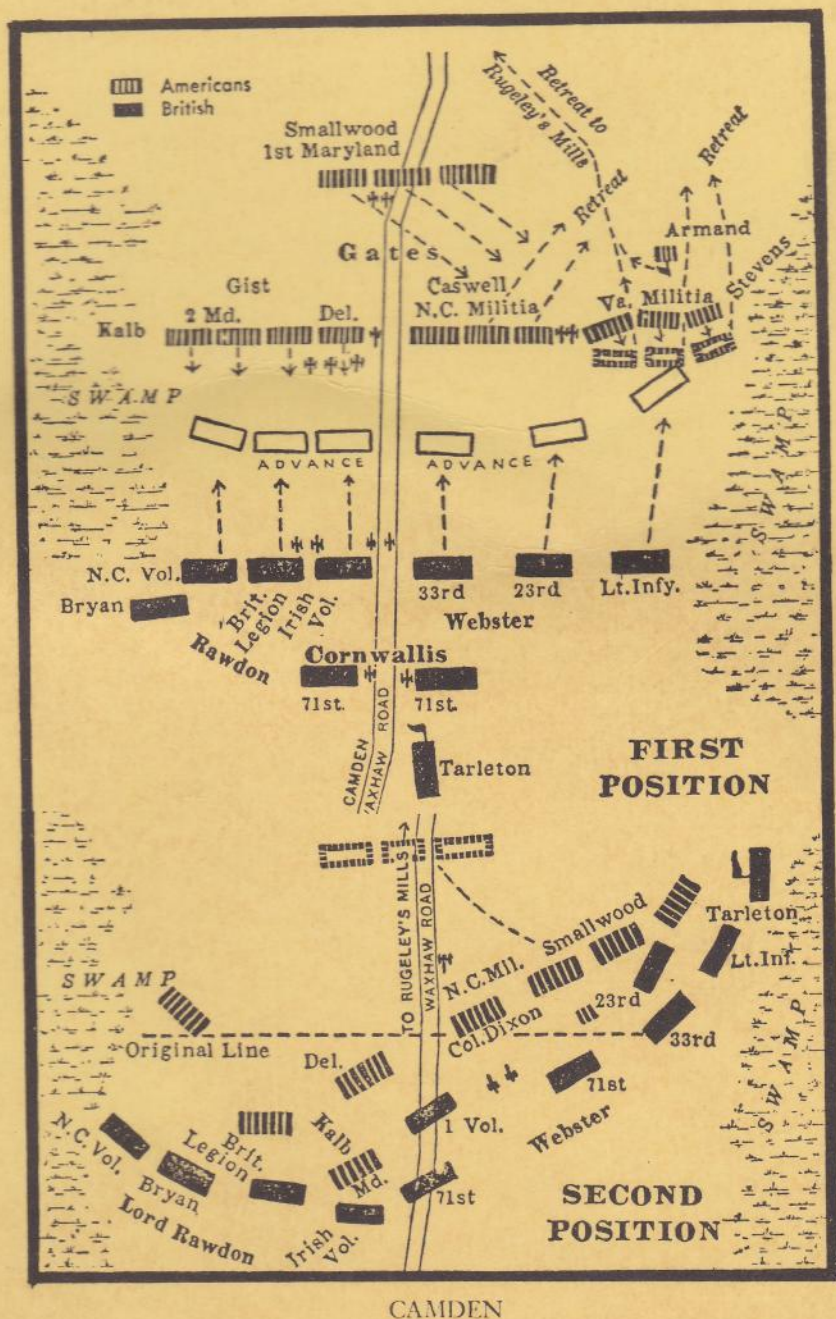


# The Courier

BULLETIN OF THE NEW ENGLAND WARGAMERS ASSOCIATION



## VII·6

COPYRIGHT 1975, THE NEW ENGLAND WARGAMERS ASSOCIATION

75¢ USA & CANADA  
 \$1.10 FOREIGN



The Courier is published eight times per year by unpaid volunteers of the New England Wargamers Association. There is no remuneration for contributions, but articles and black & white photos of interest to wargamers are solicited. Such articles and photos become the property of NEWA and cannot be returned. No responsibility is assumed for statements of fact or opinion made by authors. Exchanges with similar publications are solicited.

This magazine and other publications of NEWA are sold with the understanding that every reasonable attempt is made to deliver them safely through the mails. However the NEWA cannot be responsible for items lost in the mails. Replacements will be provided at their usual cost.

— RENEWALS —

When the last issue of your current subscription is mailed, a postcard is also mailed first class advising that your renewal is due. You should renew immediately to avoid missing an issue, even though the postcard might arrive before the last issue of your subscription. If you have not renewed, your next notice will be a card saying "this would have been another issue if . . ." This will also be your last renewal notice.

— RATES —

Subscriptions are \$5.00/year in the USA or Canada, \$7.50/year foreign, payable in US funds.

Five or more subscriptions sent to the same address in the USA or Canada are \$4.00 each.

Single current issues are \$0.75 USA or Canada, \$1.10 each foreign. Subscriptions are available through "The Courier," 45 Willow Street, Brockton, MA. 02401 USA.

Back issues are available at \$0.75 USA and Canada, \$1.10 Foreign each. Back issues currently available are: Vol V No. 3-8; Vol VI No. 1-8; Vol. VII No. 1, 2, 3, 4, 5.

PUBLICATION COMMITTEE

Managing Editor, including  
subscriptions & advertising

R. Bryant

45 Willow Street  
Brockton, Ma. 02401

Association Treasurer

L. Cronin

25 Goldie Rd.  
W. Bridgewater, Ma.

Ancients Editor

C. Tarbox

400 Buck Avenue  
Vacaville, Calif.

American Revolution Editor

S. Haller

55/F Old Yellow Springs  
Road Fairborn, Oh 45324  
45324

Uniforms & Colors Editor

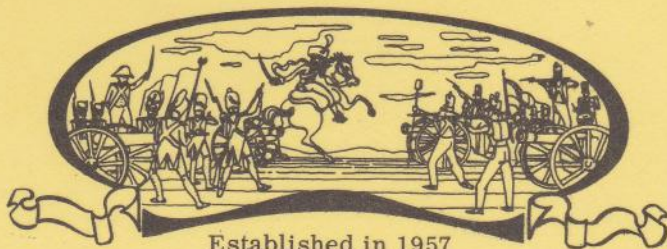
C. Johnson

3013 Military N.W.  
Washington, D.C.

Modern Editor

R. Burr

13 Grove Street  
Boston, Ma.



Original model soldiers designed by Jack Scruby

## Jack Scruby's Military Miniatures

When in California, be sure and visit our new headquarters:

THE SOLDIER FACTORY

789 MAIN STREET

The most interesting soldier store in America. Open weekends.

Our 1975 catalogue lists 1400 wargame soldiers from N Gauge (9mm) to 30mm scale, and we also now manufacture Collectors figures in 54mm, 75mm and 90mm scale. Catalogue is \$2.00.

Box 1658 Cambria, Ca. 93428



---

## Editorial Notes

The appearance of this issue speaks for itself and gives the reason why we are so late. Starting with this issue and for the possible future we will be almost completely typeset. "Is the next step color?" You ask. "Absolutely not" is the answer. We will not make any changes in The Courier which will increase its cost to the readers. It is, after all, the content — not how prettily it is presented — that counts.

The increasing postage rates will hurt however. Not U.S. subscribers, but Canadian and Foreign subscribers will probably see a price increase starting with Vol. VIII, No. 1.

Now it is "catch-up" time. We plan to print and mail Vol. VII Nos. 7 & 8 by mid-March at the latest and then we will be only three months behind! Have patience and send in more articles.

**SUSPICIONS CONFIRMED DEPARTMENT:** What well known wargame magazine claiming 30,000 subscribers has recently published its subscription declaration as required by the Post Office of 2nd Class mailers? The notice so reduced in size (at least 10x) that one needed a powerful magnifying glass to see that the real-life subscription was approximately 5000!

## Contents

- 2 1775 - 1783 Cornwallis' Southern Army by S. Haller.
- 4 1775 - 1783 The Battle of Terrytown by C. Nelson
- 5 1775 - 1783 The AMR Figure Review by S. Haller
- 7 XX CENTURY New Products for 20th Century gamer by R. Burr
- 8 XX CENTURY Riverine Operations in Indochina by W. Winter
- 11 BOOK REVIEW Renaissance Armies
- 12 COURIER QUIZ by S. Bowden
- 13 Board VS. Miniature Rules by D. Raybin
- 15 SALES & TRADES
- 17 UNIFORMS & COLORS Foreign Regiments and Corps Hors Linge in  
the French Imperial Army by J. Lochet
- 20 UNIFORMS & COLORS Banners & Flags of the Italian Wars,  
1510 - 1515. by M. Parker
- 25 Battle Report.. The Action at Pinares by J. Rizzo
- 28 SAPPER'S REPORT Terrain Values by H. Cypher
- 29 On Wargames (1859-1871), a set of rules by N. Nascetti
- 32 The Skirmish - Kipling Revisited by P. Jenkins
- 33 Bolivar's British Volunteers, 1817 - 1831 by D. Sweet
- 35 GLEANINGS

### CLARIFICATION

The description of MINUTEMAN in the AMR Column of Vol III, No. 5 was not intended to suggest that MINUTEMAN was published by Heritage Models of Dallas Texas or that Scotty Bowden was in any way associated with Heritage Models.....Editor.

---





# 1775 - 1783

## THE AMERICAN REVOLUTION With Steve Haller

### CORNWALLIS' SOUTHERN ARMY

by STEVE HALLER

In Volume VII, No. 3, I presented General Greene's Southern Army. His first opponent in the fast-paced war in the Carolinas was Cornwallis and his field army of crack British, Loyalist, and Hessian troops. The troops described in this issue are only those who marched in the army that pursued Greene in the Carolinas from December, 1780 to March, 1781. The numerous troops garrisoned in posts throughout the Carolinas will be covered when I do "Rawdon's Southern Army" sometime in Volume VIII, which will pick up in April, 1781 until September, 1781.

Information on the British, Loyalist, and Hessian troops with Cornwallis is more accessible than for the Americans. Most helpful sources include Lefferts, two books each by Katcher and Kemp, and of course anything done by The Company of Military Historians. Again, a 1:10 ratio of men to figures is well-suited.

### BRITISH UNITS

Except for the individual differences noted for each unit listed, the British wore the standard red coat with appropriate facings lined white; white small clothes (sometimes buff or white overalls); white belts; black canteen and ammunition boxes; black tricornes bound white with black cockade (single white stripe in center); and generally a more haggard appearance than usual. Packs when worn were either grey or white, and the men were of course armed with the brown bess musket.

17th Light Dragoons contributed a large troop of about 50+men to serve with Tarleton's Dragoons (which see). They retained their short red coats faced and lined white; white or buff small clothes; white belts; silver metal, brass helmets with black frontplate trimmed white and embossed with a white skull and cross bones, red horsehair crest and white turban. The saddle cloth was white trimmed black with the Royal Cypher on the front quarters and red patch bearing a white XVII on the rear. See Lefferts, p175ff for flag information, if one is desired for such a small unit. The 17th Served throughout the period under study.

7th Foot (Royal Fusiliers) served in eight center companies (200 men) until captured at Cowpens in January, 1781. They had blue facings and wore a short bearskin cap similar to the grenadier. They carried their 1st (King's) color in the South; see illustrations.

16th Foot provided three small companies (about 50 men total) to serve with Tarleton's Legion Infantry as light infantry until captured/decimated at Cowpens. They wore yellow facings and may have worn a light infantry cap instead of the tricorn. No flags.

23rd Foot (Royal Welse Fusiliers) served in eight center companies (about 300 men) throughout the period. They were dressed identical to the 7th, except should carry their Regimental color in a war game (solid blue w/badge in three corners, see illustration.).

33rd Foot contributed its eight center companies (300+ men) for the entire period. They wore tricornes and had red facings. The white regimental color with red cross should be used. See illustrations.

Brigade of Guards arrived on the scene in late January in two battalions of eight center companies each, a grenadier company of about 100 men, and a light infantry company of 100 men for a total of 700-750. These elite troops came from all three battalions for the Guards, and except for very minor differences, the entire brigade had blue facings. The center companies were dressed as other British of the same, while the light infantry wore caps, shoulder wings and possibly red vests. The grenadiers wore wings as well and the familiar bearskin hat (frontplate black for men of 1st Gds; red for 2nd; and silver for 3rd). Each of the two battalions appeared to have carried a red flag with badge or union on it; see illustrations.

71st Highlanders served throughout this period in two battalions of eight center companies (about 250 men each) and a small 75-man light company. Their coats were faced white, and only the 1st Bn. wore the government kilt. The rest wore buff breeches and white socks. All wore the familiar tam and either black or white belts. The 1st Bn. and Light Infantry were lost at Cowpens. The 1st Bn. might carry a King's color, while the 2nd Bn. could carry a flag very similar to the 33rd Foot.

Royal Artillerymen contributed about 50 gunners to man some half dozen light field pieces (3 to 12 pounds). They wore blue coats faced red and otherwise appeared as British line. Tricornes may have been yellow instead of white and sported a red feather at the cockade. Guns were painted black on all metal and lead grey for the wooden parts.



Staff Officers wore richly embroidered and laced red coats faced blue with decorative epaulets.

## LOYALISTS

Tarleton's British Legion Dragoons served throughout the period in three large or six small troops (total of about 250). They wore short green jackets with black cuffs and collars, white breeches, and black boots with brown tops. Their distinctive helmet was black with a green turban and a bearskin crest. For details on these men, see *The Courier*, V, No. 4.

Tarleton's British Legion Infantry accompanied the dragoons until decimated at Cowpens, numbering about 200 men in five companies. They wore green coats faced black and lined white; they were otherwise accounted like British regulars. Again see V, No. 4.

North Carolina Volunteer Infantry also fought throughout the period, totaling about 200-300 militia in an unknown number of companies. They wore red coats faced blue and dressed identical to regulars. May have carried a King's Color.

## HESSIANS

Jaegers numbering about 100+ in one large company of rifle-armed troops served throughout the period. They wore green coats faced and lined red; green or buff smallclothes; black boots and belts; buff sacks/bags; and black tricorn without binding & sporting a green cockade. They had no bayonets, but carried a short sword.

Musketeer Regiment von Bose arrived along with the Guards in late January. This unit consisted of four large center companies and a small HQ (totaling about 350 men). They wore dark blue coats faced and lined white with white small clothes and belts; buff bags and a black tricorn bound white. Their flag had a dark blue field and white corners, otherwise see *The Courier*, VII, No. 1.

**\*\*NOTE:** for more exact details on uniforms, it is understood that readers use some of the sources listed in my bibliography.

## ORGANIZATION

Using the model of two and three men per 1½" x 1" stand as suggested in VII, No. 3, most units should consist of eight stands of infantry and one of HQ for all but light infantry and cavalry. This all depends on how standardized of a game you desire.

## SELECTED BIBLIOGRAPHY

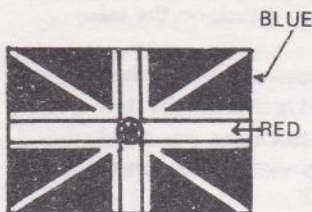
Boatner, M.  
Carrington, H.  
Davis, G.  
Katcher, P.

Kemp, A.

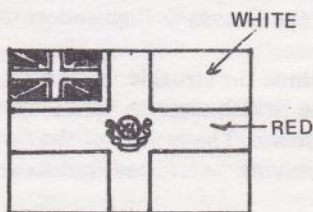
Lossing, B.

Lawson, C.  
Ogden, H.  
Risley, C.  
Tarleton, B.  
Ward, C.

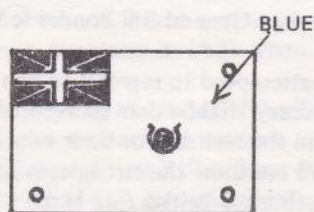
*Encyclopedia of the American Revolution*  
*Battles of the American Revolution*  
*Regimental Standards of the AMR*  
*Ameridan Provincial Corps*  
*Encyclopedia of British, German and Loyalists*  
*American Soldiers of the AMR*  
*British Soldiers of the AMR*  
*Pictorial Fieldbook*  
*Military Collector & Historian* . . . Various issues  
*History of British Uniforms, III*  
Numerous plates and prints  
ditto  
*Campaigns in the South*  
*War of the Revolution, II*



King's Color  
w/Rgt. badge/#  
in center



Regt. Color (33, 71)  
w/Rgt. badge/#  
in center



Regt. Color (23rd)  
w/Prince of Wales in center  
Edward Black Prince in 3  
corners



Colors of Guards  
1st: w/Gold & Red Crown  
& King's Cyphen  
2nd: w/same crown  
& silver star



## THE BATTLE OF TERRYTOWN – APRIL 21, 1778

### A Battle Report by CHRISTOPHER F. NELSON

On April 19, 1778, information gathered by the intelligence network in New York indicated that Sir Henry Clinton was going to attempt to launch an offensive up the Hudson to ruin the patriot cause. The British were very secret about what forces were going to be used, but estimates stated that the force would have at least five British battalions, one Provisional line BN, and 1 German bn. To meet this threat General Washington dispatched a force of Continentals under General Nelson. The objective of the Americans was to hold the important supply depot at Terrytown.

#### The Forces:

Americans: Commander – General Christopher Nelson

New York Brigade –

1st N.Y. 420 men (21 figures)

2nd N.Y. 540 men (27 figures)

Pennsylvania Brigade

Col. Marvin Rogers

1st PA. 600 men (30 figures)

6th PA. 380 men (19 figures)

Maryland–Connecticut Brigade

Col. Randy White

1s 1st MD 540 men (27 figures)

2nd Ct 540 men (27 figures)

Militia – NY 600 men (30 figures)

TOTAL 3,620 men 181 figures

British: Major General Mark Nelson

5th Rgt. 500 men (25 figures)

\*

7th Rgt. 500 men (25 figures)

\* Personally directed by Mark E. Nelson

26th Rgt. 380 men (19 figures)

\*

42nd Rgt. 300 men (15 figures)

\*Bret. Brig. Gen Bel Ponder

Guards 500 men (25 figures)

\*

VON BOSE 500 men (25 figures)

Col. Al Robega

1st NJ VOLt 500 men (25 figures)

Col. Michael Rogers

Detachment of Horse & Artillery: 120 men (6)

TOTAL 3,300 men 165 figures

**Preliminary Moves:** After leaving New York, the British commander sent the light infantry into motion in order to prevent any nasty attacks on the column's flank. The British would proceed up the road until they were to enter Terrytown when the 5th would break to the left. Meanwhile the Maryland-Connecticut Brigade and the Militia deployed to the South of the town along the woods. The rest of the force of Continentals had yet to arrive.

**First British Attack:** The Light Infantry of the Fifth Rgt of Foot made contact with the Americans and in turn sent word back that the Rebels were in the way and more troops would be needed. The light Infantry of the 5th and 7th Regts of foot supported by the 26th Rgt of Foot opened fire at long range and killed some 40 militia men while losing 20 of their own men. The battalion companies of the 5th & 7th proceeded to out flank the Americans on the right when all at once they ran right into the Pennsylvania Brigade. A melee resulted and the British were forced back by the terrible onslaught of the continentals. Losses had been heavy in the melee; the British lost eight men to the American's twenty. However, the American Maryland-Connecticut Brigade was forced to fall back when General Bill Ponder led the Guards & Highlanders in an attack on the militia covering the flank.

**INTERLUDE:** Both sides now attempted to regroup to continue the struggle. American losses climbed when the militia was caught by those crazy Highlanders (indeed, the British seem to have unusual luck with the dice and 120 militiamen were lost and the rest ran for their very lives.). The morale of the Continentals was checked but they remained determined to continue the struggle, even saying "who needs militia anyway!" The Americans were now in a battle line facing the British (see Map).

**Second British Attack:** After having failed to break through, the British drew up a new plan. General Ponder would assault the Marylanders with his small brigade, moving at a constant 6" a turn so that he wouldn't be isolated. Cols. Robega & Rogers with artillery support would assault the center, while General Mark Nelson would fall on the American left with the 5th, 7th, and 26th regts.

Everything was perfect; well almost. It seems that the gunners could hit the American line-houses yes,



even trees, — but not one shot hit the Americans. The British had moved some 21" and were within 6" of the American line. Volley after volley poured out as both sides attempted to destroy the other. Two hundred and forty men fell dead from the MD-CT Brigade while 140 fell from the British. Unexpectedly the Americans charged the British and the surprised British fought desperately to throw them back.

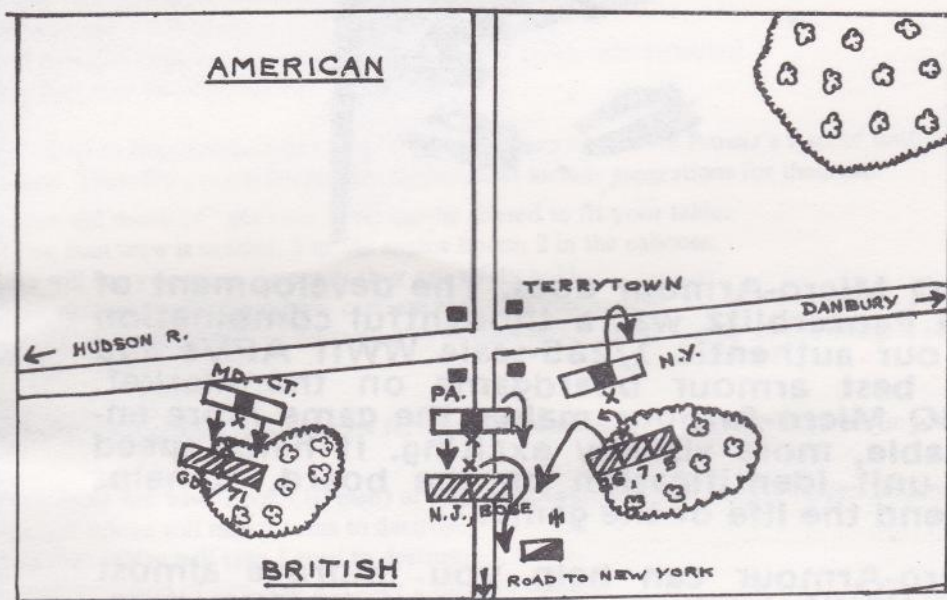
In the center things were not going well at all for the British. The N.J. Volunteers broke and ran all the way back to the woods after they saw that the PA. Brigade would stop. On the American far left flank the two commanders had fought one another to a standstill. Nearly 800 NY troops remained while the British were too tired to continue the fight.

**Final Move:** With word arriving that Sir Henry was leading a relief force of 4,000 it was felt that the best thing to do on the part of the Americans would be to retreat as losses to the British would prevent their staying in the area.

**Losses:** Americans lost 140 militia men killed and 300 continentals killed. The British lost 200 British, 100 Tories, and 100 Germans killed in the struggle.

While the British might well claim a victory they will be in no shape to take advantage of it since their losses were too high.

Rules used were Charge or How to Play Wargames



## AMR FIGURE REVIEW: PART II

by STEVE HALLER

GRENADIER (118 Lynbrooke Rd., Springfield, PA 19064)

Line: 25mm American Revolution Series

Coverage: Approximately 180 figures covering American, British, French, and German infantry, cavalry, and artillery.

Price: Infantry = 25¢ each; cavalry = 50¢ each; artillery = 50¢ to \$1.25 for one gun. No postage on more than \$25 order.

Catalog available for stamped SAE.

Comments: This line is the largest in the total number of castings offered. In size and quality, they compare best with Scruby (smaller 25mm); they do have some flash problems, also.

STADDEN (C.H. Johnson, 907 Washington Ave., Glendola, Belmar, NJ 07719)

Line: 25mm Tradition AWI

Coverage: Approximately 20 infantry figures covering British, American, and Indian units.

Price: Infantry = 25¢ each.

Comments: These figures, considering the manufacturer, are a great disappointment. They lack detail, and the headgear is grossly distorted. They compare in size with Minifigs & Kriegspielers.

WALL FIGURES (7370 Pasadena St., St. Louis, MO 63121)

Line: 25mm Revolutionary Warriors

Price: 25¢ each for infantry in lots of 10 or more (30¢ otherwise); 75¢ for artillery pieces. For 5¢ additional per figure, they come primed and ready to paint. Catalog is 75¢.

Coverage: Approximately 100 infantry castings covering American, British, German, and French (no cavalry).

Comments: This selection offers a great variety on infantry types and poses, mixing in size best with Heritage (larger 25mm). The detail is well-done, except for rather large heads.



# WHO HELPS YOU MAKE PANZERBLITZ 3-DIMENSIONAL?



GHQ Micro-Armour does. The development of 3-D Panzerblitz was a thoughtful combination of our authentic 1/285-scale WWII AFVs and the best armour boardgame on the market. GHQ Micro-Armour makes the game more enjoyable, more visually exciting. It helps speed up unit identification on the board. It helps extend the life of the game.

Micro-Armour can help you improve almost any WWII land-war boardgame. GHQ's complete line of German, Soviet, Italian, British, French, and American AFVs, soft-skins, and guns are accurately detailed and quality-cast in 1/285-scale (very "micro" indeed).

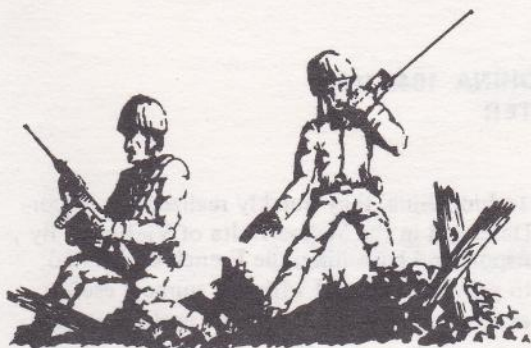
We'll be glad to help with suggestions to implement your own creativity. In the meantime, see your favorite hobby dealer — he's probably got the complete line of GHQ Micro-Armour. It's the next step up to better board-gaming.

For a complete list of over 100 GHQ military miniatures (Micro-Armour, Guardsmen, and Micronauts), send 10 cents.



GHQ, Box B  
2634 Bryant Av S.  
Minneapolis, MN  
55408





# XX CENTURY

## With Rod Burr

### NEW PRODUCTS FOR THE TWENTIETH CENTURY GAMER

by ROD BURR

GHQ has released several new items in their constantly growing line of Microarmor. The biggest of their new releases is the German Jgdpz. Vlb Jagdtiger. This model is very well detailed, even by GHQ's usual high standards. This model includes such fine details as the hooks on the side of the superstructure used for storing spare treads, nicely undercut skirt armor, and a well done rear deck. Perhaps the most popular of the new releases will be the American GMC 6x6 2½ ton truck, the well known deuce and a half. Only slightly less popular should be the slightly less famous Chevy 1½ ton 4x4. Both these vehicles were widely used by all the Allied combatants and even in significant numbers as captured vehicles by the Germans. Both models are done in the usual GHQ 3 piece format for trucks. Another welcome release is the Nashorn SP 88mm gun. This model is very similar to GHQ's Hummel model as both vehicles were identical except for their armaments. For the North Africa and Western front enthusiasts, GHQ has finally released a set of British infantry. The poses used for these are identical to those used for their German infantry, but the British are readily identifiable by their wide brimmed helmets. The latest release from GHQ is the Sherman firefly, another nicely done model complete with well done sand skirts.

All of GHQ's releases now come in the new bubble packaging which is more attractive for display, but less convenient for storage than the old plastic boxes. On all the items the sculpting is well done and GHQ seems to have found a better alloy or some other means of improving their casting results. All of the models are cleaner than they have been in the recent past, and especially on the sets of British and German infantry, there is less flash and the figures are more fully molded. All of these releases sell for \$2.75 for 5, and should be available from your hobby shop or direct from GHQ.

With the ending of the war in Viet Nam, perhaps this will become a more popular subject for wargaming. An aid to this is a new line of Viet Cong and Green Beret figures in 20mm scale from Stan Johansen Miniatures. This company is new to the field of modern miniatures. Previously it has been noted for 30mm Samurai, Napoleonic, AMR, and ancient period figures. These figures are quite good for wargaming. Although detail is somewhat sparse, the figures are well proportioned and fairly cleanly molded, although there is some flash. This is easily trimmed however. For the Viet Cong there are five different poses available plus a set with 2 crew figures and an 82mm mortar. For the Green Berets, which I personally prefer because of the greater uniform detail present, there are 4 poses available. The Viet Cong are attired in their famous black pajamas and straw hats. The figures are available for the quite reasonable price of 50¢ for 5 Vietcong figures assorted or in one pose, 30¢ for the mortar group, and 40¢ for the 4 Green Berets assorted or in one pose. These figures are quite reasonably priced and together with a set of rules such as the WRG Infantry 1925-75 rules would be ideal for fighting small scale infantry actions. They are in the same scale as the popular Minitanks range that includes many modern vehicles.

In addition to the Viet Nam series, Stan Johansen has a new series of figures for Nato and Warsaw Pack for the 1970s. The range includes 4 different poses of Russian paratroopers and of US Marines wearing flak jackets for 40¢ for 4 figures. The Russian set includes a figure firing an RPG type anti-tank launcher. The US set includes a Marine firing an M60 machine gun. In addition to these the line includes several types of infantry support weapons including a TOW launcher with 1 crew for 20¢, rattle box missile launcher with 1 crew for 20¢, a figure with a Blowpipe AA missile launcher, for 15¢, and a very nice 120mm mortar with one crewman (Russian) for 50¢. All of these are done to the same standards as the Viet Nameese series and are a welcome addition to the figures available for modern wargaming. The 120mm mortar is the same type used during WWII by both the Germans and the Russians. All of these are available from Stan Johansen Miniatures, 41-4 Ridge Road, Naugatuck, Ct. 06770. 203-723-1870.



## RIVERINE OPERATIONS IN INDOCHINA 1945-1954

by WILLIAM C. WINTER

### Introduction

In 1945, when the French could again turn their attention to Indochina, they quickly realized the importance of inland waterways to military operations in the Tonkin Delta and in the Mekon Delta of Vietnam. By 1947, having previously experimented with river flotillas for transport and patrolling, the French designated naval assault divisions (divisions navales d'assaut or Dinassauts) to provide transport with fire support escort. Gradually this mission changed, and each flotilla was organized as best suited its mission in its particular area of operations.

### Organization

Generally, a flotilla included from twelve to eighteen craft. The particular vessels could range from LCVPs (landing craft, vehicle or personnel) to LSSLs (landing ship, support, large). Availability was often the determining factor, with the French initially using both native craft and that left by the Japanese modified with armor and armament. British craft used included LCIs (landing craft, infantry), LCAs (landing craft, assault), LCMs (landing craft, medium), and LCTs (landing craft, tank). As a minimum, the flotilla contained the following:

Function	Craft
Patrol and liaison	1 patrol boat
Landing and support	2 LCMs and 4 LCVPs
Transport	1 LCT
Command and fire support	1 LCI or LSSL

As the Viet Minh became able to mass their forces, the French responded by organizing several flotillas into river task forces augmented by additional troop transport. Specialized Army units built around Crab-type vehicles were also used by the French for riverine operations.

The river flotilla was capable of transporting and landing a battalion-size force and its equipment. It could provide fire support to the landing force as well as security by patrolling the waterways in the area and even by limited raiding in support of the landing force. Deployed in column (Figure I), a river flotilla was normally led by a guide for navigation and a group of minesweepers. A fire support ship came next, followed by the troop transports, and finally the command and support vessels. On being attacked, the flotilla usually attempted to force passage by immediately directing intense fire (the French equivalent of the American "wall of steel" tactic) on known or suspected Viet Minh positions on shore.

Preparatory to an assault, the river flotilla would be in "steaming formation" as shown in Figure II. A guide ship and minesweepers would lead, closely followed by the shock group which consisted of a command vessel, one or more fire support ships and landing craft carrying the assault troops. The rest of the force trailed by 1000-1500 meters. Near the assault site, the flotilla would go into "approach formation". After the shock group fired its preparatory bombardment, the assault troops would land and attempt to secure the landing site. This accomplished, the remainder of the landing force would beach and unload. The force afloat provided continuing fire support during the landing and until withdrawal. It also protected the flanks of the landing site and patrolled in the area for additional security.

River assault flotillas were rarely used in coastal operations, since the modified craft were less seaworthy than the task required. French Army units were assigned to Dinassauts on an as-needed basis and seldom had training or experience in amphibious operations.

Viet Minh tactics against the French river forces were primarily based on ambush. Drifting mines, anti-tank weapons, artillery and mortar fire, and occasionally overland assault were all used with effect. French commanders often found it necessary to shift anchorage after nightfall to avoid pre-planned artillery and mortar attacks. Whenever boats were beached, it became necessary to cover the beach front with a ground unit. During the 1945-1954 period, more French losses from attack were incurred while the vessels were at anchor than while a convoy was under way.

### Wargame Considerations

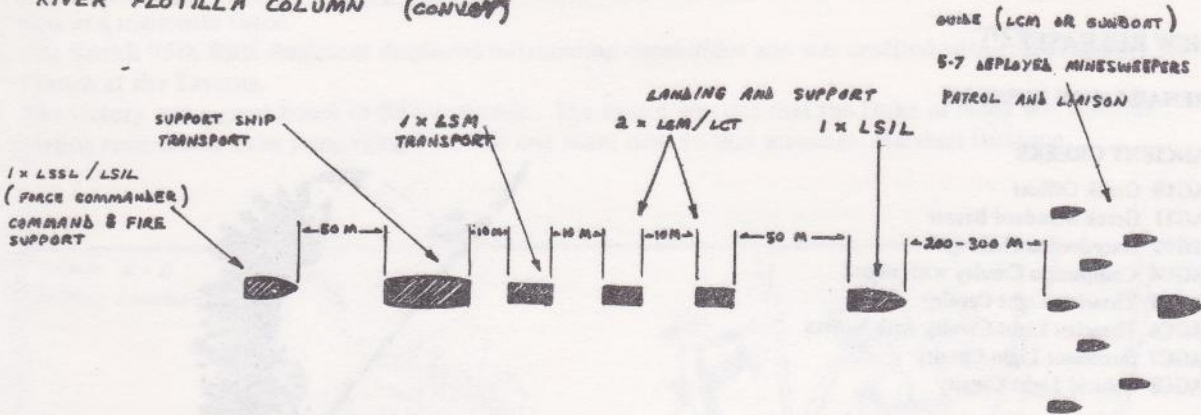
The above comments should make it possible for the wargamer to organize river flotillas within the context of Arnold Hendrick's "Indochina 1950-54" rules in Vol. VI, No. 3 of the Courier. For game situations, it will be necessary to provide the Viet Minh player with variable OOBs so that the French player will not know exactly the size of force he is seeking. A few floating mines with a new low AP value could be used by the Viet Minh if the scenario permitted. As a suggestion for a game, the tabletop could be laced with waterways providing possibly six or eight different areas for Viet Minh set-up. After selecting an area for set-up at random, the Viet Minh player would inform the French of three or four areas that the Viet Minh **might** be in — including the true one. French success would be measured by results against the Viet Minh within a given turn limit. It would of course be possible for no contact to be made, but frustration has proved a dominant factor in the wars in Indochina.



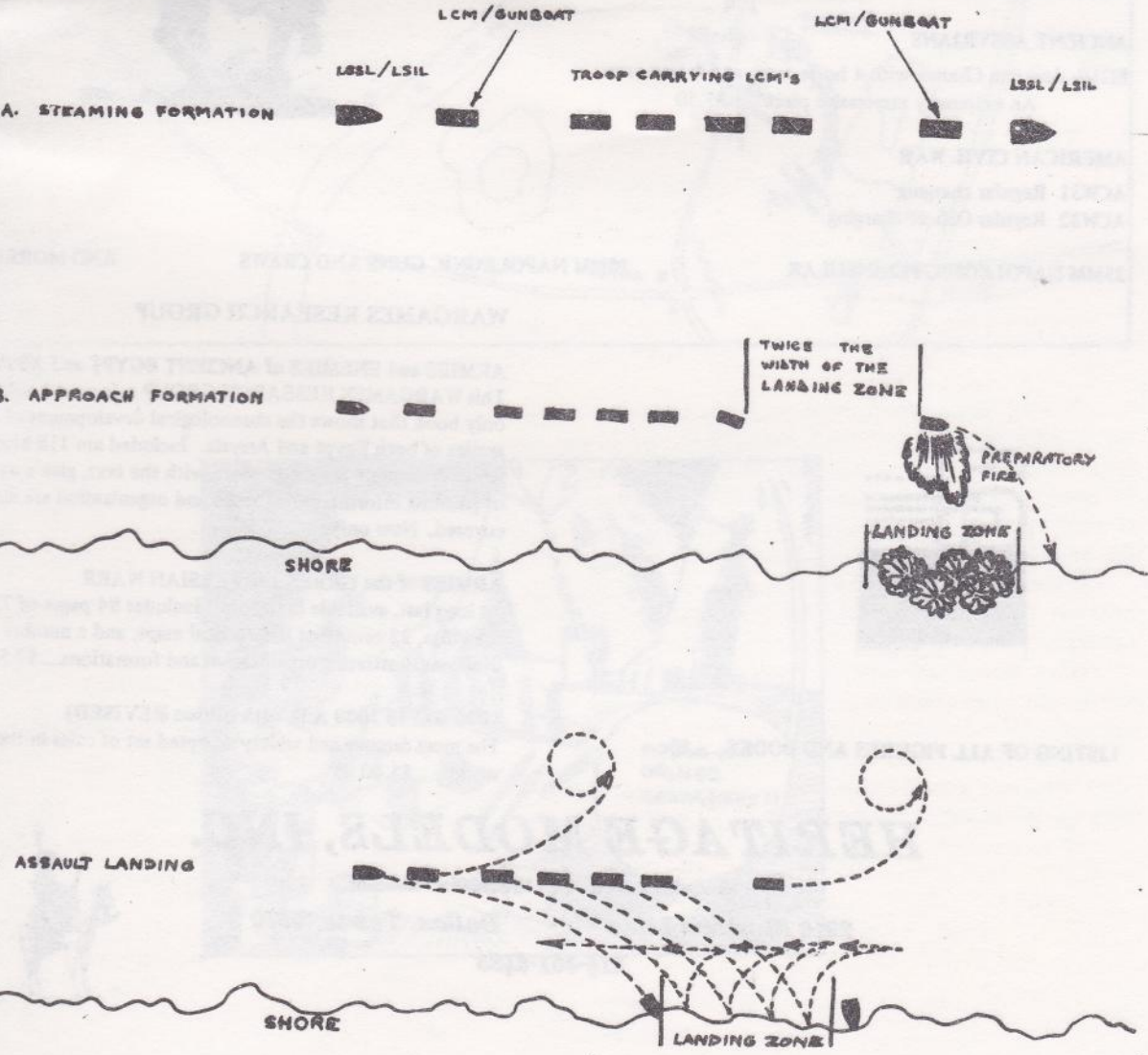
SOURCE: "Vietnam Studies: Riverine Operations 1966-1969" by MG W.B. Fulton, USA. For sale by the Supt. of Documents, Stock Number 0820-00472. This book is one in a series of studies written as a result of the U. S. Army's experience in Southeast Asia. I recommend it primarily to the wargamer interested in the 1966-69 period, although the background information would be useful to others.

The book contains 16 maps, many of which are on an operational level and very suitable for use in setting up games. Over twenty illustrations of river craft of the 1966-69 period are provided.

**RIVER FLOTILLA COLUMN (CONVOY)**



**ASSAULT LANDING**





# HINCHLIFFE

## NEW RELEASES !!!

### RENAISSANCE RUSSIANS

#### ANCIENT GREEKS

- AG10 Greek Officer
- AG11 Greek Standard Bearer
- AG12 Macedonian Phalangite
- AGC4 Companion Cavalry with sword
- AGC5 Thracian Light Cavalry
- AGC6 Thracian Light Cavalry with Sarissa
- AGC7 Successor Light Cavalry
- AGC8 Selucid Light Cavalry

#### ANCIENT ROMANS

- AR22 Late Roman Officer
- AR23 Palatina Auxiliary with spear
- AR24 Palatina Auxiliary with bow

#### ANCIENT ASSYRIANS

- EG10 Assyrian Chariot with 4 horse team and 4 man crew.  
An extremely impressive piece!.....\$5.50

#### AMERICAN CIVIL WAR

- ACW31 Regular charging
- ACW32 Regular Officer charging

#### 25MM NAPOLEONIC PENINSULAR

#### 30MM NAPOLEONIC GUNS AND CREWS

#### AND MORE!!!!

### WARGAMES RESEARCH GROUP

**ARMIES and ENEMIES of ANCIENT EGYPT and ASSYRIA**  
This WARGAMES RESEARCH GROUP reference book is the only book that shows the chronological development of the armies of both Egypt and Assyria. Included are 118 black and white drawings which, combined with the text, give a wealth of painting information. Tactics and organization are also covered. Now only.....\$6.95

#### ARMIES of the GREEK and PERSIAN WARS

At long last, available in the US! Includes 84 pages of 75 line drawings, 22 campaign and tactical maps, and a number of diagrams illustrating organization and formations....\$7.50

#### 1000 B.C. to 1000 A.D. (4th edition REVISED)

The most famous and widely accepted set of rules in the world!.....\$5.00



LISTING OF ALL FIGURES AND BOOKS.....50c

## HERITAGE MODELS, INC.

Manufacturers Of Hinchliffe Models

2916 Blystone Lane

Dallas, Texas 75220

214-351-5483





## Book Review

by D. MESGUITA

**RENAISSANCE ARMIES 1480-1650** — George Gush, 128 pp. Patrick Stephens, Cambridge £4.25 (\$9.50 approximately).

After many years of neglect on the part of many authors, there has finally appeared on the market on the market a very fine book detailing the organizations, tactics, flags and uniforms of the Renaissance Period. **RENAISSANCE ARMIES**, provides us not only with interesting reading material, but with an excellent resource book that is well organized for fast and efficient reference.

In all, there are twenty-four individual armies covered in this book. The first four chapters discuss the three main arms of the period: infantry, cavalry, and artillery. A short historical outline of tactics and doctrines practiced through the period is given on each of these three arms. Although given equal attention as to the importance of each of the three, it is well noted throughout the book that the armored cavalryman is steadily being replaced by infantry. Infantry becomes the dominant force on the battlefield. Developments and improvements in artillery are explained by using the examples of standardization of calibres and the increase of mobility.

The text is copiously augmented throughout, with line drawings, photographs, and many contemporary prints. The flag details alone cover twenty-one pages of the text. The author brings out a few facts that are generally overlooked about this period: the rapidity of developments, technological change, and the readiness to experiment. The troop types available to wargamers in this period are uniquely varied.

The remaining chapters in the book devote themselves to an in-depth study of a particular army all its own. Each army is thoroughly analyzed by the author with respect to organization, development, tactical doctrine, uniforms and weapons. The author did his homework. The research and preparation that went into this volume is quite apparent. Some of the reference works listed in the bibliography, although 'select', are not readily available to the general public. To independently collect all the information contained in this single volume would cost many times the price of purchasing this book.

As an aid to the wargamer, this book is indispensable. The information contained here has, up to now, never been put into one single volume. I would highly recommend this book to any wargamer interested in this period. With no reservations, I would say that this book will remain to be THE standard reference on Renaissance Armies.

# DON'T MISS IT THE GREATEST YEARLY EVENT FOR WARGAMERS

JUNE 19 & 20, 1976

WIDENER COLLEGE — CHESTER, PENNSYLVANIA

Sponsored by MFCA

2 FULL DAYS OF ACTIVITIES

### \* CHALLENGE GAMES

\* SEMINARS ON RULES, PAINTING, SCENERY, ORGANIZATION

\* DEMONSTRATIONS OF RULES

\* 1000'S OF FIGURES & VEHICLES ON DISPLAY (COVERING ALL PERIODS)

\* AWARDS FOR BEST PAINTED ARMY, INFANTRY, CAVALRY, ORDINANCE, AND MANY MORE

\* ALL ARE ELIGIBLE TO ENTER

\* GIFT CERTIFICATES FROM MANY DEALERS FOR BEST DISPLAY AND PAINTING

\* TABLES FOR OPEN GAMING

\* POPULAR MILITARY MOVIE

For more information watch the pages of this magazine and send self-addressed, stamped envelope to:  
Jay Hadley, 918 Harry Street, Conshohocken, Pa. 19428



## COURIER QUIZ IV

by SCOTTY BOWDEN & KEN RAY

(NOTE: Answers will be found elsewhere in this issue.)

1. In ancient times, which of these elephants was a) the largest and b) the smallest of elephants used in battle?  
a) African forest elephant; b) Indian elephant; C) African mountain elephant; D) African bush elephant
2. What poundage gun was most frequently found in the German artillery that was serving in North America during the Revolution?  
A) 12 pounder; B) 8 pounder; C) 6 pounder; D) 3 pounder; E) 5.5" Howitzer
3. In the fall of 1781, the British army had 16 battalions of British guards, fusiliers, grenadiers, light infantry, highlanders, and similiar elites stationed in North America. How many of these battalions, the backbone of the British army, were interred at Yorktown?  
A) All 16; B) 11; C) 8; D) 5; E) None.
4. Only one field battery in the entire American Civil War ever used the 12 lb. rifled Whitworth in battle. What battery was it?  
A) The Chicago Board of Trade Battery; B) Pelham's Virginia Artillery; C) 1st U.S. Artillery, Company K D) Hardaway's Alabama Artillery; E) 2nd Company, Washington Louisiana Artillery Battalion
5. Which one of the following French divisional officers was, at one time, the commander of the Polish Vis-tula Legion?  
A) Claparede; B) Morand; C) Friant; D) Merle; E) Gerard

# 20 mm MODERN MINIATURES



PLEASE, NO ORDERS LESS THAN \$5.00



# Stan Johansen Miniatures



10 man Viet Cong Infantry Set	\$1.50
3 82mm Mortar w/6 crew men	1.50
2 120mm Mortar w/4 crewmen	1.50
10 men North Viet Regulars Set	1.50
3 88mm Mortar w/6 crewmen	1.50
2 120mm Mortar w/4 crewmen	1.50
10 men U.S. or NATO Inf. Set	1.50
10 men Green Berets Set	1.50
Weapons Pack: 2 each: Tow, Rattle	
Box & Missile Launcher w/4 crewmen	1.50
5 men w/blowpipe AA missile launcher	1.00
10 man Russian Paratrooper Set	1.50
10 man Russian or Chinese in Winter	
Dress Set	1.50
2 Russian 120mm Mortar w/4 crewmen	1.50

10 Men Sets Have 4 or 5 Different Positions

41-4 Ridge Road, Naugatuck, Connecticut 06770



ALSO: 30mm SAMUARI, ANCIENTS, AMERICAN  
REVOLUTION, NAPOLEONICS

Send: \$1.00 for New 1976 Catalogue



## BOARD V. MINIATURE RULES:

by David Raybin

In an exchange of letters with Arnold Hendrick in the process of developing my Crimean War rules for *The Courier*, mention was made of certain concepts that "miniaturists just wouldn't tolerate". Indeed, Dick Bryant rejected my first drafts as "too board-game like." Further comments prompted me to take the "radical" position that in designing a wargame, there need be no difference between "board" and "miniature" rules. There is a physical difference in the actual playing medium but too many people allow the medium to control their thinking when designing the rules. This goes to the extreme of some rules being the sole domain of "board games" and others the property of "miniaturists".

Take "hexes" for example. Too many people who think they are "miniaturists" disdain the use of hexes for some unknown reason. Look at Pat Condrey's "Wargame" where hexes may be used. In the *Courier*, VI/7 on page 29 discussing the best way to mark off a table in hexes. These are "miniature" games but they use hexes. Just because the "board gamers" love hexes doesn't mean they can never be used in a miniature game. The same thing could be said about "combat results tables."

And what about the playing pieces themselves? In *The Armchair General*, Vol. II, No. 2 on page 14, Pat Condrey states that "a lot boils down to how much you want to decorate the [card-board] counter — or how expensive and colorful a chess set you are looking for."

What about the Moreschauser "roster" system? The "board" games use a variant of this in the form of step reduction counters.

I submit that you can take almost any board game and make an enjoyable miniature game out of it. I've done this with S&T's "Rifle & Saber" or "CA". The reverse is also true. Henry Bodensadt's miniature "Graveyard—St. Privot" can be made into "a simple and highly playable board game". *Armchair Generals*' "SUPRA", and my own Crimean Wargame exist in both a "miniature" and "board" mode. Scruby's "Fire and Charge" is designed for miniatures but I made a "board" game out of it before I could afford to buy Jack's figures.

If the above indicates that board & miniature components are interchangeable, the common denominator is the rules. They are the same. Then what is all this fuss about? As I see it the problem is two-fold.

First, "miniature" rules tend to be a sloppy mess or as Hendrick stated in the *Courier* VI/1, "most [miniature rules] are nothing better than an outline, without any meat . . . [while board games] show an organization and clarity beyond their fare in miniature wargaming." Why is this? Perhaps some miniaturists are just looking for a way to play with their toy soldiers and really aren't interested in a game. Fine. But don't criticize my rules as "too board game like" when all I'm interested in is a game "with organization and clarity". I prefer to use miniatures over cardboard squares because of the visual pageantry but I like to play a game with rules rather than a game with vague generalities to go by.

Second, those with an attitude that there must be a difference in board and miniature rules are really making a distinction between those people who have a preference for one mode or the other. Dick Bryant stated in IV No. 4 "the board people seem to resent any intrusion into their game for questions or have a distinct 'holier than thou' attitude while if you ask the miniaturists a question you end up in their game pushing troops about". I think this may be true but just because "those people" adopt a certain attitude, doesn't mean the rules they use can't be used by the "free soul" miniaturists. And besides when was the last time you invited someone to play chess with you against another opponent? Oh, I'll be the first to admit that boardgame proponents view miniature folks with disdain. (See S&T, No. 36, page 46 which states: "Table-top gaming hasn't changed much since the early 19th century German games.") Yet in the same breath, this "holier than thou" publication admits that "the mechanical" differences between 'board' gaming and 'table-top' or 'miniature' gaming is slight." While I disagree with the former statement, I agree with the latter since it fairly portrays the situation as to the "gaming" aspect regardless of the physical mode of play. As to the people who fanatically expose one mode or the other, I'll let others debate personality flaws, I'm interested in the rules.

To my way of thinking the only "true" miniaturist games are those of the H.G. Wells type with spring loaded cannon etc. The only true "board" game is a pentagon-type computer wargame using a wall TV display, a zillion variables and a staff of hundreds. The rules of these disparate games are as different as a bow-and-arrow and an atomic bomb and there surely **must** be a difference. The ends and reasons for play are different. But for today's average wargaming community the reasons for play tend to be a mixture of the two extreme mentioned above. Some miniature rules tend to "simulate" while some board game rules tend to get into the "fun" side of things (like Chicago-Chicago and Grunt). The reasons for play overlap quite a bit in miniature and board rules, therefore, there shouldn't be an exclusive domain belonging to one set of rules or the other. I submit the rule-smith of a current wargame should acknowledge that there is no sound reason for maintaining a difference between "board" or "miniature" rules and borrow freely from one "domain" or the other until there are no disparate camps and debates like this one and only historical interest.





L. to R. Wall, Tradition, & Grenadier  
AMR Figures. See review on Pg. 5.



AMR Battle in N.Y. in 1776. S. Haller's  
figures in 20mm.



"I hope he has them" Leo Cronin  
worries over his order as Steve  
Carpenter fills it.



## Sales & Trades

**FOR SALE:** 30mm Napoleonic Italian and Sardinian army. 1026 Painted Foot and 211 Painted Cavalry. 180 of the Foot and 60 of the Cavalry are Sardinian. 86 Unpainted Foot. 3 Unpainted Cavalry. 82 non-mounted Unpainted Cavalrymen. About 20 out of the total figures are Scruby, the rest are Stadden and Suren type castings. 10 Boyd cannon with brass barrels, three 12 lb guns and seven howitzers. Best offer over \$350.00. Thomas Coveney, 4511 W. 126th St. Hawthorne, CA. 90250.

**TRADE** unpainted 30mm Scruby Napoleonic Russians: 18 Cossacks, 26 Line Infantry, 1 Sapper: for Unpainted Garrison Ancients: 10 RR2, 20RR6, 5 PEC1, 5 PEC2, 5 PEC3, 5 PEC6. Will pay postage both ways and/or negotiate quantity. John Carroll, 133 W. Fairmount, #1, State College, Pa. 16801.

**FOR SALE:** Great quantities of MiniFigs: PB, HYW, AX, SAM, MON, CHI, Older Ancient, ECW, and Napoleonic (pre-newest catalogue) ranges. 24¢ inf. 64¢ cav. Send SAE (with stamp) with your wants before you send money. Also have Military Books, old and new: such as Phipps - "Army of North" and "Armies of the Rhine" (\$12.00 ea). (French Revolutionary Wars - Rare). Harry Jarosak, Box 92, Stormville, N.Y. 12582.

**FOR SALE:** 1:1200 Italian WWII ships; Back issues of MILHISTRIOT, ARMCHAIR GENERAL, WAR-GAMERS NEWSLETTER, MINIATURE WARFARE, Sanford hand-painted post-cards, 73 sets of NORTH uniform cards. Send SAE for list to: Louis L. Bloom, Room 316, Court House, Fort Wayne, Ind. 46802.

**FOR SALE:** Scruby 25mm AMR figures, unpainted. 19 light infantry advancing, 15 Highlander, campaign clothes, firing, 15 Hessian grenadiers, on guard, 15 17th continental dragoons (horse & rider separate). \$18.00 post paid in U.S.A. Write: James N. Kocur, 658 Morningside Avenue, Linden, N.J. 07036.

**FOR SALE:** 22 unopened bags of Der Kriegspielers: 6 British; 2 line com.; 2 Artillery (line & horse); 1-6 Pdr. gun; 1 mtd. officer; 16 French; 1-dragoon, 2 legere, 3 line, 2 repell & adv.; 1 MG Flank Gren.; 2 line artillery, 2 Grd. command, 2-4 pdr. gun, 2-6 pdr. gun, 1-8 pdr. gun. Price: 50¢ below current prices, postpaid. Write to: M. Donahue, 15 Hampden Pl., Utica, N.Y. 13502

**FOR SALE:** Scruby AMR figures - unpainted. 15 Hess. Gren. O.G., 19 Lt. Inf. adv., 15 Highlander in campaign clothes firing, 16 1st Cont. Drag., and 15 17th Lt. Drag. All yours for \$22.50, postpaid, in U.S.A. James N. Kocur, 658 Morningside Avenue, Linden, N.J. 07036.

**For sale:** 330 Painted 30mm figures 80 Suren 18th C + Napoleonic, 32 Stadden Napoleonic, 23 Command Post Napoleonic, 35 J.A.L. Napoleonic, 100 Scruby Colonials, 61 S.A.E. Civil War. Herman Liebson, 350 N. Ohioville Road, New Paltz, N.Y. 12561.

**FOR SALE OR TRADE:** 139 30mm S.A.E. Zulus fully painted with large shields - \$36.00; 36 25mm MINI-FIG Roman Velites fully painted - \$12.00; 24 25mm MINIFIG Roman Heavy Cavalry fully painted (Including Hannibal and Scipio) \$18.00; 63 30mm Scruby S.W. Africa German Marines fully painted \$35.00; 16 30mm S.A.E. Mounted Boers fully painted \$10.00. Will trade for 30mm Colonial figures 1880-1890. Egyptian and British preferred, other considered. Contact: Larry V. Brom, 325 E. Main Ave., Taylorsville, N.C. 2868 28681.

**WANTED:** Hessian units, painted or unpainted in 25mm scale. Infantry, cavalry and artillerymen and guns. Jose Neira Rizzo, P.O. Box 3868; Guayaquil, Ecuador, South America.



### Column, Line & Square Battle Manual

by J. Bauman & F. Vietmeyer



The Battle Manual is a comprehensive 170-page rule book for a simultaneous movement Napoleonic miniatures wargame. The game system, thoroughly tested in over 15 years of play, is adaptable to 20, 25, and 30 mm figures. The Manual covers game organization, hosting, and many other useful details. Send \$6.00 payable to Musketeer Publications, 1133 Aberdeen, Stockton CA 95207.



# Der Kriegsspieler

MILITARY MINIATURES  
AND ACCESSORIES



WARGAMING . . . GREAT FUN!

Grand scale or skirmish you are Napoleon making the command decision that launches the Imperial Guard of the Grande Armée to glory! Napoleoniques all-metal figurines are historically-accurate and most authentically detailed and very reasonably priced in sets containing all the necessary different types. We mean, a French Line infantry set contains fusiliers (basic line) and elites (grenadiers and voltiguers) already mixed in the proper proportions. And there's a wide selection of all nationalities to oppose the French. The figurines are designed to nest together well for proper mounting on company move stands. Cast from quality alloys that take constant rough handling plus holding paint well . . . it won't crack off like plastic! Choose from over 200 different sets including infantry, cavalry, artillery, officers and guns plus a host of terrain and game accessories, full-color uniform painting guide prints, booklets of rules for wargaming and organizational-historical reference works. Ask for Der Kriegsspieler Napoleoniques manufactured and distributed by

**CUSTOM CAST, INC.**

2018 SALEM AVENUE  
DAYTON, OHIO 45406  
Phone 513-276-5725

Dealer Inquiries Invited.

## Napoleoniques

NAPOLEONIC ERA MINIATURES 25mm/1:72-76 SCALE/00 GAUGE



THE RINGBEARER: new fantasy miniatures rules by Little Soldier \$3.00

## Fantastiques NEW CONTINENTALS



## CONFEDERALS



**CUSTOM CAST, INC.**  
DISTRIBUTING  
ONE-STOP  
SHOPPING-  
CENTER  
FOR  
WARGAMING

We supply the products of ALL the major war-games rules publishers—plus paints, brushes and the highest quality miniatures available!

Der Kriegsspieler

Visit the **DISPLAY CENTER** located at our factory for a really exciting experience in miniatures and gaming. Figures, Books, Rules, Paints, Accessories, Magazines—in a striking display setting—Everything for the Wargamer and Collector. In the meantime send \$2.00 for our latest updated illustrated color catalog and listing.

NEW FANTASY 54's: Wizard, Hobbit, Rohirrim!





# UNIFORMS & COLORS

with Curt Johnson

## EDITOR'S COMMENTS by Curt Johnson

*The two articles gracing our column in this issue are indicative of very fine contributions your editor has been receiving. To my knowledge, neither Mr. Jean Locht nor Mr. Mark Parker has contributed to this or any other magazine in the past, yet their first contributions are interesting, well-written and, I am certain, will appeal to many in our hobby. Mr. Parker's article is a god-send for those of us, like myself, who paint Renaissance armies. Mr. Locht's article, the first of a series, will give the reader a foretaste of the "goodies" to come. Having the first four parts of the series before me I can only say, "magnifique". I have already painted the Regiment d'Isenbourg – a regiment of scoundrels, but, nonetheless, a splendid-looking unit.*

*To others who have contributed articles I say, "Have patience". I am trying to edit the backlog, and I hope to have everything to Dick in the near future. To Tom DeVoe and David Sweet, especially, thanks for bearing with me; your articles are next in line.*

*For the rest of you, I'd like to encourage you to write – if not for this column, then for another. I believe that wargamers are, as a rule, intelligent, creative individuals. Please share your special insights or knowledge with the rest of us.*

## FOREIGN REGIMENTS AND CORPS HORS LIGNE IN THE FRENCH IMPERIAL ARMY

by JEAN A. LOCHT

It has been a long standing tradition in the French Army, as well as in many other continental armies, to have some Foreign Regiments in their ranks.

Among the most famous and the oldest are certainly THE COMPANY OF THE HUNDRED SWISS which was raised in the reign of Charles VIII of France (1483-1498) as guards for the King's person and his palace. These elite troops performed their duty during almost four centuries from 1496 until the end of the reign of Charles in 1830, with of course, the interruption of the French Revolution and the First Empire. Their dedication is legendary. An excellent picture of the flags and uniform of this company during the reign of Louis XV can be found in the book "Collecting Toy Soldiers" by Jean Nicollier, page 119.

The list is endless. The purpose of this series of articles is to try to cover, at least partially, the Foreign Regiments and Corps Hors Ligne in the service of the French Imperial Army. At first I only planned to deal with the Foreign Units but it soon became evident that it was difficult to draw a line between Foreign Regiments and Corps Hors Ligne, so I decided to cover them both during the periods of 1804 to 1814 and 1814 to 1815.

I should note that the units considered here must be distinguished from the other foreign contingents like the Saxons at Westphalians. The Westphalians for instance were more or less allies of France and combatted willingly or unwillingly with the French Army BUT always under their own colors.

To the best of my knowledge, all these units carried French Flags in one form or another and were considered as French and part of the French Army.

The First Empire brought to existence a multitude of such troops. Some had a very short life while some of them managed to survive even the turmoil of the first abdication in 1814 and remained in the King's service. The Foreign Regiments in 1815 at the return of Napoleon from Elba are a subject in themselves and will be covered in a separate article.

The list is quite extensive and by no means complete. Some units are well known, some less. Following is a partial list:



The Legion du Midi, The Portuguese Legion, the Irish Legion, the Hanoverian Legion, the Valais Battalion, the Tirailleurs Corsicans, the Tirailleurs du Po the Regiment of Prussia, the Isembourg Regiment, the Regiment of Westphalia, the Regiments of Hesse-Cassel, the four Swiss Regiments, the Neuchatel Battalion, the La Tour d'Auvergne Regiment, the Regiment of Illyria, the Dalmation Regiment, the Croatians Regiments, the Regiment of Catalonia, the 2nd Bataillon franc de l'île d'Elbe (the Battalion des Gen de Couleurs, and the famous Polish Legion, etc. and the list is not complete . . .

All of them existed at one time or another between 1804 and 1814. Some had a very short life and a surprising history. The story of the Bataillon de Pionniers Noirs can show the difficulties in drawing the line between Foreign Units and Corps Hors Ligne.

In 1803, some companies of Black people from various origins were working for the French Navy in harbors like Brest, Rochefort, Toulon etc.. An executive order of May 11, 1803, converged them in one Battalion in the city of Mantoue in Italy, where extensive fortification work was carried out. In a letter dated December 9, 1804, its Chef de Bataillon, office of the Legion of Honor requested an Eagle for his newly formed unit. The request was given to General Dejean by Berthier and the Eagle was granted to the Battalion. Perhaps, the fact that the chef de Bataillon, Joseph Dominique Hercules had an outstanding reputation for in 1796 he was a non-commissioned officer in the famous "guides" of the General-en-chef of the Army of Italy. He was a man who contributed to the success of the battle of Arcole. He was the one which, on the fourth day of the battle, upon an order of Massena, forded the river, unseen by the Austrians. He proceeded to make such a noise with only 4 trumpeters and a handful of Guides, that the Austrians fearing a rear attack retreated rapidly to rejoin their main body. General Augereau was then able to connect with Massena in Arcole. (See Chandler "Campaigns of Napoleon" for details). Needless to say that the events of the Campaign of Italy were never recalled to Napoleon without the proper reward.

In 1806, the Bataillon de Pionniers Noirs stationed in Gaete was transferred to the Napolitan Army where it became the Royal African Regiment. At that time the Eagle was certainly sent back to Paris.

In 1811, a radical change appears to take place, certain units are disbanded like the Valais Battalion and

The Corsican Tirailleurs for instance and four foreign regiments were made from some of the above units:

The First Foreign Regiment from the La Tour d'Auvergne Regiment.

The second Foreign Regiment from the Isembourg Regiment.

The Third Foreign Regiment from the Irish Legion.

The Fourth Foreign Regiment from the Regiment of Prussia.

However, before one should conclude that Foreign Units were limited to the four Foreign Regiments, remember the usual prolific diversity of Corps Hors Ligne and Foreign units like the Neuchatel Battalion and some new ones like the Regiments of Belle-Isle, of Walcheren, de Rhe, etc., such units are nothing more than regiments made with refractory conscripts (so-called Penal Regiments) which are denied the honor to carry a Flag.

The colors carried by these contingents are not their only interesting aspect. They also usually wore different colorful uniforms. Their addition to a wargame army can break the monotony of a line of battle. For instance a battalion of red-coated Swiss or of the Hanoverian Legion in French Service when fighting the British always bring some unexpected comments.

Furthermore, some regiments had a morale and a desertion problem, while others, like the Swiss, were outstanding. All that can bring some interesting situations to the wargamer willing to consider such possible variations (the old subject of national differences again).

Also the organization of the units may vary widely. For instance, one can find the 4th Battalion of the Regiment d'Isembourg going to Spain in 1810 with 992 men in 9 company, if my source is right, yet The Valais Battalion had only 5 companies i.e. 1 grenadier company and 4 center companies but no voltiquers company.

The question of flags or Eagles was raised for the first time in 1806 by the General Dejean (minister of war) for the Regiments of La Tour d'Auvergne and Isembourg. General Dejean asked Napoleon if the two above Regiments carrying the name of their Colonels as in the old Royal Army should receive some Eagles or some flags only? The question is bizarre since the 1804 Regulation provided only Eagles for an emblem. On May 8, 1806, Napoleon answered: Give them Eagles like the other units. So, the Regiments of La Tour d'Auvergne and d'Isembourg receive an Eagle for each Battalion and kept them. In 1811 they become the 1st and 2nd Foreign Regiments respectively.

On November 15, 1806 the Prince of Isembourg was again entrusted by Napoleon to raise a new Regiment to be called Regiment of Prussia to be recruited from Prussian prisoners of war. On December 11 and 13, 1806 Napoleon ordered the raising of 3 new units; the Regiment of Westphalia and Two Regiments of Hesse-Cassel from the troops of these countries.

In 1807, new series of questions to Napoleon from General Dejean after a letter from the Prince of Hohen-zollern-Sigmaringen, Colonel of the Regiment of Westphalia, requesting a Flag or an Eagle for his regiment. Should we give the Regiment of Westphalia, a flag or an Eagle? Same request for the Regiment of Prussia and also on July 3, 1807 from the first Battalion of the Regiment of Hesse-Cassel. For an unknown reason this time Napoleon's answer was: No and the answer was of importance since the new decision has the effect of making a new type of Regiment; the regiment with a flag (in French: Regiment A DRAPEAU). The Regiment of Westphalia was to receive flags and no Eagle. The other new Foreign Regiments in France service were also to receive only flags.



So the scrupulous General Dejean, confused, asked again a series of questions of Napoleon on the size of the flag, etc., and also on the status of the foreign regiments that have already received some eagles.

The question No. 3 of his letter says: "the Swiss, Irish, La Tour d'Auvergne and Isembourg Regiments and the Valais battalion have already some Eagles. Should we take them away?"

It should be noted that if the list is of interest, the foreign units that already received an Eagle are not limited to the ones mentioned. For instance the Hanoverian legion received an Eagle for its light INFANTRY BATTALION late in 1804 or early 1805.

Napoleon's answer is clear. "Give a flag in the old fashion to the units that don't have one. Leave the Eagles to the Regiments that already have one".

On September 3, 1807 General Dejean reports the disposition taken to provide the new flag to the four new regiments. The new flag is due to the initiative of Dejean since Napoleon did not bother to answer questions on the size, etc.

The flag was huge (almost 64 inches by 64 inches) but the pattern of the color and the inscription followed the 1804 regulation with the exception of the angle crowns which had no number inside them. The flags were mounted on the poles of the old flag of the demi-brigades sent back to artillery central depot in 1794.

The regiment of Prusse was the first one to receive its new flags on November 21, 1807 in Versailles.

The regiment of Westphalia appears to be next on January 6, 1808 in Perigeuz. The flags of the 3rd battalion of the Regiment of Westphalia and the 2nd battalion of the 2nd Regiment of Hesse-Cassel still existed in 1912 at the NEU BUHLER GALLERY in the city of Cassel (GERMANY). The flag of the 2nd and 3rd battalion are displayed in the Chapel of the CHELSEA HOSPITAL in LONDON. It is interesting to note that they are labeled: "taken in SPAIN" when they were taken at the capitulation of FLESSINGUE on AUGUST 16, 1809.

The Foreign Regiments were not the only ones to receive new flags and many other formations hors ligne were provided them. Among these are five LEGIONS created by executive order on March 25, 1807 for the defense of the French coasts. It is a racial departure from the 1804 Regulations since it

- (1) Created the regiments or battalion (A DRAPEAU) with a flag.
- (2) Cancels the right of all these units to have an Eagle.
- (3) Opens the road to the new Flag regulation of 1811.

The story can go on and on. It looks like every unit has to be considered by itself and that alone should keep us busy for the next few years. I deliberately used "us" for the very simple reason I am very far from having all the answers and I am very likely to add many questions to list of the "10 most wanted" begun by Fred Vietmeyer in this magazine. No doubt that many of The COURIER readers will help to shed light on some of the obscure points, and it is the purpose of this series of articles. I don't have anything else on the BATTALION de Pionniers Noirs and that is a first question.

I apologize if, sometimes, I murder the English language. It is quite unintentional.

Meanwhile I am very proud of my Regiment of Westphalia. I should say battalion with its huge flag, its white and very elegant uniform piped in red. It is my pet unit and so far its morale and quality has been excellent and for that simple reason we should start with it in our next article.

- References: — LES AIGLES IMPERIALES 1804-1815 by General Jean Regnault(Available from the SOLDIER SHOP, 1016 Avenue, New York, N.Y.)
- LE BRIQUET PLATES.
  - AUSTERLITZ by Claude Manceron.
  - IENA by HOUSSAYE
  - 1815 by HOUSSAYE
  - MISCELLANEOUS MAGAZINES and NOTES
  - COLLECTING TOY SOLDIERS by Jean Nicollier
  - SOLDIERS OF THE PENINSULAR WAR by Rene North
  - CAMPAIGN OF NAPOLEON by David Chandler
  - UNIFORMS OF THE NAPOLEONIC WARS by Jack Cassin-Scott
  - WAR IN THE PENINSULA by C.W.C. Omai
  - HISTORY OF THE CONSULATE AND THE EMPIRE by Thiers
  - HISTORY OF THE WAR IN THE PENINSULA by Napier
  - THE FRENCH CAMPAIGN IN PORTUGAL, An account by Jean Jacques Pelet edited, annotated and translated by Donald D. Horward



# Banners and Flags of the Italian Wars 1510-1515

by MARK PARKER

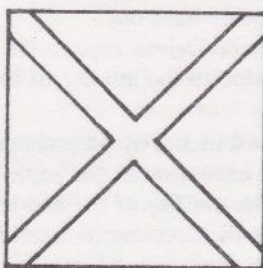
## THE HISTORICAL BACKGROUND

Late in 1511, France found herself facing a Holy Alliance in which Pope Julius II had assembled the Swiss, Venice, Spain, and the English. Various condottieri and city-states served on both sides. The French commander, Gaston de Foix, was Viceroy of Milan and a nephew of the French king, Louis XII. Gaston led a five month campaign against the Holy Alliance which culminated in the Battle of Ravenna. This battle signalled the end of the era of the condottieri with their tricks and treacheries, and announced the dawn of modern warfare.

The military situation was this: the army of the Swiss cantons had gathered at Bellinzona, the Venetians stood on the Adige River, and Spanish and Papal troops in Romagna threatened two cities allied with the French, Bologna and Ferrara. In the mean time, Gaston was reorganizing and concentrating the army which his predecessor had dispersed in various strongholds and cities. He had only 2,000 infantrymen, a well-trained artillery and a few excellent companies of of Gens D'armes and light cavalry. In November, the Swiss began their campaign with 16,000 foot soldiers, a few falconets (very small cannon) on mules, not many supporting wagons, little money and no cavalry at all. Gaston skilfully avoided a pitched battle, but stuck close to the Swiss army, keeping them under the constant threat of the French cavalry's lances. Skirting Milan, the Swiss moved toward the Adda River to join forces with the Venetians. After receiving reinforcements, Gaston blocked their march at Cassano. There, the Swiss, cut off from their country, harassed by the French cavalry, and without news of their allies considered the situation profitless. They suddenly withdrew and went home without having captured a single stronghold or fought a single battle. They took no further part in the campaign. Gaston now had 1,600 lances, 18,000 infantry and the best artillery train in Europe.

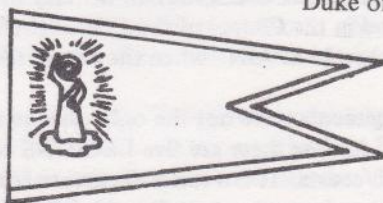
When the Spanish Viceroy of Naples, Raymondo de Cardonna, laid siege to Bologna on January 25, 1512, Gaston moved to reinforce the city's garrison. During the night of February 4th, he led his army of 24,000 men for twenty-eight miles over muddy roads in a storm of snow and sleet into the city of Bologna without being seen by the enemy. The next morning he was ready to attack. Learning of Gaston's spectacular night march and the size of his army, the allied troops hastily retreated to Imola.

On February 6th, Brescia was handed over to the Venetians by the anti-French faction in the city. However, Gaston's ally, the governor, was still holding out in the castle. Leaving Bologna well-guarded, Gaston marched north again with 20,000 soldiers and supporting artillery. He met and defeated two Venetian corps, appeared February 15th in front of Brescia, took the city by assault on February 19th, and



Spanish flag

WHITE background  
RED cross



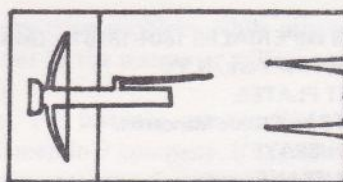
Duke of Alba's squadron

MAROON background  
YELLOW border  
FLESH and WHITE figure  
SILVER rays



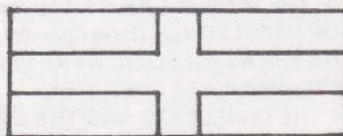
Papal flag

WHITE background  
FLESH and CREAM Christ  
BLUE halo  
PURPLE and VIOLET cave  
different shades of GREEN  
RED and YELLOW sun  
SILVER rays  
GOLD lettering



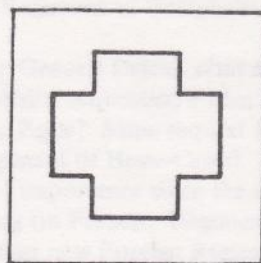
Condottieri flag

First half of flag WHITE  
second half BLACK  
GOLD crossbow



Universal artillery flag for Europe  
until 1650

Dark BLUE background  
WHITE cross



National Flag of Switzerland  
FIELD RED, CROSS WHITE



handed it over for looting to reward his soldiers and to punish its inhabitants.

Gaston now had 30,000 men from Ferrara, Finale and San Giorgo for his march on Rome and later Naples. He then laid siege to Ravenna, forcing the allies to send troops to the rescue.

On Easter Sunday, April 11, 1512, the French left a detachment in front of Ravenna and crossed the Ronco River to attack the enemy's defensive positions. Their center was protected by mounds of earth, armed wagons and carts. Pedro Navarro commanded the Spanish forces of the Viceroy of Naples; Fabrizio commanded the Papal troops. The battle began with a heavy exchange of artillery fire. The Duke of Ferrara moved his cannon in order to attack the enemy's flank. His artillery decimated the allied cavalry, which was then routed by a charge of the French Gendarmerie under Gaston. The infantry melee also turned to the advantage of the French, although a Spanish group refused to panic and retired proudly in the middle of the confusion. The twenty-two year-old Gaston, after having led the whole campaign and the battle in the manner of a great modern general, could not resist a juvenile and medieval urge to perform a great exploit. He charged the insolent Spaniards and fell with his horse on top of him. "The Thunderbolt of Italy," noted for the rapidity of his maneuvers, died from twenty-two wounds inflicted by the Spanish infantry.

### THE BANNERS AND FLAGS OF THE WAR

The only "national" flags at this time were the Royal Banner of France, the flag of Charles V, and the famous red flag of Switzerland. The other nationalities carried flags adorned with the coats-of-arms of their captains or of the reigning monarch.

The Swiss cantons which took part in this campaign, the cantons of Bern, Schwyz, Uri, and Hallwyl had used the same flags since 1346 and would not change them until 1648. The canton of Bern used two flags. The most popular flag was the "Bear Standard". On this flag a black bear with a red tongue decorated a white diagonal, the field was red. A second, less used flag, was of a crimson crossbow set on a red field. The canton of Schwyz used a red flag with a gold relief in the upper left hand corner. This relief was of the nativity scene. A unit of Swiss Guards of the Vatican was created in 1506 by Pope Julius II. Tradition attributes the design of their uniform to Michelangelo or Raphael. Their flag echoed the uniform's colors. This guard unit did not fight with their fellow countrymen in time of war but, rather, formed an elite palace guard who followed the orders of the Pope and not the Swiss Diet (Parliament).

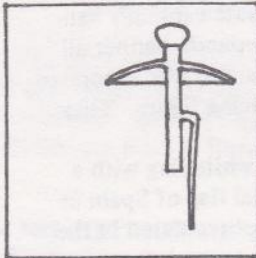
The standard of the English mercenaries was typical of the style predominant in England at this time. During the Hundred Years War, the red lions were replaced with gold fleur-de-lis to reflect the claim the English kings made to the French throne.

The French infantry used two types of flags during this period. The first flag was used only by infantry companies who were not formed as royal guard units. In conjunction with this blue and white stan-



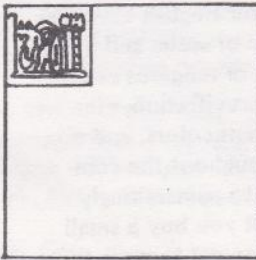
Canton of  
Bern

FIELD RED, STRIPE WHITE, BEAR BLACK WITH RED TONGUE



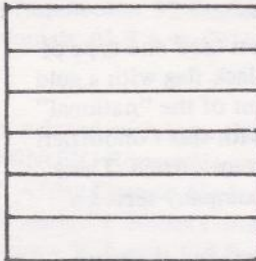
Canton of  
Bern

FIELD RED, CROSSBOW CRIMSON



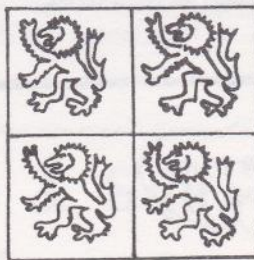
Canton of  
Schwyz

FIELD RED, EMBLEM GOLD



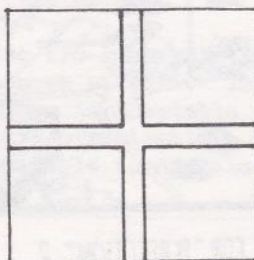
Papal  
Swiss Guards

BANDS TOP ORANGE, BLACK, ORANGE, BLACK, ORANGE, BLACK



English standard

QUARTERS: 1&2: Red with White Lion; 2&4: White with Red Lion



French infantry  
flag

FIELD BLUE, CROSS WHITE



dard, all companies, including the infantry guard units, carried their captain's banner. Usually this banner was the personal coat-of-arms of the captain, however, there were many variants and no single rule seems to have governed their design. The second flag used by the French infantry was carried only by those units which were given the title of royal guard company (You'd be surprised how many there were.)

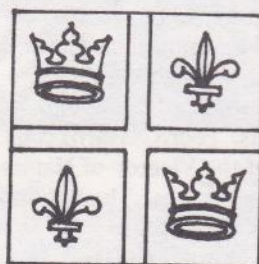
The banners of the French cavalry were normally three gold fleur-de-leys on a blue background. This was the "Banner Of State". In addition to this, they, like the infantry, also used a separate captain's banner. The Gendarmerie carried a separate banner all their own. This yellow and red banner was decorated with white suns and a curious dancing figure. They did not carry a captain's banner.

The Spanish infantry used a white flag with a red St. Andrew's cross, the national flag of Spain at this time. Spanish cavalry were not regulated in the design of their standards and many experiments were made in colors and slogans.

Papal troops carried a great variety of different standards all reminiscent of the later English Civil War in that they all contained a picture of scene and a slogan beneath it. These scenes were of religious events, such as the rising of Christ or the crucifixion, etc. These were in a spectrum of different colors, and no particular color was dominant throughout the companies. I suggest instead of trying to painstakingly duplicate these scenes by hand that you buy a small packet of religious stickers. You can get them in a variety of motifs. They are easily obtainable in any religious book store, and are much more beautiful than any hand-painted job I've seen.

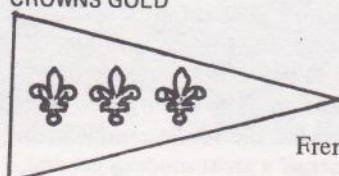
The few remaining Condottieri used one type of flag of their service, a white and black flag with a gold crossbow. This was their equivalent of the "national" flags used by France and Spain. With this Condottieri flag, personal and city-state flags were carried. These city-state flags would vary as the company served a new employer.

The artillery crews of this time used the same flag throughout Europe. It was as famous a sign for artillery as the red cross is for medical services today.



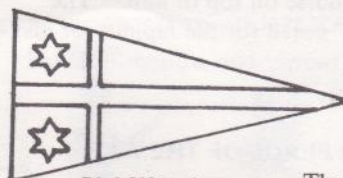
French guards flag

FIELD BLUE, CROSS WHITE, FLEUR-DE-LEYS WHITE, CROWNS GOLD



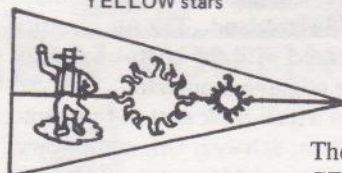
French light cavalry standard

BLUE background  
SILVER fleur-de-leys



The Captain's banner of Count of Savoy

BLACK background  
WHITE cross  
YELLOW stars



The banner of the GENDARMERIE

the dancing figure has BROWN pants  
YELLOW shirt, and is standing on a  
GREEN Cloud.

the suns are WHITE  
the top half is YELLOW,  
the second half is RED



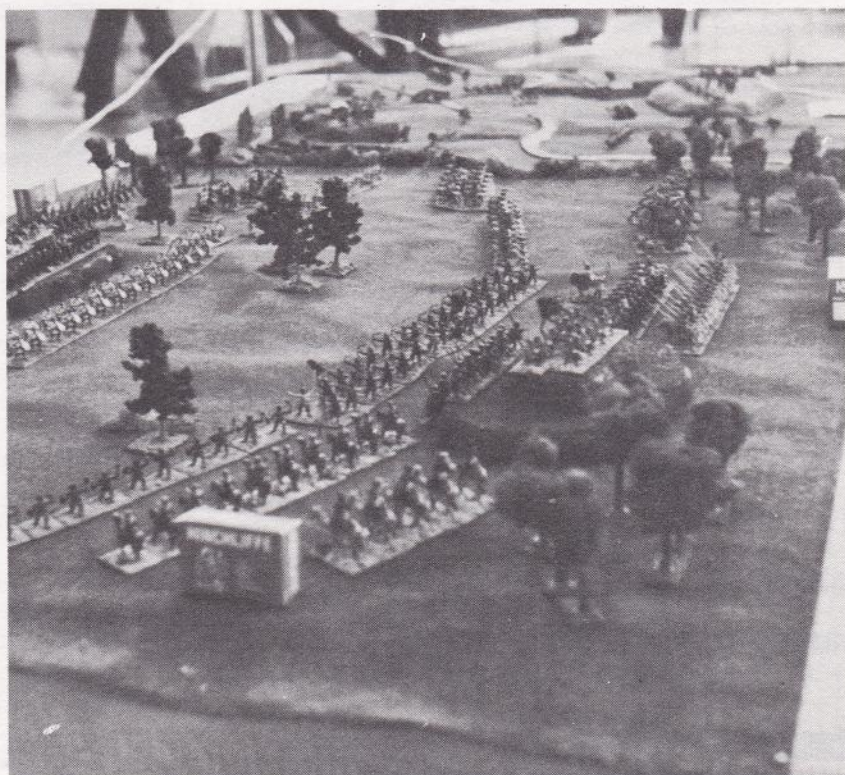
THE SEARCH FOR "PERFECTION". ?





S. Bowden (R) and S. Berschig (Smoking)  
demo EMPIRE at 1975 MFCA wargame con.

Heritage shows off their beautifully  
painted Hinchcliffe Ancients at the  
MFCA Convention





**ANSWERS TO COURIER QUIZ NO. IV  
BY SCOTTY BOWDEN & KEN RAY**

1. Answer D. The largest was the African bush elephant, measuring 11 feet high at the shoulders. The African bush elephant terrorized even the Indian elephant which was 9 feet high.

The smallest was the African forest elephant which was only 7'9" in height. The African forest elephant was used by the Carthaginians and was considered too small an animal to have battle towers (howhads) mounted on them.

2. Answer D. Virtually all guns in the German artillery service were their 3 pound regimental guns.

3. Answer B. Eleven of the 16 elite battalions surrendered at Yorktown. The units and their strength on the date of internment were:

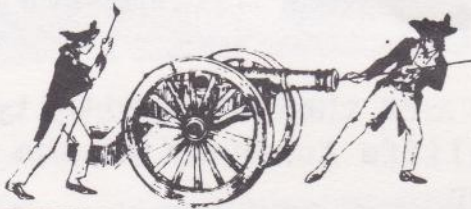
1 battalion, 71st Foot . . . . 300 eff.	2 battalions of Guards . . . . . 527 effectivees
1 battalion, 76th Foot . . . . 715 eff.	2 battalions, converged light inf. -671 effectivees
1 battalion, 80th Foot . . . . 689 eff.	2 battalions, converged grenadiers-effectivees included
1 battalion, 23rd Foot . . . . 233 eff.	with numbers from
The Queen's Rangers . . . . 373 eff.	other battalions.

4. Answer D. Hardaway's Alabama Artillery, Army of Northern Virginia, was the only field battery ever to use the Whitworth during the ACW. The battery usually consisted of 2-12 lb. Whitworths and 2-3" Rodmans (Ordinance Rifle).

5. Answer A. Claparede headed the famous Legion du Vistula, a rugged division whose value to the French army was exceptional.

Score 20 points for each correct answer, and compare your score to the following list:

100:	fantastic! when are you going to write your next set of rules?
60-80:	Very good but you should read more Military History.
20-40:	Definitely a Boardgamer.
0:	Stick to Monopoly



**C. H. JOHNSON**

907 WASHINGTON AVENUE  
BELMAR, WALL TOWNSHIP  
NEW JERSEY 07719

**SEND SELF ADDRESSED STAMPED ENVELOPE FOR LISTS**

**GAMES**

Seastrike modern Naval	\$14.00
KINGMAKER War of the Roses	\$13.00

**BOOKS**

UNIFORMS OF THE NAPOLEONIC WARS IN COLOUR 1796-1814 by Jack Cassin-Scott	BK-504 \$6.35
UNIFORMS OF WATERLOO IN COLOR by Philip Haythornthwaite with illus. by Jack Cassin-Scott and Mike Chappell	BK-505 \$6.95
UNIFORMS OF THE AMERICAN REVOLUTION by John Mollo & Malcolm McGregor	BK-506 \$5.95
WARRIORS & WEAPONS OF EARLY TIMES IN COLOR by Niels M. Saxtorph, Illustrated by Stig Bramsen	BK-507 \$4.95
ARMY UNIFORMS OF WORLD WAR 2 by Andrew Mollo & Malcolm McGregor	BK-508 \$5.25

15mm PETER LAING CATALOG -- 39¢



## OR HOW NOT TO GET THE WAGONS THROUGH

Guayaquil, Ecuador

Hubique selected a small mobile force and decided to take the treasure himself. The road passed near a sleepy crossroads town called Pinares where it was reported that only a small garrison of Spanish troops were stationed.

Suddenly Rizzo's siesta was interrupted by excited shouts from one of the pickets posted outside town: "Great clouds of dust moving this way!" To everyone's amazement, Rizzo jumped out of his hammock and began to run around giving orders. Drums began to roll and riders were sent at full gallop to bring up reinforcements.

The French column advanced up the Via Real with a Battalion of Dragoons leading the way. As they crossed the wooden bridge, a salvo of grape from a hidden gun emptied many saddles. However, the seasoned French troopers reacted alertly and charged the source of thier discomfort. They were supported by two horse guns which fired several shots with deadly effect on the Spanish gunners. The result was conclusive, the gallant Spanish crew died to the last man. As the Dragoons began to reform, they were hit by a suicidal charge of Andalusian Lancers on their flank. In the ensuing melee an old friend of Hubique's, Cavalry Commander, Pollo Dorado, was killed. This was too much for the Dragoons and they scattered in all directions.





The Lancers, bolstered by victory and several quick squirts from their winebags, continued the charge and routed the crew of one French Horse gun. Finally exhausted and with every man wounded, they surrendered to a second battalion of French Dragoons coming to the rescue of their comrades. But they spiked the French gun first.

French Infantry and Cavalry were already crossing the bridge, but Rizzo knew that precious time had been gained. Reinforcements were arriving. The 95th British Rifles and the 8th British Light Dragoons made forced marches to their position on the British left near the Taverna (Inn). The 60th British Rifles filed into positions alongside the 33rd Spanish line near Pinares.

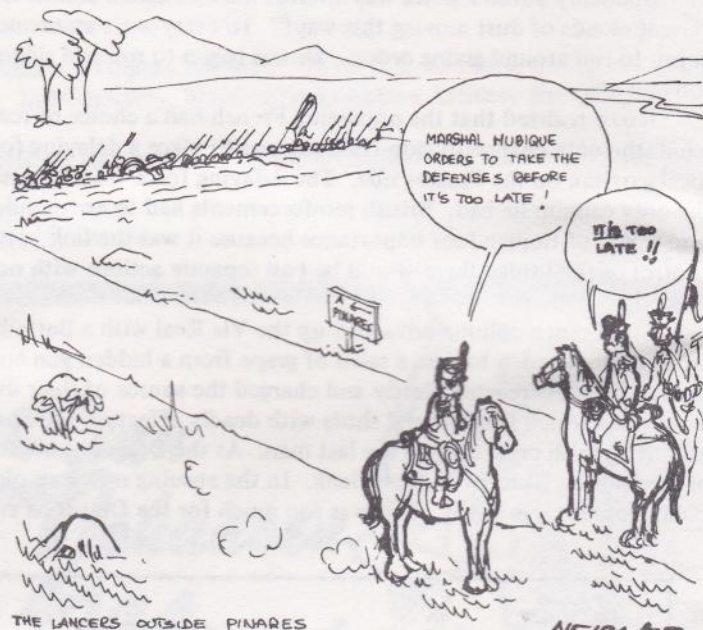
Meanwhile, French Red Lancers found the road through Pinares blocked by strong earthworks manned by a determined 33rd Spanish Regiment on Foot. Colonel Papas Fritos, in charge of Hubique's left flank column, sent his troopers to charge the defenses before more reinforcements came, but it was already too late. After receiving a devastating Spanish volley, the additional sight of green uniformed British Rifles preparing to open fire was a nasty surprise.

As the Lancers began to withdraw, Rizzo's orders were executed to the letter. With drill-like precision, the British and Spanish volleyed simultaneously into the unfortunate Lancers.\* The effects were awful. Bright red uniforms were scattered amidst dying horses and equipment all over the turf. The 2nd Royal Heavy Dragoons, just arrived, charged the retreating Lancers but were met by a wall of bayonets as a supporting force of French Voltiguers fired and countercharged. The British Troopers retreated with heavy losses.

THE 95th IN THE INN



- YOU KNOW ALFRED; I'M BEGINNING TO DISLIKE BEING A SKIRMISHER



THE LANCERS OUTSIDE PINARES

Although Papas Fritos had pinned the majority of Rizzo's forces in Pinares, General Rizzo, with rapidly increasing numerical superiority could push reinforcements over the stone bridge to stop the convoy coming up the Via Real. With the cleverness of a fox and absolute indifference to the fate of his troops, Hubique asked a battalion of voltiguers to block the stone bridge. They would force Rizzo to send reinforcements up the Rio Daule. The gallant Voltiguers won immortality and death. Attacked on four sides by artillery, infantry and cavalry, they were blown to bits. They gained valuable time for Hubique, but alas, not enough. The French column could not get organized on Via Real after the skirmish with the Spanish Lancers and the bridge became a bottleneck causing costly delay in crossing the river.

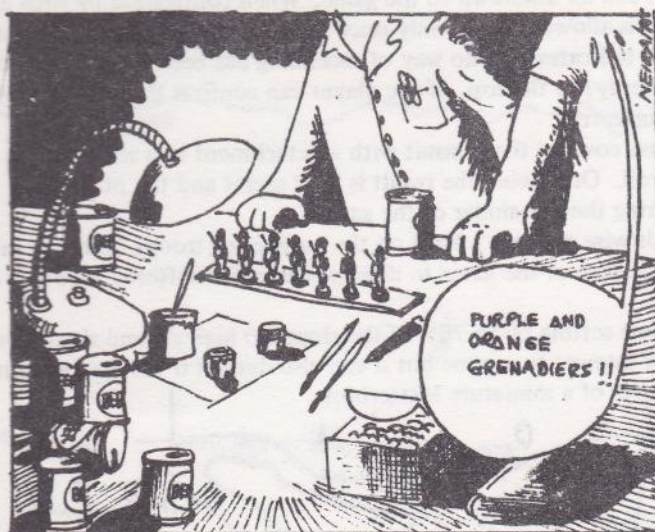
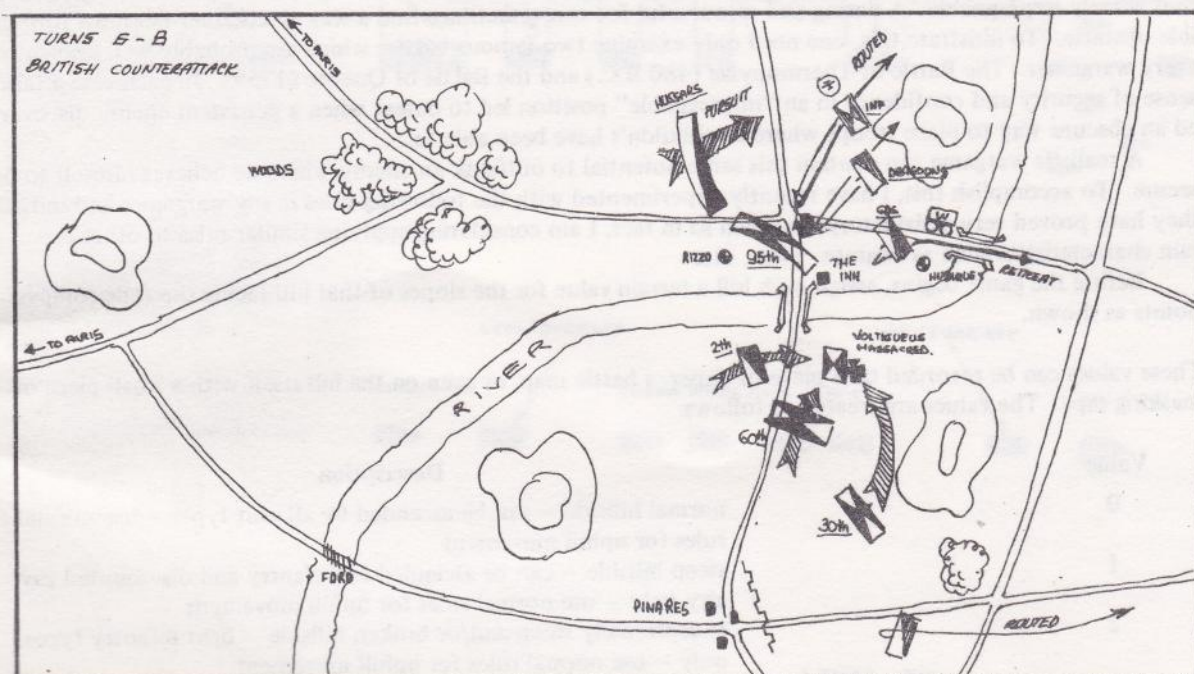
French Infantry and dismounted Dragoons attempted charge after charge to dislodge the British forces around the Taverna blocking the road only to be repulsed with heavy losses. Their remaining artillery couldn't support them sufficiently because they were keeping the British 8th Light Dragoons at a distance. In the last French charge the 95th Rifles (reduced to 30% effectives) began to waver but Rizzo arrived in time to personally rally those magnificent light troops. After this, French ranks began to lose cohesion. (A lousy dice roll in army morale check.)

Time was running out. His depleted force was wavering dangerously. Hubique, affectionately dubbed by Napoleon as "The Greatest of the Gross", flung a frightfully filthy curse towards Rizzo and ordered the treasure wagons turned around. He formed his surviving Dragoons and Infantry into a rear guard. "Stand and die like Frenchmen" were his last words to them as, with his mounted escort of Grenadiers, he disappeared into the darkness to find another route to Paris.



\* Indeed a remarkable feat, since our movements are based in advance:  $\frac{1}{2}$  & Fire, Manoeuvre  $90^{\circ}$  & Fire, etc.

1. French horse artillery was handled poorly. Bad shooting and a passive defensive deployment, rather than an aggressive attack support role, characterized this arm especially in the latter stages of the action.
2. French Cavalry was largely unsupported and consequently embarrassed by infantry fire. They did not function as a maneuver force.
3. The British 95th Rifle Regiment displayed outstanding capabilities and was credited with stopping the French at the Taverna.
4. The victory was a great boost to British morale. The rumor was rife that the Duke of Neira was contemplating resignation from wargaming if he lost one more time to that scrounge, Marshall Hubique.







# Sapper's Report

## TERRAIN VALUES

by HAROLD CYPHER

Wargame rules normally impose a movement and/or melee penalty for uphill movement. Some rules use a system of contours of elevation which provide a more realistic way of dealing with the effect of terrain on tactics. Such rules generally increase the movement penalty in direct relation to the number of vertical contours until a point is reached at which no movement at all is permitted. Rare indeed, however, is the position that is truly impregnable. A daring and resourceful foe can sometimes find a way to conquer the most formidable obstacle. To illustrate this, one need only examine two famous battles which are probably well known to every wargamer. The Battle of Thermopylae (480 B.C.) and the Battle of Quebec (1759). In each case a false sense of security and confidence in an "impregnable" position led to defeat when a persistent enemy discovered an obscure way to place troops where he shouldn't have been able to.

A realistic wargame can contain this same potential to outflank an enemy where he believes himself to be secure. To accomplish this, I have recently experimented with the following rules in my wargames and initially they have proved very satisfactory, so much so in fact, I am considering applying similar rules to other terrain characteristics such as swamps, rivers, etc.

Before the game begins, assign each hill a terrain value for the slopes of that hill facing the four compass points as shown.

These values can be recorded on a piece of paper, a battle map, or even on the hill itself with a small piece of masking tape. The values are treated as follows.

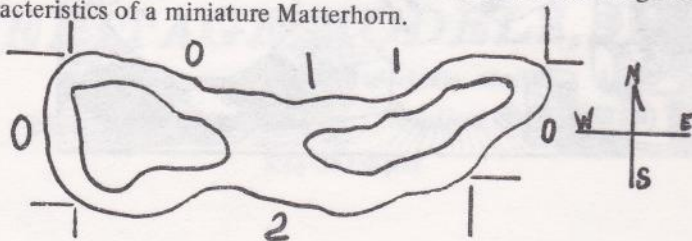
Value	Description
0	normal hillside — can be ascended by all unit types — use normal rules for uphill movement
1	steep hillside — can be ascended by infantry and dismounted cavalry only — use normal rules for uphill movement
2	exceptionally steep and/or broken hillside — light infantry types only — use normal rules for uphill movement
3	precipice or cliff — normally inaccessible to all units

Terrain values of 0 through 2 are treated in the wargame exactly as the descriptions define. Areas with a terrain value of three, however, add an unknown to the game. When confronted by such an obstacle, the player rolls a single die, a player is allowed to roll only once for each area with a terrain value of three during the game. A roll of 1 through 5 indicates that no way of ascending has been found. A roll of 6 will allow him to move light infantry (column only) to the top. If the player can confirm this roll of 6 with a 5 or 6, he will also be able to employ regular infantry.

If the player's opponent has covered the summit with a detachment or a sentinel, the opponent is made aware of the results of the die roll. Otherwise, the result is kept secret and the player is at liberty to exploit a successful roll at any time during the remainder of the game.

When using these rules, it is wise to place a limit on the number of troops that may take part in such a movement. It also adds to the realism of the game to dice for casualties suffered in such a dangerous undertaking.

Finally, in a normal wargame setting 60 to 70% of the slopes to high ground should be of a 0 terrain value. This rule can add a lot of interest to a game but it can also detract if the wargamer insists on giving every hill the terrain characteristics of a miniature Matterhorn.





# ON WARGAMES (1859-1871)

by NICK NASCATI

David Raybin's Crimean War series, has served to spark my interest in the wars of 19th century Europe. The Crimean War itself however, is a little too Napoleonic for my taste, so I turned to the later exploits of the French Second Empire and Prussia for inspiration. This period, from 1859 to the end of the Franco-Prussian war, is a very important one in military history. The French Chassepot and Prussian Needle-Gun, gave the ordinary infantryman unheard of firepower. Improved training techniques made the old distinctions of Line, Light and Guard lose their meanings. True, grenadier regiments remained, but the title was more a ceremonial one, and no more an indication of battlefield superiority. The Chasseurs, Jagers and Riflemen of the Napoleonic period, had evolved into true specialist troops, and became the forerunners of the commandoes and rangers of the 20th century.

Through the gift of hindsight, we can try to correct the mistakes of the generals of the period. We know for instance, that the French should have used the Mitrailieuse for close infantry support, not held back in batteries like artillery. Such a change could very easily make France victorious in a table-top Franco-Prussian War. This period gives the wargamer the chance to introduce such things as trains for rapid transport, early telegraph communications, and even balloons for spotting and bombing. Every regular infantryman could act as a skirmisher, and in organizing armies for the period, I suggest that the troops should not be mounted on stands, to allow for greater tactical flexibility.

Those who fancy cavalry, might shy away from the period, as it was the last period to see cavalry as a major arm in European warfare. However, precisely because they were nearing their end, cavalry of this period tended to perform their duties with immense skill and bravery, resulting in some truly spectacular actions. Cavalry were used dismounted in many instances, and offer the wargamer the opportunity to create some really interesting small scale actions. The period offers considerable scope for scenario writers, both historical and fictional actions are easily created.

The rules which I am presenting, are simple and straight forward, but I feel that they do capture the essence of warfare in this period, and I hope they will spark some interest, in this otherwise sadly neglected period. Please address any questions, comments or suggestions on the rules to: Nick Nascati, 2320 Bancroft Street, Philadelphia, Pa. 19145.

## WARGAME RULES 1859-1871

I. MOVEMENT	Column	Line	Open Order	Charge
Line/Elite Infantry	8	6	—	10
*Skirmishers	—	6	8	—
Light Cavalry	14	12	—	16
Heavy Cavalry	12	10	—	14
Field Gun	8" Limbered, 6" Dragged			
Horse Gun	10" Limbered, 8" Dragged			
Mitralieuse	8" Limbered, 4" Dragged			

\*Note: All infantry except militia may act as skirmishers.

- 1) Movement across Fords, Mountains, Streams and Woods is  $\frac{1}{2}$  normal speed for all but Jager and Chasseurs.
- 2) Ordinance and Wagons move at normal speed on roads only. Over open ground they are  $-2$ .
- 3) Road bonus for all troops is  $+4$  inches.
- 4) Swimming a river will take 3 turns.
- 5) Changing a formation will cost a unit  $\frac{1}{2}$  its move.
- 6) If a unit is to be crawling or firing from a prone position, it must be announced at the beginning of the turn, and it will take  $\frac{1}{2}$  a turn to return to a standing position. They may only charge from a prone position if they began the turn in that position. Troops may crawl at  $\frac{1}{2}$  normal speed.
- 7) Cavalry who wish to dismount, will take  $\frac{1}{2}$  a turn to do so. One man in four must remain as a horse



holder.

II. Firing:	Long	Medium	Close
Regular/Rifle	20", 6 Kills	12", 5-6 Kills	6", 4-6 Kills
*Skirmisher	—	12", 6 Kills	6", 5-6 Kills
Sharpshooter	22", 5-6 Kills	16", 4-6 Kills	8", 3-6 Kills
Chassepot	22", 6 Kills	14", 5-6 Kills	6", 4-6 Kills
Pistol	—	—	3", 6 Kills (six shots)

All individual, throw 1 die for each man firing.

NOTE: It is assumed that skirmishers will be moving almost constantly, and cannot aim properly, if stationary, figure as Regular/Rifle.

- 1) Troops behind cover fire at the next nearest range category.
- 2) A "6" is needed to kill troops behind cover, in open order or prone.
- 3) Soldiers firing from an elevation, get the benefit of firing at the next nearest range category.
- 4) The introduction of smokeless powder made soldiers in woods almost impossible to detect, even when they had fire. It will take a "6" to kill such troops.
- 5) Only pistols may be fired from horseback, troops with rifles must dismount to fire.
- 6) Cavalrymen must dismount to gain the benefit of low cover such as walls, hedges, etc..

### III. Morale:

Morale will be figures on an individual basis, each figure will need to have one die thrown. Read as follows:

1-3 Obeys Orders

4-5 Frozen Will Not Move

6 Falls Back One Turn

- 1) All Cavalry will subtract 1 from the number on the die.
- 2) All Guards will subtract 2 from the die.
- 3) All Militia will add 1 to the die.
- 4) All Prussian troops will subtract 1 from the die to simulate their high morale and discipline.
- 5) Troops behind cover subtract 1 from the die.
- 6) Troops in a unit that has won a melee subtract 1 from the die.
- 7) Troops that are isolated from friendly troops add 1 to the die.

Troops will check morale when:

- 1) Ordered to charge.
- 2) When its officer is killed.
- 3) When the unit loses 50% of its men.

It should be remembered, that by this time, armies had reached a very high degree of professionalism, and it took a very drastic situation to make a soldier lose his nerve.

### IV. Melee: Fought man to man, high die winning.

- 1) Troops attacked in open order are -1.
- 2) Jagers, Chasseurs, Zouaves, Tirailleurs and Marines are +1.
- 3) Militia are - 1.
- 4) Troops behind defenses are +1 the first time they fight.
- 5) Troops charging downhill are +1 the first time they fight.
- 6) Troops attacking the flank or rear are also +1.
- 7) Light cavalry add 1½.
- 8) Heavy cavalry add 2.

In this period, there are many instances of fights to the finish, so a melee will continue until one side wishes to break off. The unit that has lost more men must retreat 1 move with their backs to the enemy, the victor will have four options to choose from:

- 1) Stand firm and reorganize.
- 2) Fall back in good order.
- 3) Pursue fleeing enemy.
- 4) Advancing in any direction.

NOTE: because of the high level of training, all troops but militia may fire before charging, or before or after a move.



## V. House to House Fighting:

- 1) A 2"x4" area may hold 7 men.
- 2) Defenders are +1 the first time they fight.
- 3) Attackers must roll 4-6 to gain entrance.
- 4) All troops fight to the finish.

## VI. Artillery

### Long

### Medium

### Close

Field Gun 36", 1.5" Circle

24", 2" Circle

12", 2.5" Circle

Horse Gun 30", 1" Circle

22", 1.5" Circle

12", 2" Circle

All figures that fall within the gun's burst circle are killed.

Mitrailleuse — Fires 3 dice per turn, the total on the dice is the number killed, with the following deductions for range: 24", -3; 12", -2; 6", -1.

- 1) Field Guns and Horse Guns will have a 4 man crew, at least 2 are needed to operate the gun.
- 2) Mitrailleuses need a 3 man crew, at least 2 are needed to operate the gun.
- 3) It will take one move to limber or unlimber a gun.
- 4) Gunners are -1 in melee.
- 5) If covered by infantry, guns may fire a defensive volley when charged.
- 6) One gun may destroy another by rolling a "6".

**VII. Trains:** During this period, trains came into sudden prominence in Prussia's wars of unification with the German States. Therefore, any rules for this period must include suggestions for their use.

- 1) Trains will move 24" per turn. This can be altered to fit your table.
- 2) A five man crew is needed, 3 in the engine house, 2 in the caboose.
- 3) Cars will carry as many figures as they can safely hold.
- 4) Guns that are to fire from train cars, are mounted one per car.
- 5) A track connection may be destroyed by engineers in 2 turns, one to set the charges, one to detonate them.

**VIII. Engineers:** Increasingly sophisticated fortifications made engineers quite important in warfare of this period.

- 1) Each army will have 2 cos. (10 men) of engineers, equipped with satchel charges and mining tools.
- 2) A stone bridge will take 2 turns to destroy.
- 3) A timber bridge will take 1 turn to destroy.
- 4) A 3 inch section of city wall will take 2 turns to destroy.
- 5) Trenches or mines may be dug at the rate of 1" per man per turn.
- 6) Engineers will subtract 1 from morale, and add 1 to melee.

**IX. Ballons:** These were extensively used in this period for spotting targets and troop positions, and for light bombing.

- 1) A ballon will carry 3 men.
- 2) It will float 24" over the table.
- 3) A 3 lb. bomb dropped from the ballon will kill all within a 1" circle.
- 4) Four rolls of "6" are needed to shoot down a ballon.
- 5) Ballons may communicate with the ground by signal or telegraph.

These are basic rules, and as such are open to modification. If you wish, rules for weather, the use of couriers, telegraph communications etc., may be added.

## 25mm Organization

I use 25mm Scrubby figures, all individual, organized as follows:

Infantry Battalion — 20-24 men plus officer and standard

Cuirassier Squadron — 10 men plus officer and guidon

Lancers, Dragoons — 12 men plus officer and guidon

Chasseurs, Hussars — 14 men plus officer and guidon

Field Gun — 2 per battery, each with 4 man crew

Horse Gun — 1 per battery, with 4 man crew

Mitrailleuse — As many together as desired, each with 3 man crew

Just a final note, I tend to use my Hussars rather sparingly as couriers, the Chasseurs as mounted infantry, and the Cuirassier, Lancers and Dragoons as the main striking force.

Sharpshooters should be limited to about 6 per side, distinguished possibly by a dot of paint on top of their headgear. They are most useful for picking off officers and artillerymen.



# THE SKIRMISH – KIPLING REVISITED

by PAUL JENKINS

This battle is based on a short story by Rudyard Kipling, called "The Lost Legion". But as anyone who has read the story knows, it is quite different once it begins.

It is set in the Northwest Frontier of India, site of many such actions. The period of time is late Victorian, about 1895.

We used Colonial Skirmish Rules and played on a 3'x4' board.

In the story the British/Gurkhas force went after a small complex of buildings, where the Gulla Kutta Mullah and his band of 13 outlaws were holed up. The mullah's "village" was located beautifully in a small valley (see map). But the British had a stronger force and would attack at dawn.

In our battle the forces were: 13 Pathans (outlaws) against 12 British infantry and 6 Sikhs, since we have no Gurkha figures yet.

At dawn the British attacked. The Pathan sentries in the guard towers took 3 turns to spot the redcoats, and then followed with rifle fire. The Pathans, though just tribesmen, do have rifles called Jezails. But the shots missed and the advance continued. The shots worked as signals through, which woke the other Pathans who were still sleeping. They scrambled out of their huts and grabbed their swords and jezails.

Meanwhile a Pathan had climbed down from his watch tower and engaged a Sikh. The Pathan was victorious, but fell to the ground seconds later with a leg wound. The Sikhs' comrade had avenged his death with a shot from his rifle.

The path was clear now for the storming of Hill A. (see map). The Sikhs led the attack, with half the British to follow. The other half would advance into the valley. The British/Sikh force met strong opposition as they reached the crest of the hill. Two Sikhs were killed in hand to hand combat and a third was wounded in the arm by a jezail. But as the British came up the hill in support of the Sikhs, things changed. A brave sergeant and the C.O. of the expedition took care of three Pathans, thanks to the bayonet and the Mauser.

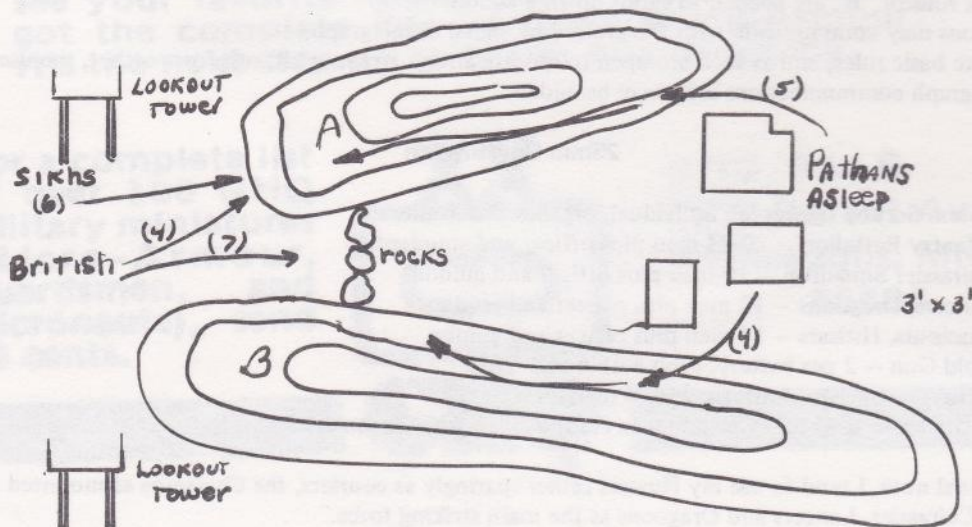
But as this was going on the British force in the valley was meeting little or no opposition. Three jezail shots fired missed and one of the Pathans doing the firing was soon rewarded with a body wound. In fact the only casualty lost was when a Pathan rolled a rock square on top of him, killing him instantly.

This move is an example of the fascinating actions which are covered in the rules. Also you'll notice all the casualties are not all fatalities. Charts involving a 20 sided die are used to see where on the body the man is hit, if he is hit at all! Now back to the fray.

The British/Sikh force assaulting Hill A was doing well. And soon the Gulla kutta Mullah was being helped by only one man. The remaining Pathan then was killed by the last of the Sikhs. But the Mullah would not be captured without a fight and he took the lives of two English lads before receiving a leg wound. Now he was down to be finished off, but the British spared him. A month later he was hanged.

Seeing their leader captured, the remaining 3 Pathans fled before seeing what the British would do for an encore. If better tactics had been used and if the dice weren't so awful, the British would not be getting drunk right now and the Pathans would be safe in their mud huts.

Although the story is very short, I hope it will serve as an introduction to what I think is the most interesting and playable period of them all. If you haven't yet, try a colonial battle.





# BOLIVAR'S BRITISH VOLUNTEERS, 1817-1831

by DAVID SWEET

After Waterloo, the South American Wars of Independence provided a rousing cause which could also be used to escape Britain's postwar economic depression and army reduction. Several thousand veterans – and new enlistees as well – joined the regiments destined for the armies of Bolivar.

The actual value of this influx has been debated. The numbers involved were small, but so were the contending forces. Some of the regiments – cavalry in particular – were flops. Others had colonels who were more promoters than leaders, so that it took a shakedown in command before they were ready to fight.

On the other hand, the British generally provided a stiffening example of discipline and training under fire. In particular, the rebels picked up the effective use of the bayonet. Moreover, in several big battles the foreigners provided a key charge or defense at the turning point of the conflict. At Carabobo, the British Legion took 27% casualties, including its three top officers, but stood there "like a wall of steel." Finally, some individual officers were transferred out of their original foreign units, spreading experience throughout the rebel force. Bolivar always had an Englishman or two on his staff. On balance, it is safe to say that the rebels could have won without the foreigners, but that the Englishmen certainly made it easier.

Incidentally, "los ingleses" included a large number of Irishmen, Scotsmen, and Hanoverians. There was also a scattering of other Germans, French, and Italians. Several of the regiments ended up recruiting native Latins to keep up their strength.

Off the battlefield, the troops' behavior left something to be desired. On rebel general's memoirs contains a chapter heading: "The Englishmen, drunkards." But the troops had their grievances. Instead of the golden promises so liberally made in England, the men were lucky if they got any pay or supplies at all from the hard-pressed patriot government. Moreover, the Europeans proved particularly susceptible to New World diseases.

Four of the better-known individual regiments are described below. One of the most confusing things about the subject is the differing names given the same regiment in various accounts. Therefore, known aliases are collected in parentheses following the unit's first appellation.

**British Legion** (English Legion, British Battalion, later Regiment or Battalion of Carabobo) – This most famous of foreign units was created about 1819 out of various shipments from England plus shards of earlier efforts. After decimating duty along the Orinoco, the Legion went to the main theatre. For its splendid performance at Carabobo in 1821, the regiment was renamed and taken into the Guards.

In its first two years, the Legion contained one grenadier, one light, and six line companies. Attached was a company of dismounted cavalry, the remnants of other recruiting efforts. The units reached a high point of 1,050 men (800 effectives) early in 1819. Sickness and battle rapidly ate it away. By the end of the year its roster was down to 400 men (233 effectives).

Just before Carabobo, the regiment was reorganized into one grenadier, one light, and four line companies. It has 251 effectives at the battle.

Officers from two of the original shipments were reported in "light blue" jackets and trousers, trimmed "Hussar style" with red or black facings and black accoutrements. The shako had a yellow or green pompom, a yellow/blue/red cockade, and a silver plate, probably containing the motto "Morir o Vencer" (Death or Victory). This shako was not of British style, but like the post-1812 Spanish model, a tapering cylinder, wider at the bottom than the top, with a small brim. Another officer reported wearing "French grey" trousers with a silver stripe, and knapsacks, probably the black British model.

I have not been able to locate the unit colors. However, at this time the patriot flag was a horizontal yellow/blue/red tricolor, the yellow top stripe being as wide as the other two put together. Other rebel regiments did carry this plain flag as a standard.

**Second Rifle Battalion** (English Rifles, Gazadores Britannicos, Albion Battalion) – Apparently dressed like the British Legion, this unit was often confused with it. However, it had a separate existence, winning the battle honor "Boyaca" for its standard in 1819, and effectively dissolving in 1821 when Britishers could not and natives would not be recruited.

The unit, apparently divided into four companies, was always small. It has 120 effectives at Boyaca, although 200 was a more normal average. Despite the name, the men carried muskets, not rifles.

**First Venezuelan Rifle Regiment** (First Rifles, Rifle Battalion, Black Rifles, First Rifle Battalion of the Guard, later Rifle Battalion Bombona of the Guard) – Formed in 1817, this unit nearly evaporated, then absorbed an independent Hanoverian rifle corps and recruited heavily among the Orinoco natives. The hybrid result became known as the bravest, and one of the best, battalions in the Bolivar's army.

Originally a four-company battalion of 237, the regiment fluctuated greatly in strength from 1819 to 1822, reaching occasional peaks of 600 men. In 1823 it swelled to 1200 men, probably doubling the number of companies as well. By 1824 and the Ayacucho campaign its roster had shrunk to 947 men.

This regiment really did carry rifles, and used them effectively. In fact, its original uniform was modeled



directly on Britain's own "Green Rifles." However, a shako similar to the British Legion was probably worn. Like the Legion, the Rifles were finally disbanded in 1831.

**First Venezuelan Hussars** — The English recruits of this unit were supposed to provide a cadre of officers and NCO's, with native troopers to be enlisted later. The idea never worked. Of the four cavalry regiments trying it, the 1st Hussars were the most successful, but they never did recruit any natives and went dismounted part of the time. The regiment, and the officers it sent to other units, did provide an example of regular cavalry to the patriots, who were used to the wild, Cossack-like tactics of their "llanero" cowboys. However, Bolivar wrote that such units were "more a burden than a help."

If the Hussars' performance was modest, their uniform wasn't. For dress uniform the regiment had dark green jacket with scarlet collars, lapels, and cuffs, trimmed with gold lace and a gold Austrian knot on the sleeves. The trousers were dark green with a gold stripe, tucked into Wellington boots. Belts and accoutrements were black. There was a crimson sash and a shako similar to that of the British Legion. Officers — who, remember, comprised much of the unit — were also blessed with gold epaulettes and a red-lined blue cloak.

A fine standard was apparently borne in some battles. It consisted of a yellow field, with "1<sup>o</sup> HUSS DE VENEZUELA" in the center, surrounded on top by seven blue stars in a semi-circle and on the bottom by a white scroll. On the scroll was the legend "UNION, CONSTANTIS, Y VALOR."

The regiment was supposedly divided into eight troops. However, since it never had more than 100 effectives in battle, it seems likely it operated more or less as one unit.

**A final note:** The uniforms given above, so gaudily created in England, quickly vanished in the New World. Until about 1822, the wretched and impoverished rebel supply service was lucky to procure any clothing at all. Jackets might arrive in the theoretically regulation blue, or be scarlet surplus from the days before Waterloo. Footgear was generally nonexistent once the original set wore out. The troops were sometimes reduced to nothing but a ragged pair of cotton trousers or a breechcloth. Many men picked up straw hats or the native "romero" or poncho — a multicolored square blanket with a hole cut in the center for the head. It is recorded, however, that the British took extraordinary care to keep their weapons and ammunition ready and in good condition.

#### MAJOR SOURCES:

Brown, C. *Narrative of the Expedition to South America*. London: John Booth, 1819.

Chesterton, George C. *Peace, War, and Adventure*. 2 vols. London: Longman, Brown, Green, and Longmans, 1853.

Duarte Level, Lino. *Cuadros de la historia militar y civil de Venezuela*. Madrid: Sociedad Espanola de Libreria, 1915 (Biblioteca Ayacucho, v. 20).

Hasbrouck, Alfred. *Foreign Legionaries in the Liberation of Spanish South America*. New York: Columbia University Press, 1928.

Hippisley, Gustavus. *A Narrative of the Expedition to the River Orinoco and Apure*. London: John Murray, 1819.

Lecuna and Bierck, ed. *Selected Writings of Bolivar*. Trans. Lewis Bertrand. New York: The Colonial Press, Inc., 1951.

O'Connor, Francis B. *Independencia Americana*. Madrid: Sociedad Espanola de Libreria, 1915 (Biblioteca Ayacucho, v. 3).

Petrie, F. Loraine. *Simon Bolivar: El Libertador*. London: John Lane, 1910.

Robinson, J. H. *Journal of an Expedition*. London: Black, Young, & Young, 1822.

Urdaneta, Rafael. *Memorias del General Rafael Urdaneta*. Madrid: Sociedad Espanola de Libreria, 1916 (Biblioteca Ayacucho, v. 12).





# Gleanings

**THE SPARTAN:** (\$9/year - 4 issues) Box 1017, Bellflower, California 90706. Issue No. 9 in hand is a complete set of rules for playing a modified Dungeons & Dragons and called "WARLOCK". Also of interest is a letter to the Editor by a Mr. Zimm rebutting an earlier article about "time of flight of shells" in which Mr. Zimm reverts to differential Calculus to prove his point — the hobby IS growing up, or is it just getting arrogant?

**MILITARY COLLECTORS ASSOC. JOURNAL:** (No address, no cost data — Missouri, I think.) Vol. 1, No. 4, in hand is a 50 page offset publication full of data of interest to Military Collectors. Some of the articles are "Bayonets", Museum Report, British Empire WWI, Reenactments — stories of reenacted WWII actions held in this Country (!), Collecting and restoring Military Vehicles (1 to 1 scale!!!) Fakes & frauds in Military paraphernalia and how to spot them, Provincial Recon units in Vietnam with many photos, Reviews, Miniatures and Wargame columns and much more.

The publication is jam packed with items of interest not to mention Military Buff activities that few of us have even heard of — If only I could find an address . . . !

**WW2 JOURNAL** (\$8/year - 6 times) Graphics House Ltd., 218 Beech St., Bennington, Vt. 05201. A new format with Vol. 2, No. 4 in hand! 8½ x 11 but with reduced print which means a lot more words to the page and therefore a lot more information. This is for the WW2 period Buff and, while not geared to wargaming, is full of information for which we wargamers are always hunting. In this issue — Velikiye Luki — A Miniature Stalingrad; Warplanes in focus — Messerschmitt Me 262; M31 Tank recovery Vehicle; The USS Bagley DD-386; American Assault Guns — WW II; Anti-partisan forces of the Third Reich; Reviews and much more — Recommended.

**WW2 NEWSLETTER** (\$3/year) Address as above. A monthly mimeo adjunct to WW2J (above). A newsletter with list of Reunions, Conventions, Meetings; Reviews of Books & new items, etc.

**WARGAMER'S DIGEST** (\$7.95/12 issues) McCoy Publishing Ent., 2158 Allen Blvd., Middleton, Wisc. 53562. Vol. 2, No. 11 & No. 12 in hand — No. 12 is 2nd Anniversary issue. Still geared to mostly modern period miniature gaming, W.D. is expanding his coverage of Boardgaming. This saddens me as I feel there are not enough miniatures — only publications and plenty of Boardgame publications. A slick Magazine with plenty of photos. Of particular interest is the whole page given over to photo review of current wargame items available Recommended to Modern period Wargamers.

**PURSUE AND DESTROY** (\$7.50/6 issues). First Echelon Pubs., P.O. Box 6113, Ft. Bliss, Texas 79906. Vol. I issues 2 & 4 in hand (what happened to 3?). A 45+ page, Courier sized, offset printed magazine with about an equal mix of boardgame, miniature & diplomacy oriented articles. This is a good little magazine but needs more diversity and more authors. Of particular interest in issue 4 is "The Battle Of Lobosit" a war-game report using Peter Young's "The Wargame" rules.

**DIPLOMACY WORLD** (\$/4 issues). Games Research, RR No. 3, Box 324, Lebanon, Indiana 46052. A must for diplomacy players. The authors listed read like the Who's-Who of Diplomacy gaming. 38 pages. Vol. 2, No. 3 in hand has articles on: The Patiche opening, Establishing a Diplomacy line, Telephone Games, Hoosier Archives Demo Game, Rating Systems, Variant Design, and much more.



THE "MORALE" FACTOR FOR SOME.



# The Outpost

1146 HOLLY STREET  
SAN CARLOS, CALIFORNIA 94070  
(415) 591-3538

" NORTHERN CALIFORNIA'S WARGAMING SPECIALISTS "

GARRISON  
DER KRIEGSPILER  
G. H. Q.  
HEROICS  
EIDAI  
NITTO  
HASEGAWA  
S & T

HINCHCLIFFE  
MINI FIGS  
C IN C  
SANTOS  
AIRFIX  
MINI+TANKS  
AVALON HILL  
TACTICAL STUDIES

MCEWAN  
LAING (15mm)  
DAVCO  
FUJIMI  
MATCH BOX  
ROSKOPF  
CONFLICT  
BOWDEN

Come see our new store and expanded range of figures, rules and accessories for gamers and collectors, including Hinchcliffe, Mini-figs, Garrison, McEwan, Kriegspiler, Laing, C in C, G.H.Q., Almark, Grenadier and many more.

Drop in and use our big new wargame tables too!  
(By appointment, PLEASE)

Our catalog \$1.25

SEND SAE OR 10¢ FOR LISTING OF OUR BRAND  
NEW 25MM FRENCH NAPOLEONICS----- FEATURING  
INTERCHANGABLE ARMS AND WEAPONS----- NEW FRENCH  
HEAVY CAVALRY-- HEAVY HORSES-- ARTILLERY TEAMS

SOMETHING REALLY NEW AND DIFFERENT  
IN WARGAME MODELS



WE GIVE SPECIAL DISCOUNTS ON GROUP  
ORDERS FROM WAR GAME CLUBS--WRITE  
FOR INFORMATION

1975 CATALOG - \$2.00



# miniature figurines ltd

BOX P, PINE PLAINS, N. Y. 12567



TEL: (914) 398-5166

PLANT & OFFICES: E. CHURCH ST.

Directors

STEPHEN CARPENTER

GEORGE H. SCOTT

"...An M-3 or M-6 (Gothic Armored Horses). An M-3 or M-6. My kingdom for an M-3 or M-6..." - Richard III

## WAR OF THE ROSES 25mm Range

- Available, Jan. 15, 1976 -

MINIFIGS is proud to announce its new WAR OF THE ROSES 25mm Range. This conflict between the noble house of York, symbolized by the Red Rose, and the noble house of Lancaster, symbolized by the White Rose, raged throughout England from 1450-85, a period in which armor reached its high point in weight and thickness with men and horses alike veritable walking fortresses encased in layers of metal plate.

### Foot

WR-1	Knight, Sword
WR-2	Knight, Poleaxe
WR-3	Knight, Mace
WR-4	Knight, Polearm
WR-5	Knight, Axe
WR-6	Knight, Two-Handed Axe
WR-7	Knight, Short Spear
WR-8	Knight, Standard
WR-9	Man-at-Arms, Sword
WR-10	Man-at-Arms, Axe
WR-11	Man-at-Arms, Halberd
WR-12	Man-at-Arms, Spear
WR-13	Man-at-Arms, Bill
WR-14	Longbowman
WR-15	Handgunner
WR-16	Crossbowman
WR-17	Peasant with Bill
WR-18	Noble
WR-19	Bishop
WR-20	Herald - Tabard
WR-21	Man-at-Arms, Glaive
WR-22	Drummer

### Cavalry

WRC-1	Knight, Lance
WRC-2	Knight, Lance, Charging
WRC-3	Knight, Sword
WRC-4	Knight, Axe
WRC-5	Knight, Mace
WRC-6	Knight, War Hammer
WRC-7	Knight, Standard Bearer
WRC-8	Herald

### Mounted Personalities

WRCX-1	Henry VI.
WRCX-2	Richard III
WRCX-3	Earl of Warwick
WRCX-4	Margaret of Anjou
WRCX-5	Edward IV

### Artillery Crew Set

WRA-1	Master Gunner
WRA-2	Gunner firing gun
WRA-3	Gunner with cannonball
WRA-4	Gunner with Rammer
WRA-5	Gunner with Powder

### Siege Crew Set

WRS-1	Miner with Pick	WRS-3	Torchman
WRS-2	Carrying Bundle of Stick	WRS-4	Placing Bundle

CATALOG: \$2.00

\*\*\* Made by Wargamers for Wargamers \*\*\*



(212)  
671-5666

Bartow Ave exit off  
New England Truway  
Baychester ave exit  
off Hutchinson river  
Pkwy (south)

**PHOTO-FONIC LTD.**

QUALITY DEVELOPING - PHOTOGRAPHIC SUPPLIES  
COINS - STAMPS - ART SUPPLIES  
MINIATURE FIGURINES

Mini-Figs  
Hinchcliffe  
GHQ  
and more

2073 BARTOW AVE.  
BRONX, N. Y. 10475  
CO-OP CITY SHOPPING CENTER NO. 2

JOE PASSARELLI  
MILITARY MINIATURES  
WHOLESALE, RETAIL & MAIL ORDER  
Minifigs, Hinchliffe, Scruby;  
1/300 Tanks & Infantry,  
1/1200 ACW & Modern ships,  
Ancients & Napoleonic Wargame Rules  
and accessories, Almark Books

123 Waverly Place, N.Y.C., N.Y. 10011  
phone (212) 475-3096



**PUBLISHED BY  
TACTICAL STUDIES RULES**

Cavaliers and Roundheads - ECW Rules	\$ 3.00
Dungeons & Dragons - Swords & Sorcery Set	\$10.00
Tricolor - Napoleonic Rules	\$ 5.00
Warriors of Mars - Barsomian Miniatures	\$ 5.00
Star Probe - Space Conflict Game	\$ 6.00
Other Titles to be Released Periodically	

TACTICAL STUDIES RULES, 542 Sage Street  
Lake Geneva, Wisconsin 53147

**CS & D INC.**  
**BONNIE BRAE HOBBY SHOP**  
731 SO. UNIVERSITY BLVD.  
DENVER, COLORADO 80209

Warrior, Lamming, Tradition, GHQ, Rose, Phoenix,  
Minifigs, Hinchliffe, Heritage, Der Kriegspielers (fantastiques), and Airfix 25mm Figures.  
Spencer Smith and Rose 30mm Figures.  
Kirk, Leicester, GHQ, C in C, Superior, Santos and  
Garrison micro armour, ships & airplanes.  
Bellona Micro Dioramas.  
Wholesale, Retail & Mail Order