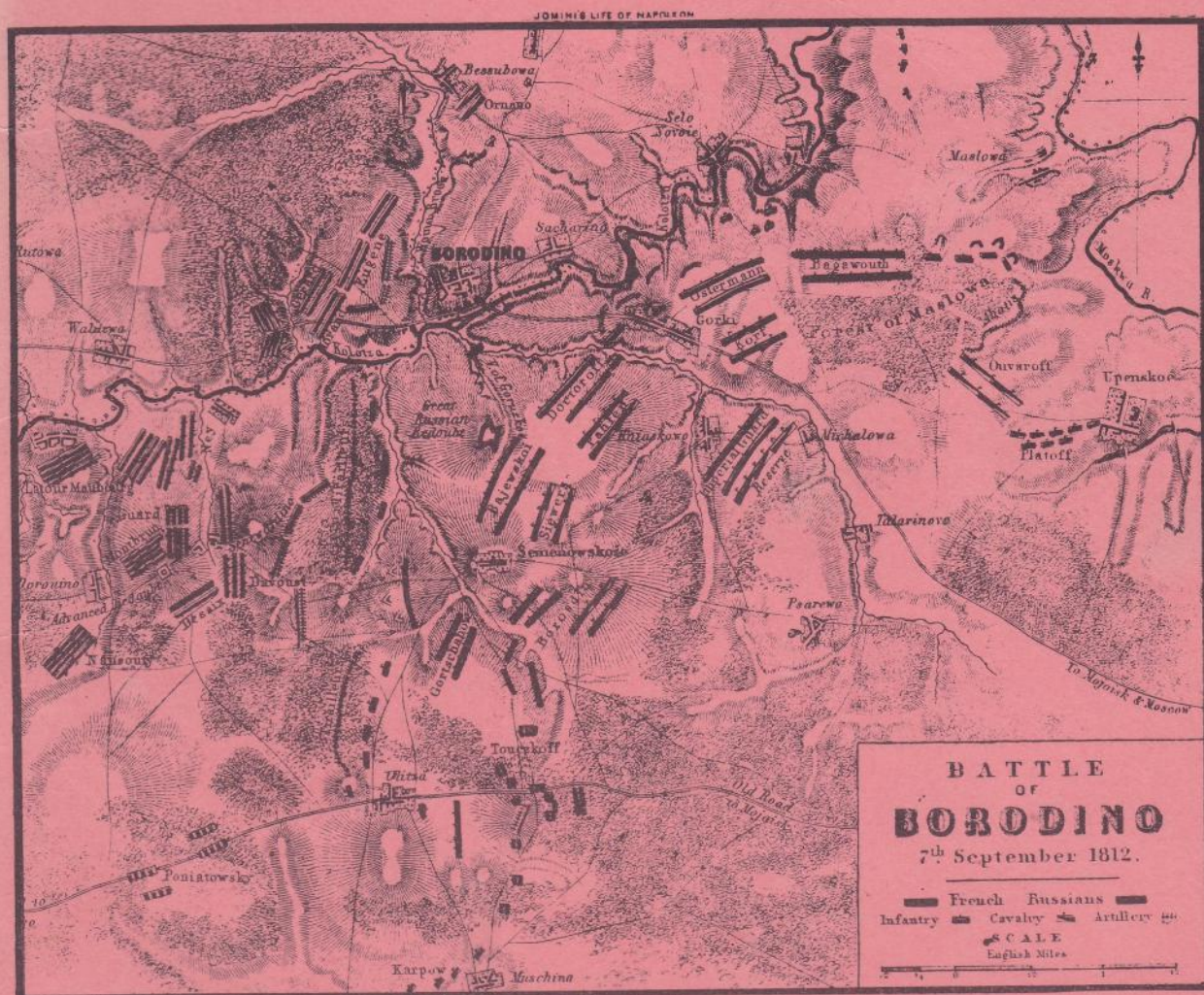


The Courier

BULLETIN OF THE NEW ENGLAND WARGAMERS ASSOCIATION



D. Van Nostrand Publisher

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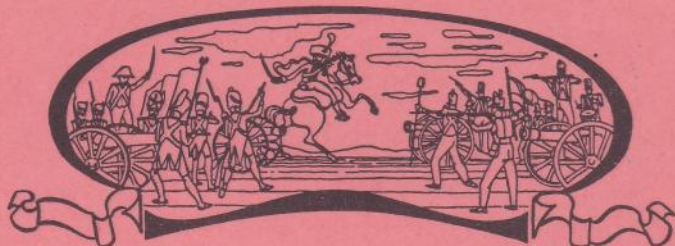
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Editorial Notes

With this issue and #4 appearing at about the same time, you might call it a "double issue." To get all eight issues of "The Courier" to you before 1974, this may occur again. The schedule is wearing worst on our column editors, who can only gather material so fast. So again I plead for articles. While battle reports are coming in regularly now; uniform, flag, unit organization, army organization, and wargame rules are still very rare, and would be very welcome. Since we retype almost everything now, you need not worry about making the article "camera ready"; just make sure the grammar and spelling is decent!

At the beginning of the year, we hoped to bring you some new wargame rule booklets. Like the Courier, these were also delayed, and since then some new and interesting possibilities have come along. Hopefully we will be able to announce some interesting wargame rules soon.

The fall-winter wargame season is upon us. Here in New England, many wargamers hibernate during the summer. When the sailboat is finally lifted from the water, the mountain trails become buried in snow, and vacation trips are concluded, some nicely tanned faces can be found bending over a painting table, examining the cuffs of an Austrian Grenadier, or the sword hilt of a Greek Hoplite. It's nice to see avid gamers take a "vacation" from the tabletop, since they seem to return refreshed and full of new ideas. Recently, the NEWA has passed around a questionnaire among its members, polling interests and desires, so the group as a whole could have an idea what it was thinking. It seems we're a fickle bunch. Last year, Ancients scored at the bottom of the list; this year they were at the top!

In #3 of this volume, Dan Beattie presented a rebuttal to Arnold Hendrick's laudatory review of Frappe. The merits of Frappe aside, Mr. Hendrick was very upset by the insinuation that a review he made last year of SPI (better known as S&T) games was affected by his employment at SPI. It turns out he was employed by them after writing the review. "If I'd known then what I know now, I would have never praised those boardgames in that review" he says. Mr. Hendrick is back in Boston now, happily fighting many a miniatures ancients battle.

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UNIFORMS & COLORS

with Curt Johnson

CIVIL WAR BATTLEFLAGS by R. Reinertsen

The spectacle of the American Civil War consists of gaudy zouaves flashing amidst crowds of blues, grays, and butternut. Above these battleflags splash their spectra upon the tabletop.

Both sides in the War Between the States carried a variety of battleflags: national colors, state colors, regimental colors, and company colors. When examples of these are added to one's army they add the final touch. When building a large army on such a basis, much information on standards and colors is essential.

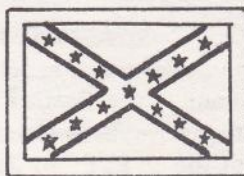
I usually follow a set system (Confederate units get the battleflag, Regular U.S. units get the eagled regimental color, and Union Volunteer units get the national flag) unless I am able to obtain specific documentary evidence on an actual color. If this is the case, it receives this color, whether company or regimental, special or state, in order to add colorful variety.

Here are examples of flags carried by the Confederates:

Battleflags without a border were carried by the following units: 3rd, 14th, 22nd, 24th, 27th, 37th, 48th Virginia Infantry.



Battleflags of rectangular shape and with a white border were carried by the 6th Kentucky, 7th Mississippi, 3rd Texas Cavalry, 27th South Carolina



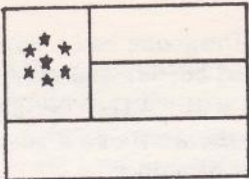
The 36th Virginia Infantry and 14th Virginia Cavalry carried the state seal on a blue field.

Battleflags (square) with a white border were carried by:
2nd, 8th, 15th, 24th Louisiana; 2nd, 18th, 48th Mississippi;
38th North Carolina; 8th, 16th, 27th South Carolina;
1st, 2nd, 3rd, 4th, 6th, 7th, 8th, 9th, 10th, 12th, 15th, 18th,
23rd, 25th, 30th, 37th, 38th, 40th, 42nd, 44th, 47th, 50th,
53rd, 55th, 57th Virginia Infantry; 5th, 6th, 12th, 13th
Virginia Cavalry.

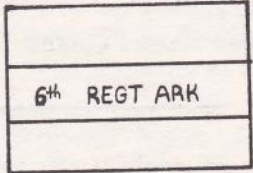


The 23rd Tennessee Infantry carried a similar battleflag, but with a red border.

The following carried the "Stars and Bars", possibly only for the first year of the war: 1st, 4th, 5th, 10th George; Cobb's Legion; 31st North Carolina; 7th Tennessee; 18th, 45th, 46th Virginia.



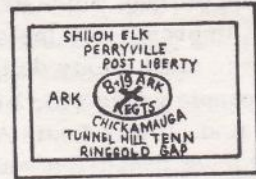
The 6th Arkansas Volunteers had the flag shown at right. Bars were blue, white, and blue; lettering was in black.



The 7th Arkansas had the flag shown at right, blue with a white center oval and white border; letter on the blue sections is white, lettering on the white sections is blue.



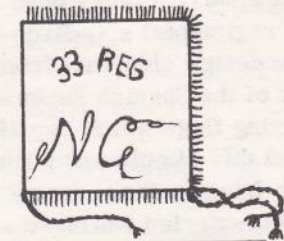
The 8th Arkansas had a color scheme similar to the 7th, but the lettering was different (see right)



The 30th Arkansas had the blue flag shown at right, with white cross and border. Again, lettering on the blue sections is white, on the white sections blue.



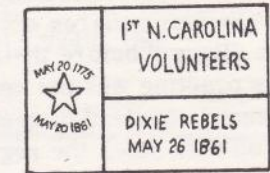
The 33rd North Carolina had the red flag with gold fringe and script shown at right.



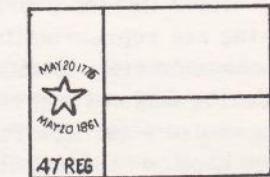
The 27th North Carolina had a dark blue flag, a bald eagle above a blue oval with green border. Above the oval was first a light blue ribbon, then a gold ball, then the eagle; below the oval was a red ribbon. Inside the oval was the inscription "PRESENTED BY THE LADIES OF EDGEWORTH FEMALE SEMINARY MAY 5th 1860"



The 1st North Carolina Volunteers had a bright white star on greyish-white to the left, and two stripes to the right, the upper blue, the lower white. Lettering and fringe was gold.



The 47th North Carolina had a white star on red to the left, two stripes to the right, the upper one white, the lower blue.



The Wilcox Dragoons had a dark blue flag with gold fringe; the white band border and star, while behind the star was a red ribbon with "WILCOX" and "DRAGOONS" in light blue, white inside the star was a scene of a Mississippi steamboat arriving at a dock.



The regulation size of Confederate battleflags were: Infantry - 52x52", Cavalry - 32x32".

FRENCH INFANTRY REGIMENTAL STANDARDS OF THE SEVEN YEARS WAR

by Ernest Andrade Jr.

A long time ago, when I first began to get interested in wargaming, I became aware of the different kinds of flags which armies carried into battle in different eras. Of these, I was always much impressed by the strikingly beautiful flags of the French infantry of the 18th century. It was much to my delight, therefore, when rummaging around in the Library of Congress a couple years ago, I turned up a work which had previously heard of but had never been able to find. It was Louis Auguste Susanne's Histoire de l'Ancienne Infanterie Francaise, probably the most exhaustive and authoritative work ever written on the subject. In eight volumes published between 1849 and 1856, Susanne covered in detail the history of practically every infantry regiment in the French Army from the time of Louis XIV up to the French Revolution. But the most interesting part was a companion ninth volume entitled, Atlas de l'Histoire de l'Ancienne Infanterie Francaise, which contained summaries of the regimental histories, notes on uniforms and 151 magnificent color plates of the uniforms and regimental flags of nearly every one of these regiments. It is from this work, plus Frank E. Schermerhorn's American and French Flags of the Revolution, 1775-1783, and a number of French regimental histories that I have taken the material for this article.

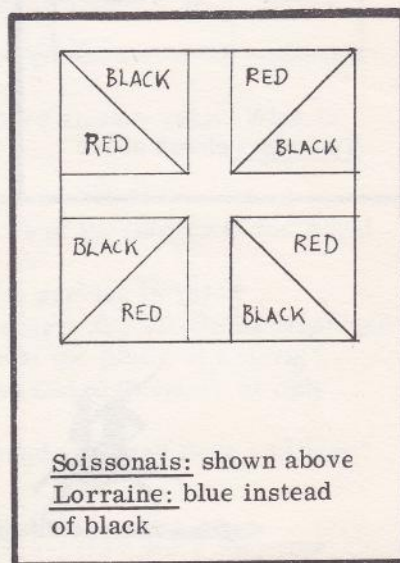
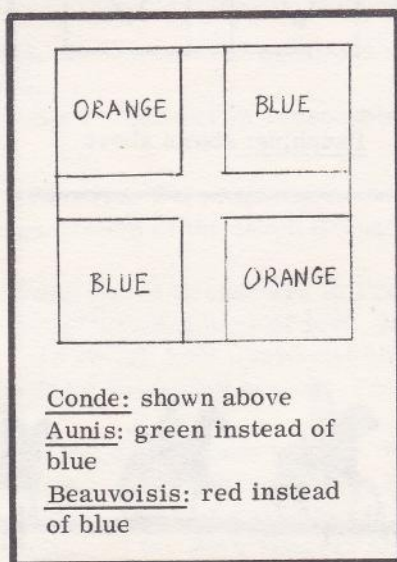
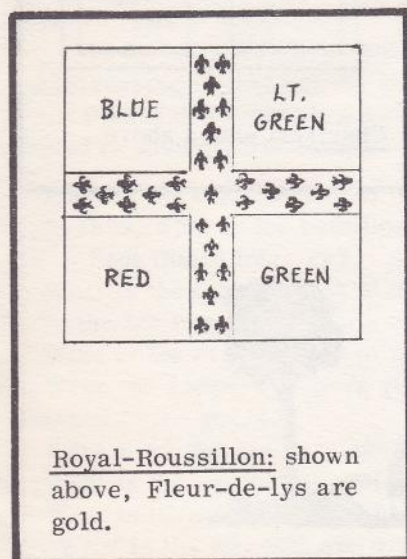
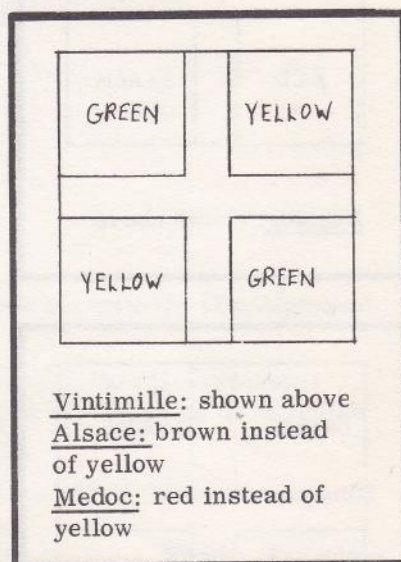
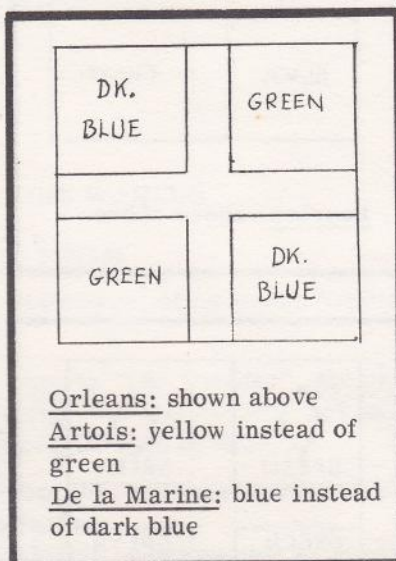
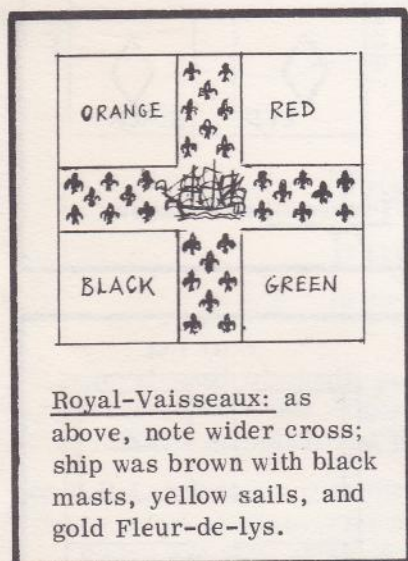
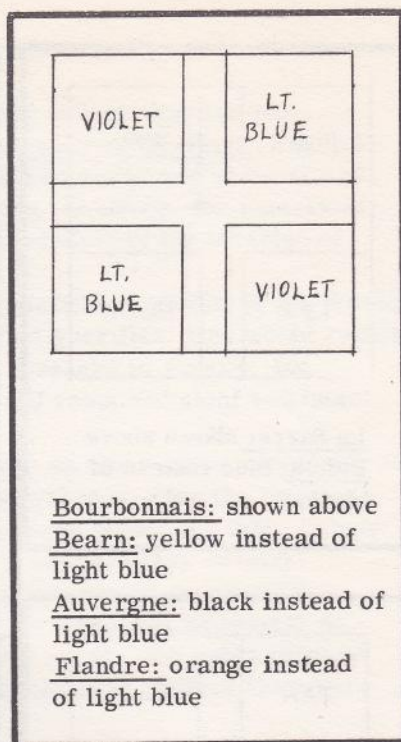
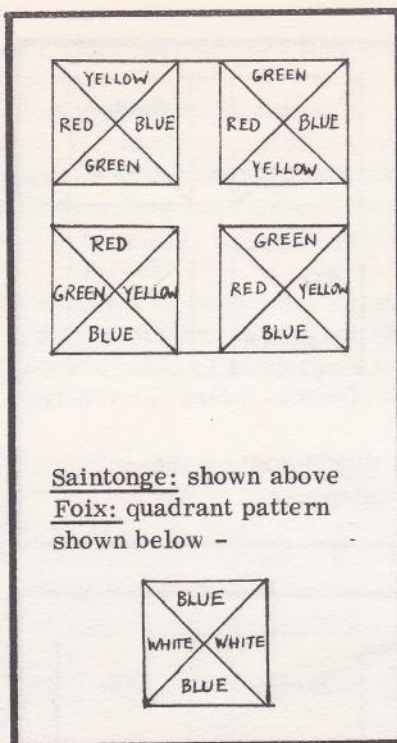
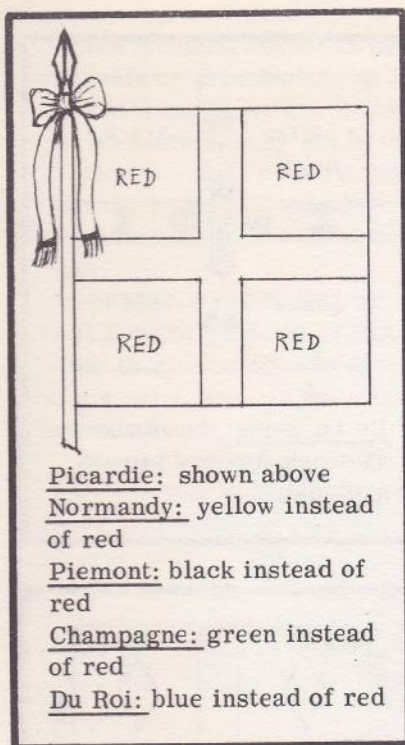
The regimental standards of the French infantry in the Seven Years War descend in their basic design elements from the last twenty years of the seventeenth century. By the time of the War of the Spanish Succession in the first decade of the 18th century, the regiments were carrying flags which remained generally unchanged until the French Revolution, and were of a remarkably simple and beautiful design. The original purpose of regimental flags - to distinguish friendly from enemy troops and engage a soldier to identify his own regiment easily - was probably carried out more effectively in this design than in any other army before or since.

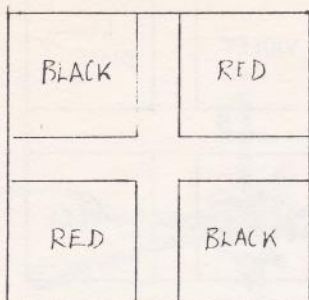
Each infantry regiment possessed two standards, both of which were carried in the field. The first, called the "drapeau d'ordonnance," was the distinguishing regimental banner and is of far greater interest and importance than the second flag, which was called the "drapeau du colonel." The "drapeau d'ordonnance" was of a basic which hardly ever varied except in the Irish and German regiments in French service. It consisted of a white cross on a field whose colors varied with the regiment. Generally speaking, the oldest regiments, such as the Picardie, had the simplest color schemes, while the later ones were more elaborate, many even introducing designs into the four squares set off by the cross. A few regiments, often those distinguished by the adjective "Royal" before their names, had the fleur-de-lys or some other device on the flag, but this practice was not common.

The second standard of each regiment, the "drapeau du colonel," was usually all white and carried on both sides the regiment's coat of arms and the regimental motto on a scroll. The coat of arms was generally either a provincial one or the personal one of the noble family which had held as a feudal fief the province for which the regiment was named.

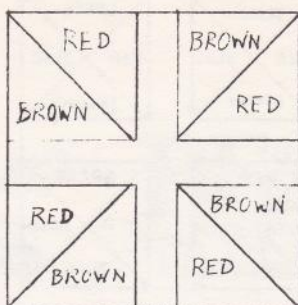
Following are representations of the "drapeau d'ordonnance" of several French regiments. These were chosen mainly to show a wide variety of color schemes and designs. In a later article I will describe the flags of some of the Swiss, Irish and German regiments in the French Army.

All flags were 4'10" square, and unfringed. Spear point carried at staff tip, white gold-fringed ribbon knotted in a bow at top of staff were all as shown in the Picardie illustration. Staffs were plain wood.

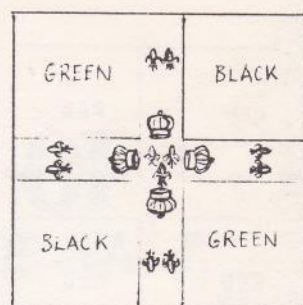




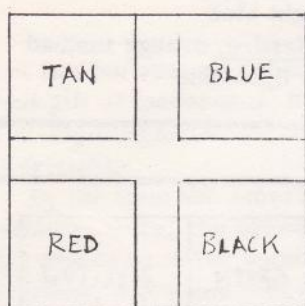
La Sarre: shown above
Poitou: blue instead of black



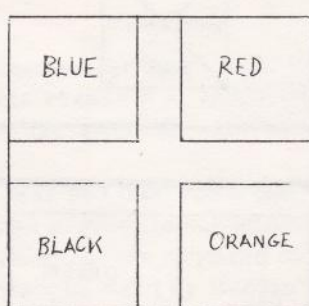
Royal-Italien: shown above



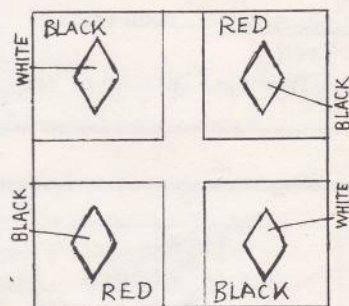
De La Reine: shown above,
 Fleur-de-lys and crowns are gold.



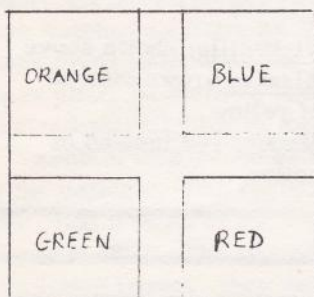
Engien: shown above



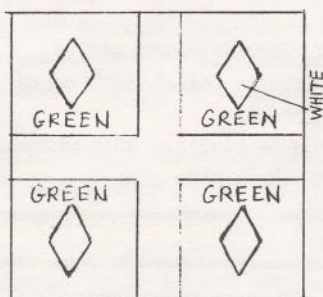
Bourbon: shown above



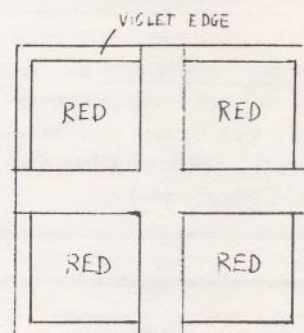
Provence: shown above



Touraine: shown above

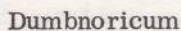


Dauphine: shown above



Chartres: shown above





The battle opened with a cavalry clash on the roman left, which swayed back and forth all morning, until the gauls finally routed the turncoat gallic horse Caesar had hired. In the center Maglo opened the action with a hair-raising light horse charge into the right half of the roman line, and amazingly enough drove back one cohorts, and then routed it. The remaining cohorts advanced, but one too enthusiastically pursued a portion of Maglo's cavalry that had failed to charge successfully. The cohorts found its flank taken by a fast-moving band of barbarians, and broke back in a rout. The remaining two center cohorts arrived at the druid's hut in good order, duly capturing him and knock-

ing down the mistletoe tree, while driving off two or three ineptly led bands of gauls in the process. Meanwhile Glutus had galloped to the rescue of his hard-pressed cohorts, and there developed a confused swirl of legionaries, gallic cavalry, Maglo and bodyguard, and Glutus and bodyguard, which gradually moved off the battlefield. Finally, on the roman right, the archers managed to keep each other fairly occupied throughout the battle in a vicious missile-fight, which left the lone corner cohorts to hold its own against the gauls before it (which it could do), and watch the germans on the rock-strewn hill coming around them (which filled the legionaires with greater concern).

Since the druid had been taken, and both commanders were off the field, the remaining and badly battered romans withdrew from the exhausted and leaderless gauls, who had put up a very stiff fight. In fact, two roman cohorts and their mercenary horse had been thoroughly destroyed. Many gallic units had taken losses, but the lack of roman pursuit had allowed them to reform, and avoid serious losses after the frequent routs. Unfortunately, in the wild melee Maglo initiated he was finally wounded and carried from the battle, making it his sixth serious wound in as many battles. Maglo's countenance, already horrifying with scars and battle marks on his face, arms, chest, and legs, was not improved by a long gash running from his cheek to his waist. In the end, neither side had scored an advantage. Maglo, after resting in Germany, returned to Sarmatia where at the head of his beloved armored horsemen he could lead more impressive charges, while Glutus was sent back to Rome with the latest installment of Caesar's memoirs, the captured Druid, and a commission to recruit replacements for the men he had lost in the XI Legio if he valued his career.

Surrender of Abgar

During one of the intermidable wars between Greece and Carthage, 5000 Greeks under Minor Straphon (Steve Manganiello) laid siege to the african city of Abgar, defended by 1400 mercenaries under colonel Hellicus Longacles (Arnold Hendrick) in Carthaginian employ. After the much-discussed surrender of the city to the Greeks, from Selucia Longacles posted this letter to the elders of Carthage explaining his actions:

"People of Carthage:

"I wish it to be known that the surrender of Abgar was not dishonorable, and that the base rumors that money changed hands are false. I and my brave mercenaries only accepted your money, non else, and defended your city as long as humanly possible. Is there any shame in surrendering a hopeless position?

"The Greeks had surrounded the city with overwhelming numbers of phalanxes, hoplites, archers, horsemen and multitudes of siege and artillery engines manned by experienced light infantry. Our poor men stood bravely at the walls and on the towers, while enemy archers shot them down at an unfairly long range, beyond their ability to reply with the stones and javelins you gave us. Enemy artillery, almost fifty huge engines, many throwing three talent stones (n.b.: about 180 lbs), smashed all our artillery with distressing ease.

"Over a hundred heavy horse under my trusted captain Phocax sortied against the enemy siege towers. But upon galloping through the gate, they were overcome by the sight of archers to their right, penthouses and javelinmen before them, and towers and hypaspists to their left. Siezed by indecision, they were quickly disorganized and shot through with arrows, and utterly failed in moving any closer to the enemy.

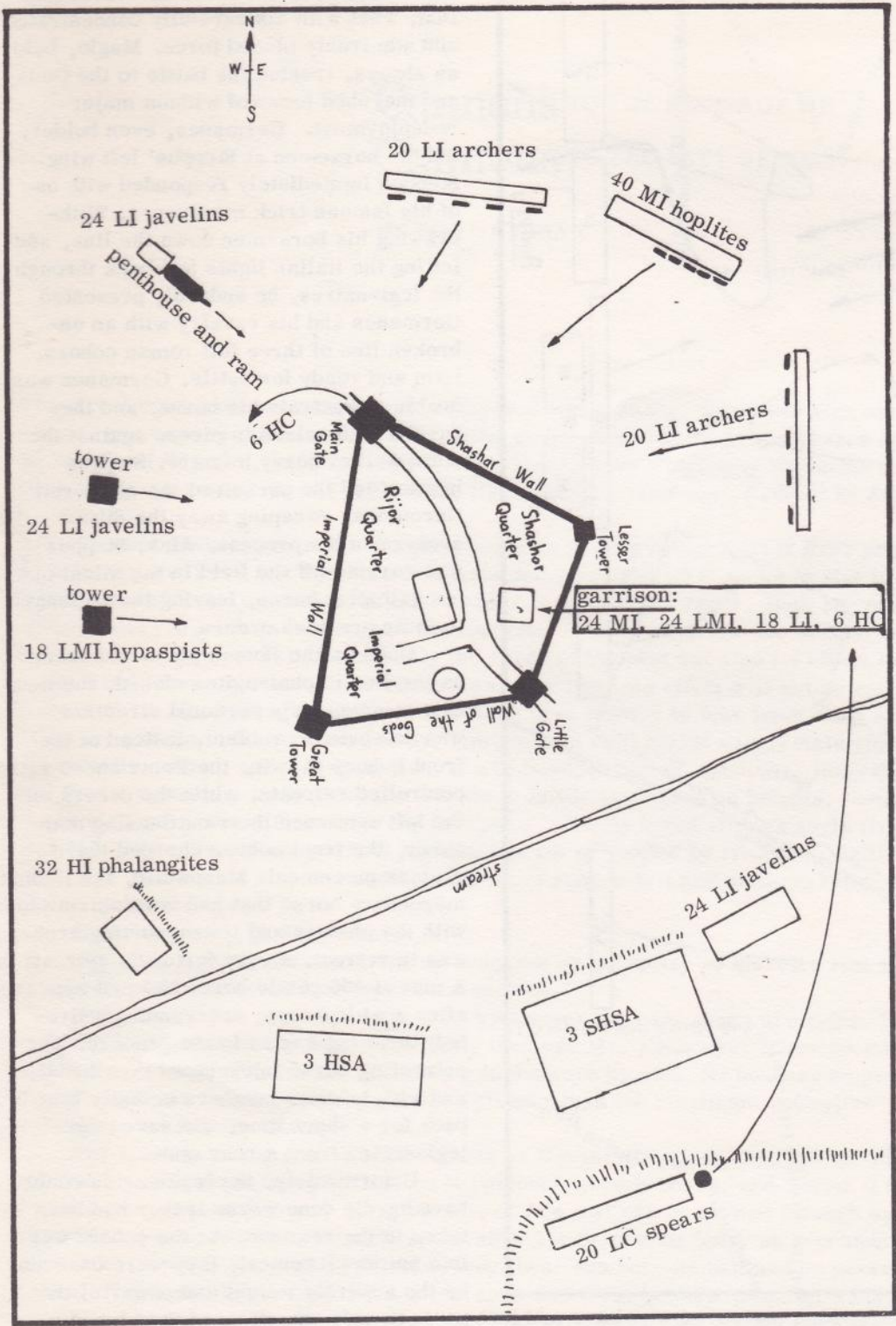
"Then the Greek stone throwers smashed the tower and gate behind them, and began working on the walls. It was a dark moment, for the entire north and south walls were both tottering, even my loyal libyans being siezed with panic as stones crashed and the very mortar beneath their feet slipt into yawning gaps. If you doubt, visit Abgar and see where the walls and towers totter, and where the blood and bones of my men is buried in the cracks.

"As Minor Straphon himself rode over and began encouraging 800 hoplites toward the soon-to-be rubble, I found my only reserves were some ill-armed citizens and artillerists. To prevent further bloodshed, and to try and save the city's citizens, I surrendered the fortress and was promised the honors of war both to my men and the citizens.

"How was I to know the perfidious Greeks were to let my men go, and then rape, pillage, and sell into slavery the population?"

The elders of Carthage, their hearts turned to stone by the fate of the city, and by the fact that Longacles had fled with his men to Asia, voted the death penalty for him, should he ever return to Carthaginian lands.

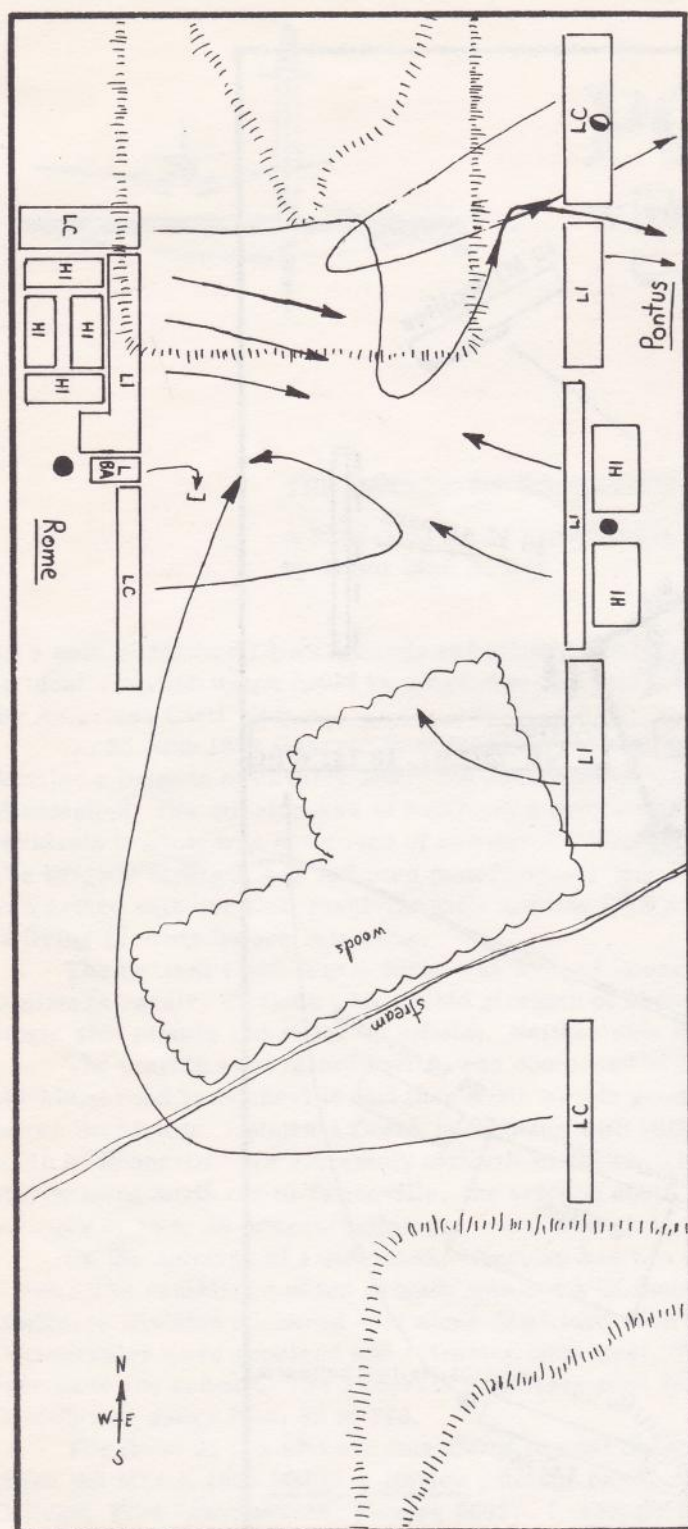
Map of Abgar, showing the fortified city, the besieger's positions, and the sortie of Phocax's heavy horse from the main gate. The "SHSA" is super-heavy three talent stone-throwers, "HSA" is heavy one talent stone-throwers. These and the heavy infantry (phalanx) were protected by earthworks.



Fifth Invasion of Pontus

After many years of unsuccessful invasions, three favorable omens and a promising oracle inspired yet another Legate, one Sides Steppus (Arnold Hendrick) to lead four cohorts, over 500 italian javelinmen, and various regular and irregular horsemen into that distant realm. Segus Maglo (Steve Manganiello), recovered from his wounds in Gaul, and covered with glory in more recent campaigns, was engaged by Mithradates to lead the Pontic forces against the Romans.

These included an awesome 2000 phalangites in full panoply, 400 archers, almost 500 javelinmen, and 400 light horse. Maglo collected on the way the Sinope garrison under Meekus Germanes (Steve Hayes), who was so named for his propensity to lapse into barbaric german at odd moments, with 400 more light horse and another 400 archers.



On the battle's morn, it was clear that Steppus had the more favorable position, what with his carefully concentrated and admirably placed force. Maglo, bold as always, trusted the battle to the Gods and marched forward without major redeployment. Germanes, even bolder, led his horsemen at Steppus' left wing. Steppus immediately responded with one of his famous trick maneuvers. Withdrawing his horsemen down the line, and letting the italian lights fall back through the legionaires, he suddenly presented Germanes and his cavalry with an unbroken line of three full roman cohorts, firm and ready for battle. Germanes was unable to restrain his horse, and they dashed themselves to pieces against the solid wall of heavy infantry. Steppus himself led the pursuit of the shattered Germanes, sweeping away the Sinope archers in the process. Alas, Steppus was carried off the field in the midst of his galloping horse, leaving the legionaries to their previous orders.

Good as the Roman plans had been, as the Pontic phalangites closed, the lack of a commander's personal direction was an obvious problem. Instead of the front cohorts drawing the Ponts ahead with controlled retreats, while the cohorts on the left continued their outflanking maneuver, the front cohorts charged the phalanx piecemeal. Meanwhile, the Roman mercenary horse that had been skirmishing with the phalanx and its supporting archers was in retreat, a very fortunate retreat. A unit of 400 pontic horse had just appeared after a wide sweep, overrunning a fire-bolt throwing engine in the process. The retreating horse intercepted this threat, and with inferior numbers actually beat it back for a short time, and saved the legionaries from a rear attack.

Unfortunately, the legionaries could have hardly done worse if they had been taken in the rear too. As the cohorts went into action piecemeal, they were overrun by the superior weight and power of the

phalangites. The outflanking maneuver was late, and had nowhere near the effect of the imposing and fearsome Maglo admist the Pontic heavy infantry, urging them toward more gory glory. After two hours over 1000 Romans lay dead, three cohorts were but shaddows in flight, and the fourth was stranded in the middle of the Pontic army. Steppus, who had returned briefly to the battlefield, but was forced to engage the phalanx's supporting archers, and in driving them from the field again departed himself.

Clearly the Roman cause was lost. Steppus called to him the remaining units, some light horse and the italian javelinmen, and beat a hasty retreat. The lone cohorts had already surrendered,

and the remaining light horse was trapped between Maglo's horsemen and phalangites, and also surrendered. After the battle Maglo's generosity knew no limit toward the men who had virtually fought their way through the walls of a trap. A trophy was erected, and the gold in the roman war chest (almost four talents) was distributed to the men as a bonus. There was great revelry in the Pontic camp that night. Only Meekus Germanes, exhausted by the long chase the roman horse had forced on him, fell asleep before the festivities were fairly started.

Notes

These short battles are from recent New England Wargamers Association annals. The rules are similar in concept to the Wargames Research Group "1000BC to 1000AD", but considerably more complete and comprehensive, as well as verbose (140+ pages). The men-figure ratio is 20:1 of course, the 15-30mm troop frontage system is used, and the game revolves around the familiar concepts of orders, movement, missile fire, melee, disorganization, and reaction. Results are extremely realistic, although frustrating when one's cavalry decides to charge on their own initiative, and after routing the enemy pursues them clear off the battlefield!

Map abbreviations use the standard system: LI- Light Infantry, LMI- Light-Medium Infantry, MI- Medium Infantry, HI- Heavy Infantry, LC- Light Cavalry, MC- Medium Cavalry, HC- Heavy Cavalry, EHC- Extra-Heavy Cavalry, SHC- Super-Heavy Cavalry, suffix A- camelry, BA- Bolt-thrower Artillery, SA- Stone-thrower Artillery (L- Light, M- Medium, H- Heavy, SH- Super-Heavy). Solid black circles are commanders in chief with their bodyguards, half-black circles are subordinate commanders. Arrows show the general direction of movement in the first few turns.

from the files of Arnold Hendrick

MAD
ANTHONY
WAYNE'S

United States Legion

BY DAVID SWEET

Those of you who are looking for a different kind of musket-period army might take a glance at one of the stranger creations in American history, Mad Anthony Wayne's Legion of the United States.

The Legion was formed as a desperation move on the part of the infant U.S. Government. In 1790 and 1791 American forces under Harmar and St. Clair had been routed by the Indian Confederacy of the Old Northwest Territory (modern Midwest). The Indians had considerable clandestine help from the British in Canada.

So in 1792 Congress doubled the size of the army to a theoretical 5,400 men and changed its name to the Legion of the United States to promote recruiting by recalling the glories of the Roman legions (they were very classic-minded in those days). Anthony Wayne, former Continental Army major general, was picked as commander, and after two years of preparation he marched out and decisively defeated the Indians at Fallen Timbers on August 20, 1794. Formal peace was concluded with the Treaty of Greenville the next year after which Congress promptly halved the army, dissolved the Legion, and went back to the standard regimental organization.

Organization

Due to low pay (three dollars a month for a private), poor recruiting, and steady desertion, the Legion never actually rose much above 3,000 men. Between this and the need to detach some forces for garrison duty in the East and South, Wayne had to improvise an organization quite different from the theoretical one. The T/O given below is the probable one for the 2,600-man Northwestern force of the decisive campaign of 1794.

The Legion had a headquarters staff of 10. It was divided into four Sub-Legions, each consisting of 5 staff, 1 cavalry troop, 1 artillery company, 1 rifle battalion, and 2 line battalions each. The line battalions had 3 companies, the rifle 2 (it was very hard to find good marksmen).

Each company or troop had about 60 men apiece. Wayne tried to keep this figure constant, consolidating companies as necessary. There were perhaps 2 or 3 guns per artillery company, 6-lb. field guns and very light howitzers. Each company supposedly included 10 officers and NCO's, and each battalion an extra 6 staff, but like everywhere else, these were understrength.

Tactics

On the march, the Legion's artillery and baggage were placed dead center, with two columns of infantry flanking them, and further beyond the cavalry and riflemen forming a skirmisher screen on all sides. Effective long-range reconnaissance was provided by a force of 60 "spies," who were recruited from the wildest of the white frontiersmen and friendly Chicksaw and Choctaw Indians. They received eight times the regular pay rate, and ranged far ahead of the army, scouting, capturing prisoners for interrogation, etc.

To prevent surprise in camp (which was what happened to St. Clair) Wayne took a leaf from the army's namesake, the Roman legions. Every single night fortifications of wood and earth were raised around the camp.

The soldiers grumbled at Wayne's precautions, but they were effective. Little Turtle, the chief architect of St. Clair's downfall, complained "The Americans are now led by a chief who never sleeps."

In battle the Legion had detailed and oft-practiced instructions for meeting an attack from any direction. Basically, while the riflemen bought time, the infantry formed into two lines, a front and a reserve, and the cavalry massed on either flank for a classic double envelopment.

Wayne did not rely on firepower alone, however. Since his Revolutionary days he had expressed a preference for the bayonet, and drilled the Legion in disciplined charges with it. At the decisive moment of Fallen Timbers, he actually launched one, which combined with a cavalry swing around the Indian left, completely routed them. The Legion pursued for two miles in thick woods (the fallen timbers) apparently keeping formation pretty well.

A set of detailed wargame rules should reflect this line charge ability, which Wayne really worked on. For other formations, the column was strictly for marching, but the troops were taught to use defensive squares, including one to hold the entire Legion.

Riflemen carried true long rifles and "tomahawks" and scalping knives instead of bayonets. These were used, too; an account of a skirmish casually mentions going out and collecting the scalps off thirteen Indian bodies afterwards.

The cavalry were called dragoons, but were not used as mounted infantry. Instead they were taught to charge in a rather open formation, because it was expected, correctly, that they would be used in rough country.

Uniforms

Basic: Dark blue coats cut as in the Revolution; red collars, cuffs; white buttons, waistcoats, turnbacks, belts; "Spanish brown" knapsacks, canteens, dark blue blankets; dark blue trousers; black shoes and half-gaiters (calf-length).

The helmet was a black light infantry design, almost exactly the same shape as a British Napoleonic Horse Artillery helmet. A binding running around the bottom edge varied in color, as did the plume on the right. The caterpillar crest was always black. Hair was in the revolutionary pigtail; left natural in the 1st and 3rd Sub-Legions (black or dark brown), powdered white in the 2nd and 4th Sub-Legions. Binding and plume colors were white in the 1st Sub-Legion; red in the 2nd Sub-Legion; yellow in the 3rd Sub-Legion; and green in the 4th Sub-Legion.

Officers: wore large black bicorns with plumes of the correct Sub-Legion color. Insignia is not known for certain, but included epaulettes for higher ranking men, probably much like the Continental Army. Black scabbards, gold-mounted for artillery, silver for others, for swords; in addition officers were required to carry spontoons in battle, and did so.

Musicians: wore red coats, dark blue collars and cuffs (what a target!); drum belts were white, drums dark blue with an eagle insignia on them - a variation of the U.S. Seal; gold

epaulettes for "senior musicians", one per rifle or infantry battalion; 1 drummer and 1 fifer per infantry or artillery company, 1 bugler per rifle company, 1 trumpeter per cavalry troop.

Cavalry: had dark blue saddle blankets with a yellow edge; 1 saddler and 1 farrier per troop.

Artillery: in the fall of 1794 new uniforms were issued, which probably reflected the amalgamation of all gunners into a Corps of Artillerists and Engineers. These were supposed to have red plume and helmet bindings for all members.

Spies: typical frontier hunting shirts, etc.; friendly indians wore a yellow band in their hair to distinguish them.

Standards

Legion: Wayne wanted, in imitation of the Roman Legions, to mount a large silver eagle on a pole, but this was never made. He almost certainly carried some banner, which may have been (this is very controversial) a 1777 model national flag, 13 stripes with 13 stars arranged in either three rows of 4-5-4 or five rows of 3-2-3-2-3.

Sub-Legion: each Sub-Legion carried a color made for St. Clair, never used, and subsequently modified. Dark blue field, with a bald eagle in the center, clutching in his left claw a red and white vertically striped shield with a blue bar across the top; in his right claw 13 golden arrows slanting left and downwards. The eagle was on top of a white cloud and in front of an irregular yellow sunburst, which had 13 silver stars in an irregular semicircle just above it. In the upper canton was a silver wreath encircling the name of the unit in three lines: "1st/Sub-Legion," etc.

Battalion: each infantry battalion, cavalry troop, and possibly rifle battalion and/or artillery company as well carried a standard whose field was its sub-legion color, with the name of the sub-legion inscribed on one line in the middle: "1st Sub-Legion," etc. The inscription was probably black for the 1st and 3rd, white for the 2nd and 4th.

Information on both uniforms and standards is sketchy, and the above is my best guess from the available data (most of the actual records were lost when the British burned Washington in 1814). One thing that is certain is that the dress uniforms were worn into battle: Wayne issued orders to that effect just before Fallen Timbers and supposedly went into a rage when after the battle, a hot August day, some of his men merely took off their coats. Also, before Fallen Timbers the Legion stacked knapsacks and heavy baggage in a small fort, and took only canteens, blankets, arms, and ammunition into battle.

Militia

The Kentucky and Pennsylvania acquired a well-deserved reputation for rapid rearward movement in Harmar and St. Clair's campaigns. There is a story that on hearing that one of his regulars had been accidentally wounded, Wayne exclaimed he had rather it had been six of the militia. Nevertheless, to flesh out his forces, guard supply convoys, and add extra scouts, Wayne employed a 1500-man Kentucky division under Charles Scott in his 1794 campaign. These were all "mounted volunteers" who could fight like true dragoons, on horse or on foot.

By the Militia Act of 1792, these forces had an even more elaborate structure than the Legion, which was even more widely ignored. Companies were supposed to contain around 90 men, showed up for muster at 60, and through casualties and desertion (mostly the latter), dropped to 40 or lower on campaign.

Since Scott started with two brigades of 800 and 700, this would suggest 13 companies in the first, 12 in the second, with possibly some intermediate regimental organization. By Fallen Timbers each brigade had dropped to 500.

Uniforms were the usual frontier melange, although Scott and other officers may have worn their old Continental Army coats. Standards were probably carried, but their design is unknown.

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Annals of the P.E.F.

I

THE INVASION OF ENGLAND—BATTLE OF DEEP KNEE BEND

BY JOHN SAUNDERS

After the successful culmination of the Portuguese Expeditionary Force's maneuvers in Ireland, which proved conclusively that the Irish cannot outdrink, outfight, or outrun the Portuguese, Marshal Ray Saunders, the commandante of the Portuguese Expeditionary Force (PEF) left for Lisbon to consult with his palmist and the noble King Joao VI. As the British had not yet yielded to the Portuguese ambassador's demands in the peace negotiations, King Joao had decided to force the issue one way or the other, and accordingly, the Portuguese Atlantic Fleet (six rowboats and a cutter) ferried the PEF from Ireland to England.

Once there, Generalissimo John Saunders, the Spanish attache to the PEF and chief of trash, immediately proceeded in the construction of a balloon port so supplies and reinforcements could be moved in from the homeland by the King's Royal Balloon Corps. Among the reinforcements came Marshal Frank Greiner and his contingent of Russians, the Japanese Crown Prince Yoshio Yoshihada, and a recent recruit, Ensign Robert Padgett. Remembering how much help Marshal Greiner had been to the Austrians during their recent defeat by the Portuguese, the Czar had sent the infamous marshal to "aid our illustrious and friendly allies, the Portuguese." Naturally he hoped Marshal Greiner would unwittingly sabotage the growing military might of Portugal, which he viewed as a threat to the Russian expansion in any direction. Little did the Czar realize that Marshal Greiner's confidence and efficiency tripled whenever he was not facing Portuguese troops.

As soon as the PEF set foot in England, the British began taking steps to expel them. The emperor of Austria-Hungary promised assistance, which began to arrive with Archduke Joseph, who was lovingly known to his troops as "Hartzog," at their head. (The experienced Archduke Dennis was off in Greece fighting the Turks' elite Syrian "Sticks" troopers.) General Sir John Coffey, the famed Duke of Colombia and Prince Richard the Chicken-Hearted of Lower Bohemia were given the task of organizing the Anglo-Irish Army, with assistance from Colonel Tom Lyons.

The English carefully completed their preparations, and as soon as the Austrian contingent joined them, the combined army marched upon the hasty fortifications of the Portuguese. As these were yet incomplete, the Generalissimo decided to fortify his men with a double ration and port and march forth to attack the slightly larger Anglo-Irish and Austrian Army in hopes of surprising them.

Surprised only by the magnitude of the Generalissimo's audacity, the English calmly prepared for the coming battle. The opposing armies comprised:

ANGLO-IRISH & AUSTRIANS

Type B Division (15 btn, 3 arty) - 36
Type A Division (12 btn, 3 arty) - 30
Lt Inf Regiment (3 btn) - 8
Lt Cav Division (6 sqdn, 2 arty) - 11
Sapper Company - 1
Hvy Cav Division (12 sqdn, 2 arty) - 40
Old Guard Regiment (2 btn) - 12
TOTAL: 130 points

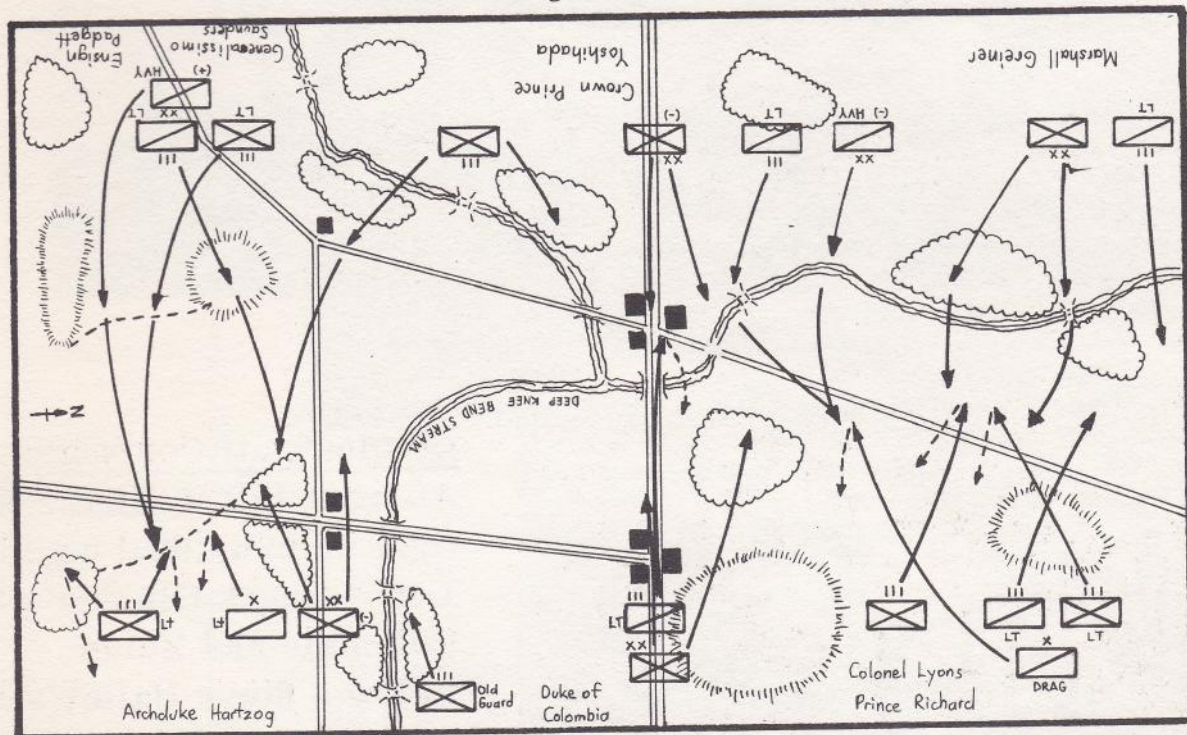
FRANCO-PORTUGUESE & RUSSIANS

Type A Division (12 btn, 3 arty) - 30
Type A Division (12 btn, 3 arty) - 30
Lt Cav Division (6 sqdn, 2 arty) - 11
Hvy Cav Division (8 sqdn, 2 arty) - 28
Hvy Cav Division (8 sqdn, 2 arty) - 26
2 Sapper Companies - 2
TOTAL: 120 points

Archduke Hartzog commanded the heavy cavalry division (less one dragoon brigade) on the English southern flank, the Duke of Colombia was in charge of the center, and Prince Richard and Colonel Lyons directed the northern wing of the English army. The bulk of the Anglo-Austrian infantry was massed in the center to attack if the Portuguese center appeared weak or to defend if the Portuguese attempted a center assault. The dragoon brigade and some light infantry held their northern flank.

Marshal Greiner commanded the infantry division on the northern flank of the PEF. His mission was to secure the two northern-most woods and then push on across the Deep Knee Bend Stream at all points north of the central crossroads, with the assistance of Crown Prince Yoshihada, who in the meantime was to occupy the central crossroads area with the other Portuguese infantry division. The Generalissimo would personally command the large cavalry reserve and supervise Ensign Padgett on the southern flank, where most of the cavalry was to be committed in an attempt to destroy any Englishmen who dared show their faces in the open areas in that region.

Franco-Portuguese & Russians



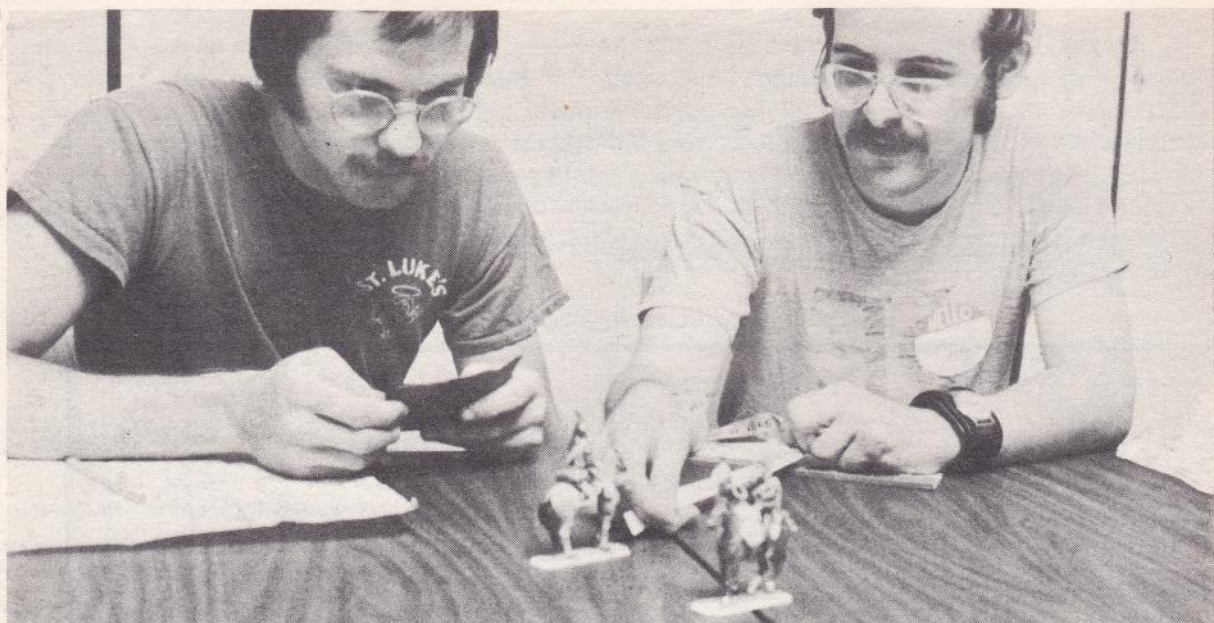
Anglo-Irish & Austrians

The Duke of Colombia aggressively advanced his Irish "Green Horror" hussar squadron into the town. (The Duke affectionately refers to his Irish contingent collectively as "The Green Horrors" because everyone else is horrified that he would even consider painting good English figures with green coats and call them Irish). The Generalissimo marveled at the Duke's alacrity and ordered two hussar squadrons and two dragoon squadrons forward "to eliminate the scum." Much to his dismay the Green Horrors broke two dismounted charges and the other units. The next turn, however, Crown Prince Yoshihada's grenadiers cleared the stubborn Irish hussars out of the tavern. The fleeing hussars were subsequently broken and continued their flight off the board. The Generalissimo then rode to the PEF right to make sure that Ensign Padgett had not overly exposed himself.

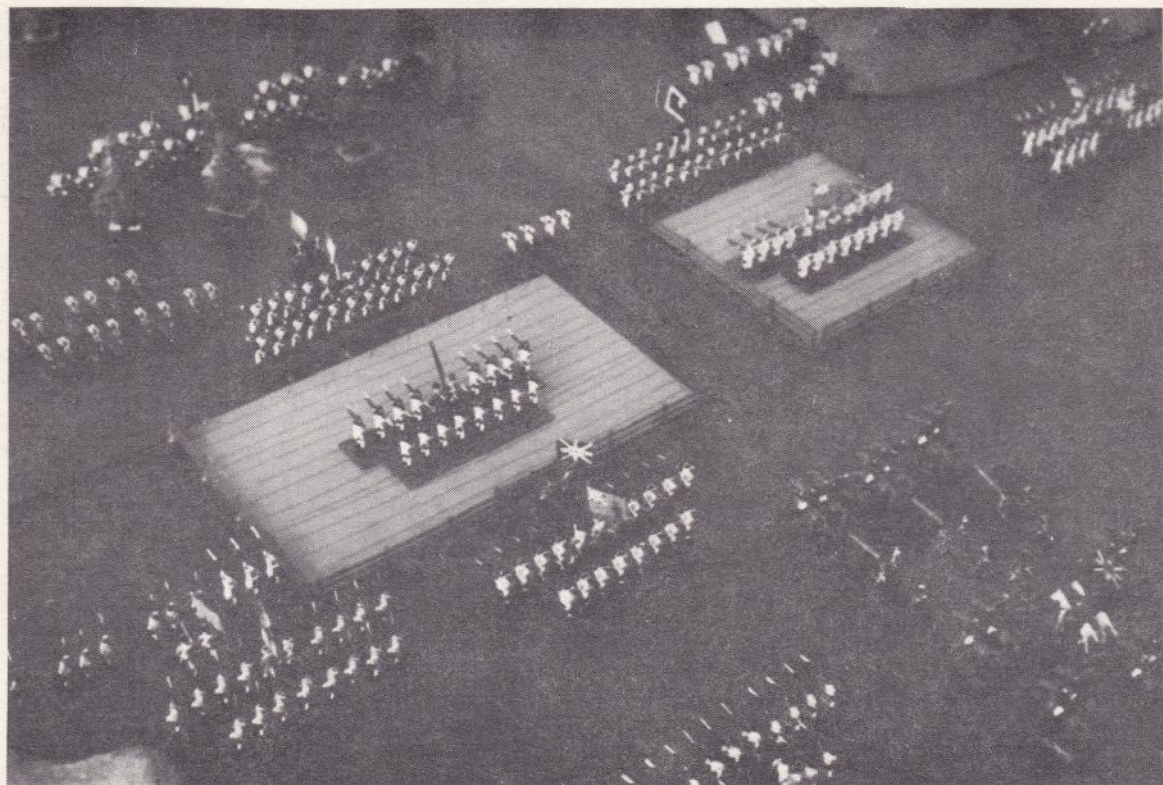
In the meantime, Marshal Greiner had successfully occupied the large woods in the north and had begun crossing the stream into the smaller woods on the eastern bank. The English here, under the command of Prince Richard, were steadily driven back with some units taking heavy losses. Prince Yoshihada had by this time consolidated his position in the central town. The Duke of Colombia's forces sheltered from the Prince's musketry in the woods across the stream. To the south the Generalissimo would only allow Ensign Padgett to occupy a position between the two hills, and go no further.

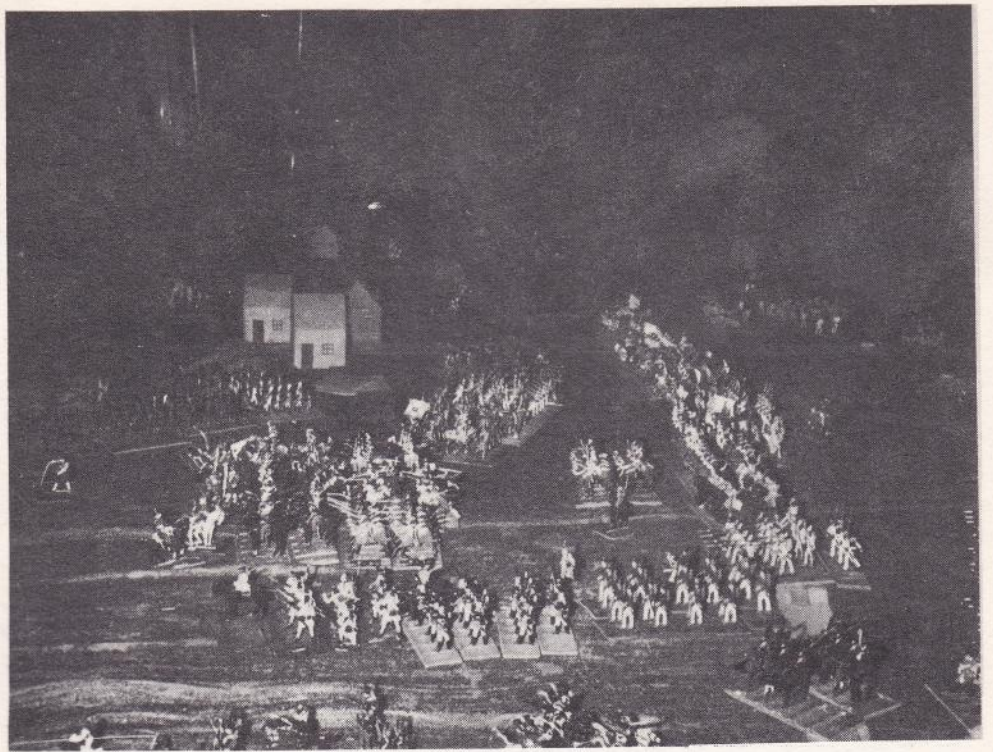
Archduke Hartzog's plans for this front were never fully revealed, as he was forced to leave the field when struck by an acute attack of the gout. Prince Richard took over all the Anglo-Austrian forces south of the Deep Knee Bend Creek at this point. Colonel Lyons was left in command of the rallying troops on the northern-most hill and the Duke of Colombia continued in command of the center.

After regrouping slightly, Marshal Greiner continued pushing across the stream. The hussar division and six squadrons of heavy cavalry forded it in support of his infantry. Despite terrible luck (the French hussars couldn't seem to beat the Anglo-Austrian hussars no matter how many times they charged them in the flank), Marshal Greiner continued pushing the English



Cincinannati Convention:
 Above - Jeff Williams & M
 fight an individual combat
 Left - Chuck Glidden's 25
 Colonials and Zulus
 Below - Steve Haller's 20
 American Revolutionaries





pg. 19)
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Two scenes from
 the PEF's exploits at Deep Knee Bend (pg. 14)





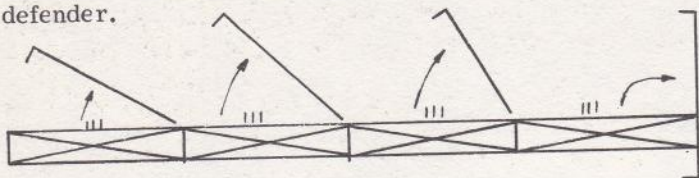
Sapper's Report

BY DARL SUMMERS Rt. 1, Box 197, Rigby, Idaho 83442

In all rules, units are allowed a certain movement distance according to formation and other factors, and also are allowed facing moves or are penalized certain amounts of their movement distance to face this direction or that. In a past Sappers Report, one gentleman's idea was to use pre-measured movement sticks. This idea struck my fancy as one way to speed things up, but still left a few problems. This brought on my solution to the problem.

I use two small blocks of lead or other substantial material, connected by stout thread and the whole works pre-measured to the proper distance.

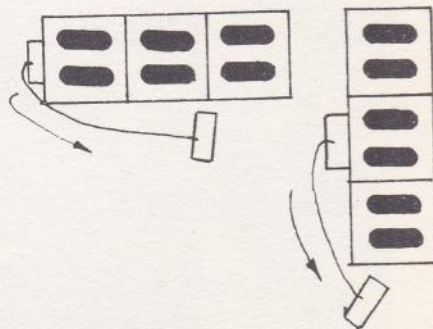
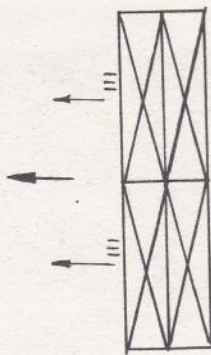
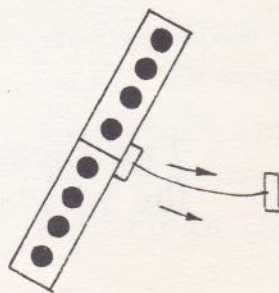
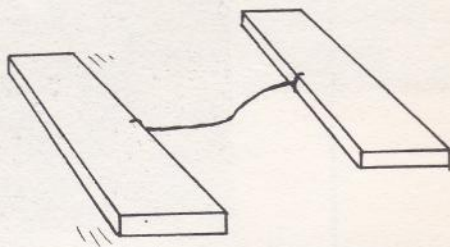
This causes all sorts of interesting possibilities. My formations immediately become as completely flexible as their movement distance allows. Advancing and attacking movements do not need to be made in straight lines. Maneuver of the unit becomes part of the unit's movement. This does away with the complication of things such as move half, maneuver 45° , etc. Movement in my rules (American Civil War) is always by regiment. When a brigade line of battle moving to attack is hit on the flank, only the regiment on that flank will be able to turn to meet the onslaught, and the attacker's numbers and angle of attack usually rout the defender.



Meanwhile the battle line will have to dissolve because the entire line cannot wheel to meet the attack, and the brigade commander had better get support quickly or face defeat in detail, for each regiment will face its own battle.

Cavalry can wheel and gallop in any direction when in column, but will wheel much slower in line (my rules do not allow the string or metal blocks to overlap in any way, nor to go through any formation).

Road travel will actually follow the turning and twisting of the road. Of course, units can move any fraction of their move distance they prefer, just by letting the thread go slack.



JULY 14-15 1973

Cincinannati Convention Survey

COMPILED BY STEVE HALLER

Over 200 miniature and board gamers recently congregated for an enjoyable convention at the University of Cincinnati's Great Hall. The affair was capably managed by three Cincinnati enthusiasts: Al MacIntire, Marc Rubin and Glenn Grundei. Of special interest to "The Courier" readership were the sixteen miniature games which served both as demonstrations and simultaneously involved numerous players. No slight of the many board gamers is intended, as this is a report on miniature wargames only (about half of the attendance). The following is a list of the games and their sponsors:

Saturday:

30mm Zulu - Glenn Grundei
30mm Napoleonic - Marc Rubin
25mm Ancient - Mark Walden
25mm American Civil War - Bob Williams
25mm Medieval - Charlie Ahner
Fantasy - Jeff Martin & Greg Lund
Individual Combat (French & Indian) - Glenn Grundei
GHQ MicroArmor - somebody (?)

Sunday:

Naval (sail) - Bob Williams
Naval (WWII) - Van Siegling
25mm Zulu - Chuck Glidden
Colonial Campaign - Chuck Glidden
WWII Armor (HO) 0 Charlie Ahner & Jeff Martin
Air (WWII) - Glenn Kidd
20mm American Revolution - Steve Haller & Terry Phillips
Epee (Cut & Thrust Individual) - Marc Rubin

The winners of the various categories of painting competition were:

Diorama - Stan Glazer
Cavalry Unit - Glenn Grundei
Infantry Unit - Stan Glazer
Individual Figure - Marc Rubin

Bob Williams won the Epee elimination contest.

A friendly full page article on the convention appeared in the July 14 1973 issue (p. 3) of the "Cincinnati Post Saturday Magazine."

In general, a good time was had by all.

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HISTORICAL
BATTLES:
Wargame Analysis
PART IV - CONCLUSION

BY LT. JAMES L. GETZ & ROBERT W. JONES

"The objective value of a broad survey of war is not limited to the research for new and true doctrine. If a broad survey is an essential foundation for any theory of war, it is equally necessary for the ordinary military student who seeks to develop his own outlook and judgment. Otherwise his knowledge of war will be like an inverted pyramid balanced precariously on a slender apex."

— B. H. Liddel Hart

In this, the last of our series of articles, we wish to summarize what we feel were the major findings of our research and the conclusions developed from these findings.

Let us reiterate that we do not expect unquestioning acceptance of these conclusions. To the contrary, it is only through challenge and defense of hypothesis that true and gainful progress can be achieved. We assure you that a great deal of thought has gone into this series. We personally have gained considerably from doing the research for the articles, and hope that you have found them interesting and stimulating. We await your comments and opinions.

Conclusions:

1. Throughout the period analyzed, 1618-1905, the majority of battles were fought at or near a state of parity. How do boardgamers explain that their games often have the majority of battles at 2 or 3 to 1?

2. When considering the ratio of numerical force in a battle, until one has passed the point of 5 to 1 odds, the incidence of victory does not increase for the superior side.

3. Both 1 and 2 above lead to the conclusion that rules based primarily upon numbers to determine victory are somewhat off-center. In particular, the games put out by S&T (SPI) and Avalon Hill, in which the combat potential of a unit is largely predicated on numbers of bodies, guns, etc. must be questioned. The combat results tables of these games give advantages to the superior side far in excess of what was seemingly the case.

4. The actual casualty rates of battles were considerably lower than what is found in the typical wargame. The average hovered around 12.5%. How many games can claim this rate?

5. The proper, and long ignored, area of interest for the serious simulation wargamer is in duplicating the command environment of the general in battle.

6. There has been an almost dogmatically held belief in the hobby that there is a direct link between reality and complexity. As was pointed out in the article on the "Black-Box," this is not so. Several ways of achieving simplicity and playability such as aggregation and parity can be used to avoid creating sets of rules in which finding the applicable chart becomes as much a command problem as moving your troops. No Virginia, 40 pages of charts are not necessary for high degrees of reality.

7. Battalion or company level organizations are completely inconsequential to games that portray command level problems which most gamers prefer. They are only important if the game is designed to limit its "Black-Box" to company or battalion level problems. Rules that attempt to include both highly detailed company action problems with highly detailed command problems develop a scale-orphrenia with symptoms of hour long turns, inconclusive and confused results. You've got to decide if you are going to talk about a tree or the whole forest!

8. This is not to imply that divisional and corps organizations may be ignored. Although it is not mandatory that one portray an actual divisional/corps organization, it is essential that some form of organization be used. This places the commander under a restricted force structure such as an actual commander would face, rather than a totally flexible organization of individual regiments. In attempting to illustrate historical battles, specific OOB's can be usefully employed.

9. There is little or no hard evidence of "nationalistic traits" being of decisive importance in individual battles, particularly in the Napoleonic period. It is also to be questioned if national factors capable of influencing a battle do exist in even a minor manner, whether they should be fully known to both sides. While many gamers have devoted much rule design thought to this area that has proven to be a will-o-the-wisp, they have almost universally ignored the most dominant problem of warfare, "the fog of war." Are they afraid of not being able to see all, know all, or do all? Can they take the pressure of decisions made on partial intelligence? In essence, do wargamers want to function in the true command environment? Napoleonic Warfare is an excellent choice for wargaming precisely because "parity" prevails in technology, social mores, tactical employment of troops, etc. Later (and some earlier) periods do have "national differences" not due to any inherent flaw in the character, but usually to technological or tactical doctrine. (A spear-armed Dervish vs. a Martini-Henry armed British Regular is like having your local high school football team playing the Miami Dolphins.)

10. Related to the above is the concept of the "Information-Flow" game, in which the feedback to the individual commanders is regulated by the game so as to provide the vaguaries of war in the commanders' mind.

11. The Information-Flow Wargame demonstrates that it is not necessary to duplicate the mechanics of the actual battle in order to duplicate the command environment. All that is necessary is some mechanism to feed the important information concerning the battle to the commander. Such a system would allow for a simpler set of rules, produce more realistic command problems, and eliminate many of the interfacing problems of conventional rule sets.

12. Morale rules, no matter how many inputs are used in their calculation, are highly arbitrary. They require keen judgment so that they are simple enough so as to not slow the game, and yet controlled enough so that they don't end up being a constant "whim of the Gods" that puts the player in the position of fearing the morale rules more than his opponent. An intelligent use of random events is the secret of the modern wargame, but the variability must be controlled. This is also an area in which extensive aggregation might prove valuable.

13. Success in battle may well have depended upon a general's ability to penetrate the Fog of War. And success in duplicating the command environment in a wargame may depend upon being able to duplicate the Fog of War.

14. The Fog of War is a lack of information for the commander and a lack of control over the battle by the commander.

15. Areas in which the Fog of War makes itself felt and might be successfully duplicated are:

- a) speed and precision of maneuver
- b) knowledge of the true abilities of the enemy force
- c) knowledge of the true abilities of own force
- d) coordination of command elements
- e) knowledge of the time necessary to decide engagements

16. To construct a game that generates the true tension of command, the frustration of uncertainty, will not be an easy task. Nor will such a game be to everyone's liking. It is easier to appear brilliant when one has all the facts and answers. It is easier to counter an opponents' movements when we know his weaknesses and the constraints of his battle abilities. It is easier to "force" history to repeat itself on the tabletop than to find the gears and wheels of history and attempt to duplicate them. It is important that we remember that we are attempting to recreate the problems of generals by using history, not the problems of historians by using battles!

Addendum

How an Information-Flow wargame might be constructed:

Mechanics of the Game:

Random Events - Deci-dice should be used as the basis for this game. They are a very flexible and controllable method of generating random numbers.

Turn Timing - there are numerous methods of setting up the turn sequence in a game. The three basic categories are move/counter-move, simultaneous, and impulse. The impulse move system, which is a take-off on the move/counter-move, would seem to be the most likely candidate. The impulse system allows one side to move some of its units, but then according to some decision rule will allow the other side to move some. The right to move switches back and forth between the sides according to the decision rule until all units are moved. This allows considerable flexibility and also allows a definite sequencing of events that is impossible with the simultaneous move game.

Movement - for a discussion of the effects of terrain on movement, we refer you to Bob's "Delaying Terrain Effects: The Forgotten Variable," in Vol. IV, #3 of this magazine.

Unit Effectiveness - we do not want to relate the power of a unit to the number of casting in it for two reasons. First, one of our basic conclusions is that numbers are not that influential on power. Second, we want to conceal the power of the unit from the enemy. This is not to imply that numbers should be left totally out of the equation - only that they take their proper place. The unit effectiveness should be considered a measure of the unit's ability to stay in combat rather than inflict casualties. In addition, some measure of the unit's organization might be included.

Combat - What we are interested in, as commanders, are decisive engagements. Something that will produce a decision, hopefully in our favor. Any action that does not give an important result, we are uninterested in and can ignore. How do we know if an engagement is going to be decisive? We let the game tell us. Thus, we need a rule that will set a probability to engage, based on the type of unit, terrain, etc. If the attempt at engagement is unsuccessful, the general retains control of the unit. If successful, the general loses almost all control of the unit.

Then, having succeeded in becoming engaged, a rule must be constructed to determine when the engagement is concluded. This would again entail forming a probability based on type of troops, terrain, turns of engagement, etc. A roll for this probability is taken each turn.

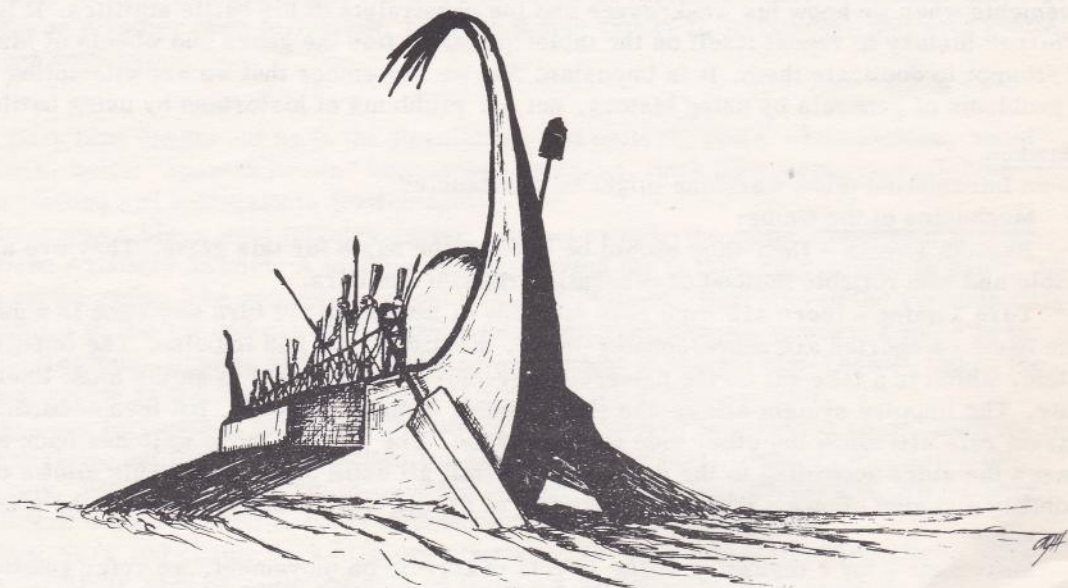
If the engagement is concluded, we need a decision rule to tell us win, lose, or draw and effect. This should be based roughly on a unit's effectiveness but more on its performance. Performance being a random quantity over which the commander has little control and no foreknowledge. This puts the engagement into the unknown for both commanders. The engagement becomes the risky adventure into uncertainty that it was in fact. An adventure that in the end was decided by the unit and not the general.

Summary:

In essence, this is all that is needed for the Information Flow wargame:

1. A turn sequence
2. A movement rule
3. A definition of Unit Effectiveness
4. A rule to engage
5. A rule to conclude engagements
6. A rule to determine the effect of engagements

Needless to say, there is a considerable amount of foliage that must be hung on the branches of this tree, but the overall concept is basically simple.



Roman Quinquereme 249BC

Cannons TO THE RIGHTS OF ME, Cannons TO THE LEFT OF ME...

BY RON VAUGHAN

The verbal cannonade between Mr. Vietmeyer and Mr. Jones, about how high cannon balls bounce, has been very interesting and a little perplexing. I am taking a chance by stepping into the middle of this fire, but I have found some information which may settle the argument. The following quotation is from "Fredrick the Great on the Art of War," edited by Jay Luvacs, pp. 162-163:

"I must mention two main mistakes common to all artillery: (1) it fires primarily against the opposing artillery and attempts to silence his guns; and (2) it seeks to site its guns on the highest ground found on the battlefield in order to stretch the range. Both are pernicious prejudices, and you must in fact do just the opposite... With regard to the second mistake... anyone can easily see that it is not only the range of the shot but also its effect that matters. If a shot fired from a hill actually strikes the enemy line, its effect will not be especially great because of its sloping angle, so the other lines have nothing to fear from it. If a shot should strike the ground in front of the enemy, however, in light soil it will remain stuck in the earth, and on solid ground, with plunging fire, it will bounce over all the lines. However, if you should still find it necessary because of the terrain to locate your guns on heights, then these must never be elevated over twenty feet above the horizon... Finally avoid all high angle fire as much as possible. When the terrain permits and you are not prevented by trenches, defiles, or small hills, fire nothing but ricochet shots. Such shots seldom fail and at close range smash through all enemy lines."

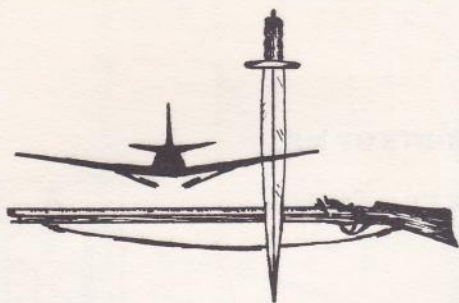
In the Glossary (p. 366) it says:

"Grazing fire: is the discharge of ordnance or musketry so directed that the shot skims the ground within three or four feet of the surface."

So it seems that in a way, both Mr. Vietmeyer and Mr. Jones are right. If you are firing from a hill higher than two levels (20 feet), then use Mr. Vietmeyer's bounce stick to represent high bounces, with each bounce decreasing in distance by 50%. No bounces on plowed or muddy ground. Also use this for long range fire, greater than the maximum "effective" ranges given in Chandler's artillery chart.

For cannons firing from low elevations or flat terrain, I suggest you use Mr. Jones' penetration ratio given in his article on Napoleonic smooth-bores, and double it for the number of stands, or lines of figures, along the line of fire that can be plowed through by the shot. For example, a 4-pounder can penetrate two "ranks", a 6-pounder four, an 8-pounder eight, and a 12-pounder sixteen. On muddy ground reduce these numbers by half and on plowed ground no grazes. There should be some limit to the zone that these grazes occur in. I suggest using the gun's cannister range (or maybe half the cannister range) as the distance between the first graze (first stand in the line of fire to be hit) and the point where the ball loses enough velocity to be no longer deadly. Thus, a 4-pounder could not hit the second rank if it was more than 400 (200?) scale meters behind the first.

The grazing fire should not be automatic. The gunners might aim too high and miss everything, or too low and waste one or more grazes. This should be decided by some sort of die roll. Guard artillerymen should have better odds of doing it than line artillerymen, and line better than militia artillerymen.



POTPOURI

with Jim Parcella

THE BATTLE OF BOONEVILLE

A historical battle problem for any period
by Major Max A. Ray

As a solo wargamer I lean towards refighting historical battles and the Battle of Booneville is an ideal situation which could be adapted to any time period. The actual battle was fought during the American Civil War.

On 26 June 1862 General Rosecrans, commanding the Federal Army of the Mississippi, detailed a brigade of cavalry under the command of Colonel Philip H. Sheridan to occupy Booneville, Mississippi. His mission was to establish a strong outpost and cover the front of the main army. Sheridan's brigade was composed of two cavalry regiments, the 2nd Michigan and the 2nd Iowa. The brigade strength was 827 men (unfortunately no breakdown is given by regiment). Each man was armed with one Colt revolving rifle and one Colt revolving pistol, thus each man was capable of firing 12 shots before reloading.

The nearest Confederate force was west of Booneville and consisted of General James R. Chalmers cavalry division with a field strength of about 5,000 troops. They were armed with single shot pistols and rifles (muskets). Neither side had artillery attached.

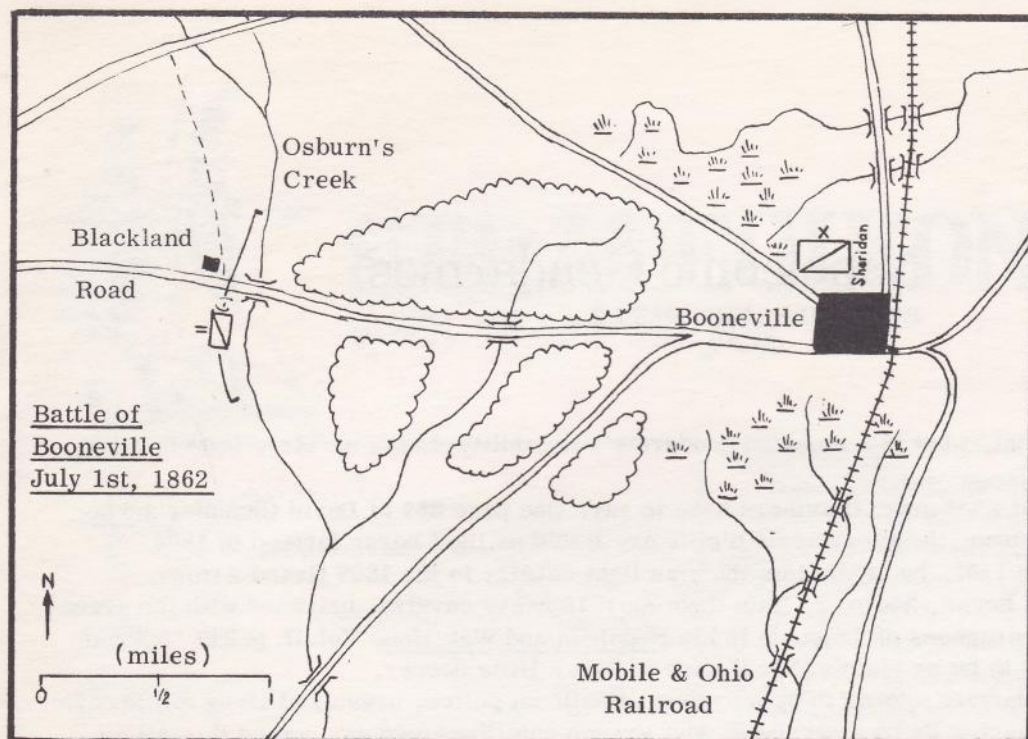
The terrain west of Booneville was composed of heavy woods and swamps (see map). The blackland road to Booneville and then north was in good condition, all other roads were little better than trails. Osburn's Creek is fordable with little or no effort. The swamps north and south of Booneville are extremely difficult to cross. The Mobile and Ohio Railroad is operational only heading north out of Booneville, the bridges south have been destroyed. Booneville itself consists of 15 to 20 houses/buildings, some damaged.

On the morning of 1 July 1862, Sheridan had two companies on picket duty west of Osburn's Creek. The remainder of his brigade was north of Booneville with scattered patrols to the south. Chalmers Division advanced east along Blackland road toward Booneville. Seven hours later the Confederates were repulsed and retreated back west. Total casualties vary according to which reference you consult. The Federal casualties range from 45 to 70 killed and wounded, while the Confederate range from 82 to 140.

For those of you who are interested in what Sheridan did right and Chalmers did wrong check the March 1973 Military Review published by the U.S. Army Command and General Staff College, Fort Leavenworth, Kansas 66027. I refought this engagement in a Napoleonic setting (British as Feds and French as Confeds) in which the British were forced to retreat. This points up one of the keys to the Union victory, the firepower advantage of the Colt revolving rifles and pistols. My casualties were somewhat higher than the actual battle. (For some interesting comments on casualty ratios see The Courier, Vol. V, #2, "Historical Battles: Wargame Analysis, Part I, by R. Jones.)

Bibliography

Hankee, William B., "Fire and Maneuver at the Battle of Booneville," Military Review, Vol. LIII (March 1973)
O'Connor, Richard, Sheridan the Inevitable, Bobbs-Merrill Co. Inc., New York, 1953



continued from page 15

back. At last he caught and routed most of the English cavalry on this flank, rolled over the northern-most hill, and overran the northern third of the field.

To the south the Generalissimo finally allowed Ensign Padgett to move forward after skirmishing inconclusively with Prince Richard throughout the early part of the battle. Prince Richard had advanced his 95th Rifles a little bit too far from the far southeastern woods and the Generalissimo's beloved cuirassiers made quick work of the hapless elite light infantrymen. Prince Richard then attempted to form his heavy cavalry between the two woods. Only three of his cuirassier squadrons had gotten into line alongside his three screen hussar squadrons when six of the Generalissimo's beloved cuirassier squadrons thundered down upon them. An artist recording the event depicted Prince Richard on his white horse heading for London at about this moment. Naturally the hussars were no match for the cuirassiers, so the bulk of the Anglo-Austrian horse was swept away. Concurrently, most of Prince Richard's artillery was captured and encroachments were made upon the woods around the southeastern road junction.

With both flanks lost and their center imperiled, the English generals asked for the Generalissimo's terms. Surprisingly, he allowed the remnants of the once large Anglo-Austrian force to march off the field without further molestation, provided that all Green Horrors were turned over to him for stripping and recasting. "That way," he muttered, "I'll be rid of the damned things once and for all!"

Notes:

We use the Napoleonic version of Pat Condray's translation of Le Kriegspiel. The game is based upon the idea of "tactical units," which are not supposed to represent any specific unit or number of men. However, infantry units of twenty figures are each referred to as battalions, cavalry units of ten figures each are referred to as squadrons, and artillery pieces with three gunners each are referred to, strangely enough, as guns (half-batteries). In order to aid in the formation of larger units, such as the regiments, brigades, divisions, and corps these terms are used. The rules are very simple, and mainly simulate the ebb and flow of battle rather than minute tactical details. In this respect the game succeeds in an outstanding fashion; of course, this is my opinion, but many other people have become rather enamored with the game too.

continued on page 29

Napoleonic Gendarmes

BY FRED H. VIETMEYER

In Napoleonic combat, what is a mounted gendarme's capability: heavy cavalry, light cavalry, or what?

Let us look at what several authors have to say. One page 354 of David Chandler's The Campaigns of Napoleon, the gendarmerie d'elite are listed as light horse formed in 1806 similarly, on page 1107, he again lists them as light cavalry in the 1809 Grand Armee.

Captain A. F. Becke, however, lists them as 1815 heavy cavalry, brigaded with the grenadiers a chevel and dragoons de la garde in his Napoleon and Waterloo, Vol. II, p. 249. It looks as if it is not going to be so simple. We'll have to look a little deeper.

The line gendarmes appear to be a system of national police, organized along military lines with each district having its own garrison. The French satellite kingdoms copied this system. Westphalian Roayl Gendarmes (1812) are described in the "Military Miniature Collector," Oct. 1963, pages 93-94.

Neapolitan Gendarmes (1812-14) are shown in the army uniform plate No. 82 "Heer und Tradition" and again the uniform parallels the French as shown by Liliane and Fred Funcken in their L'Uniforme et les Armes des Soldats du Premier Empire, Vol. I, p. 63, fig's 2 and 3. They very closely resemble the heavy cavalry uniforms of Louis XVI 1787, and of the French Revolution 1792 as shown in Funcken's le Costume et les Armes des Soldats de Tous les Temps Vol. II, p. 15 figure 5, and page 26 figure 11, respectively. The latter are unarmored cuirassier cavalry types.

All of this is quite significant because General Sir E. Wood in his Cavalry in the Waterloo Campaign (1895) states on page 14 that half the mounted gendarmerie were ordered to send in their horses to build up the French 1815 army and there were 4300 horses distributed to the cuirassiers, etc. Now we can see how Napoleon so quickly reformed his 1815 heavy cavalry. The former Funcken book states on page 62 that the French gendarme's horse furniture is that of the cuirassier, as indeed a comparison figure 2 page 63, and figure 1 page 43, will show.

General Wood goes on to state that the Waterloo cuirassier regiments were made up of mounted gendarmes(!) and 30 picked men from each dragoon regiment in service. But he goes on to state on page 170 that they had not even worked together in squadrons and that half the horses were new.

This is most interesting, and now some statements of yore are shown in their true perspective. I will cite one. George Hooper in Waterloo and the Downfall of the First Napoleon, London (1914) on page 209 makes a point that the English Life Guards quickly defeated the French armored cuirassiers in a fair fight (melee) and made a point of the French cuirassiers' history of military prowess.

But the French Cuirassier of Waterloo was only a shadow imitation of the cuirassier of Austerlitz, Eylau, Ratisbon, and Borodino.

In Oman's Studies in the Napoleonic Wars, pages 232-234 we read that when Napoleon started to reorganize the French cuirassiers in 1802, these units were mounted on horses no taller or stronger than dragoon horses and the riders were no bigger.

He continues that Napoleon made the new cuirassiers very heavy cavalry indeed. The only French source of these giant horses was Normandy; the Flemish (Gelgian) and North German giant horses were not available in 1815.

The true cuirassier horses died in the snows of Russia and were 17 hands high! They were so big that they could withstand long-range musketry as they did in 1809, and when they did charge, literally bowled over other cavalry. But that's another story, covered in "Wargamer's Newsletter," January 1967.

So what are gendarmes in combat? It is still not clear. They seem to be medium-heavy cavalry but not trained in heavy cavalry tactics. This figures. Have you seen the Royal

Canadian Mounted Police on parade? Then consider how they were historically used - as individuals or detachments of light horse.

Let's see if we can find cases of gendarmes in action. We have to look long and hard since MPs are usually not in combat. But finally, we find that in an Anatomy of Glory, Dec. 15 1813 account, things finally got desperate enough and the French Elite Gendarmes of the Guard were used in combat but were routed by enemy hussars and cossacks. However, the numerical odds and circumstances are not given, page 330. This was just as the start of the invasion of France.

In Naples and Spain, we have accounts of gendarmes versus guerillas, similar to the World War II accounts of the SS occupation police military campaigns against guerillas. One would rather assume there may have been numerous brushes of gendarmes and cossacks in France, but perhaps not - same as the French and German police of World War II remained aloof and intact after invasions.

Seems readers could contribute here. At any rate, that's about as close as we can come. It is quite similar to the attempt of the French Guard Chassuers a Cheval to counter the Russian Guard Cuirassiers at Austerlitz. Note quite, whereas Horse Grenadiers turned the tide. Unless the horse, rider, and training are those of heavy cavalry, they are not full heavy cavalry.

Gendarme Rule: perhaps melee defensive capability as a dragoon, never receiving a charge increment, may fire from the saddle, skirmisher ability, but maximum movement no greater than dragoons. But this may be cutting it too fine. Currently we are just using them as another form of light cavalry - which is no different than when I last tried to analyze them over a decade ago.

Ten MOST WANTED Fugitives

of Fred Vietmeyer, Midwestern Napoleonic Wargamers Confederation

(Ed Note: although originally published in "The Fusilier", the culprits on this list remained unapprehended when that magazine unfortunately ceased, and so Fred has asked us to republish them, in hopes that historical justice will soon be done.)

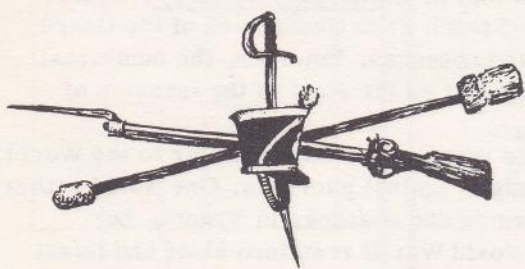
The F.B.I. released a periodic list of the "ten most wanted" fugitives which, since it constantly changes, must result in some conclusions.

Below are some of the most elusive questions that have escape me for a decade. Ten years is such a long time that it is beginning to be absurd, especially since someone may have the answers readily available.

As the questions are answered, the unanswered questions slowly rise to the top - showing the increasing urgency of the search.

Please don't submit guesses; since a number of reasonable ones already exist. What is needed is documented facts.

1. What is the organization of the Brunswick-Oels Infantry in Spain?
2. In 1809, what is the battalion organization of the Dutch Grenadiers of the Guards in the Royal Dutch Foot Guard Infantry?
3. What is the organization of the Dutch Guard Grenadiers in French service in 1811?
4. In the 5th Regiment d'Elite of Oudinot's Grenadiers of 1805, how were the battalions organized?
5. What is the organization of the 1813 Polish Foot Guard Battalion at the Battle of Leipzig?
6. Were the Lancers of Berg (1810-First Regiment) actually French Guard Cavalry, or only attached to the guard?
7. What were the gun carriage colors for the Kingdom of Italy, Westphalia, and Berg artillery?
8. What is the organization of the French guard of King Jerome?
9. What is the organization of the Westphalian National Guard in 1812?
10. What is the strength and organization of the Berg Lancers of 1810-1813? Were they true guard or just attached to the guard (2nd Regiment)?



BEST OF TABLE TOP TALK

BERDAN'S SHARPSHOOTERS 1861-1865 by Bill Quinn
copyright J. Scruby 1968

Hiram Berdan was a mechanical engineer whose hobby was rifle marksmanship. A man with a great gift of leadership, he drilled his regiment of hardy individualists, kept them reasonably well disciplined and made them a force feared by the Confederates and highly appreciated by their friends.

By the time the American Civil War had bled itself out, artillery could no longer fight in the infantry lines, the breech loader had proved its battlefield superiority over the muzzle loader and destructive small-arms fire no longer required dense masses of men. All of these innovations, and some others, were brought about by Berdan's Sharpshooters. ultimately expanded into a brigade of two regiments.

Authorized in June 1861, they were unlike any other volunteer regiment in the Union Army in that they were no identified with any state. Instead, they were uniquely designated the 1st Regiment of United States Sharpshooters.

No man was accepted who could not "at 200 yards put 10 consecutive shots in a target, the average distance not to exceed 5 inches from the bull's-eye." Eager recruits came in, some bringing their own target rifles — long, heavy-barreled pieces, often with telescopic sights. These weighed as much as 34 pounds, and were ill adapted to field service, but many of their owners clung to them to the end. Berdan solved this problem by telling off these stubborn riflemen as sharpshooters; a specialty in which they gave remarkable service independently of the organized skirmishing of their fellows.

Another difference between Berdan's men and their comrades in the Army of the Potomac was the uniform. The regiment was issued a dark green coat and cap, the latter with a black plume, and instead of the hunting horn which was then the infantry insignia, a wreath enclosing the letters USSS. The trousers (at first the regulation light blue) were dark green also. Alone of the Union troops, they wore (at least at first) leather leggings, gray felt overcoats and calfskin knapsacks.

Berdan pestered the War Department for Sharps Rifles, which he considered best suited for the work his regiment was likely to perform. Instead, they were issued 5 shot, 0.56 caliber Colt revolving rifles. While reasonably accurate and capable of rapid fire, this rifle had a tendency to discharge all 5 rounds at once, with unhappy results!

This was the weapon of the 1st, and newly formed 2nd, regiments took to the Peninsula. They were attached to Porter's Division of Heintzelman's III Corps and at once began to demonstrate that accurate, long-range rifles in the hands of troops that knew how to use them could bring a new and decisive factor to the battlefield. Now artillery was to face a weapon which outranged its cannister and made personal targets of its gunners, and which was to drive the guns back and back and back.

Before Yorktown, in late April 1862, a party of Sharpshooters came under fire from a Rebel battery. Taking cover, they began to pick off the enemy gunners, finally forcing them to load while on their backs. The guns were silenced by rifle fire alone!

Near the end of the siege, a rifleman kept a gun silenced for two days. With a muzzle-loading 32 pound rifle, he lay under cover alone and shot down at least one gunner each time the Reb crew attempted to load.

The Sharpshooters went through the Peninsula Campaign with their Colts, until May 8th, after the Battle of Williamsburg, when they finally got their Sharps rifle. The Sharps was a single-shot breech loader of 0.52 caliber. It could be loaded lying down, walking or running. It did not require the full attention of the soldier in loading; he could load and prime while keeping on the lookout for trouble.

And it was a highly accurate weapon, deadly in the hands of Berdan's Sharpshooters! With these rifles they performed some extraordinary feats during the Seven Days (battle), particularly at Malvern Hill where in spectacular fashion they again showed the superiority of aimed rifle fire over artillery.

On outpost duty in front of the Union lines, they saw a magnificent battery of the Richmond Howitzers sweep out of some woods at full gallop. While whirling into position the battery came within range of the Sharps (1000 yards). There was a crackling fusillade and horses went down in all teams. The crews tried to manhandle the guns but were cut down. Soon the battery was standing in the field surrounded by dead men and horses. "We went in a battery and came out a wreck," said the R.H. officer. "We stayed 10 minutes by the watch and came out with one gun, 10 men and 2 horses - and without firing a shot."

On through the Second Bull Run, Sharpsburg, Chancellorsville, Gettysburg, and from the Wilderness to Petersburg went the Sharpshooters, losing men to enemy fire, disease and discharge. Companies became squads, and regiments companies.

By the time they reached Petersburg the 1st regiment was down to 175 men commanded by a Captain. The 2nd Regiment was no stronger, yet the Sharpshooters made themselves felt in the vicious sniping that is part of trench warfare. They so impressed the enemy that a Rebel lieutenant later stated that Berdan's men "could hit any object as big as a pie from a mile away!"

During the Petersburg campaign, various companies began receiving their discharges as terms of service ended. Finally, reduced to two small battalions, the Sharpshooters ceased to exist on February 16, 1865.

In their three years of service, the 1st Regiment enrolled 1392 men of whom 546, or 39.2% were killed or wounded. The 2nd Regiment enrolled 1178, with casualties of 462 - also 39.2%!

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continued from page 25

We generally use 30mm flat figures, although occasionally hordes of unpainted Airfix Highlanders and Confederates are unleashed in some of our larger games. The point system is strange, in that commanders are encouraged to form larger units (particularly corps) in order to save points. Our armies are composed in large part of line infantry, guards being extremely expensive, although a pair of old guard battalions in a woods is worth more, positionally speaking, than four grenadier battalions behind a hill.



Letters...

AND YEARS PASS.....

We recently received copies of an interesting interchange between Bill Winter and Hinton Hunt Figures of England. The situation portrayed here is apparently not extraordinary. Some wargamers in the greater Boston area have had similar problems. In all fairness to Hinton Hunt, it should be noted that Mr. Winter moved from Granite City, Illinois to White Sands, New Mexico between December 1972 and June 1973.

The interchange apparently started in June 1972 when Mr. Winter's parents ordered, in person, some figures from Hinton Hunt while in England. In November 1972, five months later, Mr. Winter inquired about the order he had not yet received. We pick up the situation at that point:

...from Hinton Hunt Figures to William Winter, 13 December 1972:

"Dear Sir;

We thank you for your recent letter and must apologise for the extreme delay caused over your order but unfortunately the order was mislaid and has only just come to light. The figures have in fact been posted to you by small packet post and we hope that you receive them within the next few weeks.

We thank you for your co-operation in this matter and remain,

yours, faithfully,

S.J. Hare, Hinton Hunt Figures"

...from William Winter to Hinton Hunt Figures, 11 June 1973:

"Dear Mr. Hinton:

This seems hard to believe, but it's been a year now.

That's right, it has been one year since my parents were in England and came by your shop to order figures for me.

I wrote you last November concerning this order (which in total exceeded 100 figures) and you promised me in your letter of 13 December 1972 that the figures would be dispatched immediately. As yet, I have received no word of these figures.

Please advise me immediately of the disposition that you intend to make of my order. Note that it was PAID IN FULL. Send all correspondence (and hopefully, figures) to the address above.* Thank you.

yours truly,

William C. Winter"

*the new White Sands New Mexico address is being referred to here, which we have not duplicated due to space considerations.

Last we heard, Bill Winter is still waiting for a reply from Hinton Hunt.

Gleanings

ABWHHER #1 (Apr '73) (Roy Matheson, ed.) Box 191, Rt #1, Strasburg, Colorado, 80136. Readable mimeographed 18-pager devoted mainly to boardgames, balanced by some history and diplomacy articles, but no miniatures.

ALNAVCO LOG, Vol. 7, #4 (Mar '73) (House Organ of Pete Paschall's model warship firm "Alnavco"). Battle reports, history, wargamer and club listings, new company products, all related to 20th-century naval warfare (usually WWII) continue as the magazine's standard fare. Virtually the only magazine for modern naval wargamers, and worth looking into. The firm, also located through Box 3, Westfield, N.J. 07091 continues to have an amazing assortment of 1:1200 metal ships at equally amazing prices.

BATTLE FLAG, Feb '73 and July '73 (Don Adcock, pub.) 465 Woodland Hills, Philadelphia, Miss. 39350; sub rates and publishing schedule uncertain. Another boardgame-in-the-issue magazine. Less sophisticated than S&T, but still with funds for professional printing and advertising campaigns. Feb' issue game is "Breakout" (Normandy 1944), July issue has no games (which appear in every other issue). Miniatures have a small corner, such as Portugal's army organization 1808-1814, or plans for a 25mm building.

CAMPAIGN #1 (Don Lowry, ed.) Box C, Belfast, Maine, 04915 (\$4/yr for four 50+ page issues). Similar in professional printed appearance to the most recent "Panzerfausts", "Campaign" is devoted entirely to military history. This issue has an excellent article on the Mexican capture of the Alamo (which shows excellent primary source research), Soviet Airforce in 1941, and a few shorter pieces. Oriented to operational and strategic viewpoints, it still has some information of value to the miniature wargamer. In all, good quality, good material, and good price; highly recommended.

GAMER'S GUIDE #38 (Mar-Apr '73) (Dan Hoffbauer, ed.) Box 5076 Long Beach, Calif. 90805 (\$3/yr for monthly oversize newsheet). Undergoing staff changes this newspaper continues to publish stimulating product reviews (games and rules), and boardgamer directories, as well as other people-information. Of more use to boardgamers than miniature gamers, but still interesting.

GUIDON, Vol. 31, #1 & #2 (MFCFA - Miniature Figure Collectors of America - newsletter), Box 311, Haverford, Penn. 19041. #1 is the show issue, full of inspiring photos, while #2 has the usual fascinating fare of history, painting information, new product reviews, collecting information, and more inspiring photos, all oriented to miniature collector and gamer. Always useful, highly recommended.

MINIATURE MANOEUVRES, Vol. 1, #1 (Apr '73) (Paul Fordyce, ed.) 50 Clissold Pde., Campsie, N.S.W. 2194, Australia (\$7/yr for monthly (?) 24-pager, price may have risen in USA). Now very professional with glossy offset, this Australian miniatures journal includes such items as Weapons of WWII (small arms), Reviews of Australian-made 25-54mm figures, Scharnhorst and Gneisenau (the WWII battlecruisers), Civil War Zouaves, part 1 of Alexander's Persian Conquest, part 1 of WWII air rules, and photos of the Aberdeen Proving Grounds, as highlights. It appears the editor prefers the unfortunate policy of extensive serialization, but still, the magazine is a welcome addition to the miniatures scene.

MINIATURE WARFARE & MODEL SOLDIER, Vol. 6, #3 (Elizabeth Rice, ed.), Stanhope House, Fairbridge Rd., London, N19 3HZ, England (\$10.50/yr for monthly 24-page issues). Professional as ever, this issue includes articles on Morale, Borodino, an Introduction to Militaria Collecting, various articles on Painting, part IV of the Russian 1812 Army, various reviews, and a variety of helpful ads. One of the leading miniature magazines, it's worth the price.

SIGNAL #42, #43 (Aug, Sept '73) (John Mansfield, ed.) Box 830, CFPO 5056, Ontario, Canada (6iss/\$1, 20iss/\$3, published biweekly). Keeping up the fantastic work, this newsletter continues to have news and reviews from game companies, game clubs, conventions, new wargames, and even new movies or TV shows about war! Very nicely done, without detectable malice or bias. Well worth the price for those trying to stay abreast of events in wargamedom.

SLINGSHOT #46, #47, #48 (Mar, Apr, July) (Charles Grant, ed.) available through the Society of Ancients, current secretary is Stephen Reed, 33 Salvinton Hill, High Salvinton, Worthing, Sussex, England. This impressive magazine keeps up the fantastic work in these three issues, including such articles as - Fighting Men of Scotland, Armies of the Dark Ages, Arms and Uniforms of the Praetorian Guard, (Fate of) the Ninth Legion, Chariots, Early Japanese Armies, lord of the rings wargaming, North Wales Castles, Carthage's Mercenary War, simple Hoplite Wargame Rules, Crossbows, Mithradatic (wargame) Campaign, Hittites, Reviews, and more about ancient military history and ancient wargaming. Each issue is also notable for the fascinating and lively debates between society members regularly printed in its pages. An absolute must for every ancient wargamer, and delightfully interesting even to those unable to remember a thing before 1000AD!

THE SPARTAN #5 (Dan Hoffbauer, ed.) Box 1017 Bellflower, Calif. 90706 (\$8/yr for four 50+ page issues). Extremely attractive professional journal devoted mostly to boardgaming, but this issue includes first half of some interesting naval miniatures (WWII) rules. Club politics have long since disappeared from the pages of this magazine, thankfully.

WARGAMERS NEWSLETTER #134, #135 (Don Featherstone, ed.) 69 Hill Lane, Southampton, Hampshire, England SO1 5AD (\$6.50/yr for 32-page monthly issues). Price may now be higher in USA. These issues keep up the fine tradition of opinion, modelling and wargaming with miniatures. Don always comes up with something interesting and new, for example, 134 has a fascinating little article on modeling and painting rural Mexican border police-militia, useful in western gunfight games! A real must for every miniature wargamer, although opinion articles seem to be getting thicker and thicker.

COKER CRAFT, Box 124, Charleston South Carolina, 29402 is said to have photographs and plans of modern super-heavy artillery pieces, such as railway guns, etc. Catalog is \$.50, a worthy investment for any artillery buff.

GAMCO PRODUCTS, 2027 Wooddale Drive N.E., Huntsville, Alabama, 35801 is reported to have a complete selection of N-Gauge scenic materials. Price list is only \$.25, we understand.

THE OTHER DAY... we received introductory materials to "Warplan 5/5". The game is a huge supply of campaign game materials for miniature wargamers; either in the horse and musket (version 1) or modern (version 2) period. Looks inspiring, and if you enjoy complex campaigns, the \$15.00 price may be reasonable. Most of the cost lies in equipment (pads, logs, records, mapsheets, etc.) The rule booklet is only 50¢, and a good way of investigating the game further without great expense. Write to Games Innovations, 1884 So. Leyden Street, Denver, Colorado 80222.

We receive flyers advertising new magazines from time to time, but maintain our policy of waiting until the first issues are out before reviewing them. "The Courier" solicits exchanges with other wargaming journals, printing notice of the items received in this column.

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