advantages of prepared positions and higher quality troops.

Later in the year, we are planning to raise our Austrian army to the level where we can put on the battle of Wagram on a similar scale to Bautzen. This should be ready for the Autumn Season.

Talking of the autumn, we hope to be in new premises and fully operational by October '88. Within the next month we expect to complete the purchase of a large converted farmhouse about 10 miles from Leicester and only 10 minutes from the M1 and M69.

Construction of a new wargames room and other facilities will take place during the summer, and we plan to celebrate the opening of the new centre with a special re-enactment of the Battle of Leipzig on its 175th Anniversary. More news of all that later."

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Contents

Page		
12	Stephen Allen	Crimean Small Actions II: Evpatoria
14	Jim Webster	Xenophon and the Scythed Chariot
18	Ian Weekley	Cast Features vs. Hand-made buildings
19	Convention Feature	'Bridgehead' at the Army Transport Museum
20	R.J. Oliver	Relentless Pursuit (A fairly trivial pastime)
22	Arthur Harman	Revolt in the West
26	Ian Knight	The Land is Dead. Part III
29	R.J. Oliver	Fire across the Ice. Part II
32	Peter Heath	Death Ride of the Battleship Yamato
35	Ian R. Lowell	The Trojan War, 1250 BC.
40	Pete Gritton	The Human Aspect of Artillery
42	D.M. & I.J.K.	Sudan Pictorial
44	Arthur Harman	Portalegre Gold Cup
48	Keith Benson	The Convention Scene
50	Julian Sleap	Kozminlui Forest, 1497
56		Classified Ads

Front cover photo: *Teesside wargamer David Thomas's Connoisseur Sudanese camels off to join the Mahdi. Oasis & village from Peter Gilder's collection.*

Back cover photos: *Two shots of Essex Miniatures 25mm. Medievals.*
Top: *Borrowed overnight from the 'Bring & Buy' at the Sheffield Triples. You could have snapped these up for £2.50 each. The ruin: Hales Models. The tent: Battleground.*
Bottom: *Borrowed from Gamers in Exile – now in the collection of London wargamer Richard Wood. These mounted figures were painted by Steve Skinner. House and fences by Hales Models. Thatched building by Ian Weekley of Battlements. And, yes, that's an old Citadel Miniatures adventurer lurking in the background, painted by John Redley.*



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LA 5 Musketeer with flintlock	10p
LA 6 Grenadier/Fusilier	10p
LA 7 Grenadier/Fusilier in wide brimmed hat	10p
LA 8 Grenadier/Fusilier in fur cap	10p
LA 9 Pikeman in hat, unarmoured (wire pike supplied	10p
LA11 Dismounted Dragoon in hat	10p
LA12 Dismounted Dragoon in stocking cap	10p
LA13 Artilleryman with spone/rammer	10p
LA14 Artilleryman with ball	10p
LA15 Artilleryman with bucket	10p

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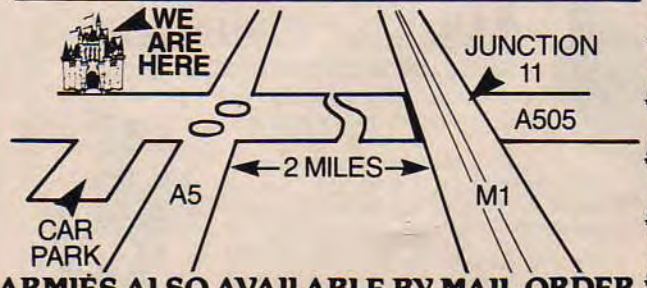
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in your Battle Honours Napoleonic catalogue.

There have been so many additions to the range since the catalogue came out that we thought we would list them all so you can be absolutely up to date with what's available. It's going to be a bit cramped so forgive the abbreviations and look out for the ones marked with an *, these are the latest.

CONFEDERATION/LATE FRENCH (CF)
01 Fusilier (German) Advancing
02 Fusilier Attack/March
03 Gren/Volt Advancing
04 Gren/Volt Firing
05 Gren/Volt Loading
06 Officer in Bicorne
07 Standard Bearer
08 Eagle Bearer
09 Drummer
10 Officer in Shako
CSC01 Saxon Kurassier

BAVARIANS (CB)
01 Grenadier Advancing
02 Fusiler Marching
03 Officer
04 Drummer
05 Standard Bearer
06 Hornist
CBC01 Cheveau/Legere Tpr

POLISH (NP)
01 Fusilier (czapka)
02 Grenadier (Bearskin)
03 Volt. (czapka) Porte Arms
04 Officer
05 Drummer
06 Eagle Bearer

FRENCH (PF)
21 Fuslier in Greatcoat
22 Grenadier in Greatcoat
23 Drummer in Greatcoat
24 Gren. in Greatcoat/B'skin
25* Gren/Volt (Greatcoat) Adv.
26* Gren/Volt (Greatcoat) Fir.

FRENCH CAVALRY (FC)
25 Carabinier Trooper
26 Carabinier Officer
27 Carabinier Trumpeter
28 Line Lancer
29 Line Lancer Officer
30 Line Lancer Trumpeter
31 Guard Chasseur
32 Guard Chasseur Officer
33 Guard Chasseur Trumpeter
34 Cuirassier Standard/Br

PENINSULA BRITISH (PB)
37 Line in Greatcoat

WATERLOO BRITISH (WBC)
08 Scots Grey
09 Scots Grey Officer
10 Scots Grey Trumpeter
11* Light Dragoon Officer
12* Light Dragoon Trumpeter

RUSSIAN (BRC)
08 Uhlan Trooper
09 Uhlan Officer
10 Uhlan Trumpeter
11 Cossack (4 variations)
12 Cuirassier Trooper
13 Cuirassier Officer
14 Cuirassier Trumpeter

SUPERSETS (SS)
* All guns with 4 crew*
12 French Howitzer Loading
12F French Howitzer Firing
13 French Horse Artillery
14 French Horse Howitzer
15 Russian/Prussian Staff
16 French Rev. Artillery
17 French Rev. Howitzer
18 Russian Casualties
19 Peninsula Ox Cart
20 French Limber & Team
21 Polish 6pdr
22 Polish 12pdr
23 Polish Howitzer
24 French Rev. Light gun
25 French 6pdr Loading
25F French 6pdr Firing
26 Conf/Late French 6pdr
27 Conf/Late French 8pdr
28 Conf/Late French 12pdr
29 Conf/Late French Howitzer
30 French Guard Horse Art.
31 French Guard Horse How.
32 Austrian 3pdr
33 Prussian 6pdr
34 Bavarian 6pdr
35 Bavarian 12pdr
36 Bavarian Howitzer
37 Waterloo British 6pdr
38 Waterloo British 9pdr
39 Russian 6pdr Loading
39F Russian 6pdr Firing
40 Russian 10pdr Licorne Ldng
40F Russian 10pdr Licorne Frng
41 Russian Horse 6pdr
42 Russian Horse 10pdr Licorne
43* Prussian Howitzer
44* French Rev. Limber & Team

AUSTRIAN INFANTRY (NA)
01 German Fus. (Helmet) P/Arms
02 German Fus. (Helmet) S/Arms
03 German Fus. (Hmt) Drummer
04 German Fus. (Hmt) Officer
05 German Fus. (Hmt) Stand/Br
06 German Grenadier Advancing
07 German Grenadier M/Attack
08 German Grenadier Officer
09 German Grenadier Drummer
Stand/Bearer Use NA20
11 Hungarian Fus. Porte/Arms
12 Hungarian Fus. Sh/Arms
13 Hungarian Fus. Officer
Drummer use NA32
Stand/Bearer use NA34
16 Hungarian Gren. Charging
17 As above Charging P/Arms
18 Hungarian Gren. Officer
Drummer use NA09
20 Hungarian Gren. Stand/Br
21 Grenz Matching
22 Grenz Firing
23 Grenz Skirmishing
24 Landwehr Marching
25 Jager Advancing
26 Jager Firing
27 Jager Officer
28 Jager Hornist
29 German Fus. (Shako) M/Att
20 German Fus. (Shako) Adv.
31 As above Officer
32 As above Drummer
33 Grenz Drummer
34 German Fus. (Sko) Stnd/Br
35* Landwehr Officer
36* Landwehr Drummer

AUSTRIAN CAVALRY (NAC)
01 Hussar Trooper
02 Hussar Officer
03 Hussar Trumpeter
04 Dragoon/Cheveau Legere
05 Dragoon/Ch. Leg. Officer
06 Dragoon/CH. Leg. Trumptr
07 Uhlan Trooper
08 Uhlan Officer
09 Uhlan Trumpeter
10 Kurassier Trooper
11 Kurassier Officer
12 Kurassier Trumpeter

SUPERNUMARIES (SN)
13 Mounted Austrian Officer
14 Mntd French Rev. Officer
15 Mntd Brit. Off. - Belgic
16 Russian Off. - Frockcoat

PRUSSIANS (WP)
16 Musketeer Officer

HORSES (CH)
11 Cossack Horse
12 Heavy Horse Trotting

FRENCH REVOLUTIONARY (RF)
01 Fus. (Tarleton) Advancing
02 Fus. (Tarleton) Sh/Arms
03 Fus. (Bicorne) Sh/Arms
04 Gren. (Tarleton) Adv.
05 Gren. (B'skin) advancing
06 Gren. (Bicorne) Advancing
07 Gren. (Bicorne) Slope Arms
08 Skirm. (Bicorne) Firing
09 Skirm. (Bicorne) Loading
10 Light Infantry Advancing
11 Light Infantry Firing
12 Light Infantry Loading
13 Officer
14 Drummer
15 Standard Bearer

REVOLUTIONARY CAVALRY (RFC)
01 Heavy Cavalry (Bicorne)
02 Chasseur in Tarleton
03 Hussar in Mirleton

REVOLUTIONARY AUSTRIANS (RA)
01 German Fusilier At/March
02 German Grenadier At/March
03 Hungarian Fus. Advancing
04 Hungarian Gren. Advancing
05 Grenzer at the ready
06* Officer
07* Drummer
08* Standard Bearer

There! we made it, but as this was written at the end of March of course there are now even more! If you want to update your catalogue completely the following figures shown have been restyled to make them even better.
PB-2,6,12,15,21,27 PP-1,2 PF-2,4,6,7,8,9,10 FC-7,10 WPC-1,2,3,4 BR-1,3,7 SN-4

No room for SUPERUNITS or BATTALION PACKS which would take up a page on their own. Send an SAE for separate lists. Same for GEO-HEX and PAINTED UNITS. Good news for our friends on the South Coast, you can now buy BATTLE HONOURS from GOULDS in South Street, Dorchester. For those a bit further West the finest 15mm figures in the world are now available from WATERLOO MINIATURES, 4803 Burning Springs Drive, Arlington, TEXAS 76017 Tel. (817) 478-0721. The small bit of USA that's left should contact TOM DEVOE, 17 Ridge Road, Budd Lake, NJ 07828 (201) 691 2423. And finally .... if you don't have anything to stick this in then send for the illustrated catalogue, price £2.50 including UK postage.

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FF2 Char 2C 23p
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FF6 Ft-17 TSF comm.tank 19p

GERMAN
GF1 A7v 23p
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WWII POLISH
PS1 7 Tp medium tank 19p
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BF1 6 Mortar crewman standing M1
BF1 7 Mortar crewman kneeling M1
BF1 8 Mortar crew commander M1
BF1 9 Lying sniper M3
BF1 10 Standing infantryman M1

WWI GERMAN (1916 pattern)
GF1 1 Infantryman with rifle M1
GF1 2 Infantry officer M1
GF1 3 Infantry bomber M1
GF1 4 Maxim MG team M4
GF1 5 Maxim LMG team M2
GF1 6 Mortar crewman standing M1
GF1 7 Mortar crewman kneeling M1
GF1 8 Mortar crew commander M1
GF1 9 Lying sniper M3
GF1 10 Anti-tank rifle man M3

WWI FRENCH (1916 pattern)
FF1 1 Infantryman with rifle M1
FF1 2 Infantry officer M1
FF1 3 Infantry bomber M1
FF1 4 Hotchkiss HMG team M4
FF1 5 Chauchat LMG team M2
FF1 6 Mortar crewman standing M1
FF1 7 Mortar crewman kneeling M1
FF1 8 Mortar crew commander M1
FF1 9 Lying sniper M3

WWII FRENCH
FS1 1 Infantryman with rifle M1
FS1 2 Infantry officer M1
FS1 3 LMG team M2
FS1 4 HMG team M4
FS1 5 Sniper M3
FS1 6 Radioman M1

WWII JAPANESE
JS1 1 Rifleman M1
JS1 2 Infantry commander M1
JS1 3 LMG team M2
JS1 4 HMG team M4
JS1 5 ATR team M2
JS1 6 Radioman M1
JS1 7 Sniper M3

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SF1 3 Stroke trooper + lasar rifle M1
SF1 4 Hvy supp.lasar on mini grav sled M3
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S1 NFR30 Middle/Young Guard Officer
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S1 NPO 4 Infantry Officer
S2 NPO 5 Inf.Eagle Bearer
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S1 NPO 8 Gren.in B/s Dr.
S2 NPO 9 Gren.B/sEagleBr.

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S1 NBA 4 Officer
S1 NBA 5 Standard Bearer

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S1 NBV4 Line Officer
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S1 ECW 2 Pikeman,stand.charge pike felt hat,buff coat S/W
S1 ECW 3 Pikeman,ord.pike, morion,back&breast S/W
S1 ECW 4 Musketeer firing felt hat buff coat
S1 ECW 5 Musketeer firing, lobster pot, buff coat
S1 ECW 6 Off.felt hat,buff coat S/W
S1 ECW 7 Std bearer felt hat buff coat S/W
S2 ECW 8 Drummer felt hat
S1 ECW 9 Fifer felt hat
S1 ECW 10 Serg.morion back & breast S/W
S1 ECW 11 Pikeman stand. charge pike lobster pot back & breast plate S/W
S1 ECW 12 Dragoon firing felt hat
S1 ECW 13 Dragoon firing lobster pot
S1 ECW 14 Pikeman kneel. charge pike back & breast lobster pot S/W
S1 ECW 15 Pikeman ord.pike back&br.lobster pot S/W
S1 ECW 16 Off.lobster pot back & breast S/W
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S1 ECW 20 Peasant/sword
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Infantry
AU1 German Line adv
AU2 German Grenadier marching
AU3 Hungarian Line
AU4 Hungarian Grenadier adv
AU5 Grenadier Command (3) 30p
AU8 Line Command (3) 30p
AU11 Grenz firing
AU12 Jager firing rifle
AU13 Jager Officer
AU14 Jager Bugler
AU15 Landwehr advancing
AU16 Landwehr Command (3) 30p

Cavalry
AUC1 Hussar
AUC2 Hussar Command (3) 60p
AUC5 Lt.Dragoon charging
AUC6 Heavy Dragoon advancing
AUC7 Dragoon Command (3) 60p
AUC10 Lancer
AUC11 Lancer Command (3) 60p
AUC14 Cuirassier
AUC15 Cuirassier Command (3) 60p

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

Austrian Commanders
AUP1 General 30p
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BRITISH
Infantry
B100 Line Infantry advancing
B101 Line Infantry Charging
B102 Line Infantry Greatcoat
B103 Line Command (3) 30p
B106 Scots Infantry Advancing
B107 Scots Infantry Defending
B108 Scots Command (3) 30p
B111 Rifleman firing
B112 Rifle Officer
B113 Rifle Bugler
B114 Light Infantry Firing
B115 Line Command G/coat (3) 30p

Cavalry
BC100 Scots Grey Trooper
BC101 Scots Grey Command (3) 60p
BC104 Household Cav Trooper
BC105 Household Cav Command (3) 60p
BC108 Dragoon Trooper
BC109 Dragoon Command (3) 60p
BC112 Light Dragoon Trooper
BC113 Light Dragoon Command (3) 60p
BC116 Hussar Trooper
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RUSSIAN
Infantry
R100 Musketeer/Jager Attacking
R101 Musketeer/Jager Greatcoat Defending
R102 Musketeer/Jager Command (3) 30p
R105 Grenadier Advancing
R106 Grenadier Command (3) 30p
R109 Guard counter marching
R110 Guard Command (3) 30p
R113 Light Infantry Firing
R114 Musketeer/Jager G/coat Comm (3) 30p

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

Artillery
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RA5 Limber Riders 10p
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RA8 18pdr Licorne 38p
RA9 9pdr Licorne 38p

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

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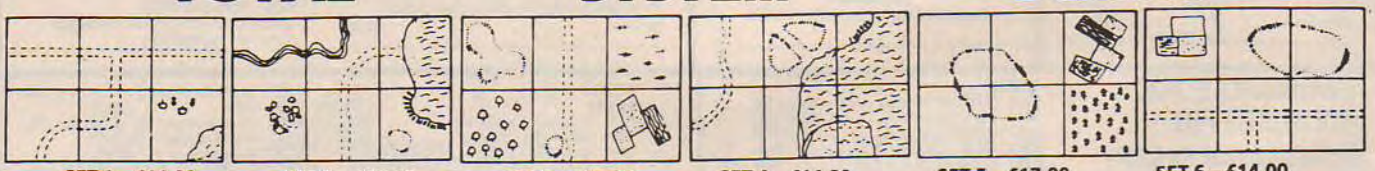
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PN5 Old Guard adv. greatcoat
PN6 Command pack: Officer, Std. bearer, drummer, greatcoat
PN7 Old Guard/Guard chasseur adv., greatcoat and bonnet de police
PN8 Old Guard/Guard chasseur adv., greatcoat and chapeau
PN9 Command pack: Guard or Line inf., Officer in greatcoat and chapeau
PN10 Line fusilier, musket forward
PN11 Line grenadier or voltigeur adv., musket forward
PN12 Line fusilier adv., musket 45°
PN13 Line grenadier or voltigeur adv., musket 45°
PN14 Line fusilier adv., musket upright
PN15 Line grenadier or voltigeur adv., musket upright
PN16 Command pack: Officer, Std. bearer, drummer adv.
PN17 Line fusilier standing firing
PN18 Line fusilier kneeling firing
PN19 Line fusilier adv. greatcoat
PN20 Line grenadier or voltigeur adv., greatcoat
PN21 Command pack: Officer, Std. bearer, drummer, adv., greatcoat
PN22 Light inf. (Léger) carabinier, voltigeur or chasseur adv.
PN23 Command pack: (Léger) Officer, Std., bearer, drummer, adv.
PN24 Assorted foot artillerymen (6 per pack)
PN25 Cuirassier
PN26 Command Pack: Cuirassier Officer, Standard bearer, trumpeter
PN27 Hussar (Shako)
PN28 Hussar (Colpack)
PN29 Command pack Hussar Officer, Standard bearer, trumpeter
PN30 Dragoon
PN31 Elite Dragoon
PN32 Command pack: Dragoon officer, Standard bearer, trumpeter
PN33 Command pack: Infantry officer (mounted)

BRITISH NAPOLEONIC 1814-1815

PNB1 Line inf. at the ready
PNB2 Grenadier or light coy. at the ready
PNB3 Command pack Officer, Std. bearer, drummer
PNB4 Line or flank coy, in greatcoat at the ready
PNB5 Command pack Officer, Std. bearer, drummer in greatcoat
PNB6 Highlander at the ready
PNB7 Highlander kneeling at the ready
PNB8 Grenadier or light coy. at the ready
PNB9 Grenadier or light coy. kneeling at the ready
PNB10 Command pack: Highland Officer, Std.bearer, piper
PNB11 Rifleman advancing
PNB12 Rifleman kneeling firing
PNB13 Command pack: 4 riflemen Officers, 2 buglers
PNB14 Light infantryman firing
PNB15 Light infantryman advancing
PNB16 Command pack 4 Light Infantry Officers, 2 buglers
PNB17 Assorted foot artillerymen (6 per pack)
PNB18 Assorted horse artillerymen (6 per pack)
PNB19 Light dragoon
PNB20 Command pack: Light dragoon Officer, Std. bearer, bugler
PNB21 Heavy dragoon
PNB22 Command pack: Heavy dragoon Officer, Std. bearer, bugler
PNB23 Hussar
PNB24 Command pack: Hussar Officer, Std. bearer, bugler

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Designer Steve Royen

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ER5	(L) Burgundian longbowmen	A
ER6	(C) Swiss halberdiers (16th C)	A
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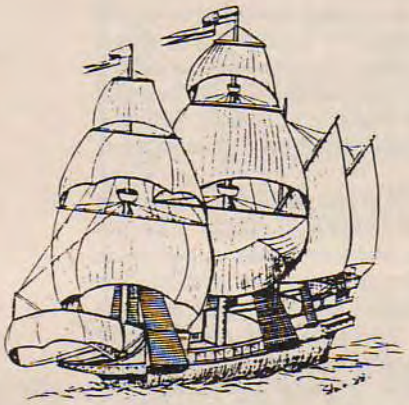
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CRIMEAN SMALL ACTIONS
Part II EVPATORIA

Turkish troops at the time of the Crimean War have always received a bad press. 'Johnny Turk' was regarded with scorn by his British and French allies and described as indolent and cowardly; they even joked about him when fraternizing with the Russians. It is always the rout of the Turkish troops defending the redoubts during the battle of Balaklava which is remembered rather than the fact that they had held off the Russians for the best part of an hour, suffering heavy casualties in the process, and had thus given Raglan valuable time to stand his forces to.

In many ways the Turkish infantryman was similar to his Russian counterpart: a simple, uneducated individual reliant upon his officers to maintain his morale, but one who could be extremely brave and tenacious in the right circumstances and position. The best was to put him behind an earthwork and to support him with artillery. It was like this that the Turks defeated the Russians unaided at Silistria and forced their withdrawal from the Principalities, almost ending the Crimean War before it had begun.

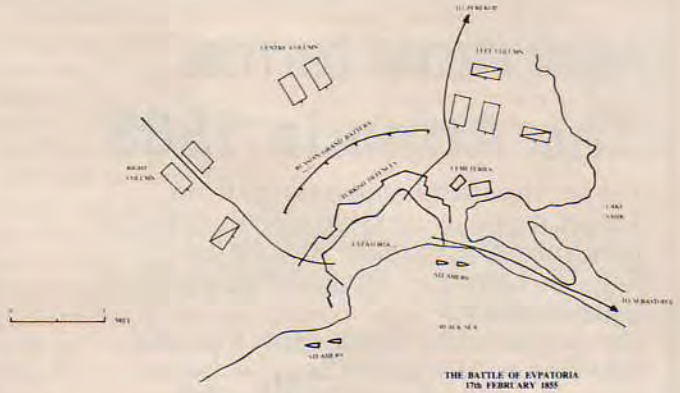
When the Allies landed in Calamita Bay in September 1854 and began their march south to besiege Sebastopol, a contingent of Turks went with them. More, however, were landed immediately afterwards to occupy and garrison the town of Evpatoria which had surrendered to the invaders. It represented an advance base for the Allies and a thorn in the side of the Russians due to its situation on the main road north to Perekop and the Ukraine.

By February 1855 the worst winter to be suffered by the Crimea for many years was beginning to wane. There was as yet little renewal of activity in the trenches around Sebastopol. Within a few weeks the Allies would have attempted and failed to take Tchorgoun, and the Russians would have succeeded in seizing the small hill known as the Mamelon Vert. It was during this lull that the Tsar, Nicholas I, sent orders to Prince Menshikov, the Russian Commander in Chief in the Crimea, to attack Evpatoria without delay. Menshikov's reputation had suffered badly since the defeat at Inkerman the previous November. He was aware of the intrigue against him in St. Petersburg and saw in the Tsar's orders a chance to recover some of his lost credit by freeing a Crimean town, expecially one held by the despised Moslems.

Evpatoria was held by about 21,000 Turkish troops under the command of Omar Pasha. They were supported by a detachment of 300 French Marines and several steamers of the Allied navies anchored on either flank of the town. Rumours of an impending Russian attack had been circulating for some weeks. An indifferent line of earthworks was under construction around the town, but had not been completed by the middle of February. The terrain beyond the town was broken and undulating, enabling the Russian forces to concentrate within a fairly short distance without the Turks being aware of their presence. The little reconnaissance which was attempted by the garrison was foiled by the large numbers of Cossacks.

The general designated by Menshikov to command the assault, Khroulov, was by no means convinced of the wisdom of the enterprise and believed that 50,000 men would be required to ensure victory rather than the 20,000 he had at his disposal. He had originally intended to launch his attack on 16th February but an unexpected thaw had rendered the ground marshy, making it almost impossible for him to move his guns. On the 16th itself, however, the temperature dropped again and the ground froze hard. Under cover of darkness during the night of the 16th to the 17th, the Russians threw up a counter earthwork only 300 paces from the Turkish fortifications behind which they deployed 76 pieces of artillery protected by companies of riflemen.

Khroulov's plan of attack was to assault Evpatoria with three columns following an intense bombardment to silence the enemy batteries. Accordingly, at about 6am on the 17th, the Russian guns opened fire and maintained a heavy cannonade for almost two hours. They succeeded in dismounting a third of the Turkish guns and seriously damaging their defences. The Russian snipers in the



THE BATTLE OF EVPATORIA
17th FEBRUARY 1855

rifle pits between the batteries also inflicted great losses on the Turkish gunners. The Turks behaved with great courage especially in the more forward positions where Selim Pasha, commander of the Egyptian Division, set an example of bravery to his men until he was killed towards the end of the action.

During the artillery duel the Russian troops formed up into their assault columns. On their right flank, two regiments of infantry advanced behind a large body of cavalry and supported by four field batteries. The Russian horsemen were badly mauled by two guns brought forward by Lt. Col. Cadell of the Honourable East India Company, an officer who was attached to the Turkish Army, and by the long range fire of the steamer HMS *Valorous* in their flank. The cavalry were first checked and then forced to retire by the crossfire, the infantry following suit without even attempting to engage. Cadell then repositioned his guns so as to enfilade the Russian batteries behind the earthwork. The Russians sent forward one of their reserve batteries to counter this initiative, but Cadell's Turkish crew held their own until finally ordered to withdraw by Omar.

At the same time, over on the Russian left flank, two more regiments together with, of all things, a battalion of Greek volunteers advanced under the covering fire of two troops of horse artillery. Passing through two cemeteries, they were able to reach the ditch which ran in front of this part of the town without too much difficulty. The Russians had brought with them scaling ladders and other materials to fill the ditch and help them to cross, but the Turkish volleys from the parapet only a few yards away threw them into complete disorder. The rear of the column was subjected to shelling from HMS *Viper* and the French steamer *Le Véloce*, and rocket fire from a boat which put out from HMS *Furious*. The Russians fell back, but with great determination reorganised and returned to the attack, supported this time by a regiment of dragons and six *sotni* of Cossacks who dismounted to fight. This second attempt to force their way into the Turkish defences met with no more success than the first. As they retreated again, some Turks left their positions and followed them up for some considerable distance, taking no prisoners but killing all they could lay their hands on.

Seeing his two flank attacks fail, Khroulov's misgivings returned and he declined to renew the assault although his centre column was still intact and had so far done nothing. It was now about 10am. The Russian commander ordered a general withdrawal which was carried out in perfect order, all the wounded and even some of the dead being removed from the battlefield. The artillery carried on its bombardment of the town to the very end, silencing virtually every Turkish gun.

It was learnt afterwards that the Tsar himself had given orders that if Evpatoria were taken it was to have been razed. For this purpose, every Russian soldier carried with him a faggot of wood, thousands of which were found strewn on the ground after their retreat.

Despite the intensity of the fighting, especially on the Russian left, casualties were fairly light, the Russians losing almost 800 killed and

the Turks just under 400. It was believed that one of the main factors in Khroulov's decision to call off the attack was the support provided by the Alliance warships to which he had no effective answer. Be that as it may, no further attempt was made by the Russians against Evpatoria for the remainder of the war.

As for Menshikov, the battle marked the end of his military career. Three days after his despatch reporting the failure at Evpatoria reached St. Petersburg he was relieved of his command.

Orders of Battle:

Russians:

Right flank: Diebitsch-Zabalkansky Rgt (4 bns, 2,800 men)
Poltava Rgt (4 bns, 2,800 men)
Archduke Leopold Lancers (8 sqns, 1,000 men)
Don Cossacks (2 *sotni*, 120 men)
3rd Light Bty (12 guns)
19th & 20th Light Tps (8 guns each)
21st Heavy Tp (8 guns)

Centre: Alexopol Jager (3 bns, 1,700 men)
Krementchoug Jager (4 bns, 2,800 men)
Don Cossacks (1 *sotnya*, 60 men)
3rd Heavy Bty (12 guns)
4th & 5th Light Btys (12 guns each)

Left flank: Azov Rgt (4 bns, 3,200 men)
Podoly Jager (2 bns, 1,500 men)
Greeks (1 bn, 600 men)
Heir Apparent Dragoons (10 sqns, 800 men)
Gd Duchess Catherine Lancers (6 sqns, 1,000 men)
Don Cossacks (2 *sotni*, 120 men)
3 Light Btys (8 guns each)
23rd Light Tp (8 guns)
4 guns of position

Turks:

33 infantry battalions split between three divisions, two Turkish and one Egyptian, a total of about 20,000 men.

Turkish artillery: 45 guns, of which 34 were heavy.

French Marines: 300 men.

French sailors from the steamer *Henri IV* supporting the Turkish gun crews.

Turkish cavalry: 2 sqns, 200 men.

Local Tartars: 1,000 at most. They did not man the fortifications.

Allied steamers: 4 British, 2 French, 1 Turkish.

Note: The numbers quoted for the Turkish troops are conjectural, although they are as correct as existing information will permit. Figures for both Russians and Turks have been rounded up or down to the nearest 50.

Wargaming

The battle of Evpatoria makes for an excellent wargame. It was chosen as a demonstration game by the Crimean War Research Society at the 1987 Victorian Military Society Fair where it won a 'best of show award'.

Of the three, or rather two, Russian attacks on the town's defences, since the centre column never saw action, the only one of any consequence was that which took place on the Russian left. Fortunately, this turns out to be the most interesting and the one which involves the greatest variety of troops. Modelling the Greek Volunteer Battalion will provide an unusual challenge as will the development of the mechanisms to cover the rocket and shell fire from the ships anchored offshore. And why not model one of the steamers themselves while you are it?

A figure ratio of 1:50 is probably the most suitable for this action. Russian battalions will therefore be, on average, 16 figures strong and the Turks 12 figures. Other units may be scaled down accordingly. Artillery troops and batteries are perhaps best represented by one model for every four guns. Russian riflemen protecting the grand battery were two companies strong, 8 figures therefore. The battery itself need only be represented in part, say by 5 models. Because of the lack of a detailed breakdown of the Turkish forces, it is perhaps advisable simply to divide them into three and deploy say 10 or 11 battalions, 4 model guns together with the cavalry and French Marines, the latter providing additional colour to face the Russian assault.

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As far as uniforms are concerned, all Russian troops wore the grey-brown greatcoat. The dismounted dragoons can therefore be represented by infantry figures with helmets and the dismounted Cossacks by infantry in field caps. The Turks are also straightforward enough in their red fezzes, dark blue tunics and light grey trousers – worn by all arms of service. The French Marines were dressed all in dark blue: Képi, jacket and trousers. However, in view of the season, they may well have worn the standard issue greatcoat in which case matters are simplified for the wargamer who can use ordinary French line infantry figures.

Rules should present no great problems. Due consideration should be given not only to the weight of the Russian artillery, but also to the staying power of the Turkish gunners. Turkish infantry should be upgraded whilst behind their fortifications, but also be difficult to control if the Russians begin to quit the field. Dismounted dragoons and Cossacks should perhaps be penalised for being 'out of their element'. One last thing to bear in mind is that, with the exception of the Russian snipers, all troops on both sides were armed with smooth-bore muskets.

Acknowledgements:

I should like to thank David Cliff, Secretary of the Crimean War Research Society, for the valuable information he provided concerning orders of battle at Evpatoria.

Further Reading:

Cadogan's Crimea – Book Club Associates, London 1979.
The War in the Crimea – Gen. Sir Edmund Hanley, London 1891.
Todleben's Defence of Sebastopol – W H Russell, London 1865.

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XENOPHON AND THE SCYTHED CHARIOT

by Jim Webster

What I intend to do is to take a look at the scythed chariot through the eyes of a man who was both an eye witness to their use, and also had his own ideas about them. Xenophon – soldier, writer and political exile is to be our guide.

The first encounter with the scythed chariot comes with Xenophon's participation in the Battle of Cunaxa. Xenophon had joined the Greek mercenaries in the service of Cyrus, younger brother of Artaxerxes II, great king, king of kings. In 401 BC Cyrus, with an army stiffened by 10,000 Greek mercenaries, marched to seize the Empire, and lost his life at the Battle of Cunaxa. At that battle both Cyrus and his brother used chariots. Xenophon gives a brief description of their use in battle, (Penguin Classics, *Xenophon, the Persian Expedition*. page 88).

"The chariots rushed about, some going through the enemies' own ranks, though some, abandoned by their drivers, did go through the Greeks. When they saw them coming the Greeks opened out, though one man stood rooted to the spot, as though he was at a race course, and got run down. However, even he, they said, came to no harm."

From this passage we can draw a couple of quick conclusions. Firstly scythed chariot crew had a habit of abandoning their vehicles, (note Xenophon says abandoned, rather than saying the drivers had been killed by enemy missiles). The second matter is that only those without drivers charged the Greeks. Is this a case of the driver pointing his vehicle, lashing up the horses into a blind panic, and then baling out? Or is it purely a chance matter, and are we drawing too many conclusions from one incident?

Here I want to bring into play some specialised knowledge that I do have. Whilst I have to admit that I don't do much in the way of driving chariots, or even horses, I have worked a lot with cattle. Here you get one definite problem. When cattle, and for that matter sheep, panic they make for a gap to run through, if the gap isn't there, they will run up a sheer surface and, normally by dint of speed, power and weight, can get over 6ft of wall, or smash it down. If the wall isn't solid, but has gaps, cattle work on the principle that if their head can fit in the gap, the body will follow. With half a ton of animal moving at speed, this isn't a bad assumption. As the object forming one side of the gap I have several times been knocked a considerable distance. From those dealings I have had with horses, and from conversations with those who have worked with them, this attitude to irresistable force versus immovable object seems to be shared by horses.

My personal opinion is that a horse, lashed to a frenzy, pointed at a line of hoplites would not see a solid line, but a series of gaps where a horse can either attempt to climb over or push through. Note that at this point I would not include the cavalry v square argument in this, the ridden horse is a totally different matter, as the horse still has a rider, which means it cannot be too panic stricken. However, back to the original point: the effect on the hoplite of being used as a climbing frame by a belligerent horse is obvious, especially if the horse happens to have three mates, and is dragging a chariot.

The third main point is that the Greeks "opened out" to let the chariots through. Even panic stricken horses are not totally devoid of sense, and will go through a larger gap if one is presented. So, disciplined troops who could make gaps could allow the horses through.

Xenophon's next encounter with chariots, either in person, or through the accounts of survivors, was not such a happy occasion for the Greeks. In Hellenica (Penguin Classic, Xenophon, *A History of my Times* page 188, IV,I.16) he mentions an incident which took place in the Spartan campaigns in Asia. Greek hoplites were foraging/looting and were caught by cavalry and chariots.

"And there was one occasion when Pharnabazus, with two scythed chariots and about 400 cavalry, came upon them when they were scattered all over the plain. When the Greeks saw him bearing down on them, they ran to join up with each other, about 700 altogether; but Pharnabazus did not waste time. Putting the chariots in front, and following behind them himself with the cavalry, he ordered a charge. The chariots, dashing into the Greek ranks, broke up their close formation, and the cavalry soon cut down about 100 men. The rest fled and took refuge with Agesilaus, who happened to be close at hand with the hoplites."

Here there are a couple of interesting points. At the end of the piece there is a hint that the troops so mishandled might have been peltasts. If they were hoplites the phrase "took refuge with Agesilaus, who happened to be close at hand with the hoplites" doesn't sit well. Surely Xenophon would have said, "with some hoplites" or "with more hoplites".

The use of peltasts for foraging makes sense, as does the lack of discipline. The argument that the troops in question were in close formation and therefore had to be hoplites doesn't hold water. Drilled troops are not restricted by a cardboard figure base, and I see no reason why any drilled soldier should not attempt to close up to repel cavalry. Given this however, it seems that their lack of discipline was their downfall. Either they were still in disarray, or were just not trained well enough, but they couldn't open ranks, the chariots smashed into them, disrupting their formation, and the cavalry followed. It should be noted that at Cunaxa there was no cavalry support. It may be that at Cunaxa by a proper combination of arms, cavalry could have broken into the formation through lanes left by the infantry making way for the chariots.

Another interesting point is the number of casualties out of 700. When compared with Napoleonic cavalry breaking infantry squares, a mere 100 casualties seems light. What may have happened is that the chariots punched out "subsections" of the infantry block, breaking up a subunit each, these men were then pounced upon by the cavalry, and cut down. But for 400 cavalry to cut down only 100 men out of 700 who were "fleeing" sounds like gross incompetance. I suspect that two sections were punched out of the line, and the rest held and beat a hasty, but reasonably safe, retreat.

Having looked at the two incidents that had formed Xenophon's thinking (amongst others which we may not know about), the next thing to do is to look at the developments of his ideas. Xenophon wrote the *Cyropedia* or "The education of Cyrus" which is basically a historical novel about the life of Cyrus, founder of the Persian Empire. Xenophon credits Cyrus with the invention of the scythed chariot, first used in anger in the battle against Croesus of Lydia.

At the start of the battle Cyrus places his scythed chariots in front of cavalry and infantry, and the cavalry are told that when the chariots charge "you must follow, keeping as close as posssible behind the chariots, for we shall thus fall upon the enemy while they are most in disorder." (Book VII, 1.9).

When the moment came to strike, Cyrus's chariots were faced off by a screen of enemy unscythed "skirmishing chariots" who were screening Egyptian "Heavy/Medium" infantry armed with long spear and large shield. It is perhaps worth quoting this section at length. Abradatas, the chariots' commander was a noble and had a reputation as a man of honour and courage. (VII. 1.29).

Abradatas then delayed no longer, but shouting aloud, "Follow me friends" dashed forward, without sparing his horses, but drawing much blood from them with the goad. The other charioteers dashed forward with him. The chariots of the enemy instantly fled before them, some of them taking up their fighting men, and others leaving them. Abradatas forced his way through them, to the Egyptians phalanx, and those that were ranged nearest him joined him in the charge. Upon many other occasions it has been seen that a troop can never be stronger than when it is formed of fellow combatants that are friends; and it was seen upon this occasion; for the companions and associates of Abradatas supported him in his onset; but other drivers saw the Egyptians stand their ground in a close body, turned aside to the chariots that were fleeing, and pursued them. As the Egyptians were unable to separate themselves, because those on either side of them remained firm, Abradatas and his troop, where ever they directed their charge, overthrew those who stood upright with the impetus of their chariots, and crushed those who fell, both men and arms, with the hooves of their horses, and their wheels; and whatever the scythes caught, whether arms or bodies of men, they cut through with resistless force. In this indescribable confusion, the wheels being jolted by heaps of every description, Abradatas and some of those who jointed in the charge with him, were thrown from their vehicles; and here while they proved themselves brave men, they were cut down and killed."

Scythed chariots, post-Xenophon in the Successor army of 15mm Museum Miniatures – part of the Q.T. Models' stable. Opponents are respectively Republican Romans and Indians. These figures were painted by Q.T proprietors & designer Dave Hoyles and can be seen on the Q.T. stand at shows.

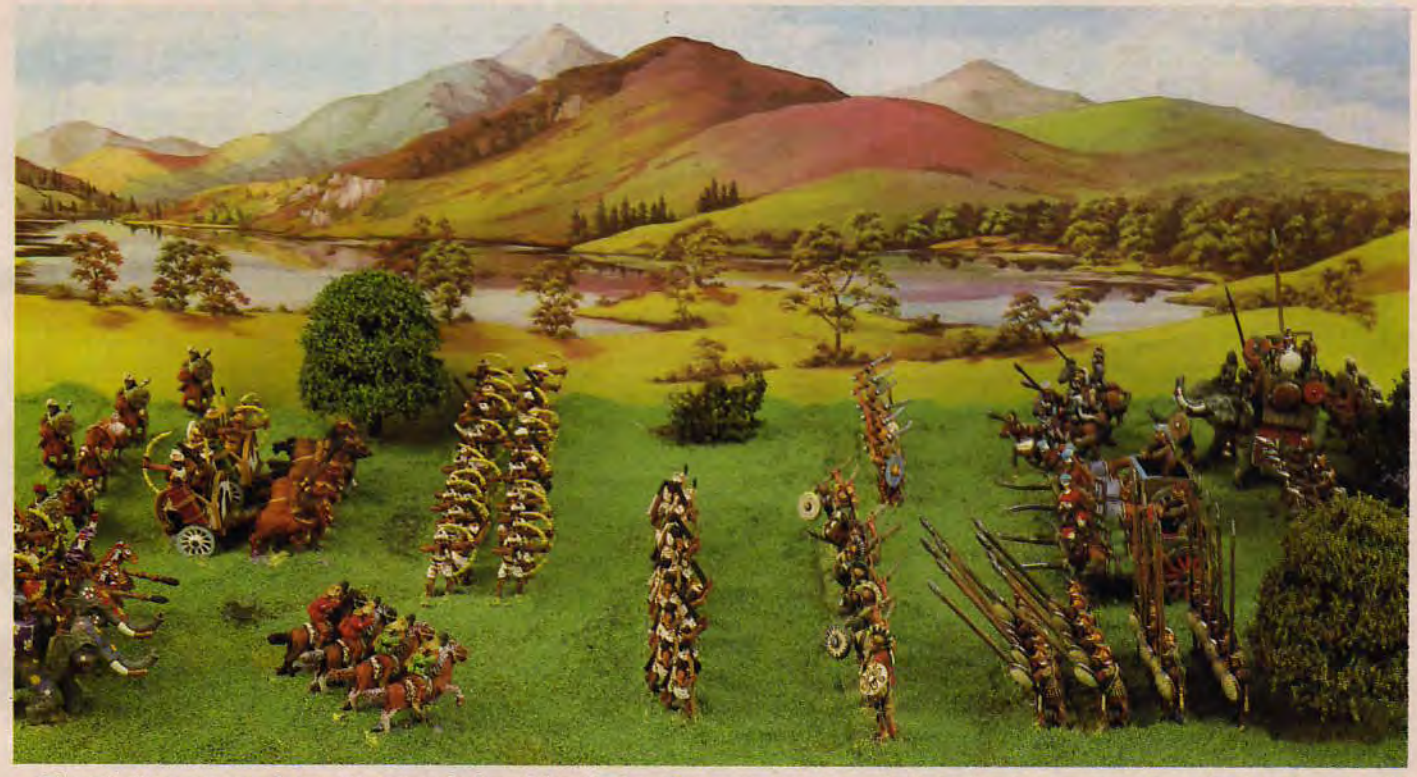


The Persian infantry and cavalry then hit the Egyptians and a chaotic melee then ensued. Xenophon says that "Infantry and cavalry fought promiscuously", everywhere was chaos.

Now obviously what we have here is not what happened, but what Xenophon thinks ought to have happened, which is not necessarily the same thing. However, it does give us some ideas of how a soldier of the time felt scythed chariots should be used, and various factors affecting their use. However there are several points which come out of it which will serve as conclusions.

Firstly, and most important, is Xenophon's stress on the élite nature of those charioteers who did the damage. I don't think this is just Xenophon's class prejudices coming through. Basically a charioteer had to be incredibly brave and highly motivated to give of his all. By the sound of it, being dangerously psychotic would be a great help!

The second point is that the damage was done by charioteers who



Though these are set pieces, permanently based for display, Dave wargames regularly in the Ancient period – refreshingly, not *with W.R.G. rules! and we also have some shots of his wargames armies "in the can" (watch for them in future issues).*

stuck to their chariots, rather than just pointing them and letting go. Again we are talking about high quality troops. The poorer motivated took the easier option and pursued those enemy who were already routing.

The third point was the fact that whilst the charioteers did horrendous damage, they didn't break the enemy. They merely opened the way for the following infantry and cavalry, who actually did the fighting.

A fourth point is that the Egyptians didn't have room to open up and let the chariots through. Xenophon obviously regards this as the prime method of dealing with the threat.

A point which isn't in the excerpt I quoted, but occurs slightly later talks of the Persian infantry and cavalry following up in columns. This may have meant that the chariots were only expected to break through on a narrow front and therefore cavalry attacking on a wide front would tend to be roughly handled by the still ordered infantry between the points of chariot impact. This would rather tie in with some of my ideas on the action fought by Agesilaus in Asia.

So, how to fit scythed chariots into rules? I would suggest that several things have to happen. Firstly, the crews should test morale to see if they charge, which should be made difficult. If they fail the test then they should still be given a change to send the chariot forward, crewless. This latter form of attack would be less dangerous. Secondly, formed, disciplined infantry should automatically be allowed to let the chariots through, if they have room. Thirdly, chariots cannot break a unit, except perhaps by morale before the chariot ever hits. They can only disorganise. In effect you do not fight against chariots, you are disordered by them and then fight the troops following up. Fourthly, all the troops taking part in the melee should be disorganised, and probably more than just first ranks should be able to fight.

Indeed I would go as far as to suggest that the chariot model need not appear on the table. A unit would pay extra points for a chariot to be assigned to it, and would just take tests to see if it charged. If not forget it, if it does, it would just create a different type of melee than usual. However, I must admit that I for one rather like chariot models. If you want to use them, each must test individually, even if they are paid for as one unit. Secondly, if the victims' morale allows them to open up, the chariot automatically drives straight through. I wouldn't even bother moving figures, just take the chariot straight off the board, and leave the infantry where they were. With a panic stricken, blown and exhausted horse it will not contribute anything to the battle again anyway.

Regarding interpenetration I would suggest that anything can move through chariots, including other chariots, (none of Xenophon's descriptions mention colliding chariots). However, chariots cannot interpenetrate anything else, unless it is infantry opening up lanes. This however would be automatic in the right circumstances; otherwise you have a fight on your hands.

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15/IE12 Elephant with Tower
15/CT02 2 Horse Scythed Chariot
15/IE13 Pack Elephant
15/PK1 Pack Horses
SELEUCID ARMY 15.57
15/SE01 Argyraspids Pike
15/SE02 Phalangites Pike
15/SE03 Thracians 2 HCW
15/SE04 Peltasts LTS
15/SE05 Javelinmen Sh
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15/CT03 Chariot
GALATIAN
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15/GL10 C in C
15/GL4 Skirmisher
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CAST FEATURES v. HANDMADE BUILDINGS

by Ian Weekley of Battlements



The title might suggest some kind of contest, but this is not really the case at all. What we are concerned with is the requirement of two different types of market in wargaming demand for model buildings.

At the end of 1979 I started making hand-made models for wargamers in scales 15 to 54mm, our Editor being one of my first customers! Around that time there were plenty of model figure manufacturers, but perhaps only three or four commercial enterprises producing any type of terrain or buildings. In succeeding years there has been a great increase in the number of advertisements in our hobby magazines for these battlefield details. One or two firms offer a 'hand-made' service; most are concerned with casting in a variety of materials, plaster-based, polythene, glass fibre, resin and, more recently, urethene. The wargamer who comes to me for a model building knows quite well that he may be able to buy something similar and cheaper from any of the firms making cast buildings. What he will not be able to get hold of is a castle, fortress, tower, walls, farm groups, etc. which exactly answers his specific requirements for a particular scenario. I can be told in detail what is needed and so the customer does not have to 'make do' with a feature which may be excellent in its way, but does not quite have the right look or 'edge' on the carefully constructed hand-made product. Delicate spires made from wire or metal rod, chains to operate a drawbridge, window leaded lights, bushes, grass, "water" and similar features are all part of the attractions of the hand-made model. Such detailing forms no part of a commercial casting and would have to be added later should fuller realism be required. There is also a steady demand for models of ancient buildings, part or all of which may survive today.

At the time of writing I am working on an order for a model of Fyvie Castle in Aberdeenshire. In this case the wargamer wants a model of the old Scottish castle as it looked in the days of the ECW. A 25mm replay of Montrose's campaign for King Charles against the Covenanting army of the Scots! So you have some idea of the special ground covered and the varied subject material in the Order Book.

However conditions change! In 1985 I was asked to design 'masters' for a range of castles and other fortifications by Jack Britz of Battleground Ltd. He had often read the articles I had written in our hobby magazines. The new models were to be cast in urethane, one of the newer lighter weight materials, and one entirely suited to the casting of wargames (or display) buildings. It was the opinion of us both that features which weighed almost the same as the original wood master might make life a lot easier for the wargamer having to hump his models around from one place to another. So I signed on as Jack's designer.

Urethane is a funny material to use. It demands expensive high pressure moulds (200 psi) and can be temperamental if the 'mix' is not exactly right. Surface bubbling was a cause of trouble in the first ventures, but this has been resolved. The material is easily coloured at the early stage and we found a light grey gave a generally acceptable colour for the customer to paint on. When I received the first batch of castings I was also impressed by the strength of each piece – whether long wall or tower.

So now we have a reasonably light weight and growing range of table top models which take paint well. (It might be an idea to wash the models in warm water with soda, like we did in the old days with the Airfix figures, before painting. Detergent is not too good as it leaves a slight 'film'.)

I made all the 'masters' in exactly the same way as I have often described for the usual ranges of hand-made buildings. The wall surfaces were given a brick or stone effect with paper and card as needed. Small projections can create casting problems and any undercuts can make it very difficult to withdraw the casting from the mould. If sharply undercut, such details can damage the expensive rubber mould in the struggle for freedom! I was therefore careful to ensure that projecting garderobes, brattices and other tricky details were kept fairly flat, with more softly rounded angles. The basic casting is on the whole a fairly unprepossessing object! Let's face it – the owner is the one who finally brings it all alive by painting and dry-brushing it to the degree of effect required. Designing a lively, interesting surface is therefore all important.

If a permanent assembly, say for a castle, is intended then the different pieces may be glued together. Otherwise parts for a castle can be left after painting and used either in a linear fashion or as a more regular shaped castle – "Four grey walls and four grey towers etc." Camelot!

Urethene may be drilled into, nailed into, screwed into and so on. Gates may therefore be added and made to open and close. It is in fact a reasonably versatile material for our use and reproduces surface detail faithfully.

But I remain loyal to my first love. However exciting it is to see your first castings come out, it's not really quite the same as the development of that rather special custom-built fortress or citadel!

Photo by the author shows the new castings – painted, unpainted and half painted!

BRIDGHEAD 1988





For the second year, the Association of North Eastern Wargames Societies will be hosting the Northeast Regional Finals of the National Wargames Championships at the Museum of Army Transport, Flemingate, Beverley, North Humberside. This Museum is unique in Britain. Its exhibits cover just about every type of transport used by the British Army. The exhibits on display depict a wide range of road, rail, sea and air vehicle transport which belong to the Royal Corps of Transport Trust. The Museum was established in Beverley in 1983, but has already proved a national centre of attraction for enthusiasts and experts who just want to see something different.

The Museum has over seventy vehicles and other exhibits on show and they have been arranged imaginatively to show how they looked in use – some in a desert scene, some in a mobile field workshop, others in an amphibious display. Transportation of troops has been by land, rail, sea and air. There are many examples of such transport. Some of them are unique, like the Gazelle, the smallest locomotive ever made for standard gauge track, or the only three-wheels-in-a-row motorcycle.

A major exhibition telling the story of the Army Commandos during the Second World War is now included amongst the Museum attractions. It is the first ever Commando exhibition, using exciting reconstructions, audio-visual programmes, and a host of dramatic exhibits covering the period between 1940 and 1946.

More recently, further attractions have been added, such as the Flight Simulator, in which visitors have a choice of rides, including a





flight with a test pilot at 700mph, just 200ft. from the ground. There is also an Outside Junior Assault Course which complements the indoor section, especially for children, where vehicles are marked "Explore" and children are allowed to do just this.

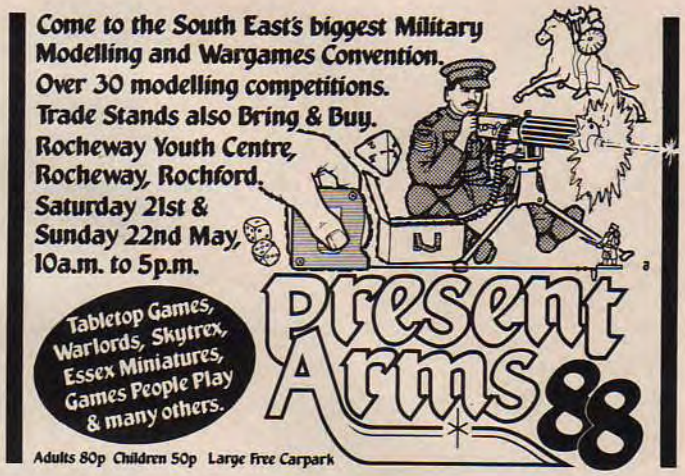
The whole display covers two acres and the entire effect is completed by atmospheric sound and lighting effects.

To complement all this, the Museum has ample free car parking, and there is an excellent book and souvenir shop, a "Cookhouse" cafetaria, and a fully licensed bar, providing snacks and bar meals. With the exception of the licensed bar, all the facilities of the Museum are layed out on a single, ground-level floor.

The Museum is situated approximately ten minutes walk from Beverley railway station. Beverley itself is a large market town eight miles north of Kingston-upon-Hull. It has rail links from Hull and is directly linked to the M62 motorway.

The Northeast Regional Finals have again been jointly organised by the Humberside and Gainsborough Wargames Societies on behalf of the Association of North Eastern Wargames Societies. The competition games will be located in the Montgomery Centre auditorium, whilst the many trade stands will be grouped together in the main Museum exhibit area adjacent to the auditorium. In addition, there will be a variety of display and participation games, presented by members of the Association, and a Bring & Buy stall.

At the time of going to print the following traders have confirmed their attendance: Brigade H.Q., Collector Books, Connoisseur Figures, Dodo Publications, Elite Marketing, Farms and Fortresses, Hotspur Miniatures, Hovels with Campaign, Hull Games Shop, Irregular Miniatures, Q.T. Models, Robson Books, Stratagem, Wargames Illustrated, Tabletop Games, Tir-na-Nog Miniatures, Trading Post, Trafalgar Models, Warlords Models, Warwager.



The admission cost for the event will be £1.80 for adults and £0.90 for Senior Citizens and children under sixteen. This charge includes the entrance fee for the Museum. Please note that, by prior arrangement with the Museum, there is a twenty percent reduction in the charge for parties.

For further information regarding the Regional Finals contact Mr. J.R. Butler, 6 Compton Villas, Estcourt Street, Kingston-upon-Hull, HU9 2SJ (Tel: 0482-217668). Museum information is available from Mrs. Simpson, Museum of Army Transport, Flemingate, Beverley, North Humberside, (Tel: 0482-860445), with whom arrangements for party bookings should also be made.

RELENTLESS PURSUIT

A Military Entertainment [Ed.]

Devised by R. James Oliver *(Interrupted by Duncan Macfarlane)*

In line with the writer's usual adherence to publishing deadlines, the following amusement was completed just in time to miss the Christmas sales. Accordingly – ignoring the eagerly brandished chequebooks of Waddington, Avalon Hill, and others – I offer the enclosed to readers of *Wargames Illustrated* in deference to Mr Macfarlane, who was kind enough to give me my first break in wargames publishing. [When I saw his work I went around and broke his typewriter. Ed.]

One of Napoleon's maxims . . . [He had no Maxims – they were not invented until 1883. Ed.] One of Napoleon's principles was that a beaten foe should be subjected to a Relentless Pursuit and allowed no time to recover. The simple game I offer allows wargamers to treat their opponents in much the same way after the contending armies have been packed away and the 'enemy' is anxious to return to his wife/girlfriend/local/homework. Even better, the unlucky loser can harry his despicable conqueror . . . .

Rules

1. The object of the game is to answer correctly one question in each of the four Categories LAND, SEA and AIR WARFARE and WARGAMING. Players may wish to award suitable tokens (e.g. a model TANK for a LAND WARFARE question) so that the current score can be clearly seen. Each player will also need his own counter to move around the Board.
2. All players begin the game on the central ("THROW AGAIN") position. Each throws a single die (D6), and the highest scorer moves first, with the others following in a clockwise direction.
3. Before moving, a player again throws the die and must move – in any single direction – the number of spaces scored. Players may move around the board or across the central positions, but cannot 'double-back' (e.g. by moving three spaces forward and two back – i.e. one forward – on a throw of five).
4. If a player finishes his move on "THROW AGAIN", he throws again. If he finishes on "STOP", he stops. [At what age group is this aimed? Ed.]
5. If a player finishes on a 'picture' square, the next player asks him a question on the appropriate subject (e.g. a NAVAL question for the SHIP). If he answers correctly, he is awarded the appropriate token (if not already gained – only one token of each kind is necessary) and is allowed a further throw of the die. If he fails to answer correctly, play moves to the next participant.
6. The first player to collect one of each of the four different tokens (i.e. to answer correctly one of each of the four Categories of question) is the winner. The others are the losers.

The Questions

I had hoped to include six or seven thousand questions in my article, but Duncan was astute enough to point out that they would take up so much space that he would be unable to fit anything else into this issue [. . . or the next three. Ed.] Accordingly, I have given just a handful in each Category as examples of the level of difficulty at which the game might be played. I leave the rest to the knowledge, integrity, and innate ['inane'? Ed.] sense of fair play possessed by the average wargamer and reader of this journal . . . .

Land Warfare

Q1. Who were known as the 'Mules of Marius'?
Q2. What is the usual name given to the Peninsular War battle fought around the village of Arapiles near the River Tormes in July 1812?
Q3. Who led the successful Charge of the Heavy Brigade at Balaklava on the day its sister brigade met with disaster?
Q4. What was the difference between early British 'male' and 'female' tanks?
Q5. Which two U.S. Airborne Divisions participated in the Arnhem landings (Operation Market Garden)?

Sea Warfare

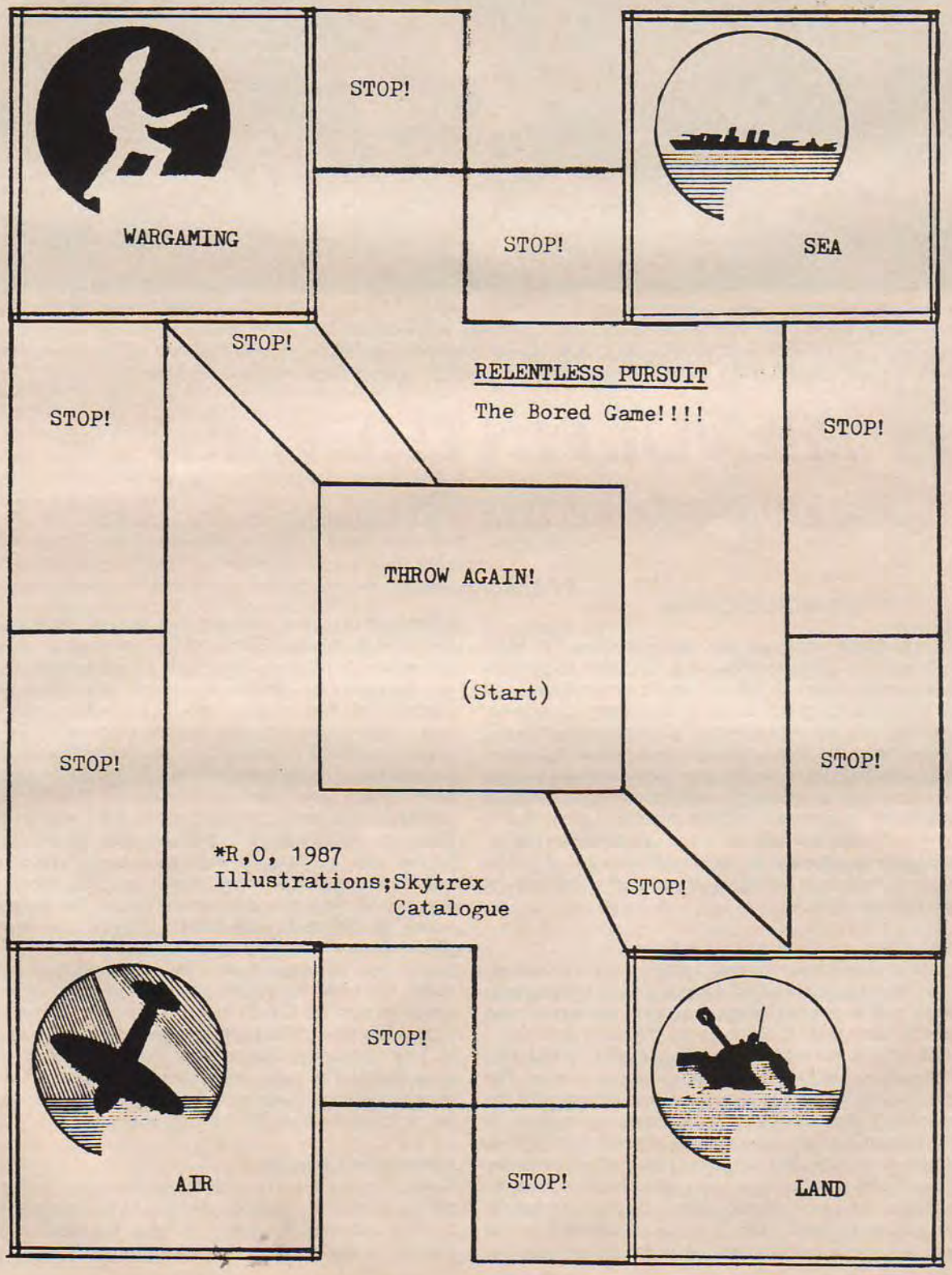
Q1. Where did the Greek fleet under Themistocles defeat Xerxes' Persians in 480 BS?

Q2. Which American inventor offered the French Directory a submarine for use against the Royal Navy in 1797?
Q3. What was the name of the British light cruiser which escaped destruction at Coronel in 1914 and fought at the Falklands soon afterwards?
Q4. Which Japanese battleships mounted eighteen-inch guns, but were destroyed by air attack during the Second World War?
Q5. What was the name of the first nuclear-powered aircraft carrier?

Air Warfare
Q1. In which branch of the armed forces did Peter Strasser and Heinrich Mathy achieve fame during the Great War?
Q2. Why did WW1 British and Allied airmen suffer a 'meteorological' disadvantage over the Western Front?
Q3. Who designed the Wellington bomber and the 'Bouncing Bomb'?
Q4. What was the first Soviet fighter capable of Mach 1 in level flight?
Q5. What is the 'X-wing' concept in helicopter design?

Wargaming
Q1. *Battles With Model Soldiers* was re-issued in 1984; which prolific wargames writer was the author of the original (1970) and subsequent editions?
Q2. Which wargaming club hosts the 'Triples'?
Q3. *The War Game* (1971) describes an eighteenth century campaign fought between the members of which wargaming family?
Q4. Which Sandhurst lecturer developed wargames by spreading nuggets of wisdom?
Q5. Who demolished "The Myth of the Three-man Hittite Chariot" in the wargames press some years ago?

(Answers on page 58).





James II's army on the march. Nicely painted by Neil Bitten of Peterborough, these are Dixon and Essex Miniatures. Combined with the recent Raider Games book, these seem to have re-awoken mainstream interest in the 1680's. The terrain blocks are Games Innovation and T.S.S., the topography is scratch-built, save for the K. & M. shrubs. Hopefully an advance party of dragoons will have trotted through here a couple of minutes ago, otherwise this lot look sitting ducks for a sudden blast of musketry from the bosketry.

REVOLT IN THE WEST

WARGAMING 'THE PROTESTANT DUKE'S REBELLION'

by Arthur Harman

Inspiration

Ian Castle's stimulating article on the 1685 Rebellion, "A Monmouth!" in *Wargames Illustrated* No.2, has doubtless encouraged many readers to raise forces to follow 'The Protestant Duke' and recreate his ill-starred campaign in the West Country. I propose, therefore, to offer some practical suggestions for devising and staging wargames based upon the Monmouth Rebellion, which has fascinated me for many years. One of the beauties of this campaign is that it offers the wargamer the opportunity to experiment with a variety of game structures and mechanisms, without investing a great deal of time or money in creating briefings and maps, or assembling armies. It also raises, albeit on a small scale, important issues that should be considered when wargaming historical, as opposed to fictitious or hypothetical, engagements.

The Hindsight Trap

The problem that bedevils historical wargaming is that the players are usually aware of the outcome of all but the most obscure campaigns or battles: whilst it may be possible to impose artificial restrictions upon their activities to force them to follow in the original commanders' footsteps, such rules do not recreate the perceptions of the historical participants accurately, and much atmosphere is lost thereby. My personal belief is that wargaming is only really satisfying when the players are making their decisions in the same atmosphere of uncertainty and rumour in which the generals whose deeds they seek to recreate had to operate. No wargamer can lead his miniature troops with any confidence if he knows his cause is hopeless from the start! One solution to this problem is the disguised scenario: the game organiser may either devise a totally fictitious background for the campaign, as I did in 'Devi Dynasty', in which I translated the Monmouth Rebellion into a power struggle between rival Indian princes in the Moghul Empire of the 18th century, or simply use an alternative historical period to create a scenario which the players will not recognise. An obvious alternative background would be the English Civil War, wherein the 1685 rebellion could appear as a minor, little-known campaign. Reverse the roles of rebel and royalist, so that Monmouth becomes Montrose and his West-Countrymen his Highlanders. Another possibility would be to tell the players that they were to play a game based upon the landing of William of Orange in 1688 and his march on London. Since the 'Glorious Revolution' was a bloodless coup d'etat, it is probable that few wargamers will be familiar with the details of William of Orange's defeat of James II, and will accept a more active royalist response without question. A disguised or alternative scenario also allows the game organiser to permit the players to alter history, should he so desire, or subtly 'guide' them into recreating the original course of events. In the former case, the suggestions I have given above should suffice to enable him to devise suitable briefings and maps – when I drew the campaign map for 'Devi Dynasty' I created a mirror image of the appropriate area, replacing the coastline by mountain ranges, which at least prevented the players from identifying the scenario immediately! The game organiser may then control the campaign using whatever methods he prefers, and transfer encounters between the opposing forces to the tabletop as required.

A Structured Campaign

Should it be desired to recreate the original course of the rebellion, it will be necessary to play only one side, and pre-programme the other to follow historical precedent. Whether the rebels or royalists are played is a matter of personal taste, though I would suggest that

Monmouth's forces, with their mixture of professional and amateur officers, militiamen and West-Country tradesmen, offer the more interesting roles, and moreover, a selection ideally suited to a group of wargamers of different experience and ability. The Duke's Councils of War would form short committee games, in which the game organiser could play a role and lead the debate towards a historical conclusion. Alternatively, the game organiser might simply draw up a 'flow-chart' of the significant events of the campaigns, and progress automatically to the next critical point, whatever decisions were taken by the players, by, for example, inserting the engagement at Phillips Norton (as it was then called) as a 'mini-scenario' at an appropriate point, although probably under another name. Similarly, the battle of Sedgemoor would occur once the royalist forces had combined and were within a night's march of the rebels' encampment; the information of the royalists' dispositions at Weston Zoyland brought to the Duke by the farm labourer Godfrey would be imparted by the game organiser, and the other players portraying Monmouth's officers encouraged to press for a surprise attack. The battle would then be fought out on the tabletop – a subject to which I shall return later.

An Alternative Perspective

Instead of representing Monmouth's entire army, and players taking the roles of his senior officers, it might prove stimulating to adopt a different viewpoint, that of one of the Duke's regiments, and follow its progress and fortunes throughout the campaign. Major Nathaniel Wade's Red Regiment is the obvious choice, since his confession, which has been printed as an appendix in one of the more recent accounts of the rebellion (see Sources at the end of this article), provides a detailed account of the experiences of one of Monmouth's abler officers, and his regiment fought valiantly at Sedgemoor. In this game, the campaign would, of course, follow its historical course: the players' task would be to secure recruits and bring the regiment to a satisfactory standard of efficiency, before leading it into action. This might be represented by giving them a copy of the Partizan Press edition of *Monmouth's Drill Book* (with which the game organiser should already have made himself thoroughly familiar), a selection of suitable figures, and a limited time in which to practice before they will be required to put the model regiment through a series of period evolutions from memory. This would be used by the game organiser as a test of the unit's efficiency, and would affect its performance, morale and casualties in action. Having, it is to be hoped, mastered the complex manoeuvres of pikemen and musketeers, the regiment would then participate in recreations of the engagement at Phillips Norton, and the final encounter at Sedgemoor itself.

If the players prefer to adopt royalist roles, that of Christopher Monck, second Duke of Albemarle, the Lord Lieutenant of Devon and commander of the county's militia, is but one that might be played in a similar fashion, culminating in his attempt to intercept the rebel army at Axminster with the combined forces of the Devonshire and Somerset militia. Desertion from local militia units to Monmouth's forces could be determined by a die roll each day of the campaign, modified by the apparent success of the rebel cause at that time.

Portraying one of the King's regiments might be less interesting, since problems of desertion or poorly-trained troops would not trouble the players; however, the two Tangier regiments – Colonel Percy Kirke's Queen's Regiment, and Colonel Charles Churchill's detachment of five companies of Trelawney's Regiment – pose a different problem, that of keeping in check hard-bitten veterans of a savage campaign in North Africa who would be inclined to treat suspected rebels and civilians alike as a conquered enemy to be maltreated and plundered.

Skirmish at Phillips Norton, 27th June 1685

After Bath rejected Monmouth's summons to surrender, the rebel army marched south and camped in the village of Phillips Norton. Early on Saturday, 27th June, the Earl of Feversham sent forward his advance guard, having "heard the rebels were in the towne marching or preparing to march" from a night patrol, to discover the true situation. The Duke had left the approaches to Phillips Norton from Bath well guarded, and the rebels, who were about to march on Frome, responded quickly to give the royalists a severe mauling. This confused skirmish would make an ideal introductory game for a mini-campaign of the West-Country rebellion, so below will be found suitable briefings and a sketch map based upon Major Wade's account, which should enable the game organiser to recreate the engagement.



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ROYALIST BRIEFINGS

1. Captain Hawley

Your 'Forlorn Hope' of 45 Grenadiers, supported by the King's Guards, the Horse Guards and Royal Dragoons, is to advance boldly along the lane to Phillips Norton in order to discover whether the rebel army is still encamped outside the village, or has continued its march. In the latter event, the advance guard is to pursue and endeavour to force the enemy to turn and give battle as soon as the main body of the army shall come up. On no account are you to fall back until your men have engaged the rebels.

2. The Duke of Grafton

As Monmouth's half-brother, you are anxious to demonstrate your loyalty to the King and remove any suspicion of treason that may attach to your name by reason of this relationship. You have 500 men of the King's Guards, with which to support the 'Forlorn Hope' in its advance into Phillips Norton. Should the rebels be encountered you are to bring up your men immediately to reinforce Captain Hawley's Horse Grenadiers, and engage the enemy until the Earl of Feversham arrives with the main body of the army.

3. Lord John Churchill

Recently superseded in command of the royal forces by the Earl of Feversham, you wonder whether your previous service with Monmouth in the Low Countries has led King James to suspect your loyalty. You benefitted from his patronage when he was Duke of York – no doubt assisted by the fact that your sister was his mistress – and have no wish, despite your Protestant convictions, to join Monmouth in what you suspect to be a hopeless cause: now at the head of 3 Troops of your Royal Dragoons, you hope for an opportunity to prove your allegiance to the King in action.

4. Colonel Percy Kirke
Temporarily commanding 3 Troops of the Earl of Oxford's Regiment of Horse Guards, in support of Captain Hawley's 'Forlorn Hope', you are eager to punish the rebels for their treason, and have accompanied the Advance Guard rather than remaining with your own 'Lambs' in hopes of seeing some action at last! So far Monmouth has been allowed to march with impunity through the West-Country, much to your disgust: now is the moment to give his traitorous rabble a dose of the medicine you served out to the Moors at Tangier!

REBEL BRIEFINGS

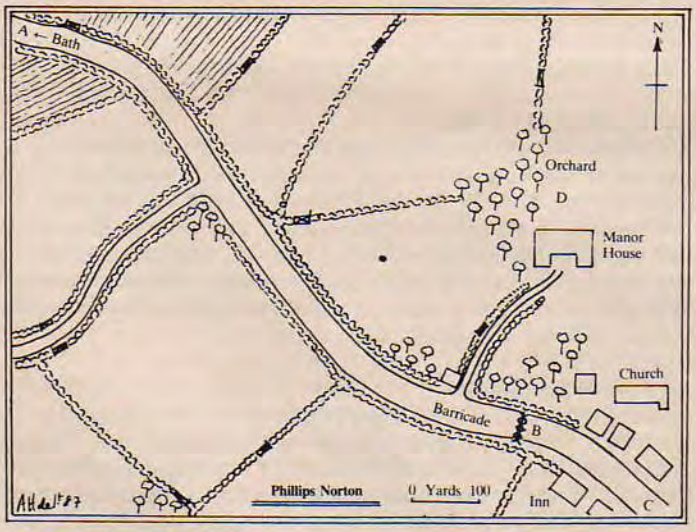
1. Captain Vincent
You are in command of a detachment of 50 musketeers, stationed at a barricade across the lane from Bath, guarding the Duke's headquarters overnight before the army marches for Frome. Your men are cold, tired and irritated by a succession of false alarms that have aroused the camp during the night. Early on Saturday morning, as the army is breaking camp, you hear the jingle of harness and the noise of hooves approaching along the lane. At once you order your men to line the barricade and the hedges along the roadside, telling them to conceal themselves and hold their fire until the enemy reach the obstruction . . . .

2. The Duke of Monmouth
The army had already begun to march when firing was heard from the north of the village, where Captain Vincent's musketeers were stationed to guard your headquarters last night. Immediately you sent orders to those troops who had set off along the road to Frome to return with all haste: then, taking command of your own Red Regiment, you hurry towards the sound of musketry . . . .

3. Colonel Abraham Holmes
Your Green Regiment had just begun to march out of Phillips Norton when firing was heard, apparently beyond the village. Shortly afterwards, one of the Duke's officers galloped up with orders to return immediately. The Royal army has fallen upon the rearguard, which although outnumbered is resisting stoutly. He rides off to recall the other regiments further down the road. Swiftly, drawing on your experience of service in the New Model Army – can it really be 40 years ago? – you face your men about and set off for the fray. The years seem to fall away as you ride grimly towards the sounds of battle, preparing once again to smite the hosts of Babylon for the Good Old Cause . . . .

GAME ORGANISER'S NOTES

The sketch map accompanying this article (which I must confess is purely conjectural, but based on Wade's account) suggests a suitable terrain for the engagement. The royalists should not be shown this map, but should be brought to the table as their troops arrive. Vincent's detachment should not be revealed until it opens fire upon Hawley's 'Forlorn Hope'; the game organiser will need to consider casualties among their mounts, and the behaviour of panic-stricken riderless horses in a narrow country lane – I would suggest that any unit through which such animals stampede be considered as disorganised or shaken for several minutes, though the exact effect of this will depend upon the rules chosen for the re-enactment. The Red Regiment should arrive on Vincent's right flank before the detachment can be attacked by the royalist supports, and the Green Regiment shortly thereafter. There should then be some delay before other rebel units return to the battlefield.



A: Royalists enter here
B: Captain Vincent's Musketeers
C: Blue, Yellow and White regiments return here
D: Red and Green regiments leaving camp here

The hedges clearly provided some cover for infantry, and a difficult obstruction for cavalry, who may jump them – particularly in order to escape the ambush – but at the cost of becoming totally disorganised. After an hour or so rain will begin to fall and musketry will become increasingly difficult.

Victory Conditions
The royalists must hold the edge of the village and drive off the rebels in the direction of Frome in order to win the game. Provided Monmouth's men can drive the royalists back to the ploughed field, so that they may withdraw unmolested from Phillips Norton, they have succeeded. Should Monmouth decide to risk everything on a pitched battle with Feversham's army after repulsing the royalist advance guard, the wisdom of his decision will be determined by the result of the encounter on the tabletop!

Major Wade's Account
"Wee lay all in the feild this night at the head of our men and were severall times alarmed but not in earnest till the morning being Saturday when we were faln upon by the Avaunt guard of the kings army just as wee were marching out of towne. There is a long lane that leads out of a plowed feild into the towne being neare a quarter of a mile long. On each side the inclosures are surrounded with good thick hedges. At the end of this lane the Duke had caused a Barracade to be made across the way for the security of his quarters which was guarded by 50 Musqueteers commanded by Capt. Vincent. Just by this barracade was a little byway which led into the back part of the town through a Gentleman's court, near to which court the foot were encamped in two feilds. The Grenadeers which were the forlorne hope of the Kings army advanced through the lane up to the Barracade, which the Duke having notice caused his own regiment of foot to march through the Gentleman's court up to the side of the lane and attaque them on the flank, which was done, and the regiment being much superior in number wee fell with a good part of them into theyr reare so that they were surrounded on all hands save the left flank by which way through the hedge many of them escaped. While wee were thus engaged with the Grenadeers in the lane, Lieut. Coll. Holmes was commanded to attaque a party of foot who lined the hedge that flanked us, which he did and after about an houres dispute having made them retire from hedge to hedge he gained the furthermost hedge near the feild, the Kings foot together with a party of horse that had likewise entred the lane retiring to the Kings army who were drawn up in a plowed feild about 500 paces from the hedge. Wee having gained the hedges next the feild drew up all our foot ranging in one line all along the hedges, our horse behind them, and drew up 2 peices of canon into the mouth of the lane and guarded them with a company of Sithmen. Our remaining 2 were planted on a little eminence on the right side of the lane. The Kings canon were likewise drawn in opposition to ours and so they beganne to canonade one another which lasted neare 6 houres without any great loss of either side. On ours wee lost only one man by the canon. Towards the evening Coll. Venner had perswaded the Duke (against all reason) to retreat, but it coming to a debate it was resolved to the contrary and resolutions taken to cutt passages through the hedges and come to a battle, and while wee were doing it, the Kings army retreated and wee had no mind to pursue them because wee had no manner of confidence in our horse. In this action wee computed the loss on the Kings side to be about 80 men, on ourssabout 18 . . . . "

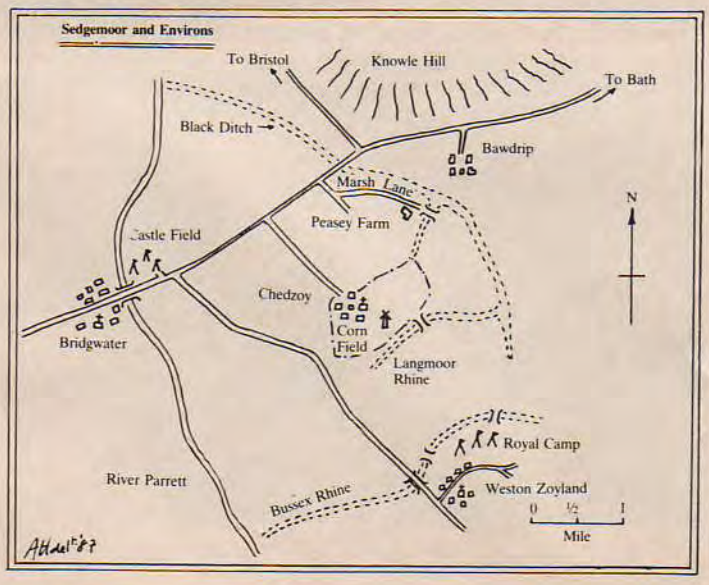
Sedgemoor, 5/6th July 1685
I do not propose to discuss Monmouth's final battle at length, as Ian Castle gave a detailed description in his original article. The significant features of the engagement are the night march, the defeat of Lord Grey's cavalry, thereby thwarting the rebels' attempt to cross the Upper Plungeon over the Bussex Rhine, and the timely assistance

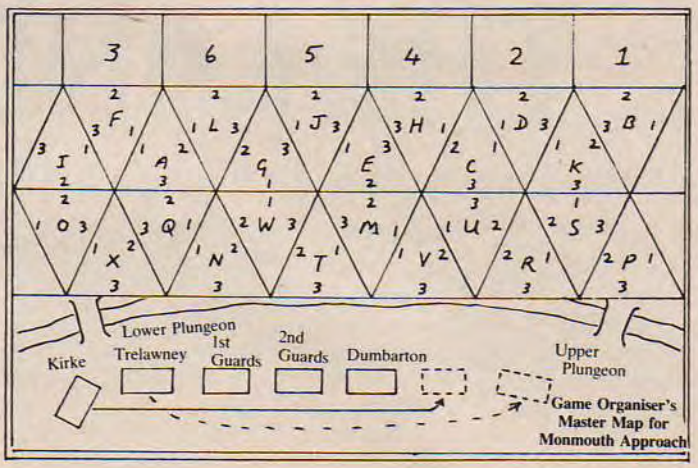
of the Bishop of Winchester in bringing up the royalist artillery. Once the royalist army was drawn up in line of battle, supported by artillery and protected by the Bussex Rhine, and able to send cavalry across the Plungeons, the issue was no longer in doubt – Monmouth's assorted Civil War veterans, ex-militiamen, tradesmen and farm labourers were no match for King James's regulars in a pitched battle without the advantage of surprise.

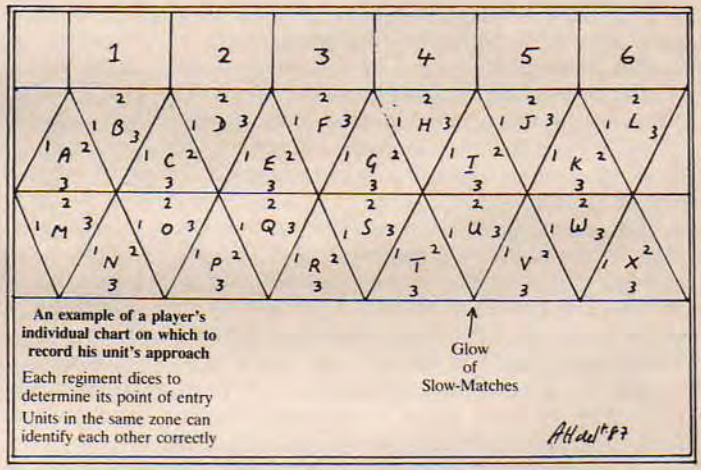
Assuming that the game organiser does not wish merely to recreate Sedgemoor as originally fought (in which case Ian Castle's diagram of the battlefield may be used to lay out the wargame terrain), it might prove interesting to game the night march from Bridgwater to the Bussex Rhine. The royalist player should be allowed to place three small pickets of cavalry troopers within a two-mile radius of the centre of the royal camp. Marking their position on a transparent overlay placed upon the map of Sedgemoor and its environs that accompanies this article; the map is then passed to the rebel player who marks his route on another overlay, turn by turn, the game organiser imposing delays caused by negotiating narrow country lanes with raw troops in silence at night. Each turn the game organiser compares the two overlays to determine whether or not a contact occurs; where a rebel unit passes within, say, a quarter of a mile of a royalist picket, a die roll may decide whether it is detected – the efficiency of each rebel unit (see An Alternative Perspective, above) may be used as a factor affecting the result of this test; clearly, a less well trained unit is more likely to make enough noise to reveal its presence. Once a contact is made, the organiser should determine the time that elapses before the royalist camp is aroused, and advance the action to that point. The crucial issue is how close Monmouth's troops can approach the royalist camp before their approach is discovered. If the alarm is raised before the rebels have crossed the Langmoor Rhine, it may be assumed that the royalists will be drawn up under arms by the time the enemy reaches the Bussex Rhine.

One method of imparting some genuine surprise to the wargame, even if all players are aware that Sedgemoor is the subject, would be to allow Monmouth to advance directly down the Bridgwater Road towards Feversham's camp, rather than taking the historical route along the Bath Road and Marsh Lane. This might well catch the royalist player off-guard, as hindsight would tend to encourage him to place pickets in the area bounded by Chedzoy, the Peasy Farm and the Langmoor Rhine. In that event the bridge on the Bridgwater Road and the Lower Plungeon would assume the tactical significance of the Lower and Upper Plungeons respectively: the royalists would have to deploy to their left rather than to their right.

The exact deployment of Monmouth's infantry opposite the royalist camp might be determined by using a variant of Andy Callan's 'Forest Fight' movement system, which will probably do as well as any other mechanism to represent the hazard of a night march. The relevant area of the battlefield is divided into zones, each face of the zones being numbered, but the zones being arranged in a different sequence on the player's chart than they are on the game organiser's master map, as shown in my illustration. Since the general direction of Feversham's camp was well-known to the rebels, and, once the alarm







had been raised, the glowing slow-matches of the muskets of Dumbarton's Regiment gave away their position, it is lateral movement along the front of the royalist position, not movement towards it, that is difficult, and the zones are arranged accordingly. Each turn the player gives the game organiser the direction he wishes to move, by telling him the code letter of the zone in which each unit is presently positioned, and the number of the face by which he wishes it to exit from that zone. The game organiser looks at his master map, determines the code letter of the zone into which the unit moves, and informs the player accordingly. If the player is able to master the system and plot his intended movement accurately, it means that the commander of that particular unit has exceptionally good night-vision! If possible, each of Monmouth's regimental commanders should have an individual chart with the zones arranged differently to those of his comrades – in this way the real confusion of a night march, and the possibility that rebel units may blunder into each other in the dark, or accidentally fire upon friendly troops believing them to be the enemy, may be simulated. Once units reach the zone adjacent to the Bussex Rhine they may be positioned accordingly on the tabletop, and battle may commence.

A Final Suggestion

An aspect of war wargamers often ignore is the flight of a defeated army from the battlefield. Sedgemoor offers an ideal scenario for following the fortunes of individual officers and men as they endeavour to escape from the field and make their way into exile abroad or hide from the pursuit of suspected rebels and the terrors of Judge Jeffrey's 'Bloody Assize'. The obvious mechanism to use is the paragraph-adventure game, found in 'Fighting Fantasy' books and employed in Peter Dennis's 'Sam's Night Out' in issue 3 of this magazine. Each regimental commander, and, of course the Duke of Monmouth himself, plays the game to discover his fate – exile in Europe, transportation to the West Indies, the hangman's noose or the executioner's axe, or hiding in obscurity until the 'Glorious Revolution' of 1688! Major Wade's confession, and those of other rebels taken after Sedgemoor, will contain plenty of ideas for such games; Sir Arthur Conan Doyle's historical novel *Micah Clark* may also be helpful.

THE LAND IS DEAD

The Cape Frontier Wars, Part Three: "The Xhosa are coming!"

by Ian Knight

On May 28th, 1846, just after the start of "The War of the Axe", sentries from Fort Peddie, on the Frontier border, spotted a large body of Xhosa warriors approaching over hills to the south west. Built during the previous war, Fort Peddie was an eight-pointed star-shaped earthwork built on a bluff. Garrisoned by men of the 91st Highlanders and a few squadrons of Dragoons, it had become a local rallying point for settlers in the tense months preceeding the war, and several hundred Mfengu gathered outside its ramparts. Throughout the morning the Xhosa continued to gather, until there were over 8000 lining the surrounding bush and crowning the heights – one of the largest Xhosa armies ever mustered. About midday they began to close in, and the troops in the Fort stood to. There was no room for the luckless Mfengu, who had to find what cover they could outside the walls. At last, the Xhosa charged. As they came within range, the garrison opened fire with Congreve rockets, artillery and rifle fire. The warriors pressed on almost to within reach of the walls, but the fire was too galling. After an hour they retired taking with them 4000 head of cattle looted from the Mfengu. The Mfengu set off in hot pursuit, but the Xhosa lurked in the neighbourhood, reducing the garrison to a stage of siege. A waggon train laden with ammunition and food was ambushed on its way through the bush, and only got through after a stiff fight.

This real historical action contained many typical elements of fighting in the early stages of the Cape Frontier Wars: civilians flocking to a place of safety, the wild rush of the Xhosa, the rivalry with the Mfengu, the skirmishing in the bush. It was to prove the rough model for a wargame which might have been set in any of the wars between 1835 and 1853.

Our fictional fort, Fort Smith, was situated overlooking a river Drift on the border of the "neutral territory". The size and design of these forts varied considerably. Some, like Fort Armstrong, consisted of rows of stone barracks surrounded by walls with artillery embrasures; others, like Fort Peddie, were geometrically shaped earthworks. Many, in more remote areas, were simply round or square stone towers, intended as little more than blockhouses to provide support for local civilians or Mfengu allies. Fort Smith is of the latter type – a square stone tower built on a slight rise, with high loopholes and a surrounding earth rampart.

Not far from the Fort, a local trader had built a store to serve the traffic crossing the Drift, a low, one-storey building with a verandah and thatched roof. When settlers and traders living in remote areas had come in to the Fort, the commander of its tiny garrison, Sergeant Brown, regretting that he had no space to shelter them, had sent them on to the trader, Mr Vorster. Here they had built a laager (the subsequent battle was known to the settlers as "the fight for Vorster's laager . . ."), drawing their waggons into a circle, incorporating Vorster's cattle kraal, and stuffing thorn bush into the gaps between.

The Mfengu had also congregated at the site. They had been allocated an area down near the drift, and had built several grass huts amongst the bush. One of the settlers who lived near them had volunteered to act as levy leader, and a small lean-to, a shallow trench protected by a tarpaulin, had been erected overlooking the drift. At night, two sentries watched for the Xhosa from this picquet.

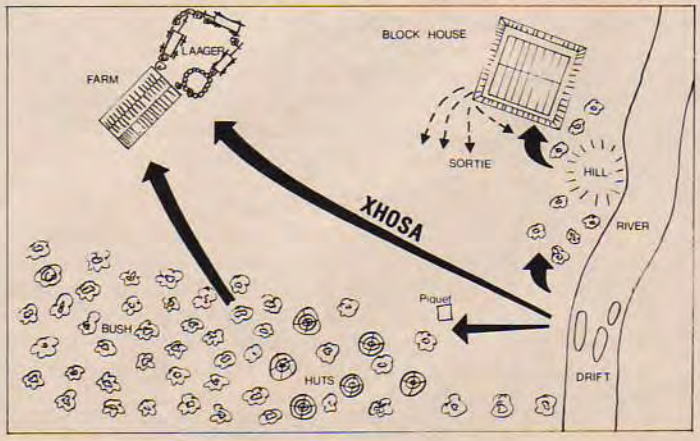
And that was the set-up at the start of the game. Since the action was to take place at dawn, none of the British figures were in place except the picquet. For those who like to know such things, the game was fought with *The Sword and the Flame* rules. This set originates in the States (though it has been imported from time to time), and is designed for large skirmishes – one man/one figure games with a fun approach that attempts to capture the flavour of the period without excessive paperwork. They are ideal for this sort of game. Since there are no Cape Frontier Wars figures available at the time of writing, the figures (25mm) were leeched from other Colonial ranges. The Xhosa presented the biggest problem, and **QT** male nudes, with negro heads, were used. The majority were left naked – both (fortunately) historically accurate and less time consuming – but a few were given "wing" or crane feather headdresses from toothpaste tube foil, and several cloaks. Assegais were added from pins. The results were very satifying, as several poses lent themselves ideally to this treatment, and the result was a very convincing Xhosa band. The British troops came from the **Minifigs** Indian Mutiny range, as this includes several types in coatees and forage caps. Settlers were either Boers, or Wild West settlers. The Mfengu were Natal Native Contingent figures from **Ral Partha** and **Minifigs**. All the scenery and buildings were scratchbuilt. But wait – as dawn breaks, the sentry spots a body of men moving stealthily through the mist across the Drift. He fires a shot, and shouts the warning: "The Xhosa are coming!"



"The Xhosa are coming!"

There were about thirty-five warriors, led by two Chiefs on horseback. They crossed the river in a dense and silent column, and, scarcely pausing, divided into three sections. The main body moved swiftly on towards the laager, whilst smaller flanking parties broke away and headed towards the Mfengu and Fort on either side.

The Mfengu were the first to face them. As the Xhosa rose from the river, the sentries, including the levy leader, retired before them, loosing off several shots to no effect. Most of the Mfengu were asleep in their huts and by the time they emerged the Xhosa were almost upon them. Some had rifles, but most had only time to





The fight for the Mfengu village.

snatch up their assegais, and a stiff hand-to-hand fight developed in front of the huts. The white officer clubbed a man down with his rifle, but was then stabbed by two warriors who sprang into his place. An Mfengu, armed with a shield and spear, and defending a gap between the huts where only one Xhosa could approach at a time, slew one and wounded two more before being overpowered. Generally, however, the numbers and momentum of the Xhosa charge smashed through the Mfengu line, and they broke, fleeing through the huts and into the bush beyond, the Xhosa in pursuit. Some of the attackers paused, and set fire to the huts. Clouds of dense white smoke began to rise from the Mfengu camp.



The victorious Xhosa rout the Mfengu and destroy their huts.

At Fort Smith, meanwhile, Sergeant Brown had alerted his men and turned them out to line the earthen rampart. As they saw the main body of Xhosa passing across their front they put in a volley which bowled over several warriors. They were soon to face an attack of their own, however.



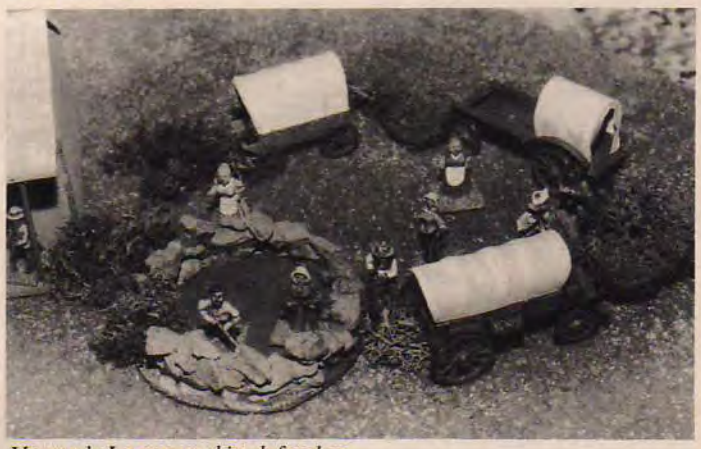
Mustering for the attack on Fort Smith.



The attack.

The Xhosa wing which had moved towards the Fort had hugged the river bank, concealed, for the most part, by dense bush which grew there. They were able to advance within a few yards of the Fort, and massed on the slope of a low rise, hidden by bush. Here they tried flinging assegais at Brown, but with no result. Then, with a whistle and a shout, they charged. As they came out of the bush at a run, Brown's men fired a volley at point blank range. Several warriors fell killed or wounded, but the rest ran right up to the rampart, and began slashing and jabbing at the men above them. A fierce hand-to-hand fight developed, bayonet against assegai, and for a moment the result hung in the balance. One warrior scrambled up the bank and thrust his assegai into a soldier's throat before being clubbed down. Another was run through the chest in the act of clambering over. But, after several minutes, it became clear that the rampart was impassable, and the warriors broke and fled back to the bush. Here they remained for the rest of the action, sullenly throwing the occasional assegai.

The battle was approaching its climax. The main Xhosa attack was sweeping down on Vorster's laager. The defenders had not had much warning, but the noise of firing frm the Drift had given them time to take up positions. There were several women in the laager; one declared she "wasn't about to have *her* waggon spoilt by any damn natives!", and took up a gun and her place beside her husband. The rest set-to loading spare guns. Three men defended the front of the store, the rest nestling in between the waggons and the cattle kraal.



Vorster's Laager and its defenders.

The Xhosa came on in a rush without pausing. At about fifty yards the defenders opened fire, the heavy bullets from their hunting rifles bowling over several warriors in the front row. The charge veered slightly to the right, but was not broken, a mass of men rushing up to the cattle kraal. For a few seconds all hell was let loose, as the defenders snatched up spare rifles and fired again into the press of warriors before them. The Xhosa flung their spears in return, or jabbed at the crouching figures behind the stones. The din must have been awful – the boom of the guns, the hoarse shouts and shrieks, the groans of the wounded, the clatter of iron blades on stone. The Xhosa lapped round on either side of the kraal, trying to



The climax of the battle – the height of the melee around the laager.

wrench free the waggons, attacking the men who had remained on the verandah in the hope of getting a better shot. One settler was dragged out and speared in front of the store. But the warriors could not sustain such an attack for long. They drew off to regroup. By now they were being re-inforced by men from the flanking party who had attacked the Mfengu, and who had pressed on through the bush to emerge on the left of the store. Whilst the defenders frantically reloaded, the mounted Chiefs could be seen urging their men on.

Once more they charged, leaping and bounding over the bodies of their fallen comrades, flinging their assegais in a shower. Most of these clattered harmlessly on the stone walls of the kraal, or caught in the tents of the waggons, but one woman loading was lightly wounded. Just before the charge went home, the defenders let off a shattering volley. It was enough to make the warriors pause. Unable to press home, unwilling to retire, they stood still, shouting their warcries and abuse ("You do not fight fair!" cried one warrior in English, "You are not men, but ant-bears, who hide behind stones!"). A smatter of shots from the defenders picked off the boldest warriors, until at last they turned and began to retreat. They retired slowly, sullenly, unwilling to accept defeat, taking many of their wounded with them.

As they drifted past Fort Smith, Sergeant Brown saw his chance and led his men out from the block-house. Cautiously at first, not willing to risk being cut off by any warriors still in the bush, they advanced towards the Drift, firing at the enemy parties who crossed their front. At last the warriors reached the river and began to pick their way across. Many were by now unarmed, having left their weapons upon the battlefield. A Chief was the last to cross; he paused, turned, and shook his spear in a gesture of defiance. Although Brown's men fired several shots at him, he rode away unharmed.

After the battle, soldiers and settlers spread out over the battlefield, collecting the weapons and counting the dead. Twelve Xhosa dead were found in front of the laager, in the bush or near the block-house. A further four severely wounded were found. One of those gave information on the Xhosa plans before he died. It had been their intention to pin the garrison of Fort Smith down, since they did not believe they could storm it. Their main effort was to be directed against the store, but they had been distracted by the presence of the Mfengu, and had diverted part of their attack. Nor had they expected there to be be so many settlers at the store – hence their frustration at being unable to seize it. Though this man was in great pain, he made no complaint, and calmly assessed his own side's performance. He died soon after. Many more Xhosa wounded were carried from the field – it was estimated that at least twenty of the original thirty-five had been hit. British losses were three whites killed and two wounded, and seven Mfengu dead.

Conclusion

The game had been a swift and enjoyable one, the rules proving well suited to this type of warfare. The individual hand-to-hand combat moves made it possible to fight melees with a certain amount of imagination, and the morale rules seemed realistic enough. The result of the game was not so far different from the real battle for Fort Peddie – a certain amount of inconvenience for the British commander, but ultimately a Xhosa defeat – which at least proves that it's quite possible to fight Frontier War battles, despite apparent draw-backs, such as terrain, the disparity of numbers, weapons, and the essentially guerilla nature of the war. So there can be no excuse for not giving these fascinating campaigns the attention they deserve.

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FIRE ACROSS THE ICE

The War in Greenland, 1942-43 PART TWO: BATTLE AND WARGAME

by R. James Oliver

Contact

The first patrol of 1943 left Eskimoness on 8 March and headed north. Each of the three men – Marius Jensen with the Eskimos William and Mikael – skied alongside his own sledge, the dogs glad to be moving across the ice again after the relative inactivity of the winter. Their main task was to take supplies to Peter Neilsen, who had spent three lonely months in the area around Hochstetter Foreland to the north of Sabine Island. On the way, they were to circle Sabine Island to look for signs of a German landing – although this was at Poulsen's insistence on covering the entire Patrol area more than in any expectation of finding an intrusion.

The men spent their first night at Sandodden, a hunting station often used when travelling north from their headquarters. Their second night was spent under canvas. Late on the third afternoon, the house at Germania Harbour on the south side of Sabine Island came into view across the flat ice of the pack. Jensen noticed his dogs' ears pricked up and the animals became excited – as though they sensed someone nearby. The thought of a bear or wolf crossed his mind, and he had begun to reach for his rifle when one of the Eskimos discovered boot prints in the snow. To his surprise, Jensen saw smoke curling from the station chimney – and surprise turned to utter astonishment when two figures ran out of the house and disappeared into the hills beyond. The three approached cautiously and found the building empty. The fire was lit, and there was hot coffee on the table. Two bunks were made up, and there was some equipment lying around – good quality equipment, but not the sort used far from a base camp. Hanging on the door was a uniform jacket – and on its breast was the swastika.

Jensen realised that the German landing which the Sledge Patrol had been formed to discover – but which few of its members had thought would occur – was a reality. He tried to explain the position to the Eskimos, but they had little true understanding of the War and were simply bewildered by events. The Dane convinced his assistants that news of their discovery had to be brought to Poulsen (for radio transmission to Eske Brun) as soon as possible. The three tired men rallied their equally tired dog teams – all had already travelled a full day's journey of over thirty miles – and set off southwards. Despite the urgency of the situation, Jensen knew that his dogs needed to rest and the patrol wearily stopped for the night at the Cape Wynn hunting station less than ten miles across the bay from Germania Harbour. The normal routine was followed – dogs tethered outside the hut and fed, meal cooked, and log book written. It was shortly after midnight – with the three men trying to put the excitement of the day to one side – when the dogs began howling in alarm.

The Germans React

Ritter had been laid low with a minor but irritating infection when his two advanced piquets from Germania Harbour staggered into the main camp with alarming news. The men related how three strangers on sledges had appeared from nowhere, and that the secret base was secret no longer. With little hope of success, Ritter formed two small parties under his and Dr Weiss's command. The eight men armed themselves with sub-machine-guns and pistols, and set off for Germania harbour in an attempt to capture their unknown enemies. The five miles or so across Sabine Island was a slow and tiring trip for men on foot, and they found the piquet's hut deserted on arrival. Sledge tracks led southwards. Ritter – who was ill, dispirited and well-versed in Arctic lore – was certain nothing could be done; men on foot could never hope to catch others on sledges, and it seemed the German presence was revealed. Weiss and others – who were more 'gung ho' and less knowledgeable about Greenland – determined to follow the tracks. Ritter felt he lacked the strength to argue, and a party led by Weiss and Schmidt set off.

Even as the cold began to erode their enthusiasm, the Germans were rewarded by the sight of a lamp in the windows of the Cape Wynn station; Jensen – not a military man – had not thought to 'black out' the house. Weiss and his men closed in on their quarry. Suddenly there was a wild growling and barking – and the Germans were surrounded by a savage mob of ferocious dogs! In the confusion Jensen and the Eskimos escaped into the hills behind the station, leaving their sledges, dog teams and supplies in the hands of the Germans. Weiss was convinced that the men who had run away would return; they had only their clothes and hunting rifles – and help could not be nearer than Eskimoness, over sixty miles away across the ice. He settled down to wait.

Jensen and the others had no intention of returning to be captured. The Dane was determined to warn Poulsen of the German landing, and the loss of the dogs and sledges (which might enable the Germans to attack Eskimoness) only increased the urgency of his task. The Eskimos – who had lost touch with Jensen in the dark – were too afraid of the mysterious Germans to return. It was nearly three days later when Poulsen – looking out across the ice from Eskimoness – saw a distant figure stumbling towards him. Marius Jensen – hungry, exhausted and suffering first-degree frostbite after his desperate walk from Cape Wynn – had completed his patrol.

The Battle of Eskimoness

Jensen's news – confirmed by William and Mikael when they straggled in a few hours later – set Poulsen's mind racing. Hurriedly, he organised the defence of his headquarters. The Sledge Patrol members in the immediate area were recalled, and the men set to constructing defence works; the windows of the house were 'blacked out', sandbags (filled with hard ice!) were piled high to form breastworks underneath, and makeshift firing points were built from sacks of coal and ice at strategic positions around the building. A coded signal was despatched to Scoresby Sound for onward transmission to Godthaab. Gathering his meagre forces (Jensen, Kurt Olsen, Eli Knudsen, himself, and four non-combatant Eskimos), Poulsen wondered whether the Germans would assault

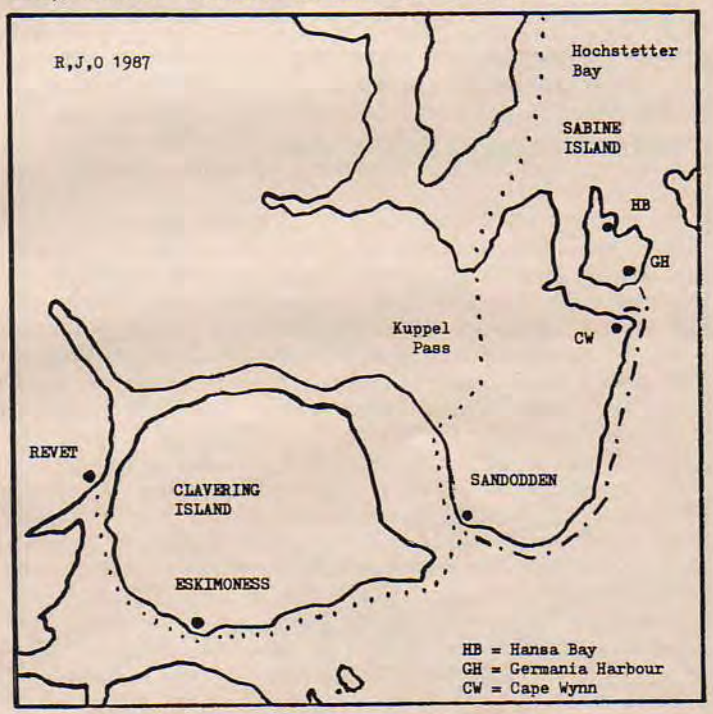


Fig. 3: SABINE ISLAND-ESKIMONESS AREA

approximately 10 miles (see text for details)

usual sledge routes

alternative sledge route to Hansa Bay

Eskimoness before U.S. bombers or troops arrived to destroy the invaders.

Nothing happened. Although Poulsen could not know it, the Germans were in no position to attack; the Dane fully expected his enemies to use the three captured sledges to reach his headquarters and destroy it, but he did not realise that only Ritter had any experience of sledging – and the German commander was fully occupied in teaching that difficult art to his men. Nor did Poulsen appreciate that the U.S. Army Air Corps had no bases nearer than Iceland from which to mount an offensive; there were few aircraft capable of carrying a useful bombload and returning from a fifteen hundred mile mission – and none at all available to assist half a dozen men thousands of miles from the major theatres of war; Eskimoness was completely cut off from conventional infantry, and there were no paratroops or paratroop-carrying aircraft within reach.

After a week, the Danes relaxed a little and Poulsen began to consider something more positive than passive defence. He sent Jensen (now recovered) and Eli Knudsen north to look for Peter Neilsen, who was unaware of the German presence as yet. When a reconnaisance trip to Sabine Island had to be abandoned because his Eskimo companion was too frightened of the Germans to continue, Poulsen returned to his headquarters. He sent two of the Eskimos (Aparte and Mikael) south to Ella Island, there to warn any passing Patrol members of the German landing. The remaining Eskimos (William and Evald) were to stay at Eskimoness, but to head south if the base was attacked. A signal from Eske Brun provided the men with some much-needed light relief, although its purpose was serious enough; concerned that his Sledge Patrol should be not be taken for 'franc tireurs' (and shot out of hand), the Governor had founded a Greenland Army with Poulsen as captain, Carlos Ziebell at Scoresby Sound as his lieutenant, Olsen as sergeant and the other Danes all corporals.

It was eleven o'clock on the evening of 23 March when Henry Rudi – on guard outside – called for Poulsen. Men were approaching across the ice. A voice called from the darkness in broken Danish, demanding to speak to Poulsen. He refused, and a hail of fire from automatic weapons broke over the house. Poulsen replied with his rifle – but it was useless; he could not see the sights in the dark, but the machine-gunners had tracer bullets and could spray their fire in the direction of his muzzle flash with a good chance of hitting him. Poulsen realised it was hopeless. He found Rudi and told him to get

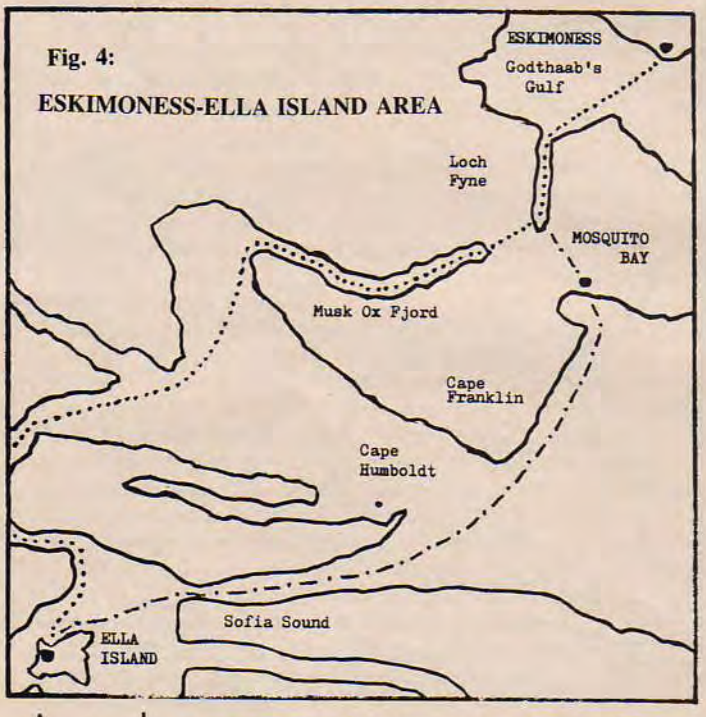


Fig. 4:
ESKIMONESS-ELLA ISLAND AREA

approximately 10 miles (see text for details)

usual sledge route

alternative sledge route

clear. Kurt Olsen had disappeared, although his post had been thoroughly raked by gunfire. The Eskimos had fled. Alone, without food or sledge – and dressed only in his 'indoor' clothes – the only sensible course Poulsen could take was to return to the house with his hands held high in surrender. Marius Jensen – fully clothed – had covered sixty miles in an exhausting three day walk, from which he was lucky to escape with only mild frostbite. For Ib Poulsen, the nearest possible help was at Ella Island – two hundred miles to the south – and he could already feel the cold creeping into his body. It was madness to think of making such a trek on foot – so Poulsen simply stopped thinking, turned south and began to walk.

Ritter's Conscience

For the German commander, the shooting had been a ghastly mistake. When Poulsen had refused his call to parley, he had loosed off a series of warning shots high in the air. His men – to his utter dismay – had misinterpreted the action, and had begun to pepper the house with gunfire. When the few answering shots had faded away, Ritter made his way to the building; standing in the open doorway he was a perfect target, but his one concern was that he should not have been responsible for the spilling of innocent blood. The Danes had fled, and the house was quickly occupied. Ritter meant the Danes no harm, but the Greenland Army signal and another telling Poulsen to use his weapons against the Germans left him with little choice. He suspected that the men he had chased away might be freezing to death, but he had to protect his own troops. The Eskimoness station was the perfect base from which an attack could be launched against the *Sachsen*. Reluctantly – after spending two days there – he ordered the house burned to the ground, and set off for Sabine Island. Enough of Ritter's Arctic conscience remained for him to leave a small outhouse standing; it might save the life of a passing traveller, but was of no military value. The station itself melted a shallow pit in the ice as it burned.

The Germans spent a night at Sandodden on their journey back to the *Sachsen*. With their military experience, they hid the dogs and sledges before mounting a proper guard. These precautions were justified when a single sledge was seen approaching from the north. When it was only a hundred yards from the house, Ritter stepped from cover and called on its driver to a halt. The man tried to escape, reaching for his rifle. Ritter ordered his machine-gunner to open fire at the dog team. A hail of fire killed and wounded several animals. The gun jammed – and in clearing it the sentry sent a second burst of fire at the fugitive. Eli Knudsen tumbled from the sledge and died soon afterwards. Ritter was devastated. The next day, Marius Jensen and Peter Neilsen – who had fallen behind Knudsen in their journey – sledded into the arms of the Germans and became Greenland's first prisoners of war. A few days later, the party moved north to Germania Harbour and Ritter – not wishing his prisoners to know too much about the German strength – left Jensen and Neilsen under guard. The other Germans returned to Hansa Bay.

Relations between the Germans and Danes were – if not cordial – at least not actively hostile. Ritter was deeply sorry for the death of their friend, and did what he could to ease the harshness of their captivity. He wanted – partly to escape the confines and Nazi atmosphere of the camp – to make a reconnaisance of the far north in search of an alternative site for the base. Jensen agreed to help – if Ritter would allow Peter Neilsen to return to Sandodden and bury the body of Eli Knudsen. Ritter concluded that this was no more than the first stage of an escape attempt by Neilsen, but he accepted Jensen's terms. Neilsen set off with a small dog team (only six animals), some food, and strict orders to wait at Sandodden when the burial was done. Ritter and Jensen set off north the next day. Unknown to either Dane, Weiss and Schmidt were preparing an expedition to destroy the base at Ella Island so that it – like Eskimoness – could not be used against them.

Ella Island

At that moment, the house at Ella Island contained three very frightened Eskimos and one very sick Dane. Ib Poulsen – suffering from utter exhaustion, mild starvation, and more than a touch of frostbite – lay helplessly wondering about the fate of his comrades. Of the five men to survive the German assault on Eskimoness, he was the first to reach Ella Island. Aparte and Mikael – the Eskimos he had sent south before the battle – tended his injuries. After a few days, Evald arrived – and reported that William was making his way

to Scoresby Sound on foot, a somewhat mindboggling endeavour. There was no sign of Henry Rudi or Kurt Olsen.

When he felt a little better, Poulsen resolved that a German attack on Ella Island should not succeed as easily as had the one at Eskimoness. He ordered the Eskimos to set up a small base camp under canvas on the other side of the island from the house. While this was being done, Carlos Ziebell and a group of Eskimos from Scoresby Sound arrived as very welcome reinforcements. He brought orders from Eske Brun to abandon the house and retire to Scoresby Sound. Poulsen, Ziebell and two Eskimos (Lars and Christian) remained at Ella Island to cover the retreat of the others, and were about to pull out when more visitors arrived. Peter Neilsen – having buried Eli Knudsen and set off south – had met Henry Rudi and Kurt Olsen, and the three had struggled to Ella Island on one sledge pulled by an understrength team. Poulsen – now recovered – and Ziebell sent the others back to Scoresby Sound, but spent a few more days unsuccessfully searching for Marius Jensen and the missing Norwegian Akre brothers before they too turned south.

Scoresby Sound

The Sledge Patrol found Scoresby Sound in chaos. Rumours of the German presence and wildly exaggerated tales of their brutality had caused complete panic among the simple Eskimo villagers. Poulsen – helped by Ziebell, who had wintered there and knew the people – tried to calm their fears. The Eskimos expected the Germans to descend on them at any moment and destroy their homes, and Poulsen – who suspected that the Germans might at least raid the village with a view to disabling its radio transmitter – found it difficult to reassure them. A severe storm ought to have quelled some of the fears – as no-one could have travelled the coast in such weather – but the villagers endowed the Germans with superhuman powers and imagined them lurking in the blizzard.

As soon as possible, Poulsen took a small party north to establish an outpost along the sledge route the Germans must use to attack Scoresby Sound. He had little hope of defeating his heavily-armed enemy in open battle, but thought that the Patrol's greater Arctic experience might enable them to wear down the Germans by guerrilla action and even convince them to turn back. Any fighting would have to be done far from Scoresby Sound – he would not risk the lives of the Eskimo women and children by a gun-battle in their streets. Poulsen, Ziebell, Olsen, Aparte and Christian took four sledges up Hurry Inlet on 10 May. They found a small hut which seemed to be occupied and approached warily. Inside were the Akre brothers – missing for several weeks – who had found Poulsen's note about the Germans at Ella Island and hurried south. Two more rifles were very welcome, and the men brought news that the Germans had reached as far south as Ella Island – there were recent sledge tracks there. Poulsen sent Ziebell and Olsen on with a portable transmitter to establish the outpost, while he returned to Scoresby Sound to notify Eske Brun of developments by radio.

After a few days, communication was lost when Olsen failed to make a routine signal. Had his transmitter developed a fault? Or had it been riddled by German bullets? An Eskimo hunter arrived with a tale of strangers in the area. Had the Germans finally arrived? Poulsen was on his way north to investigate when a frantic Eskimo – driving his sledge wildly – called him back to the village. There were two strangers there – one who said he was Marius Jensen and, with him, a German naval officer.

The Prisoner

Marius and Ritter left Hansa Bay and headed north soon after Peter Neilsen had gone south. Ritter wanted to check the hunting stations and huts around Hochstetter Foreland as possible bases for the Germans in the event of an attack on the *Sachsen*. The pair were almost happy in their isolation – Ritter recalling his days as a hunter before the war with nostalgia, while Marius was pleased that the Germans did not seem in any hurry to attack Ella Island and content to await his chance of escape; in fact, he could have overpowered Ritter many times and left him to die on the ice – but his Arctic code of ethics held him back. Eventually, Ritter realised that he would have to return to his command. The two men turned their single sledge south, and the German decided to investigate a station at Mosquito Bay before rejoining the *Sachsen*. The new plan suited Marius, who determined to leave Ritter in a suitable shelter and make good his escape, but his hopes were dashed – as the pair reached their destination, Schmidt stepped out to welcome them.

A party of five Germans under Weiss was on its way to wreck the house at Ella Island, but had been trapped at Mosquito Bay by bad weather. The unexpected appearance of Ritter raised Schmidt's old suspicions of his leader's loyalty, but he decided to complete the raid on Ella before taking any action. There were two routes to their target from Mosquito Bay, and Marius advised them that the coastal one would be much too dangerous at that time of year; he suggested they travel via Musk Ox Fjord. The attack force was barely out of sight when Marius seized Ritter's rifle and reversed their roles of prisoner and gaoler. It was no surprise to the German when Marius set off across the "too dangerous" ice to warn his comrades and perhaps prepare an ambush for their enemies.

Despite having sent the Germans by a difficult and trying route, Marius raced south as fast as he could. In a couple of days he reached Ella Island – only to find it deserted. Poulsen's note told him that the Patrol was regrouping at Scoresby Sound, and the obvious course was to follow his commander south. Instead, he returned to Mosquito Bay to bring Ritter with him. On the surface, this was madness. Capturing a prisoner is certainly a powerful military objective – but Marius had to travel hundreds of miles through enemy-held territory and escort his prisoner single-handed. Somehow the strange journey was made, with Ritter more companion than captive by the time Scoresby Sound was reached.

Finale

There is little more to tell. Liberator and Flying Fortress bombers with long-range tanks bombed the ruins of Eskimoness and – on 29 May 1943 – attacked Hansa Bay. For a short time they bombed and strafed while the German sailors fired back, but no-one was hurt and only minor damage caused to base and aircraft. Some weeks later, a German flying-boat arrived to rescue the expedition – all except the captive Ritter and Dr Sensse, who had become lost while searching for his commander and was later picked up by an American ice-breaker. The *Sachsen* was burned and scuttled. The Sledge Patrol cautiously edged its way back north, but never again made contact with the Germans. The Greenland Campaign was over.

Wargaming Eskimoness

The situation in North-East Greenland provides the ideal starting-point for a campaign involving vast distances but only a comparative handful of troops; the terrain can be readily assembled at its most basic by covering books with a white sheet, and three dozen figures will allow a scale of 1:1 to be employed. I admit that finding dog teams and sledges in the desired scale may be more a problem! **[Ed. I believe the usual policy in this situation is to pester *Irregular Miniatures*!]** The main differences to the typical skirmish game are the unusual climate and terrain (and possibly the wildlife too – not many wargames units are in greater danger from polar bears than from the enemy!)

The two sides are perhaps evenly balanced, though with very different strengths and weaknesses. The Danes have vast Arctic experience and are probably superior on a man-to-man basis; the Germans have more military experience and might work together more effectively. The Sledge Patrol have only rifles, but are all excellent marksmen; their opponents are average troops, but have more powerful weapons. Morale on both sides is very high at the start, but the Danes' will be more volatile as the campaign progresses.

A campaign might be fought using both maps (for strategic movement) and table-top models (to resolve tactical actions). The German objective would be to remain undetected for as long as possible, by 'lying low' or attempting to capture any patrol that discovered the base. The Danes would seek to locate an intrusion that might or might not exist, and subsequently evade capture, report the unwelcome presence and attack if a suitable opportunity presented itself. Games with the usual two sides, umpire-controlled scenarios and even solo play are all possibilities.

Further Reading

The full story of this fascinating little war can be found in *The Sledge Patrol* by David Howarth (publish by William Collins, Sons & Company Limited in 1957 – later re-issued by The Elmfield Press in association with Shire Publications Limited in 1973). There are also references to the campaign in the U.S., German and (especially) Danish official records, but I have been unable to trace anything in Britain.

THE DEATH RIDE OF THE BATTLESHIP YAMATO

by Peter P.H. Heath

This article is the historical background to a 'mini campaign' based on the events surrounding the loss of the flower of Japan's Imperial fleet on the 7th April 1945. The details of the campaign will appear in next month's issue of *Wargames Illustrated.*

Introduction

The death of any ship is a matter of great moment. The death of the greatest battleship the world has ever seen is something else again.

Up to 1983, my knowledge and interest in World War II naval warfare had been unimpressive to say the least, having found the sets of rules being used at my local club up to that time rather turgidly written and incredibly slow to play. However, I was then introduced to the General Quarters rules, which at the time seemed to be the answer, as it were, to a maiden's prayer. Not only were the rules fast, but they also appeared reasonably accurate. (Though no doubt there are those reading this article who would disagree; of that, more in the next article.)

In the time honoured manner of wargamers new to a period, I scouted around to see who at the club (Norwich Warriors) had which fleets, and also which fleet was acknowledged to be the best. The general consensus was that the Japanese, with the battleship *Yamato* as well as the 'Long Lance' torpedo were way ahead.

Still knowing little or nothing about either the *Yamato* or Long Lance, I nonetheless bought the first ships of my embryonic fleet. The results – against American, British, German and Italian forces – amply vindicated my choice. Following on these early successes I decided that it was time to do some research on these fearful weapons.

Strangely enough my initial efforts yielded little information on the *Yamato* other than that of the displacement, armament, armour plate etc, with terse notes that the ship was sunk by US aircraft on April 7th 1945.

Information on the Long Lance torpedo was more readily available, and indeed there is an example of one preserved at the Imperial War Museum site at Duxford in Cambridgeshire. But I digress, as the Long Lance played no part in the events covered in this article.

It was only by 1985 that I could begin to draw a coherent picture of the events leading up to the death of the mighty ship, and that was due in no small measure to the efforts of my local libraries, without whose help I would probably still have been in the dark today.

Background to the last voyage

In 1934 the Imperial Japanese Navy (IJN) began plans to build a series of battleships larger and better armed than anything else afloat. The first two were given the names of *Yamato* and *Musashi*. During the building strict secrecy was maintained, which was so effective that it was not until the end of the war that America had any idea of what its ships had been up against.

The plans had been finalised by March, 1937, and work began immediately at Kure naval base. The planned loaded weight of each ship was 71,659 tons, the three main turrets weighing 2,730 tons each, (as much as a large destroyer!). Each turret housed three 18.1" guns, which could fire 1½ ton shells a distance of 22 miles. Secondary armament consisted of twelve 6.1" guns as well as large numbers of 25mm AA mounts. The armour was the heaviest ever, the midship section having 8" deck armour, which was designed to resist a 2500lb armour piercing bomb dropped from 10,000 feet. At its thickest point the belt armour was 16½" thick. To provide protection against torpedoes the ship was built with a triple bottom. From whatever direction attack should come, the *Yamato* was supposed to be able to resist it. Yet nine days before the ship was commissioned, the bombing of Pearl Harbour signalled the relegation of the battleship to a subservient role, the prima donna of the high seas becoming the aircraft carrier. No major action during the war at sea in the Pacific hinged on the battleships, which now were told off to protect the carriers, and along with the support vessels, bore the brunt of the Americans' wrath. With the continued depletion of the IJN, by 1945 the suicide tactics of the airforce were being prepared for the navy also. By April it was the *Yamato*'s turn.

With Okinawa being assaulted, less than 400 miles from Japan, the last noble gesture of the IJN was organised. The *Yamato* was ordered to sail from Kure to Okinawa with a small escort and no air cover. The plan was to sail into the midst of the American transport and naval escorts offshore, destroying as much as possible. The ship was then to be beached and her guns used in support of the defenders onshore.

Naval Headquarters in Tokyo knew that the mission stood little chance of success, but took the view that it was better to lose the great ship in honourable battle than to have her dishonoured through surrender at the end of the war.

It should not be thought that the *Yamato*'s mission was to take place in isolation. It was intended to launch a series of *Kamikaze* (Divine Wind) attacks by land and air upon the American forces at Okinawa, as well as attacks by submarine launched *Kaiten* human suicide torpedoes.

The first attacks were to be launched on April 6th by the garrison of Okinawa and massed waves of aircraft, but plans went wrong even before the first phase went into operation, when disagreements amongst the commanders on Okinawa itself caused the garrison's attacks to be postponed to the 12th.

The air part of the plan went ahead on the 6th, the intention being to launch 230 navy and 125 army *kamikaze* planes, the combined total being the largest assault of this type ever attempted.

The first victims of the attack were the radar picket destroyers *Bush* and *Calhoun*, sunk after being attacked by about 40 aircraft. As dusk began to settle around the ships of Task Force (TF) 58 the Japanese pounced on the destroyers *Newcomb* and *Leutze*, rendering both little more than hulks. One further destroyer was sunk and six others damaged as the *Kamikazes* moved on the main fleet. However the concentration on the destroyer screen, which had been against orders, meant that the number attacking the US transports and capital ships was disastrously reduced. Only one battleship was hit, and that not fatally, as well as two liberty ships and a landing ship sunk.

Yet the American target which should have attracted most attention, namely the carriers of the TF, were not even located by the mass of the Japanese, fending off only 30 suicide attacks throughout the day, and suffering no damage. (It is worth noting that the minimal training given to the Japanese pilots at this stage of the war must have played its part in their navigational shortcomings, as witnessed by the fact that at the end of the day 17 *kamikaze* returned to base, not having found anything to attack!)

As if the Japanese had not had enough to cope with, their main problem had come before they even saw a US ship. Radars had picked them up over 100 miles away, and the Combat Air Patrol from the carriers was vectored in, breaking up most of the formations, and claiming 249 enemy aircraft shot down.

After the air attacks of the 6th April Radio Tokyo claimed that US casualties had been two battleships, three cruisers and 57 smaller vessels sunk, five carriers and 56 other vessels damaged seriously. The reality was three destroyers and three other small vessels sunk and ten others damaged. The largest *kamikaze* attack in the history of the Pacific conflict had effectively failed. Not one major US ship had been seriously damaged, and the aircraft carriers were now readying themselves for the showdown with the *Yamato*.

The Death ride of the Yamato

As the *Yamato, Yahagi,* (a light AA cruiser) and eight destroyers sailed from Kure naval base for Tokuyama, where they were to be provided with fuel for their one way mission, US B29 reconnaissance planes followed their progress. At Tokuyama the youngest and least trained naval cadets were taken off the *Yamato* along with any non-essential combustible materials.

The Commander of the Japanese Task Force, Admiral Ito, laid before his staff the plan for the following day. The initial course by dawn was to be west north-west into the East China Sea. The course was to be held for four hours, then they would turn south for Okinawa. The northwest course was to make the Americans think

that the *Yamato* was heading for Sasebo. It would also mean that the force would arrive within firing range of the US fleet in the early hours of April 8th, when the Americans would be at a disadvantage against the superior Japanese night fighting tactics. The problem with this plan was that it meant ten hours steaming in daylight facing possible air attack, with no friendly air cover available.

Even so, at 3.24pm on April 6th the fleet set sail from Tokuyama, the coming operation now designated 'Heaven Number One'.

Within thirty minutes of the final order for *Yamato*'s sailing, US intelligence officers had broken the codes. B29s on reconnaissance had already located the fleet, and it was expected that the *Yamato* would sail through the Bungo Strait, as it was the only available channel deep enough for her to pass through. Submarine patrols in the channel were alerted to post watch.

All submarines in the Bungo Strait had already been given standing orders only to report the presence of any Japanese vessels and not to attack until their messages had been acknowledged by Pearl Harbour and express permission given. It was feared that premature attack might result in the submarine being sunk before a message could get through the dense radio traffic around Pearl. (It was understandable, as two submarines had been lost in the area in the last month).

The US submarine *Threadfin*, during the early evening of the 6th April noticed increased activity in the channel, particularly by floatplanes, which forced the submarine to dive. Destroyer escorts were patrolling and minesweepers were clearing a path inshore. By 7.30pm *Threadfin* picked up the sound of high speed propellers. With the coming of darkness she surfaced and her radar soon picked up two large 'blips' and four small ones. The submarine attempted to close the range, but the enemy vessels were doing 25 knots and the best that the *Threadfin* could manage was 19½. By the time the contact message had reached Pearl Harbour and been acknowledged at 8.20pm, the enemy were out of torpedo range. Another submarine in the Strait, the *Hackleback*, also attempted to close, but was driven off by the *Yamato*'s destroyer escort.

At about the same time as the *Threadfin* was forced to give up its chase of the *Yamato*, a Japanese submarine, the I 58, had also given up its mission. Its orders had been to augment the attack of the *Yamato* by launching its *kaiten* manned *kamikaze* torpedoes against the US fleet. The problems for the commander of the submarine were that in the first instance the *Kaiten* had to be launched on the surface, where the chances were that aircraft would attack, and that the submarine's batteries were already dangerously low for the same reason. With little or no chance or being able to launch a co-ordinated attack anyway, the attack was aborted on the captain's initiative.

With the coming of dawn came good news for Admiral Ito on board the *Yamato*. The weather had deteriorated overnight and low clouds now blanketed the sky, making spotting of the fleet difficult for the Americans. As well as this came the news from Tokyo of the supposed damage to the US carriers inflicted by the *kamikaze* attacks of the previous days. At 8.25am the Japanese force was spotted by a flying boat, and Ito's good spirits were somewhat dampened.

But the Americans had not been idle during the night. Admiral Spruance, Commander of the US V Fleet, on receipt of the *Threadfin*'s report at Pearl Harbour, had decided on a surface engagement with the Japanese. He ordered Rear Admiral Deyo with TF 54, consisting of the battleships *Tennessee, Idaho, New Mexico, West Virginia, Maryland* and *Colorado*, as well as the cruisers *Birmingham, Mobile, Biloxi, San Francisco, Portland, Minneapolis, Tuscaloosa* and 21 destroyers into line of battle and sail north to do battle with the *Yamato*. Orders were sent to Admiral Mitscher, commanding the carriers, to concentrate his air effort on defeating any further *kamikaze* attacks on the ships off Okinawa. Though Spruance did not yet know it, the carriers had already been ordered north to their attack positions.

Those available numbered twelve carriers and an awesome total of 986 planes, more than sufficient to not only provide CAP for the landing forces and themselves, but also would have plenty left over to sink the *Yamato* and her escorts. But where was the *Yamato*? Where was she going and for what purpose?

Mitscher's intelligence staff estimated that the most likely Japanese plan was to make a detour to the east early in the day in order to be spotted by aircraft and be assumed to be heading for Sasebo, then race south towards Okinawa. In fact they had guessed to almost the last detail the Japanese plan.

To cover the landings at Okinawa and be in range to attack *Yamato* before nightfall was a delicate balancing act, calling for the attack aircraft to operate at extreme range, leaving about fifteen minutes over the target before returning, even if the 'guesstimate' of the enemy's position proved correct! Communications would be a problem as the aircraft radios had a maximum range of 100 miles, so aircraft would have to be spaced out along the route at 60 mile intervals to relay messages to and from the fleet.

At dawn aircraft from the carriers were sent out to search an area from 56° to 336° out to a range of 325 miles, but the first aircraft to spot the *Yamato* was a flying boat at 8.25am. The course was notifed as being east towards Sasebo. There was some concern that *Yamato* was indeed going to avoid the trap, but then the course changed for Okinawa. The meteorological reports indicated only average to poor conditions in the target area, with cumulus cloud at around 3000 feet and visibility between five to eight miles.

Even so, with the Japanese at extreme range and still no real certainty of their eventual destination, Admiral Mitscher ordered the strike to be launched at 10.00am, aiming at where the Japanese would be if the Intelligence reports were correct.

Right on time aircraft from the carriers *San Jacinto, Bennington, Hornet* and *Belleau Wood* from TF 58.1, and *Essex, Bataan, Bunker Hill, Cabot* and *Hancock* of TF 58.3 took off, a total of 132 fighters, 50 divebombers and 98 torpedo bombers. Unfortunately *Hancock*'s 53 aircraft took off fifteen minutes late and immediately lost their way, taking no part in the action to come.

At 10.45am another 106 aircraft from the carriers *Intrepid, Langley* and *Yorktown* of TF 58.4 followed the first wave north east.

With the last of the aircraft gone, Mitscher then informed Spruance of his intentions, which were in direct contradiction of his previous orders. To slightly mollify Spruance, at the end of the message he added; 'Will you take them or shall I?' After a brief pause, the shortest operational order in naval history arrived from Spruance. It read 'You take them.'

Though Mitscher had now set his sights on the *Yamato*, the Japanese had not forgotten the US carriers. The great *kamikaze* attack of the 6th April had effectively 'shot its bolt', but even so, the few units left and ready for action were despatched with the coming of dawn, and attempted to brave the poor weather conditions to get to the US carriers. Most were shot down by the combat air patrol 100 miles to the north but a few got through. At 12.35pm one Zero hit the carrier *Hancock*. A serious fire was started on the hanger deck, but superb damage control work succeeded in containing the fires, and the ship was operational again by 4.30pm.

More 'Judy' dive bombers appeared from time to time, but only succeeded in gaining one near miss on the carrier *Essex*.

Following the arrival of US spotter planes, the Japanese Task Force began preparations for the inevitable air attacks. The escorting light cruiser, *Yahagi* had been designed as an AA cruiser but as yet had not had the opportunity to test her design under combat conditions. The destroyers formed defensive positions around *Yamato* and set to watching the skies. At 10.20am the destroyer *Asashimo* began to fall out of formation, suffering from engine trouble, and continued to fall back until out of sight.

When the US spotter planes began to venture too close, the first shots were fired by the *Yamato*'s 18.1" guns. They fired the new Japanese secret weapon, called *San-Shiki*: 20mm rounds packed in a beehive arrangement within the shell, and set off by a time fuse. They were supposed to sweep the skies clear of whole squadrons of enemy aircraft, but in the event were to prove toally ineffective.

The salvos of *San-Shiki* at least caused the aircraft to keep a more respectful distance. At almost the same moment as the guns were fired for the first time, the *Yamato*'s main air search radar picked up the first US attack wave. The order was given; 'Stand by to repel air attacks. The decisive battle has begun.'

The American attack force included almost every type of carrier plane seen during World War II in the Pacific theatre. F4F Wildcats, F6F Hellcats and F4U Corsairs providing CAP, the Corsairs armed with 2000lb bombs for dive bombing as well. SB2C1 Helldivers provided the bulk of dive bombers, a few armed with 1000lb Armour Piercing (AP) bombs, but most armed with the less effective Semi AP bombs, primarily designed for knocking out bunkers on Okinawa rather than sinking armoured battleships. TBMF-1 Avengers for the most part carried torpedoes, but a few carried bombs. The torpedoes were pre-set before takeoff, either to run at a depth of ten feet for destroyers, or 18 to 22 feet for larger vessels, so that they would hit below the armour belt.

Three years of hard and often bloody, unrewarding attacks had finally produced an effective form of aerial attack. From 10,000 feet dive

bombers would attack the targets, and while the defending gunners were pre-occupied with this the torpedo bombers would dive to almost sea level and begin their run. The optimum height for the launching of torpedoes was 300 feet at about 1200 yards. Flights of eight TBDs was the best number, as making allowances for the largest vessel's speed and course, only one torpedo could be expected to hit.

The commander co-ordinating the first US attack ordered the fighters to strafe the destroyers to draw their fire, while the Helldivers and Avengers attacked the *Yamato* and *Yahagi*. The 14 aircraft from the *San Jacinto* were despatched to deal with the destroyer with engine trouble, by now 12 miles behind the main group.

Aircraft from the *Bennington* began the attack on the main Japanese force. Two bombs hit the *Yamato* and a destroyer, while a Corsair did a *Kamikaze* attack of its own on the *Yahagi*, demolishing the forward gun turret.

The aircraft from the *Hornet* were next, and they shortly reduced the destroyer *Hamakaze* to a blazing hulk, while another two bombs hit the *Yamato*. The remaining bombers from the *Bennington* claimed another three hits on *Yahagi* and four destroyers, but most of these have to be discounted, the only confirmed hit being on the *Hamakaze*, which finally sank her after eight minutes in action.

The *Hornet*'s TBDs now launched their attack on *Yamato*. Seven torpedoes were launched, and two or three hit. Other torpedo attacks were launched on the surrounding destroyers, but these were wasted as their settings were too deep, and simply passed under the shallow draughted hulls.

The destroyer with engine trouble, the *Asashimo*, was not as lucky. Aircraft from *San Jacinto* finished her off in three minutes with two torpedo hits.

The *Yamato* had suffered some damage from the first wave's attack, but was still a formidable opponent. Her speed had hardly decreased, and her fire-power was not yet significantly depleted. *Yahagi*, on the other hand, was by now almost dead in the water, and would not be able to take much more punishment. Though several destroyers had been hit, the majority were still battleworthy, and could make the task of the second US attack wave extremely difficult.

The second wave was made up of aircraft from the carriers *Essex, Bataan, Bunker Hill* and *Cabot*. The first honours went to the aircraft from the *Essex*. A concerted attack at 1.00pm by dive bombers and TBDs scored one bomb and torpedo hit on the *Yamato*. The fighter bombers concentrated on the escorts to divert fire. Even these had success, as three further 500lb bombs hits smashed into *Yahagi*. Next came the aircraft from the *Bataan*. Torpedoes launched by them gained four hits on the *Yamato*'s starboard side, while a 500lb bomb damaged the destroyer *Suyutuki*.

Planes from the *Bunker Hill* then moved in, hitting the *Yamato* with two more torpedoes, while the fighter bombers concentrated on the destroyer *Isokaze*, getting three hits. The last attack of the second wave was launched by the 19 strong force from the *Cabot*. By now AA fire was becoming disjointed and two more torpedo hits further damaged and slowed the *Yamato*.

By now it was 1.42pm, and the third attack wave was forming up over the Japanese fleet, made up of aircraft from the carriers *Intrepid, Yorktown* and *Langley*. The first victim of the attack were the *Yahagi* and *Isokaze*, bombed and strafed without mercy until at 2.05pm both sank. The third attack wave was disjointed, and so aircraft from each carrier combined to launch their attacks, almost on their own iniative. The confusion which now overwhelmed both the Americans and Japanese makes a detailed analysis of events difficult, as represented by the fact that the 14 dive bombers from *Intrepid* claimed 18 hits on the *Yamato* during their attack, a figure which, if it had been accurate, would have sunk her then and there! What is certain is that after this attack, the aircraft held off for a full 15 minutes in an attempt to get themselves organised. Nonetheless, the final death blow for the great ship came not from a massed attack, but from an apparently randomly launched torpedo which hit the stern, jamming the rudder hard left. Speed had now reduced to eight knots, and with the last blow all electrical power was lost, jamming the surviving gun turrets.

The *Yamato* was now in a sinking condition, and the order to abandon ship was given. Now torpedo bombers from *Yorktown* finished the job. Two torpedoes hit the by now exposed keel of the *Yamato*. She slowly heeled over and capsized. At 2.23pm the by now inverted ship's magazines exploded and she disappeared, taking over 2000 men with her. To destroy the *Yamato* the Americans had lost ten planes.



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Epilogue

The Japanese had lost the last flower of their fleet. With the *Yamato* had gone the cruiser *Yahagi* and the destroyers *Hamakaze, Asashimo* and *Isokaze*. Three other destroyers were severely damaged. All that was left was to pick up survivors and return to Japan.

The venture had depended upon the success of the *kamikaze* attacks on the 6th to weaken the US carrier based air power. When this failed, the results for the Japanese fleet were predictable. The war was neither lengthened nor shortened by the last voyage of the *Yamato*. In Western eyes the loss of so many men was futile, but this fails to take into account the Japanese temperament and devotion to their God Emperor, Hirohito. In 1986 the Japanese people, who have completely turned against military expansion still are sentimental about the *Yamato*. To them the battleship had lost magnificently. The Japanese and British must be the only nations which value heroic defeat more than victory!

Trailer for the next Article

In the next issue of *WI* I will lay out the details of the 'mind campaign' based on the *Yamato*'s last voyage. This will include detailed lists of the forces which took part, (according to GQ), 'what if' scenarios and some NEW RULES for the game!

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[CAMPAIGN OF THE CHARIOT ERA]

THE TROJAN WAR 1250BC

Ian Russell Lowell

The Lady Stupidity is a flighty creature;
the simpleton, she cares for nothing. ...
She says also to the fool,
"Stolen water is sweet
and bread got by stealth tastes good."
Little does he know that death lurks there....
Soloman (attributed), Proverbs 11.13, 16b–18a)

Introduction

Troy is a magical word, conjuring up the tale of the most famous siege in history! But the story of the Trojan War owes more to the imagination of a blind poet called Homer than to archaeology and history. To the classical Greeks, the siege of Troy stood at the beginning of their history and dated (according to our chronology) c.1250BC. Modern archaeology predates the rise of the Mycenaean (Achaian) state to c.1600BC. Both Troy and Mycenae owe their contemporary place in archaeology and pre–history to the exploits of the enterpreneur–cum–antiquarian Heinrich Schliemann. In 1871 he dug into the overgrown mound of Hissarlik, determined to discover the remains of Priam's city. By the time of his death in 1890 he had laid bare seven (later archaeologists corrected this to nine) successive cities, over four seasons of digging, but unwittingly he had all but destroyed the very settlement he most wished to preserve. In 1874 Schliemann also began digging at Mycenea, and revealed to his sc ptic contemporary world the treasures of a pre–classical Greece. Homer had been the inspiration for Schliemann's discoveries, but the worlds of Troy and Mycanae that he revealed were to prove very different from the descriptions of that poet.

Since Schliemann's day, archaeologists and classicists have debated which of the latter settlements could be the one referred to by Homer. The choice falls between Troy VI (destroyed c.1250BC) and Troy VIIA (destroyed c.1190BC). But whatever the choice between the two, one thing is abundantly clear: Troy (Hissarlik) is not Homer's grand and spacious city with broad streets and its towering citadel (Pergamos). Its walls encompass an area at its widest under 200 yards across (east–west), (just over 120 yards north–south), and there is no evidence or any major dwellings outside the walls. The main citadel (Turkish *Buyukkale*) of Hattusas, the Hittite capital, measures over 280 yards (north–south) by 170 yards (east–west) at its widest, and surmounts a city contained by over 4 miles of walls. The acropolis of Mycenae, as extended c.1250BC, measures over 1000 yards (east–west) by over 900 (north–south) at its widest, and was surrounded by a town at least three times its size. The Troy of archaeology is a strategically placed and well–fortified stronghold, guarding the Hellespont. It is very small and confined, with narrow winding streets apart from the ramp leading up from the main (Skaian?) gate to the probable *megaron*–style hall atop the central rise. It could never have been the capital city of a mighty realm. Nevertheless, it was an important site in the Late Bronze Age, and somebody though it worth sacking:but who?

Greek Myth

The classical Greeks knew of two wars against Troy, separated by a long generation. Homer made the second the most famous by basing his epic the *Iliad* on some 30 days activity in the final year of a ten–year long war. The poem relates neither the destruction of

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EGC2 Suebian, Unarmoured, spear, round shield
EGC3 German,Unarmoured,'Ponytail' hair, spear,round shield
EGC4 German, Unarmoured, Shaggy hair, spear, round shield
EGC5 Heavy, Spear, round shield

Infantry
EGF1 Chieftain, sword, helmet
EGF2 Standard Bearer, horse head standard
EGF3 'Ponytail' hair, frames, shield
EGF4 'Ponytail' hair, club, shield
EGF5 'Ponytail' hair, thrusting overarm, shield
EGF6 'Ponytail' hair, long spear, shield
EGF7 Ponytail' hair, bulls horn trumpet, shield
EGF8 Suebian, frames, shield, at ready
EGF9 Suebian, advancing, frames, shield
EGF10 Suebian, throwing frames, shield
EGF11 Shaggy hair, bulls horn trumpet, shield
EGF12 Shaggy hair, thrusting frames, shield
EGF13 Shaggy hair, frames, shield, at ready
EGF14 Chatti Warrior, shaggy hair, fur jacket, frames, shield, at ready
EGF15 Shaggy hair, club, shield
EGF16 'Ponytail' hair, fur jacket, sheild, axe, bare legs
EGF17 Skirmisher, shaggy hair, javelin, shield, running
EGF18 Long 'plaited' hair, frames, shield, running
EGF19 Skirmisher, Suebian hair style, javelin, shield, running
EGF20 Skirmisher, 'Polytail' hair, javelin, shield, running
EGF21 Standard Bearer, boar standard
EGF22 Shaggy hair, long spear, shield

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DAC2 Warrior, Unarmoured, spear, shield (use EGH1, 2 or 3)

Infantry
DAF1 Chieftain, Heavy, Scale Armour, waving sword, shield, cloak
DAF2 Standard Bearer, Dragon Standard, shield, cloak
DAF3 Warrior, Unarmoured, thrusting spear upwards, shield, cloak, advancing
DAF4 Warrior, Unarmoured, spear, shield, cloak, attacking
DAF5 Warrior, Unarmoured, throwing spear, shield, cloak
DAF6 Skirmishers, Unarmoured, throwing spear/javelin, shield, cloak
DAF7 Noble, Unarmoured, throwing spear/javelin, helmet, shield, cloak
DAF8 Bastarnae, Bare Chested, falx, Bare Headed, attacking
DAF9 Bastarnae, Bare Chested, falx, cap, attacking
DAF10 Warrior, Unarmoured, falx, cloak, attacking
DAF11 Noble, Unarmoured, falx, helmet, cloak, attacking
DAF12 Archer, drawing arrow from quiver
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Troy nor the building of the wooden horse, rather it concentrates on the quarrel between Agamemnon and Achilleus, and the deaths of Patroklos and Hektor. The poetic sequel, the *Odyssey*, takes up the story after the sacking and destruction of Troy, and concerns itself with the ten–year voyage home of Odysseus, mentioning in by–and–by the return of the other heroes such as Nestor, Agamemnon. Menelaos and Lokrian Aias. The original sack of Troy was accomplished by Herakles, who had helped build the city's walls. He was cheated of payment by King Laomedon and set about undoing his efforts. Having destroyed the town, he then killed Laomedon and all but one of his sons, Priam, whom he installed as King. Herakles was also said to have laid waste the kingdom of Pylos, killing King Neleus and all of his sons but one, Nestor, whom he then made king. Herakles' sack of Troy was remembered as contemporary with the *Argo*'s voyage to Kolchis and may in part be folk memory about Mycenaean expansion. Both Priam and Nestor are portrayed by Homer as ancient heroes.

The story of the second Trojan War became the subject of many later Greek writers, who sought to expand Homer's poem, especially with regard to its cause and the outcome for both the Trojans and Achaians. In brief the story is as follows. Helen was the beautiful daughter of king Tyndareus of Sparta and had attracted numerous suitors from the nobility of Greece and the Aegean, having been abducted once before by Theseus of Athens. Menelaos, who won her hand and became king of Sparta, extracted a vow from each of the suitors to come to his aid should she ever be abducted again. Then Alexandros (also called Paris), a prince of Troy, visits the Spartan court and falls in love with Helen and the goddess Aphrodite aids the Trojan in her abduction. When Menelaos realised what had happened, he summoned his brother Agamemnon, High King of Mykene, and all the heroes who had paid suit to Helen. Together with their chariots and troops, they set sail from Aulis and landed near Troy. But after nine years they have achieved little more than amassing booty and slaves from a series of raids throughout the Troad. But in the tenth year Achilleus fought and killed the great Trojan hero Hektor and Odeysseus devised the Wooden Horse. As Troy is sacked and plundered only Aineias escapes with his father and son (later to found Rome). The heroes then set sail for home: Menelaos and Helen took in a Nile cruise on the way; Agamemnon went straight home only to be murdered by his wife and her lover; Lokrian Aias drowned and Odysseus spent ten years on a roundabout route before he returned to Ithaka. It would appear that only ancient Nestor made it home uneventfully.

Hittite Archives

The Hittite archives touch on the history of western Anatolia in the 13th century BC, and therefore throw some light on the background of the Trojan War. The most important of these records are the extant copies of letters sent by the great–kings to their peers. Unfortunately, in each case the name of the Hittite is missing, and scholars are divided as to whether they are from the later years of Mursilis II (c.1320–1305BC), the reigns of his son Muwatallis and Hattusilis III, or his grandson Tudhaliyas III. The most crucial documents are: the *Tawagalawas Letters* (KUB XIV 31), the *Milawata Letter* (KUB XIX 55 + KUB XLVIII 90), the Manapa–*Tarhundas Letter* (KUB XIX 5) and the *Indictment of the Seha River Land* (KUB XXIII 13). These overlap and continue the history presented by Mursilis II in his *Detailed Annals*, which cover the 26 years of his reign (1334–1308BC). What emerges is a struggle between the powers of Ahhiyawa and Hatti for the control of the Troad.

In the first of our series we followed Mursilis' two–year campaign against Arzawa (1330–29BC). What had previously been Greater Arzawa was divided up between the states of Seha River Land, Lapalla, Wilusa and Mira Kuwaliya, and, though each country had its own king, they were brought under Hittite hegemony. In 1321BC Mira rebelled, only to be defeated by Mursilis in his 12th year. Mashuiluwas was replaced as king by his son Kupanta–Kuruntas. Throughout the reign of Muwatallis (1306–1282BC), the Mirans remained loyal, providing troops for the Egyptian campaign of 1286 BC (Kadesh). When Urhi–Tesub came to the throne as Mursilis III (1282BC), Kupanta–Kuruntas, by then an old man, continued in his support even during the rebellion of Hattusilis (1276–75BC). When the latter won and succeeded to the thrown, Mira–Kuwaliya lost its former importance.

The state of Seha River took over from Mira. Although it fought against the Hittities in the Arzawan Campaign, king Manapa–Tarhuntas asked for and received forgiveness from Mursilis, and he was reinstated as a vassal king. His son, Masturis, succeeded him during the reign of Muwatallis and was married to the great–king's sister, Matianzi. Masturis wisely supported his brother–in–law's revolt, and his country prospered during the reign of Hattusilis (1275–1250BC) as Mira declined.

But the Seha River Land bordered the smaller lands of Millawanda and the Lukka–folk. These two countries were regarded by Ahhiyawa as a part of its sphere of influence since Mursillis' campaign of 1330–29BC. Ahhiyawa had initially supported Uhha–zitis, the Arzawan king, in his rebellion. During the latter years of Mursilis and throughout the reigns of his sons, an Ahhiyawan free–booter named Piyama– radus, based in Millawanda, sought to undermine Hittite influence within north–west Anatolia. The king of Seha River Land wrote to the Hittite king (Muwatallis or Hattusilis) asking for support *(Manapa–Tarhuntas Letter)*. The activities of Piyama–radus eventually led the Hittite great–king to invade Millawanda and to lay waste the land of Iyalanda. A letter of explanation was then sent to the Ahhiyawan viceroy in the region, the brother of the Ahhiyawan king, which also demanded that Piyama–radus be handed over *(Tawagalawas Letter)*. The letter also refers to a previous conflict concerning Wilusa, and that the fortress of Atriya was spared during the raid on Iyalanda.

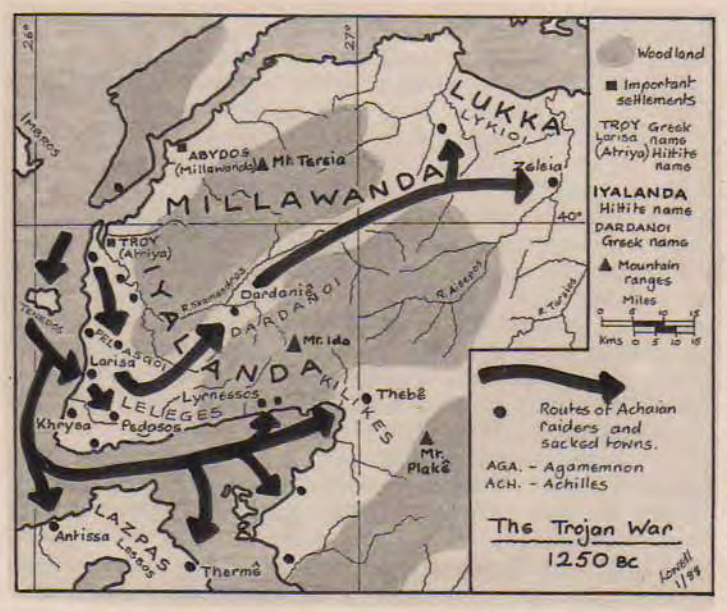
Ahhiyawan influence continued to grow within the region, and a certain Tarhuna–radus usurped the throne of Seha Land River. A Hittite army had to be sent to restore order. A proclamation to the people of Seha River Land from the Hittite king warned them not to rebel again (*Indictment of the Seha River Land.*) Finally a strong Seha River Land (supported by Ahhiyawa) overthrew Walmus, the rightful king of Wilusa, and took over the territory as its own. The Hittite King wrote that Walmus should be restored and that agreed upon boundaries ought to be respected (*Milawata Letter*). The letter also mentions a proposed exchange of prisoners, including some from Atriya who were in Hittite hands, and the extradition of Agapurusiyas, probably a free–booter of the ilk of Piyama–radus.

Egyptian Records

With the re–establishment of their empire during the 15th century BC, the Egyptian pharaohs recorded the world as they saw it in word and picture. Their records provide a different perspective on the Trojan War, more of a detached overview than the personalised Greek myths and the *realpolitik* of the Hittite archives. In their north–west periphery the Egyptians knew of the *Keftiu*, even recording some of their names: *'Akish* and *Bandjberras*. These are Cretans of the Minoan New Palace period (1700–1450BC). During the reign of Thothmes III (1490–36BC), Keftiu are portrayed wearing Mycenaean rather than the Minoan style of kilt, and the record of an embassy in the reign of Amunhotep III (1396–50BC) distinguished between the lands of the Keftiu and the *Tanuya*. Among the latter, Mykene and Nauplia in the Argolid were visited. Tanuya reappear as the land of *Danuna* in the court correspondance from Egypt known as the *Amarna Letters* (14th century BC), where the *Lukka* are mentioned raiding Alasiya (Cyprus). The Lukka reappear with the *Dardaniya*–folk as allies of the Hittites at the battle of Kadesh in 1286 BC, and, together with the *Shekelesh*, as one of the "Sea Peoples"defeated by Merenptah in 1220BC. In 1186BC, Ramesses III fought two battles against coalition of Sea Peoples, including the Shekelesh, and *Denyen* (=Danuna). A contemporary battle fought by the Hittites against the Alasiyan fleet led to the allied Ugaritic navy being anchored off the coast of Lukka. By the 12th century BC the fortunes of the Lukka and Denyen have become interwined as the Late Bronze Age states collapsed.

Gathering the Clans

The various named Tanuya–Danuna–Denyen have been identified with the Danaans of Homer (Greek *Danaos*), the people of Danaos. Danaos was an early king of Argos, whereby Homer's other name for the Greek: Argives (Greek *Argeioi*) the people of Argos. Danaos' father is said to have been Belos, a Hellenization of the Canaanite god Ba'al. That Greek legend gives a Levantine background to one of its earliest kings is more than fortuitous. The



tribe of Dan, condemned for not fighting at Mount Tabor – "why did he tarry by the ships?" (*Judges* 5.17b) – c.1200BC, could also be Denyen according to some scholars. Likewise the Dardanita can be identified with Homer's Dardaniyans (Greek *Dardanio*). In the *Iliad* the Trojans (Greek *Troes*) and Dardanians are constantly linked with the Lycians (*Lykioi*), who appear in Hittite and Egyptian records as the Lukka. The Shekelesh (Hittite *Sikala*) are linked with the attacks of Alasiya and the destruction of Ugarit early in the 12th century BC. The Denyen were also in this area since a local 9th century BC bilingual Luwian–Phoenician inscription described the people of the realm as *Dannuyim* and gave the founder's name as *Mopsa*. Greek legend also knew of a Mopsos who invaded Cilicia (the land of the Dannuyim) just after the Trojan War.

War

From Hittite and Egypian documentation we can roughly sketch in the development of two peoples who were to fight on opposite sides during the Trojan War: the Lukka and the Denyen. The Lukka spread from the Troad south and south–west throughout Anatolia, and by the 15th century BC had founded the kingdoms of Arzawa and Kizzuwatna and raided Alasiya. Conflict with the Hittite kingdom contained their further expansion, though their influence was considerable. The Denyen moved out from the Argolid by sea, having found the cities of Mykene, Argos, Corinth and Tiryns, eventually rivalling and then destroying the Keftiu of Crete by 1450BC. Expansion throughout the eastern Mediterranean followed with the setting up of trading colonies. But the distinction between trade and piracy probably turned on opportunity. But by the beginning of the 13th century BC the expansionism of both the Lukka and Denyen was stopped by the powerful Kingdoms of Hatti and Ahhiyawa whose rivalry focussed on the Troad. With Ahhiyawan backing the Lukkan kingdom of Seha River Land grew independant of Hatti and blocked expansion into the Black Sea. With the death of Hattusilis III in 1250BC and the succession of his son Tudhaliyas III, the Denyen and allies struck at the fortress of Atriya. Tudhaliyas also attacked Seha River Land and Alasiya during the early years of his reign, probably taking advantage of their weakness. After the destruction of Atriya, many of the Lukka joined in the attack on Merenptah's Egypt in 1220BC. Likewise with the destruction of most of their home cities in Greece, the Denyen sacked many of the Levantine cities and settled in coastal Kizzuwatna, Alasiya and Amurru but failed to make landfall in Egypt because of Ramesses III (1186BC).

Bibliography

There are two good translations of the *Iliad* published by Penguin Books, by E.V. Rieu (1950 & reprinted) and Martin Hammond (1987). Only the latter has an index, which is very comprehensive. E.V. Rieu (1946) also translated the *Odyssey*, Penguin Books. A good commentary is provided by A.J.B. Wace and F.H. Stubbings (1962) *A companion of Homer*, Macmillan, London. Further background information can be found in the *Cambridge Ancient History* (3rd ed.), Vol.II Pt. 2; Cambridge University Press (1980 paperback). Michael Wood (1985) has written *In Search of the Trojan War*, British Broadcasting Corporation, based upon his BBC TV series. A more scholastic approach can be found in L. Foxhall & J.K. Davies (eds) *The Trojan War: its historicity and context*, (paper of the First Greenbank Colloquium, Liverpool 1981). Bristol Classical Press (Bristol University). Finally, Peter Connolly (1986) has produced superb illustrations of the heroes in *The Legend of Odysseus*, Oxford University Press.

Planning the Wargame

The wargame took the form of a club activity at the Grimsby Military Society. Fourteen players agreed to take part and these were divided seven a side to play Achaians and Trojans. The figures used were from the 15mm Mycenean and Hittites ranges by Chariot Miniatures, and because we ordered as a club (the cost split equally between all participants) we were given a 10% discount. According to the *Iliad* there were 1,186 ships that set sail from Aulis which makes 59,300 Achaians, if crews averaging 50 are assumed. On the other side, not counting the Trojans themselves, there were 50,000 allies encamped "in front of Ilion midway between the ships and the streams of Xanthos". Further more, the Achaian force consisted of 22 different city–states or tribes, and likewise, the "Trojans and Lycians" consisted of 16 allied countries. Each side in the wargame would be representative therefore, with the Achaians outnumbering the Trojans. The choice of leader for both sides came from the mentioned dispositions of each side for Day 24 (Achaians) and Day 26 (Trojans and allies). They were as follows.

Achians	**Trojans**
AGAMEMNON King of Mykene [H]	HEKTOR Prince of Troy [H]
MENELAOS King of Sparta [H]	ALEXANDROS/PARIS Prince of Troy [I]
DIOMEDES King of Argos [S]	HELENOS Prince of Troy [S]
ODYSSEUS King of Ithaka [S]	AINEIAS Dardanian Prince [S]
NESTOR King of Pylos [S]	SARPEDON King of Lykians [H]
IDOMENEUS King of Crete [H]	GLAUKOS Lykian Chief [H]
AIAS King of Salamis [H]	ASTEROPAIAS Paionian Chief [S]

[H] HEADSTRONG, [S] STEADY, [I] INDECISIVE.

Hektor, Alexandros and Helenos were brothers, sons of King Priam of Troy, and Aineias was their cousin. Sarpedon and Glaukos were also cousins. Agamemnon and Menelaos were brothers, sons of the late king Atreus of Mykene. The nature of their temperament was taken from the *Iliad*.

Numbers

Having chosen the particular leaders for each side, the Achaian numbers were decided upon by the number of ships they brought to Troy. Therefore Agamemnon had 100 figures, Menelaos 60, Diomedes 80, Odysseus 12, Nestor 90, Idomeneus 80, and Telamonian Aias 12. Because there were two small contingents, the 40 Lokrians of Lesser Aias were also added, to make the total 474 figures. To these were added one chariot for each hero plus a chariot for every 20 figures. The foot contingents were further sub–divided into spearmen and light troops (armed with javelin, sling or bow), based on descriptions in the *Iliad*.

AGAMEMNON: 6 chariots, 80 longspearmen, 10 javelinmen, 10 slingers
MENELAOS: 4 chariots, 48 longspearmen, 12 javelinmen
DIOMEDES: 5 chariots, 65 longspearmen, 15 javelinmen
ODYSSEUS: 2 chariotss, 10 spearmen, 12 archers★
NESTOR: 5 chariots, 70 longspearmen, 10 javelinmen, 10 archers
IDOMENEUS: 5 chariots, 50 longspearmen, 10 javelinmen, 20 archers
AIAS: 3 chariots, 12 spearmen, 15 archers, 15 slingers★

*Added Lokrian contingent

The Achaians therefore had 30 chariots, 313 longspearmen, 22 spearmen, 57 javelinmen, 57 archers and 25 slingers.

In proportion to the Achaian troops, the Trojans and allies needed to number 499 foot in total, and their largest contingent would be equal to that of Menelaos (60 troops). Furthermore, because of their Anatolian and tribal compositions, the Trojans and allies would have one chariot for every fifteen foot, as well as the

chariot for each hero, and there would be a greater proportion of light troops. Thus Hektor had 60 troops, Paris 60, Helenos 60, Aineias 60, Sarpedon 60, Glaukos 60, Asteropaios 40.

HEKTOR: 5 chariots, 40 longspearmen, 10 javelinmen, 10 slingers
ALEXANDROS: 5 chariots, 40 longspearmen, 10 archers, 10 slingers
HELENOS: 5 chariots, 30 spearmen, 15 javelinmen, 15 slingers
AINEIAS: 5 chariots, 30 spearmen, 15 javelinmen, 15 archers
SARPEDON: 5 chariots, 30 longspearmen, 15 javelinmen, 15 archers
GLAUKOS: 5 chariots, 30 spearmen, 15 slingers, 15 archers
ASTEROPAIOS: 4 chariots, 20 longspearmen, 20 archers

The Trojans and allies had in total: 34 chariots, 130 longspearmen, 90 spearmen, 55 javelinmen, 75 archers, 50 slingers.

Each contingent leader was given his proportion of troops and also a simple painting guide, so that on each side, each contingent had a colour–code. The longspearmen were the Mycenaean phalangites with figure–eight or tower shields, spearmen were Hittite spearmen, javelin, slingers and archers were various and mixed, but note that (following evidence) the Cretans had black (Nubian) archers and javelinmen. Colour (and standards!) followed Mycenaean records where possible, such as yellow for the Cretans, black and white for the Pylians, the royal purple for Agamemnon and Hektor; plus the lion symbol for Mykene and the horse for Troy. As well as the colouring chart (see illustration), the following information and map were handed to each player.

Background Notes
According to the *Iliad* the main battle takes place over 4 days.

Day 24. After suffering a plague caused by Apollon Smintheus, the Achaians are ready to sail for home, but rally round Agamemnon for a final battle (except for Achilleus who has quarrelled with Agamemnon over booty gathered from raids around the coast).

The forces line up oppposite each other on the plain of Troy, the Trojans, Dardanians & Lycians occupying the slightly higher middle ground across the Skamandros/Xanthos River, the Achaians outside the walls of their beachhead encampment.

Menelaos of Sparta issues a challenge to settle the matter which Alexandros of Troy accepts. Menelaos wins by default, Alexandros retiring, but Pandaros prince of the Lykioi breaks the victory truce by shooting Menelaos and wounding him.

The Achaians attack and push the Trojans back towards Troy. Glaukos steps forward to challenge Diomedes, but they discover they are cousins and do not fight but exchange armour.

Hektor now issues a challenge to which none of the Achaians responds until ancient Nestor shames the young leaders. Aias then accepts Hektor's challenge, and the two warriors fight until too tired to continue, agreeing to a mutual withdrawal.

Day 25. Inspired by Hektor's courage the Trojans & allies attack the Achaians and drive them back to the wall surrounding their ships.

That night the Trojans encamp on the plain near the ships. The Achaian leaders hold a council of war behind their wall, while Hektor and his allied chiefs do the same seated on the Tomb of Wilos. Both sides send out spies, but Odysseus and Diomedes Tydeides overcome the Trojan Dolon, killing him after gaining information. They then raid the Thracian camp, killing there king, Rhesos, and stealing his horses.

Day 26. The next day the Trojans storm the wall and break through, and Hektor burns one of the ships. The Achaians quickly withdraw to replan, leaving the two Aiantes to hold the Trojans at bay.

Patroklos is persuaded to wear his friend Achilleus' armour, giving encouragement to the Achaians while demoralising the Trojans as both assume Achilleus has entered the fray. The Trojans are again forced back to the walls of Troy, but Hektor rallies his men and kills the pseudo–Achilleus, reversing the tide of battle.

Day 27. Achilleus hears of his friend's death and vows vengeance. After a reconciliation with Agamemnon he leads the Achaians against the Trojans, breaking them into two groups. The first, trapped in a bend of the river Skamandros/Xanthos, he massacres while the others flee to Troy, including Hektor. Achilleus follows and, in a duel, kills and then despoils Hektor.

Our game takes place over days 24–26.

The Wargame
As it happened only six players from each side could eventually play, but all the troop were used. The game itself took place over two club nights, and strangely followed the pattern outlined above. The Trojans and allies lined up across the table opposite the Achaians. But the latter, with their greater number, had difficulties in presenting a straight front, and their concave alignment allowed the more compact Trojans to break through, using their slightly superior number of chariots. By the end of the first night, the Achaians were all but pushed back to their camp.

It was then decided to withdraw the Trojans slightly for reasons of communication and maintenance of security. But they were still encamped on the Achaians' side of the river. The Achaians had retreated behind the walls of their camp.

The next day the Trojans kept to a similar plan of attack, using their superior chariot force to try to burst through to the enemy boats. Unfortunately the Achaians could use a shorter line (through casualties) and had planned wisely for the suspected Trojan breakthrough. The Trojans suffered defeat in the centre and on the nearest wing, which led to them breaking and having to cross the river. The Achaians followed up and butchered the Trojans and allies as they tried to swim the Skamandros.

There were still enough Trojans to man the walls of Troy, but it was decided not to go into a siege game. The Achaians had won the field and the day.

GREAT-KINGS	CAMPAIGNS	"SEA PEOPLES"	PHARAOHS
	1486 Megiddo	Keftiu	**Thothmes III** (1490-36)
Tudhaliyas I (c.1440) Arnuwandas I (c.1420)	1436 Seha River **c.1425 Aleppo**	Lukka ATTARISSIYAS	**Amunhotep II** (1438-1407)
		Keftiu Tanuya	Amunhotep III (1397-60)
Suppiluliumas (1372-35)	c.1370 Arzawa	Danuna Lukka	Akhenaten (1367-51)
	1339-35 Mitanni		
Mursilis II (1334-1306)	**1330-29 Arzawa** 1221 Mira	(Lukka)	
Muwatallis (1306-1282)		PIYAMA-RADUS	
	1286 Kadesh	Dardaniya Lukka	**Ramesses II** (1290-24)
Hattusilis III (1275-50)	1262 Euphrates		
Tudhaliyas III (1250-20)	**c.1250 Troy** c.1240 Alasiya c.1240 Seha R.	Dardanoi Lykioi (Sikala?) AGAPURUSIYAS	
Arnuwandas III (1220-1190)	1220 Perire	Lukka Shekelesh Ekwesh	Merenptah (1224-14)
Suppiluliumas II (1190-1180?)	**c.1186 Alasiya 1186 Djahi 1186 Delta**	(Lukka Sikala?) Denyen Shekelesh	**Ramesses III** (1194-62)

TIME CHART : CAMPAIGNS OF THE CHARIOT ERA
*Campaigns to be covered in the series are highlighted in **bold** typeface.
*Other "**Sea Peoples**" from Egyptian records **:Shardana, Amarna Letters** (14th century), Kadesh (1286), Djahi and Delta (1186); **Teresh, Peleset, Tjeker** and **Weshesh,** Djahi and Delta (1186).
*Since the Egyptians knew the Greeks as Tanuya–Danuna–Denyen, Ahhiyawa is not Achaia (Greece) and the Ekwesh are ot Achaians (Greeks), but they could well be Ahhiyawans.
* PIYAMA–RADUS and other persons in capitals are individuals named as Ahhiyawan free–booters in Hittite records.




The Trojan War
FIGURE DRAWINGS BASED ON CHARIOT MINIATURES 15mm MODELS
Pylian Long-spear man
Trojan Chariot Crew
PAIONES
KIKONES
Rhesos
THRAKES
ISMAROS
AINOS
Asteropaios
LUKIOI
Hektor
TROY
DARDANOI
Aineias
Sarpedon
Glaukos
LELEGES
KILIKES
The Achaians Darnaans and Argives
The Journey from Aulis
The Trojans Dardanians Lycians and Allies
LOKROI
Aïas
Odysseus
ITHAKA
Aegean Sea
AULIS
Agamemnon
MYKENE
ARGOS
Diomedes
SALAMIS
Aïas
MILATOS
Nestor
PYLOS
SPARTA
Menelaos
Dardanian Spearman
Cretan Nubian Javelinman
KNOSSOS
Idomeneus
Mycenaean Slinger
Wargame Table: 18 x 6 feet
River Skamandros or Xanthos
Sea
Trojan Allies
Thorn Hill
Achaian Camp
Troy
River Simoeis
Lowell 1/86

THE HUMAN ASPECT OF ARTILLERY

by Pete Gritton

The great debate goes ever on. Which factor is to be considered most important, hardware or humans? The most often quoted opinion is that of Napoleon; the moral is to the physical as three is to one, and in wargames terms is most frequently translated into an all powerful morale system. But how does this impinge on the use of artillery in a wargame? Certainly, the morale effect of the guns' fire on a body of troops is readily accommodated, so is the reaction of a gun's crew when faced with massed cavalry squadrons bearing down on them with steel drawn. Think, however, of the battery coming into action under your wargames rules. How human is that battery? Is it a unit of two hundred men and a hundred and eighty horses under the fallible guidance of a single commander, or a mechanical rank of eight cannon operated by automata? In my experience the latter is surely the commonest. All sorts of anomalies arise; the battery can change target at a moment's notice and take advantage of the opportunity to slaughter that foolish company of infantry crossing open ground several thousand yards away, and do the shells ever miss their target and plough up an empty field behind the enemy lines? These are largely human aspects of artillery which do not fall within the scope of morale rules. I propose to suggest a few ideas to simulate real artillery use on the wargames table, based on my research into the Russso-Japanese War of 1904-5.

Artillery fire has three objectives; to cause the enemy casualties, to break-up the cohesion of enemy units and formations, and to prevent him from returning effective fire by persuading him to keep in cover. On the face of it all these are adequately covered, or else modifications can easily be made to existing rules. Penalties should be imposed on troops firing while under artillery bombardment, as their accuracy and coolness would be affected. Casualties among troops under cover who are fired at by artillery will be lower if they remain in cover and do not attempt to fire themselves, an action which would expose them to the shells and shrapnel. Don't forget that this must also apply to gunners under counter battery fire.

Casualties caused by artillery fire are surprisingly low on close examination. Reports returned by Japanese stretcher bearers at the battle of Mukden show that only 13% of casualties were the result of shrapnel wounds (shrapnel was by far the commonest shell in use, high explosive being only rarely employed for specific objectives), 85% were bullet wounds, and the remaining 2% were caused by bayonet, sword or were accidental. This low figure is around average for the Russso-Japanese war, but some incidents of much lower percentages were experienced. One Japanese regiment, in an assault on a Russian position held by eight battalions and five batteries, had only 4% artillery casualties. Given that artillery was regarded as the prime arm on the battlefield, these low casualty rates indicate that the main result of artillery fire was to repress enemy fire and cause moral discomfort.

Back at the battery, how did the unit operate to bring fire to bear on the enemy? The regimental commander's orders would be broad, directing him to support a particular attack, or lay a barrage on an area the enemy was threatening to enter. He would direct his subordinate battery commanders to fire at particular areas, rather than enemy units, as they would often not be able to see the effect of their fire due to smoke, dust (a battery created a lot of dust by firing, especially in dry weather) or because they were firing indirectly. The effect of the battery's fire was observed by either the battery or regimental commander in the Japanese army, but less effectively by N.C.O.s in the Russian, and adjustments made as necessary. This is where human factors really come into play.

Firstly the proposed target must be identified. Errors are possible here; one Russian battery, ordered to engage an opposing Japanese battery on a distant ridge, mistook the position of the flashes caused by the guns and expended a lot of ammunition bombarding the next ridge, 700 yards behind the enemy position. To work this convincingly need not require an umpire, I think. The observation of enemy guns can be represented easily enough by keeping a battery's position secretly recorded on paper until it fires. Then only a marker is placed to represent the flash, dust or smoke. Japanese guns used smokeless powder and flashes were often the only visible clues to a battery's position. My rules allow a random factor so that the marker can be placed with up to 10% error on the range (i.e. 100 yards in every thousand). If the battery continues to fire from that position the model gun and its crew are placed accurately. Since the range of guns in 1905 was up to 6000 yards (this being the limit of the shrapnel fuze rather than the limitation of the gun) the batteries will often be 'off table'. This is no handicap to the marker system of observation, as the edges of the table can carry panoramic views on card, in the manner used by railway modellers. Flash markers are applied to this in positions as marked on the players battle map. (See figure 1.) The random variation introduced to allow for observer error can be transferred to the vertical scale, so a variation of, say, 5mm on the panorama could be the difference between one ridge and the slopes behind it. Using a variation chart like that in figure 2 causes errors to be more crucial at longer ranges, just as the percentage variation does when used 'on table'.

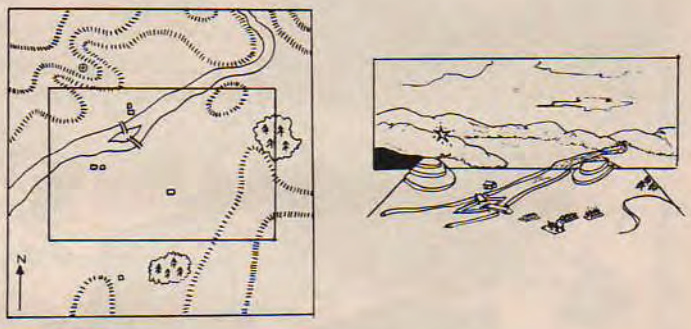


Figure 1
O on the left hand map marks the position of the firing battery. This is the map presented to the players, the inner rectangle marks the boundary of the games table. The right hand figure is a view of the table with scenery added as a back drop. The flash shows the firing battery as the enemy see it. Notice how this effectively lengthens the table, as other troop markers could also be used on it.

This marker is what the opposing battery commander will train his guns on. Most rules allow for some minor error in shell fall, and this is still required. Bad observation is not a substitute for poor shooting, it is possible for a battery to do both! Obviously, the most realistic way to represent firing accuracy is by making the player do exactly what the battery commander would do; estimate the range by eye, or by referring to a map. Maps of Manchuria were pretty poor in 1905, and features were often misrepresented, or simply missed, so for any period before World War Two, and after that in remote areas, the maps supplied to players need not be accurate, nor even the same for all participants.



Figure 2
The flash observation indicator. The marker is placed according to the throw of a dice.

Having estimated the range, a shell fall indicator is placed at a point that distance from the battery on a direct line to the target. Thus if both target observation and estimation of range are imprecise, the most accurate of shots will miss the target and fall elsewhere.

Shell fall indicators are a familiar device as old as the wargaming hobby itself, but variations on this theme are useful. Rapid fire from artillery is less accurate, so a wider shell fall indicator can be used to denote this. Russian rapid fire guns in 1905 were capable of up to fifteen rounds a minute, but in practice a rate of eight a minute was about as fast as a crew could work and usually it was slower still. This was kept up for only a short time, after which the crews paused for corrective observation and rest.

Obviously, on a second attempt a player will know the range, having used a measure to place his shell fall indicator. This can be overcome without an umpire by extending the rule to the estimated range and then turning it over to hide the measurements before putting it to the guns on the table. The player then has to estimate his error. Alternatively a system of random percentage error on range estimation could be introduced, but you may find that this tends to take things out of the players' hands and is less satisfying. Once the guns have found the range the target troops have to take cover, move away or suffer the consequences. Sometimes the Japanese gunners would man their guns under fire in order the fool the Russians that their range was not true, or conversely cease firing when the Russian shells burst nearby in order to convince them to hold that range. Similar ploys may be used with off table guns quite as effectively.

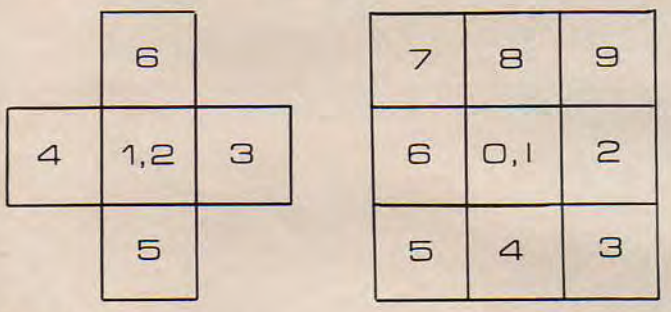


Figure 3
Shell fall indicators. On the left is the standard type to be used with a six sided dice. On the right is the rapid fire indicator to be used with a single percentage dice. The areas denote battery fire, so the shape of a single shell burst need not be represented.

To summarise the system;

Observation –
1) guns are not placed until they fire, or move, or until the enemy comes within visibility ranges as laid down in your favoured rules.
2) on the first time of firing only a flash marker is placed.
3) on subsequent consecutive moves of firing the guns are placed.

Firing –
1) the target is observed and the range estimated.
2) the shell fall indicator is placed at that range and variation is diced for.
3) the fire effect in casualties and morale is decided as prescribed in your rules.
4) repeat observation and correct range estimate.

Next, consider the observation of effectiveness at long ranges. Observers in Manchuria reported that it was "often uncommonly difficult" to locate a target at a range of 600 yards and impossible to gauge fire effect. In such circumstances the battery officer would be unaware of the damage he was inflicting and so it should be for the players. Either trust your opponent to keep a true record, or work out the casualties yourself, announce them and let your opponent record them or not as the situation dictates. A similar system can be employed for shells falling into ground that is hidden to the firer. This was a common occurence in Manchuria, as guns would fire onto the reverse slope of an occupied ridge in order to hit the supply wagons and reserves which they suspected were there.

Lastly, ammunition expenditure must be taken into account. A field gun would have 40 rounds of ammunition in its limber, which can be considered to be at hand. A further 80 rounds for the Japanese and 92 for the Russians were held in a wagon for each gun. These were positioned away from the battery for safety, but were still vulnerable to searching enemy artillery fire, and even more so when coming up to replenish their own guns. A consideration of ammunition supply will often dictate to a player which targets are "cost effective" to expend shells on.

To finish I shall quote from officers involved in the war in Manchuria. A Russian general predicted that the longer range and faster rate of fire of his guns at the battle of Te-li-tsu would engage the Japanese guns and "sweep them out of action". They did not. Whilst a British observer remarked of the same battle that the Japanese, with inferior hardware, "owed their victory really to their artillery, which shows how essential it is to have that arm very highly trained".

FREI KORPS 15

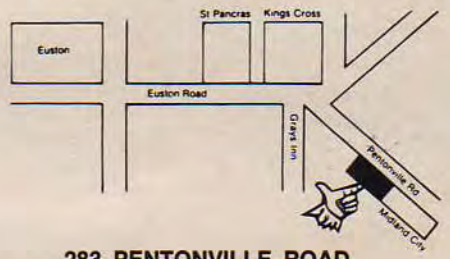
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SUDAN 1885 to 1898





Top left, opposite: British infantry leave a Sudan Fort. Buildings and civilians by Peter Gilder. British in Khaki by David Thomas. British in scarlet painted by Doug Mason for Peter Gilder. The military figures are 25mm Connoisseur.
Above: A mob of Mahdists, Hadendowah to the fore. Connoisseur Figures from David Thomas's collection. As can be seen from the banners, Dave's Arabic isn't quite as fluent as his painting.

SUDAN 1885-1898

Two Mahdist jibbehs on display at the Royal Marines Museum, Eastney, Hants. The one on the right is thought to have been of Beja origin; the other is a very typical design.

Photos: Ian Knight



Right: Close up of four Connoisseur Figures, Ansar banner bearer & Emir; Highland officer and Private. Designed and painted by Peter Gilder.

The Sudan campaigns and the Peninsular War are the two periods Pete intends to keep wargaming after his (semi-) retirement from the Wargames Holiday Centre.

PORTALEGRE GOLD CUP:

Peninsular Race Meeting Affording Entertaining Equitation for Dashing Subalterns amongst whose number might be that dashing master of equestrian athleticism

Arthur Harman

"The Derby never created more fear or excitement than our raceground on the olive plain. All the Tats in the Garrison went to the post very smart, and ready to win the bag of dollars hanging on the olive–tree; first away often last in the race – the real winner sometimes losing his race by dismounting before coming to the scale to be weighed – one or two disappearing as bolters amongst the trees. A jockey with perhaps a red night–cap going fight of his stable in the town, and knocking down two priests in the gateway. Then the donkey race; every Jock sitting with his face to the tail, smart fellow running in front with a bunch of carrots."

Thus did Ensign George Bell of the 34th, describe the races at Portalegre on the 18th of September, 1811. The large garrison contained many officers who enjoyed 'The Sports of kings', who had set up a committee, or local Jockey Club, laid out a one–mile course on the plain, appointed stewards and conducted proceedings under the patronage of General Hill. Captain Jonathan Leach of the 95th Rifles recalled a similar meeting whilst the army was defending the Lines of Torres Vedras:

"In addition to shooting and coursing, the sporting characters at the outposts went through the formal process of racing, near Valle; and I can never forget the first essay of the kind, where six or eight half–starved devils, whose diet had for some months consisted principally of chopped straw and winter–grass, started, with gentlemen riders, for a sweepstakes. Before they had gone one hundred yards, the horse which was ridden by my friend T. of the 43rd regiment, came down heels over head, from sheer debility; and those in his wake, according to the nautical phrase, ran foul of him and his racer, who lay floundering on the earth. A greater burlesque on horse–racing never was witnessed: were I certain of seeing so amusing an exhibition at Newmarket, Epsom, or Doncaster, I verily believe I should seldom fail to attend their meetings."

Lieutenant Henry Hough of the Royal Artillery was victorious in a sweepstake for ponies at Covilha in March 1813; his diary records:

"March 10.– Had our races. Pitch'd some tents, and gave wine, cake, &c., to the Ladies that honor'd us with their company. We had many excellent matches and well contested. We finished with a sweepstake for ponies. I rode Lieut. Elgee's pony and came in first."

It would appear from the memoirs of Ensign William Grattan, of the 88th (The Connaught Rangers), that these race–meetings in Portugal and Spain were every bit as colourful as their English counterparts:

"...others took to horse–racing, and here was a fine opportunity for the lovers of the turf and of dress to display their knowledge in both. Jockeys, adorned with all colours, were to be seen on the course, and the harlequin–like appearance of these equestrians was far from unpleasing. Some of the races were admirably contested, and afforded us as much gratification as those of Epsom and Doncaster do to the visitants of those receptacles of rank and fashion."

Beside horse racing, the Peninsular army found amusement in contests between the numerous mules and donkeys that accompanied the troops on the march. Captain William Maynard Gomm of the 9th Foot wrote to his sister from Thomar on 15 July 1810:

"We... had a donkey race...yesterday, and in the course of a few days intend making a grand match of mules and donkeys, and all the animals, biped and quadruped, that are disposed to run. I have two mules that ought to cut a great figure in this rencontre, and I shall make you acquainted with my success when I write again."

Five days afterwards he was indeed able to tell her of his success:

"Did I not promise you when I wrote last that I should have a race to record in this letter? I think I did. Unhappy man that I am! fated to be my own Trumpeter! For I positively won all that was worth winning in the conflict. To tell things in the order in which they happened. The punch began making at eleven o' clock, and the race at twelve, last Tuesday. There were two races, of three heats each. I was my own muleteer in each, and between my mules and myself we raised a subscription of twenty dollars; and as dollars are now, and money the scarcest thing going, I am a very considerable man for the next six weeks."

These Peninsular War races offer an ideal subject for a light–hearted game with a military background that requires no previous knowledge on the part of the players; the perfect solution to my problem when asked to devise a suitable evening entertainment for 'Garrison '87' at Fort Amherst, that would amuse an unknown number of Napoleonic enthusiasts exhausted after a gruelling day of drilling. Desperately searching for inspiration, I recalled Ian Greenwood's hilarious 'Estonian horse race' at the first Conference organisation by Wargame Developments. Consulting my library of Peninsular War memoirs I discovered that equally farcical horse races were a popular recreation for British Army garrisons in Portugal, so all that remained was to draft a simple set of rules for a lively participation game, which may well appear at the next Wargame Developments' Conference (COW'88). Here then is the result of my labours in the hope that other Napoleonic buffs may enjoy such a game as light relief in between their recreations of Salamanca or Waterloo.

PORTALEGRE GOLD CUP: General Briefing for All Players

It is September 1811: in an attempt to enliven the monotony of garrison life,a Committee of British Officers in quarters in Portalegre has organised a local Jockey Club, and a series of races open to the Commissioned Officers of Lord Wellington's Army. The principle event of the meeting will be the Portalagre Gold Cup, a Point to Point race for a trophy presented by General Rowland Hill, which has aroused great interest among the garrison, and has become the subject of many a wager. Many of the riders have themselves placed heavy bets on the outcome, in an attempt to supplement their Army pay, which is several months in arrear.

The Game

The course is laid out upon a table, or series of tables, by the game organiser, who will also act as Starter and Stewards. It should ideally be to the same scale as the models which represent the riders and their mounts, but not all hazards should be placed on the course until the racers actually encounter them. Each participant requires a suitable model of a British (or possibly Spanish, Portugese or Hanoverian) Officer on horseback, and a dismounted figure in each case he is thrown; if the mounted firgure is a one–piece casting, or the rider is permanently affixed to his steed, it will be necessary to provide another horse as well. Players will also need a centimeter ruler or tape, a Normal, an Average and a Percentage die. Before play begins the game organiser will give each competitor the playsheet below, and a Personal Briefing giving details of his character and mount. Participants may place bets and make wagers between themselves at any time during the race providing that the Wager is correctly completed and deposited with the Stewards. Wagers may be for sums of money (notional or real!) or drinks – it was common practise in the British Army of the period for officers to stake bottles of port or brandy rather than money.

The game proper begins as the riders assemble at the starting post. The game organiser may care to make the competitors dice for their starting position. Each turn the participants move their model jockeys and mounts in accordance with the Rules (See Below); when a Hazard is encountered each horse's progress must be adjudicated in the order in which the field arrives there, so that, where a horse

stumbles, falls or bolts. those behind may be tested to discover whether they are impeded or brought down. This sequence continues until all horses still able to run have passed the finishing post. Bets are then paid, and prizes awarded to those who have been placed and those who have achieved their Personal Objectives.

THE RULES OF THE TURF

1. Horses

Each Horse has a Basic Speed when Cantering or Galloping, measuring in centimeters, which is given on the player's Personal Briefing. Every turn the rider must throw 1d6 and subtract the result from his Equitation; if the result is positive, the horse's move for that turn is increased by that number of centimeters; if the result is negative, its move is reduced by that amount. More skilful riders are more likely to get the best from their mounts.

2. Riders

Each Rider has an Equitation rating, which represents his horsemanship. This is used to modify his mount's move each turn, as detailed above, and to determine the effect of Hazards, or whether he is brought down or impeded by a fall or bolting horse immediately ahead (see Below). Should the rider be thrown, he must throw 1d6 and score less than his Equitation in order to remount.

The rider may choose each turn whether to make his horse Canter or Gallop: in either case its move will be modified by a die roll and his Equitation as described above. When the horse is Galloping he may use the whip and double his Equitation, and hence increase its move; however, a horse can only be driven to its limit for a brief period, or it will become 'blown' and loose speed. The game organiser has a record of each horse's Stamina, which is the number of turns the horse may be whipped before if becomes 'blown'. This record is kept secret from the player, but each rider may be given an estimate of his horse's Stamina in proportion to his Equitation. Thus, more skilful riders will be less inclined to drive their mounts to exhaustion. Once 'blown' a horse's move is determined by subtracting 1d6 from its basic move – the rider may no longer add his Equitation – and it may not Gallop.

3. Hazards

Hazards may be obstacles, such as ditches, fences or walls, or mobile inhabitants of the Iberian Peninsular, such as flocks of goats, wolves or itinerant monks. Each Hazard has a rating which reflects its danger to horse and rider. When a horse encounters a Hazard, throw 1d10, add the Hazard rating, and subtact the rider's Equitation. Then consult the table below:

Score	Result
0	Horse avoids/clears the hazard easily
1	Horse clears hazard, but drops to a Canter if Galloping
2	Horse stumbles; lose half turn's movement next turn
3	Horse baulks/refuses; try again next turn, or wait until mobile hazard has passed
4	Horse baulks/refuses; try again after, or wait for, 1dAv turns
5	Horse falls, rider thrown, but unhurt; rider can try to mount again next turn
6	Horse bolts at Gallop, dice for direction; throw 1d6 and score less than Equitation to bring back under control
7	Horse falls, rider thrown; rider can try to remount after 1dAv turns
8	Rider thrown and stunned for 1d6 turns, and loses 1 point from his Equitation; must try to remount in usual way
9	Horse falls and is injured too badly to continue

4. Impeding

Any horse immediately behind, or adjacent to, a horse that stumbles, baulks or falls, may also be impeded or brought down. The rider throws 1d6: if he scores less than his Equitation he successfully avoids the danger, but must add 1 to the die if Galloping, and 2 if using the whip, that turn. If he fails to avoid the danger, the Hazard Table must be consulted, counting a baulking or stumbling horse as 1, a falling horse as 2, and a bolter – provided it crosses his path – as 3. A horse which is impeded may itself impede others.

5. Deliberate Foul Play

Although one hesitates to suggest that any British Officer might behave in a less than gentlemanly fashion, it is just possibly that one rider may attempt to obstruct another, or slash at him with his whip! In order to indulge in such dastardly behaviour, the perpetrator must have drawn level with his intended victim at the end of a turn, and declares his intenion to the game organiser. Deliberate obstruction may be evaded if the potential victim scores less than his Equitation by rolling 1d6 and adding 1. If he is unable to avoid the foul play, he should consult the Hazard Table (see above) in the usual way, but throw again if the result is over 5. Cuts with the whip are determined by multiplying each rider's Equitation by 1d6; the higher score wins, and delivers or evades a whip lash as appropriate. A rider cut by an opponent's whip will lose 1 point from his Equitation for 1dAv turns. Aggrieved riders may challenge those guilty of foul play to paper–dart duels after the race is over!

6. Wagers

Bets may be made between players at any time before or during the race, provided the Wager Form is correctly completed and deposited with the Stewards (the game organiser). After the race all bets will be paid.

SUGGESTION FOR GAME ORGANISERS

Depending on the space available, and scale of figures being used, lay out a course with as much scenic detail as possible, preferably to the same scale as the figures. If space is limited, arrange the tables as shown in the diagram to give a circular or oval course, and administer the game from the centre. Resist any attempts by players to discover the Time Scale – there is none! Before the game, draw up a private sketch map of the course, marking the Hazard Rating of scenic features in their respective positions, and the places where unforeseen mobile Hazards may materialise, on this map. Keep mobile Hazards, together with their Hazard Ratings, out of sight beneath the table until required. Pre–programme the movement of these Hazards, or devise a simple die–roll table to determine this each turn. Keep your record of the actual Stamina of the various runners out of the players' sight, but remember to deduct one point each time the whip is used, and to inform the rider when his horse is 'blown'. You may care to allow spectators to participate in the betting, and one might be invited to give a 'Grandstand' type commentary on the race to amuse the crowd.

Make sure you note the order in which the horses pass the post – easy to forget in the excitement! Announce the result and then determine the sums due from wagers. Players who wish to challenge others for ungentlemanly conduct may duel with paper darts at ten paces; the loser of the duel will forfeit his place and any winning dependant on it! Finally, award prizes for being 'placed' and to those players who have achieved their personal objectives.

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P3. Officer
P4. Schuetzen firing
P5. Musketeer drummer
P6. Musketeer charging
P7. Grenadier charging
P8. Standard bearer
P9. Fusilier advancing
P10. Fusilier officer
P11. Fusilier bugler
P12. Fusilier firing
P13. Grenadier schuetzen
P14. Foot artillery officer
P15. Foot artillery with rammer
P16. Foot artillery with portfire
P17. Foot artillery standing
P18. Grenadier officer
P19. Grenadier drummer
P20. Grenadier advancing
P21. Musketeer advancing
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WAGER FORM

..... bets .....
(rank and name) (rank and name)
..... that ..... will be placed.....
(Guineas or Bottles) (Horse) (Position)
or will be placed ahead of ..... or will finish/fail to finish
(Horse) (delete as appropriate)

Thus a complete Wager form might read:
"Captain Wm. Gore, 52nd Foot bets Lieutenant Chas. Lushington, 45th Foot 20 guineas in gold that 'Black Bob' will be placed ahead of 'Old Nosey'."

PERSONAL BRIEFING
RANK & NAME: **EQUITATION:**
HORSE: **BASIC SPEED-CANTER:**
GALLOP: **STAMINA:**
PERSONAL OBJECTIVE:

(Note that the Horse's Stamina is a Subjective Perception, whose accuracy is dependant upon the Rider's horsemanship and judgement – only the Game Organiser knows its actual Stamina.)

DAVOUT NEY MURAT



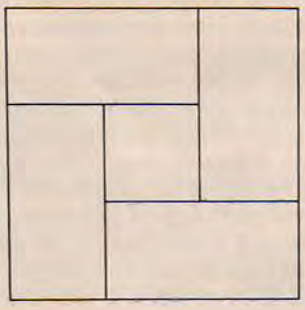
PERSONAL BRIEFING
RANK & NAME: Capt Thos. Bagnet, 29th Ft EQUITATION: 4
HORSE: 'Sans Culotte' BASIC SPEED-CANTER: 8
GALLOP: 12 STAMINA: 7
PERSONAL OBJECTIVE: To win at least 50 guineas to settle debts. Has 5gns. in dollars in cash + another 5 in Treasury Bills. Can write I.O.U.'s against last 3 months' pay in arrears.

A Sample Hazard Card

HAZARD

"Ignacio Mendoza, an itinerant circus artist, is on his way to visit Portalegre with his performing bear, Jose, who has been peacefully foraging for berries in the bushes, when, startled by the sound of approaching horses, he slips his leash and blunders into the middle of the track. Ignacio is hiding up a tree, convinced that the men are French cavalry troopers! Jose is not very bright, but strong and extremely vicious when aroused; he moves 5cm per turn, towards the nearest threat his short-sighted eyes can perceive. His Hazard Rating is 3. If he brings down a horse, he will savage it next turn, unless distracted by another mount; a savaged horse will be unable to continue the race. Its rider, unless stunned, may attempt to drive off the bear using his whip, succeeding for a score of 5 or 6 on 1d6, but being savaged himself for a 1."

ALTERNATIVE LAYOUTS FOR THE COURSE





QUICK REFERENCE PLAYSHEET

TURN SEQUENCE: Movement, Adjudicate Hazards, Impeding, Deliberate Foul Play

MOVEMENT: Horse's Basic Speed (Canter/gallop) + Rider's Equitation – 1d6
If using the whip Equitation is doubled until horse's Stamina is exhausted; thereafter horse is 'blown': may neither Gallop nor add Rider's Equitation

HAZARDS: Throw 1d10, add Hazard Rating and subtract Rider's Equitation; then consult the Hazard Table.
REMOUNTING: If thrown, a Rider can remount by rolling less than his Equitation on 1d6; this is also used in order to bring a bolting horse back under control.

IMPEDING: A Horse immediately behind/adjacent to a stumble/falling horse will be impeded unless its Rider scores less than his Equitation on a d6, adding 1 if Galloping, or 2 if using the whip. If impeded, consult the Hazard Table, counting a baulking/stumbling horse as 1, a falling horse as 2 and a bolter as 3 (providing it crosses its path).

FOUL PLAY: Victim must be at end of turn in order to make attempt. Obstruction may be evaded if 1d6 + 1 is less than Victim's Equitation. If obstructed, consult Hazard Table as usual, testing again if result is over 5.

Cuts with the whip: each Rider mutiplies Equitation by 1d6, higher score delivers cut/avoids it. A Rider cut by opponent's whip loses 1 Equitation point for 1dAv turns

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THE CONVENTION SCENE

by our man at the conventions (at the bar)

Keith 'Genghis' Benson

Hello again, the first few conventions of '88 have come and gone, alas without my presence as yet, but next month a full in-depth report on the Triples, perhaps even with photographs (if I can borrow the camera). It is too early for any feed back or anonymous reports to have filtered through, so yet another month of no hard news (yawn). As well as the regular feature of advance notice and comment on conventions, this month includes an in-depth preview of two conventions, one very well established and one spanking new one that promises to be very stimulating. More of those later, first of all a little reconnoissance and intelligence gathering, otherwise known in the trade as a readership survey. No don't skip to the bottom of the page, or even worse to the next article, spare a few minutes to read it, answer the questions and spend the exorbitant sum of 13p on a stamp and return it, via the editorial offices please (address inside front cover), and in a few months time a wonderfully detailed statistical analysis will appear that probably proves nothing. Seriously, I in common with other convention organisers have always made some basic assumptions about why people go to conventions and what they want to see at them. As far as I know, no-one has ever asked these questions of the punter, and this is what this survey is about. I would like it to be as meaningful as possible, therefore I want as many answers as possible, and do answer seriously. Some of the questions are just to establish a baseline for comparative purposes.

1. How many years have you been wargaming?
2. About how many conventions do you attend in a year?
3. Do you ever enter any wargame competitions?
4. Do you enter the Nationals on a regular basis?
5. Why do you attend conventions (if you do)?
6. What do you most enjoy seeing/doing at a convention? (Keep the answers clean, please).
7. Have you ever been directly involved in the organisation/ running of a convention?
8. What do you consider to be a reasonable maximum admission charge to a convention?
9. If there is a convention programme/guide, do you buy one? If it is free, do you use it to find your way about?
10. How do you normally find out about conventions?
11. How many conventions did you attend in 1987?
12. Which did you consider the best, and why?
13. Which did you consider the worst, and why?
14. What do you consider the principal objective of a convention?
15. Do you prefer one day or two day conventions?
16. Do you think there are too many conventions these days?
17. Do you prefer conventions to become established, and occur annually at the same venue?
18. Is it essential to have trade stands at a convention?
19. Do you think that most conventions show a profit?
20. Are you a member of a wargames club?

Right, there you are, twenty painless questions, I look forward to a big response, and I will publish the results in a few months time, it should provide some interesting info.

Right, now on to the first of the in-depth previews of Conventions, in this case that perennial favourite, the National Wargames Championship, which seems to be evolving (and not before time either) and may yet come to be the jewel in competitive wargaming's crown. which in my opinion it should be. The hosts for this year are the Nottingham Wargames Club, and it is there that the actual finals will be held. It occurs to me that some readers may not be familiar with the format of the Nationals, those of you who are, skip to the next paragraph. Basically the competition is split into Senior and Junior sections, the split being determined by age. Within these groups there are various periods, these have a slight propensity to change from year to year, although the core remains constant (or has done so far). The country is arbitrarily divided up into 8 regions, within each region is a host club – normally the winners of the previous year's regional, although the N.E. has a permanent Club association that runs it at a fixed venue. Normal entry is in the region you live in, again there is a tendency for people to cross regional barriers – a trend which I firmly believe should be discouraged. Entry can be either as an individual or as part of a club entry. Elimination games are fought in each period, at every regional, to result in each region having a champion in each period. The club with the most representatives on this regional team is normally adjudged to have 'won' the region. These representatives then indulge in mortal combat at the Nationals, and sometime on Sunday a National Champion for each period will emerge. That's the theory anyway. It is still not too late to get your entry in this year – have a go!

The Senior periods being contested this year are:
Ancient, Mediaeval, Renaissance, Napoleonic, 19th Century, WWII and Ultra Modern.

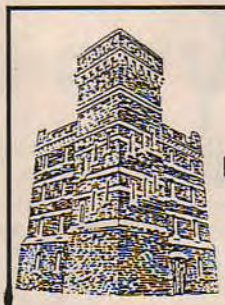
There is a lesser selection of periods in the Junior (under 16) competition, unfortunately I do not have any further details as yet.

The next show I want to spotlight is a new one, with some exciting new aspects that clearly show the organisers have been influenced (heavily) by our transatlantic colonists (sorry – cousins). The show is "Warcon One", which indicates a regular annual event if successful, and is organised by Battle Honours. It is to be held from Friday 19th August to Sunday 21st August at Birmingham Polytechnic, which is located close to the city centre. The actual venue is centrally located on the campus, the associated residential accommodation will be in halls of residence, all within one or two minutes walk. Being a Polytechnic, a plentiful supply of bars is assured. If you take the all inclusive residential package on offer from Battle Honours, breakfast is included and there is a restaurant available on site. Birmingham itself has a wide selection of good restaurants and some excellent pubs. The shopping is also reasonable, so you can make a weekend of it and take the family. Final details of the event are not yet available, but the prime aim is to inform the public of the aims and mechanics of wargaming (excellent – just as it should be), there will be a large trade attendance (50-60 stands), and demo/participation games. The outside area will be used for re-enactment society displays and it is also intended to have a full programme of seminars, talks and films. This is very much the American idea of the convention, it is a new approach in the U.K., and it sounds great. Full details and booking forms are available from Battle Honours (see their ads for address), you must enclose a large SAE. I think it deserves to be a success and I hope it is not only well supported but leads to other shows taking this approach. I would like to thank the show organisers who have taken the trouble to write in about forthcoming shows, the information is very gratefully received and will be put to good use. Those of you who are waiting for an answer to a letter, patience, it does take me a while to get around to them, but I do answer them.

BACK NUMBERS

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18th Jun	Valhalla, Farnborough Farnborough Community Centre
18th Jun	FIASCO, Leeds The Armley Leisure Centre

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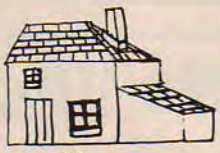
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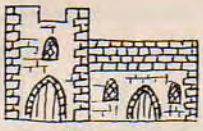
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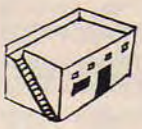
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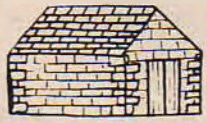
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KOZMINLUI FOREST, 1497

by Julian Sleap of Micro-Scape

Here I hope to give a brief description of this event and then explain how to turn it into an enjoyable, if not different, game. My sole source for this game comes from Ian Heath's *Armies of the Middle Ages* vol.2, which I recommend to anyone interested in eastern European warfare.

A Polish army under King Jan Olbracht returning to Poland after an unsuccessful siege in Moldavia was ambushed in the woods near Kozminlui by Moldavian and Hungarian troops under Stephen the Great of Moldavia. Hidden behind the trees and rocky outcrops the Moldavians began to pelt the Polish army with arrows, rocks and anything else available. The Poles naturally were surprised and panic stricken by this attack and some began to flee through the forest, where they were picked off by the Moldavians. Taking their axes, the Moldavians felled trees to block the path of escape and to crush man and wagon alike. The Polish knights counter-attacked and managed to hold back the Moldavians while the rest of the army escaped. The Moldavians captured eight guns and some wagons including I should think many prisoners. (Who would most likely be tortured.) The Poles had to beat off many more attacks before they reached the safety of the river Dniester.

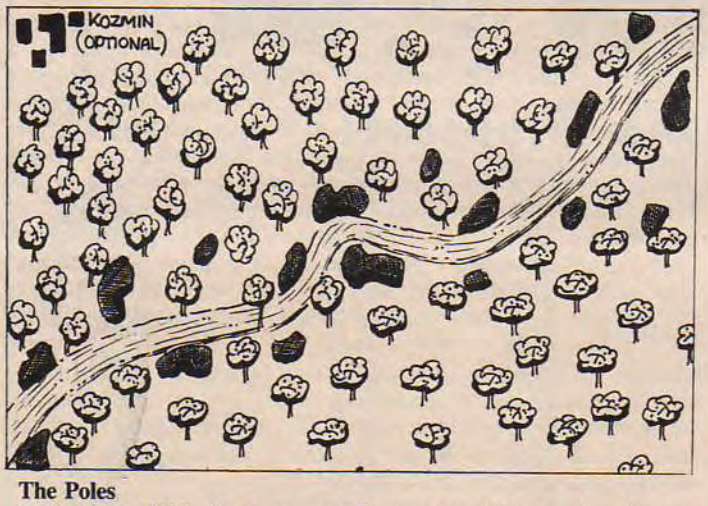
An interesting encounter, typical of the style of warfare practised by these people. The scattering of the Polish army through the forest can be used as the basis for a skirmish game with the Moldavians hunting the Poles among the trees.

For the big game a standard wargames table is needed, covered in trees with some rocky outcrops. A road or track is needed, to run through the forest. I find it best to have this running diagonally through the trees, meandering out of the way of outcrops etc. (see map). The road should be the width of one and a half wagon models.

That's the terrain; now the figure ratios. The Moldavians and Hungarians would all be on foot and probably be mainly peasants and all using hidden movement to start with.

Moldavians

1. Bodyguard: HI, B, spear, sword, shield; five figures.
2. Calarani: MI, C, bow, swordsman; thirty figures.
3. Peasants: LI, E, improvised weapons, thirty figures.
4. Peasants: LI, E, two-handed axe; twenty figures.
5. Hungarians: LI, E, bow, sword; twenty figures.



The Poles

1. Knights: EHC, A, lance, sword, axe, barded horse; ten figures.
2. Infantry: LI, E, bow, knife; ten figures.
3. Infantry: MI, D, two-handed axe, sword; ten figures.
4. Infantry: LI, D, crossbow, sword; ten figures.
5. Infantry: LI, D, spear, sword; ten figures.
6. Bombard with crew of three.
7. Tabor, protected wagon, D driver & team; wagon models.

These ratios are only a guess since no indication of troop types or numbers are given in the account, so feel free to change them around.

As far as I know there are no Moldavian figures in existence, so you will have to shop around for suitable figures. I suggest you check out the Irregular Miniatures catalogue. They make Hussites, Poles and Prussians which are in suitable style dress. They also make three protected wagons, four if you count the Asiatic one which has a detachable tent.

For the felling of trees you will need one figure to fell one tree in three turns, but will it fall in the right direction? Roll a die: 1 to 4 it falls forward, 5 it falls forty five degrees to the right; 6 it falls forty five degrees left. A fallen tree will stop a wagon; it needs six figures to move a fallen tree. If a wagon receives a direct hit the driver is killed and the wagon crushed. If a tree strikes a figure or figures then they are killed or trapped.

Victory Conditions

The Poles win if they can reach the other side of the table with over half of their men and equipment. Moldavians win if they kill or capture over half of the Polish men or equipment.

I hope you find this an enjoyable game. It's off the beaten track from the usual Medieval engagement.

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ECW8 Musketeer loading (5)
ECW9 Musketeer advancing (5)
ECW10 Armoured pikeman at charge (5)*
ECW11 Armoured pikeman at porte (5)*
ECW12 Medium pikeman at the advance (5)*
ECW13 Unarmoured pikeman at the advance (5)*
ECW14 Dragoon advancing (5)
ECW15 Unarmoured pikeman or artilleryman (5)*
ECW16 Preacher
ECW17 Casualty (unarmoured)
ECW18 Artilleryman with tool box (3)
ECW19 Artilleryman walking (3)*
ECW20 Master gunner, priming gun (3)
ECW21 Artilleryman with bucket (3)
ECW22 Gentleman walking
ECW23 Villager with staff
ECW24 Farmer with pitchfork
ECW25 Peasant with club
ECW26 Female civilian
ECW27 Forester with fowling piece
ECW28 Staff officer with telescope
ECW29 Engineer in seige armour
ECW30 Straggler/Casualty
ECW31 Dismounted cuirassier, drawn sword
ECW32 Dismounted heavy cavalryman, firing pistol
ECW33 Dismounted medium cavalryman, thrusting with sword
ECW34 As ECW33 but lobster pot, defending with sword
ECW35 Musketeer at the ready (5)
EWC36 Musketeer marching (5)
ECW37 Musketeer using musket as club (5)
ECW38 Pikeman at receive cavalry charge (5)*
ECW39 Heavy pikeman advancing (5)*
ECW40 Open-handed soldier (5)*
ECW42 Artilleryman with mallet for mortar
ECW43 Artilleryman with touchlight
ECW44 Dismounted heavy cavalryman throwing grenade
ECW45 Artilleryman, running, holding down hat
ECW46 Artilleryman, carrying petard stretcher, lobster pot
ECW47 Artilleryman, carrying petard stretcher, morion
ECW48 Sapper with shovel
ECW49 Miner swinging a pick
ECW50 Dead (hat)
ECW51 Dismounted Cavalryman Firing Carbine
ECW52 Dismounted Cavalryman with sword/pistol (loose arm)

LOWLAND SCOTS
CWS1 Officer in half-armour
CWS2 Officer
CWS3 Ensign*
CWS4 Sergeant
CWS5 Drummer
CWS6 Musketeer marching (3)
CWS7 Musketeer firing, without rest (3)
CWS8 Musketeer firing with swinefeather (2)
CWS9 Musketeer loading (3)
CWS10 Musketeer advancing with swinefeather (3)
CWS11 Musketeer advancing (3)
CWS12 Musketeer with sword and targe
CWS13 Medium pikeman at porte (2)*
CWS14 Medium pikeman at the advance (3)*
CWS15 As CWS14, pike secured*
CWS16 Unarmoured pikeman/artillery standing (2)
CWS17 Levy, charging with sword and targe
CWS18 As CWS17 but in skull cap
CWS19 Infantryman with lochaber axe
CWS20 Casualty
CWS21 Musketeer at ready a) clean shaven b) bear
CWS22 Musketeer using clubbed musket (2)
CWS23 Open-handed soldier, bonnet & small plaid
CWS24 Gunner with linstock
CWS25 Gunner with rammer
CWS26 Gunner officer, sighting

LOWLAND CAVALRY
CWSC1 Officer (2)
CWSC2 Trumpeter (2)
CWSC3 Lancer (3)
CWSC4 Heavy cavalry (3)
CWSC5 Medium cavalry with pistol (3)
CWSC6 Different medium with sword OR pistol (4)
CWSC7 Dragoon (3)

CAVALRY
ECWC1 General (2)
ECWC2 Officer (4)
ECWC3 Standard bearer (2)*
ECWC4 Trumpeter (2)
ECWC5 Cuirassier (4)
ECWC6 Heavy cavalry with carbine (4)
ECWC7 Heavy cavalry with pistol (4)
ECWC8 Medium cavalry with raised sword (4)
ECWC9 Medium cavalry with sword at side (4)
ECWC10 Dragoon (4)

HORSES
ECWH1 Rearing or jumping, pistol holsters
ECWH2 Walking, head lowered, pistol holsters
ECWH3 Walking, head raised, pistol holsters
ECWH4 Standing, pistol holsters
ECWH5 Walking, neck arched down, front leg raised, pistol holsters
ECWH6 Cantering, head level, pistol holsters
ECWH7 Cantering, head arched, legs gathered, pistol holsters
ECWH8 As horse 4 but no pistol holsters
ECWH9 As horse 5 but no pistol holsters
ECWH10 As horse 6 but not pistol holsters
ECWH11 As horse 7 but not pistol holsters

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HR5 Clansman firing pistol (3)
HR6 Clansman with bow firing arrow (3)
HR7 Clansman charging with lochaber axe (3)
HR8 Clansman charging, sword raised (3)
HR9 Clansman standing, sword resting on shoulder (3)
HR10 Clansman standing, plaid over head (3)
HR11 Clansman, in shirt, attacking with claymore (2)
HR12 Irish Musketeer, in trews, advancing (3)
HR13 Irish Musketeer, firing (3)
HR14 Irish/Highlander Officer with awl pike (3)

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C20 Naval Landing Party Officer

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C3 British kneeling firing
C4 British loading
C5 British advancing
C6 British officer advancing
C7 British bugler
C8 Scots marching
C9 Scots firing
C10 Scots kneeling firing
C11 Scots loading
C12 Scots "at ready"
C13 Scots officer
C14 Scots bugler

C25 Ansar swordsman
C26 Ansar spearman
C27 Ansar rifleman
C28 Emir
C29 Mahdist standard
C30 Fuzzie Wuzzie swordsman
C31 Fuzzie Wuzzie spearman
C32 War correspondent
C33 British lady
C34 British officer firing pistol
C35 British officer marching

CC1 British Hussar
CC2 British Hussar officer
CC3 British trumpeter
CC10 Ansar camel rider, spear
CC11 Ansar camel rider, rifle
CC14 British mounted officer

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21st August	Peninsular Campaign Week
28th August	Italian Wars Campaign Week
4th September	Bautzen – Waterloo
18th September	1813 Campaign Week

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CLUBS & SOCIETIES

THE ILFORD WARGAMES GROUP meets each Sunday from 2.00-7.00pm at the Frenford Boys Club, off The High Road Ilford near Seven Kings railway station (B.R. Liverpool Street). Most wargames periods are played and board games and role playing games are also covered by the club. If you would like to come along we would be happy to see you or if you want more details then please telephone one of these Officers: **Chairman** Chas Pitt – 0277 215 547. **Treasurer** Paul Kitcher – 01-478 7831. **Secretary** Allan Doran – 01-478 5038.

THE ESSEX GAMING SOCIETY. A small, established, role-playing and miniatures wargaming club seeks new members. We meet twice monthly in Braintree. Ring Andy on Braintree 28660 or Mike on Braintree 43074.

FORTHCOMING EVENTS

VALHALLA '88 our Annual Convention/Open Day is being held on Saturday the 18th of June 1988 in the Farnborough Community Centre open from 10am till 5pm, all are welcome, especially members of other clubs and anyone interested in the hobby. A nominal admission charge (50p approx) will be made at the door, which includes a free raffle ticket. Our featured Demonstration Game this year will be a re-fight of Waterloo to commemorate the Anniversary of that Battle. There will also be Trade Stands, Participation and Demonstration Games by our and other clubs. Model painting competition (no entry fees). Hot and cold food & beverages at very reasonable prices. Licenced Bar. Any enquiries please write to: The Secretary, North Farnborough, Wargames Society, 26 Ramillies Park, Aldershot, Hampshire, GU11 2EA, or telephone Jon Crane (secretary) on Aldershot (0252) 319106 or Tony Hogg (Convention Organiser) on Yateley (0252) 877730.

NAPOLEONIC BATTLES at Thirleston Castle, Lauder, Berwickshire. Two colourful and action packed battle re-enactments will be staged by the NAPOLEONIC ASSOCIATION on 29th & 30th May. Information and advance tickets from Peter Jarvis 05782 430.

MIGS IX will be held on 29th May, 10.00am to 6.00pm 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 St. N., Stoney Creek, Ontario, Canada L8G 1Y2.

C A L E N D A R

MAY

Sat 30th April, Sun 1st May: Northern Standard, The Exhibition Hall, Newcastle Civic Centre, Newcastle Upon Tyne. Trade Saturday only.

Sat 7th: Roll Call '88 at Dunstable, Beds.

Sat 21st and Sun 22nd: Present Arms '88 at Rocheway Youth Centre, Rocheford Essex.

Sat 21st: Bridgehead '88, N.E. Regionals, at the Museum of Army Transport, Beverley, Humberside.

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, The Grove Sports Centre, London Rd., Newark. East Midlands Regionals for the National Championship.

Sat 18th: FIASCO '88, Armley Leisure Centre, Leeds.

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

JULY

Sat 9th/Sun 10th: Midland Militaire, Birmingham.

Sat 9th/Sun 10th: Challenger '88 at King Edwards School, North Road, Bath. S.W. Regionals of the Nationals.

23rd/24th: To the Redoubt '88, The Redoubt, Marine Parade, Eastbourne. A convention in a Napoleonic artillery fort. Great!

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

AUGUST

Sat 6th: Claymore '88, Adam House, Edinburgh. Top show of the year in Bonnie Scotland.

Fri-Sun 19th-21st: Warcon One, City of Birmingham Polytechnic. See ad. elsewhere in this issue).

SEPTEMBER

Sat 3rd, Sun 4th: National Wargames Championship Finals, at the Portland Leisure Centre, Muskham St., Nottingham.

Sat 10th: Ceasefire '88 at the Armitage Centre, Firs Athletic Ground, Fallowfield, Manchester. Features the MAFVA National Championship Finals.

17th/18th: "Colours" at Armageddon '88, The Hexagon, Reading.

24th/25th: Euromilitaire, Folkestone.

OCTOBER

Sat 8th & Sun 9th: Osprey World Championships, Assembly Rooms, Derby.

ANSWERS TO QUESTIONS ON PP.20-21

Land Warfare

A1. Roman legionaries under the Consul Marius.
A2. Salamanca.
A3. General Scarlett.
A4. 'Males' had a six-pounder gun plus machine-guns; 'females' had only the latter.
A5. The 82nd and 101st Airborne.

Sea Warfare

A1. Salamis.
A2. Robert Fulton.
A3. H.M.S. *Glasgow*.
A4. I.J.N. *Yamato* and *Musashi*.
A5. U.S.S. *Enterprise*.

Air Warfare

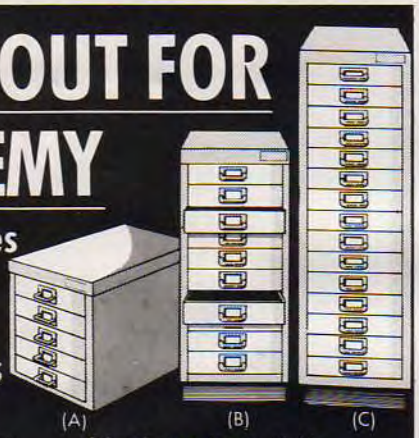
A1. The German Naval Airship Division.
A2. The prevailing westerly wind tended to blow all aircraft over the German side of the 'Lines'.
A3. Barnes Wallis.
A4. The MiG-19.
A5. The theory that the rotor blades can be stopped in flight (in the 'X-position') so that the helicopter can also function as a conventional aircraft.

Wargaming

A1. Donald Featherstone.
A2. Sheffield.
A3. The Grants.
A4. Paddy Griffith.
A5. Duncan Macfarlane.

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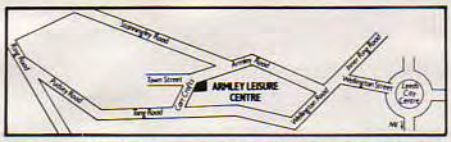
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