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EDITORIAL

I would like to express my appreciation to all of you who responded to my request for subscriptions and articles for the Newsletter. The response was greater than I originally anticipated and your letters/kind words were most gratifying/encouraging. A number of individuals, outside of our local area, expressed a desire to support any such wargaming publications out of principle. In addition, two twenty-five dollar donations were received from Richard Black and from Richard Byrant and Leo Cronin of The Courier. In my opinion, this substantiates the impression I have always received from The Courier that they are concerned about the status of historical wargaming and are willing to do something about it. I encourage you to subscribe and support The Courier, not only because they provided financial assistance to the Newsletter, but because it is the best wargaming publication on the market and worthy of our support. Too many wargaming publications have fallen by the wayside due to lack of support.

Wally Simon, publisher of the PW REVIEW, was kind enough to extend the opportunity to the Newsletter to reprint articles from his magazine and I have taken advantage of his offer and offered the same to him. Ned Zuparko's article, "One Man's Poison", is reprinted as it offers guidelines for reviewing wargaming rules which I think would be welcomed by the readership of the Newsletter. If anyone is thinking of writing such an article for the Newsletter, or for any other wargaming publication for that matter, it may be of benefit to use Ned's ideas in putting such an article together.

I find myself a bit uncertain as to what to include in this issue as I am attempting to resist the "bigger is better" syndrome. However, those of you who have seen my still growing 5200 figure ACW armies know in advance that it is a losing proposition. My primary rationale for stating initially that issues of the Newsletter would be a minimum of four double pages in length was one of keeping printing costs down as much as possible. However, I am considering purchasing an electric duplicator which would allow me to turn out the same, if not more pages than in the first two issues, dependent upon the number of submitted articles. Perhaps the fact that it is published quarterly will allow for enough articles to fill it up.

I have contacted a number of wargaming personalities regarding obtaining their permission to conduct a taped interview with them along the same line as the Richard Black interview and the response has been very positive. The literature of wargaming contains very little information about the people who have been, and continue to be, in the forefront of our hobby and I hope that others will be as interested in their thoughts/opinions as I am.

Thank you again for your response, if you have anything concerned with/related to wargaming, please send it to me. Articles, letters, questions, answers, etc., are all welcome!

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STONE MOUNTAIN MINIATURES REVIEW by DAVID CORBETT

The miniatures produced by Stone Mountain Miniatures, Inc., Box 33195, Denver, Colorado, 80233 fall into two historical periods; the American

Revolution and the American Civil War. At present the Civil War figures are available only in 20mm, but they have an extensive listing covering everything virtually imaginable for wargaming in that period. In addition to their regular lines, they have added a line titled "Ragged Rebs" in which the figures are barefoot and in rags to portray the horrid conditions of the Confederate Army supply system.

The figures offered for the American War of Independence are 25mm and are unique in that the figures are sold with separate heads. This feature makes painting the figures somewhat easier and also allows for experimentation to create "customized" figures. A few extra heads are included with every pack of figures ordered and thus one is never stuck with a figure that can not be included with some unit merely by switching heads before painting.

The figures offer good detail and although not as magnificent as Hinchcliffe figures, they are the same size and of better quality than Scrubys. In addition, these are the only figures I have ever received that were completely free of flash and ready to prime. The figures sell for about thirty-five cents apiece and are certainly worth purchasing either for the novice or the veteran wargamer to enhance his collection.

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#### BITS AND PIECES

Bill Protz of Milwaukee informed me that ROSPAKS, mentioned in the last issue, is out of business and no longer available. Thanks for the information, Bill. The South Suburban Civil War Round Table of Matteson, Illinois has begin its 27th year. It meets the third thursday of each month at 8:00 P.M. except for the summer months. September's discussion was concerned with the major reason why the north won. The group meets at the Lutheran Church of the Holy Trinity in Matteson. Larry Gibbs (687-6590) is the secretary, club dues are \$5.00 per year and he can be contacted for further information.

The old Minifigs 30mm Napoleonic line is available again through Fusiliers, C/O Wally Simon, 12905 Layhill Road, Silver Spring, Maryland, 20906. My catalog list British and French Infantry, British, Russian, Prussian and French Cavalry, French Artillerymen and French and British guns/limiters. Prices seem very fair at .70/infantry and \$1.70/cavalry and \$2.25/gun. I started out with these figures and they are very nice indeed. Conquest 15mm ACW and ECW figures are available through S-G Simulations, 760 N. Indian Rocks Road, Belleair Bluffs, Florida, 33540. As mentioned in the last issue, they also have Gademco buildings and wargaming items in 25mm, 15mm and 5mm. I have received my 15mm ACW infantry figures from Conquest and find them to be quite nice. They match almost perfectly the Heritage figures in this scale. I obtained several wagons with draft horses which would be nice for many different periods in this scale. Jack Scruby, PO Box 1658, Cambria, CA., 93428 is offering two new lines of 40mm figures intended for skirmish wargaming. The first consists of Britains reproductions, infantry (3) and cavalry (5) from their old W series. They are available unpainted (inf = \$1.25, cav = \$4.50) and painted (inf = \$4.00, cav = \$10.00). The second line has figures from the Sudan War of 1884 and includes 1880 British and Colonial infantry (\$1.75) and cavalry (\$4.50), Egyptians and Arabs. He also has French, German, U.S.A., Russian, Japanese, Italian and Chinese figures available for the Boxer Rebellion. All are available painted at higher prices. Some of the cavalry can be used dismounted by means of wire skis. It would seem as though this scale would lend itself quite well to skirmish wargaming. Jack's catalog is worth looking through, he covers virtually all periods and his figures are quite adequate for wargaming. I have some Scruby French for my SYW army. Being someone who enjoys terrain as much, if not more than wargaming, I picked up some farm hedges by Britains Ltd (England) from The Royal Hobby Store, 3806 E. State St. Rockford, ILL, 61108 (815-399-1771). Coming four to a box, they are very nice, suited for 25mm wargaming more than 15mm. They cost \$2.25 to a box. They also had some of the Britain's tree

sets as well. They do have a mail order business and have the best wargaming shop I have ever seen. While there, I ran across two sets of 25mm earthworks from Deauville Ltd., a Decatur, ILL firm now out of business. For \$2.95 I received four 6" sections of very realistic plastic earthworks which do not require painting. You may be able to run across them at some time, they are very good. I am including the old address in case anyone is sufficiently interested enough to see if they have any left. Deauville Ltd., 814 South 16th Street, Suite 5, Decatur, ILL., 62521. I tried calling them about six months ago, but they were no longer at that number. I picked up the second issue of the Yaquinto Dispatch, a house organ for Yaquinto. Thus far they have been available free at local hobby stores. Primarily for boardgamers although they had some official rule adaptations and additions to the Sword and Flame rules by Larry Brom. They were concerned with the Indian Mutiny, 1857-1859 and the Boxer Rebellion, 1899-1900. It should be available from Yaquinto Publications, Inc., PO Box 24767, Dallas, Texas, 75224. Along with Dave Corbett, I received some sample 25mm figures from Stone Mountain Miniatures and just want to mention that they reported that they are going to remake their 25mm cavalry into "large" 25mm. Although my knowledge of the Seven Years War period is limited, I feel that with some painting adaptations, i.e. painting in gaiters and filing off the bottom of the pants at the shoe, they could be used quite well for SYW. I did hear a rumor that Stone Mountain is going to come out with 25mm SYW figures which would be really great.

Preiser, a German train accessories firm, makes boxed figure and accessories for HO train sets and are usually available in any good model railroading shop. They have a box of stacked wheat for \$3.50 which I find looks extremely good on the table top for 15mm troops, might work for 25mm as well. They also have boxed sets of boxes and barrels which wargamers at times find of interest.

Soldier World, USA, PO Box 175, Shrewsbury, Penn., 17361-0175 sent me a Garrison catalog which lists Ancients, Medieval, Seven Years War, Napoleonic, American Civil War and Fantasy figures. A very nice selection of figures at .60 for infantry and \$1.35 for mounted (25mm). They also had a nice selection of books. A new set of SYW rules, "Koenig Krieg 1740-1786" is available from them at \$10.00. I believe this is the set put out by Mike's Models. Wally Simon of 12328 Middle Road, Wheaton, MD., 20906 kindly sent me some back issues of the PWnReview, a wargaming publication he has been putting out for some time. A year's subscription is only \$6.00 and it is published 12 times per year. A real bargain as it is quite long, a Napoleonic special was 40 pages long. Good interesting reading. Give him your support if you can. Stuart Asquith, who writes the column "Observation Post" for Military Modelling, reports that Spencer-Smith Miniatures (30mm plastic) is up for sale and may be lost. I purchased some of these figures years ago and they were/are good/inexpensive. Dave Corbett also just obtained some a short time ago. Somewhere, and I can not remember the source, I read that Frei Korps will be putting out a French Intervention in Mexico line in 15mm soon. This would be great as I would love to do a fictitious campaign with the ACW in this period. Ral Partha, in conjunction with Citadial Miniatures, U.S.A., has a toll free number for long distance calls outside of Ohio for placing orders for asking questions (1-800-543-0272). A good idea, hope that others will do the same.

I have recently added identification tabs to my 15mm ACW regiments in a very easy manner. The bases are textured so do not allow me to put the name/morale of the unit on top of the base. I had been putting it on the bottom of the base but this was far too time consuming during a game to look under each command base to find out what unit I was using. I bought a pack of AICO Pressure Stiktabbing from an office products store to try out. They are six inches long and come in clear, green, blue, red, pink, yellow, orange and amber and have double stick edges at top for folders and a compartment at the bottom. I type up the inserts (included), put the whole insert inside of the compartment and cut out individual names of regiments. I then cut off the top stick edge



and attach the bottom one to the bottom of the command stand. The insert can be changed easily to change the name of the unit and the appearance does not drastically draw attention to itself as mine are all green and match my green rug on the table. The different colors could be used to instantly identify the morale of the unit as well. I notice that B.J. Doltons, an area book store chain, have the American Heritage Picture History of the Civil War on sale for \$15.00. This book has paintings by David Greenspan of a number of battles and I have loved them since I ran across the book in my high school library in 1962 as a sophomore. They also have the four-volume set of Battles and Leaders of the Civil War on sale for \$10.00 per volume. I bought a set as I did not want to take a chance on it being sold out before I could really afford them.

I received a listing of Laming figures (England) from Soldier World, USA, PO Box 175, Shrewsbury, Penn., 17351-0175. There are listings of Napoleonic (British, Brunswick, Dutch-Belgian, French, Prussian, Austro-Hungarian and Russian), Medieval, Normans, Saxons, Vikings, Egyptians, Greeks, Gauls, Assyrians, Sassanid Persians, Byzantines, 1st/2nd Century Romans, Republican Romans, Indians (India), Landsknechts 25mm figures and WWII 20mm. I am not sure, but weapons and heads appear to come separately. 25mm figures are .70 for infantry and \$1.50 for cavalry. Mark Daney recently lent me a copy of "Pony Wars" by Ian Beck, a rules set for 15mm Cavalry/Indian actions. Conquest, available from Modelers Mart (see address earlier on in this issue) has 15mm figures in this period. I would like to get some Indian figures for the ACW western campaign. Panzerschiffes, PO Box 2774, Akron, Ohio, sent me a short newsletter of new releases of their 1/2400 ships. They have ships for the following periods: WWII (231), WWI (146), 1890-1910 (63), ACW (43), fictional ships (9) and modern (2). They range in price from .90 to \$3.25 each and are quite good. I have a number of the ACW line from them and am very pleased with the quality. Also included in their letter was a flyer from NMS Games, PO Box 5069, San Jose, CA, 95150 for WWII ship counters and "The Two Ocean War", a set of strategic game rules that "can be used as a boardgame using the counters or use the adptions to resolve combat using your miniatures." The ship counters are made of plastic and have an outline of the ship with various numbers such as is found on boardgame counters. A colored section of the eastern Mediterranean was included which was made of some sort of vinyl material.

While at the Milwaukee convention, I picked up a listing of Essex Miniatures available through The Reiter, 3440 S. Monterey Drive, New Berlin, Wisc., 53151. The figures I saw were compatible with Hinchcliffe 25mm's. They listed Renaissance, ECW, Ancients and Medieval figures as well as medieval equipment. I was told that the Reiter does mail order business. Very nice figures. Con-Cor, a model railroading company puts out a package of 25 plastic trees which fit in very well with 15/25mm figures for \$5.98. The product number is CCS-656 and your local hobby shop should be capable of obtaining it for you. I might add that in 15mm only about half of the trees can be used as the rest are too tall, but this is certainly up to individual tastes. They are in kit form and can be assembled very easily.

Hinchcliffe, PO Box 7307, Dallas, Texas, 75207 now as 25mm 16th Century Samurai, foot and horse available. Asgard Miniatures of England has 15mm dark age, ancient, classical and medieval figures available. Their US distributor is the Armoury, 4145 Amos Ave., Baltimore, MD., 21215. Jake Pottgen informed me that Crown Books In Orland Park, Ill. have The Encyclopedia of Military Modeling at \$2.98. Jack reports that it is full of color illustrations and quite a bargain. Thanks, Jake. Soldier World, USA (see address earlier) just sent a postcard to me stating that they are having a preferred customer sale (#2) on the following Wargames Research books; Ancient Rules, 3000BC-1485 (6th edition), Renaissance Rules, 1420-1700 (2nd edition) and Renaissance Army List, 1490-1660. If you buy one at full price, you can purchase the other two at half price. If someone wants my postcard, I'd be glad to send it to them. Please let me know if you have any news for this column.



LETTERS

Thank you for your letter, newsletter, and especially the invite to be interviewed for a future issue. I should be happy to co-operate, and wish you luck with the next issues. As you probably know, wargames publications of all sorts fail regularly here these days - perhaps we are becoming too specialized.

Thank you also for your kind comments on my writings: I've always aimed to entertain as well as inform, though I regret I have failed in the former in more recent years, having become "too serious." I am not a historian, and hope to return to the grass roots in future writings. Yours sincerely,  
Terry Wise, 20 St. Mary's Road, Doncaster, South Yorkshire DN1 2NP, England.

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Enclosed please find a check for \$3.00 to cover the costs of a one year subscription to your Newsletter. I received Vol. 1, Number 1 courtesy of Bill Protz and was very impressed. I strongly believe in supporting local and regional efforts. I wish you luck and success in your literary venture. Joseph Gepfert, 3440 South Monterey Drive, New Berlin, Wisc., 53151.

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Many thanks for your letter and copy of your Newsletter. I found it very interesting and hope that it has the success it deserves. However, I am not at all sure that I can contribute anything to add to its lustre - frankly Richard Black's erudite answers to your questions produced an intense feeling of inadequacy in me! You see, never in the past have I felt anything particularly profound about wargaming and certainly don't now - never have I thought very deeply on it, taking it purely as a recreation and hobby which, if requiring a lot of mental hassle, I would tire of. To me, it is a game bearing little if anything but the merest coincidental resemblance to real warfare. I have no deep theories or convictions, no prejudices except to mention that I shy madly off the serious intense wargamer - you may not recall, but once I aroused considerable comment by writing "if realism interferes with my enjoyment of wargaming then realism goes out the window." I just cannot conceive myself giving other than one or two word answers to those type of questions you posed at Richard Black, to rack my brains for lengthy reasoning answers would be quite out of character and in a sense hypocritical. So, I think you would best off without my disappointing contribution! And, in a minor but practical sense, I do not even have the mechanical means of utilizing a cassette! If you feel you could use it, I could probably find an article or two that might fit into the Newsletter. Sorry, hope you understand. Yours Sincerely, Don Featherstone, 28, Glebe Court, Highfield, Southampton, Hants SO2 1RH, England. (Thanks for your thoughts, Don, I do understand. I still feel as though people would enjoy reading more of your opinions of wargaming and getting to know you through an interview. It would be an honor to print something written by you. At 36 one does not have many heroes, however, Donald Featherstone is high on my list. I enjoyed his Wargamer's Newsletter and still read them cover to cover from time to time.

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Unavoidable delay in answering your letter... another way of saying that the letter sank to the bottom of the sea of paper on my desk. (1) Much impressed with your newsletter. I'm curious to see if you can keep up with the amount of material you published in the first issue. (2) Am enclosing a couple of copies of the PW REVIEW. Much as I'd like to, I can't trade you on a subscription - for - subscription basis. Our club treasury is negative... I've been bankrolling the Potomac Wargamers for postage, etc., for some time now. We're scheduling a flea market late in October, at which point we hope to break even, i.e., pay me back. (3) As for an interview.. I'd love to have an interview. I'm not sure why anyone wants to interview me - but it'll bring

tears of pride and joy to me dear old mather..bring on your interview. (4) If you wish, feel free to use any of the published items in the REVIEW for your own newsletter. For years no... literally and figuratively, years... I've been trying to get an exchange going between organization monthlies and newsletters. Unfortunately, most club outputs are pitiful... there's not much worth trading for. And so the ones that respond in positive fastion don't leave too much to draw on. (5) No doubt you've read - in COURIER - of the Historical Miniatures Gaming Society (HMGS). How'd you like your newsletter to come under the aegis of HMGS? Might get some funding for it... call it a local HMGS output. (6) Have noted that your cohorts (Black, Corbett, Izzo) and you are 30mm collectors. I hope they're happy with their Fusilier orders and that our delay didn't sour 'em completely. Keep in Touch, Wally Simon, 12905 Layhill Rd., Silver Spring, Maryland, 20906.

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Enclosed is \$3.00 for a one year subscription to your magazine. I don't feel capable of writing articles, but I do have suggestions for articles I'd like to see in your magazine: (1) R.L. Stevenson's wargame rules, (2) Check list of all miniature wargame magazines ever published, and (3) Articles on proper tactics for each historical period in wargaming - how to use Napoleonic cavalry, artillery, infantry, etc. Robert Kruck, 21122 N. Hwy. 21, Prairie View, Ill. 60069. (Hope we can get somebody to write some articles on some of these subjects, Bob).

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I'd be happy for the interview, your newsletter is great! Thanks, Jack Scruby, The Soldier Factory, PO Box 1658, 789 Main Street, Cambria, CA, 93428.

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Enjoyed your newsletter very much. Not a bad first effort and a very good idea. I'm showing it around to all my friends which include the infamous Sam Gill and the rest of the members of HATSOFF. Perhaps I can drum up some articles for you. Also you might send a few copies to the Yankee Doodle Hobby Shop which is owned by a member of our group. As for myself I am working on a couple of articles that I was going to submit to Adventure Gaming as they pay. One is a review of the Panzerschiffes line of 1/2400 ships and the other article is on gaming the naval side of the Russo-Japanese war of 1904-05. So let me see how things turn out with those, perhaps I'll send you one or the other. What I would like to do is write a column on the English Civil War which is the love of my life as far as periods go. Maybe start with an overview of the two armies and then do a series of regimental histories or possibly a question and answer thing. Do you think the interest is there? The period seems to be very popular in the midwest in an underground sort of way. Let me know what you think and how you want the articles submitted, by that I mean double spaced, type written, camera ready or whatever. Well, I'll close for now. Will support your Newsletter anyway I can. Good Luck, Lee Young, 6900 E. 150 Hwy, Grandview, Mo. 64030. (Thanks, Lee, would appreciate articles such as on the ECW as a number of gamers in the area are interested in this period. Articles can be submitted in any form as I will retype them all anyway).

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What a nice surprise to find your Newsletter waiting for me today. After reading it in full I just had to drop you a line or two to let you know that I enjoyed it very much indeed. In a way it reminded me of the early years of the hobby because of its energy, news and somewhat folksy style. Surely it will be a hit amongst clear thinking people. Please therefore accept my \$3.00 entering my name as one of your subscribers and supporters. We need more energy like this to keep the historical miniatures phase of the hobby growing. Warmest regards, Bill Protz, 3921 W. County Line Rd., #8, Brown Deer, Wisc., 53209.

Received your letter and very pleased to hear from you. I hope you realize I'm a complete tyro at this wargaming business, and therefore am feeling my way around while making a slow start. I've long admired model soldiers, enjoy reading history, and like modeling even if only to paint figures. A few months back I visited the hobby store in LaGrange where they are having a 40% off sale on all items in their miniatures stock. The stock is now rather depleted, but a variety of items remain in various scales, but none in quantity. I've picked up a few 54mm figures to paint once I become more confident. I've also visited Lyle's in Westmont, a hobby shop that is pressed for space but carries a full line of MiniFigs in 25mm. I doubt that he gives any discount. I've sent for the MF listing primarily as a reference. Maybe you don't think much of their quality. I guess my interest was pushed in the direction of military miniatures and wargaming partly because my brother and his son who reside in Florida are Dungeons and Dragons nuts. Seeing a kit of characters complete with paints and a splashy box cover, I purchased some thinking it might make a good Christmas gift, especially if I painted the figures first. Then I also have a set of "All the Kings Men" game, an offshoot of chess with archers and other characters in two very plain plastic colors. I thought, how neat they would look if only they were painted. And when I saw the display of miniatures in Park Forest - are they yours, by the way? - my desire was propelled even more. Meanwhile, I've been buying a few magazines, Military Modeler, Military Modeling, and Campaigns. I saw the current issue of The Courier but elected not to buy because it appeared over my head at this point. I've somewhat committed myself to Wellington's Napoleonic army but am open to change. Perhaps the big meet at Prairie State might help me to zero in on something specific. I'm planning to attend Saturday and hope to see you there. Sometime down the road, I shall consider writing something for your Newsletter, perhaps from a beginner's viewpoint. I welcome any suggestions for subjects. Best wishes, Jake Pottgen, 321 Willow St., PO Box 73, New Lenox, Ill., 60451. (Glad you enjoyed the Newsletter, Jake, sounds as though you come from the same background as most of the rest of us. The figures you saw were mine, however, a number of group members paint considerably better than what you saw. Would appreciate anything you'd feel like writing for the Newsletter.)

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Hope that you all enjoyed the letters and that those who wrote them won't mind finding them in the Newsletter. I have discussed this with several wargamers in the area and we agree that we like to read what other people have to say about wargaming in general. I hope that others will write in with specific or general thoughts on wargaming or on articles that appear in the Newsletter.

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ONE MAN'S POISON by Ned Zuparko

Reprinted from the November, 1982 issue of PW REVIEW with the kind permission of Wally Simon, Editor.

Often in the wargames press we find rules sets given bad reviews. Such reviews list absurd rules, strange situations that arise from the game and obviously wrong conclusions that the rules draw. To the "consumer-wargamer" who reads these things the inevitable question always arises - didn't anyone try these rules out before they were published? Weren't they "play-tested"?

I suppose rich boardgame companies can afford R&D staffs to test things out, but in the miniatures world, it just isn't like that. The usual pattern is more likely to have your basic designer, around whom a group is formed, or whose rules are used by the local group. Sometimes the designer or friends



move or correspond with others who then start using the same game. Perhaps demonstrations to other clubs or at a convention, or publication of an article draws some more players to check the game out, even though it hasn't been "published". From one of these groups (usually the designer's own), most playtesting occurs.

The main problem that arises here is that the local group, especially if the designer is present, has a long unwritten tradition or way of doing things. Even in the terminology used, one can find examples of assumptions the group makes without realizing it. ("Whaddy mean, SHAKE the dice... ROLL the darned things!") A group may play their "own" rules many, many times, thus extensively "playtesting" a set, only to find that the first outsider to see the set does something a different way, which creates a "loophole."

Playtesting often leads to a set of rules in its umpteenth version; by which time nobody knows if that rule we used last week is still in this week's set. Such confusion often finds overlooked or forgotten rules left in or taken out of a final set.

Time and distance between testers leads to other headaches. A current playtesting project with the Jeffrey VLB system involves groups or individuals in Washington, Oregon, Northern and Southern California (yes, it is one state), Texas, Wisconsin, Washington, D.C., North Carolina, New York, Massachusetts, England and Scotland (and I may have left somebody out). With the publisher in the USA and the designer in Scotland, something's gotta give.

Perhaps the most crucial factor is that of definition. A word, phrase or rule can seem so obvious to the writer, yet give the wrong impression to someone else. On the surface, it would seem like a one-way street; that is, that it is up to the writer to be clear in order to enable the playtesters to do a good job. However, it works both ways.

An author can give out work to be "tested", and then told that his cavalry rules are no good. However, the question arises, does the tester mean the rules are wrong, or that the rules are no good and don't work?

It seems to be it would help designers, playtesters and even game reviewers if the hobby (or perhaps the HMGS) could come up with a set of standard definitions or an approach to get all of these people speaking a common language. I don't mean to say that we all have one definition of what a good rule is and what a bad one is; rather that we have a general structure within which we work.

For example, as a guideline for playtesting (and perhaps reviewing), one might derive a system from the following points.

1. Are the rules, as written, understandable? If not, explain.
2. Are the rules, as written, playable? If not, explain.
3. Suggestions for making the rules, as written, understandable.
4. Suggestions for making the rules, as written, playable.
5. Ideas for new mechanics not currently in the rules, that would produce the same effect in a simpler fashion.
6. Suggestions for new rules or effects not currently in rules.
7. Historical disagreements with effects of rules as written.
8. Suggestions or comment on layout, format, presentation of the rules etc.
9. Other.

Something like this would make our playtesting more effective and efficient, and help separate rules problems from "taste" problems. Something similar

might be developed for rules reviews or consumer information. Just as there is a "Good Housekeeping Seal of Approval," a "Consumer Reports" or a National Bureau of Standards, there may arise from the double-digit readership of the PW REVIEW some sort of wargaming-testing group. Such a disinterested group would be a boon to all designers and wargamers. Any volunteers?

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INTERVIEW WITH A WARGAMER

David Corbett by Hal Thinglum

Toward the middle of November, I interviewed Dave Corbett for the Newsletter. Dave is a year old postal service employee and has been wargaming for about two years. Again, I must state that the interview was taped and then transcribed by myself. While doing so, I leave out sections that do not seem to be important (to me obviously) to reduce the length of the interview. In doing so, it is entirely possible to leave out what Dave thought was important to his answer. Therefore, if there is any problem, it is probably due to my editing.

What initially attracted you to wargaming and how long have you been gaming?

I've been actively wargaming for about two years. One way or another, I've always been interested in it as I have always been attracted to toy soldiers and the military aspect of history. I used to have massive collections of toy soldiers, Britains Swoppets, etc., and I used to go to the Marshall Fields store in downtown Chicago and buy figures. They would probably be worth a lot of money now but I don't have them anymore.

What are your periods of interest and how many figures do you have in each?

What attracted you to these periods? My main period of interest would be the American Revolution and I really don't know how many figures I have, probably close to a thousand 25mm figures. I go by regiments as opposed to counting, I'm constantly adding to them, I don't seem to be able to stop. We've talked about how nice it would be to have everything you can have in one period. I have always like this period since I was a kid, it has a lot of things in it such as it was the first actual conflict by Americans who were born in this country. You've got Americans, British, Indians, French, Germans and so on. There are so many aspects of it. I feel that it has been overshadowed to the point where it feels like my little war. It lends itself to a lot romantic ideas, it has the perfect mixture to me. I like the idea of Anglo-American conflict and it is essentially a civil war. The French used to make songs about the Anglo Civil War. The powder wigs and Yankee Doodle and the smell of buckskin are what is appealing to me. It is interesting because the sons of everyone who was prominent in the American Revolution were prominent in the American Civil War as well, usually on the side of the Confederates. I have always been mildly interested in the Napoleonic Era as well. I never really sought out much about it, it seemed to me to be too European to me, too foreign to me. We really didn't study that much about it in school and we don't really realize the radical ideas espoused by France at that time. They killed their king, decimated the nobility, they just turned the tables upside down. It must have been incredible to live in those times to see the huge changes. To the Allies, Napoleon was the Hitler of the age, but he had a lot of good ideas. In New Orleans, Napoleonic law is still in effect. For France and Europe, he was probably the best thing that ever happened to them. The problem was I guess that he had so much power and it corrupted him. You don't really get that much of this period in the American history books. As far as figures are concerned for this period, I have a collection of 30mm Napoleonic which I greatly enjoy. I also have some 25mm American Civil War. This period appeals to me for many of the same reasons as the American Revolution. I've always been an avid Confederate all of my life, however, I did come to realize that they were not as good as I thought they were. President Davis was irresponsible in many ways and as a

kid, you don't realize those things. The ragged Confederates are like the ragged Continentals. I can't help but feel sorry for the Confederates as they lost a way of life; they seemed to cash in on the romantic soul of people. At their time, there were constant references to knights and cavaliers, one of the most popular authors at the time of the Civil War was Sir Walter Scott and many people identified with that type of thing. When it comes to wargaming, I am very visually motivated. I have an idea in my head as to how I think things should look or how they should be laid out and I get certain images in my mind when you mention Confederates. The Civil War had more books written about it than any other period and I also like the personalities in that period. It's very exciting to me. I've also got some Colonials, I thought I would take a dash into British Colonial wargaming although I'm not sure that I'll like it. What I'm going for is a Donald Featherstone type of approach in this period. I don't want to get down to the various calibers of guns, just a relaxed fun type of game and nothing too serious. I have Peter Laing and Mike's Models 15mm figures for this period.

What level of wargaming do you enjoy most, tactical, strategic, etc., and why?

I think I kind of like brigade level games best where I have a couple of regiments of foot, horse and a gun. If you only had one unit, it would be too limiting and too many units would not be good either. If you have less than ten units under your command, you can devote a lot of attention to each individual unit and it's not so big that it slips out of your hand or so small that you get bored. I feel as though it is more interesting and exciting to have all three arms of an army under your command than just one type. I can enjoy just about anything in regards to wargaming, at least once.

What do you feel would be the ideal wargame for you? You mentioned that you enjoy wargaming at the brigade level, are there any other factors that you enjoy?

The ideal wargame to me would be a campaign or battle or period that I am very excited about. It depends upon if it is an historical battle or set battle. If it is an historical battle, I like to pull out about ten volumes on read everything about that one battle that I can so I actually know what happened as to the units involved, the commanders, subcommanders, etc., and study the map. I find these kinds of battles very exciting, it doesn't really matter which side I am on. Historical games are very exciting to me to see if you can make the side win that actually lost. The ideal game would be one that I've done research on, the opponents are tough so that nobody can be steamrolled. I think in a wargame there should be the chance to commit blunders, that's something that people forget sometimes by letting players who forgot to move a unit or something like that to go back and move it. Everyone makes blunders that they didn't want to make but that's part of wargaming, it happened in real life so you shouldn't be able to go back and correct it, it's the fortunes of war, good or bad. The blunder is very important in wargaming and I would hate to lose it because usually, he who makes the fewest blunders wins. I think another aspect is paying attention to the wargame. If you aren't paying attention to the game, you'll make more blunders. I think it's an aspect that has to be considered. Figures that I like are important as is terrain that looks nice. Point battles are interesting as it is fun to see how the army that you select will achieve your objective in the battle. I think it's interesting to reveal what different forces you would draw upon for a certain battle, certain type of terrain and so on.

Do you have any thoughts as to simple vs. complex rules? I don't know what the ultimate complex game is, I've played a lot of board games which are complex to me. Some games are ranged on a scale of one to ten and I've



played ones from 8-9. Like wargames, you constantly have to stay on top of them. I don't know what the hardest set of rules I've ever played as been, Column, Line and Square are obviously the largest set but I find them simple to read and understand. I think that I would like middle complexity, perhaps 5-6 or so. I don't like them so complex that I have to read ten volumes of rules before I can play a game. If you only have one page of rules they are so general that after awhile you are adding so much to them that you are writing your own rules.

How important is historical accuracy to you? I like historical accuracy, I like things to be suggestive of the period I am playing. If you do any reading about the period, it should give you some idea of what actually happened at that time. From this, you have to take things into consideration such as what was the general feeling at the time as far as the people were concerned, were they highly nationalistic and so on. You can't make living history on the board, the most you can do is to get a suggestion of it. If you look at the movie of the Battle of Waterloo, it wasn't the Battle of Waterloo, it was a film about the battle. You have realize what it actually was, we are just playing wargames on a table. Much like a movie, you are casting your wargames figures and are the director. You can make them do what you want them to do, you can play music, blow smoke on the table, make great terrain and paint the uniforms just right. They are going to react the way you want them to react, that's where the dice come in handy for things like morale. However, you can't take historical accuracy too far or else you lose things like playability.

Do you prefer historically correct games or fictional scenarios? I enjoy them both. Historical ones are interesting because of the "what if" factor. The fun about fictional battles is that you can use things that happened in real battles without having to restrict yourself to fit the pattern that happened in a historical battle. It seems to me that perhaps when recreating an historical battle, you are putting someone under a strain that he might not be under whereas if you are fighting a fictional battle, you are left to your own devices and free to blunder or become the Napoleon of your block.

Is there anything you don't like or are disappointed in wargaming as a hobby? I don't know what I don't like about it. It is a chore to get a game going, they take a lot of time to plan, maybe longer than you want to be able to play it. It's hard to say what's going to be a great game, there's always the unknown factor. You can have all of the right conditions in a game and it still doesn't turn out the way you wanted it to. It may be just like real-life in that respect. In wargaming, you always deal with people and anytime you deal with people, there are going to be some problems, just the human nature factor. Sometimes personalities that usually work together well don't click. It takes me a long time to prepare for a game, maybe because I'm always worried about it being good. I sweat bullets when I host a game, trying to set up a perfect atmosphere is tough.

We've been talking about this question all night, but how would you describe your approach to wargaming? It's kind of like a fantasy fulfilled type of thing for me, I've always been interested in it. I think what is interesting is that I've kind of come full circle to things I was interested in as a boy; military history, toy soldiers and so on. You can read about history until you're blue in the face, you can visit battlefields all of the time, but how do you manifest your interest? I always thought there was some way to make it more real. After awhile, you get frustrated, you have all this knowledge from reading. If you have someone to share it with, that's great, but this is where I think wargaming is great as you get to apply your knowledge to it. It's like an historical parlor game. I think that's about as close to it as

it as you can really get without a time machine.

In the last issue, Richard Black said there are many facets of wargaming; painting, terrain, reading, etc., which are you most interested in? I think as regards wargaming, the thing I'm most interested in is playing the game because I've spent my entire life reading about history and it's only been two years that I've been playing. Now that I have the outlet for it, I feel as though I can't waste any time. Painting is like drug addiction, you want to quit, but you can't. I must enjoy it, I suppose, but when I'm faced with painting X number of figures from a certain regiment, by the time I'm on the last company, I'm pretty exhausted. It's like painting is not fun, but having painted is. It's almost like a labor of love, I almost have to do it.

How closely do you feel one can come to what actually happened on the real battlefield through wargaming and how important is that to you? Well, I don't think you can come anywhere close to it at all. I think it's folly to think that you can. All you can do is to trace the movements of a unit. You can paint them the way they were, give them morale factors, but you can't always simulate everything. No way is it like a real battle, people aren't getting killed or trying to kill someone else. It's going to be a West Point wargame, it will be exciting, colorful, something like the period, but it will never be the real thing.

How important is the concept of winning or losing a wargame to you? Well, I like to win and I think that everyone does, I don't know what my win ratio is but I try to play the best that I can whenever I am playing. I like to pay attention to what I am doing. If I am a sub commander, I believe in obeying orders and that's an aspect of wargaming that is really glossed over. I like to fight hard and if I don't win, at least I gave it my all. In the kind of world many of us live in, where there is virtually no job recognition for doing anything good, perhaps it's pathetic to feel good about doing well in a wargame if that's your only level of achievement, but I feel that it is something that I want to give my all to.

By what set of criteria do you judge a set of wargaming rules? If when I sit down and read them, they make sense to me, then I think they are good. It's hard to say what's good or bad because I've played some rules that haven't really been very well written that other people have taught me what they've meant and as a result, they have been enjoyable. I think the most important thing in writing rules is that you have to be a good writer. They may be perfect mechanically, but unless you can explain in plain sense to someone what you're talking about who doesn't know, it's really kind of pointless to write a set of rules. You have to start out with the basics in a set of wargaming rules, you can't assume that the reader knows everything there is to know about wargaming.

What factors were present during the most enjoyable wargame you have ever played and how possible is it to duplicate those on a regular basis? I don't really know what the most enjoyable wargame I have ever played was, I've had a lot of fun at a lot of games. The most exalted I've ever been was when we had the American Revolution campaign and I finally assaulted the city of Augusta for the third time and actually broke in and took it by storm which ended the campaign in favor of the side I was on. It had a lot of aspects of a great game, we were playing the same guys for about six months and the game was going back and forth. Everyone was excited and it was like running a race and breaking the tape and finding out that you won. All the planning you made actually worked out to something. It was the first campaign that I'd ever played and I never believed that it would be so emotionally stimulating or exciting. It was like you couldn't stop thinking about it

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from week to week. Most battles are played in one night and it doesn't matter who wins or loses, but in this game, you could win battles and still lose the war. The idea of not being able to lose troops in frontal assaults, trying to make the right decision showed me that it must be a real strain to be a real commander. Close battles are more fun, like sporting events that go to the last minute, those are the kind that I think are more fun.

Historical wargaming seemed to take a nosedive several years ago according to some reports, lately it seems as though there are indications that it is growing again. Do you feel this is true and what effect do you think the national state of wargaming has on you or I? Well, I'm sure that it did take a nosedive, the Civil War Centennial and American Revolution Bicentennial were all over with and I think they were helpful to wargaming because everyone came out with those types of figures at that time. Now it's fantasy so they are coming out with fantasy figures, the hobby has to run with the pack. If someone came out with Fuller Brush lines, they'd probably make those. As far as historical wargaming, there are always going to be some people who are interested and some who aren't. Maybe people in fantasy have been waiting for it to occur for years as I waited for wargaming to happen to me. The only thing I don't like about fantasy gaming is that it is not based on history, they aren't really people that the figures are based on. You can make them what you want to, plus it seems like a kiddy sort of thing. I think historical wargaming is probably getting more popular in miniatures just by seeing fantasy figures in a store, people at least know there are lead figures around. You can't pick up someone who has never had an historical thought in their lives, give them a copy of Battles and Leaders of the Civil War and then say "see you tomorrow for a game". You almost have to be born with it and love it. I don't know what the effect of the national state of wargaming has on me, maybe more figures and better opponents. I don't know how many people I need to play wargames with, I'm glad that it is as big as it is, I suppose I'd like to see it bigger.

Are there any ways that a person, such as you or I, wargaming on our level, can assist the hobby of wargaming as a whole and do you feel this is important?

There are ways we can do it, with the Newsletter, that's good for the hobby. It depends on what we want to do, we can probably make it whatever we want to. You can't go out and make wargamers, but you can get people who are interested in history to become wargamers or bring wargamers together in sort of a loose confederation so they can easily find opponents, share ideas, etc. I think it's important to a point, I suppose. It's almost like serving your own selfish needs, the more wargamers there are, the more figures you can get, the more opponents you can have. I don't know how important it is to me in a practical sense, like I'm glad that there are wargaming magazines for me to read and more than one line of figures to buy. I don't attend conventions but I'm glad that they are happening. I'm not sure it's done anything for me, but now that I think about it, the first convention I went to, I saw games and it introduced me to wargaming. If I hadn't have gone, I probably would not be wargaming now so I guess there is a good case there.

Do you subscribe to wargaming publications and how important is wargaming literature to you as regards books/magazines related directly to wargaming?

I don't subscribe to anything except the Newsletter, I usually borrow everyone else's. I love Military Modelling, I think the information is great, the color, the expertise.

Would you weigh, in your own opinion, the relative merits of 15 vs 25 vs 30mm figures? If I could afford it and had the space, I would probably use 54mm, to me bigger is better. Obviously it's not very practical, even the 30mm figures I have are like dinosaurs, beautiful fossils, but I feel like its

the line



the last of the 30mm, I have to keep the tradition going and I really love the 30mm figures. I don't know if its because they are Napoleonic but the 30mm Hussars look fierce, their mustaches are twisted and they really look military. I think that 25mm figures are much the same but they are a bit smaller. One thing I really like about wargaming is the soldiers, when I was a kid, I played with 54mm and maybe that sticks in my mind a bit. Its like the visual aspect, good looking terrain and troops. I realize that in some periods, because of their mass numbers, economics play a big part in it. If you can't afford a lot or don't have a lot of space or just starting out in the hobby, 15mm figures are great, they don't cost a lot of money and they are easy to paint. They are great for large games where you need thousands of figures, the ACW is great, you could never have the corps or division size games in 25mm. With British Colonials, I opted for 15mm over 25mm because most of the natives were not that colorful. Its almost like what's the point of making thousands of natives in 25mm when they are basically alike. All sizes have their good points, but for me, I'd still play with 54mm.

What would you like to see in the Newsletter? Photographs (laugh), drawings, more battle reports, actually I havent any criticism of the Newsletter and there has only been one issue out so far and I like everything. It had a battle report which I wrote by my favorite article was the Rich Black interview. I thought it was great to find out what a kindred soul thinks about the hobby, that was the best part. I also liked the column about new ideas, rules, new figures, the who, what and where of what's going on.

The article you wrote on the American Revolution campaign was well received, do you have any plans for other articles you'd like to write? I'm glad that people liked it, I tried to make it interesting. The only thing I can think of is more battle reports or things people might not be aware of such as little informational pieces. Another thing I was thinking of was a pronunciation key for military terms that arent easy to pronounce or even explaining what certain military terms mean.

Which wargaming personality, if any, interests you the most as far as having had the most effect on you and if you had a chance to meet someone like this, who would it be? The one I enjoy the most is Peter Young, the idea that he exists delights the hell out of me. To have an actual military man, a general who has been an officer in the Arab Legion, playing with toy soldiers is great and adds much credence to the hobby. Once again, he probably falls into the heavy tweeds and pipesmoking Englishman, where else would you find a general who plays wargames but in England. When I first read the wargame and realized this was written by a middle-aged man who had actually been in combat and was trying to recreate historical combat on a table, I thought it was great. The next one I would like to meet, not that I'm an ardent disciple of his, is Donald Featherstone. He's written so many books about wargaming and is obviously in love with what he's doing. He puts so much into it. I think I would ask them what prompted them to get interested in the hobby but the answer would probably be pretty common. I left out Peter Gilder, he must love what he does, he has the wargaming holiday which we should all go to before we die, or maybe that's where we go when we do die. I'd probably be awed by their mere presence to think of any intelligent questions, I'd just like to play a game with them, the "would you be my friend" type of thing. They'd be great people to meet and talk with.

What do you are the most important factors in a wargaming group. Do you think our group has it, is moving toward it and what types of things could we do to improve it? Detente is the most important thing, seriously, I think we are moving it and you deserve a lot of the credit because most

people don't have the interest or energy to promote the hobby. Some people don't even have figures, they just like to play, some play more than others. Not everyone is an organizer. I think our particular group has all the aspects we need for a wargaming group and I think we have a good wargaming group. Our people seem to know whatever periods they are interested in really well and they are generally good players. I think what hasn't happened until recently is that there has not been much organization. Perhaps what has happened is that several people have seen the light, so to say, about wargaming and this has inspired the others to really go at it again, not that we weren't playing, but we kind of fell into a niche, comfortable in what we do and not overly anxious to do anything else. But through the Newsletter, which is great, it has helped a lot.

In your opinion, what types of responsibility should an individual wargamer taking part in a wargaming group have toward the group as a whole? Well, one would like to think that there would be some degree of loyalty, but I don't know. You don't want to let people down, you should show up for games or call ahead if you are not going to. I don't think it should be so formalized however. In a labor of love, you should devote what you want to it. If you don't want to play, that's fine. I'd rather have one person who wants to play than twenty who are only warm about it.

What types of activities could our group do to increase area interest in the hobby? Once again, I think the Newsletter is the primary thing in binding people together but that will hit mostly people who are already active. The Newspaper article you and Rich had done on you was a good way to do it, people could always contact the newspaper to find out your phone number if they were sufficiently interested enough. We could put information in local hobby stores or put on a wargame at a local hobby show. I don't know, I have mixed views about it. In one sense I think we should and in another I think is it really worth the effort. If we did get someone new it would be great. A one day convention would be really great. The only trouble with wargaming is that it is a localized hobby.

What would you think about having our group identify a period of common interest and a scale and start buying and painting figures? That wouldn't be bad, if you did it like that, it would not cost very much money.

What set of rules has had the most influence on you? Probably the Scotty Bowman rules of Minuteman, I've totally immersed myself in them and read every word a thousand times. It's the one that I was introduced to in the hobby and I've played it the most however, it is not the one I respect the most. Of all the ones I've played, maybe ten in total, Column, Line and Square is the one I respect most because it is so well organized and written so that you understand what they mean. It must have been incredible the amount of work that went into it, the rehashing of rules and so on. 1776 is another set of rules like that, lots of organization, uniform information and explaining of what they mean which Scotty Bowman doesn't do, I think he comes up with some really good mechanical means for wargaming but does not seem to write very well.

What questions have I not asked you that you would ask yourself, or if you had the soapbox for five minutes, what would you talk about? In regards to our group, it would be great for us to make a visit to Peter Gilder's wargamer's week-end, maybe the group could pitch in and send me. As far as I know, there is not any other place like it in the world. It would be fun for just one of us to go there and play with one of the acknowledged masters. Wargaming is funny because there are experts floating around but not much is ever written about them, like Jack Scruby, who really knows much about him?

As a group, we can make our wargaming group what we want to, we could go on battlefield tours, I don't know how many of us have that kind of energy or interest. I think wargamers are sort of individualistic as a whole, they kind of stay away from doing things together. It's amazing that we together as much as we do actually. I guess I can't say enough about wargaming, I can't think of too many things that I enjoy doing more, I hope that I never get bored by it.

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Thank you, Dave, for a most interesting interview, I don't think you'll ever get bored by wargaming, your enthusiasm was plain to me and I hope that I got this across in the interview. Thanks again.

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LOCAL WARGAMING NEWS

Are there any people in the local area who would be interested in working together to put on a local mini-convention in our area possibly next spring? I am not thinking of anything big, possibly just for our own members and others who might be interested. Please let me know if there is any interest out there regarding this issue.

\* \* \* \* \*

About five weeks ago, I sent out a letter to all of the local wargamers in our group in an attempt to better organize local wargaming activities. At the present time, there is no central location for wargaming that we use and games are scheduled by individuals at their homes without too much fuss. One of the problems with this method, and this is not only my opinion, is that sometimes not enough players show up for games and sometimes games are scheduled twice or more per week which is too often for many of us to attend. I had talked with several people about scheduling our wargaming on a weekly basis where one week it would be my turn to have a game at my house and the next week, somebody else would have one. Those not possessing facilities for games could make an agreement with someone who does to use their facilities once in awhile so that they would have a chance to host a game. In this manner, if four or five people wanted to host games, everyone would know from week to week whose turn it was to host a game. I only received two replies out of about eight (25%) which is considerably better than my professional organization who recently received 27 replies out of a mailing of 37,000. The most obvious reason for not receiving replies is that it is something that people are not interested in doing, however, I don't especially believe this to be true. Maybe you could let me know, by phone or letter, what you think of this.

\* \* \* \* \*

Rich Black and Hal Thinglum continue to paint a growing collection of Seven Years War figures. They have close to about 600 of them now with quite a few more to paint up.

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Carmen Izzo finished a few regiments of 25mm figures for his American Civil War line and is working on some 30mm Napoleonics between classes.

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Roy Grider is working on his Master's thesis, the subject of which is concerned with the Battle of Pea Ridge in the American Civil War. Perhaps Roy could be talked into writing something for the Newsletter regarding this subject when he finishes up his Masters.

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Dan Rakowski has gone into 15mm American Civil War and has been painting madly. Dan has also put some map movement rules together for an ACW campaign which he and Hal Thinglum are working on. This will hopefully start soon.

\* \* \* \* \*

Dave Corbett continues to add to his American Revolution line in 25mm



Jake Pottgen, a newcomer who we hope will have an interest in gaming with us, is interested in Wellington's army in the peninsula. Jake might have an interest in 25mm figures, maybe someone can give him a hand starting out in the line of information, Jake's number is 815-485-6865.

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Mark Daney is busy painting in a number of periods including 25mm Seven Years War, 15mm British Colonials and 15mm English Civil War.

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Pat Kurivial put on a very interesting and close-run American Revolution game several weeks ago which was one of the more interesting games I've played.

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If you have any news for this section of the Newsletter, please let me know. Use the above as an example of what to send in, but don't be limited by it.

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### BUY/SELL

Wanted: Seven Year's War 25mm figures, Winston Johnson, PO Box 1992, Elkhart, Ind. 46515.

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

Wanted: Rules or rules ideas for fairly large scale 15mm British Colonial games beyond skirmish level. Dave Corbett, see above for address/phone.

For Sale: 25mm American Civil War figures, painted. George Rust, 507 West North Street, Crown Point, Ind., 46516.

Wanted: Wargaming books/magazines, originals/xerox copies. Especially of Volume I of the "old" Courier and Wargamer's Newsletter. Hal Thinglum, 3533 West 218th Street, Matteson, Ill., 60443 (481-9167).

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### DINOSAURS?

Hal Thinglum

The dictionary definition (I hate looking up words I can't spell in the dictionary) of dinosaur is "any of various extinct, often gigantic reptiles." Except for the word "reptile" some think the 30mm figures fit this description. I felt this way a while back after I became very discouraged trying to purchase 30mm Napoleonics (the old Minifig line) and running into long delays and lots of promises. In the September-October issue of The Courier, the editor, Richard Bryant, addressed the problem of wargamers buying figures from a line and then finding out that the line was removed from the market. His main points to figure manufacturers were as follows:

- 1) Do not introduce a new historical line unless
  - a) you can maintain the line for one year
  - b) you will give customers 90 days notice that a line will be discontinued.
- 2) Develop lines with fewer poses.
- 3) Develop figures and use alloys that allow easy conversion.
- 4) Have both sides ready when you introduce a line.
- 5) Allow at least one year between new line introductions.
- 6) If your historical line is too small to pay, consider selling that line to a manufacturer willing to specialize in historical miniatures.

Wally Simon, as well as several other wargamers, being die-hard 30mm collectors/wargamers, did just what number six above suggested and bought out the line of 30mm Napoleonic molds from Minifigs and started up their

own business. I mention this because I know of several wargamers in the area who ordered figures from Fusilier (the name of Wally's company) and waited a considerable amount of time for their figures to arrive. As I mentioned before, this happened to me when I first got into the hobby with 30mm figures which were at that time being produced by someone else. I must admit that I was extremely upset at (1) long waiting periods, (2) incomplete orders and (3) promises, promises and promises. I did however, keep sending in my money based on the above so a lot of the fault was my own. Had I been more aware of the reasons/problems involved for a figure manufacturer who carries out something like Wally and his group are doing, I might have been a trifle more understanding, perhaps. For these reasons, I would like to present a portion of Wally's August, 1982 editorial in the PW REVIEW:

A note of interest to all you would-be gaming entrepreneurs. Those of us who started FUSILIERS are discovering that it's hard to do things right. For example:

- a. As with most small businesses, we quickly found out that we were undercapitalized, a nice way of saying that we didn't kick in enough money initially. Bad.
- b. Secondly, anyone who tries to run a business part-time should have his head examined. Real bad.
- c. Thirdly, since we don't own our own casting equipment, we had to deal with outside firms. Our first arrangement was with an out-of-town facility. Bad. Poor communications and coordination.
- d. We then set up with a local caster-craftsman. Bad. Many scheduling problems, since he's got his own in-house workload, and uses us to fill the slack.
- e. Our next discovery, when finally we got time on the machines, was that our original molds were worn and we were losing detail. Bad. More time and cash invested to make new molds for the entire line, some 220 figures.
- f. We started advertising the beginning of the year in THE COURIER, and the 30mm enthusiasts who sent in orders way back then - some of whom still have incomplete orders - are starting to get unenthused. Bad.
- g. We thought about mailing out partial orders, and filling out the remainder as figures became available. For the most part, we haven't done this since we thought that a "partial" would irritate some people just as much as not receiving anything at all. Bad.

And I could go on and on. It does appear now, however, that we've got our heads above water and can just about stop thrashing and breath again.

The conclusion? Obvious. If you want to start up something part-time, take the funds you've allocated for the project and donate them to a useful cause - such as the Flat Earth Society, the ERA, or the Prohibitionist Party. Take my word for it, you'll get just as much use and enjoyment from your donation, and it'll be less frustrating in the long run.

Secondly, the following paragraph is taken from an October, 1982 letter to me from Wally:

"I guess FUSILIERS will make it, although we've still got an order or

so, dating back to February, unfilled. Frustrating as hell, not to be able to run to a shelf of figures and pop 'em in a bag to fill an order. I'm sure that publishing the brief outline of our difficulties will evoke no sympathy "out there". And rightly so. Having obligated ourselves to fill orders, there should be no reason as to our not doing it. Oh well... as you see, I'm not particularly proud nor happy concerning the way we're flubbing through. But this is the best of all possible worlds, they say."

As you can see, Wally does not expect special treatment. I am sure that it is true that once one starts a business, no matter how small, and charges money for a product that whoever orders that product expects prompt consideration. However, I am fairly sure that on the other end, the person who buys out a discontinued figure line to make it available again, is doing it for nonmonetary as much as monetary reasons as if a major figure manufacturer can not afford to carry a line, it is not very likely that a small businessman is going to make a significant amount of money on it. In the specific example of 30mm figures, unless I am mistaken, there are Staddens (expensive), Surens' (Super-expensive), Scrubys' and Spencer-Smith (plastic, currently going out of business) available at the present time in addition to Fusiliers, which are priced at 25mm figure prices. For the hard core 30mm figure wargamer/collector, perhaps the inconvenience of waiting for orders to be filled, no matter how annoying, is a fact of life for that scale of figures. The fact that the line is back in existence is a plus; the fact that they are priced at 25mm prices is a double plus; and the fact that they are being produced by 30mm wargamers as a sideline obviously without hopes of being a big moneymaker is a triple plus because it shows there are people in the hobby willing to take a chance financially to make a discontinued line available again.

Our hobby is small enough, and will probably remain so, to allow for efforts such as this to be recognized for what they really are, an honest attempt to put a favorite figure line on the market again. Wally's remarks show that he feels an obligation to deliver the goods he advertised as being available. If his venture fails, it may influence others in the future who consider taking similar action with discontinued lines. The person who attempts such an undertaking loses money, but, we, as the people who want that line, lose as well if it is again removed from the market.

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#### FOURTH HISTORICAL WARGAME WEEKEND

Hal Thinglum

Bill Protz reports that the 4th Historical Wargame Weekend, held in Milwaukee at the War Memorial Center on October 23-24, 1982, was a success. The event drew 140 individual people over the two day period and featured 30 historical lines and four vendors. Plans are being made for a fifth next year. From our group, Rich Black hosted a Medieval 1066 25mm game and Hal Thinglum hosted an American Civil War 15mm game. The facilities were very good with enough table space being made available and a general atmosphere of good will and enjoyment existing. Pat Kurivial and Rich Borg of our local group won the "Bring Your Own Napoleonic Tournament" and were presented with appropriately titled T-shirts. Pat has not taken his off as of yet. Prizes of \$5.00 were awarded to the best player in each game in addition. Speaking for myself, I found the weekend affair very enjoyable, even though I was only able to make it on Sunday, the last day. Bill is to be congratulated on putting together such an enjoyable affair. The Milwaukee group is an enjoyable one to be around. It was most interesting to be at a convention where only historical events are being provided. I wish Bill and his group continued success.

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WARGAMING SCENARIO

By Pat Kurivial

The mix of history and gamesmanship has been both a fascination and a vexation for wargamers. Even a subtle bubbling over of this witches blend has sent best of friends clutching at each others throats while sighing guttural examples of a unit's moral and melee history.

This has proven all too often to be true in our games of the American Revolution using Scotty Bowden's MINUTEMAN rules. Yet, beyond the complaints of playability, balance, and accuracy, we have been drawn back again, as history junkies, to refight the American Revolution. Through this tempering process we have been able to glean from varied sources several skirmishes which have proved palatable to considerations of balance and history. I offer these scenarios for MINUTEMAN if not as pure history, then as a product of our nation's fine tradition of compromise.

HARLEM HEIGHTS     September 16, 1776

This developing skirmish action had possibilities of evolving into a major engagement had not both commanders decided to halt the fighting. The hostilities began when Col. Knowlton took his Rangers out to ambush a regiment of British light infantry foraging in an orchard between the opposing lines. After issuing eight volleys Knowlton fell back in the face of superior numbers. Seeing the Americans fall back, the light infantry added insult to injury by sounding the fox call. This was too much for Washington, the old fox hunter, and he ordered up Col. Leitch's Virginia Rifles as well as several available lines. This action generated similar support from the British. The victory conditions for this scenario calls for one side to force the opposition from the field.

**British:**

Initial set on - one foot within the Stone House in skirmished order. 400 light infantry C type (20 figures). They may not react until fired upon - no movement - but may make simple facing adjustments. After first fire roll a six-sided die. The number determines the entry turn of the Rifled German Jagers (C type, 240, no bayonets, 12 figures) and a separate roll for 400 Black Watch (B type- bayonet armed- 20 figures).

**American:**

Initial set on - within the buckwheat field - 120 Knowltons Rangers (C type, bayonet armed). Col Knowlton, after first fire, throws a die which determines the entry turn for each unit:

- 400 - D type Continentals - bayonet armed - 20 figures
- 120 - D type, Col. Leitch and Virginia Rifles - no bayonets, rifle armed- 6 figures
- 400 - F type Continental Militia - no bayonets - 20 figures
- 320 - D type Continentals - bayonets - 16 figures
- 240 - D type           "           - Bayonets - 12 figures

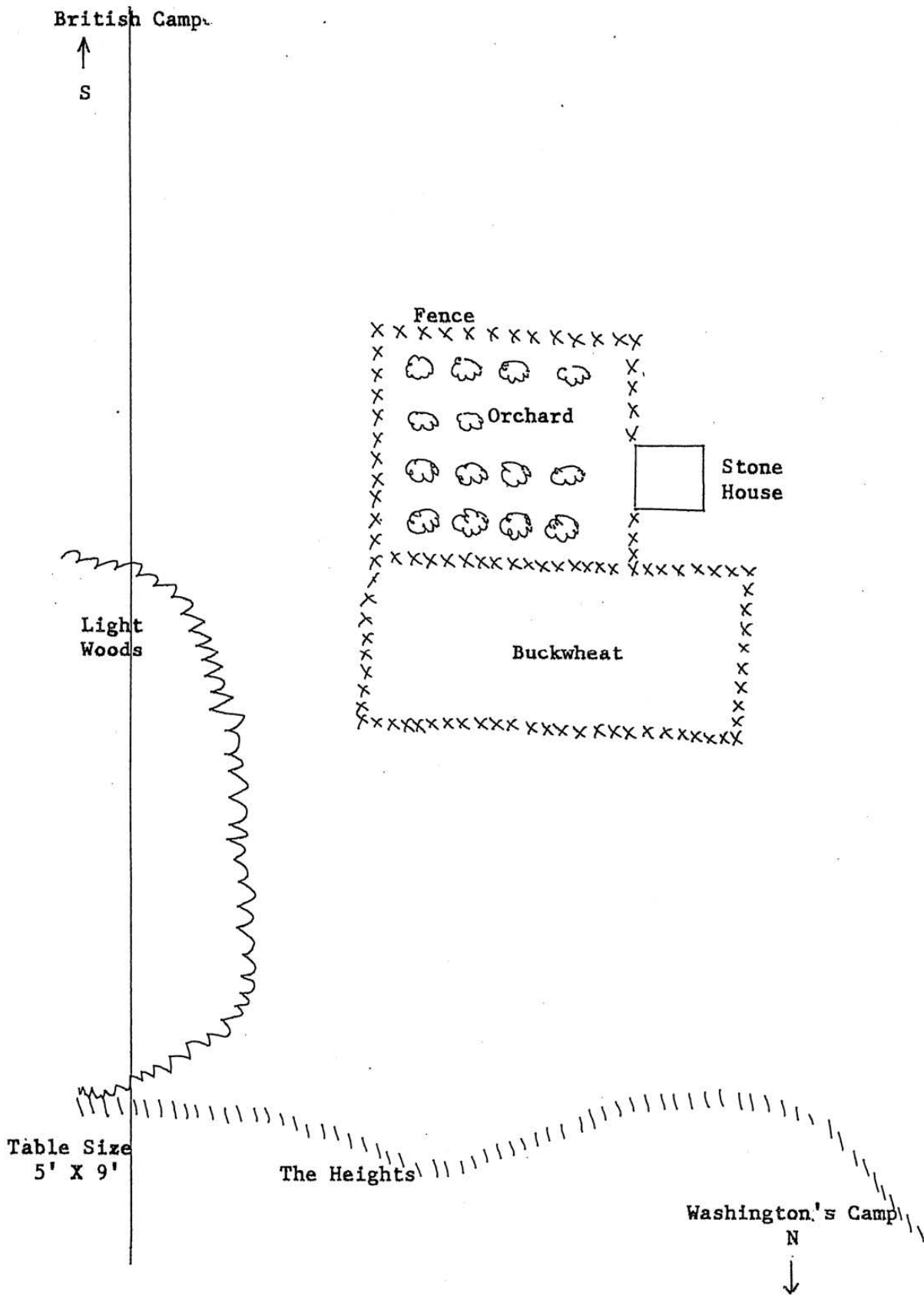
**Terrain:**

Orchard - treat as light cover, no movement/visability penalties  
Buckwheat field - no fine cover but visability as light woods, no movement penalty  
Fence - Obstacle, light cover  
Stone House - holds 12 figures, hard cover  
Light woods - as rules  
Units on edge of heights have light cover

See map on page 21

BATTLE OF HARLEM HEIGHTS

September 16, 1776



COURIER ADDRESS CORRECTION

Richard Byrant of THE COURIER has requested that I inform readers of the correct address of their magazine. Last issue, I reported that the address as being in Maine. The correct address is as follows:

THE COURIER  
Box 1878  
Brockton, Mass  
02403

SETTING UP TACTICAL BATTLEFIELDS DURING CAMPAIGNS

By Richard Borg

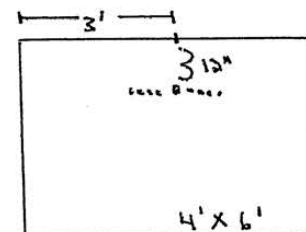
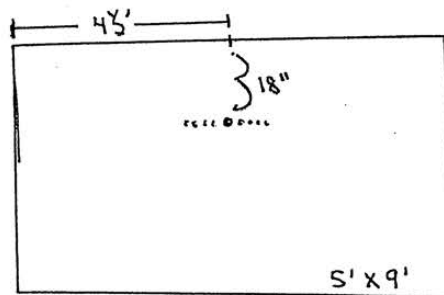
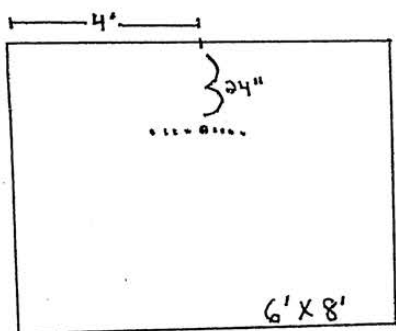
During a recent Ancient Campaign, the problem of how any tactical battlefield would be laid out was solved by the following outline. Both sides would purchase their ancient army and lay out their set on area on the playing surface. The game board was then sectioned off (normally on a sheet of paper) and as the die rolls were cast, terrain and approximate locations were drawn in. Upon completion of all casts, rivers and roads were drawn onto the playing surface and other terrain selected from a number of prefabricated woods, hills, fields, etc. and set on their die rolled determined places. Both sides then would total their number of mounted troops. The side with the lower number was outscouted and would set on first. After completely set on, the opposition would set on and the battle would commence.

Setting Up The Miniature Game:

Choosing terrain by the following system will provide both a compromise between the players wishes and terrain of greater variety and playing interest.

Table size: Games when both side's point totals added together are over 2000 points should be played on a 6' X 8' or 5' X 9' playing surface. Games when both side's point totals added together are less then 2000 points should be played on a smaller 4' X 6' playing surface.

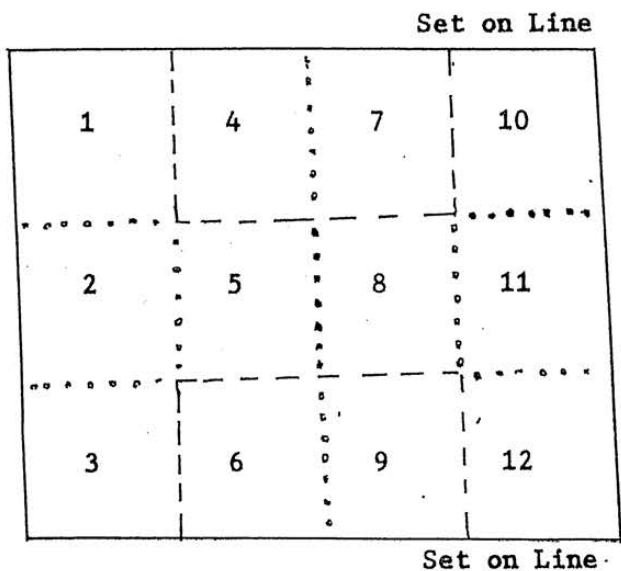
Set On: The width of a player's set on is related to the number of points fielded for the game. Each 100 points of troops is worth one-half foot of set on; therefore, a 400 point army would have a two foot wide set on. The center point of a set on is the center point of the player side of the table. Therefore, a two foot wide set on would be measured one foot to the right and one foot to the left of set on center point. The depth of a player's set on onto the board is 24" on a 6' X 8' table, 18" on a 5' X 9' table and 12" on a 4' X 6' table.



Width of set on determined by the number of points in the army; one-half foot per 100 points.



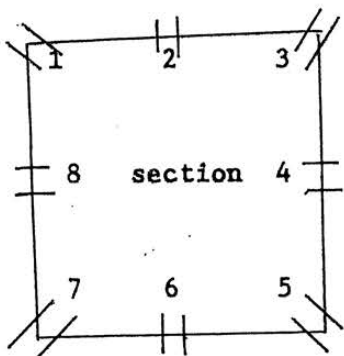
**Choosing Terrain:** The board is divided into sections as indicated (extending set on lines to divide the playing surface may not always provide equal or regular shaped sections. Note: extended lines do not have to be drawn on playing surface).



One six-sided die is rolled for each section: a roll of 1, 2, 3: the section is open; a roll of 4, 5, 6: there is at least one terrain feature in the section.

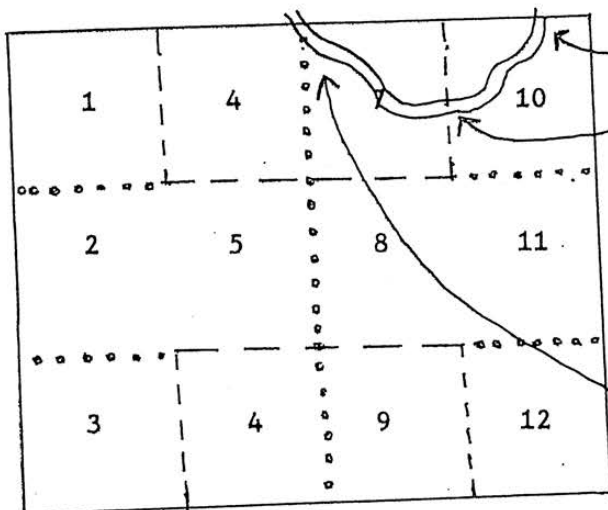
Another six-sided die is rolled for each section where terrain is present. A second die roll of "1" indicates that there is a river or road present (1,2,3: stream; 4,5,6: road). Once one stream section is determined, all other "1" die rolls mean roads are present.

Where the road or river crosses the sections borders are determined by rolling one eight-sided die and referring to the following chart:



Streams and roads are normally 2" in width

A stream's course (entering or exiting a section) is determined by rolling one eight-sided die. As the stream enters into a new section, another eight-sided exiting die roll is made. A stream course may not enter a section more than once.



Example:

Section 10 has a stream by the initial cast; the eight-sided die roll is "2".

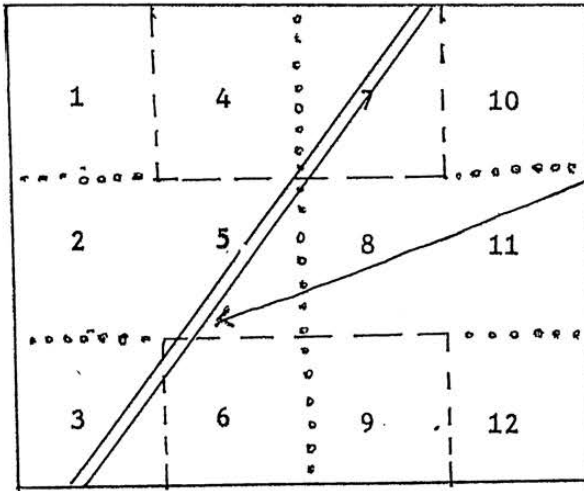
To see where the stream will exit, an eight-sided die roll is "8".

The stream entered the new section 7. To see where the stream will exit, an eight-sided die roll of "4" was rerolled (because a stream can not enter a section more than once).

The next roll was "1", therefore the stream leaves the board.

These points are now connected by a series of reversing curves, not straight.

A roads course is determined by rolling one eight-sided die, roads are drawn as straight as possible along the path rolled. The road's path is extended until it runs off the edge of the table. Roads crossing other roads continue on die roll of 1, 2, 3; and junction (do not continue) on die roll of 4, 5, 6. Roads crossing rivers are fords on a die roll of 1, 2, 3 or have bridges on roll of 4, 5, 6.



Section 5 has a road by the initial cast.

One eight-sided die roll is 7. Road is now extended from this point.

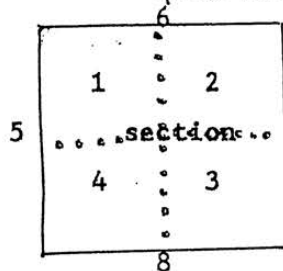
Once all road and stream courses are drawn on board (if any), another eight-sided die is rolled for sections with terrain features:

Die Roll:

- 1 - 2 Woods - (Second die: 1 2 3 small wood cluster under 12" X 12"  
4 5 6 Large wood over 12" X 12")
- 3 Field - Fields are 12" X 12" or less.  
(Second Die: 1 2 3 small house adjoining field  
4 5 6 roll for other terrain in section)
- 4 - 5 One gentle contour hill - (Second die roll:  
1 2 3 two tiered gentle contour hill  
4 5 6 roll for other terrain in section)
- 6 One steep contour hill - (Second die roll:  
1 2 3 two tiered steep contour hill  
4 5 6 roll again for other terrain in section)
- 7 Hedge - (roll two eight-sided dice to determine number of 2" hedge sections)
- 8 Swamp - (Second die roll:  
1 2 3 small bog under 12" x 12"  
4 5 6 large bog over 12" X 12")

Terrain Placement Priority:

- Fields - locate next to road in section when possible.
- Hedges - locate along road in section when possible; die roll which side of road each hedge section will be on (all sections should be touching or - locate around field when possible (leave gateway) or - placed to indicate a tall grassy area.
- Swamp - locate next to stream in section when possible. (swamp may be formed on both sides of a stream).



When terrain priority is not applicable, then general placement of terrain in the section is determined by rolling one eight-sided die. A roll of 5, 6, 7, 8 means terrain is in both areas and overlaps into the adjacent section.

The big day has arrived. There you are with a box of toy soldiers in your hands. Now all of those battles and scenes from the comic books can be brought to life. Eagerly you open it up and set them out. Everything you expected! Quickly you create a few scenes, and then it's time for dinner. They get set aside "temporarily."

A while later, you and a friend dig out the toy soldiers and split them into two armies. After spreading them around on the floor for awhile, you begin to argue about who is winning and who is losing. Then you decide to use a marble or something to knock down figures.

Now you have "real" battles. First you shoot the marble at his men and then he shoots it back at yours. Any soldier knocked down is a casualty. You have just written your first set of rules!!

As with all sets of rules, things go along smoothly for awhile. Then you suddenly notice you are always losing! Watching carefully, you can see your friend is a little more accurate than you are in throwing the marble. Also, it seems whenever he misses, he is always claiming to have dropped the marble. You feel he should not win because he can shoot a marble better or is a smooth talker. Or perhaps you need a little stiffening for your backbone. Then there is the problem of the soldiers who "always fall over". Is he a casualty if you can't be certain he was touched by the marble?

Talking it over with your friend, one of you remembers reading about some people who played wargames. It seems they settled things by rolling dice!! Hey, this gets rid of the problems. Now it shouldn't be too easy to hit a man, so you and your friend agree that a roll of "6" will count as a casualty. Hey! Wow! Fantastic!! You even win occasionally!!!!

One day, you decide it might be fun to use some blocks to build a fort and surprise your friend. When he comes over he is suitably impressed and you quickly divide up the soldiers and have a battle over the fort; you get the fort of course. What's this? How can he beat you when you're inside a fort? There must be something wrong. The two of you decide that it should be more difficult to hit someone behind protection than in the open. It seems reasonable that it should be twice as hard to do so. Therefore, you decide that firing at a man behind protection will require two dice, say a red one and a white one. A hit will be scored when the red is a "6" and the white is a 4, 5, or 6.

Now you have hit upon the hardest part of writing rules for wargaming. That is, what adjustments are necessary to represent different occurrences on the battlefield. So far we have only looked at the crudest of problems. The solution is typical, whatever you feel is right is what you will use.

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ENGLISH CIVIL WARGAME

By Hal Thinglum

On November 20th, 1982, a group of wargamers from our local group and three gamers were Milwaukee met to refight the battle of Edgehill from the English Civil War. The game was held at Prairie State College and played on a very inspiring terrain well over twenty feet square. Covered with green rugs with brown roads winding about, there were fields, houses, hedges and the town of Edgehill. The Royalists were commanded by Rich Black who commanded the left flank cavalry while Bill Protz commanded the right flank cavalry. Hal Thinglum, Dan Rakowski and George Rust commanded infantry brigades with Dan in the center, Hal between Dan and Bill on the right flank and George between Dan and Rich on the left flank. Kurt Donzelli



was in command of the Parliamentarians, commanding a large infantry force along the Parliamentarian's left side of the battlefield to the right of Mark Daney's cavalry on the far Parliamentarian's left flank. Mike Schundler commanded the cavalry on the Parliamentarian's right flank while Pat Kurivial commanded the infantry between Mike's cavalry and Kurt's infantry. The troops were very impressive, consisting of 25mm figures from the collections of Bill Protz, George Rust, Rich Black, Kurt Donzelli and Pat Kurivial. There were slightly over 2,000 figures on the field of battle and all were painted to a high standard.

The battle lasted approximately five hours. Both flanks were involved in fierce cavalry actions for the entire battle with neither side gaining the chance to break through for as long as the game lasted. Toward the end of the game, one of Hal Thinglum's infantry brigades, three regiments strong, broke under Parliamentarian pressure and fled the field, opening up a large hole in the Royalist line of battle. After five hours, the Parliamentarians were declared the winners and history was reversed. Everyone seemed to enjoy the game and it is hoped that we can host another English Civil War game again next fall. Thanks are extended to Rich Black for putting on a most interesting affair.

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#### AMERICAN CIVIL WAR CAMPAIGN GAME

By Dan Rakowski and  
Hal Thinglum

Dan Rakowski and Hal Thinglum are putting together an American Civil War campaign game based on the August-September, 1862 period of the American Civil War. Dan made up a beautiful hexagon map of the area about ninety miles north of Washington running south to about forty miles south of Richmond. The map takes in the Potomac River on the east side to Lynchburg on the west side. I could provide more accurate information about the map except that I do not have it available where I am typing at the present time. Mountains, major rivers and roads as well as towns, wooded areas and railroad lines are represented. The fortifications around Washington and Richmond are also in place. A copy of this map was made by Hal. Dan provided two large sheet metal pieces upon which the maps were mounted so that magnetic counters can be used for movement on the map without worrying about the map counters being misplaced on the map. Each of the hexes is numbered allowing for the commanders to inform each other of map movement made by their troops.

Hal has assumed command of the Federal forces while Dan is in command of the Confederate forces. Listed below are the objectives of the campaign game:

- 1) The game is over if Washington or Richmond are captured.
- 2) The Confederates win if they win a decisive victory north of the Potomac.
- 3) The Union wins if the Confederates are forced back to Richmond.
- 4) The Confederates must keep the railroad clear from Stauton to Richmond.
- 5) The Union must keep their northernmost railroad clear.

The following forces are available to the Confederates:

#### Jackson's Corps - Maj. Gen. Stonewall Jackson

Jackson's Division - Brig. Gen. Taliaferro  
Stonewall Brigade - Brig. Gen. Winder  
Taliaferro's Brigade - Col. Taliaferro  
Campbell's Brigade - Col. Johnson  
Stafford's Brigade - Col. Stafford  
Shumaker's Art.

Ewell's Division - Brig. Gen. Eawton  
Early's Brigade - B.Gen. Early  
Lawton's Brigade - Col. Douglas  
Hay's Brigade - Col. Strong  
Trimble's Brigade - Capt. Brown  
Latimer Art.

Laurel Cav. Brigade - Brig. Gen. Robertson  
Chew's Horse Art.

A.P. Hill's Light Division - M. Gen. A.P. Hill

Gregg's Brigade - B. Gen. Gregg  
Pender's Brigade - B. Gen. Pender  
Thomas' Brigade - Col. Thomas  
Branch's Brigade - B. Gen. Branch  
Archer's Brigade - Brig. Gen. Archer  
Field's Brigade - Col. Brockenbrough  
Walker's Art.

Longstreet's Corps - Lt. Gen. Longstreet

<u>Evan's Division</u> - B. Gen. Evans	<u>Jones' Division</u> - B. Gen. Jones
Texas Brigade - B. Gen. Hood	D.R. Jones Brigade - Col. Anderson
Law's Brigade - Col. Law	Toombs' Brigade - Col. Benning
Evan's Brigade - Col. Stevens	Drayton's Brigade - B. Gen. Drayton
Frobel's Art.	Brooks' S.C. Art.

<u>Kemper's Division</u> - B. Gen. Kemper	<u>Wilcox's Division</u> - B. Gen. Wilcox
Kemper's Brigade - Col. Course	Wilcox' Brigade - B. Gen. Wilcox
Jenkin's Brigade - B. Gen. Jenkins	Pryor's Brigade - B. Gen. Pryor
Pickett's Brigade - Col. Hutton	Featherstone's Brigade - B. Gen. Featherstone
Ashland Art. Art.	Squires' Art.

<u>Anderson's Division</u> - M. Gen. Anderson	<u>Fitzhugh Lee Cavalry Brigade</u>
Mahone's Brigade - B. Gen. Mahone	Phelham Va. Horse Art.
Wright's Brigade - B. Gen. Wright	
Armistead's Brigade - B. Gen. Armistead	
Huger Va. Art	

Note: At the beginning of the game, only Jackson's Corps will be available.

The following forces are available to the Union:

I Corps - Sigel

<u>1st Division</u> - B. Gen. Schenck	<u>2nd Division</u> - B. Gen. Steinwehr	<u>3rd Division</u> - B. Gen. Schurz
1st Brigade - B. Gen. Stahel	1st Brigade - Col. Koltz	1st Brig - B. Gen. Böhlen
2nd Brigade - Col. McLean	Batt. C, W. Va. Art	2nd Brig - Col. Krzyzanowski
1st Ohio Art	13th NY Art	1st NY Batt.

2nd Brigade - Col. Lloyd (Attached to 2nd Division) Cavalry  
Milroy's Brigade plus 12th Ohio Batt (attached to Harpers Ferry)  
Piatt's Brigade (posted at Westchester)

II Corps - M. Gen. Banks

<u>1st Division</u> - B. G. Williams	<u>2nd Division</u> - B. G. Augur	Brig. Gen. Buford's Cavalry Brig.
1st Brig - B. G. Crawford	1st Brig - B. G. Geary	
3rd Brig - B. G. Gordon	2nd Brig - B. G. Prince	
2nd NY Art	3rd Brig - B. G. Greene	
	6th Me. Art	

III Corps - McDowell

<u>2nd Division</u> - B. G. Ricketts	<u>3rd Division</u> - B. G. Reynolds	<u>1st Division</u> - B. G. King
1st Brig - B. G. Duryea	1st Brig - B. G. Meade	1st Brig - B. G. Hatch
2nd Brig - B. G. Tower	2nd Brig - B. G. Seymour	2nd Brig - B. G. Doubleday
3rd Brig - B. G. Hartsuff	3rd Brig - B. G. Jackson	3rd Brig - B. G. Patrick
4th Brig - Col. Thoburn	Ransom's Art	4th Brig - B. G. Gibbon
1st Pa Art		1st N. H. Art
Cavalry Brigade - B. G. Bayard		

III Corps - M.Gen. Heintzelman

<u>1st Division</u> -M.G. Kearny	<u>2nd Division</u> - M.Gen. Hooker
1st Brig-B.G. Robinson	1st Brig - B.G. Grover
2nd Brig-B.G. Birney	2nd Brig - Col. Taylor
3rd Brig-Col. Poe	3rd Brig - Col. Carr
Batt. E, 1st RI	6th Maine Art.

IX Corps - Maj. Gen. Reno/Burnside

<u>1st Division</u> - M.G. Stevens	<u>2nd Division</u> - M.Gen. Reno
1st Brig-Col. Christ	1st Brig-Col. Nagle
2nd Brig-Col. Leasure	2nd Brig-Col. Ferrero
3rd Brig-Col Farnsworth	
8th Mass Art	

V Corps - Maj. Gen. Porter

<u>1st Division</u> -Maj. Gen. Morell	<u>2nd Division</u> - B.G. Sykes
1st Brigade-Col. Roberts	1st US Brigade - Lt. Col. Buchanan
3rd Brigade-B.G. Butterfield	2nd US Brigade - Lt. Col. Chapman
5th US Art.	3rd Brigade - Col. Warren
	E. Batt., US Art.

Notes: At the beginning of the game, only the I and II Corps and portions of the III Corps are available for the Union side.

The rules to be used for the table-top battles are the "ON TO RICHMOND" rules printed in THE COURIER. Units to be used in the game were taken from Scotty Bowden's "STARS AND BARS" American Civil War rules set. Brigades and artillery batteries were provided with the proper number of stands/guns with one infantry stand equaling about 300 actual men and one artillery casting equaling about eight real guns. Ratings for the brigades and Generals was also taken from "STARS AND BARS."

Listed below is a brief outline of the map rules:

Movement: Infantry (Union=5 hexes/day; Confederates=6 hexes/day)  
Cavalry (Union & Confederates=10 hexes/day)  
Artillery (foot=as infantry; horse=as cavalry)

Road bonus: if  $\frac{1}{2}$  of movement occurs on road, unit gets one extra hex

It costs two hexes of movement for: woods, ford/bridge, fordable river, mountain gaps (unless there is a road). No loss in movement for roads through woods.

The division is the basic move counter on the map for infantry while the regiment is the basic move counter on the map for cavalry to reflect screening action. Brigades of infantry can be detached but it must be written down. Once this brigade of infantry is detached, it can only move to rejoin it's parent division. As many divisions can be stacked as a player wants, however, only two can move out of the same hex on to another same hex. This reflects the amount of space needed to start a march.

Movement Sequence:

- 1) Weather roll
- 2) Write orders for all units. For each hex they travel through must be written down and reported to the opposing commander.
- 3) Roll for command control: North rolls 2 10-sided dice, South rolls 1 10-sider. If a unit on the map is on a hex with a number ending in the number rolled on the dice, then that unit may not move this turn.

Up to two divisions can be transported down friendly railroad lines. It costs 2 movement points to entrain and 2 movement points to detrain. A unit may move 12 hexes while on the train. A friendly railroad line means the entire path down the railroad must not be blocked by enemy units or their zone of control (within 1 hex of the railroad). A friendly unit must also be within 1 hex of a unit



that is detraining. This is the only time that a unit has a zone of control. This only applies to the railroad between Richmond and Fredricksburg and the railroad from Manassas to Culpepper to Gordonsville and beyond. Units must detrain at least two hexes from nearest enemy.

Contact Rules?

Units within 1 hex of the contact (two enemy units entering same hex) can automatically change orders and march to that contact (march to the sound of the guns). If units are two hexes away, commanders of units roll according to their ranking: Exceptional-automatic, Firebrand-1 to 5 (six sided die), Agressive- 1 to 4, Cautious- 1 to 3, Paltroon- 1 to 2. For each hex that a unit is away from the contact hex (up to four hexes), subtract one from the number you have to throw.

Effect of weather on movement:

Light rain - movement reduced by one hex

Heavy rain/Storm - Movement reduced by two hexes

A) Each ford/fordable river: throw one 10-sided die (0-4 = level too high, can not cross)

Supply:

Units must be in supply. Supply lines can only be traced to roads or railroad lines and units must be within five hexes of possible supply line to be in supply. Supply lines must be traced to a supply center (Federals = Washington, Harpers Ferry, Aquia Landing; Confederates = Richmond, Stauton, Lynchburg). When a unit leaves it's supply line, place one marker every five hexes. When a unit's supply line is cut by at least a division of infantry or brigade of Cavalry, the force whose supply is cut, may not advance but may hold. The force whose supply line has been cut may move back to the force which cut into it's supply. After the supply line has been cut for one day, take the nearest supply marker to the cut-off unit, day two, take the next nearest marker to the cut-off unit. When all markers are gone, force must then retreat to re-open it's supply line.

Foraging Notes: If the confederates cross the Potomac River, they have ten days of foraging. Normally, the Confederates have three days of foraging and the Federals have two days. This amounts to three days/two days for two divisions in an army at any one time. These two divisions have to be together (within one hex of each other). After this period has passed, the unit must start moving toward the nearest supply line that they have.

Recovery of Stands After Battle: Since ON TO RICHMOND rules are exceedingly bloody and probably reflect losses in effectiveness more than actual casualties, a rule for recovery of stands after a battle was needed so that armies would not be wiped out after a battle. The following system is to be used: Following a battle, one-half of a brigade's stands are automatically recovered (if odd # of stands are lost, roll one six-sided die: 1-2-3=lower #; 4-5-6=higher #) and then the brigade must roll to see what percentage of other stands it recovers:

<u>Force Occupying Field</u>				<u>Force Leaving Field</u>			
# of stands lost	# Of Stands Recovered			# of stands lost	# Of Stands Recovered		
	3	2	1		3	2	1
4	1-20	21-60	61-100	4	1-10	11-40	41-100
3	-	1-50	51-100	3	-	1-30	31-100
2	-	-	1-90	2	-	-	1-60
1	-	-	1-60	1	-	-	1-40

**Forced Marches:** Units may force march at any time, however, they take the chance of losing stands while doing so. Infantry may move nine hexes on a forced march while cavalry may move 13 hexes. Roll a percentage dice for each brigade that is force marching:

Morale	Stands Lost		
	3	2	1
Elite	1-5	6-20	21-80
Veteran	1-10	11-25	26-85
Regular	1-15	16-30	31-90
Green	1-20	21-35	36-95

Each hex on the map is considered to be three miles in distance. Thus infantry can move 15 miles/day (Confederates = 18) and Cavalry can move 30 miles/day.

In addition to the counters allowed for each division/cavalry brigade, two dummy counters are allowed for each side.

**Weather Chart:**

Roll Two six-sided dice.

- 2-Fog, no effect on movement
- 3-light rain
- 4-fair
- 5-fair
- 6-fair
- 7-fair
- 8-fair
- 9-fair
- 10-light rain
- 11-heavy rain
- 12-storm

Each commander will take turns rolling for the weather on each day of the campaign. If a battle occurs on that day, the number rolled on the weather chart is noted. Every three turns of the battle, one six-sided die is thrown: 1-2=move one number toward the top of the chart (toward the # 2); 3-4=stay; 5-6=move one number down the chart (toward the 12). The weather changes accordingly for the type of weather shown by the number during the battle.

It is expected that this set of rules for map movement will not cover all possibilities encountered during the campaign. However, if circumstances arise that are not covered by the rules, then the proper changes/additions will be made by agreement of the two commanders.

Subcommanders will be used to command divisions during the table-top battles. These have already been assigned: Confederates: Commander-Dan Rakowski, Sub-commanders-Pat Kurivial, Mark Daney. Union: Commander-Hal Thinglum, Sub-commanders-Carmen Izzo, Rich Black and Dave Corbett. It is hoped that each of the same subcommanders will be able to stay on the same side during the whole campaign and perhaps command the same divisions. The first map movement began on November 24th, 1982 and the first battle is scheduled for November 30th, 1982 at Hal's house starting at 6:30 P.M. If anyone else is interested in commanding, please let me know.

Due to the high cost of printing, I was not able to have this copy of the Newsletter printed on both sides. Since this issue is so long, I don't think this will offend anyone. The electric duplicator possibility fell through so future issues will probably be in the same form as this one.

**ADDITIONAL BITS AND PIECES:** Since I have a little more space on the bottom of this page and some worthwhile information to pass on, I will mention that Dave Corbett passed on a catalog from Iron Brigade, 2417 Gladstone Terr. Oklahoma City, Oklahoma, 73120 which can probably be obtained for about \$1.00. They have the old Confederal ACW line of 25mm figures, which seems to be expanded since I last saw it (inf=box of 10(\$4.50)singles=.55) (cav=box of 3(\$2.50)singles=\$1.00). Also have WWII Germans/Americans (25mm), British, Egyptians and Dervishes for the British Colonial (25mm) period (inf=box of 10(\$5.00)singles=.55; Cav=box of 10 for \$3.00) and Continentals (25mm) same price as British Colonials except that a whole regiment may be purchased (20 figures) for \$8.00, a great savings for 25mm figures. This is the old Continental line which was very nice. Thanks, Dave, for the info.