
EDITORIAL

This is intended to be the first issue of a newsletter devoted to the hobby of historically based wargaming with miniatures. Its future continuance is dependent upon how it is received by you, the reader and potential contributor, and whether or not it accomplishes the following purposes:

- 1) To attract individuals in the area to wargaming and thus, increase the number of people who are playing historically based wargames with miniatures in our area.
- 2) To attempt to formalize, to some degree, the current wargamers in the area into a more cohesive group, hopefully to everyone's benefit.
- 3) To inform area wargamers of upcoming events.
- 4) To provide wargaming information along the full continuum, i.e., basic to advanced, in order to make the Newsletter of worth to more individuals.
- 5) To publish articles concerning interesting wargames, campaigns, wargaming concepts/ideas, constructing terrain, etc.
- 6) To publish reviews of rule sets, new and old figure lines, related wargaming products, etc.
- 7) To publish articles about individual wargamers in the area as to their periods of interest, general philosophy of wargaming with miniatures, etc.
- 8) To publish articles on painting techniques as well as other such mechanical aspects of the hobby.
- 9) To provide a format for exchange of ideas.
- 10) To fulfill a personal ambition of publishing a wargaming publication.

As you can see, the purposes are many, it may well prove interesting to review them in a year's time to determine if any have been accomplished within that time period. I would naturally appreciate any comments as to the above purposes as well as any additional suggested purposes. Feedback is very necessary if the Newsletter is to be of value to its readership. I encourage you to submit articles for publication within these pages in the future and I thank those who responded to my initial request. Your contributions are greatly appreciated. If anyone is interested in writing a regular column, please discuss it with me as soon as possible.

The Newsletter will be printed in the present format on a quarterly basis. Consisting of at least four 8½" x 11" pages printed on both sides, you can expect it during the months of September, December, March and June. After much consideration, I have decided to request a \$3.00 subscription price per year although I am sure that most people realize that this Newsletter will be a non-profit venture, to say the least.

This copy of the Newsletter will be distributed free of charge to you as well as to local hobby stores, bookstores, libraries, etc., in the hope of attracting newcomers to our hobby. Specific other means of accomplishing this have also been discussed and will hopefully prove to be of benefit. After reading the remainder of this Newsletter, I hope that you will be interested enough to subscribe. Thank you.

Steve Kingman

EVERYTHING YOU WANTED TO KNOW ABOUT HISTORICALLY BASED WARGAMING BUT WERE AFRAID TO ASK

by Hal Thinglum

Historical wargaming with miniatures is a relatively recent activity which became known to some degree in the 1890's/early 1900's through the literary efforts of such well known writers as Robert Lewis Stevenson and H.G. Wells who played with 54mm figures and rudimentary, to current standards, rules. Wells published a book "Little Wars" which provide the rules for his games while Stevenson published several magazine articles about his hobby. It was not until the late 50's and early 60's that the hobby became more popular in the United States. It was, and probably still remains, more popular in England. Jack Scruby of California was one of the early wargamers in this country and still turns out figures in a number of periods. Wargaming actually became more popular in the late 60's and early 70's with a number of companies turning out figures to cover virtually any period of history.

Picking out an historical period is the most important issue for the new wargamer. This is best done by reading about various periods to supplement one's base of knowledge and attending games in various periods to assist you in determining whether or not it will be of interest to you. Figures, as stated before, are available in almost all historical periods as well as future periods, however, it is historical wargaming that we are concerned with here.

Once one has identified a period of interest, the next issue is that of determining the scale one wishes to game in. The early figures were 54mm in size or the size of our early plastic/rubber childhood figures (Fort Apache, The Alamo, WWII sets, etc.) and are too large for wargaming. The next size developed was 30mm which is still available to some limited degree. Continuing the smaller size, 20mm was then ~~marketed followed by 25mm size figures which remain, perhaps, the most common wargaming~~ scale. This was followed by 9mm or N gauge figures as well as 5mm and then 15mm, the scale that many felt would replace 25mm which had been the most popular sized figure for some time. However, the verdict is still out on the 15mm vs 25mm scale issue with both being quite popular. Paintability is also a factor in scale as 25mm figures may have more detail, thus requiring more time to paint, while smaller figures require less time. One's scale may, in a way, be dictated to some degree by those individuals he selects to game with. If, for example, people you game with have 25mm figures in your particular period of interest, you may not want to purchase 15mm if you are interested in gaming with them. Many groups of wargamers pool their figures, for example, in the Napoleonic Era, someone may collect French, another person British, etc. This has some disadvantages should you decide to move or play solo games but is a very good way of building large armies to game with.

In determining which scale you will select to game with, the issue of price may have some influence on your final decision. Thirty millimeter figures run about \$1.25 each with cavalry figures probably double that, while 25mm figures average about \$.70 with cavalry about \$1.25. Fifteen millimeter infantry are about \$.25 while cavalry are about \$.50. How many figures are needed? In wargaming, each individual figure represents about twenty real men. Figures are usually fixed to bases of plastic/balsa wood in groups from two to six which facilitates movement, one does not want to move 300 individual figures each game move. The number required depends upon many variables, including the size of the game, i.e. one does not fight the battle of Waterloo with only one regiment to a side; the level that the player wants to wargame at, i.e. skirmish being a minimum of two figures to tactical/strategic where whole armies are moved about. Very enjoyable games can be played with one or two regiments of infantry (20 to 40 figures), a squadron/regiment of cavalry (6 to 20 figures) and artillery (one gun) on each side. If one is wargaming with a group that is using the same period one is collecting, one does not need any figures to begin with.

Painting is the next step. Most wargamers do not paint one figure at a time, usually a whole regiment is painted at once which may be approximately 20-25 figures dependent upon the ratio of figures to real men, i.e. 1 to 20, 1 to 25, etc. The usual method is to coat the figures with a primer to protect the figure, followed by a coat of white paint which serves as an artist's canvas to provide a better painting surface. After this, all the figures you are painting have their coats painted, followed perhaps by the color of their pants. In this way, an entire regiment can be painted over a period of time. How long does this take? It depends on the individual. I tend to paint very quickly and my figures show it, while other more deliberate painters' final results can be most impressive. Painting guides can be purchased or borrowed from libraries or from fellow wargamers.

Now, suppose that you have a few regiments of infantry and cavalry and a few guns and you want to try a war game. Wargaming consists basically of four factors, namely, (1) movement; how far a unit can move over a given period/length of time, (2) firing; how effective is a unit's fire, (3) melee; actual hand to hand combat which was usually quite rare, and (4) morale; the sum total of a units willingness to fight. The wargame is divided into moves or bounds, which represent a certain amount of time ranging from two to about 30 minutes usually. Let us try a basic game between two armies of equal strength (one infantry unit of 20 figures, one cavalry unit of 10 figures and one gun with four gunner figures on each side). Listed below are some very basic rules designed to introduce the newcomer to the hobby of wargaming.

MOVEMENT

Type of Unit	Formation of Unit	
	Line	Column
Infantry	6"	9"
Cavalry	12"	18"
Guns	-	9"

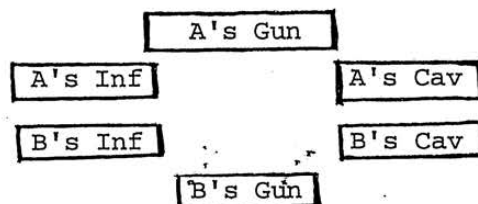
MELEE

When enemy stands touch, total up the number of figures on each side, throw a 6-sided die for each side and multiply the result by the number of men on each side. High total wins, low total retreats one move. Winner throws two dice which reflects the number of casualties on the enemy while losing 1/2 that many. Cavalry are worth two points while infantry and gunners are worth one point.

ORDER OF EACH MOVE

- 1) All movement
- 2) Firing (artillery fire first followed by infantry fire. Remove casualties caused by artillery before firing infantry.
- 3) Melee
- 4) Morale checks

Below are outlined the positions of the units discussed above. Assume that there are no trees, hills or buildings which could provide cover to the units and thus, complicate this basic game:



FIRING

Infantry: Throw one die for every 5 men firing and subtract 3 from die roll for long range (12"-18"), 2 for medium (6"-12") and 1 from close (0"-6"). The number remaining is the number of casualties inflicted upon the enemy. For mounted cavalry firing, ~~divide the die~~ result by 2. For casualties to cavalry/artillery men, divide die result by 2.

Artillery: Throw 1 die for each gun, casualties = 1/2 number of spots on die for long range (24"-36"), number of spots on die for medium range (12"-24") and two times the number on the die at close range (0"-12").

MORALE

When a unit has lost 1/2 of its men or has lost a melee, it must check morale. It does this by throwing two dice. If a total of less than 5 is thrown, that unit must rout two full moves and after one move has elapsed, it may try to rally by tolling two dice again and rolling a 7 or above.

The game starts with an objective, in this very simple game, each side has orders to push the other back so that it occupies the field. Each player writes orders for each unit for each move or turn. In this game, each player writes the same initial orders for the first move:

Player A and B

Infantry: Advance 6"
Cavalry: Charge enemy cavalry
Artillery: Hold and fire at enemy infantry

Move One

Movement: All movement takes place.

Fire: Artillery fires first, at 18" A rolls a 6 and thus inflicts six casualties on B's infantry while B rolls a 3 or 3 casualties to A's infantry from his gun. These casualties are marked with some type of marker. A's infantry (17 strong as 3 were artillery casualties) has three dice to throw (one for every five men, under 3 ignored) and throws a 5, 3, and 1. At medium range (9") two are subtracted from each die so 4 casualties are caused to B (5-2=3, 3-2+1, 1-2+0; thus 3 + 1 = 4 casualties). B fires back with 14 men (6 were casualties from artillery) simultaneously and throws three dice scoring a 4, 6 and 5 for 9 casualties (4-2=2, 6-2=4, 5-2=3; thus 2+4+3=9). At this point, A has 10 men left and B has ten as well, a rather bloody and unrealistic encounter.

Melee: The two cavalry units are touching, thus melee takes place. Each has 10 men for 20 total points (10 x 2 = 20). A throws a 4 (20 points x 4 = 80) while B throws a 2 (20 points x 2 = 40) so A wins the melee and throws two dice (3 + 1 = 4) for four casualties caused to B while B divides the throw of 4 and causes 2 casualties to A. B retreats one full move which takes up the movement for his next move.

Morale: ~~Each infantry unit must check morale since they both are down to one-half strength~~ while B's cavalry unit must check since they lost a melee. A's infantry throws two dice totaling seven so they pass; however, B's infantry throws a 3, failing their morale toss. They then must rout (run away) two moves back (their movement for the next turn). B's cavalry rolls a 10 so they pass morale.

Move Two

Player A

Infantry: Advance 6"
Cavalry: Charge gun
Artillery: Fire at infantry

Player B

Infantry: Cannot write orders as it is still routing back.
Cavalry: Cannot write orders as it is still retreating.
Artillery: Wheel (turn) to the left to fire at cavalry.

Movement: All movement takes place.

Fire: A's gun throws a 2 for 1 casualty to B's infantry (½ effect at long range). B's gun throws a 6 at close range (die x 2) for 12 casualties to A's cavalry, however, firing at cavalry is at one-half effect (as there are two possible targets, the man and the horse) for six actual casualties. A's infantry elect to fire on the gunners and throw two dice (10 men) for a 2 and a 1 at close range for a total of 3 x 2 (close range x 2) for 6 (further divided by 2 for firing on gunners) which equals 3 casualties to the gunners.

Melee: A's cavalry hits B's gun with A's 8 cavalry (8 men x 2 because they are cavalry) for 16 points against B's one gunner. A throws a one (1 x 16=16) while B's lone gunner throws a 6 (6 x 1=6), thus A wins the melee and throws two dice (3 + 1 = 4) so B's gunner is automatically eliminated but takes two cavalry with him (½ of 4 = 2) and A's cavalry captures B's gun.

Morale: No morale checks are necessary.

At this point in the game, A's cavalry and infantry have moved into B's position and have pushed back B's forces while capturing the gun. B's cavalry may begin moving toward A's cavalry if they desire next turn and B's infantry will have to attempt to rally by throwing a 7 or above. If it does so, it can return to the battle; if not, it keeps moving back two moves each turn it fails.

This has been the most basic representation of wargaming with miniatures. One would probably quickly tire of such simplistic rules after a short time, but it does provide a flavor for what wargaming is actually like. Most wargames would have modifiers for many events such as allowing better trained units to perform at a higher level for firing, have higher morale and more melee ability.

The best way to learn how to wargame is to play with people who already know something about the hobby. Most wargamers are very understanding of newcomers who have a limited amount of knowledge about the hobby or, for that matter, military matters. They are only too willing to take the time to explain the basics/finer points and/or assist in planning/painting an army.

There are other factors which add to the enjoyment of wargaming as a hobby. These include reading about your period of interest, sharing your knowledge with others, enjoying the fellowship of others who are interested in wargaming and seeing the effect, or lack of effect, of your well laid out plans on the enemy.

Wargaming with historical miniatures is, thus, fighting out battles with painted metal figures which are endowed with historically accurate capabilities. If information provided in this article or newsletter has aroused your interest in wargaming, or if you want to know more about the hobby, please feel free to contact Hal Thinglum, 3533 West 218th Street, Matteson, Illinois, 60443 (481-9167) or S. Richard Black, 1018 Samson Drive, Park Forest South, Illinois, 60466 (534-6694).

INTERVIEW WITH A WARGAMER

Richard Black by Hal Thinglum

This column is intended to be a regular feature of the Newsletter until we run out of wargamers to interview. It is designed to give wargamers the chance to make their views known and to enable others to get to know individual gamers better. If some of the information is of a controversial nature, at least at our own low level, that is also the purpose. I welcome any in-depth interviews that any reader would like to carry out and submit.

On August 15th, 1982, Hal Thinglum interviewed Richard Black fortified by a good bottle of wine. Rich is a 38 year old Professor of Mathematics at Prairie State College and a wargamer for about 12 years. This interview was taped and edited by Hal Thinglum. As one would expect, editing results in a reduction of the volume of what was said and it is unrealistic to think that I would always be able to edit Rich's thoughts correctly. However, I hope that I was able to retain his main ideas.

How, why and when did you become attracted to wargaming? I started out in model railroading but became discouraged because it seemed as though people were just interested in what they were doing; it seemed to be very one-sided. I then had a chance to view a diorama of 54mm figures at the Chicago Public Library and liked it but didn't know what else one could do with them later. About two years later, I read an article about Ray Johnson in Wisconsin who had thousands of 25mm Napoleonic and wargamed with them. I bought some 20mm figures from the Hobby Chest and painted them up one summer, got in touch with Bob Cory and got into 30mm Napoleonic in 1970.

What is the attraction of wargaming to you? Actually, I like three things, first it gives me something to do around the house. I can do my research, paint figures while I sit and talk to my wife and I don't have to be running out; I am not attracted to outside activities all that much. Secondly, it has such a wide variety of activities such as uniforms, tactical systems, training systems, recreations and organization; all of which enter into it. It's not just a matter of reading a book and knowing all there is to know about it, you keep going and going. The third thing is the recreation or the simulation of what I think happened in the period. I prefer simulation rules, something that bares a resemblance to what really happened on the battlefield at that time instead of using present day tactics, which are much more advanced, to fight a battle with figures dressed in a different period.

What periods do you have, how many figures in each and what attracted you to them? Let's take it in chronological order. I've got late Republican Roman ancients, a 175 man Roman Legion with some support auxillary troops and about 130 ancient Britons, practically all of which are airfix. I got into that period because Hinchliffe came out with a line of Persians and I fell in love with their heavy cavalry and decided that I'd like to have any army based on those troops so I was attracted to the figures for this period. Next would be Normans and Saxons. I've got 80 Normans, 60 Saxons and 30 Vikings, 11th century, and more to paint up. I've always been interested in the style of fighting at that time because it was a transition period, the trained units had pretty much died out and it was smaller warbands getting together to form an army under some charismatic figure. I've played some games with a set of rules that I and somebody else put together and people seem to enjoy them. Next would be musket and pike which I did because I'm an anglophobe. I find that it is a lot of fun, you are fairly limited in what you can do on the table. I use Bill Protz's rules, who introduced me to this period when I got into a big game at Gen Con in 1975 or '76. I bought a unit of English Civil War and have enjoyed it. I now have about 280 Royalists and 300 plus Parliamentarians. I got into Seven Years War about 1976 or 77 as I have always liked this period - the color, nationality clashes and uniforms. I was reading Grant's books about the Seven Years War with a mythical background, so I bought troops to try out his rules, but before they were painted and mounted, Bill Protz asked me to try out his rules. I liked them and got started in Austrians. I've got roughly 345 Seven Years War troops. I then went to Napoleonics where you still have the heavy line standing there in formation to take the brunt of the battle and the lights at their best training probably of any period who are running around messing things up. The three arms really have to work together which had never been done up to that point. Previously, infantry fought infantry, cavalry fought cavalry, etc., so after that you had to use all three arms as a combined weapons system as they would say today. Create a gap with infantry and exploit it with cavalry. I stop at that point in time because after that the weapons begin to get so powerful that I get the feeling that after 1850 the weapon becomes dominant and the man becomes something to deliver the weapon to the right spot, and I don't enjoy that.

What level of wargaming do you enjoy most of all? I find that I have the most fun at small battles, a brigade, maybe two at the most of foot, a couple of regiments of horse and a battery. That's small enough for one man to handle for most periods. For English Civil War it might become unwieldy. This allows one person on each side, you can talk things out, everything is coordinated. The next step, of course, it to have two people on each side which is still a very workable system as long as you don't do what most people do, that is, increase the troops along with the commanders. It tends to get to the point where each commander is commanding as much as he can and that's when things start getting difficult. Arguments occur and things start falling apart as things get so large and interlocked that once you have seen the troops on the table, you could predict the outcome of the game at that point, if the luck factor could be ignored. One part gets into action before other parts and

everyone stands around and waits or they get out of phase which results in problems which just compound themselves. I believe that it's because nobody has ever faced up to the fact that we don't have strategic rules available to us, most are tactical, considering the commander to be battalion or brigade level at best.

How do you feel about the changes that have taken place in the hobby since the middle 60's? You always read about old time wargamers saying, "I enjoyed the hobby more when I first started." Do you think that's something to be expected as after somebody has done something for awhile, they become more used to it and expect more out of it?

I think that's probably it. I feel that I enjoy it more when I first start a period. When I know more about a certain period, I become dissatisfied. After you get into a period and do some research, it becomes a matter of we've done this for a long time, but it doesn't seem to be what actually occurred. Then you start playing around with the rules and try to force a set of rules that are not designed to accept an occurrence into a position of accepting it. The only people who have ever accepted that fact, until recently that is, that things are going to happen on the table top that are not covered in the rules are Fred Vietmeyer's group and Bill Protz. In Vietmeyer's rules, Column, Line and Square, they had a mechanism for deciding what should happen when something occurred on the table top which was not covered in the rules. An impartial observer would make a decision or a die would be tossed. The game goes on after this. Vietmeyer would then do research in this area to see if it ever actually happened, write a permanent decision which would be embodied in the rules, called reviewed referee rulings, and next time it occurred it would be in the rules. The problem with this is that the rule book keeps getting larger and larger. Bill Protz does the same thing, changes the basic body of the rules by adding or subtracting those rules which worked or didn't work and getting out new sheets to players. As far as I know, these are the only two sets of rules that do this.

In the early 70's when the hobby started growing, did you think at that time it would grow more, less, or the same that it has?

I thought it would grow more. I think what happened, and I hate to take the miniatures side as I don't believe that miniatures are all right, is that role playing came into the picture. A lot of people who would have gone into wargaming went into role playing because it was fun to do, you could get involved faster, and you could develop a character and do things with him and he represented you. Whereas in historical gaming, you were directing a movie or a set and you didn't get involved with the figures themselves. I think that siphoned off a lot of thrust that miniatures would have gotten and I think that miniatures suffered from it. I think that role playing will continue to grow but, in the long run, it will move out of the miniatures market completely and go into computer based work. It takes less effort that way and you don't have to sit down and paint up figures. When that happens, miniatures will go back to historically based miniatures and a lot of companies will fold that are deeply into fantasy figures. I think fantasy figures are very beautiful and everyone should buy some and paint them up for their beauty.

What, to you, has been the most significant development/concept in wargaming?

I think the most dramatic one came about the time as role playing came out and that's where each casting on the table represents an individual person. You can control six or seven of the castings which would be equal to controlling that many battalions

in a wargame. What I'm talking about, of course, is called skirmish wargaming. It's historically based and you could set up situations like a French light company attacking a British rifle unit in a farmhouse and you control each figure as an individual. I think this is probably the biggest change, the rest of it you can trace back and see the growth and there are not any big jumps.

What do you feel has been the most significant set of rules? In England, probably the Featherstone books; he published them and they were very widespread. The American hobby came out of England. In the United States, the most important set of rules was probably Column, Line and Square which started out as a local set of rules and grew from there. I feel as though it founded historical gaming as it stands now.

What do you like most about wargaming? Mostly I like attempting to simulate a historical situation whether it's a real historical battle or a mythical battle set in an historical situation. I like the idea that we are trying as much as possible to make what happens on the board resemble what happened in real life, plus the fact that we can learn from our mistakes without hurting anyone. We can learn the lessons they learned at the actual battle, what went wrong, etc., but when it is all over, the figures are packed away, no graves are dug, no hospitals are filled and no deserters are shot. You've been able to use your brain power and nobody has been hurt.

What don't you like about wargaming and/or have you had any major disappointments in wargaming? I guess I would have to say some of the people is what I don't like but I'm sure that's true for everybody in wargaming. You have to keep working at it until you find people who share your attitudes and then it becomes worthwhile. If you are playing with people who have different goals and attitudes, it becomes a problem. I'm thinking of the difference between the person who is playing merely to win and the one who is trying to recreate historical situations where the important thing to him is that things happen as they did. When these two get across the tabletop from each other, it leads to problems. What I dislike most of all is the clash of personalities across the table. What I am most disappointed in is not being able to interest people who live close enough to me to want to game on a regular basis. I've gotten lots of people interested in the hobby, perhaps twenty over the years. The problem is that they all live somewhere else. I had the space and the room, but they did not want to drive very far and would rather have a small game than to come down and play a larger one with more people. This got discouraging at times, to start people off and then have them go off and get a couple of their friends and set themselves up. As a result, I wasn't able to play as much as I wanted to sometimes.

Would you give me your ideas of simple vs. complex rules? The problem is that simple rules work only in very friendly situations with people who are there not to win, but to relax and have fun. Simple rules leave the most to be worked out on the spot; rules on the back of a postcard sound great but what happens is that they leave too many options open. Complex rules cover more situations; there are less things to work out on the table. I've never been to a game that has worked out so that nothing on the table happened that was not covered in the rules. I think it's impossible to write a set of rules complex enough to cover every possibility. If you want to have a pleasurable game with someone who has no ego problems, then simple rules are sufficient. If you do something stupid in simple rules, you're going to get caught, same in complex. With simple rules, you can talk your way out of it, in complex, you can't.

What, to you, would be the ideal wargame? This is difficult because there is a different ideal wargame for each level of playing and I like all levels of playing even though I've never seen some of them work. I think that for steady weekly gaming activities, the ideal wargame is a small game between two to four people. They get along fine, no problems between them, it's like the Friday night at the bowling alley type of thing. Small forces dictate that you can't cover all of your area on the table and you have to decide where you are going to attack and where you will keep your holding force. I would like to see a giant game work because I would like to see a chain of command set up and see things work through this as they did in real life. Most of the time, they become a series of tactical battles where three different pieces of the board aren't working together. I think that once or twice a year, large games like that would be fun.

If it is possible to assume that one can generalize about wargamers, do you feel that there are any generalizations as to personalities that can be made? No, the hobby has so many facets to attract people - historical research, organizations, uniforms, rules writing, painting techniques, terrain construction - so that you get people who are interested in various phases of it and they do the rest of it to get that phase in. I don't think anyone is interested in all phases of wargaming. I've known all sorts of people in wargaming and I suppose that the major thing that gets people in the hobby, historical miniatures, is a certain amount of ability to think in logical lines more than anything else.

Do you have any ideas as to what would constitute the ideal wargaming club? When I first started out, I joined a very well organized club that had broken off from Vietmeyer's club. They had a whole set of rules to join and you had to pay 70% of the dues for the first two years even though you weren't a full member, you couldn't vote or have any input. After that time, everybody had a chance to know you and they decided whether or not you became a full member. I didn't like that and it turned me off to organized clubs. I suppose that I made a big mistake then because I decided that I would continue wargaming but in no way would I make it an organized effort. I say that was my big mistake because it didn't give people a core to tie them together and maybe it should be done that way. I just had such a bad taste in my mouth that I went with a "Let's get together and play."

You seem to have changed your attitude, at least to some degree, regarding clubs. Well, what you are talking about as an organization is actually getting more people involved in the hobby as opposed to a dues paying organization where you belong or don't belong and if you don't belong, go away. I would prefer to keep it a very unorganized organization. I think if people want services such as a newsletter they should be willing to share the burden for producing it. If they want a large place to play on a regular basis, then dues should be charged for that purpose.

Who do you feel has done the most for the hobby, who's had the most effect? Probably Donald Featherstone, as his Wargamer's Newsletter went all over and was probably the most widely distributed item around as far as wargaming goes.

Do you think the concept of national characteristics is a valid one? I don't see how you can simulate an historical battle without it. If by this you mean the cardboard Russian, never changing, following orders until he drops in his tracks, or the way the army is organized, to me they are both national characteristics. I don't think the cardboard one is a valid one, it may be that at certain battles it was true and it may be a tendency and, thus, should be put in as such.

What makes a good wargamer? I think anyone could be a good wargamer under the right circumstances. You've got to find the right people to play with.

What do you look for in a potential wargamer? For potential, anyone who is interested in doing it. Over a long term basis, I tend to stick more with people who are (a) interested enough to put out some effort, do some research to find out what actually happened in a given period and (b) someone who tries to build a unit or two of their own troops to give them a presence on the board. I think it's nice to have a whole bunch of people with small armies get together to form a large army, rather than to have one person with all the troops and lots of others who have none. Once these two criteria are out of the way, it's just a matter of playing over a period of time to see if we get along across the board.

What question haven't I asked you that you would have asked yourself? We've covered quite a bit of ground; I've probably let some of my prejudices show at times (interviewer: That's the intention), but I'd like it to be said that I was not talking about any one person, just different situations. I suppose that the one question that should be asked is how expensive of a hobby is it and how time consuming? In my opinion, it's as time consuming as you want it to be. If you are only in one period, you may play only five or six times a year, the other extreme is to get into dozens of periods and play all of the time. Expense-wise, I think there are other hobbies that people indulge themselves in that are at least as expensive, if not more, than wargaming. Golf, bowling, etc., all are things that people don't think of as being expensive, but if you do it once a week, you spend quite a bit of money. You can put out 20 to 30 dollars for figures and not have to spend another penny for six months while you are painting them up, or you can spend whatever you want on the hobby. With other hobbies you're paying all of the time, so what's the difference really?

Thank you, Rich, for your thoughts. I think that you've presented some very interesting ideas about wargaming.

IDEAS FOR FUTURE ARTICLES

Listed below are some ideas for future articles that I have an interest in writing about and which I hope others may feel like dashing off some thoughts about:

Reviews of new/old figures	Constructing wargaming terrain
Articles on interesting battles	Articles on campaigns
Reviews of wargaming books/rules	Introductory articles on wargaming
Articles re area wargamers	Computers in wargaming
Philosophy of wargaming	Trade/sell/wanted items
Scheduled wargaming events	Painting techniques
Rules/discussions	Wargaming in the area
Cartoons	Constructing wargaming tables
Letters section	How to order from overseas
Availability of figures in certain periods	Listing of armies in the area

UPCOMING EVENTS IN WARGAMING

Fourth Historical Wargame Weekend: October 23rd/24th, 1982, Milwaukee, Wisconsin. Many periods of historical interest including American Civil War in 15/25mm, English Civil War, Napoleonic, Normans/Saxons, Seven Years War. Registration can take place through the mail or at the door. Contact Bill Protz, Jr., Historical Wargame Weekend, 3921 West County Line Road, #8, Brown Deer, Wisconsin, 53209.

"Long Live the King" Celebrate the birthday of King Charles I (19 November, 1600) on Saturday the 20th of November. In honor of this momentous occasion the Midwest Tactical Gamers Association is putting on a recreation of the Battle of Edgehill. That's right!! We will be replaying the first major battle in the English Civil War. This will be fought on an area scaled to represent the entire battlefield. So, on Saturday, November 20th, come to Prairie State College for this recreation. The college is on Halsted and Vollmer. Play starts at 9:00 A.M. Contact Rich Black, 1018 Samson Drive, Park Forest South, IL, 60466 (534-6694).

BITS AND PIECES

Stone Mountain Military Miniatures, P.O. Box 8806, Denver, Colorado, 80202, is now producing 25mm American Civil War as well as 20mm ACW, 25mm American Revolution War and 20mm Ancients. Samples of the Am. Rev. figures have been ordered and will be reviewed next issue hopefully. The Am. Rev. line covers Americans, British, French and Hessian Infantry and Cavalry. It is also rumored that they are going to put out a 25mm line of Seven Years War figures. Charles Steward Grant has published a new book entitled "Scenarios for Wargamers" which lists 52 different scenarios. I have a copy and will write a review for next issue. It can be obtained from the Courier, a very good wargaming magazine for \$13.50 (The Courier, Box 1878, Brockton, Maine, 02403). The Courier costs \$12.75 for six issues a year and is by far the best wargaming magazine in the states. It frequently contains sets of rules within the magazine. Wargamer's Digest, PO Box 5526, Madison, Wisconsin, 53705 is a monthly publication that deals mostly with WWII gaming and costs \$13.95 for 12 issues per year. Simulations Inc., 760 N. Indian Rocks Road, Belleair Bluffs, Florida, 33540 now carries Rospaks, a line of 25mm ancients which is billed as "hard" plastic figures at \$2.75 per pack of 20 infantry or 12 cavalry. They are supposed to be superior to the old Airfix figures and are not supposed to "flake". I understand that Dan Rakowski has ordered some of them, perhaps he would review them for the next issue. They also carry Gedemco Buildings which are very good. They have buildings in 25/15/5mm scales. I bought some items in this line at GenCon and they are good. Dan has painted up some items very well. Maybe he would consent to writing an article on how to paint them up as I was most impressed with the way they looked. Bill Protz, 3921 West County Line Road, #8, Brown Deer, Wisconsin, 53209, has started publishing a newsletter called "The Midwest Seven Years War Association" for \$3.00 per year. The idea behind Bill's publication is to bring together wargamers interested in this period from the midwest. Bill's second issue is very good and contains organizational information on British, Hanoverian and Hessian units. Bill states that many Am. Rev. units can be used for the Seven Years War period. If you have any interest in this period, even if you don't, it would be good to support his efforts by subscribing. Campaign Figures, 377 Hainton Ave., Grimsby, South Humberside, England, DN32 90P has 25mm figures for the American Civil War, Napoleonic Era and Seven Years War periods. Foot figures are 80p, cavalry are 45p, guns 80p and personality figures 45p. Overseas postage is 30% for surface mail and 60% for airmail. The Courier recently stated that this works out to less than 50¢ per foot figure even with surface postage, so it seems like a good buy. I've seen the Seven Years War figures and they are quite good. I do have a listing if anyone is interested. Lone Warrior is the journal for the Solo Wargamer's Association which is published six times per year and can be obtained from Bob Clifford, One Birch Tree Ave, West Wickham, Kent, England for seven pounds. I have three back issues of this journal and they are really good. Mike Schuadler, 4006 West Cherrywood Lane, Brown Deer,

Wisconsin, 53209 is carrying 25mm Hinchliffe Seven Years War and Am.Rev. figures and offers a discount on orders over \$25.00. I received a 20% discount on orders from him since I bought in person. This makes 25mm figures about 50¢ a foot figure and I feel much better about buying in that scale at those low prices. Hinchliffe figures, as you all know, are very good indeed. Hinchliffe has a new range of Am.Rev. figures called the X range in 25mm. The pictures that I saw were great. Hinchliffe in the states does not carry it as of yet but they can be obtained from Hinchliffe Models, 21 Station Street, Meltham, Huddersfield, England. Stadden's 30mm figures are again available through Tradition, Scandinavia, PO Box 21170, S-100 31 Stockholm, Sweden. A list can be obtained from Under Two Flags, 4 St. Christopher's Place, Wigmore Street, London, W, 1, England. For those who wargame in 30mm Napoleonics, this may be a good, though expensive, chance to fill up the holes in your units/armies. Rich Black, who owns an Apple computer, is investigating the possibilities of utilizing computers in wargames. He recently wrote out a program for the firing section of Bill Protz's Seven Years War rules and demonstrated them to me. I was most impressed with the program and it's potential for wargaming. Rich has expressed an interest in writing a regular column on the subject for the Newsletter and it should prove very interesting. Ral Partha is coming out with a new 25mm line of Colonial figures covering the Zulu War of 1879 with others to follow for this interesting period. The Zulu line is expected to be ready in October. This may be all I need to push me into starting a third period. Ral Partha makes perhaps the best figures. If anyone else has any information regarding books, figures, etc., please let me know so we can get it out to others.

GUIDELINES FOR SUBMISSION OF ARTICLES TO THE NEWSLETTER

I do not believe that one has to be a professional writer to write for the Newsletter, or for any other wargaming publication for that matter, as it is probably content, rather than style, that we are interested in. Submitted articles do not need to be typed and I will be glad to edit them if desired and assist in the writing aspect. I will retain the right to determine when specific articles will be published so as to maintain a proper balance of periods/subjects within individual issues.

BUY/SELL/TRADE ACTIVITIES

For Sale: Approximately 60 25mm Polish Minifig infantry in the beginning stages of painting. 25¢ per figure. Hal Thinglum, 3533 West 218th Street, Matteson, Illinois, 60443 (481-9167).

Wanted: Originals/xerox copies of wargaming magazines, books, especially Wargamer's Newsletter and Volume I of the old Courier, etc., Hal Thinglum, see above for address.

Wanted: 25mm Am. Civil War figures, painted/unpainted. Dave Corbett, 17300 Holmes, Hazel Crest, Illinois, 60429 (335-2718) and Carmen Izzo, 3859 W. 153rd Street, Midlothian, Illinois, 60445 (389-2439).

AMERICAN WAR OF INDEPENDENCE MINIATURES CAMPAIGN GAME:

CORNWALLIS VERSUS GREENE: THE CAMPAIGN FOR THE SOUTHERN COLONIES

by David Corbett, Benedict Arnold Society

I was introduced to the wargame miniatures campaign game by two of the more veteran members of our loosely organized wargaming confederacy when they informed me that I was to assume the persona of the British commander Major General Charles, Earl Cornwallis, to be in command of all British troops in the Southern colonies, and would subsequently be given my orders to insure that the rebellious colonies would return to Crown rule. Another of our group, Carmen Izzo, was to be Major General Nathaniel Greene, Continental Army commander in the south, with orders to avoid my victory

conditions by keeping the British army contained in the port cities while awaiting reinforcements under Lafayette to arrive from Virginia.

The idea of a campaign game was novel to us but we immediately realized just how incredibly thrilling it would be. The possibilities were almost endless. Using the Avalon Hill boardgame 1776, we moved counters along the half of the board representing the southern colonies, and the counters themselves represented actual units of figures available to us. A battle would be fought whenever the counters of opposing sides entered the same hex and one side did not immediately withdraw or could not withdraw because of lack of movement points. Each side was given a number of supply units with which to support combat. One supply was considered "used up" if an engagement involving twenty-five or more figures on a side occurred. Forces of less than twenty-five figures could fight unsupplied with no negative effects, but if a larger force was forced to fight unsupplied, the morale of the troops would be lowered by one grade. Those units having the lowest morale grade of "F", Indians and raw militia, would be reduced to a morale grade of "G" and thus rendered non-combatant.

The rules used in the game were the much amended "MINUTEMAN" rules by Scotty Bowden, and the 25mm figures were a mixture of American War of Independence lines from Hinchcliffe, Minifig, Jack Scruby, and several lesser known manufacturers.

My orders as British commander read as follows: "Lord Cornwallis, I leave in your hands the fate of the southern colonies. New England is now lost but we still hold New York City and if ye can drive the Whigs (political term for the Rebels who opposed the King), out of the south we can ruin their economy. We must control all of South Carolina, yet Virginia is the 'Plum' of the South so I am sending General Arnold to aid thee. Sir Henry Clinton"

Both commanders were supplied with a list of supply centers that were controlled by one side or the other at the start of the campaign. Every three months we were to receive one supply at a supply center under our control based on a percentage of a die roll. The supply centers were: 1. Savannah (British controlled), 2. Charleston (British), 3. Georgetown, 4. Wilmington, 5. Norfolk (British), 6. Richmond (American controlled), 7. Camden (American), 8. Augusta (American), 9. Hillsboro, 10. Alexandria. As can be seen, both sides controlled three supply centers at game start and four centers were unoccupied. See map for location of these centers.

British units that began their turn in a port could move to any other friendly port that turn and that was their full movement for that turn. This simulated British control of the sea. I was given three transport vessels to move my troops by sea if I wished, but I never knew if French intervention would play a part in this game or not (they didn't, no French were in the game), and as a result had to be very careful about subjecting my vulnerable transport fleet to a possible French naval attack.

The inflicting and receiving of casualties were made more realistic in this campaign game in that all kills in battle remained gone (i.e. dead), but routed units could be rallied and be ready for combat in future battles. Runaways were brought back for a future engagement at 50% strength plus a percentage. The commander rolls a pair of twenty-sided percentage dice and the total is the percent of the routed troops over fifty percent that will return. EXAMPLE: If a militia unit of five figures (100 men/flakes) engaged in combat and failed a morale test with orders to ROUT, at the conclusion of the battle fifty men would be returned to service automatically, with a possibility of another one to fifty also returning depending on the die roll. If the commander rolled the two percentage dice and came up with a total of 50%, twenty-five more men of that militia unit would rejoin their comrades giving the unit a strength of four figures (75 men/flakes).

This indeed was almost the essence of the campaign game. In normal one-game battles one has the inclination to fight on to the last figure with regard to no one. In actual war commanders are plagued with responsibilities to their military superiors, politicians, civilians, economics, religions, etc. With the idea of securing a campaign objective (i.e. for me securing the Southern Colonies), winning or losing one battle may not always be that important. Withdrawing, or indeed retreating, to save one's forces to fight the enemy another day or at another place sometimes is more desirable than fighting engagement which, due to losses sustained, will result in being Phyrric. As a commander, one suddenly becomes aware not only of tabletop glories won by valiant charges or flanking movements, but of the "BIG PICTURE", the overview of what not only one army or one battle, but of the culmination of the entire endeavor to secure the campaign's objectives and win total victory. Historically the British forces in the South, despite the victories they won against their numerically greater Rebel foes, so reduced their forces through sustained combat that their armies became unable to garrison what they had won due to sheer lack of effectiveness.

Thus, the campaign game introduced these conditions which, in addition to tactical movements, had to be kept in consideration: supplies, garrisoning captured supply centers, possible reinforcements, both mine and the enemy's, seapower, and making certain that the casualties I sustained did not effect the enforcement of my overall strategy.

Although I was to remain the British commander and Carmen to remain the American commander throughout the campaign, our subordinate commanders changed from week to week and from battle to battle. Thus one week the commander of my right flank might the next week be the commander of the enemy artillery. Messrs. Kruivial, Grider, Daney and Rakowski performed admirably on both sides, but it was disconcerting to have someone who was responsible for slaughtering the British Light Infantry the previous week's battle to today be commanding the Grenadier Battalion. We found this practice to be undesirable and decided that in future campaign games the various players would remain on one side or the other throughout the campaign until its conclusion.

Carmen Izzo and I began our maneuvering the counter on the 1776 boardgame and the British secured eight of the possible ten supply centers almost immediately. The historic time reference was at beginning March 1778 and in actuality April 1982.

A force of the Queen's Rangers and Indians assaulted Georgetown only to find it defended by a Rebel "decoy" counter. It was nevertheless garrisoned by a British force. Cornwallis was hot on the trail of a Yankee force south of Camden while Arnold and Tarleton drove south through North Carolina towards Hillsbough from Virginia. These were the columns that secured so many of the British objectives so quickly in the game. It only made military sense to secure these supply centers as quickly as possible, not only to gain supplies for British forces, but also to deny the Rebels supplies.

The first engagement of the campaign occurred in Augusta, Georgia when the combined armies of Greene and Morgan eluded Cornwallis and struck the all German garrison with overwhelming forces. The outnumbered Germans put up a marvelous defense and even annihilated the command of "The Swamp Fox" Francis Marion with a howitzer shot that destroyed a building that the unit had occupied. The battle was fought in two parts on two separate evenings, myself and Mark Daney defending Augusta against Izzo, Grider and Kurivial, the latter two being wargame veterans of over a decade's experience each. The conclusion of the second part of the battle was inevitable and the Rebels swarmed into Augusta and almost destroyed the entire German force. Two guns, a howitzer and a three pounder were lost to the Americans, but the Germans had fought well and the routed troops were regrouped by some high numbered die rolls and returned to Savannah for a much needed respite. German battle honours went to the Converged German Grenadiers who survived two bayonet attacks from both flank and

rear by the Rebels. The next turn after the battle, the Black Watch (42nd Foot Royal Highland regiment) and the 4th Foot (King's Own) occupied Camden and Johnson's Greens moved towards the unoccupied town of Wilmington.

Undaunted by the defeat at Augusta, the British forces under Earl Cornwallis appeared before the city and engaged the enemy. The artillery and 1st Light Infantry Battalion on the left flank (under Kurivial) did well against Green, the 2nd Light Infantry on the right flank, under my personal command, was routed with severe loss from the withering fire from the Rebels hidden in the swamp and the massed artillery battery fire directed on us. The continuance of the battle would have been fruitless and both sides' commanders agreed to a cessation of hostilities. The Rebels had six batteries to the British three, and the lack of Rangers or Indians to infiltrate the large swamps on either flank made an assault out of the question. The British command wrote it off as a somewhat unsuccessful reconnaissance-in-force. Thus ended the BATTLE OF SECOND AUGUSTA, the second setback to British arms in as many engagements.

Hillsborough, May 1778 The cause of the restoration of Crown authority was getting desperate in the South and it was with this in mind that His Majesty's Forces assaulted the Rebel-held town of Hillsborough. The British strike force was commanded by two of the most audacious and enterprising commanders seen in this conflict: Brigadier General Benedict Arnold (now in British service) and the redoubtable cavalryman Lt. Colonel Banastre Tarleton. The town was defended by the Marquis de Lafayette with an unknown force of Rebels and two guns. The small British strike force assaulted the town from east and west with a vengeful fury, the 7th Royal Fusiliers and the 1st/71st Highlanders coming into contact with the enemy immediately. On the eastern side of town the British Legion and Butler's Rangers under Tarleton advanced against the Rebels attempting to stop them, but the main action was on the western flank. British forces finally fought their way into Hillsborough and "The Boy" (as Cornwallis termed him) Lafayette accepted the generous terms offered to him. The Rebels withdrew from the town and left the works and a howitzer in possession of the victorious British troops. Augusta was avenged, God save the King. A happy day for Britons. Especially mentioned in the dispatches was the 2nd troop of the 17th Light Dragoons whose daring charge against the Rebel howitzer battery routed the gunners from the fieldpieces and decided the day against the Americans. Hillsborough was a difficult position for the American commander to defend (see map), but he did not take full advantage of the cover of the woods against the British regulars and also of the protection afforded by the buildings and works in the town itself. By allowing the strength of the British force to engage him immediately and thus becoming unable to break free from their telling volley fire, the American forces were denied their advantage of both mobility and superior range of rifle fire. Their being pinned allowed them to get flanked and thus forced to defend on every side. Since this British strike force was small in number, it was thought better to offer terms and secure the objectives (occupy the town - it was a supply center - and capture an artillery battery to offset the loss of artillery at 1st Augusta) rather than fight on any longer than necessary and risk weakening the force. Hillsborough was immediately garrisoned upon the Rebel withdrawal.

Georgetown Flushed with the success of victory, Arnold and Tarleton pursued the elusive Rebels south from Hillsborough to the vicinity of Camden. The Rebel forces split into several groups and Arnold paused to await supply counters from Virginia (which was totally in British control) and sent Tarleton with his British Legion Horse to raid whatever Rebels he could find. It was also at this time that the Royal Regiment of New York, the Provincial unit better known as "Johnson's Greens" entered WILMINGTON unopposed and thus secured another supply center. Unfortunately while Arnold was waiting for supplies and Tarleton was off chasing scattered Rebel units, the force under Lafayette, which had been reinforced by units from Camden, advanced upon Georgetown, forcing the tiny British garrison to evacuate before them and allowing the Rebels to possess the town. The reader can see the seesaw pattern that the campaign was taking. Somewhat chagrined, but now resupplied, Arnold advanced

again against Lafayette hoping to seal off all routes of escape and destroy the entire Rebel army. The town was ocean on the east and swamps on both north and south. Arnold advanced steadily from the west. The original (British) garrison of two hundred Cherokee Indians approached the town through the swamp from the north-east and remained hidden, while Butler's Rangers opened the battle from the west by routing a force of Rebel militia from a house and then proceeding into the light woods. The game went on for twenty-one turns before it was decided to continue it the following week. The rebel rangers in the light woods on the British left flank put up a stubborn resistance, begrudging Butler's Rangers every centimeter of ground. One British gun was put out of commission by a Rebel howitzer shot, and the first half of the game ended before the British battle line could be completely formed. As a result our right flank was almost to the city's defensive works while our left was hung up in the light woods.

As can be seen from the map, "Terrain" played an important factor in this battle. The rice field presented no problems to either side but the indigo field limited visibility to 10CMs, and no charges were allowed. To an army who depended on the bayonet to solve its problems (we British), and another who utilized rifle fire to its maximum effect (the Rebels), this little area right in the middle of the battlefield presented an immense problem.

The battle resumed the following week with much carnage and the British battle line - a long row of glittering bayonets stretching across the indigo field - was finally formed. Rebel units began to pour out of the city to reinforce their battle-line, but suddenly one of their units on the right flank routed. Unfortunately, so did one of ours, which lead to another and another on both sides. The British Legion Foot and the 1st/71st Highlanders left the field and our entire right wing was gone. Having no reserves to throw in (I discovered too late that my force really wasn't quite large enough to assault a protected Rebel force of this size), it became evident that a withdrawal was in order. Much to the chagrin of his subordinates, Lafayette and Arnold agreed to end the hostilities and the British force was allowed to exit the field with full battle honours without pursuit. Although the town was not re-taken, British casualties were light and the Rebels were forced to use up another supply.

Back to the "1776" boardgame with more maneuvering and arrival of supplies. I began shifting my artillery from the garrison towns to the main army under Cornwallis across the river from Rebel-held Augusta. I also made use of my transport ships to send supplies from safely held Virginia to Charleston and Savannah and thus to my forces in the field, to make certain that my fighting forces would never be handicapped by a lack of supply. Twenty-one Hessian Grenadiers who had been captured at 1st Augusta were returned to Savannah and incorporated into a "converged" grenadier battalion. These had been released by order of Lafayette as one of the "conditions" following the cessation of hostilities following Georgetown.

Having failed to take Georgetown, and reluctant to attempt another assault on that town because of the difficulty of terrain, British forces, now well supplied, turned their intention upon Camden in north central South Carolina. Camden had been occupied by the Rebels quite early in the campaign when they occupied it in force, causing the Black Watch and the 4th Foot to abandon it. As a result, the town was protected with a mass array of works, forts, and every device of defense that would benefit the defender.

The battle began with the Rebel force in battle formation blocking the road to the town. The British Indians located the hidden Rebel units in the woods on both flanks and these Rebels were then engaged by several Loyalist Ranger units. The British Legion horse narrowly escaped being driven from the field by a bold Rebel combination assault and cannon fire, but no other British units were threatened.

The two Rebel guns had their crews routed or shot away, and the effective fire of the Royal Artillery caused a series of multiple rout checks which decided the battle in favor of the British. A consultation with the Rebel commander resulted in the British possession of the town of Camden, the works, the two captured guns, and three Rebel units which, upon being surrounded and cut off, surrendered. These units were the 1st S.C. and the two units of backwoodsmen. A glorious victory for H.M. Forces!

While the good news of Arnold's and Tarleton's success at Camden was inspiring, Cornwallis knew that another attempt upon Augusta without the proper number of ordinance and supplies would be foolhardy, so no attempt was made to cross the Savannah. The Hessian force who had been driven from the city in the very first battle of the campaign was camped just southeast of the city waiting for the moment to assault the town in conjunction with Cornwallis' army. It was this small army that was hit by a brilliant lightning attack from the garrison of Augusta. The German force possessed no artillery, no officers higher than colonel, and considerably fewer troops than the attacking Rebel host, but nevertheless formed a battle line to firefight the oncoming Rebels. The outnumbered Germans performed admirably, inflicting casualties and forcing Rebel units from the field, until a charge by Regiment von Erb Prinz against Smallwood's Maryland Regiment did not close. (In order to melee the enemy, the charging unit must close, i.e. come into contact.) With the Regiment von Marks heavily set upon by converging Rebel units, the order to withdraw was given. The mounted jaegers fought multiple melees with the enemy to allow their comrades to retreat safely, and 80% of the German forces exited in good order and with no further casualties. Strategically the battle accomplished little except to disburse a threat on the flank of Augusta, and Cornwallis was still just north of the Savannah River waiting.

THE FINAL BATTLE OF THE CAMPAIGN - THIRD AUGUSTA

Nonplussed by the German defeat at what came to be called the Battle of One Hex (on the 1776 board the battle was fought just one hex southeast of Augusta), Cornwallis gathered his supplies and ordered Arnold and Tarleton to join forces with his army in the attack on Augusta. Both sides realized that this coming battle would be Armageddon and would decide the fate of the American War of Independence. Possession of Augusta was the final and key condition for total victory for both sides, and both were determined that the other should not prevail.

The battle was fought on two separate evenings - June 24 and June 29, 1782 - with the final lineup being: BRITISH, Corbett (Cornwallis), Kurivial (Arnold), Grider (Tarleton) versus the AMERICANS, Izzo (Greene), Rakowski (Morgan) and Daney (Lafayette).

Hostilities commenced with Tarleton with his Legion and Butler's Rangers advancing through the swamps on the right flank while Arnold took position on the left flank and massed nine batteries of artillery in the center. Incredible luck of the worst type was the British fate and the Rebels silenced eight out of the nine batteries with their superior shooting! The Light Infantry Battalion was routed off the field and the 16th Light Dragoons cut to pieces. An inauspicious debut for British forces in this battle. Finally the British regained the good graces of Mars and several Rebel units began to rout and effect several of their guns, reducing the rate of their murderous fire. These routs however were not decisive and the Rebels were shortly reorganized.

Tarleton on the right flank could not cross the Savannah River without courting disaster, as the southern bank of the river was lined with a mass of Continental units. Repulsed on the left and frustrated on the right flank, Cornwallis had no other choice than to order a frontal assault. The 3rd, 4th, 53rd and 33rd Regiments of foot advanced across the open field toward the city of Augusta as the Rebel gunners raked them unmercifully. The 53rd Foot, hit by three artillery batteries, routed but the valiant 33rd withstood a series of both battery fire and morale checks and continued to advance. The 2nd Guards Battalion was ordered to advance from its position behind the crewless British guns and the evening's battle came to a halt.

The second stage of Third Augusta began with the advance of the 3rd Foot "THE BUFFS" crossing the right flank bridge and forcing their way into the town. Once inside the town they stormed down the streets in skirmish order and poured a decimating fire onto the Rebel gun crews. The Rebels, however, were quick to react to this threat and came from all directions to punish the Buffs for their audacity. The Buffs almost instantly lost over half of their numbers from concentrated artillery and volley fire and were routed out of the city and did not rally until they had passed through the Guards. General Cornwallis himself came to the front lines to rally the Buffs, who then numbered only 32 men out of an original pre-assault total of 400 effectives. Knowing that the eyes of their commander were on them, the 2nd Guards rushed across the bridge, up the redoubt, and established themselves in the city.

On the left flank, the 33rd Foot rushed to assist General Arnold and crossed the bridge on that flank and occupied a house abandoned by the Rebels. The elite companies of the 33rd, the grenadier and light infantry, blasted a Rebel gun crew and caused a series of morale checks before being themselves overwhelmed and captured. Thus at this stage of the battle, British forces had force both bridges and had established two footholds in the city.

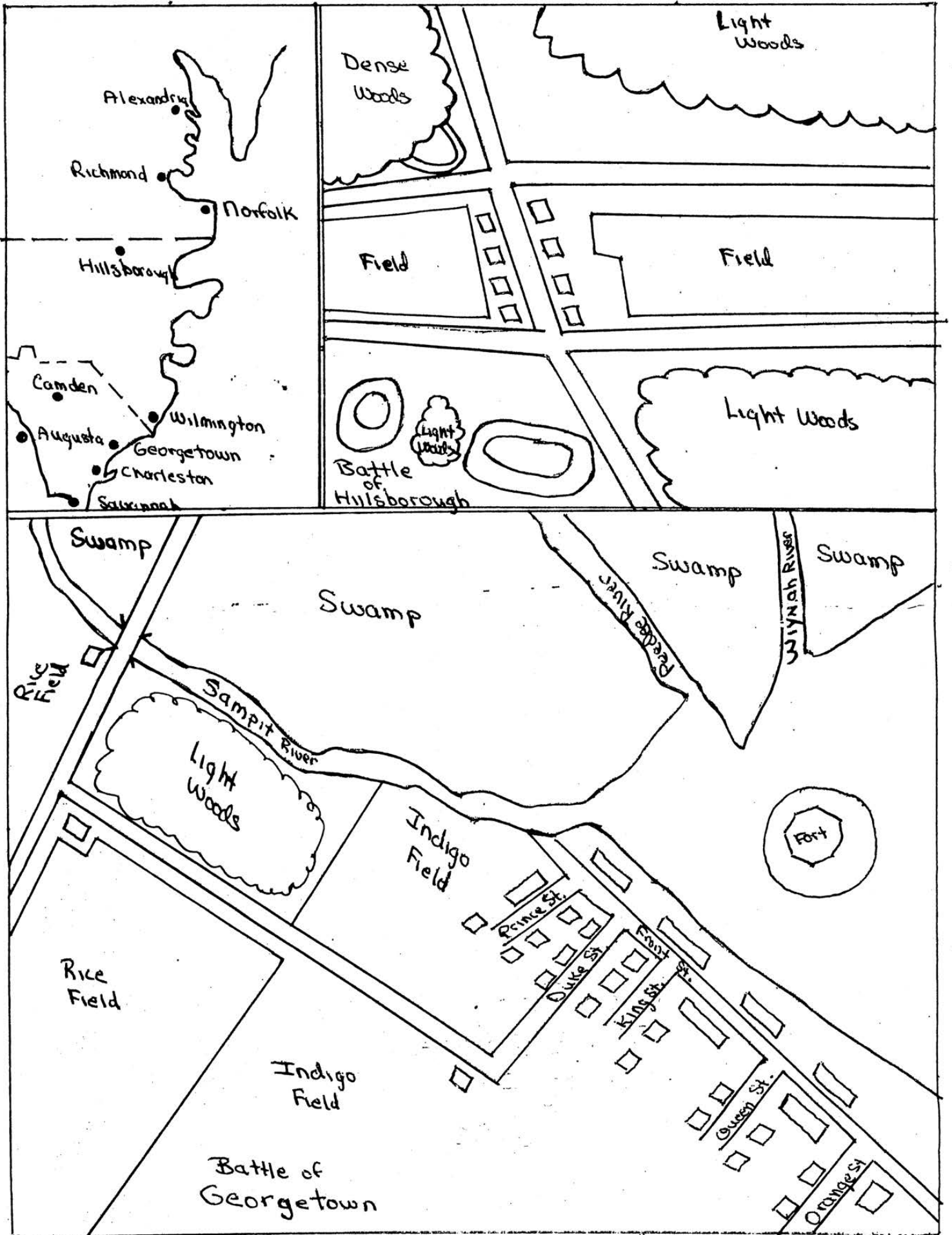
Back on the right flank the Guards fought a number of bayonet charges and, with Earl Cornwallis in personal command, meleed Smallwood's Maryland Regiment and caused them to rout, which in turn caused a chain reaction of routs which spread to the other Rebel units like the pox, causing more and more units to check, until the valiant Rebel defenders saw that further resistance was useless. Thus ended not only the Battle of Third Augusta, but also the fight to keep the South loyal to the Crown. The might of the rebellion had met its match against the cold steel and iron discipline of the British and Loyal American warriors. God save the King!

THE RESULT OF THIS CAMPAIGN GAME ON OUR WARGAMING

Whatever novice entered this game certainly became veteran as a result of it. The constant series of battles often fought with the same units over the same terrain made all of us sharpen our strategical and tactical skills in battle and made us expert in the rules. Certain problems arose which were not covered in the rules and we took it upon ourselves to decide what should be done about them. Some of what we decided as a result of having played this campaign game are: (1) No volley fire could be issued from buildings; skirmisher fire only. (2) Howitzer fire would be restricted to line-of-sight. (3) Fire while crossing rivers would be a game condition. (4) Skirmishers (Rangers and Indians only), but only as entire units. No detaching of a single company from the parent body to charge the enemy. (5) A charging unit that breaks or routs a defending unit follows the fleeing defender to the full extent of the charger's movement distance.

POSTSCRIPT

With the loss of the Southern Colonies, the American War of Independence slowly came to an end. Washington's Continentals began deserting in droves until only a skeleton force of diehard Rebels were left. The civilian population, weary of years of war, refused to serve as militia and longed to return to the prewar prosperity of British rule. Former Rebels who had borne arms against the Crown were granted pardons, and when Washington finally surrendered what was left of his army to General Clinton in New York City, he was sent to London for an interview with the King and granted a Royal Pardon and made Royal Governor of Virginia. Benedict Arnold was promoted to Lt. General and granted the title of Earl of Vermont and New Hampshire, while Benjamin Franklin, who had secretly been the King's agent, was created the Duke of Lancaster (Pennsylvania, that is). John Hancock was hanged along with Samuel Adams on Boston Common to the tumultuous cheers of the populace. Thomas Paine escaped to France along with Lafayette, and Patrick Henry was reported to have taken residence in one of the Spanish colonies. Thus the American War of Independence became one of



Britain's "Little Wars" and has enjoyed popularity with wargamers on both sides of the Atlantic ever since.

Thanks, Dave, for an interesting and well-written account of another aspect of wargaming - campaigns.

GEN CON TAKES A TURN - FOR THE BETTER

by S. Richard Black

As far as the historical gamer is concerned, GenCon has finally begun to allow participation. Although there were an average of ten historical games at any time, TSR still gives the impression they would like to see us disappear.

The two GenCon games I participated in had mixed results. On Friday evening there was a Seven Years War game on a table 6 feet by 18 feet. This game totally deteriorated when the Franco-Austrian player realised he could not physically obtain his objectives within the turn limits.

On Saturday I joined an ECW game with five other people. Although the number of troops was a little much for the beginner, an enjoyable time was had by all. The result was the Royalists had no center or left flank and their right flank was crumbling when they conceded.

Saturday night was the annual Seven Years War Association game. Although this game is open only to association members and is by invitation only, we had a very enjoyable game. On my side I was beaten by Steve Carpenter, the only commander to lose on our side.

(Editor's Notes) The trade stands were only fair as regards the availability of historical miniatures with the majority of dealers providing only fantasy figures. However, Minifigs, Ral Partha and Citadel had a fairly good selection of historical items and I was able to purchase some Gedemo items from a Florida dealer.

