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WARGAMER'S NEWSLETTER

No. 128.

November 1972.



Another National Wargames Championship Convention has come and gone and, although I have heard nothing official from the promoters, I hear that Leicester won the National Championship by one point with Birmingham as Runners-Up. I do not know who the individual winners are except that my old friend Ron Miles of the Wessex Military Society at last managed to become Champion in the Modern section, after having been Runner-up for about the last five years! It couldn't happen to a better bloke because Ron is one of the most enthusiastic, knowledgeable and persistent of the old school of wargamers. Everyone I have talked to seems to have had a good time, particularly a certain wargamer who got married at lunchtime on Friday, the first day of the Convention and was seen with his bride wandering about the hotel wondering what they could do!

I had intended to follow my usual practice in this Editorial by declaiming upon some point or feature concerning wargaming which I felt needed publicising - in this case it was to be the piracy of commercial figures but there are certain legal obstacles not yet sorted out concerning exactly what I am allowed to publish so you will have to wait for it.

In its place I would like to draw readers' attention to some other items of great interest. The first is the forthcoming tour of the Spanish Peninsula War Battlefields in April 1973 which is to be run by the Military Historical Society (Secretary - John Gaylor, 7 East Woodside, Bexley, Kent, DA5 3PG). There are 40 vacancies (of which half have already been taken up) in the coach which will leave Southampton on the Bilbao ferry on Wednesday, 11th April 1973, and will be returning on the 19th April. The trip will include Madrid, Toledo, Talavera, Salamanca, Vitoria and Burgos and will be accompanied by David Chandler who will act as our guide in the same admirable way as he did for the Marlburian Battlefields last Easter. The cost will be £62 and if you are interested you are urged to write straight away to John Gaylor.

Attention is drawn to what sounds like a fascinating weekend to be held in February next at Missenden Abbey, Buckinghamshire, when David Chandler and a team from the Royal Military Academy Sandhurst will be lecturing on Tolstoy's book "War and Peace" and will then conduct a gigantic reconstruction of the Battle of Borodino.

Finally, may I again mention that it has become necessary for Wargamer's Newsletter to cease to act as English Agents for the Avalon Hill Company so that it is no longer possible to buy these games through this magazine. The change is regrettable but has come about because of a new Avalon Hill ruling which means that a minimum of six of each game have to be ordered at a time, to be re-packed and re-posted in this country - and I just don't have the time to do it!

DON FEATHERSTONE

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GUEST WRITER OF THE MONTH.

DON HOUGHTON

Not only an enthusiastic and thinking wargamer but a professional T.V. script-writer who writes such series as "Dr. Who" and "The Flaxton Boys". Don wrote "At the Colonel's Table", perhaps the most successful series ever to appear in Wargamer's Newsletter. The contribution that appears below is in the same class.

'I'M WORRIED ABOUT THE INNISKILLINGS'

Extract from Campaign Diary. Monday, the 14th:

I'm worried about the 27th of Foot - the Inniskillings. Not just mildly worried or apprehensively worried - but sick-worried. It's absolutely no consolation to me to know that Wellington felt the same way about them on the eve of Waterloo. He was to learn the next day how they would perform. By all reports they didn't do too badly. As for me - I shant know for the best part of a week. Not till next Saturday.

Of course, I have no one to blame but myself. I've left them formed up in a sort of lopsided square defending the southern approach to a small bridge. The battalion's position is overlooked by a hill. And sitting on top of that hill, looking very smug, very dangerous and very superior, are a Regiment of Cuirassiers, two squadrons of Polish Lancers and the biggest damned Regiment of Caribiniers you've ever seen! And I have a horrible suspicion that there are some infantry forming up behind them. Probably the Imperial Guard Grenadiers. It would be just my luck. The Guard invariably have a strong battery of Artillery in support...

Trouble is - my Inniskillings are such a rag-tailed mob. All shapes and sizes. Some Hinton Hunts, a sprinkling of Minifigs, a few old Alberkens and at least four or five figures that defy any identification. And their uniforms are really a disgrace. I must have painted the majority of them in one heck of a hurry - or perhaps when I had a hang-over. The whole battalion should have been shipped back to its depot months ago. Years ago. For example, there's a Sergeant in the Fourth Company, a great towering oaf (I think he started life, in better days, as a Hinchcliffe) who, for some inexplicable reason, parades himself in green facings and silver lace. He looks odd amongst the buff and gold of his colleagues. And he will persist in drawing attention to himself by continually falling flat on his face, despite the fact that, like all the others, he's supposed to be firmly stuck to his Company tray. I wonder what Regiment he's a fugitive from? Only in the ranks of the Inniskillings could a deserter find sanctuary!

And I don't like their Colonel. Never have. He rides that ridiculously small horse of his with a decided (and perpetual) list to starboard. He's got so much tarnished bullion on his uniform (ostentatious devil) it's a wonder to me that dwarf-mag of his doesn't give up the ghost and spreadeagle itself beside the Adjutant - who doesn't even boast a horse.

On top of all that their Regimental Colour isn't a colour any more. It's more of a chipped dull grey shade with specks of buff clinging onto it here and there - and, as far as I know, they've never owned a King's Colour!

And this is the battalion I've left holding an important, a vital bridge, a direct access to my Reserve Division. I could so easily have sent in the splendid Coldstreamers. Now there's a Regiment. A joy to behold. A full compliment of fine Rose figures, beautifully and painstakingly painted by an expert in Colne, Lancashire. Every musket at just the right angle, every button shining. Just the sight of them advancing is enough to scare the living bejzus out of a faint hearted opposition.

Or the 95th Rifles. I could have sent them. Not as immaculate as the Coldstreamers - but they've got an exemplary battle record. And they're lucky with the dice.

Yet, despite their Colonel, and the derogatory things I say about them, I must admit to a sneaking affection for the Inniskillings. At least they've got character. Well anyway, they look different. Individualists, obviously. No geometrically dressed ranks for them, no uniformity in size or shape and they'll never find a picturesque home in a colourful diorama on retirement. They'll just slog on, battle after battle, campaign after campaign. And I suppose they'll finally end their days ingloriously - at the bottom of my 'spare-parts' box.

I wonder if other Wargamers get as emotionally involved with their troops as I do? It makes for lousy Generalship, that's for sure. I remember one battle - a close run thing - wherein I withheld the 12th Light Dragoons from the fray, simply because they are my favourite cavalry unit. They were amongst the first figures I painted myself (in the days when I had the time to lavish on that sort of thing) and every single trooper is as perfect as I was capable of making it. Probably more by luck than good management, I managed to get just the right sheen on the coats of the horses. And the flashing sabres are all silver-leaved. Now there's dedication for you. (Today I don't attempt to paint anything more complex than a simple cannon - and I usually make a fair old hash of that.) It took me nearly a month to outfit the whole Regiment - and just about cost me my eyesight. Anyway, I lost that particular battle - but I had the satisfaction of knowing that the 12th Light Dragoons escaped the carnage in the same pristine, undiminished perfection in which they arrived on the field of battle. I couldn't bear to think of their glittering ranks torn by shot and shell. (Unlike the 95th they have always been notoriously unlucky with the dice.)

Then there's my Brunswicker Regiments. I'm over-cautious with them, too. Possibly a subconscious desire not to offend or embarrass our Allies. But they're a characterless lot anyway - always scowling, their black uniforms dull against the scarlet of the other infantry... Or maybe it's because their morale factor is so abysmally low. They take a delight in vanishing at the first whiff of powder. They arrive on the field all dark and ominous - and then they're gone at the merest glimpse of a French uniform.

But back to the Inniskillings. They've given me a hell of a day. I had a production conference this morning. An important one. Can't remember a thing that was discussed or a single decision that was taken. The notes I jotted down are of no help. They concern alternative deployments for the Inniskillings - rather than ideas on how to keep the production budget down. My Director is worried about a £500,000 film - I'm concerned about the fate of ten moth-eaten Companies of raucous Irish soldiers. A motley bunch of Hinton Hunts, Minifigs, Alberkens and some unidentifiable figures. Good grief, the whole battalion doesn't weigh more than 20 ounces!

Hold on, though - supposing I was to bring up that reserve battery of Horse Artillery to cover their left...

It's a disease, not a hobby. I mean, one could so easily find other, less absorbing pastimes. I could collect Jacobean chamber pots - or pictures of Rachel Welch. Or become an authority on the emerging Outer Mongolian jazz groups. Or run for Parliament. Or take up Morris dancing... Or collect pictures of Rachel Welch. The things I could have done with all those lost hours...

But on Saturday I'll know the worst. We'll resume the table-top battle then. My home is in Herefordshire and I'll drive all the way down to Northamptonshire - my Wargame opponent lives there - I'll have a worried, hurried lunch, get a lousy attack of indigestion as a consequence, and then, with frayed nerves, I'll move to the battlefield and watch helplessly as the Inniskillings meet their fate. My opponent is an ex professional soldier. Retired a full Brigadier. Cool as a cucumber - and deadly in command of French cavalry. He'll send in those bloody Cuirassiers, and the Lancers, and the Caribiniens - and any spare infantry he happens to have knocking around in the vicinity. And they'll be Imperial Guardsmen. Bound to be.

COUNSELS OF WAR.

by

Joe Morschäuser

In addition to my various plans I am hoping during the coming months to build up a very small modern (if W.W.II is "modern" today) set for use in restricted-time games lasting no more than say 2 hours each. Of course the ideal world War II game should be fought either outside or in a hall with many tanks and lots of soldiers and other equipment. But like the Britains that is beyond me these days so I am working on a carefully limited set up.

The idea is to use a tactical map to cover the larger-scale battles, taking pieces out of them to fight with limited equipment. For example the point of an armoured thrust consisting of no more than half a dozen tanks and some related equipment and infantry can be set up in a meeting engagement with a rear guard element of a retreating force. Being a former tanker yourself you know that the complexion of a large action can be greatly influenced by the actions of a limited number of troops and vehicles out ahead of or behind a main body. In a fluid situation it's not divisions that takes bridges or crossroads but a couple of platoons. Then too of course there is the deep penetration raid of the sort that took place in the Western Desert, the action against a fuel or supply dump or the like. And it is this sort of small thing I would like to be equipped to set up on a small table. There is no thought of arranging big set piece actions, just these little limited affairs which can be dovetailed into a large tactical map. You have done this sort of thing yourself I think and of course years ago so have I but then it was World War I in some isolated area in Africa for me.

Some of the earlier and less powerful (in a gun sense) tanks of World War II will probably be used, PzKw IIIs and probably Matildas or the like, plus related infantry in teams. I dislike handling individual tiny figures and for years have had the idea in the back of my head to use foot troops in teams just like the tray arrangements for other periods. I figure a rifle team, a MG team and a mortar team would be basic with possibly an AT weapons team in some minor numbers. Moved and used as units this somewhat counterbalances the weight of power of an individual tank against which a single man hasn't too much chance. Also, of course, it cuts down on the numbers of things one has to handle on a board. There is after all not much fun to a modern game in which one heavy gun tank rolls up and sits there blasting everything in sight to pieces. Thus under workable rules you either have to make the tank more vulnerable than it is in reality or group foot troops into units which have enough strength as an element to have some chance.

As mentioned earlier the thought is to create battles which can be fought in 2 hours or maybe less, but still provide enough interesting detail to make them worth while.

LOOKING AROUND - Continued from Page 23.

STRATEGY AND TACTICS - July 1972. In addition to a boardgame WINTER WAR - the Russo-Finnish conflict 1939/40 and a full descriptive article on it, this issue includes a very detailed article "The History of Wargaming". Although this magazine costs £1.50 per issue, it is very "glossy", very informative and quite unique in its field.

TRADITION - No.63. The "glossiest" British military magazine that is always packed with information, fine plates and unusual slants on off-beat regiments of all nations. This one includes articles on uniforms in the Indian Mutiny; the Victoria Cross; soldiers of Modena 1830-59; the Union Army; Imperial Russia; French Army 1870 (including full page coloured plates) and Swedish Artillery and Hussars in the 18th century.

JOURNAL OF THE SOCIETY FOR ARMY HISTORICAL RESEARCH - Autumn 1972. Amid useful articles on military history, uniforms, etc., this issue contains interesting details of a small-scale action in Nigeria in 1906 that could make a neat wargame campaign.

TALKING OF WARGAMING

BY DON FEATHERSTONE



Readers will be aware by now of my firm belief that it is not enough to just buy some figures, paint them up, then plan a wargame and get on with it. It is essential that all possible background information on every facet of your armist is accumulated and used to ensure reality in performance and to stimulate interest. So this month we will impart some information about horses and cavalry who were for so many years the masters of the battlefield. Before the advent of mechanisation the mobility of any army depended to a very great degree on its use of horses and mules and every Horse-and-Musket wargamer loves a cavalry charge! Although it is possible for a man to ride and fight mounted without a saddle and even without a bridle (the Numidian Horse Archers of the days of the Roman Empire did both) it is not possible to develop the shock action of cavalry to the fullest extent unless the rider has the secure seat on his mount which only a saddle with supports for the feet will give. The introduction of a pad on which the man sat, securely fastened on the horse by a band of some soft material going under the belly and two more going round the chest and one under the tail, they were fairly secure seats. The addition of loops of leather, wood or metal hung from the pad by things into which the feet fitted allowed the horseman to use his weapons, his lance, sword, battleaxe or mace as freely as if he was on the ground.

During their Colonial wars in India British cavalry found they were at a great disadvantage because of the weight of men and saddlery which made it difficult for them to compete with lightly equipped Indian Light Horsemen. After every sharp encounter the British mounted troops had to rest for extended periods to enable the horses to recover. Marching incessantly by day and night, officers and men kept themselves awake with difficulty, falling off their horses rather than dismounting when they came to a halt. A sure way of giving sore backs to horses is to sleep in the saddle and the animals had already naturally lost condition because of the great exertion, combined with insufficient food and lacking adequate care. During the Indian Mutiny, the columns with Cape or Australian horses dwindled away to nothing while those with Arab horses fared better. The cavalry horses, exhausted by long marches, could not maintain high speed for long nor sustain continued pursuit. The late Major G. Tylden in his wonderful book "Horses and Saddlery" wrote:- "

"The modern estimate of the work of a horse in condition should do in a day, when forming part of a large body of cavalry, is from 20 to 25 miles. Most of this will be done at a walk, at an average pace of about four miles an hour. A march of 40 to 45 miles a day would constitute a force march and might have to be done at a rate of 5 or 6 miles an hour, necessitating the occasional use of the trot, a pace averaging eight miles an hour. The smaller the body of cavalry involved, the quicker would be the rate of marching and at the strength of a regiment a 30 miles march might be done at the rate of six miles an hour, thus giving the horse more time to rest. Whatever distance had to be covered, cavalry had to be prepared to go into action at once and deliver a charge at the rate of twelve miles an hour, perhaps followed by a fast pursuit of a broken enemy."

Well, that ought to have put you in the picture about horses. Napoleon had his own ideas about cavalry and one of his War Maxims was "A General who would wait till the end of a battle to bring his cavalry into play would give up for ever the chance of victory, and the cavalry would then be employed to cover his retreat. By so acting he will prove that he had the falsest notions on the art of war."

Here is the "HINT OF THE MONTH" from A.Greinger - "I have discovered a new way of making flags with ordinary brown gummed paper. Simply cut out the size of flag from the gum paper roll and glue it to the pole (the gum will not actually stick the metal or plastic of a pole). Once dry it can be bent very easily and will stay in position. After a coat of matt varnish it is ready for painting. I used this method most successfully with an Airfix Napoleonic French standard bearer cutting away the folds of the flag I put a gummed paper flag on instead and topped it with an eagle from the cuirassier set."

DO YOU AGREE WITH...

STEPHEN REED ?

ON PLAYABILITY

I do not believe a set of rules need to be simple to be playable, or enjoyable. Further, I believe that an obviously unreal result arising during a game detracts from the enjoyment of that game, and, if it results from a dice throw, also tends to destroy the element of contest between the two players. It seems to me that the idea of wargaming is either a contest of skill between two, or more, opponents, or an attempt to recreate the warfare of a particular time, or a combination of these two. Other elements intrude, such as the creation of visual effects, painting skills, historical research, but none of these relates to the nature of the rules themselves.

I have, carefully, avoided the suggestion that rules should be written to be "fun". With all due respect, this is nonsense. A set of rules written on this basis will be fun, presumably, for the author, but no-one can write rules which will be fun for everyone else. Anyway, just how do you start to write this set? If the rules produced are such as to satisfy the two conditions above, and can be played in a reasonable time, then I feel you will have the maximum chance of pleasing those who use your rules.

I do not accept that wargamers are incapable of following a table, performing simple calculations, or understanding a detailed definition, nor am I willing to play with, or write rules for, people who have no understanding or interest in the historical background of the period they fight. Further, and here my position is perhaps a little extreme, I object to wargamers who cheerfully accept incredible situations which could not reasonably occur in reality, for example the following incident. In a Napoleonic game a squadron of heavy cavalry, in perfect formation, previously unengaged, charged down on a light infantry company in open order. The light infantry fired, inflicted minor casualties which failed to stop the charge. The light infantry then not only stood to receive the charge, in line, in open order, but successfully stopped the cavalry and eventually defeated them. No terrain features were involved nor any extenuating circumstances. If you do not agree that this is absurd, please turn to the next article forthwith! This result should lead at once to a revision of the rules, or a stiff letter to the originator of the set.

I maintain, against much opposition, that a set of rules should include all factors which have a bearing on a situation of significant effect. Let me illustrate. Consider a set of modern rules for a battle involving tanks only, in World War II. A simple set might consist of movement rules for different types of tank over different terrain, and firing rules giving a different dice throw at different ranges to hit and a penetration dice throw depending on gun and armour types. This would be playable, and several such sets exist. However, what is not included is visibility and target location; communications; morale; orders and commander reactions; smoke; partial damage; weather. If a really detailed set is required, then attention may be given to the area of the target which is hit and the probability of penetration at that point and angle, effect of such penetration, special effect of spaced armour and various types of ammunition, rates of turret traverse and individual tank performance. Clearly, there is a "trade off" between rule complexity and the number of tanks that can be used to play a game in a given time, but is there any advantage in lining up many tanks each and then throwing dice all afternoon, with the player who throws most sixes being the winner?

Naturally, many players dream of refighting large battles with as much accuracy as possible, and to do this they may have to simplify the rules because of the large number of troops involved. Let us not use this as an excuse for inadequate rules for the ordinary wargame with fewer forces, since this should allow us greater realism, and indeed, the game will suffer more if it is not there, since the loss of a unit will have greater effect on the game. I well remember early games under London Wargames Napoleonic rules where a cavalry engagement between equal forces resulted in the player who threw the lower dice being routed and usually leaving the table before rallying. Such effects have also been noted in Wargames Research Group rules when equal Light Cavalry engage. If this cavalry represents a fair proportion of your army, one bad dice throw may actually lose you the game. To me, that seems rather a waste of time.

CONTINUED ON PAGE 10

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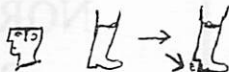
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

by



F.N.Zaal (of S.Africa)

Requirements: Small sharp hobby knife, small scissors, paper, quick-dry glue or Evo-stick, plasticine, clear nail varnish, thin wire, Airfix "U.S. Cavalry" bugler.

The Method: 1. Shave off rider's peaked cap and cut away his bugle. Cut out small chunk from back of foot.



2. Cut out a small disc of paper, slightly wider all round than the cut off top of the head i.e.  to form the brim of the bush hat. Glue it down like this  (side view). Next roll out a tiny ball of plasticine and glue it down in the centre of the brim i.e.  covered with clear nail varnish.

3. The rifle is made by bending a small piece of wire like this:  and a triangle of paper  is folded in the middle and glued over the back of the wire to form the rifle butt. A hole is made in the rider's uplifted hand with a pin and the rifle is pushed through this

4. As a chunk has already been cut out of the back of the rider's boot, he can now be painted to look as if he has long pants and shoes.

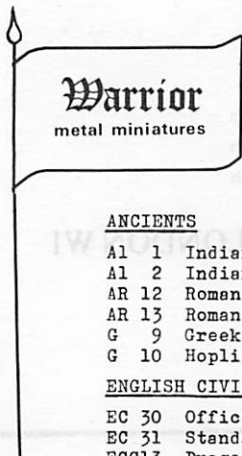


when painted.

The conversion is now complete. All the figures from the U.S. Cavalry box can be converted in a similar manner. Once you have done a couple for practise, it is best to work in mass stages going about 20 figures at a time. They paint up very well.



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WARGAMING IN MIDDLE EARTH

by

Major Bob Collier

The quality of staff work displayed in the letter may explain the results of a recent disaster that happened last month (8 Guerdon 429V.Y.) or in Elvish - 25th October, Year 43 IV Age, at Blackwater Gorge. Fundamentally what happened was the Valemen lost a "Battle" of Heavy Infantry, supported by a "Banner" of Foot Archers, because the Vale Heavy Cavalry, in traversing broken ground, arrived too late to help them. Needless to say the Orcs left no one alive. Attached is an Order of Battle List I use for the Orcs in my Middle Earth games. I have taken some liberties with Professor Tolkien's book in order to provide the necessary detail for wargaming. My only excuse is that I am writing about a slightly later period. Evidently Professor Tolkien's book is spawning a horde of would-be participants in his world. I first read the book at college in 1956, and highly recommend it to all.

Reference Mr. Welch's inquiry as to what to use for Orcs. I use the native warriors from Airfix "Tarzan" and the unclad (or half-clad) Archers from Airfix "Ancient Britons". I stipple the torso and legs (even on the archers) with a hot needle. Then I paint them differing shades of grey, with yellow eyes. At first I painted the loincloth separately, but now I stipple right through it. I feel this gives a much more savage impression. For Orc officers I have used some Airfix "Romans" with the oval shield, but these are not as successful as they still look too "Roman" to me! I have not yet attempted to create the helmeted medium infantry that Tolkien evidently felt was the typical Orc, but I suppose the suitable figure would be Airfix "Romaans" with an oval shield and the plain helmet. "Wargs" (the intelligent, malevolent wolves) I have not tried yet. I remember seeing a wolf in the 54mm Airfix "Zoo" set, which I think might be suitable. Hobbits I have not yet tried, but if Miniature Figurines 5mm were only made as archers they would be perfect Hobbits.

Incidentally, for the "Witches" and "Demons" I use the figures from "Ancient Britons" with the small stubby horns on their helms, which come fairly close to Eddington's description. The "Ancient Briton" sets from Airfix, because of the large number of different heads, is by far the most useful set I have seen. By swapping heads and bodies, all sorts of forces can be made. The next most useful set, I believe, is the Airfix "French Cuirassier", since exchanging heads gives numerous types of light and medium cavalry.

I set my pre-gunpowder battles in the vast empty spaces of Tolkien's Middle Earth. My mythical nation is called Ammervale, and resembles to a certain extent the old Swiss Confederacy. As I have conceived it, this land is found in the southern part of the Iron Hills. Protected by the stern crags of these mountains and covered, to a certain extent by the Dwarves of Erebor, the mountaineers were also outside the direct thrust of the Orcish hordes, and therefore were not overwhelmed by them.

After the defeat of Sauron, a power vacuum must have existed in eastern Rho-vanion. (All references are to the maps found in Tolkien's books). Ammervale is moving southward into this area, along the River Carnen, which these people know as the Ammerwater. Since this is open, flat terrain, Ammervale is in the process of developing a cavalry arm. The final goal is to seize control of the meeting of the waters of the Rivers Carnen and Running.

The above course of action could lead to a direct clash with the heroes of the West, but I feel this course would be impertinent at best. Also if I am to remain true to the books, it would be singularly unproductive. The problem has been handled this way: First, the Men of Dale are some 200 miles away from the River Carnen. Their land has been besieged, and they have lost heavily. Since the direction of Ammervale expansion follows the river, it is at right angles to the power centre. The prospect of trade, and the common Orcish enemy, would be enough to stop war.

The Dwarves of the Iron Hills are another group which could resent the Valemen's expansion. However, since the focus of the expansion is south, away from the Iron Hills, I am postulating that these Dwarves are actually encouraging it. Again, the ravages of the wars, the prospect of trade, and the presence of the common enemy would tend to promote peace. Also, the Dwarves are Cave Dwellers, whereas the Valemen are not.

King Elassar is simply too far away. While he might respond to a call for aid from his eastern liegemen, he would not initiate such a campaign on his own. His first tasks would seem to be those connected with re-establishing complete control over Eriador and western Rhovanion, at least as far north as a line running from The Shire, east through River Bell, and thence north-east to Erebor. The Misty Mountains would provide plenty of Orcs for the King's armies to hunt down.

The Volemen still have opposition, thoughtfully provided by me. In common with the rest of Middle Earth, they hate and detest Orcs. Even in the wake of such a great defeat as that of Sauron, these creatures would still be roaming the earth causing as much desolation as they could. The major advantage of this enemy is that it provides a common cause with the other nations, so I can use the heroes without getting them massacred.

The second enemy is a group of horsed nomads known generically as the "Flains Riders", and living to the east. They are more Sioux than Tartarist. Otherwise, there would be no expansion at all! Meanwhile, they make brilliant and daring raids on the thin line of settlements strung out along the River Carnen.

The third enemy is the result of another author, Eddington. His "The Worm Ouroboros" has the unique conclusion that all the warriors, even though deadly enemies, are alive (or, reincarnated) at the end of the book. This was too good an opportunity to miss, so I appropriated them. May I quote from the Scribe Alanry Henseason, Watcher of Outlanders?

"More recent exploration has disclosed that the "Sea of Rhun" is not a sea at all. It is a mighty arm of the great Eastern Ocean. The presence of Orcs made early exploration a very hazardous pastime, and evidently the only surviving parties saw the Sea from its western end. Unless one can actually scale the Ash Mountains, the Rocks of Etander, the Rocks Sateroul, and the Isle of Narn itself hide the two passages to the Bay. New maps are being made which more accurately disclose the terrain, and the "Seas has been renamed the Bight of Raun."

"It must be admitted that the discovery of the true situation was not the result of the efforts of the Westrons. It was announced by the presence of a group of warriors on the River Running called the 'Demons'. These horned men inhabit a continent to the Eastward, called (Ouroboros', and are excessively warlike. They are closely related to the 'Witches' who have been plundering the undefended coasts of the west."

There are many ways the two books can be linked. The way best for my purposes is the obvious parallel between the Orcs of Tolkien and the Ghouls of Eddington. The great eruption of the Ghouls in 398 A.C.C. (*Anno Carces Conditae*) is obviously part of the world-wide co-ordinated attack launched by Sauron in Middle Earth. Eddington says his story covers exactly four years, "from the 22nd of April 399 to the 22nd of April 403 A.C.C." The great eruption of the Orcs took place in Middle Earth on 10 March 3019, III Age, the Dawnless Day. Since it took the "Polite Nations" of Eddington a year to destroy the Ghouls, and at the end of the story everything starts again, we can link the two books. The second visit of the monkey ambassador takes place on 22 April 403 A.C.C. which is 22 April, year 2, IV Age.

Here I must change the plot of Eddington's book and postulate that the ambassador from Gorice XII has come to offer an alliance with the Demons, so he can plunder without fear the newly discovered western coasts of Eriador. Since Royal authority would still be weak in these areas, he would not have resistance. The Demons, of course, with the treachery of the Witches still fresh in their minds, would not accept the Witches offer, but neither would they attack. Therefore, when they discovered the almost uninhabited coasts of Rhun, proceeded to settle there, and moved inland, the atrocities of the Witches, legendary in Middle Earth, would damn them in the eyes of the inhabitants. Later, of course, the Witches, driven from the western coasts by Elassar, will join the now bloody war on the east. The unfortunate translations of the Ouroborosian names will further inflame the conflict.

CONTINUED NEXT MONTH

DO YOU AGREE WITH STEPHEN REED? - Continued from Page 6.

To conclude then, let us have every factor we can think of, and if the game is too slow as a result, try removing the dice, that speeds things up quite a lot! I get much more satisfaction from winning a game by out-thinking my opponent than from throwing better dice, and I hate to lose a game as a result of a bad dice throw, don't you?

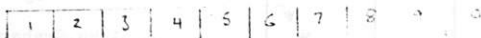
USING A ROULETTE WHEEL INSTEAD OF DICE

By

Meredith Coaling

The idea is based on a roulette wheel, which can be purchased in most toyshops for a very small sum. Used as bought, this will generate random numbers between 0 and 36, but can be used to generate random numbers in any range.

For example, say you wished to be able to generate random numbers in the range 1 to 10 (not very easy using dice). A strip of paper, about a centimetre in width, is divided up into ten equal intervals, and marked with the numbers 1 to 10.



The length of this strip should be the same distance as the circumference of the circle of numbers on the spinning part of the roulette wheel. The strip is then cellotaped together to form a circle, and is placed on the numbers of the roulette wheel. A pointer is then made from a piece of paper and stuck to the outside of the roulette wheel. Then if the wheel is spun, a random number between 1 and 10 is found.

This, as I have said, can be used for generating random numbers in any range, instead of the limited 1 to 6 of an ordinary dice. It gets around problems of asking many sided dice, and is much cheaper than buying say a 24 sided dice.

I use the roulette wheel for morale, although I use it in the form in which it comes. That is, I use the ball and numbers from 0 to 36, instead of a marker and a different range of random numbers.

Being able to generate random numbers in any given range can open up new possibilities in wargaming. If one is a realist then one can discover the probability of an event occurring on the battlefield, and simulate this precisely using a roulette wheel, instead of approximating in the nearest available range of random numbers. Or even if this does not appeal to one, a roulette wheel is a nice change from the dice.

A WARGAMER'S LAMENT

or Reminiscences on a theme for Conventions
or Just Plain Sour Grapes.

I am not entering for anything in the National Convention this year and the following is a brief account of what happened to me each year for the last three years.

1969. Rembrandt Hotel, London. My opponent has the same name as myself and goes on to win the Silver Sword.

I'm winning. I have possession of the objective and in the last bound he draws out Cavalry from behind a hill right angles them, charges through his own open ordered troops, reforms with enough left to hit me and drive me into the river. Referee allows this, therefore objective contested, therefore I lose as I have more casualties. We both agreed over a beer afterwards that it was a farce.

1970. Harlow. Blew holes in a house then forgot to enter by them. Result a win for St. Albans.

1971. The funniest wargame ever. Second round after beating Southend we met Leicester at Leicester. My opponent's guns were behind his base line unlimbered. Before either of us moved he fired as the rules allowed. I become disordered - then double disordered and spent the rest of the game (about twenty minutes long if I remember right) going round in circles behind my own base line. (There's a rude (metaphor) here somewhere).
(simile)

Collapsed in laughter or was it tears. I vowed to stick to club competitive and inter-club friendlies in the future.

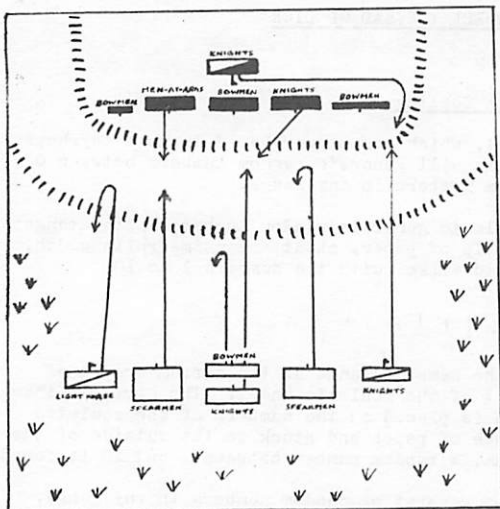
BATTLE REPORT OF THE MONTH

HALIDON HILL 1333

by

John Graham-Leigh

This was undertaken as an experiment, my first battle using the War-games Research Group's 14th century rules. If the rules accurately reflected the various elements in a 14th century battle, the English should win convincingly, as in fact they did.



Halidon Hill 1333.

The figures were all Airfix, the Scottish spearmen being made from the "Robin Hood" bowman loading, with his bow and arrow cut off and a thin $1\frac{1}{2}$ " pin pushed through his hands. These men looked sufficiently determined to halt any cavalry charge!

Incidentally, I have been unable to track down any 20mm crossbowmen, my local model shops being unable to help and my attempts at conversions from Airfix figures being dismal failures. Any advice you could give me in this respect would be greatly appreciated.

The estimated numbers of the original battle were scaled down considerably since I was fighting solo and was unfamiliar with the rules, the Scots retaining their 3:2 numerical superiority. The only alteration I made to the tactics of the original battle was in sending Ross's reserve of knights mounted against the English left.

The forces engaged were as follows, with one figure representing 20 men:

<u>SCOTS</u> - 240 Mounted knights.	<u>ENGLISH</u> - 240 Mounted knights.
440 dismounted knights (spears).	440 dismounted knights (spears)
1,680 foot spearmen.	440 men-at-arms with sword and shield.
420 bowmen (short-bows).	840 longbowmen.
220 light horsemen.	

Ross commanded the Scottish knights on the right, Moray the spearmen on the right, Stewart the knights and bowmen in the centre, and Douglas the spearmen and light horse on the left. King Edward personally commanded the English mounted knights in reserve, Edward Balliol the bowmen and knights on the left, and Sir Edward Bohun the men-at-arms and bowmen in the centre and on the right.

The whole Scottish army advanced directly forward throughout the battle, except when a "reaction test" prohibited this. At the close of the first move they came within longbow range, the English fire being concentrated on the spearmen, and suffered some casualties; by the third move their bowmen were able to reply, but with little effect. On the fourth move the right-flank bowmen switched their fire to Douglas's light horse and caused them such casualties that they halted; two moves later Douglas himself fell and his remaining horsemen fled. However, the remainder of the Scots did not hesitate and charged on up the hill. On the sixth move Moray's spearmen faltered under the ceaseless rain of arrows, which had cost them a third of their strength, and at the same moment Edward's reserve cavalry thundered down the hill against Ross's knights, hurling them back in confusion. The Scottish horsemen rallied, however, and for the next five moves the opposing ranks of knights were locked in meleé.

Meanwhile, Moray's spearmen, against whom three-quarters of the longbowmen had concentrated their attentions, found their enormous losses unendurable and fled,

sweeping Moray along with them in their flight. The Scottish bowmen in the centre found the sight too much for them and also fled, without having sustained a single casualty. On the English right it was a different matter, for the men-at-arms, charging down the hill to administer the coup-de-grace to the spearmen below them, were held and actually forced back to the crest. Momentarily it looked as though the Scots might even yet snatch victory, but the English infantry rallied and first drove back and then broke the spearmen. The Scots' last hope vanished when their dismounted knights, painfully climbing the slopes, were charged and swept away by the English knights facing them. Ross's knights disengaged from their opponents, sustaining heavy casualties as they did so, and fell back to cover the retreat of the remnants of their army.

Apart from the cavalry melee on the English left, the battle went very much as the original, bearing out the realism possible with the Wargames Research Group rules. It was found that the Scottish spearmen, with three ranks fighting against their opponents' one, were formidable enemies once they got to close quarters, but with their vulnerability to arrow-fire it is difficult to see how they could ever be successful against an English army - and this again is borne out by the facts of most mediaeval Anglo-Scottish battles.

The armies at the close were as follows (including those Scots who dispersed or fled the field):

SCOTS

143 mounted knights.
256 dismounted knights.
755 spearmen.
420 bowmen.
90 light horsemen.

ENGLISH

203 mounted knights.
378 dismounted knights.
252 men-at-arms.
796 longbowmen.

Total casualties: Scots - 1,336 out of 3,000.
English - 331 out of 1,960.

I'M WORRIED ABOUT THE INNISKILLINGS - Continued from Page 3

It's his turn. The Inniskillings are waiting patiently. And I have to live through the next four and a half ghastly days. I wish I could parley. I wish I could call a truce - if only for humanitarian reasons. I wish Donald Featherstone had never sent me that encouraging letter years ago, extolling the delights of Wargaming. I wish he'd never got me hooked on this business. I wish he'd introduced me to heroin instead. I wish...

I wish I was dead.

Extract from Campaign Diary. Monday, the 21st:

A week later. It's a glorious day. The sky may be full of black clouds, it may be teeming with rain and blowing a gale - but for me, it's a glorious day and my heart sings.

The Inniskillings held. My opponent sent down the Lancers and the Caribiniers - but held back the Cuirassiers, for some unexplained reason. The Inniskillings met their murderous attack - and repulsed them! Gloriously. I even feel a mild twinge of affection for their lopsided Colonel. They gave me a breathing space. Miraculously.

Time enough for me to send in the magnificent Coldstreamers, supported by the dashing 12th Light Dragoons, to relieve the battered but unbowed Inniskilling square. Even that monstrous Sergeant in the Fourth Company kept his feet.

Unfortunately, the Coldstreamers and the Light Dragoons were cut to shreds as soon as the Cuirassiers joined in. And, of course, I did lose the battle.

But the Inniskillings held.

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BOOKS I HAVE RECENTLY READ

by

Bill Thurbon

THE MIGHTY EIGHTH by Roger A Freeman (Macdonald 1970) is a very full, well illustrated history of the 8th U.S.A.F. from its first establishment in England, until V.E. Day and after. It also has a series of colour illustrations of the various squadrons. It brings home very clearly how the U.S.A.F. at first expected precision day-bombing to be a success, in spite of the experiences of the Luftwaffe in the Battle of Britain, and of the R.A.F. They persisted because of exaggerated beliefs both in the efforts of bombing and in the number of German fighters destroyed. In fact, it was only the long-range fighter, with the drop-tanks, especially the Mustang escort that, in the end, saved the 8th and beat the German Air Defence. Bombing really became effective after D-Day, and finally the effect of the fighters destroying the German fighters, forced up to meet the bombers, practically wiped out the German air defences. But it was a costly victory.

I have also just read THE METAL FIGHTING SHIP IN THE ROYAL NAVY by E.H.H. Archibald (Blandford £6). This is expensive, but gives a history of the metal ships from "The Warrior" to the Nuclear sub. There are some good coloured plates and a profusion of line drawings of almost every class of metal ship that served in the R.N. A "must" for the Naval wargamer.

I have just got from the Library two more books that look interesting - THE MEDIAEVAL SOLDIER by Vesey Norman (Arthur Barker £3.10) describing the Mediaeval organisation, arms and equipment from the Dark Ages to the Feudal Armies of the Middle Ages.

The other is THE TRIBALS by Martin H. Brice (Ian Allan £3.80), described as "Biography of a Destroyer Class". After a brief description of the class, it devotes a chapter to each of the nearly 30 destroyers that formed this class. There should be useful background material for the wargamer fighting Naval World War II actions.

A good deal has been written about the Knights of St. John, the Hospitallers of Malta, including King's "Knights Hospitallers in the Holy Land", Riley Smith's "Knights of St. John in Jerusalem and Cyprus", Ernle Bradford's "The Great Siege" and Brockman's "The Two Sieges of Rhodes". There is not a great deal about the Templars in English, except the final destruction of the Order; a certain amount has been written about the Teutonic Knights, and scarcely anything about the Spanish Orders, except a few references in "Military Religious Orders of the Middle Ages", published last century.

Desmond Seward in "Monks of War" (Eyre-Methuen 1972) has now filled in the gap admirably. He has devoted much space to the Teutonic Orders, and has given what is surely the first full account in English of the Spanish Orders, about which relatively little is known in England outside specialist circles. The book is a fascinating study of the history and psychology of the Orders and the members of them, of their influence on Crusading Warfare, on galley warfare in the Mediterranean, on fortifications in the Holy Land and of the influence of the German Orders in the history of North-Eastern Europe.

There is good material here for a wargamer wanting a novel setting - either fortress warfare in Outremer, galley warfare in the Mediterranean, forest warfare in Poland and Lithuania, or the frontier warfare in the mountains and plains of the Spanish-Moorish frontier. The author draws an interesting comparison between the Spanish Orders on the frontiers of Spain and the work of the Texas Rangers in the early West.

Encyclopedia of Military History from 3500 BC to the present day (c.1965). R. E. and T.N. Dupey (Macdonald: London - £8.50). This is an impressive 1400 page volume by the Dupeys, father and son, with a team of consultants. There are 21 sections, general articles, with an encyclopedia of details of battles and campaigns. The object of the authors is "to present to both scholar and general reader a comprehensive survey of the history of war and of military affairs in the world throughout recorded human experience; and to provide a reliable, relatively complete, and authoritative reference work covering the entire sweep of world military history." This they have done very well: although they show a slight American bias,

occasionally, naturally since they are U.S. military historians. This is an excellent reference book, first published in England in 1970. It covers the period to 1965 - and the face of modern history is shown by the incidents that have happened since then: the Six Day War, India and Bangla-Desh, Ulster and the later stages of Vietnam.

The book contains some interesting opinions "No other general in history faced such adversity or such formidable odds as Hannibal ... many historians and military theorists rank him as the greatest general of history. Objective assessment makes it impossible to rank him ahead of Alexander, Genghis Khan or Napoleon: equally it is impossible to rank them significantly ahead of him.

"It is interesting to speculate on what might have occurred if the 14th century combined-arms defensive tactics of Edward III had ever been opposed by the 13th century cavalry-offensive tactics of Genghis Khan" (a comment, you will appreciate, that appeals particularly to me).

The authors refer to the "unique military and political genius of an illiterate Mongol Chieftain - Genghis Khan.

They have a high opinion of Richard I and a very high opinion of the Byzantine Emperor Heraclius (610-641 AD). Although at the end of his career he suffered defeat at the hands of the Moslems, in six campaigns against the Persians he led his army from disaster to glorious victory. The authors show a surprisingly high opinion of MacArthur, who they seem to regard as the outstanding leader of the Second World War and immediate post-war period.

For the Military Historian, and the wargames clubs which can afford the price, this is an extremely valuable reference book, and should provide stimulating food for thought.

THE AMERICAN SCENE

by

Gary Gygax

The comments on cavalry in "Firing into the Brown" (No.124) recalled an interesting dilemma. When I was researching the boardgame ALEXANDER THE GREAT there was inescapable evidence that some of the Macedonian cavalry used large, heavy lances, and of course the Companion Cavalry squadrons were Alexander's shock force. Yet, the stirrup was supposedly not in existence then. How then could lancers and heavy shock cavalry function. I really am at a loss, and I wonder if some form of foot brace wasn't actually used. The preponderance of cavalry points to something of the sort.

Robert W. Jones' "A Wargamer's Garyloo" left me "feeling somewhat put upon". If, as he says, everyone is right, how can he in the next breath begin attacking those wargamers who play for "fun". Again, how can he assert that "many gamers have limited abilities at research into their historical period ...". Has he conducted some sort of research into the development of bodies of wargames rules? The key to the whole affair is neither ability at research per se nor an understanding of games theory and mechanics. Does Mr. Jones question the ability of H.G.Wells to research history, for he says some of us at least should "advance beyond the H.G.Wells 'Roll-A-Six' level"? I must also wonder at his comments about "'National Differences' should be labelled 'National Prejudices'". This seems to say that the English long-bowman was no better than other archers of the period; that the Swiss pikemen were not more able than their opponents until the advent of the Spanish, that British troops did not perform all sorts of deeds that generally were unequalled anywhere, and history is a sham as currently recorded. Well, a game is only a game, and how it plays is the only authority as to the soundness of a set of rules. Of course, that is a matter of personal preference. Meanwhile, I would be happy to see any rules innovations for any period that Mr. Jones produces, for if they are as sound as he purports new work to be, I am sure we will publish them.

I know Stefan Kwiatkowski fairly well, and I must say that I totally disagree with his choice of Dr. Cory's "In Defence of Rules and Rulesmen" and Clark's "Anglo-philis". "Dullness" indeed! I thought "Brown Hills" admirable for a battle fought over a series of brown hills ... besides it reminds one of Brownies and the like.

READERS' FORUM

**YOU WRITE
TO US**

"I read Liddell-Hart's Biography of Lawrence of Arabia - which is worth a few ideas on desert warfare of that period - you can use the Arabs and 1st World War French, British and Germans. It introduces railways and telegraph and supplies as major components as well as allowing guerilla warfare and surprise raids, machine-guns and RR Armoured Cars. Little problems with scenery except in hilly country. Anyway the information is there in Liddell-Hart's book and 7 Pillars of Wisdom."

Tony Sheppard of Tiverton, Devon.

"You might be interested in the spread of wargaming in this part of the world. A year last January I bought our "Battles with Model Soldiers", and now preside over a Society of 26 members, fighting Ancient (early and late Roman, Dacian, and my Hellenistic Army of 6,000 + points W.R.G. rules), English Civil War, Napoleonic, W.W.II and Greek Naval battles. Four of us are members of the Society of Ancients, and next meeting I shall try to get a few more subscriptions to "Newsletter".

I feel we owe you much, and you can take pride in this "remote control" inception of a flourishing society."

Alan Wicks of St. Agnes, Cornwall.

"I have just visited some relations in Hanover for two weeks and some readers may be interested in two museums I visited.

In Hanover the Museum of History has a room devoted to the Hanoverian Army and King's German Legion. On show are Napoleon's briefcase and handkerchiefs taken from his carriage after Waterloo, items of clothing like Belgic shakos and enough information to build up the units of Hanoverian militia, etc., which figure in Waterloo Order of Battle. There is also the King's Colour of the 4th Battalion KGL which was lost in 1806. Other colours are from the 1830's, mainly cavalry and show honours like "Waterloo" and "Peninsula".

The other museum is in Celle, about 60 kilometers away and although there is more to see, the captions are a little vague. Two cases of beautifully painted flat figures illustrate the army from the 1700's to 1866 when it merged with the Prussian Army. There are more flags, and drummers and ensign's coats of the Waterloo era as well as many other uniforms, drums, canteens, etc.

In another room are relics of General Sir Hew Halkett and other items from Waterloo including an ear of wheat picked at the battle (!) and a cap badge of the 8th Foot. This museum is very easy to find, being near the Schlop at the edge of the old town.

I hope this has been of interest to some readers, especially those who may have relations in the forces in Germany. Although I have only noted Waterloo items anybody wishing to build up the Hanoverian army to 1866 should find these museums interesting, not only for the military side but for the coverage of the history of Lower Saxony in general."

A. Grainger of Leamington Spa, Warwickshire.

"With regard to the statement in "Firing Into The Brown" in the very interesting number of the "Wargamer's Newsletter" which I received yesterday, I am sure that I remember reading that after the Restoration the regular army units then raised were dressed in red "after the manner of the New Model Army, for the terror of the great name thereof." Hardly the King's livery."

A.E.S.Cocks of West Wittering, Sussex.

"The articles were to the point and stimulating, although I disagree with you on your being against the "universal" sets of rules, especially the Wargame Research Group's by Bob O'Brien. Though not perfected yet (especially 1750-1850) the 1/20 scale and the factor system are the best innovations yet.

Let me say that it would be a shot in the arm to myself or another "lonely gamer" (suffering from the deadly American version of the disease) to be heartened by the fact that he was solo gaming to the same rules and scales being used by experienced gamers. Thus when only 2 or 3 gamers find each other they can evaluate their games together and raise their level of competition.

As far as the fellow who wishes to follow the letter of the rules one should always discuss the game you are preparing to get a general idea of each armies organisation and your opponents state of mind.

Lastly your suggestions on amending the 1750 to 1850 rules are quite good and are better than the scales offered in the rules themselves."

J. Passarelli of New York, U.S.A.

"As you can probably imagine my wargaming activities are somewhat curtailed out here, but I still find time to paint various models that I brought out with me, although the actual facilities to do so are far from ideal.

Conditions for our troops out here are not too good but everybody remains cheerful despite all the restrictions that are unpleasant, but absolutely vital. Anyone who retains any glamorous ideas of the I.R.A. I can assure are misinformed, they are far from patriots, most of the rank and file are nothing but vicious thugs who have criminal records longer than all the arms of all the wargamers in England!!

The work here, from my own point of view, is extremely interesting. The actual terrorism is not quite so bad as the English press and T.V. portray, but it is by no means restricted to the towns alone, most of the outrages these days are confined to bombings."

W.J.Cook in Belfast with British Army.

"I got my first issue of Wargamer's Newsletter yesterday with which I am absolutely delighted. I sat down and read it from cover-to-cover which is something I seldom do with anything. I enjoyed the whole magazine, but most of all "Counsels of War" by John Hewitt. We here in the Frankfurt area have tried to get this "battle rage" by putting a maximum on morale totals where a unit goes out of control until its morale is knocked down by losses or defeat. The "battle rage" is also demonstrated in history by Thomas' Army of the Cumberland at the Battle of Chattanooga by storming Missionary Ridge without any real orders to do so. It is difficult on a wargames table to take into the game consideration of the psychology of an egomaniac like Cardigan or the victory hungry rashness of the Army of the Cumberland.

I wonder if this "battle rage" isn't something which afflicts the Anglo-Saxon soldier who thinks of himself as a free individual rather than the disciplined puppet of a King or Emperor. I am not well enough acquainted with non-Anglo-Saxon military history to know, but I do not recall any case of "battle rage" outside of an Anglo-Saxon army.

I was interested to see Dave Burton's name in the "Notice Board". We have had some good times here in Germany since Friedberg is about as far from one way as it is from Frankfurt the other way."

Jim Beaux of Friedberg, Germany.

"I have been playing a Colonial or rather neo-Colonial campaign recently, set in a "third world" country and featuring white mercenaries and tribal secessions rather than redcoats and punitive expeditions. Weaponry ranges from single-shot rifles to jets supplied by the great powers. Battles are fought with limited hardware and a few armoured cars used by one side or the other may have a major effect on the progress of a campaign, as they sometimes did in the Nigerian Civil War."

Gavin Arbuckel of Ontario, Canada.

---oo0oo---

Recent big increases in British Bank charges have put a handling-charge of 25p (30 cents) on EACH cheque from overseas. It is economically impossible for wargamer's Newsletter to absorb this charge. Overseas subscribers sending dollar or non-sterling cheques must ADD 30 cents to each cheque. American Express drafts, International Money Orders or Sterling drafts for the specific amount do not need this additional handling-charge.

MUST LIST

I hear from Bob O'Brien of the Wargames Research Group that all future reprints of their rules (and of course new issues of rules) will have the Quick Reference sheets in laminated card, plastic covered. These sheets get a lot of use, more than the rules proper after a while, and the new system will make them more durable. The Group also hope to be able to keep the price the same, but postage may go over into the next bracket because of the increased weight.

The Wargames Research Group are working on a boxed game "DECLINE AND FALL" based on the Barbarian Invasions. This is an "Avalon Hill-type game" which combines a lot of the elements of Diplomacy in it. Bob tells me that the local Diplomacy Group which includes a number of his colleagues at work none of whom are wargamers, have gone overboard on "Decline and Fall" when playing test games. If the Group decide to go ahead, which is almost certain, they believe it will be the first game of this standard produced in Great Britain that will match up to the Avalon Hill games. I am sure that all board wargamers will look forward eagerly to this new British venture and the Wargames Research Group are to be congratulated on their foresight.

Do you remember the old Timpo 54mm figures which, plastic and ready coloured, were in the shops some ten or twelve years ago? Well, there is a new line called ACTION PACKS in six different series each covering a different period. These include Battle of Waterloo - French Infantry, British Infantry and Prussian Infantry; Battle of the Western Desert - 8th Army and Germans; American Civil War - Union and Confederate soldiers; Wild West - cowboys and Indians; Desert Fighters - Foreign Legion and Arabs; and Historic Knights in Armour. Moulded in soft polystyrene, they come in boxes of 20 figures in seven different poses. These sets sell at the highly attractive price of 30p each which works out at 1 1/2p per figure - this is a ridiculous price for well produced, detailed and painted figures. Produced by Model Toys Ltd., they can be obtained from most hobby and toy shops.

The latest Bellona offering are corrugated Nissen huts which can be made up into camps or World War I airfields. They sell singly at 20p or in groups of three for 53p. Available from Micro-Models, 1 Unifix, Woods Way, Goring-by-Sea, Sussex.

Model Militaire of 71 Barker Road, Middlesborough, Teeside, England, are offering 25mm Regimental Colours - self-adhesive King's and Regimental Colours at 30p per sheet plus 5p postage and packing. Sheet 1 includes the First Foot Guards, the 32nd Foot, the 92nd Foot, the 4th Foot, the 23rd Foot and the 1st Foot; Sheet 2 includes the 2nd Foot Guards, the 14th Foot, the 52nd Foot, the 3rd Foot, the 33rd Foot and the 27th Foot. These would seem to be a great time saver and also a feature which should give a professional appearance to ones Napoleonic armies.

We started out talking about offerings of the Wargames Research Group and since that was written it has come to my notice that they hope to publish in October Armour/Infantry Wargames Rules from 1825 to 1950 which cover not only the 1939-45 conflict but such wars as the Sino-Japanese and Korean Wars. The Group claim to have made provision for all aspects of tactical land action, including all the "off-table" firing, map-finding and counter-battery work, as well as communication, field engineering, weather, ground attack and a host of other features. These rules can be used with either 20mm figures or the new ranges of 1/300 scale AFV and figures now being produced in increasing numbers - the rules have an Appendix with terrain to fit this scale. They say it looks very realistic and gives point to concealment and reconnaissance. The rules will be in the model hobby shops shortly but they can be obtained direct from the Wargames Research Group, 75 Ardingly Drive, Goring-by-Sea, Sussex, for 85p post free in U.K. (S.E.A. \$2.80).

One of the most pleasing things that happens to me is to answer the front door and to be handed a neatly wrapped but heavy package which, when opened with trembling fingers, reveals a familiar red box that contains the latest samples of Peter Gilder produced Hinchliffe figures. One such treat arrived yesterday and, whilst I obtained the usual degree of pleasure from it, it also tends to send a wave of discontent creeping over me as I realise that there are just too many fabulous figures coming out from the Hinchliffe, Miniature Figurines and other stables, for me to ever collect them all! I remember, when I was a boy, stopping stamp collecting in disgust because it suddenly dawned on me that I could not get the lot - now I feel much the

same about wargames figures!

In front of me I have a list of the September releases from Hinchliffe Models which seem to cover a very wide range of historical periods. There are Romans (artilleryman; cornicer; standard bearer) a Roman Light Cavalry officer and Moorish Light Cavalry; 3 Mercenary Light Infantry of the Sassanid Persian period; Greeks (Crean Archers and Argrianian javelin man). Then there is a Barbarian Light Horse, waiting for a light Barbarian to sit on him, and a very enticing range of British Colonial Highland Infantry in various positions and a Bengal Lancer officer. Of course the Napoleonic period has not been neglected, being represented by an R.H.A. Rocket Troop mounted officer and British and French mounted infantry colonels. The 20mm World War II range (which fits in with the Airfix range and satisfactory fills many an odd corner) includes British infantry lying firing Bren guns and paratroopers and Americans in combat order and in various positions. Over and above that I notice that there is a nice British Colonial screwgun with 4 crew members and interesting little heliograph with its attendant 4 dismounted cavalrymen and a Persian chariot with a driver, a warrior and two horses. Well that's what the list says but in addition I have a box of sample figures extra to the above - very exciting some of them are too!

It is well known that Frank Hinchliffe takes his hat off to nobody so far as making guns is concerned and two of the samples sent to me are very much Hinchliffe products in their seeming accuracy, appearance and general style. As an ardent devotee of British Colonial warfare I was most impressed with the Gatling gun which includes a crew member sitting astride the trail. This Gatling gun really looks like the sort of gun one sees in Illustrated London News woodcuts of the 1880's and which I have reverently stood besides in museums such as the Royal Artillery Museum at ROTUNDA Woolwich. Painted up, this will play many a valiant part in repelling hordes of screaming Dervishes, silently menacing Zulus and even troublesome French and Germans who might decide in the Victorian military atmosphere of 69 Hill Lane, Southampton, to have a bash at the British Empire.

A couple of weeks ago, together with some Members of the Wessex Military Society on our way back from a raid in Scotland, I had the opportunity of visiting the Museum of the Durham Light Infantry at Durham. One item that impressed us all was the sheer largeness of the 17pdr anti-tank gun on display there. I had remarked on its size in previous years when I saw one of them standing outside the D-Day Museum at Arromanches and it is not until one actually stands up against it that it can be realised just what a large and powerful gun it was and how difficult it must have been to transport and conceal it so that German Panthers and Tigers ran onto it without realising. Hinchliffe Models have produced one of the 17pdr guns which impresses me immensely and I would strongly urge all World War II wargamers to add a battery of them to balance up the overpowering weight of the German 88mm gun.

A little earlier on I talked of woodcuts from Illustrated London News of the mid and late 19th century. If you are not familiar with these fascinating drawings of British Colonial Wars then I strongly urge you to go down to the library and ask the Librarian if he has any bound volumes of I.L.N. (they are usually bound in half-yearly volumes) over which you can sit and browse. It seems to me that Peter Gilder has been sitting and browsing over such drawings because the three Colonial Hussars he has sent me might well have stepped out of the pages of many a line drawing of these troops in action in the Sudan, Zululand and Afghanistan. In fact there was an instance in the Third Afghan War when a Hussar Regiment lost a number of men when crossing a fast flowing river and I seem to recall a drawing which would make a wonderful diorama, using these lovely figures of Peter Gilder. I am rather pleased that Peter makes his 25mm figures nearer 30mm because now I can buy some of these cavalry and they will form a very welcome addition to my British Colonial forces. There I go again - I had made up my mind not to buy any more figures!



The other sample figures Peter sent me include the Heliograph group which again is a very typical piece of equipment from the British Colonial period; a nice Fuzzy-Wuzzy; a very threatening Zulu and a good Indian Regular Infantryman which could paint up into almost any of the colourful Indian types portrayed in McMunn's book "The Armies of India". Then there is a crew for the British 17pdr anti-tank gun and also the British and American infantry mentioned above as new September releases. He's a busy fellow this Gilder!

The latest copy of Airfix magazine describes, with photographs, the latest addition to their range of OO/HO figures. They will be very welcome because they consist of Waterloo British Infantry in various battle positions. The 45-piece set includes

a drummer, bugler and officer on horseback, soldiers firing from the kneeling position and infantrymen marching, running, loading muskets and throwing themselves on the ground. To complement the infantry, Airfix have also produced a 45-piece set featuring British Horse Artillery, comprising two cannon, 4 limber, 7 horses and 13 officers and men. Both of these sets have been eagerly awaited and, although I have not actually seen them nor do they seem yet to be in the shops in this area, they will no doubt soon reach the eager fingers of my readers.

If it is board wargames that interest you then you should send for the catalogue issued by Simulations Publications Inc., 44 East 23rd Street, New York 10010, U.S.A., (publishers of Strategy and Tactics Magazine). Among the boardgames listed, mostly at \$6.00 with one or two at \$10.00 are the following:- Moscow Campaign; Battle of Stalingrad; Kursk; Barbarossa - The Russian Front 1941-45; Korea; Normandy; Strategy I (Strategic Warfare 350 BC to 1984); Soldiers (small-unit tactics of 1914-15); 1918; Franco-Prussian War; Grenadier (Tactical Warfare 1680-1850); Leipzig 1813; Dark Ages (Tactical Warfare 700-1300 AD); Phalanx (Tactical Warfare 500-100 BC). Plus details of numerous games by other publishers and games given free with issues of Strategy and Tactics magazine. The catalogue also describes MOVES Magazine which is devoted to conflict simulation, theory and technique with each issue featuring a game profile.

From wargamer/travellers returning from the Continent I have heard of two different makers of Italian HO scale plastic figures along the same lines as Airfix figures, although providing a completely different range of mostly Italian forces. Last week in Paris I bought three boxes of ATLANTIC figures, one box so resembling an Airfix package as to be almost identical, containing 96 pieces and two smaller boxes containing 33 pieces each - the three costing approximately 85p. Those I got were all Italian - Alpine troops, Parachutists and Bersaglieri. In addition the range includes Carabinieri and another box containing their band; Sommozzatori (?); Mussolini's Black Shirts; Hitler's Brown Shirts; Lenin/Stalin Russian Revolution; Mao Chinese Revolution (all of these seem to contain the named leaders) and finally Italian aviators and marines. These are quite well produced figures and, although perhaps a little small when compared with Airfix, make an interesting addition to our wargames armies.

HINCHLIFFE MODELS		
MELTHAM, HUDDERSFIELD, HD7 3NX, ENGLAND.		
 <p>NEW RELEASES</p> <p>25 mm RANGE</p> <p>ROMAN (AR) AR 4 Centurion AR 5 Light Infantry Slinger AR 6 Senior Officer AR 8 Asiatic Archer</p> <p>ROMAN CAVALRY (ARC) ARC 3 German Guard Cavalry</p> <p>SASSANID PERSIANS (AS) AS 1 Levy Spearman AS 2 Mercenary Light Infantry with bow</p> <p>SASSANID PERSIAN CAVALRY (ASC) ASC 3 Light Cavalry</p> <p>BRITISH COLONIAL (BC) BC 10 Indian Regular Army, Private advancing BC 11 Fuzzi Wuzzi with spear and shield BC 12 Zulu crouched behind shield</p> <p>BRITISH COLONIAL CAVALRY (BCC) BCC 5 British Hussar, Trooper BCC 6 British Hussar, Officer BCC 7 British Hussar, Trumpeter</p>	<p>Foot Figures Cavalry Equipment</p> <p>BRUNSWICK NAPOLEONIC CAVALRY (BRNC) BRNC 1 Hussar, Trooper BRNC 2 Hussar, Officer BRNC 3 Hussar, Trumpeter</p> <p>25 mm. EQUIPMENT RANGE (25) 25/3 British Napoleonic Baggage wagon 25/Y American Civil War Limber 25/Z American Civil War Pontoon wagon 25/AC One Cubit Ballista (Roman bolt-throwing engine)</p> <p>20 mm. EQUIPMENT RANGE (20) 20/27 British W.W.II 17-pdr. Anti-tank gun</p> <p>20 mm. FIGURE RANGE B 9 British Artilleryman, skeleton equipment, kneeling, holding shell B 10 British Artilleryman N.C.O., skeleton equipment, with binoculars B 11 British Artilleryman, skeleton equipment, manning gun B 12 British Artillery Officer, skeleton equipment, with map board</p>	
<p>Having nearly completed the predicted issues from our Blue list rest assured that we are in the throes of preparing our new catalogue which will include items of interest for everyone. In the meantime, you Ancient fans, note that we are giving separate wire spears, etc., to go with your figures. They should present no difficulties, a touch of glue into the hand, a gentle squeeze over and you've got more of the realism you have come to expect from us. More in "Military Modelling" - next issue.</p> <p>Our new complete lists are available now - 5p - from your local stockist, or in case of difficulty send S.A.E. and 5p. TRADE INQUIRIES WELCOMED.</p>		

Also the following new items in the 20mm range (reviewed in the "Must List").

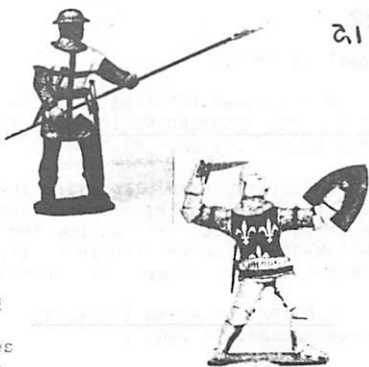
- A 2 American Infantry Advancing, combat order.
- A 3 American Infantry N.C.O., combat order, advancing.
- A 4 American Infantry combat order, kneeling firing.
- A 5 American Infantry Officer, combat order, with binoculars.

20mm EQUIPMENT RANGE (20)

20/25 German World War II 7.5cm PAK40 L/46.

Books

21



POITIERS 1356 by Donald Featherstone. (8 $\frac{3}{4}$ " x 5 $\frac{1}{2}$ "; 64 pages; 4 maps. Charles Knight's Battles for Wargamers Series - £1.00p).

I think it is fair to claim that this book and that on First Bull Run 1861 (by Peter Davis and W. John Cooper) are the only two volumes in this series so far issued that really fulfils the proposed role of the series in practically describing how to realistically and accurately translate a battle into a table-top simulation of that conflict. Having said that and as I am the author of the book, I think it would be better if I next printed a review of it by Stephen Reed of the Society of Ancients.

Don describes the battle in detail, the two armies and the campaign leading up to the battle. He then sets out rules for both the campaign and the battle itself, designed to reproduce the major features of the real events. These rules are not detailed in the manner of rule booklets, but show the general principles involved. An appendix contains some very simple rules for the actual fighting. The information contained in the book is sufficient to enable a wargamer to refight this battle, which is the purpose of the book. Of course, the wargamer will make use of his own set of medieval rules, perhaps modified for this encounter, in accordance with Don's suggestions, but providing that these are not wildly inaccurate an interesting battle should result. Only one point of criticism comes to mind, that is Don's claim that "nowhere did the skill of archery reach such a pitch of development as in the English longbowman" On this subject one could argue for hours. However, a slight pro-English tendency is all that can be detected, and this does not detract from the usefulness of this book. The price is perhaps high, but there is a good supply of information for your money. I enjoyed it. Stephen Reed."

To round off the review I might add that the book also contains a two page Bibliography; a page of "Publications useful to the wargamer" and appendices on the "Availability of wargames figures", "Constructing a terrain for the battle" and "Provision of Rules."

HIGH ROAD TO COMMAND edited by Lord Ironside. (8 $\frac{3}{4}$ " x 5 $\frac{1}{2}$ "; 251 pages; 23 photographs; 4 maps. Leo Cooper - £4.95p).

Although so highly priced as to almost force one to take it out of the library, this book paints a very interesting picture of the world situation immediately after World War I. At that period, Sir Edmund Ironside was the youngest Major-General in the British Army, his great intellect and physical stamina caused him to enthusiastically and energetically tackle all the perhaps unrewarding tasks he was given in a shattered Europe and Middle-East with the idea of keeping him busy. The book is compiled by his son from the diaries of Sir Edmund Ironside and I found it a very interesting and readable work. From the wargaming point of view it is more of passing interest although undoubtedly there could be some excellent al fresco campaigns devised from the dust and debris that was still settling after 1918.

PRINCESS PATRICIA'S CANADIAN LIGHT INFANTRY by Jeffery Williams. (8 $\frac{3}{4}$ " x 5 $\frac{1}{2}$ "; 110 pages; 31 illustrations. Leo Cooper - £2.10p).

On May 22nd 1944, the Tank Brigade in which I served supported Canadian Infantry battalions in an attack on the reputedly impregnable Adolf Hitler line at Cassino in Italy. My own battalion lost 54 out of 58 Churchill tanks and the Canadian Infantry had so many casualties that whole platoons disappeared and were never seen or heard of again. The line was breached in ten hours and the members of 25th Tank Brigade were granted the honour of wearing a Canadian maple leaf on their uniforms. The Princess Pats were among the Canadian infantry involved in the battle which is described in this book, together with a most colourful and readable accounts of other actions during World War I, World War II in Sicily, Italy and Germany, Korea and as members of the United Nations Peace Force in Cyprus. Although only formed in 1914, this famous Canadian Infantry Regiment have traditions and a fighting reputation of which the author is so justifiably proud that it shines out from every page of this

excellent book.

From Almark Publications I have received the following three soft covered books
SCALE MODEL FIGHTING VEHICLES by Kenneth M. Jones (80 pages; dozens of photographs and coloured plates. £1.50p).

Containing highly detailed information on collecting, building, converting and detailing model tanks, armoured cars and trucks. This book is a mine of information and it is difficult to see how the novice model maker could have got on before it was published! It is written in a simple and explanatory fashion with construction steps detailed in the accompanying photographs. Thoroughly recommended.

U.S. ARMY UNIFORMS 1939-1945 by Roy Dilley. (80 pages; innumerable photographs on every page. £1.50p).

This source of reference on the uniforms of the American Army is not only a valuable piece of research but it also makes excellent reading. Going right back to the uniforms of World War I, it gives details of every piece of equipment worn by American soldiers in the many theatres of operations in which they have been engaged during this century. A very praiseworthy job.

ROYAL NAVAL COASTAL FORCES 1939-1945 by A.J.D. North. (72 pages; more than 50 photographs and innumerable drawings and plans. £1.25p).

The Naval wargamer should rush to buy this book so that they are really well 'kenned up' on MTBs, MGBs, MA/SBs, MLCs and HMCLs. One of these days when I retire I hope to spend some time Naval wargaming and I can see at least a dozen lovely little vessels in this book which I shall have the greatest of pleasure in making.

THE EAST SURREY REGIMENT by Michael Langley. (8 $\frac{3}{4}$ " x 5 $\frac{1}{2}$ "; 115 pages; 27 illustrations. Leo Cooper - £2.10p.).

Another in the Famous Regiments series it tells the story of a famous English infantry regiment from their formation in 1702 up to the present day. You name an English campaign and this Regiment was there - the 8th Surreys dribbling footballs across No Man's Land during the Battle of the Somme on the 1st July 1916, lost 446 men killed, wounded and missing in the first ten minutes. Like all of the books in this series, this one is written with enthusiasm and affection and I found it most interesting.

BATTLES FOR WARGAMERS - World War II The Western Desert by Terence Wise. (7 $\frac{3}{4}$ " x 5 $\frac{3}{4}$ "; 39 pages; 5 maps; 6 photographs. A Bellona Book published by Model and Allied Publications Ltd. Soft cover - 75p.).

Last month I reviewed the American Civil War volume of this series and as this one has exactly the same faults, the same review will do for the two - here it is. "The title of this book and the stated intention behind its production seem, at first glance, to be a first class idea but one doesn't have to go very far through its pages to find that it falls flat on its face and one realises that the word "wargamers" in the title has no bearing other than as a sales device. The book describes six battles of the Western Desert campaign and accompanies each with a map and a photograph of a wargame purporting to represent the battle under review. The descriptions of the battles are straight forward affairs that can be found in dozens of readily available books on the campaign. The text does not relate itself in any way to wargaming, making no attempt whatsoever to explain how the salient points of the battle can be translated into a table-top simulation. If the title of this book is to be believed then it would seem that the map of the battlefield should also have been given as a wargames terrain but there is no attempt made to do this or even to explain how to make up such a terrain. The photographs are absolutely meaningless and could be given any label, being merely a collection of Airfix model tanks and figures set out on a blanket with hills made from books placed underneath. This could have been a great series but is merely a great disappointment."

I am conscious that my book on the Western Desert Campaign - the one that Allied and Model Publications repudiated - is an infinitely superior work, although it would have cost a lot more money being far more comprehensive!

WARGAME SCENERY AND LANDSCAPE MODELS by Terence Wise. (8 $\frac{3}{4}$ " x 6 $\frac{1}{2}$ "; 12 pages; 10 illustrations. Micro-Mold Plastics - 12 $\frac{1}{2}$ p.). This little booklet very ably explains various methods of making up wargames terrains using Bellona "Battlefield" and "Landscape" sets together with "Dioramas". This is a very welcome aid to employing this excellent form of "instant" terrain.

LOOKING AROUND

AIRFIX MAGAZINE - October 1972. A good issue including details of Headquarters units of the Afrika Korps; Improving the Airfix Battle of Waterloo farmhouse; a 54mm 17th Lancer conversion; Roy Dilley on A Royal Naval Gardner gun team of the 1860s (very useful for the Colonial wargamer) plus numerous items on aircraft, book, figure and kit reviews, etc., etc.

BATTLEFLEET - Volume Six, No.1. This is the Journal of the Naval Wargames Society and contains details of Confederate Ironclads and reports on naval wargames.

BROAD ARROW - This is the magazine of the British Military Historical Society of the United States (F.J.Timoney, 407 Bernice Drive, Bayport, New York 11705, U.S.A.). This is a very interesting little magazine dealing with British Military History including details of medals, arms equipment, uniforms, etc., etc.

THE BULLETIN of the British Model Soldier Society - August 1972. In addition to reviews of figures, books, plates, etc., contains articles on Austrian Dragoon Regiments 1933-58; Roman Auxiliary Trooper - 2nd Century; The National Army Museum; Romantic Castles of Great Britain; Hadrians Wall; etc., etc.

CHARGE is the Journal of the Hull Wargames Society and contains articles and details of Club activities, wargames, etc.

DOMESDAY BOOK - July 1972 - The Official Newsletter of the Castle and Crusade Society U.S.A., includes articles on Fantasy Warfare and Mediaeval Warfare in general.

MILITARY MODELLING - October 1972. Contains illustrated articles on conversions of plastic Ancient wargame figures; tank conversions and scratch-building; The Napoleonic Wargame by Charles Grant; Aerial Wargaming; an article on making moulds and casting figures.

MODEL BOATS - October 1972. Plans and details of H.M.S. Iron Duke.

PANZERFAUST - July-August 1972. A very nicely turned out magazine containing details of the French Army in 1940; and of another similar game "Spirit of '76"; American Civil War Cavalry; Afrika Korps; Simulating the Western Desert Campaign; and articles on various boardgames, book reviews, magazines, etc., etc.

SCALE MODELS - October 1972. Contains an illustrated article on large scale figure modelling; French aircraft markings 1914-1918; plus details of other models, book and kit reviews, etc., etc.

SIGNAL - September 1972. Jack Mansfield, as usual, has filled his little newsheet with in-depth information about all the latest in figures, boardgames, books, magazines, etc., etc.

SLINGSHOT - Official Journal of the Society of Ancients - September 1972. In addition to containing detail accounts of a wargame and the Battle of Megiddo, it also includes Hoplite Battle-Drill; Thoughts on Ancient Armies; The Fighting Men of Scotland; Thessalian Rhomboid War Formation plus many question and answer (highly controversial pages).

THE SQUADRON - Fall 1972. This house magazine is a very glossy highly coloured affair and, although mainly for advertising includes well and good illustrated articles on the German Sturmpanzer Brumbar; German World War II Half-tracks; coloured illustrations of Japanese aircraft, etc.

TANKETTE - Miniature Armoured Fighting Vehicle Association Magazine - August-Sept. 1972. Rather like Wargamer's Newsletter, always packed from cover-to-cover with detail illustrations of everything pertaining to tanks and tank warfare. This one has illustrated articles on German Artillery; Polish Light Tanks; Correcting the Airfix Crusader; details of an Armoured Wargames Army plus many other features on making and converting tank kits.

THE VEDETTE - June 1972. The Journal of the National Capital Military Collectors of America. Contains illustrated articles on Preparing Figures for Painting; The Foreign Legion and reviews of latest figures, kits, books, etc., etc.

AVALON HILL GENERAL - Sept./Oct. 1972. Amid general articles on board wargaming, this issue includes instructions on constructing an ingenious coffee table that embodies playing surfaces for various games.

GUIDON - No.4 1972. This quarterly journal of the Miniature Figure Collectors of America contains articles on the Camden Campaign of the American Revolution; an English Civil War siege; the Argyles at Lucknow 1857 and the Foreign Legion.

Continued on Page



THE NOTICE BOARD



NAVAL WARGAME RULES:- Ironclad and
A.C.W. - 30p; World War One - 40p.
BATTLEFLEET, monthly magazine, £1.10p
p.a., sample 10p. NAVAL WARGAMES
SOCIETY, 66B Seven Sisters Road, London,
N7 6AE.

Back numbers of WARGAMER'S NEWSLETTER can be obtained for November 1968, May, June, July, August, September and October 1972 - 18p each (50 cents U.S.A., 60 cents Canada).

I have reluctantly decided that to continue selling Avalon Hill games through Wargamer's Newsletter is no longer possible. This decision has been taken as a result of an Avalon Hill policy-change which requires minimum orders of six (of the same game). As such stockpiling is not an economic possibility no more games can be ordered via Wargamer's Newsletter.

SALE: Complete Napoleonic Russian Army (Hinton Hunt, Minifigs). 175 - painted. £20 or exchange E.C.W. H.Gerry, 39a Sandpit Lane, St. Albans, Herts.

Subscribers are requested to note that every care is taken to ensure that their Newsletters are correctly addressed and safely dispatched. That being the case, it is regretted that no responsibility can be taken for non-arrival and replacement copies must be charged for - usually by deducting one month from the subscription period. Books and other literature are packed once per month and dispatched so please be patient - your order may have arrived just as a shipment had gone out!

Americans and Canadians Please Note!

Canadian and American Postal Money Orders in dollars are not negotiable in Great Britain and always have to be returned to sender. A dollar cheque can be negotiated, or else send STERLING Postal Money Orders.

At Colne in Lancashire, the "British in India" Museum has opened. Its attractions include a working model of the Kalka to Simla Railway and a diorama "The Last Stand of the 44th at Gandamak" plus military models, relics, paintings and photographs.

At Missenden Abbey in Buckinghamshire from Friday 23rd February to Sunday 25th February 1973, there will be a weekend centring on Tolstol's great novel "War and Peace" and its dramatisation in the current B.B.C. TV series. The literary and historical background to Tolstol's work provides the setting for a wargame based on the battle of Borodino. Lectures will be given and the wargame directed by experts from the Royal Military Academy, Sandhurst, three of whom acted as military advisers to the B.B.C. production. A number of students will be invited to take part in the game.

Course Director: D.G.Chandler. Tutors and Lecturers: A.Brett-James, C.J.Duffy, and M.J.Orr. Enquiries and applications to The Warden, Missenden Abbey, Great Missenden, Buckinghamshire. Telephone Number Great Missenden 2328. The inclusive charge (residential) is £5.50 with a reduction for those who live in Bucks and in Oxfordshire. For non-residential participants the course fee is £1.20 and they pay for their meals.

"My compliments to you on the article in the "Must List" about figure sizes. There is yet another aspect to this. Two figures of the same height from top of head to underside of feet (as we both know the normally accepted measure), can be made to look different in size. A slight difference in heads, headgear, width of shoulders, kit, etc. So that one has the proportions of a giant - small head, large body, and the other a dwarf - large head, small body. The obvious answer is a 'Standard Man' for that particular scale, but I fear is a long way off - if it ever comes at all!"

A.C.Collett (Originator of "Springwood" Models).

THE LITERATURE OF WARGAMING

BOOKS BY DONALD FEATHERSTONE - Personally inscribed and signed by the author.

"WARGAMES" - The original text book of wargaming. £1.90p. (\$5.75).

"NAVAL WARGAMES" - Sea battles with model ships. £1.65p. (\$5.75).

"AIR WARGAMES" - Battles with model aircraft. £1.65p. (\$5.75).

"ADVANCED WARGAMES" - This follow-up book to "Wargames" introduces a host of new ideas and brings the hobby up-to-date. £2.40p. (\$6.25).

"WARGAME CAMPAIGNS" - This book caters for the experienced wargamer who is seeking larger scale campaigns, but it is not too advanced for the relative beginner. £1.90p. (\$6.00).

"WARGAMES THROUGH THE AGES - 3000 BC to 1500 AD" - The first of a series that will describe types of armies and soldiers, their arms and equipment, their method of fighting and tactics. Dealing with the Ancient period - from Sumeria to the early Middle Ages, this book classifies the armies in order of fighting ability. Has an 18 page bibliography. £3.00p including postage. (\$8.00 U.S.A.).

"BATTLES WITH MODEL SOLDIERS" - A new and completely different book that introduces the hobby and then expands the subject so that even the experienced wargamer will find interest and value in its pages. Well illustrated with drawings and photographs. (Published by David and Charles). £2.50p. (\$8.00).

"MILITARY MODELLING" - Is a book packed with instructions for moulding and casting model soldiers; on making military vehicles, guns and buildings; on soldering, gluing and painting; making dioramas and display cabinets. There is an extensive section dealing with the conversion of Airfix and Historex plastic figures. (Published by Kaye and Ward). £2.05p. (\$6.00).

"HANDBOOK FOR MODEL SOLDIER COLLECTORS" - An essential reference book giving details of the world's figure-makers, museums, prints, books, records, dioramas, etc., etc. Special edition for Wargamer's Newsletter subscribers - 85p. (\$3.00).

"AT THEM WITH THE BAYONET!" - The 1st Sikh War 1845-6. £1.65p. (\$5.75).

"MACDONALD OF THE 42nd" - The story of a Highlander of the Black Watch, in England, during the Crimea and the Indian Mutiny. £3.20p. (\$8.00 U.S.A.).

"OLD BRITISH MODEL SOLDIERS, 1895-1918" - L.Richards. An illustrated reference Guide for Collectors. £1.65p. (\$5.75).

A series of handbooks dealing with wargaming

1. Rules for Ancient Wargames (1000 BC to 900 AD) by Tony Bath.
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