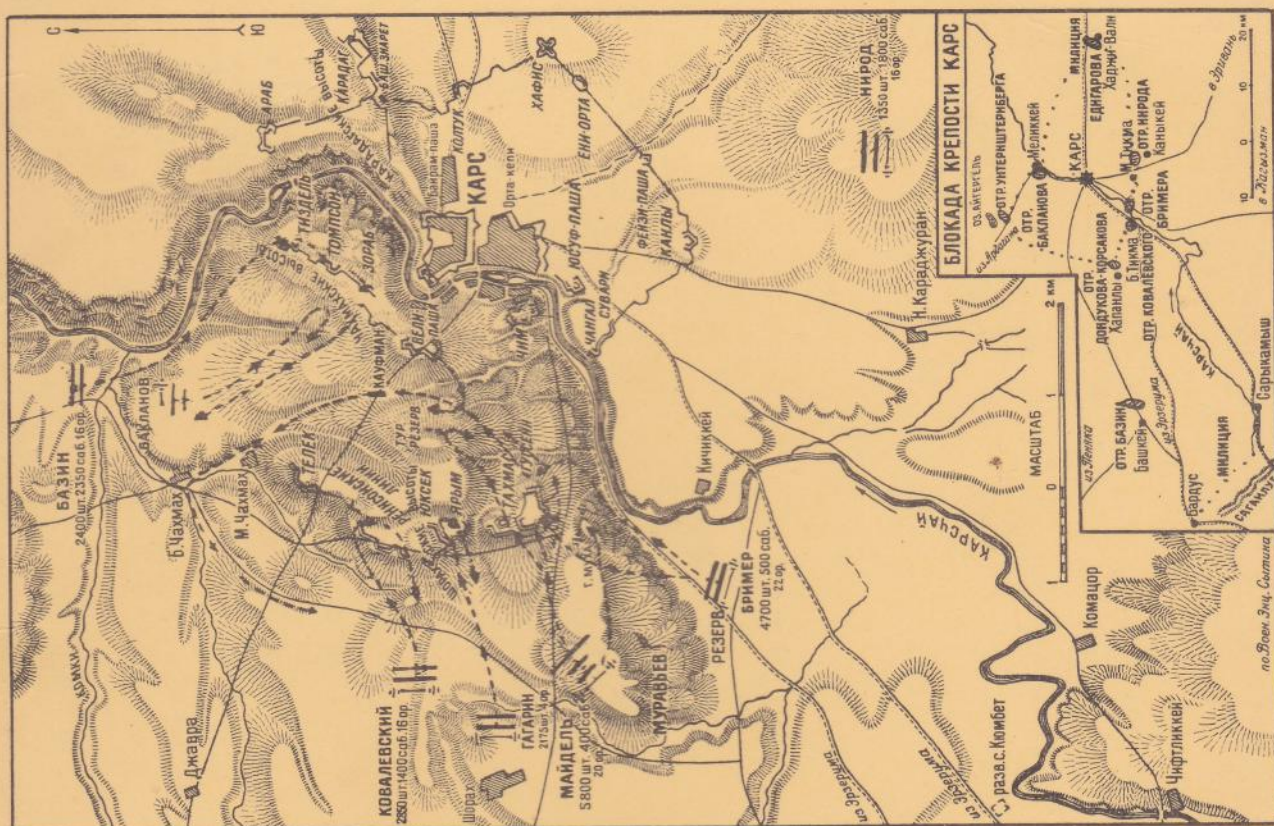


# The Courier

BULLETIN OF THE NEW ENGLAND WARGAMERS ASSOCIATION



siege and assault on Kars

VI-6

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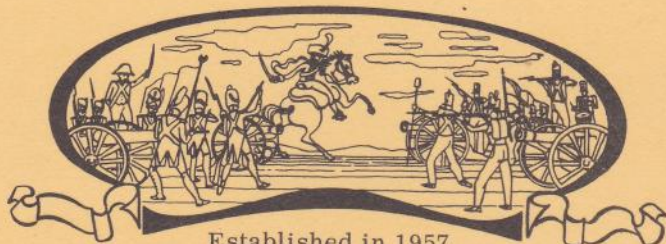
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## Editorial Notes

In rounding out the Crimean War series by Dave Raybin we have in this issue an entire set of rules for the period. Including the rules as a separate booklet caused this issue to be a few pages shorter. Boardgame magazines bring their readers complete boardgames, so why not a set of miniature rules in miniatures journals from time to time? I can't promise when we will do this again, but the editorial staff is looking for another series on some other little-gamed war. We hope to provide such at least once a year, possibly twice. Someone out there must have a favorite - let's hear about it!

The photos in this issue are nearly the last, so PLEASE send some in if you want a photo page. Next issue will contain a complete index of volumes III, IV and V of The Courier. I was surprised by the number of articles we have published to date, and found the index very helpful in finding information I had forgotten we'd published. I hope you find it as helpful.

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# Submitting Articles

TO THE COURIER

BY R. BRYANT

I hope to answer the many requests for information on how to submit articles to The Courier.

Subject Matter: any and all WELL RESEARCHED articles on flags, uniforms, tactics and/or organizations of any period, land sea or air are fine. Also useful are miniature wargame battle reports, miniature rule ideas, interpretations and general discussion of rules, and related areas. Scratch building, conversions, and other interesting craft information is good, but please, no more Airfix conversions - they have all been done a dozen times! Photographs (black & white only) related to the hobby, especially of battles and figures, are desperately needed right now. Letters and other editorial comment concerning miniature wargame and/or The Courier is also appreciated.

Battle Reports: these must include the TABLE SIZE, name and availability of RULES used (if commercially available - if personal rules, a comment or two should be made about their special attributes), and MAPS showing at least the terrain, and preferably describing the action visually. The report itself should not read like an historical battle. Never lose sight of the fact that it was a warGAME. Particular aspects of the rules that affected the course of action should be brought out. Brilliant moves as well as blatant errors of the participants should be explained. Descriptive photos of the battle in progress add considerably. All in all, try to convey enough information so that another reader can understand the interplay of the participants, scenario, and rules to the point of trying the battle himself or incorporating aspects of it into his own games.

Photographs: Please, black & white only. Preferable is the 3x5 print, but other sizes are acceptable. Photos used cannot be returned. Use a fast film (ASA 400) and plenty of light to insure small aperture and large depth of focus. Close-ups of smaller areas often show more than large photos of the whole table, where nothing specific can be seen. The large shot is fine for an overall view of the table and group playing, however.

Article Preparation: please type if possible, but CLEAR handwritten articles are acceptable. Articles presenting historical information should include bibliographies and source references (see the Vietmeyer-Jones series for an excellent example of this). Sketches should be neat enough to be copied by non-artist types, maps to a constant scale. Both sketches and maps should be submitted in BLACK ink, never blue ink.

Special Editors: articles falling within the purview of our column editors (see inside front cover) should be submitted directly to them.

Returns: if you want anything returned, include a STAMPED self addressed envelope of a PROPER SIZE. Remember, photos that are used cannot be returned.

Publication Dates: we attempt to place articles in issues where they fit best, so your article may not appear for several months. I have a few very good articles still in mothballs after 18 or more months, just waiting for the right spot. We cannot always inform you of the exact fate of your submission promptly, and therefore if you wish to submit it elsewhere after a few months, please let us know that you are withdrawing your submission.

Special Notes: we are in desperate need of photos and good articles on AMR and ACW periods. WWII land and naval battle reports (especially describing the play of some of our battle problems), sapper's reports on scratch building and other craft information, and that hard-to-find information for the uniforms & colors column.

Rules Booklets: the Courier staff is searching for a good set of sailing ship naval rules for publication. To be considered, the rules must stress sailing skill as the primary factor in ship-to-ship actions. Too often rules for this period concentrate on gunnery, as if battles were entirely firepower duels so characteristic of the 20th century.





# STRATEGIKON

## with Steve Hayes

ROMA VICTOR

Trajan's Army in the Parthian War

BY SCOTTY BOWDEN

In the autumn of 113 A.D. the Emperor Trajan received serious news from the eastern ends of the Roman Empire. The King of Parthia, Chosroes, had manipulated the overthrow of his half-brother Axidares who held the throne of Armenia. In Axidares' stead was placed Parthamasiris, a Parthian prince who held no allegiance to Rome. Since Axidares had ruled under Roman authority, the usurption of the Armenian crown was a major violation of a Neronian treaty. The sixty year old emperor left Rome amidst a triumphal parade (something which was usually done AFTER a victory; however, this seems to indicate the Roman people's confidence in Trajan) on October 27th 113 and arrived at his main base of Antioch on January 7th of the following year.

Chosroes' actions seem deliberately calculated: the advanced age of the emperor would prohibit him from taking the field, and thus Rome would not risk war. If this was Chosroes' thought, he misjudged his adversary badly. Trajan was physically able, active, and not adverse to the idea of crushing Rome's only present rival and age old enemy. The capture of Parthia would be Trajan's crowning achievement in the last years of his life.

With history to guide him from the mistakes of Crassus and Antony, Trajan collected an army designed to fight Parthian tactics. Eleven entire legions and elements of seven others comprised the nucleus of the invasion force. Supported by an equal number of auxiliaries, mostly notably the Moorish light horse led by Lusius Quietus, virtually half of Imperial Rome's might fell upon Parthia. The invasion was executed by advancing Roman columns up valleys of navigable rivers, systematically building forts and connecting road networks until the Parthians were surrounded. Parthamasiris surrendered his Armenian throne and was made an example - by being put to death. The main Parthian armies were inevitably defeated as their horse archers could not cope with the Moors and the heavy Parthians were either stripped of their supports or unable to break the disciplined legionaries.

By 116 Trajan had occupied vast territories from as far north as the Caucasus mountains, east to the Caspian Sea, and south to the Persian gulf. Ctesiphon, the southern capitol of the Parthian empire, fell into Trajan's hands and Chosroes fled his country, escaping to the endless vastes beyond the Tigris River. The well led Roman army had surmounted every obstacle of the Parthian Empire. Trajan crowned Parthaspates king of Parthia, a suitable Roman-Parthian figurehead. The emperor was then overcome by bad health and set out for Rome to attend state matters, notably the selection of his successor. At Selinus in 117 A.D. Trajan passed away after lawfully adopting and naming as his successor Hadrian.

The new emperor quickly secured the loyalty of the eastern legions and the same year in which Trajan died the Romans evacuated almost all the territory gained in the eastern war. The vast regions were simply too large for the empire to control and govern. The dead emperor received a tumultuous posthumous triumph that was due the empire's greatest soldier-emperor. While Trajan's victories may have been necessary in Dacia and impressive in the east, Rome inherited a more enlightened, self-sacrificing leader who watched the state in the best interest of the Roman people.

Trajan's title was: The Emperor Caesar, son of Nerva, Nerva Trajan Augustus Germanicus Dacicus Parthicus. His order of battle for the Parthian war, 114-16 A.D. was:



## Legionary Troops

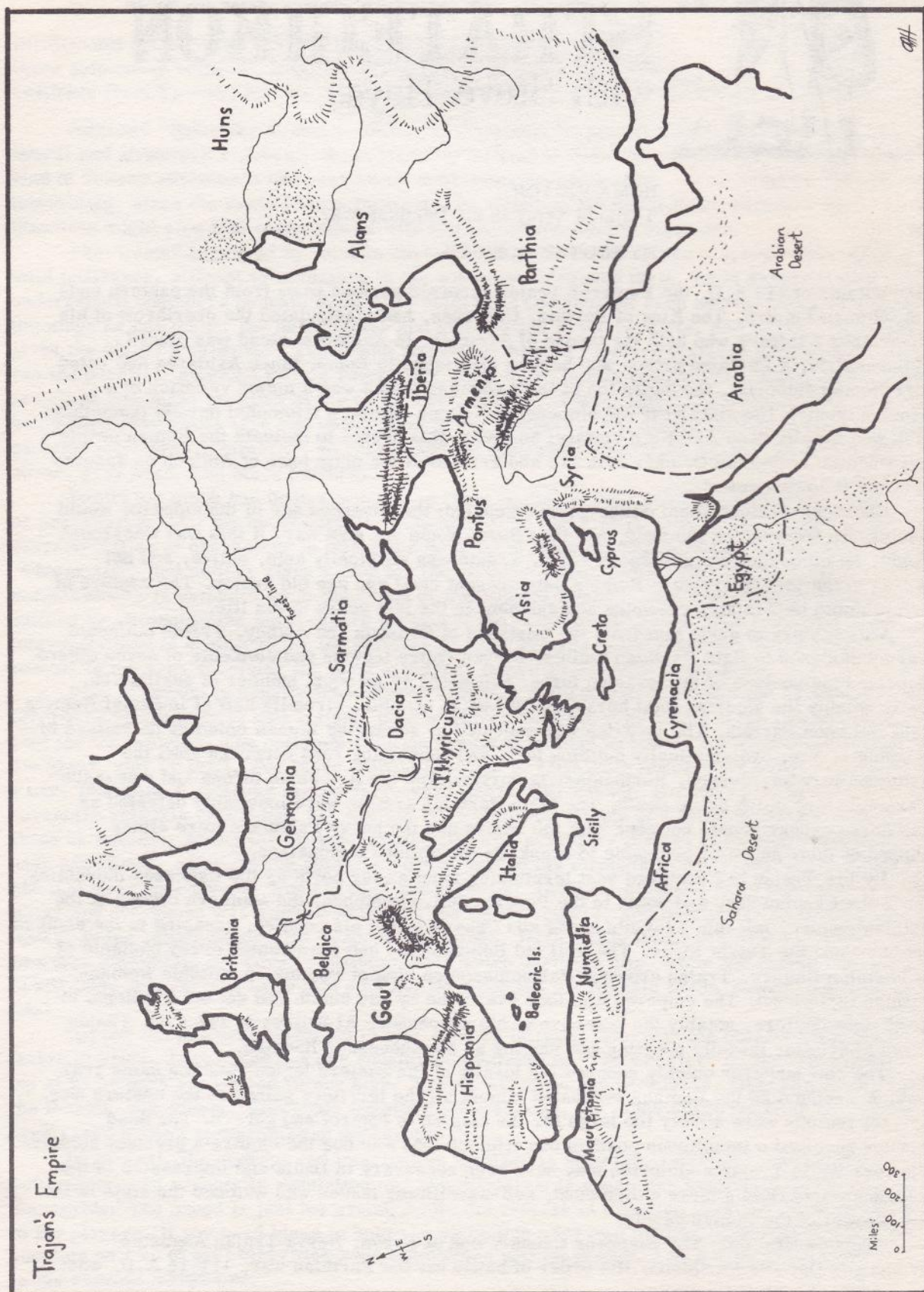
I ITALICA: all Italians, considered the first legion of the empire. See note below.

I ADIUTRIX PIA FIDELIS: one of two marine legions. See note below.

II TRAIANA FORTIS: raised by Trajan after the Dacian wars. See note below.

III CYRENAICA: named after the province where it gained distinction. See note below.

III GALLICA: originally formed from Caesar's veterans in Gaul.





IV FLAVIA FIRMA: created by Vespasian, 70 A.D.

V MACEDONIA: gained distinction in Macedonia, only partially employed.

VI FERRATA: "iron sides"

VII CLAUDIA PIA FIDELIS: named after loyalty to Claudius in 42 A.D. See note below.

X FRETENSIS: named after Octavian's naval war with Sextus Pompeius.

XI CLAUDIA PIA FIDELIS: only partially employed.

XII FULMINATA: "lightning-hurler"

XIII GEMINA PIA FIDELIS: one legion that was formed from two. See note below.

XV APOLLINARIES: named after the god Apollo.

XX VALERIA VICTRIX: distinguished in Britain, only partially employed.

XXII DEITARIANA: raised from Galatia.

XXX ULPIA VICTRIX: raised by Trajan and distinguished in the Dacian wars. See note.

NOTE: legions noted above have their entire employment confirmed. Authorities cannot agree on which other legions were entirely present, but it is agreed that of the 17 listed above (with 7 fully employed) the collective total was equal to 11 whole legions.

PRAETORIAN GUARDS: the Praetorians were in the field, as inscriptions on eastern monuments indicate that they were employed, but the exact number of cohorts is unknown.

#### Auxiliary Cavalry

This list is very incomplete, as records of the auxilia involved are too scattered and generally insufficient.

ALA I ASTURUM: Spanish

ALA I AUGUSTA ITURAERUM: Palistinian

ALA I BOSPORENORUM: Far east Thracians

ALA I MILLIARIA: 1000 strong

ALA I PRAETORIA SINGULARIUM: Praetorians, the German Guards

ALA I VESPASIANA DARDAMORUM: Asiatics

MORRISH SYMMACHIARI: light horse, led by Lusius Quietus. Exact number of Moors unknown, but believed to number in the thousands.

#### Auxiliary Infantry

This list is also incomplete, due to the same problems as those with Auxiliary Cavalry.

COHORS I ANTIOCHESIIUM: from Antioch in Syria

COHORS I CHALCEDENORUM: Greeks

COHORS I CILICIUM SAGITTARIORUM: asiatic archers

COHORS I CRETUM SAGITARRIORUM: Cretan archers

COHORS IV CYPRIA c.R.: from Cyprus, citizens of Rome

COHORS I FLAVIA COMMAGENORUM: asiatics

COHORS I FLAVIA COMMAGENORUM SAGITTARIORUM: asiatic archers

COHORS I ITURAEORUM SAGITTARIORUM: Palistinian archers

COHORS I SAGITTARIORUM MILLIARIA: 1000 archers

COHORS I SYRIACA FUNDITORUM: Syrian archers

#### Other Auxiliaries

Troops from Britain, Spain, Thrace and other areas is very probable. See this column in the last issue (VI/5, pg 2ff) for a complete list of auxiliaries that participated in the Dacian wars of 101-106 A.D.

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# XX CENTURY

## with Alan Coughlin

### Editor's Introduction

One of the few "tangible" privileges of being the editor of this column is taking to task a semi-captive audience (yes, that means you) and berate them for allow my files to be depleted without substantial replenishment. In short, I again plead for some articles, battle reports, unit organization, etc.

Another of my problems is requests for information, unit statistics, etc. I will be more than happy to reply to anyone, but must ask that you enclose a stamped, self-addressed envelope.

As a matter of fact, I myself am looking for some information which perhaps you can supply. Does anyone know the small unit (section to company) organization of the Russian Rifle Company, Hungarian units (all types) and 1940 French Rifle Company for WWII?

In any event, this month we have two articles I'm sure you will find interesting. The first by Major Max Ray (who, by the way, is perhaps the most loyal contributor to the Courier and especially this column) presents a brief outline of the American Army in the Spanish-American War. It could be a firm base on which some fascinating Colonial type scenarios might be created.

The second article deals with a battle report by Leo Cronin using the Indochina variation of the 1944 rules. I think this amply demonstrates the adaptability of Hendrick's rules (despite my own misgivings about the theory behind them). I personally prefer a lower echelon action in modern games, say company size.

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### THE US ARMY & THE SPANISH-AMERICAN WAR ERA 1895-1910

BY MAJOR MAX A. RAY

British Colonial wargames seem to be more popular today in both the United States and the United Kingdom. Almost all the present wargame figure manufacturers devote part of their line to this period. On the off chance that somebody out there might be interested in AMERICAN colonial wargames, the following information is provided. A most useful source is US UNITS WITH SERVICE IN CUBA AND THE PHILLIPPINES (US ARMY MILITARY HISTORY RESEARCH COLLECTION, Special Bibliographic Series #9, the US Army and the Spanish-American War Era 1895-1910, by Thomas E. Kelly III, Carlisle Barracks, PA. Appendix B, pp122-126).

#### Service in Cuba

INFANTRY REGIMENTS: 3rd Georgia, 1st, 2nd, 4th, 8th and 9th Illinois, 160th Indiana, 49th Iowa, 23rd Kansas, 3rd Kentucky, 2nd Louisiana, 2nd 8th, and 9th Massachusetts, 31st, 33rd and 34th Michigan, 6th Missouri, 3rd Nebraska, 12th and 71st and 202nd New York, 1st North Carolina, 5th and 7th Ohio, 2nd South Carolina, 4th Tennessee, 1st Texas, 4th Virginia, 2nd, 4th, 6th and 9th US Volunteer, 1st through 10th, 12th, 13th, 15th, 16th, 17th, 20th, 21st, 22nd, 24th and 25th Infantry.

CAVALRY REGIMENTS: 1st US Volunteer, 1st through 3rd and 5th through 10th Cavalry inclusive.

ARTILLERY REGIMENTS: 1st, 2nd and 7th Artillery

ENGINEER REGIMENTS: 2nd and 3rd US Volunteers

#### Service in the Philippines

INFANTRY REGIMENTS: 1st Colorado, 1st Idaho, 51st Kansas, 13th Minnesota, 1st Montana, 1st Nebraska, 1st North Dakota, 2nd Oregon, 10th Pennsylvania, 1st South Dakota, 1st Washington, 1st Wyoming, 26th through 49th US Volunteer, 3rd, 4th, 6th and 9th Infantry, 11th through 14th, 16th through 25th, and 27th through 30th Infantry.



CAVALRY REGIMENTS: 3rd US Volunteer, 11th US Volunteer, 1st, 3rd through 6th, 11th, 12th, 13th and 15th Cavalry.

ARTILLERY REGIMENTS: D Battery of 1st California, Astor Battery, 1st, 3rd, 4th, 5th and 6th Artillery, 38th and 108th Coast Artillery.

### Uniforms

Up to 1898 the US Army still used the Standard Blue wool uniform with a brown "slouch" hat. A brown canvas fatigue suit was developed in 1883, but it was only issued in limited quantities. A brown khaki uniform was developed in 1898, and most troops received it by the end of 1899. During the Cuban campaign the standard uniform was blue, with some regular units wearing the brown canvas. The reverse was the case during the Philippine campaign. A simple cartridge belt was worn around the waist with canteen and bayonet attached. Blanket rolls were used; however, a back pack was standard issue.

### Weapons

In 1893 the Regular Army was issued the 30 caliber, five shot, Krag-Jorgensen rifle, which had a maximum effective range of 460 meters. The Volunteer and State units started with the single shot .45 caliber Springfield rifle, but were issued the Krag when available. Hotchkiss and Gatling rapid fire guns were used in both campaigns. The artillery had breech loading steel guns which ranged in size from a 3.2" light fieldpiece to a 5" siege cannon and a 7" howitzer.

### Cuban Insurgents

These were on the American side, for a change. Their uniform was typical of all insurgents - whatever they could lay their hands on. Generally, they wore a white or off-white coat and pants with a straw hat. Weapons were varied and mostly stolen from the Spaniards.

### Spanish & Philipinos

Spanish regulars wore an all white uniform and were armed with the Mauser rifle. Cuban guerrillas and volunteers, more or less similar to the Cuban Insurgents in morale and dress.

Native Philipinos had no uniforms and the typical wide selection of arms from bolos to rifles. A true Guerrilla type conflict.

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## BATTLE REPORT ASSAULT ON THE FOUR HAMLETS

BY LEO CRONIN

(With the renewed interest in the French Indochina War 1950-54, I thought those interested in the period would like to hear how the first battle went when fought by the NEWA).

The battle problem as established in IV/5 of The Courier called for five battalions of the French Union forces to assault a village of four hamlet (incorrectly called cillages in the article). The hamlets were held by two Viet-Minh (VM) battalions reinforced by a heavy weapons company. The game was played as laid out in The Courier except that each VM battalion had one stand of "Death Volunteers" with engineer capabilities when making a suicide attack.

On the night of the game we found ourselves with three experienced players and four who had never played the "1944" rules before. Two of the experienced players took the VM while I took the inexperienced and the French Union Forces.

To simplify matters, I will hereafter refer to the French by their official abbreviations, which are:

1st Foreign Legion Parachute Battalion - 1 BEP

3rd Colonial Parachute Battalion - 3 BPC

6th Colonial Parachute Battalion - 6 BPC

4th Algerian Rifles (battalion) - 4 BTA

Also included was the 3rd Spahis, probably supposed to be Moroccans. A Spahis unit in this period is an armored cavalry squadron, referred to as "the cavalry." I took personal command of the 1 BEP.



Our plan was as follows: 6 BPC to attack Hamlet 1 (H1), from the jungle north and west while 1 BEP attacked it from the south and H2 from the north. 1 BEP would also threaten H3 from the northeast, with 4 BTA assaulting H3 from the south and southeast. 3 BPC was to attack H2 from the southwest and H3 from the northwest with the cavalry overrunning H4 and charging into H3.

Skillfully using the paddy dikes, I maneuvered my legionaries into an enemy ambushing crossfire. Machineguns from H1 chewed me up while I tried to move into an attack position north of H2, and mortars from H3 threw rice, mud and shrapnel onto and into our camouflage suits.

I looked around and found that the 4 BTA had moved up onto the road and stopped, pinned by fire from one VM platoon. We can end our report on the 4 BTA in the battle there. They moved onto the road and stopped, held there all game by one VM platoon!

The cavalry fared little better. They got an armored car into H3 only to have it destroyed by 57mm recoilless rifle and infantry anti-tank fire. The 3 BPC probed slowly into the edge of the jungle with one company, not wanting to get ambushed or run into mines.

The 6 BPC moved ahead well, using the jungle edges to move into jump-off positions, suffering few casualties since the enemy in H1 were having too much fun zapping my paratroopers.

The failure of 4 BTA to occupy the enemy in H3 ruined my alternative plan of slipping along the south side of the dike that ran between H2 and H3 and then rushing H2 from the south. The VM in H3, having stopped the cavalry and the Algerians, were looking for some action and my boys were just the thing. By the third turn, I had lost almost a quarter of 1 BEP.

To my rescue came another experienced player, arriving late for the game. Steve Manganiello (who tore up my 6 BPC on his kitchen table a few weeks later) agreed to oversee the movement of the Cavalry and 3 BPC. Wish dash and skill, the 3 BPC and Cavalry cleared H4 and began to bring pressure on H2 and H3 from the west (with the help from the napalm airstrike). The 6 BPC managed to clear one hut of H1, relieving the pressure on the Legion paratroops from the north.

Heartened by the turn of the tide, my legionnaires fixed bayonets and went over the dike from the east, plunging across the paddies towards H2. Two platoons made the charge - one was wiped out half way across. The other continued on and made the tree line - and disintegrated under the satchel charges of the "Death Volunteers" who awaited them. Stunned by the loss (which now brought my battalion's casualties to 50%) I called off the attack.

The 6 BPC had taken all of H1 while 3 BPC and the Moroccans had taken H4. All the 1 BEP and 4 BTA had taken were heavy casualties.

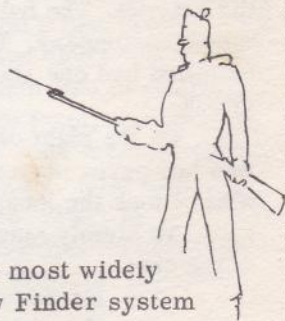
Disheartened by the setback, I pulled back the battalions and advised Hanoi headquarters that the entire 316 VM Division held the hamlets and requested a couple of dozen more napalm strikes. They never came.

So I reported the area clear of enemy forces and moved back to Hanoi where I found orders for an airdrop into a valley near the Laotian border.

I hope things go better there.

## Column, Line & Square

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# NEWA "Most Wanted" List

EDITED BY R. BRYANT  
(Originated by F. Vietmeyer)

The great interest in this feature has prompted me to try it as a regular column. With enough interest, we may even find a regular editor as well. The format is answers to previous "most wanted" questions and a list of those not yet answered. Answers will note the issue in which the question first appeared. The following answers have been received for Fred Vietmeyer's original "Ten Most Wanted" list, #1 being answered by Louis Bloom in VI/2.

## (V/5 #2) Royal Dutch Foot Guard Infantry, 1809 from Al Vigneron

Since October 7, 1807 the regiment had a first battalion of Chasseurs and a second and third battalion of Grenadiers. Each battalion had nine companies. The first one of "Cadets" the ninth of "Velites" and the rest (two through eight) of center companies. The "Velites" seem to have been orphan boys which became later the "Pupilles" of the Imperial Guard. There is also a later reference to an elite company in each battalion! On December 5, 1807 the regiment became "Grenadier Regiment" but the first battalion was still a Chasseurs battalion. On September 12, 1808 the first battalion lost its distinctive uniform and became a battalion of Grenadiers like the other two. SOURCE: "Le Briquet" 1973, #4.

## (V/5 #3) Dutch Guard Grenadiers, 1811 from Al Vigneron & Curt Johnson

The regiment had the same composition as the French Grenadiers of the Guard, that is two battalions of four companies with a theoretical strength of 1600 men. In fact this strength was never reached. A situation of September 21, 1810 gives 46 officers, 8 sergeant majors, 23 sergeants, 64 corporals, 16 pioneers, 16 fifers, 24 drummers, 1,093 grenadiers and 153 velites. Also attached in subsistence were 488 strangers, and the regiment later received 174 Garde du Corps. Muster roll of October 16, 1812 gives 39 officers and 714 men. Lost or left behind were 308 grenadiers. The regiments of the Royal Dutch Guard were the only ones to be incorporated as such in the Imperial Guard. Following the annexation of the Kingdom of Holland to the French Empire, the men had become French and so had the regiments while keeping their guard status. No regiment of the line was ever "promoted" to guard status, in contrast to practices in the Russian Army during the same period. Men were individually transferred from line to guard, or new recruits incorporated under officers and NCO's of the guard into new regiments of the young guard, in the French Army. SOURCES: Malibran, Lachouque: "Napoleon et la Garde Imperiale", p. 401.

Curt Johnson adds yet more to this question: It was necessary to find a book which incorporated the documents surrounding the creation of the 2nd (Dutch) Regiment in its test. Most European states published scores of such documentary histories during the nineteenth century, France and Germany being the most prolific. The most helpful source is Commandant Margueron's CAMPAGNE DE RUSSIE (Paris: Henri Charles-Lavauzelle, n.d.), Vol. I Margueron reproduces Napoleon's decree of 13 September 1810 which created the 2nd (Dutch) Regiment and the Red Lancers of the Guard. The decree reads:

Art. 2 — The Regiment of foot grenadiers of the Dutch Guards will take the name 2nd regiment of foot grenadiers of our Imperial Guard. This regiment will be composed of two battalions, each battalion of four companies, each company of 200 men...

Art. 3 — The regiment of hussars of the Dutch Guard is to take the name of the 2nd regiment of cheveu-legers-lanciers of our guard. It will be armed with lances. It will be composed of eight companies. The men of this regiment of German origin will be incorporated into the cheveu-leger-lanciers of the Duchy of Berg.

In 1811 a second regiment of French foot grenadiers for the Guard, and the Dutch grenadiers became the 3rd (Dutch) Regiment of Foot Grenadiers. This regiment was virtually destroyed in the fighting of the Russian Campaign of 1812, and in February of 1813 was disbanded. The regiment had mustered only 24 officers and 17 men at Konigsberg in East Prussia on Christmas Day 1812! The survivors passed into other units.



The uniform is of the same cut as that of the French grenadiers. The coat, however, was white (large stocks of white cloth in Holland and Napoleon's determination to economize somewhat dictated this - the white coat of the "Pupilles" resulted from the same exigencies). The collar, facings, turnbacks, edging of the pocket flaps, cuffs and epaulettes were crimson. The bearskin was black, without a plaque and having a scarlet plume 15" high. The top of the bearskin was of crimson cloth with a grenadier's bomb in yellow. Waistcoat, breeches and gaiters were white. All cording (hat) and belting was white. Buttons, emblems on the cartridge-pouch and chin strap were of yellow metal. Yellow bursting-bomb emblems adorned the turnbacks. Officers' coats had crimson velvet facings.

Strangely enough, this regiment of Dutch grenadiers was commanded by Colonel Tindal, a Scotsman!

(V/5 #4) The Fifth Regiment of the Grenadiers d'Oudinot 1805 by Al Vigneron

This unit was formed from the elite battalion of the 12th Light Infantry and elite battalion of the 15th Light Infantry. Each battalion was formed of three Carabinier companies and three Voltigeur companies. The regiment's commander was Colonel Desailly of the 15th. SOURCE: "Le Briquet" 1971, #1.

(V/5 #5 & #10) Lancers of Berg 1810-13 by Al Vigneron

The Cheveau Legers of Berg, without lances, were organized at Munster in the summer of 1807. By September 1808 they had eight companies in four squadrons. The first squadron included the Gardes du Corps and was in Spain with Joseph, the second went to Naples with Murat and became the nucleus of the Cheveau Legers of the Napolitan Guard. The third and fourth squadrons stayed in depot. On November 17, 1808 the first squadron was attached to the Guard and fought at Benavente (December 29th) with the Chasseurs of the Guard. On January 11th, 1809 the regiment of Cheveau Legers of Berg was dissolved and some of the men of the first squadron were incorporated into the Chasseurs of the Guard. Those who did not fulfill the conditions for service in the guard were sent back to the regiment of Chasseurs a Cheval de Berg which had been created on August 29th, 1808 and included the third and fourth squadrons of the disbanded Cheveau Legers. On December 17, 1809 these Chasseurs received the lance and became the Lancers of Berg. They were attached to the guard division of General Roguet in the army of Northern Spain. On October 23rd, 1813 one squadron charged the heavy dragoons of the King's German Legion at Villadiego. After this success Napoleon awarded them the silk lance pennons which, until then, had been reserved for the Lancers of the old guard. They then left Spain later in 1813. In the meantime, a second regiment of Lancers de Berg had been created in March of 1812. Its first three squadrons went to Russia in the division Fournier, and two squadrons were destroyed at the Beresina. Two companies which were with Marshall Victor came back to Germany at the beginning of 1813 and were joined with the newly formed fourth squadron. These were later joined by the Spanish detachment, forming a brigade of Berg which eventually numbered six squadrons, with 900 men on August 15th, 1813. These six squadrons were then joined to seven of Guard Polish Lancers and ten of Red Lancers. So it may be said that the Lancers of 1810-11 in Spain as well as those in 1813 in Germany were attached to Guard Division, but they were not considered guard cavalry. Anyhow, General de Colbert was complaining in August 1813 that his command of guard Lancers were young and without experience, and further declared that his best troopers were the Lancers of Berg, of whom he said "Men and horses have the experience of war." SOURCES: Forthoffer, sheets 187-191; Hourtouvelle, sheets 9-10; and General Thoumas "Les Grands Cavaliers du Ier Empire, Edouard de Colbert."

(VI/3 #2) Portuguese Flags by Dave Sweet & Fred Vietmeyer

A 1797 picture of a U.S. frigate decked out for launching gives the following Portuguese flag (see below) with white field, gold crown, and shield identical to that on the present day republican flag, in red, yellow, blue and white. The banner is the same as one given for Portuguese men-of-war (ships, not jelly fish) in a 1705 description (National Geographic, October 1917). As a warflag the standard is thus reasonably close to a national colors and could conceivably have been carried by the Portuguese line.





Fred Vietmeyer further clarifies: Portuguese line regiments did carry colors. One example is courtsey of Almirall (Spain) via S/Sgt Roger Moores (1965) of the British Army: all white flag with off center (toward flag pole) shield with golden crown over it. The shield is white with a red border. In the border are eight golden castles looking like Staunton chess rooks with three across the flat top, three along the rounded bottom, and one on each side. In the center of the white shield are five similarly shaped blank sky blue shields arranged in a cross with the top, center and bottom shields bounded portions facing down and the other two rounded portions pointing toward the center. Other designs may be found in "Tradition" #62, page 26.

#### Unanswered Questions

V/5 #5 (from F. Vietmeyer) - what is the organization of the 1813 Polish Foot Guard battalion at the battle of Leipzig?

V/5 #7 (from F. Vietmeyer) - what were the gun carriage colors for the Kingdom of Italy, Westphalian, and Berg artillery?

V/5 #8 (from F. Vietmeyer) - what is the organization of the French guard of King Jerome?

V/5 #9 (from F. Vietmeyer) - what is the organization of the Westphalian National Guard in 1812?

VI/3 #1 (from Justin Nicholson) - what was the internal organization of Portuguese line and cacadore battalions in Wellington's Peninsular Army? Did they have 5, 6, 7 or 8 companies? Did line battalions have elite companies? What about the same in KGL units?

VI/3 #2 (from Justin Nicholson) - every set of rules seems to treat French Leger battalions as elite units, with better movement, morale and firepower than Ligne units, yet every source that I have consulted tells me that Leger and Ligne were in all material respects identical. If there is an historical basis for the rules differentiation, what is it?

VI/3 #4 (from Justin Nicholson) - did Bavarian line infantry battalions in 1805-13 use French style organization; or if not, what?

VI/3 #5 (from Justin Nicholson) - did Besthier's Neauchatel battalion carry colors? If so, what did they look like?

#### New Questions

I would like to point out questions should be rather specific. The following sample questions are much too general to use. The best answer we could expect for these would be a list of reference sources! "What was the organization and uniforms of the units in San Martin's Army of the Andes?" or "What was the organization and uniforms of units in Simon Bolivar's army?" or "What organization would be applicable for the French Military Schools 1809-14, especially the Ecole Polytechnique, for use in a Napoleonic wargame?"

## World War Enthusiast 1939-1945

The magazine for second world war collectors, modelers, wargamers, historians, and the general enthusiast. Published bi-monthly beginning January 1974.

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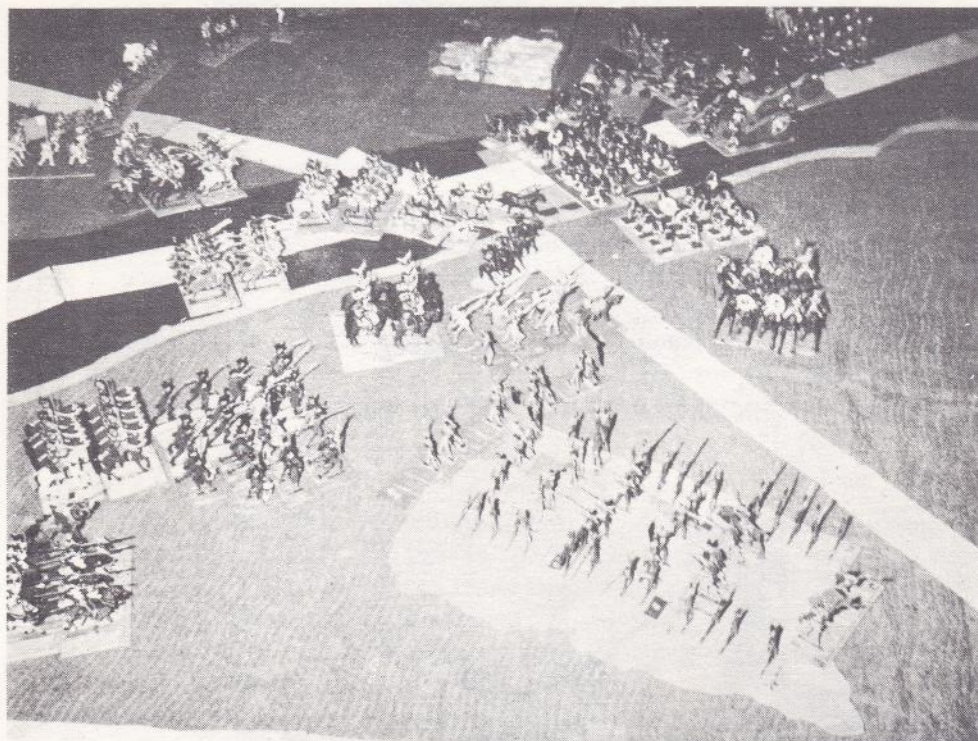




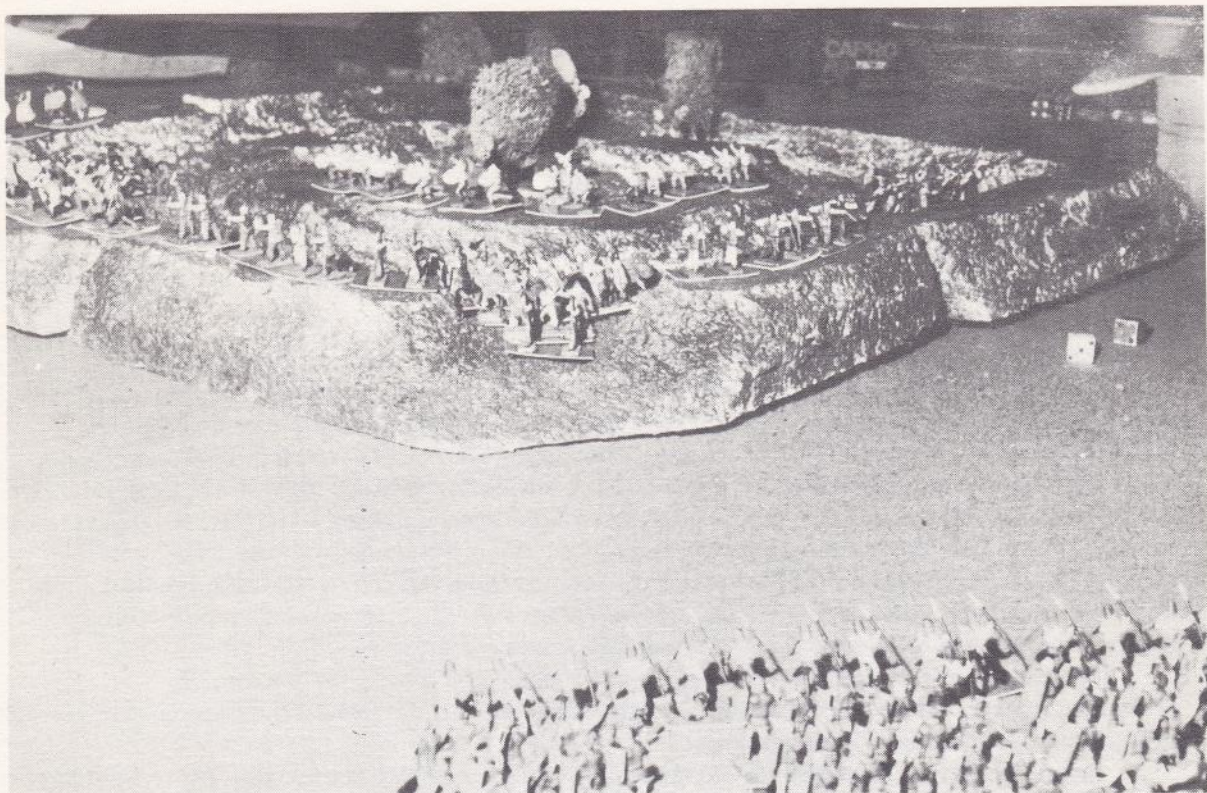


Arnold Hendrick explains to Dave Rouleau how he lost an entire cataphract cavalry unit in a recent NEWA ancient game played under WRG rules.

Battle of McDuff's Bluff. See battle report on pages 14-16.



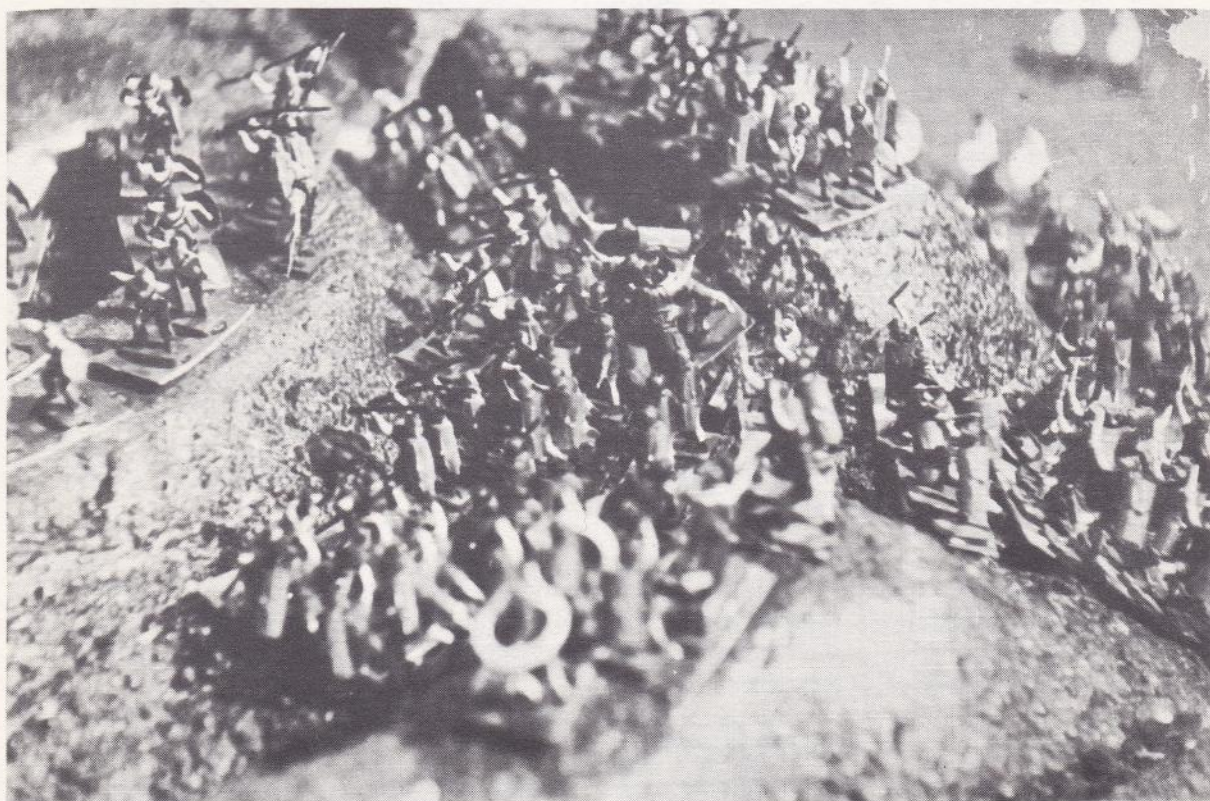




Romans advance against Britons in a battle played by the Western Mass. wargamers.

Photo by S. Kincaid

Romans break through the British defense.  
Note all the figures are painted Airfix,  
and very well done too!





# Annals of the P.E.F.

## II

### THE BATTLE OF McDUFF'S BLUFF

BY JOHN SAUNDERS

(The first battle in this series was reported in V/5; also see photo page of this issue.)

Prior to its invasion of England, the Portuguese Expeditionary Force (PEF) had waged a series of battles against the Irish. These were collectively known as the Portuguese Manuevers in Ireland and this, the Battle of McDuff's Bluff, was the first of that series.

For some time the hotheaded Irish patriot leader Mark McGloughlin had been making derogatory remarks about the military skills of the higher-ranking Portuguese generals. In particular, he referred to Marshal Ray Saunders, the commandante of the PEF, as "that pompous blustering toady" and called Generalissimo John Saunders, the Spanish attache to the PEF, "a cretinous ignoramous." The loyal members of the PEF not unnaturally clamored loudly for a chance to avenge these and numerous other slurs.

After an uneventful transit via the Royal Portuguese Navy, the PEF made its presence in Ireland known. While the Portuguese engineers fortified the beachhead, the rest of the PEF systematically looted the surrounding countryside.

In the meantime, Patriot McGloughlin had been gathering his forces. After linking up with an English force under General Sir John Coffey, the Duke of Colombia, he marched rapidly on the widely dispersed PEF, hoping to destroy it in detail. When news of the Irish advance reached him, El Commandante ordered a general concentration on the low ridge known as McDuff's Bluff. Little did he know that this was also the spot for which Patriot McGloughlin was heading.

As Patriot McGloughlin had conceived a Longstreet-like strategy, his army contained a large proportion of guns. He needed them to implement his strategic offensive/tactical defensive scheme. The PEF, on the other hand, contained its usual high proportion of cavalry, due mainly to the Generalissimo's urgings in that respect.

Patriot McGloughlin kept a large force under his personal command in his right center. This included the bulk of the guns, the cavalry, and the elite infantry. On his left he posted the Duke of Colombia with five line and one light battalion, a howitzer, and the hussars.

The Irish were expecting the cocky Portuguese to rush straight for the central crossroads where their massed cannon could decimate the ranks of the PEF. After thus whittling it down to size, McGloughlin hoped to crush the remnants with his still fresh infantry and cavalry.

To the south, diagonally across the ridge, the PEF deployed as follows: El Commandante

#### ORDERS OF BATTLE

##### Portuguese

1 battalion Old Guard, 1 battalion Young Guard, 2 battalions Grenadiers, 2 battalions Voltigeurs, 2 battalions Light Infantry, 6 battalions Line Infantry, 3 squadrons Cuirassiers, 3 squadrons Lancers, 5 squadrons Dragoons, 1 squadron Light Cavalry, 2 batteries of Howitzers

Troops were organized into a Guard Foot Regiment, two Infantry Brigades, three Cavalry Brigades, and supporting artillery

##### Irish

1 battalion Old Guard, 1 battalion Young Guard, 2 battalions Grenadiers, 2 battalion Voltigeurs, 2 battalions Light Infantry, 7 battalions Line Infantry, 2 squadrons Cuirassiers, 2 squadrons Lancers, 3 squadrons Dragoons, 1 squadron Hussars, 5 batteries Field Artillery, 2 batteries of Howitzers

Troops were organized into a Guard Foot Regiment, two Infantry Brigades, two Cavalry Brigades, and supporting artillery



retained the line infantry, grenadiers and old guard, and a brigade of cavalry, on his left. He placed the Generalissimo with all the light infantry, two brigades of cavalry, on the Portuguese right.

Marshal Saunders planned to demonstrate against the crossroads and northern part of the ridge, hoping to tie down the larger part of the Irish army. At the same time, his brother, the Generalissimo, would turn the Irish left flank and roll them back into the northwestern corner of the field. A hinge would thus be created in the area of the crossroads and their combined forces could then smash through the Irish center and thereby destroy the Irish army.

On the eastern end of the field the battle opened with an immediate advance by the Generalissimo. Concurrently, the Portuguese howitzers burned down the large building on this flank. Sir John, the Duke of Colombia, tired to extend his lines to the east of the building in an effort to prevent the Generalissimo from getting around his flank. Stiff fighting developed in the vicinity of the woods directly to the east of the building.

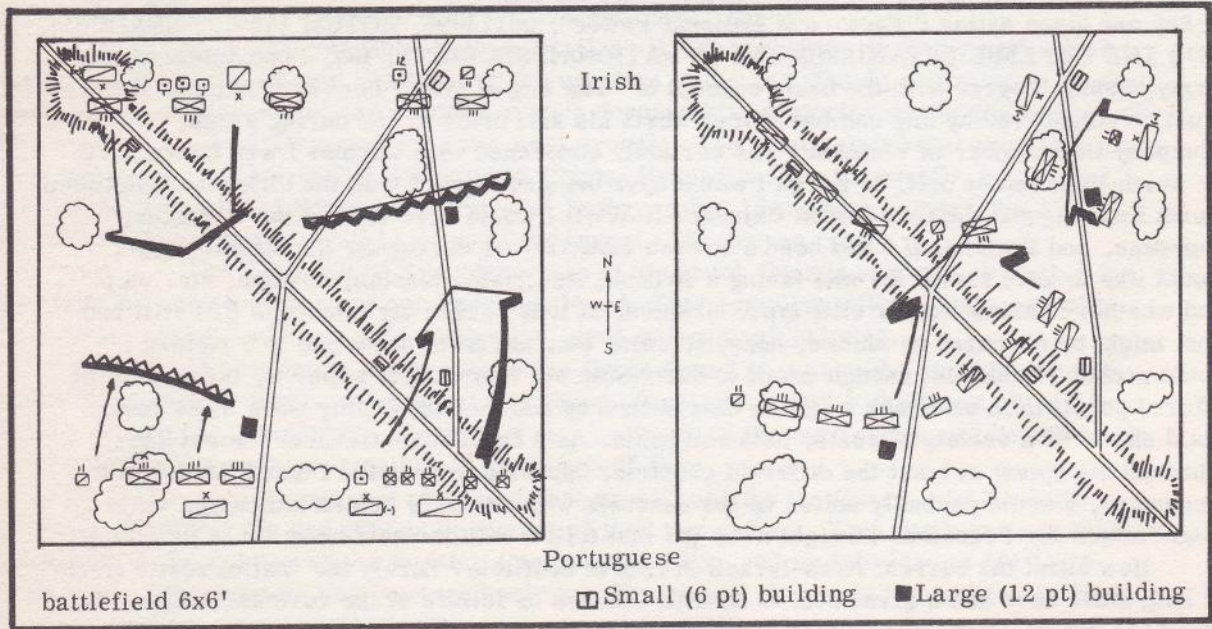
Meanwhile, on the western flank, Marshal Saunders had halted upon reaching the line between the large building and the woods directly to the west. Patriot McGloughlin also halted his forces after advancing approximately the same distance from the north. For several turns he carefully examined Marshal Saunders' positions. Finally, he began a cautious advance, having decided that El Commandante's timidity represented a lack of troops on this front.

Actually it did not represent cowardice, for Marshal Saunders suspected the large Irish gun complement and had no great desire to see his beloved Portuguese graped to death. At any rate, the Irish came down the ridge and slowly advanced toward the Portuguese, who had their customary heavy skirmish line in front. At the last moment, however, the Irish halted and then fell back onto the ridge.

Patriot McGloughlin had been receiving disturbing messages from the eastern flank. The Generalissimo's cacadores had bested the Duke's forces around the woods. The Portuguese were now advancing due west, with the English infantry retreating before them. Accordingly, Patriot McGloughlin dispackedh his old guard and grenadiers to aid the Duke and recalled the troops he had sent out against Marshal Saunders.

El Commandante now began to show signs of life. Swarms of his skirmishers harried the retreating Irish. Patriot McGloughlin established his grand battery on the ridge and formed squares in support of it. The horde of Portuguese skirmishers settled down to an uneven duel with the Irish gunners. Hiding behind any available cover, they could elude the grape while their well aimed fire decimated the Irish gun crews.

To the east, the Generalissimo continued to chase the English, but at a reduced rate, as the reinforcements arrived from Patriot McGloughlin to cover the withdrawal. By now the English infantry was hiding in the large woods to the northwest of the large house, which had been reduced to blackened walls by flames. Three battalions and one squadron of Anglo-Irish held the crossraods and the area between it and the woods to the northeast. It was here that Marshal Saunders decided to attack.





Calling on the Generalissimo for support he hurled two squadrons along the ridge. The Generalissimo ordered two more squadrons and two battalions forward. The Irish center was smashed. Half of the Portuguese cavalry pursued while the rest reformed. The Duke began another retreat, leaving the woods to the Portuguese. Farther west, numerous Irish gunners had fallen and Patriot McGloughlin had begun to retreat the remainder.

With the Irish retreating all along the front, the Portuguese pressed their advance. More Irish units were destroyed. However, night began to fall, and the remnants of the Anglo-Irish army were able to make good their escape. Still, the PEF had succeeded in destroying about one third of their enemy.

The day after the battle Marshal Saunders ordered the PEF to begin regrouping. With the assimilation of replacements and reinforcements, El Commandante ordered a general advance on Munster, the home of the Green Horrors. It was here that the PEF would next clash with the Irish patriots of Mark McGloughlin

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## YES, VIRGINIA, THERE ARE National Differences I THINK, MAYBE

BY MAJOR MAX A. RAY  
US INFANTRY

As a military historian and professional infantry officer of some fifteen years experience, I cannot agree with Jones & Getz' ninth conclusion in the article "Wargame Analysis" part IV in V/5 of The Courier: "There is little or no hard evidence of 'nationalistic traits' being of decisive importance in individual battles, particularly in the Napoleonic period. etc." Before attacking this position with clouds of skirmishers, let me say that I have played both "La Guerre" by Jones & Meyers and "Column, Line & Square" by Vietmeyer. I enjoy both sets, but tend to lean toward CLS mainly because of its historical organization. However, using CLS organization I have played many a game with La Guerre rules. In fact rule 8.4 in appendix A of La Guerre allows for national differences! Perhaps Ron V ughan (V/4) has the right idea.

One of the problems in this controversy may be definition. We in the military would define national differences as the ability to wage war by one country as opposed to another country, or in other words, the differences in national power. This national power consists of geographic, demographic, economic, organizational, psychosocial and military capability of any one given nation ("Factors of National Power", pp173-95, ROTCM 145-45, READINGS FOR THE DEFENSE ESTABLISHMENT IN NATIONAL SECURITY, HQ, Department of the Army, 1969). I agree with the basic concept of "The Fog of War," however, national differences must be considered by any combat officer worth his salt prior to and during a fight. As a Rifle Company Commander in Vietnam I was certainly concerned with whether I was facing a VC or North Vietnamese unit. In Korea I would have been concerned with the differences between North Koreans and the Communist Chinese. In WWII I would have studied the Germans, Japanese, and Italians. If I had been a French Line Officer during the Napoleonic era, I would like to have known if I was facing a British, Austrian, Russian, Spanish, etc. unit and whether it was a line or elite type. Granted, at long ranges my telescope (if I still had one) might be obscured by smoke, haze, terrain, etc. but from about 500 to 0 meters I could probably make out enough detail to determine my enemy. Let's face it, the amount of effort I put forth in an attack might be determined by whether the enemy wore those funny plaid skirts or a variety of coats, hats and pants. As a Napoleonic General I would know (through my spies) at least the different countries opposing me, and if I faced British and Prussians, I would probably soften up the redcoats with artillery before attacking, while I might attack the Prussians straight away (as that fellow with the cold hand did in Belgium).

How about the current Arab-Israeli series of conflicts? Surely the "nationalistic traits" of both sides have had a great deal to do with success or failure of the various battles. What about the Italian campaigns in Africa during WWII. I find it hard to believe that it wasn't



national traits that caused the Russians to be tenacious in defense during Napoleon's invasion, yet surrender in droves during WWI. As to the poorly armed native vs. the British Regular referred to by Jones, I seem to recall several occasions in Egypt and Natal when tactically the British Regular was defeated. Of course Jones & Getz alluded to some national differences due to technology or tactical doctrine. A ha! Tactical doctrine! Earlier the statement was made that "Napoleonic Warfare is an excellent choice for wargaming precisely because "parity" prevails in technology, social mores, tactical employment of troops, etc." (V/5, p21). As a school trained antropologist and historian I cannot accept this.

Is there "parity" between the Russian serf and the French citizen, English freeman, Prussian and Austrian peasants? What parity is there between the French column with its mass of light infantry, and the British line and its controlled platoon volley firing? Tactical employment of troops is based on tactical doctrine, and I submit that the French tactical doctrine of mass column attacks was developed because of the national trait of French citizens, who was less willing to take the discipline needed in the more traditional linear warfare. After all, here was a man who had rejoiced in chopping off his King's head, and anybody else he didn't like. He was now "free" and no one was going to tell him to stand in line and trade volleys with the enemy. Instead he wanted to get at his enemy and get the fight over.

Yes, I think that the "fog of war" should be included in any wargame. Also, we should realize that a man's culture and/or society will decide how well he fights (given average leadership, not everyone can be a Wellington) and how he will fight. Was it not national differences on a grand scale that launched the mass attacks by the North Koreans, Communist Chinese, Japanese and North Vietnamese? The South Vietnamese, South Koreans, Nationalist Chinese or WWII Phillipinos did not use mass attacks as tactical doctrine. The Wargame Analysis series is to be commended for breaking new ground in wargaming. Perhaps some day we will see Mr. Jones and Mr. Vietmeyer at a national wargame convention playing the same battle on two separate tables with each others' rules. From this should come the ultimate in wargame rules!

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## Maryland Rifle Volunteer 1812

BY TOM DESMOND

The Maryland Rifle Volunteers were one of the few reliable American volunteer units of the War of 1812, and distinguished themselves in the defence of Balitmore. The uniform worn was typical of many state raised and equipped units, in that it had no resemblance to those of regular line units, and was marked by its unusual cut. The Volunteers wore a hunting shirt with cape and fringes, and matching trousers of green linen. The fringes and a sash worn around the waist were red in color; this being a state distinction. The shako issued was the so-called "Light Artillery" style, conventional wear of rifle and artillery troops at this time. Lacking the false front of the normal infantry shako, it bore green cords and a white plume with a cockade in the center. The equipment carried was simple and light. Each man had his long rifle, a bullet pouch, and a powder horn. Knives, canteens, hatchets, and flasks of various types were also standard parts of the uniform.

According to Windrow and Embleton in their book MILITARY DRESS OF NORTH AMERICAN 1665-1970, two members of this unit are reputed to have killed British Major-General Ross during the defence of Balitmore, thus avenging the burning of the Capitol. Since both men were later killed, their claim remains uncertain.



# Notes on Rules

BY NED ZUPARO

I think Robert Jones has hit some sore spots in present rules, and has perceptively identified many of the problems that need to be approached in a "perfect" set of rules. In my opinion, however, he has gone too far in the opposite direction, which can be just as bad. For me his rules leave much to be desired. The way he solves the problems, or fills in his outline of how to construct his rules (or - the branches are fine - his foliage is purple), disturbs me. But his outline is still valid. I am using it right now to rewrite my own rules (for the umpteenth time!) and I find it very good.

In V/8 (Letters column) Mr. Olson wondered how the black box, or command level might be put into rules. I offer a few of my humble rule ideas, some good, some bad, no doubt, but ideas nonetheless. They might spark a better idea in someone else.

## Fog of War

Here I think Jones fell into his own petard about mixing command levels. It is all definition, but I think "fog of war" is more on a strategic level than tactical. At the tactical level I believe the most important item is hiding your troops, finding the enemy's, then attacking with as much surprise as possible. Knowing the value of a battalion as in his CE rules is a minor point compared to knowing where it is! I use two things to produce tactical "fog" - first, while having hills and contours, I also use "valles", "dips" and rolling ground by taking thread or string and making outlines of depressed ground areas on the tabletop. I then take a second string and make a smaller outline within the first. The rule is that units outside the first string can see the "slope" between the two strings; when they reach the outer outer string they can then see the low center ground. This makes a table more 3-dimensional. Hills go up, but there are also depressions, where units can hide, where cavalry can suddenly appear. It's crude, and hopefully someone will come up with an improvement, but it can add to the tactical "fog."

Another way to add tactical "fog" is appointing one player an upper level commander. The others, "Robineaus," can do their worst if required to write orders a turn ahead (turn 1 write for turns 1 and 2, play turn 1, write turn 3, play turn 2, etc.). If a general touches a unit at the beginning of a turn, he may rewrite it's orders, but becomes a possible target for enemy fire. This produces a small lag, but enough to make instantaneous reaction to enemy movements impossible, and thus remarks the commander who can think and coordinate one turn ahead, rather than one who knows the rules better than someone else.

The "Robineau" corollary to the last stated ideas would be a battalion reaction table. A turn could consist of two actions. Each action allowed a unit is given a numerical value, representing ability to react while doing that action. For instance, a unit in column of route on a road would have a very low reaction value, while a unit in column of companies more, and column of divisions still more. Troop quality would make a difference, as well as morale. A unit would normally expect the orders written the previous turn, but should a new enemy (unseen at time of order writing) appear, or the unit receive fire, a reaction chart roll would be allowed. Robineau, for example, might stop the ordered advance and form line to return the galling fire of some skirmishers to his left; he might see cavalry on his front, and even if not attacking, if they were new, our gallant chef de bataillon would lose no time forming square. On the other hand, he might keep going. Thus may the best laid plans go agley. (Jim Getz can give gamers a good start at this when they refer to his "forming square" chart in "Napoleonic") Now, writing orders a turn early, then knowing your subordinates not 100% obedient... well, that may give Mr. Olson some ideas on how to create a "tactical" fog of war.

## Battalion CE

Again, here is a spot where Jones correctly identifies a problem, but then goes too far in the wrong direction. I believe he has a point when he visualizes a basic unit (battalion, squadron, etc.) as having something in common among all armies. For instance if we accept that, say, a unit will become disorganized or rout if it's commander is killed, then it doesn't matter how many men are in that battalion. So far, so good. But then Bob goes too far. All



of his units have 12 figures, which represent a battalion. The fact that ten Austrian battalions may outnumber ten French by 2-1 is totally buried. Yet, how can we give that gallant KGL battalion a chance to rout superior numbers? Well, I do it by going back to the old "attack-defense" factor idea. In offensive combat such as fire or melee the number of figures are calculated into the charts. On the other hand, the defensive "resistance" factor of all battalions can be the same, or nearly so; modifications allowing for resistance point loss for each 10% casualties (to use numbers defensively) is possible, but this way a battalion is a more varied piece of the whole (battle) pie. Maneuver and tactics will find the basic units fairly equal, with the unexpected able to happen, where a big unit will break unexpectedly, or a small one hold, while whichever general is able to maneuver and get local superiority in numbers will not be cheated out of that worth of superior numbers. These values can be modified, such as a night spent in the open, a previously lost battle, prior tactical retreat, troop quality, random chance, etc. The combat results tables would then resemble Getz's in "Napoleonic", where a volley would inflict 1, 2, 3 etc. figures casualties in addition to status, or resistance points, which determine if the unit breaks.

### Charts

You might guess I enjoy using charts in a game - but not the "40 pages of charts and complications" that Jones hates. I like charts, myriads of them, to be used BEFORE the game to establish troop values, etc. These allow you to reduce math during the game. I too hate referring to 15 charts to resolve one volley; but if "all" possibilities have been previously calculated on those 15 charts, then during play 1 or 2 will be sufficient.

One chart I am currently developing has "fire-melee" factors. Right now, in CLS one counts figures to fire a volley. In La Guerre one uses "basic units". Two extremes. In the Kriegsspieler series one uses stands, indicating two or three deep lines, which is better, but I feel still incomplete. I'm trying to develop a table that tells you how much "offensive" power a unit has, based on Nationality (e.g. British firepower), formation (line versus column), numbers, weaponry (perhaps), and anything else I can think of! Thus in a game situation a unit can be checked against one or two tables for a fire factor, which is then matrixed against distance and a random die roll for a more realistic result. It's like taking all the modifiers used in most games, turning them into charts, and thus having each unit "pre-computed". It's a lot of work to develop, but very easy to use.

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## Sales & Trades

### For Sale

ROMAN ARMY: Minifig 25mm early republican Romans - 24 velites, 48 hastati, 48 principes, 24 triarii, 17 light italian cavalry, 1 general. Half infantry is painted. \$40.00 for all postpaid. Daniel Schorr, HHB 3rd Bn 35th FA, APO NY 09047.

### For Sale

AUSTRIANS: 64 25mm Hinchliffe Napoleonic Austrian Line Infantry, advancing position, unprimed and unpainted - brand new. \$25.00 postpaid. Kermit Kincaid, 12 Prospect Street, Winchester, Mass. 01890.

### Wanted

VOLUME ONE: volume I of The Courier, the real thing or a Xerox copy, indicate price. Stan Domezio, 1959 Laurel Street, Napa, Calif. 94558.



## Book Review

BY ARNOLD J. HENDRICK

WARGAMES THROUGH THE AGES, VOL. II 1420-1783 BY DONALD FEATHERSTONE  
Stanley Paul, London. 181 pp., appendices, index, 12 pages black/white photographs  
Price in USA unknown, probably \$7-8.00

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In his second volume of *Wargames Through The Ages*, Don Featherstone improves on the format he introduced in the first. Here fourteen wars of Europe, from the early 1400's to the American Revolution in the late 1700's are covered. Each brief chapter includes an historical synopsis and discussion of tactics and formations, usually with a diagram showing typical deployments and tactical missions for each element of an army. Each chapter also rates two or more armies involved in the war numerically, through a total of commander abilities, army composition, training, morale, tactical systems, formations, maneuver ability, arms, etc. Although reminiscent of the system used in the previous volume, the details are different.

I am happy to report that Mr. Featherstone's writing is as interesting and engaging as *even*. Any wargamer will find ideas for rules, including commanders and visibility, plus some suggestions regarding the use of 5mm "regimental blocks". Most of us also have an incomplete command of military history, and this volume even more than the last provides a useful survey of often unknown events. Naturally, with so much emphasis on wargaming, historical coverage is rather thin, and those with purely scholarly motives would do better with military surveys, a number of which are suggested in the volume's bibliography.

On the other hand, this book may hurt more than help wargamers attempting to write or modify rules. It lacks information that really helps design, such as troop frontages, marching speeds, battle casualty levels. Highly subjective and general numerical evaluations of a whole army may be useful to creators of boardgame counters, but have little meaning to the majority of miniatures players, who enjoy different quality and capability units. Certain elements that go into the army ratings, and the explanations behind them, may be of general use to some. This reviewer also suspects that these general ratings of armies will offend more than interest anyone dealing in historical comparisons, representing as they do the worst in quantification.

This volume does contain an extremely valuable bibliography, both of books and magazine articles, worth the price alone. Consult pages 189-203 for this, but remember that it does not cover anything published after 1972! The publishers are faithful Stanley Paul, who continue their use of simple but effective graphics and typefaces, modest diagrams, and well produced photos. Their bindings remain mediocre, and vulnerable to hard usage, but on the whole production is very decent.

This volume is like many of Don Featherstone's works, very handy and inspiring to the novice, or the experienced gamer with a gap in his knowledge. It is an excellent start but a poor source in itself. The use of quantification to portray generalities, rather than specifics, is both interesting and controversial. But the data in the bibliography is undeniably valuable, and a very useful addition to one's library. If such a book fits your interests or needs, by all means invest in it, and it will repay you.



# Why Not the Renaissance?

BY NICK NASCATI

American wargamers, especially Philadelphia wargamers, have it seems become stuck in a rut. Just take a guess, I would say that 80-90% of all American wargamers game solely in the Napoleonic era with infrequent trips into AMR or Ancients. The NEWA is one of the few groups that seems to pay any considerable attention to ancients, and for this you are to be commended. However, the only group that seems to delve into the more unusual periods is the Washington Wargame Group of which Curt Johnson is a member. Alas though I live in Philadelphia, not Washington. Therefore I am writing this article to stimulate some interest in a much ignored period, to pull Philadelphia gamers and American gamers in general out of their rut.

For wargaming purposes, the Renaissance can be said to spread from the end of the Hundred Years War in the late 15th century to about 1600. The early part was marked by the rise of the infantryman, exemplified by the Swiss pikeman, while the end of the period marked the beginning of the battlefield dominance of gunpowder. For those who want colorful "uniforms," this period is ideal, as countries had not adopted national uniforms. Men were dressed according to the whim and purse of their commanding officer. Those who favor cavalry will be well pleased by the tremendous variety to be found at this time, when cavalry still composed at least 50% of an army and ranged from the fully armored Knight to the wild and wooley Hussar of Hungary. Even the dragoon existed in an early form, and much experimenting was being done in troop types.

The tactics of the period are ideal for wargaming, as they involved precise and complex maneuvers. The action was fairly straight-forward due to the limits of the weaponry. This is the period of Machiavelli, whose ART OF WAR is must for anyone interested in the period. The wargamer/general is free to bring his own theories of warfare, in this age of experiment and transition, and perhaps become another Machiavelli. Styles of warfare varied from the Spanish Square of Cordoba and Farnase to the Phalanx of Swiss and the semi-feudal armies of England. Rules can be adapted from those existing, such as the WRG (Wargames Research Group) or "Chainmail" rules, or made from scratch like mine. Rules should be very strict, allowing troops little or no freedom of action and making different arms very dependent on each other.

Figures for the period are available in many places. For 25mm rounds (what I use) the best range is Miniature Figurines, whose excellent range has been recently expanded by 44 new figures including a beautiful Polish Hussar. Warrior figures also have a small range of 25mm available, but I am not familiar with them. In flats hundreds are available. but for me they are too time consuming to paint for use in wargame armies.

One area I nearly forgot was the Ottoman Empire! The range includes a large number of Turks, whose army consisted of very nearly pure cavalry, backed up by the excellent Jannissaries. This would provide the gamers with an even more unusual game, as the light and heavy cavalry of the east clash with the combined tactics of the West. Painting information is not too difficult to find, and the gamer has considerable painting freedom anyway.

In conclusion, I can see no reason why the Renaissance has remained such a neglected area. Everything is there waiting for them. I would be glad to hear from anyone interested in the period for gaming, especially in the Philadelphia area. Address correspondence to Nick Nascati, 2127 South 13th St., Philadelphia, Pa. 19148. (HO7-7460).



## Rules Review

BY ARNOLD HENDRICK

DUNGEONS & DRAGONS BY GARY GYGAX & DAVE ARNESON

three soft-cover volumes, totalling 112 pages, with five chart sheets,  
available from Tactical Studies Rules, 542 Sage Street, Lake Geneva, WI. 53147 for \$10.00

Subtitled "Rules for Fantastic Medieval Wargames Campaigns Playable with Paper and Pencil and Miniature Figures," these booklets attempt to outline a system for "playing" the kind of fantasy adventures one previously read about in paperbacks. The concept is remarkably interesting, since the same person interested in matching himself against Napoleon or Manstein might also find comparisons with Conan or John Carter enjoyable.

The "game" is played by various adventurers and a referee. The players, starting in near total ignorance, attempt to adventure in the wilderness around them, or in dungeons and underground chambers beneath them. The referee is informed of each action, and after consulting the maps he has made, the basic tables and information in the booklets, and his own imagination, gives the player a response. Those who remember Korn's "Modern Warfare in Miniature" will see the parallel, although Korn's rules were much more tightly constructed. Here, introductions are made into many possible areas of interest: finance, magic, fighting ability, language, and monsters of every type and description (from goblins, orcs, giants, and dragons to the more esoteric manticoras, chimeras, wyverns, and the hollywood mummies, purple worms, green slime, gray ooze, and black pudding).

Vastly too much has been attempted in these booklets, with very little detail, explanations or procedures. For personal combat, "Chainmail" is referred to, but the multiple-damage characteristics of characters in this game does not fit with the life-or-death struggle in "Chainmail", and neither gives a clue for the effect of missile fire, save perhaps the firer's normal ability is extended up to the range of the missile weapon, with restrictions and special options as allowed in the multi-figure section of the "Chainmail" rules. The resulting mess in interpretations is enough to tax the patience of most gamers to the extreme. Worse, personal combat is the area receiving the most attention, things go downhill from there.

Play in person is usually impossible, since the referee can only show the adventurer the terrain he is crossing at that instant, plus whatever is in his sight. Only large battles are suitable for the tabletop. The optimum solution seems to be play by phone, or when distances are too great, play by mail. For those without gasoline to visit their fellow wargamers, or without a car, Dungeons & Dragons can be very, very interesting indeed. For example, in a test adventure recently concluded, the Acolyte Dorn from the village of Thane ventured into the ruins of Takator, opting for an underground Dungeon adventure instead of an above-ground wilderness expedition. After finding numerous doors beyond his strength to move, he finally opened one that woke four ghouls, who charged him directly. The well-equipped Dorn (with mail, shield, spear and crossbow) was allowed to fire by the kindly referee, and then strike first with the spear. Being rather handy with weapons and things, Dorn neatly felled two of the ghouls, but was then touched by the third, a circumstance which pertified him, while the ghouls proceeded to kill him, thus turning Dorn into a ghoul. So much for the Acolyte Dorn. Better luck in the next life!

Beyond the problems involved in play (find an intrepid referee), the other discouraging factor is price. These booklets are roughly comparable to "The Courier" in physical quality, but at \$3.50 each are priced rather high. Worse, all three are necessary. Graphics, considering the format, are decent, with some excellent illustrations, but some space could have been saved without compromising appearance.

In general, the concept and imagination involved is stunning. However, much more work, refinement, and especially regulation and simplification is necessary before the game is manageable. The scope is just too grand, while the referee is expected to do too much in relation to the players. If you need ideas to help you along into your own fantasy adventure games, these booklets will be of use; otherwise your ten dollars will be wasted. I do not suggest these to the average wargamer.



## Gleanings

### Alnavco Log

Box 9, Bellehaven, Va. 23306.

This is a combined catalog and magazine for 1/1200 naval miniature enthusiasts. Battle reports, ship conversions and rule ideas make it a must for this field. However, much of the emphasis is on Alnavco products.

### Conflict

Box 19096, San Diego, Calif, 92116. \$10/year

Conflict is back with #7, a civil war special issue containing a board game "Rifle-Musket." Of prime interest to miniaturists is the thumbnail history and treatise on tactics and weaponry of the ACW. Second article contains excellent history of the capture of Forts Henry and Donaldson. If you like timely publications, pass this one up, since issue #7 is over a half year late.

### Bugle & Guidon

Box 248, West Carrollton Ohio, 45449

Make a very interesting line of 30mm figures for the American Indian Wars, write for their catalog.

### Savage & Soldier

9797 Litzkinger Rd., St. Louis, Mo. (make checks payable now to Ian Cohen).

Ian Cohen and Bill Narden are taking over from Doug Johnson for two years, while Doug is in England. This, their first issue (Vol. VII, #3) has not lost any of the flair Doug had for the period, and is replete with articles about obscure but useful aspects of colonialism's military aspects, such as uniforms and organization of "Force Pulique" of the Belgian Congo, French Foreign Legion 1910-14, The Corps of Guides, book reviews, and much more. A real must for the Colonial miniaturist.

### The Spartan

Box 1017, Bellflower, Calif. 90706. \$8/year.

This is the journal of SICL, and as such is of prime interest to boardgamers. However, they are expanding into miniatures, and this issue (#17) has a very interesting set of rules for WWII individual figure gaming called "house to house." Another article delves into calculation of "time of flight" for weaponry in miniature naval games. Each issue seems to have more and more items interesting to miniaturists - about half the latest issue was so given over.

### Heroics Figures

22 Mowbray Court, Mowbray Road, London SE19 2RL, England.

This firm is producing a line of 1/300 WWII items. Of special interest is the 1/300 German and British infantry, and a half dozen different types of trucks, ideal for 1944 rules. They also manufacture ancient, napoleonic, and american civil war figures in 1/300.

### Used Military Books

A. Matta, 813 Greenwood Rd., Glenview, Ill. 60025.

Still coming out are impressive lists of used books of interest to the miniature war-gamer or the military historian. List #162 had 180 titles given!

### Painted 30mm Figures

Ye Olde Soldier, 4237 W. 104th St., Inglewood, Calif., 90304.

These are second hand figures, but prices are low for painted figures. Many are SAE and Scrubby. Write for a list.



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# PUBLICATIONS

## from The Courier

### 1944 - \$2.00

Revolutionary modern tactical land rules for 1943-45, with a special addendum for North Africa 1940-42. Here are the rules that introduced a fresh approach to modern wargaming, allowing players to command battalions to brigades, with basic units of platoons and batteries. Tactical rules include a complete integration of visibility, movement and firepower. Advanced and optional rules include every element of modern warfare, including air support (and spotting), naval invasions and support, fortifications, and even radio command control and ammunition, if desired. The campaign rules, perhaps the first playable modern miniatures campaign, realistically allow a multitude of strategic options.

The booklet includes separate sheets with necessary movement and firing tables, plus unit statistics for all major power armies in 1943-45: America, Britain, Russia, Germany and Japan. Although designed for 20mm miniatures, reduction to half scale allows for equally enjoyable 6mm (1/285) play.

Reprinted many times, 1944 is now in its second edition.

### SURFACE WARSHIP - \$2.00

Modern tactical naval rules for the 1939-43 period, using the Fletcher Pratt approach to ship evaluation. However, Surface Warship is no mere rehash of Pratt's famous game. A new playing procedure introduces the psychological stress on ship captains, and many new rules include sophisticated maneuver, gunnery, torpedo firing, damage control, night visibility, and more. An entirely new approach to aircraft in tactical surface battles maintains consistent scale and playing method without cumbersome mechanics.

The booklet includes 1:1200 scale deck plans and ship data for the River Plate and Demark Strait battles (the former featured the Graf Spee, the latter the Hood-Bismarck duel), as well as playing equipment, charts and tables. In response to many queries, The Courier does not now plan to produce additional ship cards using the Pratt evaluation system, but of course the equation is included in the rules.

Surface Warship is now in its last edition (no more print runs are anticipated), and is being offered at a special 20% discount (normal price was \$2.50) to clear our remaining stock.

### THE COURIER - \$4.00/year

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Rule booklets require 75¢ additional postage on overseas orders, 30¢ extra for airmail. Courier subscriptions overseas are always \$5.00/year (and we lose money at that!).





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