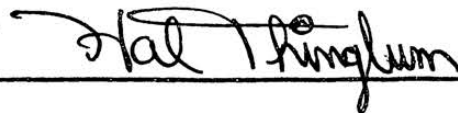

EDITORIAL

Since issue number two of the NEWSLETTER appeared, it has been reviewed by THE COURIER, THE PW REVIEW and THE SYW ASSOCIATION NEWSLETTER. This has led to a number of new subscribers whom I would like to thank and encourage to submit articles for publication within these pages. As stated previously, articles do not have to be professionally written, nor do they have to grab the wargaming world's attention. Anything submitted is appreciated and will be used.

I do not suppose my experiences of the last few months are so much different than what other wargamers have encountered but they may be of worth to mention. I was attempting to finish up the odds and ends of my 15mm ACW armies when I had the chance to purchase about 350 Eisenwerk figures which I had been trying to obtain for several years but never found a dealer, thus I bought them. No sooner did I start painting them than Ral Partha brought out their Colonial line and I purchased about 200 25mm figures and started working on them. Then Rich Black calls and reports that our joint order to Minifigs for 25mm SYW figures has arrived so I put everything aside and prime them. I have a wooden fort in the middle of construction which I need to finish by the middle of March for a convention game and I want to make a model of Rorke's Drift for the Colonial period. I used to have so much will power when considering other figure periods, where did it go to? Dave Corbett's Am. Rev. figures look so nice; Rich Black's Normans and Saxons make my mouth water; Dave, Carmen Izzo, Rich Black, Roy Grider and Mark Daney have their 30mm Napoleonics which would have inspired Napoleon to leave Elba and Bill Protz's Colonials in the Sudan tempt me greatly. Then there are the 1/2400 ACW iron clads that I have tucked away ready to play with.

I used to look forward to the time when I would have my armies completely painted and I could concentrate on playing with them. However, I am realizing that for me, the enjoyment I derive from wargaming is obtained primarily from reading about the period, organizing and painting units, thinking about how to construct appropriate rules to apply to the periods, reading about wargaming and constructing realistic terrain features. The gaming aspect, thus far, places last amongst them all. I deeply regret this as I feel as though I should enjoy the end product of all the countless hours of preparation more than I do. Individual 54mm figure painting does nothing for me, I have to see thousands of figures in position on a terrain filled table to feel satisfaction. Rich Black's thoughts on wargaming during his interview rang true, I believe. He maintained that wargaming was multi-faceted and because of that, it attracted people for a variety of reasons. I am sure that all of us have different aspects of the hobby that we enjoy more than others. However, I wish that I could exchange one of the aspects I do enjoy for the ability to enjoy the game more, but which one would I like to trade? I would appreciate hearing from anyone else who has experienced similar feelings about any aspect of wargaming.

Thanks to those of you who submitted articles for this issue. Your contributions are much appreciated by all.



BOOK REVIEWS by DAVID CORBETT

The following books reviewed may either be ordered from a book store or from

one's local library and are definitely worth any effort to obtain them. THE GUARDS by Anthony Edgeworth is a photographic essay of Great Britain's Household Division which is comprised of five infantry and two cavalry regiments. The photographs are stunning and were featured in several photography magazines in 1982. The text of this coffee table book explains basically who, what, why and how the Guards are and the dichotomy of being the oldest established military regiments in the world complete with resplendent uniforms, bands, and parade ground drills and also being a contemporary combat group equal to any other nation's elite fighting forces and currently on active duty around the world in Germany, the Middle East and the jungles of Belize.

THE GUARDS attempts to explain the elitest attitude of that unit along with its peculiar and somewhat archaic traditions. Whatever one thing of the Guards, it is they who when in dress uniform of scarlet jackets and tall bear-skin hats that conjure up the romantic and idealistic vision of what the epitome of the military is. The book is definitely of interest to anyone with a taste for knowledge of things military and since the Guards have been in arms from the English Civil War to modern day Belfast, THE GUARDS should satisfy the most voracious appetites.

For those noble few who salivate at any mention of the American War of Independence, the following books offer quite a feast.

FROM SAVANNAH TO YORKTOWN: The American Revolution in the South by Henry Lumpkin is a wonderfully readable, detailed account of the struggle to control the southern colonies. The illustrations in vivid color are probably worth the price of the book alone and include portraits of Tarleton, Lee, Morgan, Ferguson, and John Gruger. The text covers weapons, uniforms and tactics and gives detailed accounts of battles and skirmishes usually glossed over in other works. Where else can one read an account of the battles of Blackstocks or Quinby Bridge complete with maps? In addition to these goodies, there is a chronology of the war and an order of battle for the engagements mentioned in the text.

WAR IN THE REVOLUTION by Ray Palmer Baker is an unusual work in that it deals with the struggle of the Revolution in terms of being a civil war and a world war, which on both counts he is of course, correct. What is really novel in this book is the treatment of the Loyalist Americans - the Tories - and their contribution to the British military. Here, for what possibly might be for the first time, the Loyalist regiments are given individual attention and not merely dismissed as "Tory Units." Baker goes so far as to refer to the units as they were established as the American Line. Thus, the Queen's Rangers are referred to as the 3rd American Regiment and the British Legion, commonly known as Tarleton's, are referred to as the 4th American. In addition to Americans serving in all American Loyalist units, Baker reveals the numbers of Americans, both rank and file in what are generally assumed to be totally "pure British" regiments. Baker also stresses the large numbers of officers who were alumni of Yale, Harvard, Eton and Oxford. Compare this with the untutored likes of Morgan, Ethan Allen and scores of other "Rebels." Although the reader will notice a sympathy of the author for the Loyalists and in fact realize that he considers them to have been the educated, refined elite of colonial American, Baker is impartial and fair in his descriptions of the battles and the adversaries of both sides. This book is a real "find" for anyone interested in the military and especially the Loyalist aspects of the American Revolution.

COMPUTER DICE ROLLING by RICHARD BLACK

The following programs use the RANDOM function. There are basically two RND functions, and the first problem will be to discover which one you have. Type in and run listing 1 about four times, each time noting the largest and smallest values

values. If the values never exceed 1 you may use the programs as listed. If the values are between 0 and 6.000, you will have to "modify" the programs. Wherever I have $RND(1)*N+1$ you would write $RND(N)+1$.

All of the programs will repeat by pressing the Y key. If you wish to use a different key simply change "Y" in the If-Then statement to show you have chosen key. If the program fails on the GET A\$, try line 5 DIM A\$(1). When you wish to stop the program, press any key except Y.

Now to the actual programs. Listing 2 simulates the roll of a single six-sided die. Line 10 generates a number between 1 and 6 (modification is $10 N = INT(RND(6)+1)$). Line 20 prints this value with spacing and lines 30 and 40 rerun the program for another toss.

Listing 3 simulates the roll of two six-sided dice as in craps. Line 15 is introduced. This line adds the toss of a second die to the first one. Listing 4 tosses dice of 4-sides, 6-sides, 8-sides, 10-sides, 12-sides, 20-sides and 100-sides automatically. You get one toss of each die, all simultaneously. You may have to play with the PRINT statements to make the "printout" look nice on your computer.

Finally, listing 5 will allow you to roll any number of dice of any number of sides, providing they are all the same number of sides. Lines 20 and 30 define the roll. Lines 40-80 simulate the roll with a loop and line 90 "prints" the result. Line 95 is spacing and then the computer asks for directions in lines 100-130. A press of Y will roll the same dice in line 100 or set up a roll of new dice in line 120.

These and future programs are written on an Apple II+. They may need some small modifications to run on the computer you have available.

THE STORMING OF STONY POINT
A BATTLE OF THE AMERICAN WAR OF INDEPENDENCE FOR WARGAMING
by DAVID CORBETT (Benedict Arnold Society)

Just after midnight twelve hundred American Light Infantry troops led by "Mad" Anthony Wayne, assaulted the fortified British position at Stony Point, N.Y., some forty miles north of New York City and in an action using only the Bayonet, emerged victorious. This action, although a minor episode in the war, captured the fire and spirit of 18th century warfare, established the Light Infantry of the Continental Army as equals or better than the then best bayonet-men in the world at that time - the British "Redcoat", - and firmly ensconced Wayne as a principle personality of the emrging nation's military arm.

Stony Point, originally occupied by American Rebels, was taken by Crown forces without a shot. British General Sir Henry Clinton had taken the area to extend the sphere of British military influence from around New York City's confines to the Hudson Highlands and Stony Point along with Verplank's Point (across the Hudson), secured King's Ferry, which was the closest place on the Hudson River to New York City where the American forces could maintain east-west lines of communication. Clinton immediately began fortifying the natural defensive position of Stony Point by cutting down all trees and brush, adding two lines of abatis and a fort of trenches and fortified batteries. At the time of the assault by Wayne, the British garrison consisted of the 17th Foot (prominent at Princeton and Yorktown), the grenadier company of the ubiquitous 71st (Fraser's) Highlanders, a body of loyal Americans and a number of artillerymen manning the seven or eight batteries or fifteen guns, or according to THE PAGEANT OF AMERICAN HISTORY by Ralph Henry Gabriel, Vol. VI, pg 212,; two twenty-four and two eighteen pound ship guns, one iron twelve pounder, three brass twelve pounders and one howitzer. The entire garrison numbered somewhere around six hundred men and was commanded by Lt. Col. Henry Johnson.

Anthony Wayne (1745-1796) hailed from Chester County, Pennsylvania and was active in the struggle for independence from 1776 when he commanded the 4th Pa. through engagements at Trois Rivieres, Brandywine, Paoli (where his camp was surprised by a British night bayonet attack - the forerunner of the very same type of assault that Wayne enacted at Stony Point), Germantown, Monmouth and Green Springs in the pre-Yorktown campaign. Following the Revolution, Wayne became a rice planter and politician. He rejoined the army as a Major General and became commander-in-chief of the army engaged in fighting the Indians of the old Northwest. His well-trained American Legion decisively defeated the Indians at Fallen Timbers, August 20, 1794 and a year later the Indians formally surrendered and signed the Treaty of Greenville. There is a diorama illustrating these events in the Chicago Historical Society Museum.

Washington resolved to retake Stony Point after Captain Allen McLane (then attached to Lee's Legion), scouted the position and reported that the British works were incomplete. Wayne's Light Infantry brigade was chosen for the assault, the 1200 troops composed of four regiments being commanded by veteran officers including Colonels Christian Febiger, Richard Butler and Francois Louis de Fleury. The brigade was supported by two small fieldpieces, Lee's Lighthorse and three hundred men under Gen. Muhlenberg. However none of the latter participated in the battle.

At noon on July 15th, the Light Infantry and the guns began the fifteen mile march. Since the British position was to be taken with the bayonet only, orders were given for all muskets to be unloaded except for those of Murfree's 4th Regiment was to act as a diversion. To further security, all dogs in the neighborhood were killed to keep them from possibly alerting the British.

The two attack columns entered the marsh that high tide had increased the water level to waist deep. Preceding both columns were two twenty man "forlorn hopes" whose task it was to dispatch sentinels and hack through the abatis. Wayne personally commanded the column that was to attack the southernmost part of the point. Just after midnight the two columns made contact with the British outposts and the British opened fire. The columns pressed forward as the forlorn hopes cut their way through the first line of abatis and rushed toward the second one. Suddenly, Wayne received a head wound that temporarily stunned him but he sprang back into action immediately. Rewards had been offered to the first five men to enter the fort and the Frenchman Lt. Col. Fleury was the first man in, followed by Lt. Knox and three sergeants. Fleury tore down the British colors as the Light Infantry poured in behind him shouting "The fort's our own!" A massive, confused melee raged inside the fort. Lt. Col. Johnson, the British commander, had been deceived by the musket fire of Murfree's Regiment and had rushed with half the garrison to meet the feigned attack. Too late he heard the Americans storming the fort behind him and ran back to the fort only to be taken prisoner by Febiger's Regiment. Elements of the diehard 17th Foot held out to the last but the result was unavoidable. The British lost 20 killed, 58 missing, 472 captured, 15 artillery pieces and a great quantity of military stores. Wayne's losses were 15 killed and 80 wounded. Wayne rewarded his men by dividing the \$180,655 that the captured loot was valued at and he received the thanks of Congress and a gold medal. Colonels Fleury and Stewart received silver medals for their gallantry.

Washington inspected the site after the battle and decided that its defense would require more men than it was worth (especially since Verplanck's Point across the river had not been taken) and ordered the works destroyed. Wayne's troops withdrew July 18, and Clinton reoccupied Stony Point the next day and built stronger works with a larger garrison.

Strategically the battle had accomplished little, but its morale value was enormous. The Americans had proved themselves to be soldiers who could fight

man to man with the bayonet and win. Charles Stedman, the English historian wrote "It was an enterprise of difficulty and danger, and the American General Wayne, who conducted it deserved great praise for his gallantry..as did the troops..for their bravery."

STONY POINT AS A WARGAME

Recreating this celebrated engagement for the table encompasses all of the best elements of the hobby/passion - it's easy, exciting and fun. Using a 1 to 20 ratio, Wayne's 1200 Light Infantry convert to 60 figures, four colonels and, of course, one figure for Gen. Wayne himself.

American Order of Battle: (All "C" morale type for Minuteman Rules by Scotty Bowden)

Gen. Anthony Wayne - one figure

1st Reg't: Col. Febiger (Virginians) 20 Inf. figures and one officer (Febiger)

2nd Reg't: Col. Richard Butler (Del., Md., Pa.)

3rd Reg't: Col. Return Meigs (Ct)

4th Reg't: Col. Hull (Mass and N.C.)

British Order of Battle:

Lt. Col. Henry Johnson - one figure

17th Foot: 16 figures ("E" morale)

Grenadiers of the 71st: 2 figures ("B" morale)

Loyal Americans: 3 figures ("E" morale bayonet armed)

Royal Artillery: 4 figures per gun ("C" morale)

7 batteries: six twelve pounder batteries
one howitzer battery

Using MINUTEMAN scale of one inch equals twenty yards, the battlefield from the first abatis to the Hudson River is but 44 inches long. The main redoubt/fort was 150 feet high which comes out to 2½ inches. With the second line of abatis begins the higher level ground. This should be regarded as a linear penalty for movement. The area in front of the first abatis is the flooded marsh area whose waters are four feet or waist high. This area should be regarded as difficult terrain and depending on what one personally considers game playability, may restrict movement to only 5 cms and that in skirmish order only.

At the pre-game phase the American Commander throws three dice (6 sided), the total of which determine the number of centimeters the American Light Infantry may be from the first line of abatis at set-on before being considered discovered by the British.

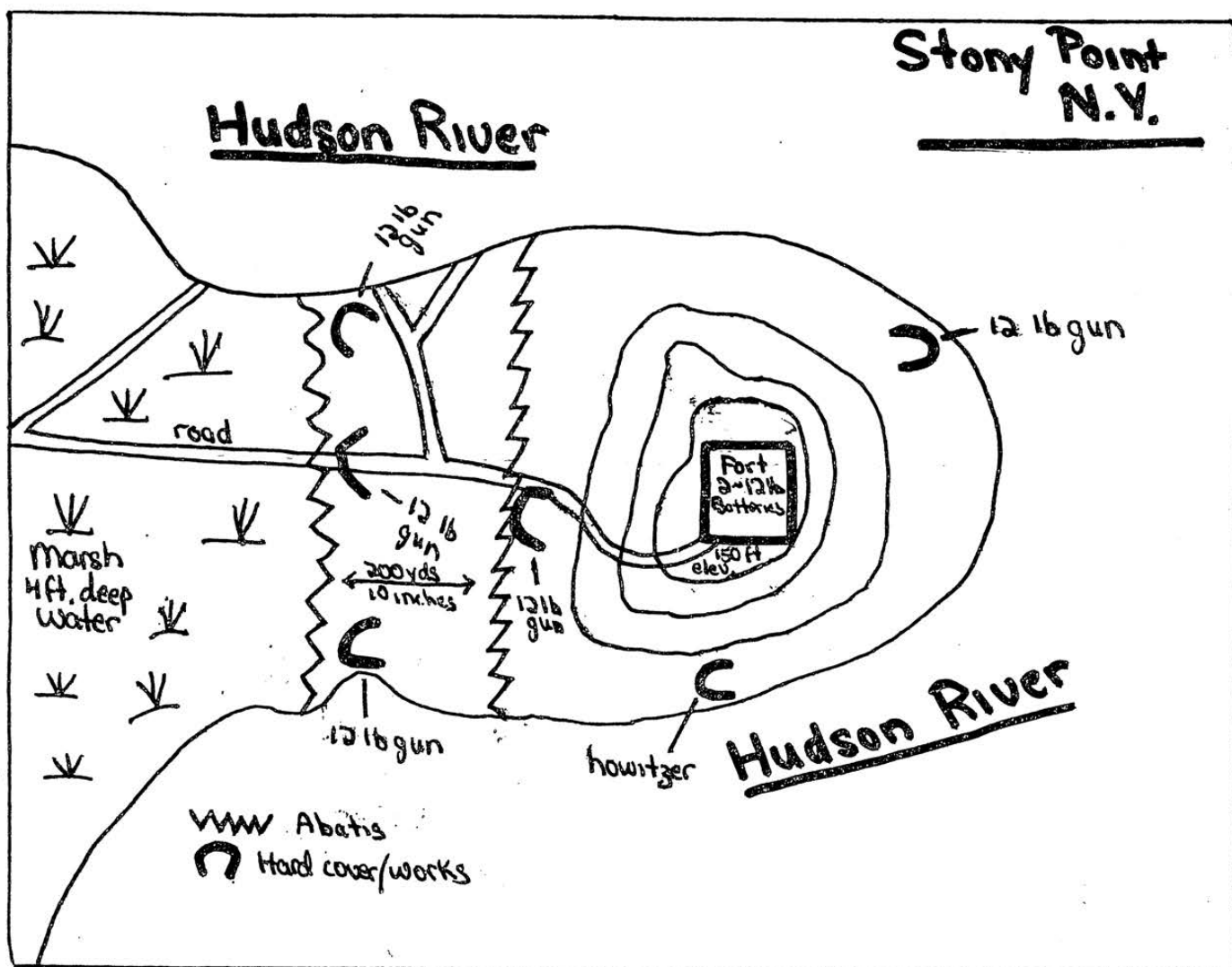
A minus ten for surprise is taken from the British on the first turn of the battle if they are forced to check morale for any reason. Since attacking an enemy is not viable in most sets of rules without having first fired upon him and lowered enemy morale, I have allowed the Light Infantry to fire their muskets in the assault. Purists may do otherwise, but it is not too playable.

Any British unit routed in the confines of the works is immediately removed from the board (considered captured) as soon as it is determined whether or not it made any fellow unit check morale. British artillery may neither prolong or limber in this game but may face according to the rules. For added historical realism, night time restricts all small arms fire to the minimum range of 0-8cm once inside the perimeter of the works.

During a recent visit to the state of New York, I had the opportunity to examine the battlefield first hand and to bring to life as much as possible what I had heretofore only read or imagined. Stony Point battlefield is a state historic site located in the town of the same name. At the time of my visit the park was closed for repairs. Undaunted by the signs and displaying the curiosity and disregard for authority so typical of an American at the time of the Revolution (not to mention a 1200 mile ride in a VW), I surreptitiously entered the park about a half mile from the main entrance gate having crossed some railroad tracks and

scrambled upwards. As I steadily ascended I began to see clumps of gray rocks piled upon one another like megalithic monuments. These were the sites of gun emplacements. To determine what it would be like to be one of Wayne's Light Infantrymen, I rushed up the hillocks armed only with a 35mm camera. I'd almost made it to the top when I suddenly lost my grip on the moist rock and promptly slid down the steep sides, my camera ricocheting off the rock and into my forehead causing a minor flesh wound. All this without any human adversaries to contend with! (I never did see a park ranger)


This experience caused me to appreciate even more fully the efforts of the troops making the assault up these slopes dodging sharpened abatis and being fired upon with musket and cannon. On the summit of Stony Point there is a light house and looking down and westward can be seen the outline of the main redoubt/fort. Here, 150 feet up, one can gaze across the Hudson River and enjoy quite a splendid view, broken only here and there by what seem to be power plants. After taking numerous slides, I began my descent. The park is now covered with foliage and asphalt paths outline the connecting trenches, however, in 1779 every tree was cut down. This was done to offer no cover to an enemy and to have nothing hinder one's field of fire. Exiting through the stone gatehouse, I came across the marsh which covers the landward approach to Stony Point. The brown water and swamp flora did not look too inviting in broad daylight and I am certain the American Light Infantry appreciated it much less than I did, that dark night when history was made.



WARGAMING TERRAIN By HAL THINGLUM

One of the more interesting facets of wargaming, for myself, is that of constructing terrain features to be used on the wargaming table to create a more realistic effect. It always hurts me deeply when my fences and other such impedimenta are removed from a table before a game as it is claimed that they hinder the game. Most terrain features are quite easily constructed, requiring inexpensive materials and a little patience. I would like to discuss construction of wooded areas, farms and fences at this time.

Wooded areas are simple made by obtaining plastic sheets .60 thousands of an inch thick easily found at most hobby stores. I believe it is sold under the name "plastic-struct" and is gray in color. At last notice, they cost about sixty cents for a 4" by 12" section. However, door name plates can also be used. The workmen at my hospital have been instructed to save any such nameplates for me when they are being replaced. Less thick plastic can be used but it does warp and results in slight rising hills with tunnels underneath. Since my wargaming opponents never allow me to move my troops under a warped wooded area, it is not really too helpful to have on the table although I must admit there have been times when I have felt like crawling under such warped wooded areas during games when I am playing worst than usual. Elmer's glue is spread lightly over the plastic and green "Life-Like" grass is then spread on top of the glue. Before the glue/grass sets, I set model trees on the plastic pieces where I want them. I have found that four to five model trees are enough to render the effect of a wooded area. Any more trees than that and it is difficult to move troops through the area. As regards trees, I would not suggest the entirely plastic variety as I have current have due to the fact that they have a great tendency to suffer more casualties than the lead figures in that they break off just below the body of the tree and can not be glued back on. The "Life-Like" line is quite good and should not break as often. The glue is allowed to set for a day or so and this is followed by painting the bright green grass with "Pullman Green" (Railroad Colors) thinned down by their thinner. This paint with the thinner has a tendency to "flow" though the grass and is quite easily applied because of this. I use Pullman Green because my table rug is a darker green and Pullman Green comes close to matching it. When it is dry, I highlight with a water-based yellow paint. Using this method of constructing wooded areas, wooded areas can be bunched together with a number of plastic sections to form large woods or set apart from each other to form small sections. They are appealing visually and quite functional. Another method is to cut pieces of plastic perhaps 2" by 2" and mount a single tree on each individual piece using the above method.

I construct farms by obtaining a piece of masonite or hardboard. This comes in quite large sections, perhaps 4' by 8'. Rich Black cut up a number of 1' by 1' and 2' by 2' sections for me but this can probably be done at the store where you buy it as well. What I wanted to accomplish was to create a farm with a house and barn as well as a road on the larger pieces (2' by 2') with fences lining the roads or enclosing fields. Again, I spread Elmer's glue over the entire surface, spread grass on it and allowed it to dry. I then painted the road areas with a brown color and the grass green as outlined above. The grass was of course then highlighted in yellow. When this was dry, I used Life-Like lichen and glued small pieces to the areas that I wanted to have for farm fields to represent crops. I then purchased some railroad ties from a hobby store (about 400 to a bag) that were about 1½" long and fit in very well with 15mm figures. I made the farms to fit the ACW period so I wanted a railing type fence. Larger or smaller ties are available either painted or unpainted. I always painted mine with a wooden color. The pieces of wood are glued to the board in a criss-cross manner () two sticks high. One can also just make the fences free standing, that is, 12" sections of fence are made, painted and then they can be laid alongside a road on the table so that a number of sections can be used.

COUNTER BATTERY FIRE (use 3 6-sided dice)

Type	Range	# Of Hits						For counter-battery fire, if number on chart is achieved or exceeded, one gun is destroyed. For guns behind hard cover/field works, subtract two from dice roll.
		1	2	3	4	5	6	
Rifled	0-10"	11	10	9	8	7	6	
	10-30"	12	11	10	9	8	7	
	30-40"	13	12	11	10	9	8	
Smoothbore	0-10"	13	12	11	10	9	8	
	10-24"	14	13	12	11	10	9	
	24-30"	15	14	13	12	11	10	

Thus, if one had a 20 man unit firing at formed troops and the firing unit moved this turn, the system would work as such. One would start out at the 16-20 men firing line and move up one (21-25) for firing at formed troops, but move down one (back to 16-20) for having moved this turn. Two six-sided dice would be tossed and if the result was a 2 and a 4, one would look under 2 for the difference between two dice for 16-20 men firing and the result would be two casualties on the enemy unit.

In my rules, one model gun equals two real guns so if a six gun rifled battery was firing at 10-30" at formed troops, one would look at the number 6 for number of guns being fired, cross-index this with 10-30" and find the numbers 31-35. If this was a Union Battery, the numbers would be increased by one column (36-40) for firing at formed troops. However, if it was a Confederate Battery, it would automatically be decreased by one column for all firing. Let us assume it is a Union Battery firing. Look under 36-40 on the firing chart and toss two dice. The numbers 1 and 2 are obtained for a difference of 1. Looking on the firing chart for a difference of 1 cross-indexed with 36-40 we find that 4 casualties are inflicted on the enemy.

If the battery was firing on an enemy battery, one would then take the casualty number (4) to the counter-battery chart and look for 4 under number of hits and cross-index it with the range (10-30") and find the number 9. Three six-sided dice would be tossed and if the total meets or exceeds 9, a gun is destroyed.

To me, the advantages of such a system are that the modifiers are worked in rather easily without too much extra figuring. As I stated before, I would be glad to hear from anyone who has any thoughts on this system.

INTERVIEW WITH A WARGAMER

Bill Protz by Hal Thinglum

Bill Protz, of Milwaukee, Wisconsin, is a long-standing wargamer who authored WARGAMER'S GUIDE TO THE ENGLISH CIVIL WAR, modified Ken Bunger's TRICORNE for the Seven Years War and is the editor and publisher of THE SEVEN YEARS WAR ASSOCIATION newsletter. Bill consented to an interview and I think you'll enjoy what he has to say about wargaming.

Can you give us some background regarding how you got started in wargaming? My introduction to wargaming began in the mid 60's as a high school student when a friend introduced me to the AVALON HILL boardgame TACTICS II. For many years thereafter I was an avid historical board wargamer. Then, in the late 60's I sent away for a Jack Scruby military miniatures catalogue advertised in AVALON HILLS THE GENERAL magazine. I had no idea what military miniatures were nor what one would do with them. Upon arrival of Jack's catalogue, I ordered some of his early rulebooks to determine what people did with his miniatures. Gradually, the mysteries of wargaming with military miniatures unraveled and I then met another boardgamer, Ken Bunger. In addition to boardgames, Ken also had an Airfix ACW army for the USA and CSA. He explained how things were done based on some rules he had at the time and my interests switched to historical miniatures wargaming. Later we decided to venture into the hobby of collecting metal miniatures in the period of the Seven Year's War. Back then Jack's figures cost about 14-20¢ apiece for foot while cavalr

while cavalry cost about 32¢. At any rate, thats how things started.

What periods do you collect, why and how many figures in each. What rules do you use and why? (1) 25mm Early Empire Romans, 75 figures, "WARGAMERS GUIDE TO ANCIENT COMBAT" by Joe Gepfert and Dick Zimmerman. I enjoy watching the Romans in movies. (2) 25mm 1066 Medievals; Normans, Saxons & Vikings, 125 figures, BROADSWORD by George Schneider. The Norman invasion was a momentous event in British history which is interesting to recreate in miniature. (3) 25mm Renaissance Spaniards, 50 miniatures. Local rules by Kurt Donzelli. Friends raising other nationalities in this period were in need of other players to contribute troops to the pot so to speak and it allows me to field a Spanish Army that supposedly was still outstanding though beginning to slowly decline. (4) 25mm English Civil War Royalists, Parliamentarians, Covenant & Royalist Scots, 800 figures. WARGAMER'S GUIDE TO THE ENGLISH CIVIL WAR, Second Edition by Bill Protz, naturally! Its easy for me to be intrigued by a dashing era such as this with charismatic fellows fighting at long odds against the likes of a brute like Cromwell. Aside from this, the blend of the Pike and Musket in infantry combat is an unusual type of warfare, warfare in transition from an ancient mode to a modern one. Additionally, cavalry had a heyday in this era and my favorite troops are always cavalry. (5) 1/1200 English Civil War Naval, 6 vessels of Valiant's "Spanish Main" range of naval miniatures. SHIP OF THE LINE rules with the Spanish Armada rules supplement. I enjoy just about any Naval period because of my interest in sailing, however my squadrons here are part of a campaign project and Valiant's ships are gorgeous. (6) 20mm-25mm Seven Years War, 1800+ figures. We use Ken Bunber's Tricorne rules modified. Initially, I became interested because a high school history teacher amazed me by saying that Frederick The Great battled for seven years against 3:1 odds against himself. I had to find out why and how this was. Frederick was one of history's Great Captains and though I've thrown my lot in with his opponents, I was fascinated. Also its a more stately type of period as opposed to Napoleonic brawls. For new wargamers interested in the period because of linear tactics, a good sized, well-balanced force of 200 figures will give good service. (7) 25mm Napoleonic Saxons, Russian & French, 950 figures. Various local rules. Most wargame clubs have Napoleonics & when I moved to Milwaukee in 71 from Nebraska, Napoleonic wargaming was a major era. It still is. Aside from this I had always been fascinated by the cast of characters, the duration of the conflict, the system of combat and the magnitude of the struggle. (8) 1/1200 Napoleonic Naval French, British & Spanish, 17 vessels. SHIP OF THE LINE rules. The recreation of the height of age of sail warfare is what interests me here. (9) 25mm ACW, USA & CSA, 375 figures, RALLY ROUND THE FLAG rules. I was born in the south and enjoy getting back at those Yankee bluebellies from time to time. Seriously, the cast of characters, the CSA fighting at long odds and the recreation of some American history is what appeals to me. (10) 25mm Colonial British, Egyptians, Dervishes, Sudanese, Pathans, Indians, French, Italians & Arabs, 1000 figures, Featherston modified rules. Also 30mm Zula War, 100 figures, COLONIAL SKIRMISH RULES. The imagery of a few modern soldiers holding off swarms of savage warriors in far flung corners of the globe in quest for empire, not to mention such motion picture greats as Gunga Din and Zula influenced me. (11) 1/2400 WWI Naval, 60 vessels, mostly light cruisers & auxiliaries for KREIZER KRIEG (Cruiser Warfare) as a supplement to our Colonial Campaign set in Mafrica. French, Italian, Russian, German and British squadrons. GENERAL QUARTERS, part 2 rules. (12) Micro Armour WWII 41 period in North Africa. Local rules. Though WWII largely concerns other theatres, the conflict of the 8th Army with the Afrika Korps with early WWII armour is very interesting.

Obviously the SYW period is your favorite; what is it that you enjoy about this period? Initially as I mentioned I was fascinated with Frederick as a so called "Great Captain." Aside from this I found the tactics of the day, "linear tactics" of interest and also found the uniforms to be attractive. The forces involved were not enormous by say Napoleonic standards and the participant states were fairly numerous. Ultimately sustaining ones interest in a particular period is based on friends who are willing to participate and also on a good rules system. I've been

fortunate to have both of these advantages.

What facet of the hobby interests you the most? The facet of the hobby that interests me the most is the wargame itself. Coupled with good friends who play in an easy going, friendly non-super-competitive style and rules that are reasonably historically accurate, the wargame can be a very enjoyable event. Along with this is the pleasing visual appeal of military miniatures arrayed across a battlefield hoping to simulate combat of their historical counterparts.

How have you maintained your high level of interest in wargaming? Variety, good friends and quality rules systems have been critical components in helping me maintain a high level of interest in the hobby. Its great to game in one period over a continuing span of time but the moment always comes which brings the feeling that a change is needed. In Milwaukee we can shift into many periods, more than the 12 I have miniatures for which is really great. Sometimes we feel like putting on large production high energy level type games and on other occasions the guys just want to get together to do something simple but for the most part we play a scale of wargame in between with 500 to 1000 figures per side; the average game I'd say. I can't emphasize the component of good friends enough. People who are easy going, fun to be with, understanding, honest and who are willing to make contributions are absolutely necessary. I've seen clubs torn apart by gamers lacking these qualities and its sad. I've been lucky to have met so many people. Such friends really can help sustain ones interest in the hobby. This has been true for me. Good rules, rules which a club agrees to use whether all people totally like them or not are also important. If something is wrong, discussion should follow and logical changes should thereafter be made. Of course good rules to one person may be the worst to another but if a spirit of compromise prevails or a desire to keep working at rules design until "things are right" is maintained all eventually will be well. We follow this sort of thinking in Milwaukee and it helps to keep people happy with what is going on.

What do you feel has been the set of rules that has had the most effect on the hobby? In England it must be WRG since thats all I ever see our cousins over there using. In the USA I can't really say because so many rules systems have been devised.

What individual do you feel has influenced you the most and which one has had the most effect on the hobby? Don Featherstone and others like him who stress the importance of camaraderie in wargaming. Its difficult now though after some 15+ years in the hobby to single out only one person; there have been so many really. In the region of rules, my thinking has evolved from a synthesis of such folks as Bob Jones who did some very original thinking about smoothbore artillery and national differences, my friend Ken Bunger and his Seven Years War rules TRICORNE, the various contributors to EMPIRES, EAGLES & LIONS magazine who are investigating the many facets of the Napoleonic battle and in so doing are toppling many myths which I think cross over into other periods as well and the myriad of rules designers who keep improving the state of the art. As to who has influenced the hobby the most, my answer would be the editors of wargame journals like Jack Scruby in the old days, Don Featherstone with the sadly defunct WARGAMER'S NEWSLETTER, Dick Bryant of THE COURIER, Jean Lochet of EMPIRES, EAGLES & LIONS, Doug Johnson & Lynn Bodin of SAVAGE & SOLDIER and a lot of others who have disseminated for all of us to use or cast aside as we desire.

Are there any aspects of the hobby that you do not like/feel dissatisfied with? Very few actually. Recently there have been a couple of people writing for various wargame journals who come across as rather zealous in criticism and very often this produces coarse rebuttals. Tempers seem to fly and its all very disconcerting. Disagreement is fine but not abusive disagreement. My view holds that wargame journals should ask that such authors rewrite their articles deleting caustic comments otherwise only hurt feelings result.

What are your feelings about simple vs complex rules? I like both. Simple rules are

great for those periods not played often or when people from diverse clubs get together to play in a period of common interest infrequently. Additionally, for those times when the group doesn't feel very energetic, simple rules are also nice. The past couple of years we've been struggling to actually get the rules of a few periods onto two sides of a single sheet of paper. Our motivation initially was generated by the problem experienced in our grand tactical Napoleonic floor battles where ten to twenty or so people from different clubs pooled all their available figures to stage games using thousands of miniatures. The last one had almost 16,000. Anyway, the rules systems (a couple of them) were usually twelve or more pages in length and usually only a few people were familiar with the rules and a handful of these were aware of nuances or "gotcha" things to do. So in order to cut down on rules, too many pages, frustration and delays we came up with a quickie system. I enclose a copy for Hal in case he wants to put it in the Newsletter (ed. Thanks a lot, Bill, I will try to include in this issue, I hope) and also in case any of the Illinois/Wisconsin readers are interested in joining us in large Napoleonic battles held one/two times a year using scales of 1:20, 1:25 & 1:30 with 20/25/30mm Napoleonic in Milwaukee and Kenosha. We would definitely welcome some new people. Are there any takers? (ed. Please contact Bill Protz, 3921 W. County Line Rd., #8, Brown Deer, Wisc. 53209). We also have our Colonial rules in this type of abridged format based largely on Don Featherstone's rules from years ago plus we are now starting to work on RALLY ROUND THE FLAG ACW rules. All are for our private use and are not for sale. In periods which our group plays a lot such as SYW, we prefer to have lots of things to do and think about and our rules reflect this kind of thinking. Were the rules brief & simple I doubt we would have as much fun as we do.

To what degree do you think the battlefield can be recreated on the table-top? What factors can lead to increased realism and what currently used factors do you feel increase realism? I don't know when if ever wargamers will be able to have a totally realistic wargame. The main problem in my view centers in the area of command. For too long, many of us (myself included) have viewed the tabletop each turn and have made snap decisions therefrom. This is wrong. Imagine for example you are an Army Commander say in the Napoleonic Wars. You plant your HQ on an eminence in the center of your Army. To your left and right are two of your corps while to the rear one other corps is held in reserve. You are defending a position and unknown to you an enemy corps is approaching your left flank but is concealed by say a forest. As a wargamer you might begin to react and send your reserve to stop the enemy's flanking move. As the real Army Commander you could not do so because the miniature on the eminence which represents you can not see through the forest. Instead, you must trust that a subordinate officer will send a courier with the news of the enemy's approach. Only then should you release the reserve but there is one more problem; you have to get new orders to the reserve. It shouldn't march away until such orders arrive to do so. This sort of thing can apply to any sized wargame and should if we are to achieve more realism. The tactical orders concept is another method of increasing realism. Essentially a chain of command is established and each officer is given a deployment area and mission. Such tactical orders cannot be changed without orders from higher authority & requests for changes of new orders should be sent by a courier which must use up X amount of time in transit. Command and tactical orders type rules force gamers to think & react like their historical counterparts. They also build in elements of delay in reaction. In this fashion, the fellow who plans and maneuvers well has a chance of pulling something before his opponent has a chance to react, at least instantaneously to stop him.

What level of wargaming do you enjoy most? Brigade, Division & Corps level games are most appealing to me and are played the most in Milwaukee. Probably the ideal wargame would be somewhere between Division & Corps. On a 1:20 scale this would find about 400-800 miniatures per side.

You have gamed a long time, what changes have you seen that to you have been the most important developments? Rules designers are doing more historical research & because

of this my feeling is that rules are reflecting history much better than they were say even five years ago.

In relation to the last question, do you feel the hobby has always moved in the best direction in the 70/80's? The hobby moves for the most part in the direction that it's participants want to move. On the surface I can't argue with this however I do sometimes wish there weren't so many different scales of miniatures. To be sure different scales are wanted yet this tends to fragment clubs and there are too few of us to be fragmented. To overcome this problem, to some extent, our group feels its OK to use 20/25 & 30mm units in our SYW games. In Napoleonics the same is true, but this totally leaves out the 15mm gamer not to mention the 9mm & 5mm gamers because the difference in scale and organization is too different to be compatible.

How do you judge a set of wargaming rules? Most authors spend a great deal of time designing their rules. They are works of true devotion really. Normally I find most rules sets useful in one way. Usually there are at the least one or two concepts or procedures that are appealing to me. I spend a lot of time designing rules and many times a certain published set will prove to be inspiring. At first I look to see whether the scale is compatible with what I am using. Normally we use 1:20 & 1:25 so 1:50 or 1:100 rules often won't do because they need major surgery to be useful. Next I look for command control and fog of war type rules since these areas interest me the most. Afterwards a glance at the movement rates, weapons and morale charts is in order. If movement rates are too slow for my taste and if weapons & morale procedures are tedious, then I might buy the set. Finally I will seek new and interesting concepts or procedures.

How important is historical accuracy to you in a wargame? It is very important. Aside from a desire to have a good time with good friends I want to see history recreated as close as possible.

Do you prefer historically correct games or fictional scenarios? Both are enjoyable but the fictional ones are more useful because (1) Gamers often don't have enough figures or a great enough space to recreate historical battles. (2) Fictional battles create original thinking and planning. With historical battles we have the advantage of hindsight. (3) There really aren't enough historical battles to go around in any period.

We have been using your SYW rules and you have them set up so that the rules can be easily up-dated by means of inserts. You seem to up-date them quite often. How have people responded to this approach? Favorably for the most part. I get kidded a little about sending reams of paper to everyone but in reality only minor tinkering usually takes place. The rules are in a loose leaf 8 1/2 X 11 format. When we collectively decide that a procedure is wrong or if we've figured a way to enhance historical realism, the page in question is revised, dated at the bottom and sent to all players. This prevents the problem of having errata sheets with rules say for artillery fire in 2 or 3 different areas and speeds looking up rules in the heat of battle. Change is inevitable because new research may indicate a different procedure is necessary or perhaps we don't like how a particular rule works, etc. Each time I state I can't imagine any further changes are needed, two months later something else comes up. We've been doing this for nearly ten years now and the result is that we have in our judgement a good set of rules.

Your SYW rules appear to be based on TRICORNE with many modifications. How do the two sets differ? Our rules are based on Ken Bunger's TRICORNE rules. We have deviated though in the following ways. Ken published two versions of TRICORNE. The first was a limited edition published in 1973 while the second saw a much wider distribution beginning in 1977. We blended the two. From the early version we've essentially retained the melee and morale rules while from the later version, we retained the up-dated movement, musketry and command type rules. Secondly, we have added significantly to the area of command and control and have a system for regulating unit performance. For the latter we have four classes of soldiers, Green, 2nd Rate,

Each new unit painted begins as Green and gradually can work itself up to 2nd Rate and Veteran class by performing in a certain way. Only by very special performance can a unit be elevated to Elite. Each class is able to perform slightly differently. For example in musketry fire a Green unit gets a -1 to its die roll, 2nd Rate aren't altered, Veterans receive a +1 and Elites a +2. Unit histories are kept for all units and each player knows what class his units will be for a future game. Sometimes units reduce in class, sometimes they stay the same & sometimes they are elevated. We have a similar procedure for officers which can help or hinder their abilities in future games as well. The interesting result of all this is that one finds oneself husbanding his units. Also players think twice before casually placing their units in ruinous situations unless ordered to do so by extreme circumstances. We believe historical realism is enhanced in this way. I have Rich Black to thank for all this by the way for on a visit to his home years ago, he suggested developing a system of this type and he jokes with me that the next time we visited our entire system was changed accordingly. In reality, it was and keeping track of unit & officer performance is certainly a major pillar in our system.

It has been suggested as of late that historical gaming is making a comeback. Do you have any feelings on the subject? I don't think the number of players necessarily reduced in numbers. The fantasy gaming explosion very likely siphoned off a few that would have gone into historical gaming but a number of them I hear are now developing interests in historical gaming. The rest probably never would have gone into historical wargaming at all. In the commercial end of the hobby, manufacturers understandably went ape over producing fantasy miniatures & games and often put some historical miniatures ranges out of production. I never understood the logic to take certain historical lines out of production and a lot of customer good will was shattered by such practices. However, various companies are doing some rethinking now and where others have left a gap, new companies are coming along to fill the void. Overall the picture is bright for historical wargaming. Miniatures are plentiful & varied. Wargame magazines such as THE COURIER and EMPIRES, EAGLES & LIONS are flourishing and established historical miniatures players are now not so hard to find. They are more vocal and willing to share in order to attract new players, particularly at conventions.

Your SYW ASSOCIATION Newsletter has been well received; what is the background and purpose of it? Where do you see it moving over the next five years? Its background or purpose is two fold, to provide a means by which people interested in the period can find each other more easily through our Membership Directory and to provide a forum for the exchange of historical data and wargame ideas. There are too few of us to go around really and often I've had the desire to game with other groups on an occasional basis in a period of common interest within say 200 miles of home. Its fun to get away once or twice a year in this fashion and I think more people these days would be interested in this sort of thing given the problems of finding enough people with whom to game. Already some of the SYW Newsletter subscribers/members are doing this and its good to find new opponents if they live within a reasonable driving range. We plan to sponsor regional events to enhance this idea and my hope is that many new friendships and associations will be formed. In the next five years I expect that as the membership grows we will be able to draw from a very good base of people for historical wargame articles. We have 102 members now and the support shown in this area has been very good.

Can you tell us something about the Milwaukee Wargaming group as to organization? We aren't organized in the sense of dues, a clubroom, officers, by-laws or even regular gaming. We easily agree what periods to play and do so on an average of twice a month or so. Games are played in the homes of our various members and occasionally we rent a room for larger games when lots of people intend to play or if the scale of the battle is fairly large.

What qualities do you look for in a wargamer? Honesty, good temperament, a willingness to contribute and fairness.

What do you consider the most important factors in a wargaming group? The people without a doubt. Unless they are willing to treat others as they wish to be treated themselves, a club can be ruined.

You have been very successful with hosting conventions. Can you discuss the many aspects of putting conventions together, perhaps this will assist others in preparing for conventions. I'm new at this type of project and have much to learn. However, there are a few critical areas that have to be mentioned. (1) There must be sufficient games for attendees. In order to have enough, the organizer must become familiar with gamers who like to judge games. Such people will be found amongst friends in one's local area and among the judges one is able to meet at other wargame conventions. (2) Another critical factor is getting the word out. Mailed advertisements are a must. Word of mouth advertising except for very small events will not work. No one starts with a huge mailing list and so its difficult to start big. However as the word spreads, the mailing list & attendance will grow. Our first event had about 10 attendees, the second about 20, the third 50 and the fourth about 140. Our fifth next September 24-25 may break 200 if the pattern continues. (3) The organizer must have a committee of people willing to share in the work and to divide up the various tasks such as making arrangements for the location, advertising, registration & the events. For our size, we had about half a dozen people which seemed about right. Its great to have other people contribute their ideas. (4) Our view is to stress historical wargaming since our opinion is that not enough exposure is given to the historical side of the hobby. In addition, we like the fact that our event is small compared to the enormous proportion of other conventions. Somehow things seem friendlier, like a party where everyone has a chance to meet each other.

What can the average wargamer do to help support the hobby? He shouldn't be silent. He should write letters to dealers and manufacturers expressing his views. If so inclined, he should help others learn about historical wargaming to help bring in new blood, by judging events at conventions or perhaps volunteering to do the same thing at hobby shops or shopping malls.

I've played in a number of your SYW games and there seems to be a consistently much stronger sense of fellowship and a "let's have a good time" attitude than in other games I have seen. Have you noticed this and how do you account for it? Yes, its true, our bunch really does have a strong sense of fellowship and an attitude of lets have a good time. This is so because we encourage people who share these attitudes to game with us. We game for pleasure and do not want to be locked in combat much less a room with rules lawyers, argumentative or angry people. Additionally, outside of the gaming context we encourage other activities including our spouses & girlfriends, parties, bowling, dining out on the town, camping trips, movies, sailing, etc. From this friendships are born.

Where do you see the hobby of wargaming in another ten years? Greater historical accuracy in rules due to the explosion of new data regarding how things really were.

What questions haven't I asked you that you would ask yourself? I would like to comment about 25mm miniatures. A lot of folks these days are understandably buying 15mm castings because of their low cost, because table space needed is less and because one can create large armies seemingly very fast. I do not dispute the logic of these three arguments but I would like to mention a few things about 25mm figures. One of our gamers in Milwaukee, Kurt Donzelli, has a tenable theory which may be useful to those wondering whether to game with 15 or 25mm. Kurt first of all feels that he needn't raise a 25mm contingent much larger than roughly 250 figures as long as he has friends who are willing to raise similar sized contingents as well. In this way, a four person club could then field about 500 miniatures per side which has traditionally been the average size wargame. This keeps costs down. Further, when the club wants to have an occasional "large" game, it makes sense to develop a relationship with another nearby club to pool resources. We do this constantly with clubs in Wisconsin and Illinois. Additionally, there are a tremendous number of gamers

with existing 25mm collections. By joining in with them, the gamer has a ready made opponent. Also, its bad taste to be in a club and suddenly declare "I'm doing 15mm!" when others have 25mm's in the same period already. As for the table space, etc., when we have large games, we use the floor. Believe me when I say the floor has tremendous advantages. Unless you've tried it you likely have complained about others anchoring their flanks on a table edge. This is impossible on the floor until you run into a wall. Additionally, you achieve the extra advantage of depth. No more do you have to jam everything along the edge jumbling up movement deployment. Finally, planning somehow seems to be more historical when such large amounts of space are used. One must plan dispositions much better than on a small table because errors in placement may never be able to reach critical areas in time. As a final comment, if the rules one uses give an average life expectancy to units of 3-5 turns once in combat, 200 or so miniatures will definitely give you your money's worth. So if your buddies are willing to raise 25mm's with you or if they already have them in a particular period, it might not be so expensive or limiting as some believe. Besides, 25mm's today are truly designed very well and are marvelous to see deployed. Try 25mm's. You'll like them.

BEGINNING WARGAMES RULES WRITING - PART II

By S. Richard Black

Last issue we looked at what probably bugs people most, casualties. As we noted, the way to resolve things is to come to an arrangement on what seems right. Obviously some research will make such decisions "more realistic", but which book you use will strongly color your decisions. This will be particularly true at the beginning, but will tend to even out as your amount of research grows over the years.

The biggest problem in wargaming, however, is scale. It starts off innocently enough. Your buddy brings along a friend to play toy soldiers. The first time everything goes very well, the friend doesn't do much although you have given him a small force. The next time he isn't so retiring. Instead he goes into an all-out attack and suddenly he's moving pieces all over the place. You call a halt and decide to discuss the problem. A few ideas quickly come to light. First, should movement be easy or represent actual field problems. Second, should the measurement be based on inches or some other unit. Third, what other effects will this have on the playing. You very quickly discover the third point is endless, so you agree to ignore it for now and handle things as they occur. You decide that, since fire was done arbitrarily, movement will be done in a way which doesn't interfere with play. Also, since foot rulers are cheap, movement will be based on a foot. Therefore, a single piece can move to any point within one foot of where he is. Somebody points out that usually people move slower in groups. When queried about this statement, he points out that individuals have little problem in catching up to a group, so the group must not be traveling as fast. It seems appropriate that a group only moves 9" while individuals are moving 12".

Now the question arises: "When can I shoot at a piece?" The feeling is that you should be able to get two or three shots at an attacker, so you decide the range should be something over a foot. Somebody suggests 18" so two shots would be the norm and it is agreed. Thus far, your rules are: (1) individual moves = 12" (2) group moves = 9" (3) fire range = 18" (4) normally a "6" on a die is a kill but under protection, 1, 2, or 3 on a die is a "save" meaning that the figure "killed" can return to action.

BITS AND PIECES

By Hal Thinglum

Last issue I mentioned that the AMERICAN HERITAGE PICTURE HISTORY OF THE CIVIL WAR was on sale at B.J. Doltons. I happened to stop in today and they still had a number of copies. *** LIFE-LIKE, a producer of railroad scenery, has come out with a product call "Mountain Paper" which they claims makes tunnels, mountains and scenes. I bought a packet for \$3.00 at my local hobby store and you get two 24" by

36" sheets. They do not provide much in the line of instructions/information, but do mention wargaming as one of the possible uses and show a hill with troops mounted on movement trays moving up it. It would seem to be the American equivalent of the English "Mod-Roc". You wet the paper, squeeze out excess water and mold it over whatever you want to. They do state that it is reusable. I have not had a chance to try it out as of yet, but it does seem to hold possibilities for creating wargaming terrain. I hope to be able to mention how it works in the next issue.

*** Ral Partha is releasing 25mm Colonial miniatures in June for the Northwest Frontier. It will contain 16 packs of figures. This was reported in SAVAGE AND SOLDIER. I have purchased about 200 of their Zulu War figures and have found them to be very good and easy to paint as well. *** Received a rather nice little catalog from Modelers Mart, 760 N. Indian Rocks Rd., Belleair Bluffs, Fl., 33540 with a number of figure lines, including Minifigs, Citadel, Frei Corps 15, Gallia, GHQ, Ral Partha, Skytrex, Superior and Valiant. What I was most interested in was the listing of Gedemco 1/285th, 15mm and 25mm houses. They are really good. Secondly Gallia has a line of 15mm houses which look good and they have also come out with a 15mm Colonial line consisting of the Dervish, British, Egyptian and Sudanese armies as well as Zulus and equipment. Foot appear to cost .25 while cavalry are .70/.80 each. They have listed a total of approximately 115 figures for this line and 15 pieces of equipment. Sounds good for those into 15mm for this period. They also carry the Conquest 15mm line for ECW and ACW. In addition, Conquest has 15mm for the Pony Wars. *** Terry Wise, 15 Cowlyd Close, Rhos-on-sea, Colwyn Bay, Clwyd, LL28 4UY, Wales, has sent me two listings of books about and related to wargaming which I have been very impressed with. He also has a listing of wargaming magazines. I noticed some hard to obtain books and wargaming magazines and prices seem quite fair. *** Lynn Bodin, editor of SAVAGE AND SOLDIER responded to my request about available figures in this period with a very nice two page supplement on suggested books/magazines/figure lines for various scales with addresses of manufacturers and distributors which I would think would still be available from him perhaps for a SASE. Would be helpful to anyone thinking of getting into this period as far as being aware of what specifically is available. He also has back issues of his very good magazine. *** Rich Black gave me four copies of a book listing from Norman Levine's EDITIONS, Boiceville, New York, 12412. Each is quite long and has books relating to a number of different subjects including British & European History, Africa, Soldiers & War, etc. The listing looked quite interesting. *** GORGET & SASH, the Journal of Early Modern Warfare Society sent me some information about their magazine. Their address is 5218 Landgrave Lane, Springfield, VA., 22151. I don't know much about it but a listing of the contents in one of their issues was "Prussians vs. Russians at Zorndorf", "Blenheim Battle Data", "Transformation of the Muscovite Army", "Hessians in the American Revolution" and Figure Reviews and Book Reviews. I do not remember the cost but I am sure further information can be obtained by writing to them. *** THE SEVEN YEARS WAR ASSOCIATION newsletter put out by Bill Protz, 3921 West County Line Rd., Apt. 8, Brown Deer, Wisconsin, 53209 was quite interesting last time. It presented unit organizations in a continuing series, news about the hobby, an article entitled "Seven Years War Battle Problems" and upcoming organization activities. It can be obtained for \$3.00 a year and is a good value. *** I was recently in a crafts store and obtained a number of bottles of water colors very cheaply, compared to hobby paints in hobby stores. I especially liked the different shades of brown (for horses) I was able to find. The ones that I obtained went under the trade name "Accent" and "Creative Touch". I have used them quite a bit and find that they work out well thus far. They sure are cheaper. *** Please let me know if you have any information you would like to pass out to others for this column.***

Subscription Information: The Midwest Tactical Wargamer's Association Newsletter is published quarterly during the months of September, December, March and June. Cost is \$3.00 for four issues. A subscription will provide you with all four issues of each volume. Subscriptions should be sent to Hal Thinglum, 3533 West 218th Street, Matteson, Illinois, 60443. Articles concerning wargaming would be greatly appreciated.

UP-COMING WARGAMING EVENTS

Lee Young, of Grandview, Mo., informed me that HISTORICON 83 will be running April 23-24th, 1983 at the Ramada Inn South, 71 Hiway and Longview Road, Kansas City, Mo. The event features miniatures gaming and boardgaming. Some of the miniatures events listed are as follows: Boxer Rebellion, Ancients, SYW, Sudan, WWII, Pike and Shot, Mexican-Texans, Napoleonics, Resaissance, English Civil War and Vietnam. Pre-registration is \$7.50 for both days while registration at the door is \$5.00 per day. Additional information can be obtained from Scott NewBerry, 816-761-1113. Thank you, Lee.

Bob Hagerty, of Elkhart, Indiana, is hosting the EMPEROR'S BIRTHDAY CONVENTION XII on Saturday, March 19th, 1983 in South Bend, Indiana. Pre-registration is \$4.50 and \$5.25 at the door. Listed as activities are miniatures, boardgaming, roleplay, tournaments, painting contests, flea market and prizes. Miniatures events listed included: SYW, Sword & Flame, Napoleonic Naval, American Revolutionary War, WWI Naval, Napoleonics, Greeks/Persians, Modern Naval, Foreign Legion, WWII Eastern Front, Western Gunfighters, Colonial Gunboats, American Civil War, French and Indian. Further information can be obtained from Bob Hagerty, 525 Middlebury Street, Apt. 302, Elkhart, Indiana, 46516 (219-293-4398).

NAPOLEONIC GRAND TACTICAL FAST RULES

By Bill Protz, et al.

In order to print these rules that Bill so kindly provided, I have to come up with some dead space in order to print them on the same piece of paper which I think will work out better for those who want to use them. I do not know who else was involved in writing them but I think it was a group effort. Perhaps Bill can let me know and I can give credit to the others involved if that is the case. Thank you, Bill.

NAPOLEONIC GRAND TACTICAL FAST RULES

For Multi-Corps or Divisional Scale Battles

1

MOVEMENT	Close Ord. Line & Col. of Battalions	Charging Co. Ord. Line & Col. of Battalions	Column	Charging Column	Open Order Skirmish	Squares
Infantry	12" (6")	16" (8")	24" (12")	32" (16")	18" (9")	6" (4")
Lt. Infantry	14" (7")	16" (8")	24" (12")	32" (16")	24" (12")	6" (4")
Lt. Cavalry	40" (20")	60" (30")	40" (20")	NA	50" (25")	NA
Other Cavalry	32" (16")	48" (24")	32" (16")	48" (24")	NA	NA

MOVEMENT	Limbered	Push Move & Fire while Unlimbered
Horse Arty.	40" (20")	8" (4")
Light Arty.	32" (16")	8" (4")
Medium Arty.	24" (12")	6" (3")
Heavy Arty.	16" (8")	4" (2")

MOVEMENT ADJUSTMENTS

- For small battles, use rates in parenthesis.
- Unit on road in single column or limbered +50%
- Cav. & Lim. Arty. crossing obstacles/ascending hills -4(-2) dice.
- Foot & Unlim Arty. " " " -2(-1) die.
- Cav. & Arty. not allowed in woods.
- No Movement over center line on turn 1.
- Tactical Movement x 2
Must not march within 48" (24") of enemy.
Must not initiate combat.
Must change to single column or limbered.
- Chargers may abort if target becomes unavailable.
No new charge. Minimum move = same dice throw as for rules 3 & 4.

- Breakthrough: A unit causing a target to flee by charge/melee may continue moving. Rate = 1 1/2 x remaining movement. Friends within 45° & 18" (9") and facing target may also try to Breakthrough. See Misc. Situations

- Generals: 40" (20") or same speed as their units.
- Couriers: 50" (25"). See Command Rule
- Charismatic Officers may increase the Tac. Move rate of their brigades by 50% twice in one battle.
- Infantry may not charge cavalry.
- Charging through friendlies not allowed. Move them away first.
- Skirmishers may not charge close order units.

- Optional 1: Reduce Aus & Rus Ft. movement by 2" (1")
- Cav. must face enemy Cav. equally b/H engaging enemy Ft.

UNIT OPERATIONS / TURN

- | | |
|---|--|
| 1. 3 allowed per turn. | 10. Breakthrough. Units get a max. of 2 operations. |
| 2. Movement (once) | 11. Leaders are subject to operations as well. |
| 3. Change Formation & 1 Facing | 12. Reform of Skirmishers into Close Ord. = 2 operations. |
| 4. Change of Facing | 13. |
| 5. Pivoting Arty. 45° after A moves | optional 1: Unit Classes
Poor & 2nd Rate = 2 operations
Veteran = 3 operations.
Elite = 4 operations. |
| 6. Limber (IF Friendly Arty. is within 6" (3") count as 2 operations) | |
| 7. Unlimber (IF Friendly Arty. is within 6" (3") count as 2 operations) | |
| 8. Fire (once) | |
| 9. About Face, Retreat 1/2 and About Face again. | Optional 2:
Aus & Rus Ft = 2 operations |

TURN SEQUENCE

- Read & Write Messages.
- Side A moves. *
- Side B remains still except that units charged or fired upon by muskets may attempt to react per Misc. Situations and Side B Arty may pivot 45°
- Fire (both sides) *
- Melee *
- Breakthrough by A. *
- B reacts to A's breakthrough.
- Side B moves as A just did

* Morale Tests may be needed at end of sequence. See Morale

FORMATIONS

- Road Column: One tray behind each other.
- Attack Column: 3 or more miniatures deep.
- Line: 2 miniatures deep.
- Column of Battalions: Lines adjacent & behind each other.
- Open Order Skirmish: Separate trays by their width laterally
- Artillery:
- Considered to be in Open Order.
 - Recruited by Arty. Crews only.
 - Each 2" frontage = 2 guns.
- Routing: Scattered Mob
- Horseholders 3/6 of unit

MISC. SITUATIONS

- Score 4 or better to do.
- Unit wants to change form. inside non-sk. musk. range. IF fail, No Change
 - Unit " " " " / facing due to charge to its flank or rear or due Cav. charge unit wants to form Square. Col. of Bns. can't.
 - Unit wants to charge. (Unit = Inf. Rgt. or Cav. Brigade or Inf. Brig.)
 - Unit wants to Charge if Charged within 45° of its front.
 - Unit wants to Charge in support of Friends within 45° & 18" (9") of its front.
 - Unit wants to Fire in support of Friends within 45° & 18" (9") of its front.
 - Charger & Target want to fire at each other at all.
 - Charger & Target want to fire at close if scoring 4 in Rule 7. Failure = Long Range effectiveness.
 - Initial charging melee winners want to Breakthrough.
 - Friends within 45° & 18" (9") of rule 9 also want to Breakthrough.
 - Skirm. want to fire at long effectiveness & retire 3/2 move when charged.
 - Skirm. want to retire full move when charged. Fire Not Allowed.
 - Arty. may limber etc. per rules 11 & 12 when charged.
 - Units of Rules 11, 12 & 13 want to do something besides forming up next turn.
 - Cav. wants to face a unit firing at it.
 - Cav. wants to Charge a unit firing at it.

- Officer wants to change tac. orders w/o permission. (Score a 6)
- New officer takes over for a fallen comrade. Until take-over, old orders/plans continue. Toss for Charisma.

MODIFIERS

- | | |
|---|---|
| 1. Target's Charger over 1/2 turn away +2 | 12. Guards or Con. Gren +1 |
| 2. Target's Charger under 1/4 " " -2 | Foot which has been firing at a target & now wants to charge it. -1 |
| 3. On or in restrictive terrain -1 | Charging an enemy ≥ 25% -1 |
| 4. Charismatic Leader +1 | Charging " " ≤ 75% +1 |
| 5. Lt. Inf. or Lt. Cav. +2 | Charging " " better quality -1 |
| 6. Med. & H. Cav. want to Charge +1 | Charging " " lower quality +1 |
| 7. Horse & Lt. Arty. +1 | Charging a disorganized target +1 |
| 8. Medium Arty. -1 | a. Conscripts Militia etc. -1 |
| 9. Heavy Arty. -2 | Optional 1: Poor -1, Vet. +1, Elite +2 |
| 10. Siege Arty. -3 | Optional 2: Fr. & Br. +1, Sax. Cav. +1 |

CASUALTY CHART (Cross ref. Figs & die for kill)

Figs	Pts	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1-3	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2
4-6	0	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5
7-9	0	1	1	2	2	3	3	4	4	5	5	5	6	6	7	7
10-12	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	9
13-15	1	2	2	3	4	5	5	6	7	8	8	9	10	11	11	11
16-18	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14
19-21	1	2	3	4	5	6	7	8	9	11	12	13	14	15	16	16
22-24	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	18
25-27	1	3	4	5	7	8	9	11	12	14	15	16	18	19	20	20
28-30	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	23
31-33	2	3	5	7	8	10	12	13	15	17	18	20	21	23	25	25
34-36	2	4	5	7	9	11	13	14	16	18	20	22	23	25	27	27
37-39	2	4	6	8	10	12	14	16	18	20	21	23	25	27	29	29
40-42	2	4	6	8	11	13	15	17	19	21	23	25	27	29	32	32
43-45	2	5	7	9	11	14	16	18	20	23	25	27	29	32	34	34
46-48	2	5	7	10	12	14	17	19	22	24	26	29	31	34	36	36
49-51	3	5	8	10	13	15	18	20	23	26	28	31	33	36	38	38
52-54	3	5	8	11	14	16	19	22	24	27	30	32	35	38	41	41
55-57	3	6	9	11	14	17	20	23	26	29	31	34	37	40	43	43
58-60	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	45

FIREPOWER	MELEE
1. 1/2 effect for small battles	1. Opponent on higher elevation -1
2. Non Lt Ft./Arty moved -1	2. Opponent in Lt. cover -1
3. Target on higher elevation -1	3. Opponent in hard cover -3
4. Target in light cover -1	4. Opponent has breastplates -1
5. Target in hard cover -3	5. Unit is Lt. Ft./Dsmt. Cav. -1
6. Target in Open Order -3	6. Unit is in Open Order -2
7. Target ≥ 3 ranks +2	7. Cav. opponent is a Square -2
8. Dsmt. Cav. Firing -1	8. Fought melee this or last turn -1
9. Mtd. Cav. Firing (No Charge) -2	9. Cav. fought melee b/y last turn -1
10. Open Order Firing -1	10. Cav. rests 3 turns after melee +1
11. Target ≤ 1/2 range +2	11. Lt. Cav. & Lancers +1
12. Lt. Arty. & How. * -2	12. 1st melee for Lancers +2
13. Md. Arty. & How. * -1	13. Medium Cav. +2
14. Hy. Arty. & How. * +0	14. Heavy Cav. +3
15. Siege Arty. & How * +1	15. Guards & Con. Gren +1
16. All howitzers * Rifles -1	16. Charismatic Leader +1
17. First Fire (Not for Cav. Arty & Skirm) +2	17. Conscripts Militia etc -1
18. Gds. & Con. Gren. +1	18. Routing -4
19. Conscripts/Militia etc. -1	19. Cav. not countercharging -2
20. If open order & close order are both in line of fire, fire at both & sub op. ord from Col	20. Ft. fails to form Square -3
Optional Unit Classes Elite +2, Vet +1, 2 Rate +0, Poor -1	21. Unit fails to change form. -3
Optional Nat. Differences Br. Ft +1, Fr. SK, +1	22. Column +1
Musket 24" (12"), Rifle 30" (15")	Optional Unit Classes Elite +2, Vet +1, 2 Rate +0, Poor -1
Carbine 18" (9"), Pistol 6" (3")	Optional Nat. Differences Sax. Cav. +1, Fr. Trained Col. +1
Lt. Arty. 60" (30"), Md. Arty 72" (36")	Cav. melees entire Square
H. Arty 84" (42"), Siege = heavy	Count Figs: Routing & Op Ord 1 rank, Col. 3 ranks, Others 2
0. Ord & Cav fire 1 rank	2" overlap OK. No Morale Problem
Others fire 2 ranks	Loser = Most Killed, Rout 1 CRG
No Overhead Fire	move 90° rear now. Pursuers can't lose to pursued.
Fire within 45° nearest threat	Squares toss morale vs Cav. otherwise attacker falls back 1 move, special over. face

* adj die = Kill. Don't use chart

MORALE

Toss die & adjust. Score ≥ 4 to be OK. otherwise root 1 charge move to the rear within 90° in a mob now. Exceptions if any are listed.

TOSS MORALE WHEN

- Square loses melee vs Cav. If successful Cav. retires 1 move
- Advancing Col. suffers 10%. Failure requires reduction in forward advance by 2 (1) die toss. For Foot only.
- Open Ord Ft. & Cav. suffer 10%
- Non-Skirm Friends ≥ 25%. rout within 6" (3") of you. If you fail, fall back 1 charge move & face enemy now.
- To stop a routing unit. 1 chance big games. 2 otherwise Pursued units are removed from play after a pursuit table
- Unit ≤ 50% original strength suffers casualties
- Inf. unable to meet Cav. in Square
- Unable to face flank or rear charge/melee
- Arty. unable to stop chargers
- Open ord Ft. & Cav. unable to close up or retire before meleed.
-
- Pursuers meeting routers and melee winners **NEVER CHECK MORALE**
- Unit is being charged. Check after Fire Sequence for Foot and after Cav. fails to charge if charged.

Optional National Differences
Russian Ft, Fr. Old Guard don't check till ≤ 25%

MODIFIERS

Charger ≥ 1.25% of you	-1
Defending hard cover	+2
Defending light cover	+1
Defending hill slope top	+1
Unable to face threats 7-10	-1
Unit ≤ 50% orig. strength	-1
Unit ≤ 25% orig. strength	-2
Lt. Ft, Con Gren., Huss. All Gd.	+1
Column	+1
Square	+1
Conscripts Militia etc.	-1
Charismatic Leader	+1

Charger ≤ 75% of you +1
Charger is better quality -1
Charger is lower quality +1
Routers Surrender if blocked ≥ 66% their #s. Otherwise Melee.
Optional Unit Classes Elite +2, Vet. +1, 2 Rate +0, Poor -1
Optional National Differences Sax. Cav. +1, Aus. Bu. Mass +1, Fr. O. Gd. +1 Br. Ln. +1, Fr. Trained Col. +1 also 1/2 + Rus/Pc.

COMMAND

- Assign Brig. Gen., Div Gen, & Corps officers to respective collections of brig, divs. & corps.
- Toss die for each. 6 = Charismatic. In Nat. D.F. battles add +1 to 1/3 of Fr & Br officers and +1 to 1/4 of others. Add +1 for C/C
- Each officer must have tactical orders specifying exact deployment area, area of operations and objective. Deviation w/o eventual approval cause Disgrace. Off. leaves Army a number of battles = Ave. Die.
- Players may not talk about plans, changes, helpful hints etc. Send orders, info., requests via Couriers only. Each message sent reduces sender & receiver's movement by cumulative 2 (1) die. For Charismatics apply to 2nd message. Couriers are slowed similarly, however charismatics 1st Courier adds 2 (1) die, the 2nd isn't slowed, but the 3rd is. Enemy may attempt to slow all couriers by tossing 11-12. Movement is then reduced by 2 (1) die.
- Officers affect only their own units & act on what they know/see.
- RISK TO THE BRASS:** Officers assisting units which suffer ≥ 10% casualties will fall on a toss of 11-12, ≥ 25% on a toss of 9-12 & ≥ 50% on a toss of 7-12. Remove from Army a number of battles = Ave die.

Counter-Battery: Score 11-12 for 2" area. add +1 md/hy, round dot	Lancers/Horses: Use things if within 12" (6") & create noise	Spiking: Toss 5/6	Sighting: 120° (60°) LOS Fraction: 1/2 Round Up under 1/2 - round down
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