

EDITORIAL

In the first issue of the NEWSLETTER, I listed ten goals that I had hoped to accomplish by publishing it and stated that these would be evaluated in one year. I also stated that its continuance would be dependent upon how it was received by the reader and potential contributor. Let me now examine each of the purposes and add my thoughts as to how I feel the NEWSLETTER has done toward accomplishing them.

- 1) To attract individuals in the area to wargaming and thus, increase the number of people who are playing historically based wargames with miniatures in our area. — We have attracted a total of four interested people, two of whom have still not played a game but remain interested. I would not say this is a very good record and thus, feel that this goal was not accomplished.
- 2) To attempt to formalize, to some degree, the current wargamers in the area into a more cohesive group, hopefully to everyone's benefit. — Failed miserably, there are still three distinct small groups playing and nobody seems interested in organizing them together. I had thought we stood a chance of doing so and felt that we did not necessarily need an influx of new members if we could organize the present area players.
- 3) To inform area wargamers of upcoming events. — Although the NEWSLETTER informed gamers of large events, it did not, and could not, inform people of weekly events as it was only published quarterly and nobody can say they will be having such and such a game four months from now.
- 4) To provide wargaming information along the full continuum, i.e., basic to advanced, in order to make the NEWSLETTER of worth to more individuals. — I think it did pretty well in this area and that quality of articles would have improved with time.
- 5) To publish articles concerning interesting wargames, campaigns, wargaming concepts/ideas, constructing terrain, etc. — Fair performance and I say fair because the NEWSLETTER fell short on wargaming concepts, expect for Rich Black's series on beginning rules writing. I guess I am so impressed by what Wally Simon does with the PW REVIEW as regards wargaming concepts/ideas that I would grade the NEWSLETTER low in this area because of it.
- 6) To publish reviews of rules sets, new and old figure lines, related wargaming products, etc. — Except for reviews of rules sets, I feel the NEWSLETTER did a better job than any other wargaming publication as a lot of information was provided concerning figure lines, wargaming products, etc.
- 7) To publish articles about individual wargamers in the area as to their periods of interest, general philosophy of wargaming with miniatures, etc. — Again, I think the NEWSLETTER did a good job in this area with the interviews as they were, in my opinion, in sufficient enough depth to afford readers a good view of the people interviewed.
- 8) To publish articles on painting techniques as well as other such mechanical aspects of the hobby. — None submitted.
- 9) To provide a format for exchange of ideas. — Again, this did not materialize as no one submitted anything in this area.
- 10) To fulfill a personal ambition of publishing a wargaming publication. — Obviously successful as you see it in print.

The second portion of this evaluation deals with how it was received by the readers. The most obvious area is that of number of subscriptions. I would have considered the NEWSLETTER successful in its first year if it attracted twenty-five subscriptions. In reality, it had forty-five so I feel that was a good start.

As regards the number of articles submitted for publication, I had enough to fill the seventy pages of the first three issues and whatever this one turns out to be, so I guess that was successful. Actually, I thought I would have to write all of the articles myself.

Thus, it can be seen that of the ten goals, five were accomplished to one degree or another, in my own mind. However, two of the goals that were set, increasing the number of area gamers and organizing the present area gamers were grossly unsuccessful and were among the most important. This should probably not be surprising as wargaming is such a highly individualistic hobby and the manner in which local gamers operate is probably reflective of that and not much different from most gamers, I would suppose. I suspect that increased organization of area players will be likely to occur though interest of the area players in doing so, not only through publication of a newsletter. Furthermore, since copies of the Newsletter were so expensive, it was not possible, with the exception of the first issue, to distribute them free of charge through-out the area in an attempt to increase interest.

On the more positive side, a number of gamers discussed some of these issues following a game several nights ago. After some very interesting discussion, it was agreed that it would be a good idea to meet once a month as a group for games, hopefully at Oak Forest Hospital (159th & Cicero) if I can obtain permission to use the facilities. It was also decided that a newsletter was still desired by the members. There seemed to be a general feeling that this was a step in the right direction as regards organizing the group more and hopefully it will result in increased benefit for everyone.

Regarding the future of the Newsletter, I see it as assuming the role of a local club newsletter. It will be published six times a year and will be between five and ten two-sided pages (mimeographed) in length and the price will be \$5.00. Since it will be aimed at local gamers, individuals outside of the area may or may not be interested although the format will remain essentially the same. I will send a copy of the first issue of Volume II to all present subscribers and they can then decide if it is of any worth to them. Local gamers and/or philanthropists are urged to submit their subscriptions as soon as possible to provide me with some capital for the purchase of a mimeograph machine.

I would like to thank the 45 subscribers to the Newsletter as well as the prolific Dave Corbett, whose book I will buy, and Richard Black, each of whom wrote numerous articles. The Courier & Richard Black are thanked for their donations. I hope that you enjoyed the first year of the Newsletter as that is important to me.

CORRECTIONS AND ADDENDA TO THE MARCH, 1983 NEWSLETTER ARTICLE

"THE STORMING OF STONY POINT"

By David Corbett

A glaring error in the article was the number of figures for the American Light Infantry Battalions. I had listed 20 figures per unit and it should have read 15 infantry figures. This, at a ratio of 20 men per figure, equals the correct amount of 300 men per unit.

When the game was played at the Emperor's Birthday Convention XII in South Bend, Indiana on March 19th, we had the game last for twelve turns with whichever side was in possession of the main redoubt at the conclusion of the twelveth turn the victor. The British under the command of Patrick Kurivial held the Point against the American assault and won the day for the Crown.

In the pre-game phase when the american commander throws three six-sided dice to determine the number of centimeters his light infantry may be from the first line of abatis, we also had this dice total determine visibility and minimum/maximum range for small arms and artillery fire. This reflects the fact that the assault took place at night and could have possibly been subject to a full moon, clouds, etc. In addition to the above, consider the following

for use of works/forts/redoubts:

ABATIS - Skirmish order troops move to abatis, remain one turn and following turn move through the abatis at usual speed (Works remain).

FORMED/MASSED TROOPS - Turn A - Move to abatis, STOP.

Line of Column Turn B - Remain in place (no small arms fire), the troops are considered to be removing the sections of abatis as per the unit's frontage.

Turn C - Move at normal speed (abatis has been cleared).

Regard Fort/Redoubt as a house:

-Can not be flanked/enfiladed

-Can not be considered to have secure flanks from adjacent infantry for morale check benefits

-Unit with may only claim HARD COVER.

PANZERSCHIFFES REVIEW

By Lee Young

The Panzerschiffes company was started in 1973 by Dave Dougherty and a group of friends. Claiming to be the first to offer models in the now popular 1/2400 scale, Mr. Dougherty designed the first 72 models for his own use, never intending to go into business. However, his local naval gaming club changed all of that by providing a market. Since then he has designed about 300 more models with friends and customers making the rest. Today the company makes about 500 models for five different periods.

The World War II range is the largest with about 230 ship classes offered. From Aircraft Carriers to Submarines just about every ship is covered, not only for the major powers but also Russia, France, Italy, Holland, Norway and Poland.

Next in size comes the World War I range of about 150 classes. Here again, all the major countries are covered along with a few for Chile, Brazil and Argentina.

The third largest range is the 1890 to 1910 period. Countries covered are America, Spain, Russia and Japan. Sixty-three classes are offered, ranging from Battleships to Transports. There is also a certain amount of cross over between this range and the World War I range.

The fourth range is the American Civil War period with 43 ships. Once again a very complete range with coverage from the first Ironclads to Confederate blockade runners. These ships were also designed for use with hex grid boardgames.

Two new ranges are Ships That Never Were and the Modern Period. The former range consists of ships designed by Britain and Germany but never built! One British and four German classes are offered. The modern period at present offers two ships, the Battleship New Jersey as used in Vietnam and the Spruance class of Destroyers.

For the future Panzerschiffes have about seventy-five ships ready for release. They also are always interested in knowing what you would like to see produced.

The models themselves are one piece epoxy castings molded in various shades of grey. Designed in a two-dimensional style, all detail, such as turrets, gun barrels and ships boats is molded right to the deck. While this approach may seem crude compared to some of the available metal castings it also means there are no tiny parts to glue or break and lose. Masts could be added using wire and gun barrels could be carved away and replaced with bits of wire but sharp knives and drill bits are mandatory as the epoxy is brittle, at least where thin sections are concerned. At any rate once painted, and they paint up easily, they look very good.

This brings us to a couple of complaints, the seriousness of which will depend on the individual. One is the grouping of various ships or classes into

one model. Sometimes this makes sense but in other cases the ships differed quite a bit in appearance. On the other hand, some ships such as the Japanese Carrier Battleships of W.W. II are offered in before and after versions. The other complaint is lack of accuracy of certain ships in the 1890-1910 range.

Prices start at .90 for Destroyers and Torpedo Boats, \$1.70 to \$2.10 for Cruisers, \$2.75 for most Battleships and \$3.50 for Aircraft Carriers. The majority of ships in the 1890 to 1910 range are \$1.70 while all the ships in the A.C.W. range are .90 each.

Panzerschiffes also offers two sets of rules. The first is TG-2 Tactical Battle Rules for Miniatures. Covering the years 1890-1945 the rules contain ship data for 397 classes of 19 countries. The scale is four inches equals one mile and the alternate move method is used. Hits and damage are determined by a mathematical formula, consulting a chart and rolling various numbers of dice. Examples are given for each step making them easy to learn. All in all the rules give a reasonably realistic very playable game. They also come complete with dice, turning radius and a large supply of ship record sheets. Present price is \$12.00.

The second set of rules are the SG-2 Strategic Rules and World War II Map Games. This set combines seven W.W. II scenarios with the rules to convert map contacts to tactical battles. Submarine and aircraft rules are included and an umpire is required. The seven scenarios are The Bismark, Artic Convoy, Atlantic Raiders, Java Sea, Tokoyo Express, Mediterranean and Midway. Present price is \$8.00.

To my knowledge Panzerschiffes products are only available through direct mail order. Service is generally very good with turn around time usually within two weeks. A current catalog is only .25 and their address is: Panzerschiffe, P.O. Box 2774, Akron, Ohio, 44301.

WARGAMING TERRAIN - PART II

By Hal Thinglum

In the last issue, I discussed methods of constructing wooded areas, farms and fences. This time, I would like to present a potpourri of ideas for adding to your terrain.

I have always had a hard time representing roads and rivers on my wargaming table as nothing every seems to look "right" to me. I have used .40 thousands thick pieces of "plastic-struct" and glued Life-Like grass to the edges and the very middle of the road and painted the road section brown, but I always ended up with essentially straight sections using this method. Rich Black and Bill (Ed) Protz use felt cloth pieces in brown and blue which can be effective as well as extremely functional. For roads I have taken to utilizing masking tape which is a light brown color and anywhere from 1" to 1½" wide for 15/25mm figures. It looks good and again, is functional in nature. As regards rivers, I have access to used X-ray plastic sheets at the hospital and cut this up into winding sections which I paint light blue and pin together, forming quite effective rivers.

Rich Black uses plastic doormat for farm fields in 25mm which I find to be visually appealing. They are cut into different sized sections. Individual small pieces can be cut off and used to represent swamps. I found some semi-shag carpet pieces which can be used to represent fields in 25/30mm. These can usually be purchased for roughly a dollar so are quite inexpensive.

I am currently constructing a model of Rorke's Drift for my Zulu/British 25mm figures and am using the Tamiya sandbags for mealie bags and found some strips of ½" X ½" X 36" balsa wood which I will cut to size and paint up as buscuit boxes.. Thetwo buildings will be constructed using 3/16" balsa wood. I also finished my French-Indian war fort which was used in Bill Protz's game at South Bend and used the method of construction provided in the Courier (Nov-Dec, 1980). It turned out to be enjoyable to construct and was not that difficult. If anyone is

interested in this period, give it a try. It's not as hard as it looks.

I have tried numerous methods of representing hilly areas on the table and have decided to use Rich Black's method of cutting $\frac{1}{2}$ " wood into shapes. Very functional.

Regarding Bellona terrain pieces such as the log/dirt gun emplacement, I have found it beneficial to mount them on .60 thousands thick pieces of "plastic-struct" and then add grass, etc. Using this method, they do not slip on the table due to lack of weight.

There are several methods of easily providing your table with an attractive and functional base. Indoor/outdoor carpeting can be used as well as large pieces of green felt cloth. If a desert effect is required, tan/brown felt cloth can be used. These methods can be somewhat expensive, but for my 6' X 12' table, a 6' X 12" piece of indoor/outdoor carpeting was about \$30.00. A worthwhile investment.

BEGINNING WARGAMES RULES WRITING - PART III By S. Richard Black

The last two things we have to talk about is hand-to-hand fighting and the psychological status of the men. These are usually referred to as melee and morale, respectively. So let us look at some reasons for them.

After watching a couple of movies such as "Sands of Iwo Jima" or "ZULU", we find that the idea of men actually getting face-to-face intrigues us. Although our set of rules does allow for firing, it does not allow for melee. The next time we get together we try to incorporate some ideas. First we decide that melee should be more bloody than long range firing. We therefore decide that hand-to-hand combat will cause double the casualties of fire.

The first problem that arises is one of dice. If we allow each figure to fight, the number of die rolls becomes unmanageable. It can quickly be shown that when one has small fights, jungle battles for example, that one person may only have two or three figures involved, and thus can not defend. So we modify this to one die for every four figures with any fractions rounding up. This means that you get one die for 1, 2, 3 or 4 men; two dice for 5, 6, 7 or 8 men; etc.

Our melee rules become one die for each four figures plus one die for any left over figures. We normally render one figure hors-de-combat on a roll of 5 or 6. If the defender is occupying a defensive position, we need a 6 for a "kill".

Although this allows for all types of combat, something is still missing. It seems we still are fighting to the last man, which means all our victories turn out to be pyrrhic. The thing that is missing, of course, is the fact that men will not fight when it looks like they are losing. We must take into account their mental status. We decide to check morale whenever certain conditions occur.

Somebody mentions that armies usually broke when small amounts of casualties were taken. So we decide that morale should be checked whenever the strength of a unit is reduced by 10%. Also when an enemy of at least $\frac{1}{3}$ its size is attacking from the rear or on or behind a line extended from the units front. By attacking we mean at least $\frac{1}{2}$ of the unit starts its attack from that position.

Another place that morale should be checked is whenever melee is imminent. It is decided that two morale checks are needed. First the attacker will check his morale to see if he closes. Then the defender will check his morale to see if he will stand to receive the charge. Thus melee will occur only $\frac{1}{4}$ of the time, and the morale effect of the charge will predominate.

The only thing left to puzzle out is the exact method of checking morale. Since six-sided dice are still the most common form, we decide to use them. What

What we want to happen is for units to break about 1/2 of the time. However, some modification should be made for casualties taken. The mechanism we arrive at is to use two dice. One is red and represents tens, the other is white and represents ones. A roll of 2 on the red and 5 on the white would thus read 25.

We will allow a unit to stand if it rolls 31 or higher. The reason for the two dice is apparent when we subtract 2 from the dice for each 10% loss of the unit. Don't forget that this 2 reduces the white die by two unless the roll gives a 1 or 2 on the white die. Thus a roll of 34 would become 32, while a roll of 41 would become 35.

What I have tried to do in this series, so far, is to give a playable set of rules and some of the reasons which a beginner would use to write his own rules. These rules will only work if the two sides have troops with basically the same method of transport (shanks mare) and the same weaponry. They are not intended to be used in the more formal periods such as Seven Years War, Napoleonic, ACW, or other such periods. However, for a skirmish setting or contact between two patrols, they give a very nice, playable game.

From this point on the rules can be modified to suit many different periods. What needs to be done is to research the period you are interested in and modify the rules accordingly. The first thing you need to decide is what sort of ground scale you will be using. There are many rules around which do not pay any attention to ground scale, and thus distort what happens on the table. Perhaps one of the worst of these is "Column, Line and Square", one of my personal favorites. Whatever rules you decide should be used, be prepared for many tabletop situations to arise which were not covered. By all means write down any decisions made so the same decision is made each time.

Any further writing of rules will have to wait until a consensus of opinion is reached as to what period and scale (i.e. battalion to army) of rules is desired.

AMERICAN WAR OF INDEPENDENCE QUIZ # 1 By David Corbett

Match the nicknames with the famous participant of the 1776-1783 war:

- | | |
|--|-----------------------------|
| 1. "No Flint" | A. Gates |
| 2. "The Hair Buyer" | B. Admiral Sir Richard Howe |
| 3. "The Old Wagoner" | C. Henry Lee |
| 4. "Gentleman Johnny" | D. Francis Marion |
| 5. "Granny" | E. Gen. Charles Grey |
| 6. "Bloody" | F. Lt. Col. Henry Hamilton |
| 7. "Mad" | G. Daniel Morgan |
| 8. "Lighthouse" | H. Burgoyne |
| 9. "Swamp Fox" | I. Banastre Tarleton |
| 10. "The Gamecock" or
"Carolina Gamecock" | J. Gen. Anthony Wayne |
| 11. "Black Dick" | K. Gen. Thomas Gage |
| 12. "Honest Tom" | L. Thomas Sumter |

Answers on next page

2

1. The "Chew House" figured prominently in what Battle?
A. Criskany B. Quebec C. Germantown D. Princeton
2. Which was NOT a ship of the Continental Navy?
A. Hyder Aly B. Alfred C. Yarmouth D. Ranger
3. What regiment did Benedict Arnold's Co-conspirator Major John Andre' belong to when he was captured at St. Johns?
A. Black Watch B. Foot Guards C. 7th Royal Fusiliers D. Queen's Rangers
4. What was the watchword coined by Washington for his army prior to the attack

- upon Trenton?
5. What Continental Army unit was known as "The Blue Hen's Chickens"?
 6. Which French Regiment in service in North America did not appear at Yorktown?
A. Bourbonais B. Soissonais C. Saintonge D. Dillon
 7. What was the name of "Swamp Fox" Francis Marion's hideout?
A. Hog Island B. Valcour Island C. Snow Island D. Sullivan Island
 8. Which "Peter" was not a "rebel"?
A. Peter Salem B. Peter Parker C. Peter Francisco D. Peter Muhlenberg
 9. Who of these did not fight to aid the colonials in rebellion?
A. de Grasse B. St. Luc de La Corne C. Roche de Fermoy D. Duc de Lauzun
 10. Who was these was wounded at Trenton?
A. Washington B. Hamilton C. Monroe D. Knox

A MINI-GET-TOGETHER

By S. Richard Black

On the weekend of April 29th through May 1st, 1983, Rich Borg held another wargame-weekend at his house in Sterling, Illinois. During the 48 hours games were scheduled ranging from ancients to W.W. I to fantasy.

When I got there at about 11:00 P.M. Friday, they were just setting up a WWI naval battle. As one of the two rules is that everyone plays unless you are sleeping, I was given a force of five British destroyers and was privileged to watch them sink! I did manage to slow down one of the three German Battleships with a lucky torpedo. As soon as my force was sunk, I went to bed; so I can't tell you how it all came out. There were about five players on each side.

The next morning I set up one of my infamous Norman-Saxon-Viking melees. With eight players, each man basically for himself, I felt everyone had an interesting time.

That afternoon we went to the local mall and put on a set-piece battle in 1813 Germany. Although the French had an impossible task, the referee (Rich Borg) admitted we had a technical win, by the way he wrote the conditions. I believe the credit for this win goes to Pat Kurivial. We then played the scenario with four active commanders on my (the French) side and wight on the Russian-Prussian. After defeating the first two waves of Russians-Prussians, the third wave rolled over the French and ended the game.

As I had to leave at that time, I can't comment on the rest of the weekend. It was another success for Borg, and lots of new people got to meet each other.

PELHAM'S MANOR - AMERICAN REVOLUTION SCENARIO

By Pat Kurivial

This classic delaying action pitted Col. Gloven's Webfooted Regiment, the Marblehead Marines, with supporting Massachusetts regiments against the vanguard of Howe's invasion aimed not only at establishing himself on the main od New York but also to fall upon Washington's unsuspecting flank. As Clinton organized his troops after their late night boat trip Col. Glover assigned to guard the East Chester district moved quickly to deny the enemy the strategic Boston Post Road. Glover's defense so befuddled the British that Clinton after testified that the invasion of 4,000 British was opposed by 14,000 Rebels. The increased morale of the Americans after Pelham's Manor would soon be seen in the fighting spirit at White Plains.

Americans - Initial set on anywhere on the board. Units behind stone walls and rail fences are considered hidden and may inflict surprise fire. The bridge may be destroyed at the start of the game.

1 fig. Col. Glover & Marble Head Marines - C Type - 6 figs

1 fig. Col. Shepard & 3rd Mass - D Type - 8 figs

1 fig. Col. Read & 13th Mass - D Type - 11 Figs

1 fig. Col. Baldwin & 26th Mass - D Type - 12 figs
 1- 3lb gun & 4 figure crew - C Type
 Turn 12 - Enter west on Boston Post Road - Gen. Charles Lee

British -

Turn 1 - Enter from South on Split Rock Road - 6 figs - Light Infantry - C Type

Turn 6 - Enter from East on Boston Post Road -

1 fig. Lord Cornwallis - General
 6 fig. German Jagers - rifled - C Type
 10 Fig. British Grenadiers - B Type

Turn 7 - Enter South on Split Rock Road -

1 fig. General De Hiester
 8 fig. Brunswick Line I - E Type
 12 fig. Brunswick Line II - E Type

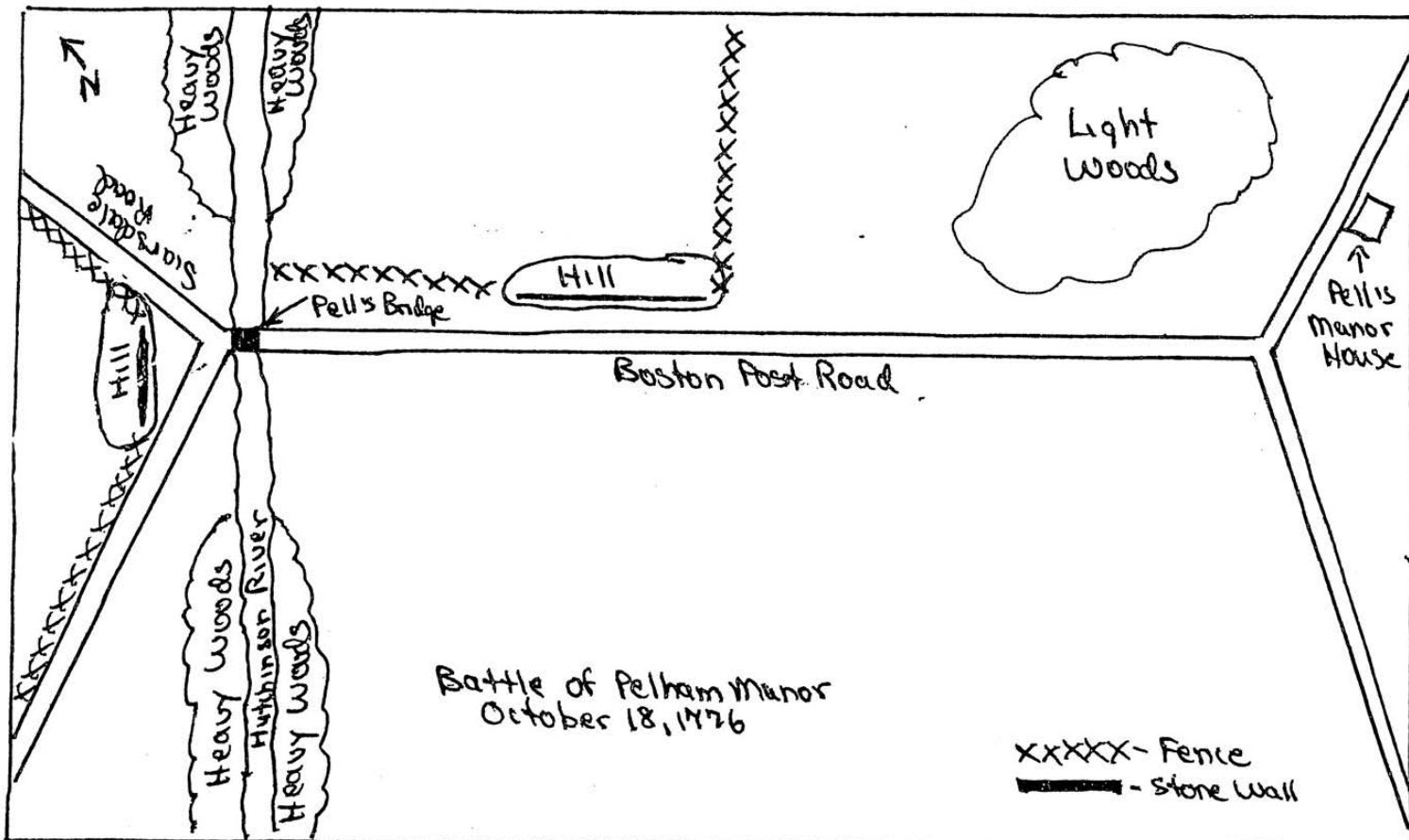
Turn 10 - Enter South on Split Rock

1 fig. General Clinton
 Two British Line - 14 fig each - E Type
 Three 6lb Guns - 4 fig. each - C Type

Terrain -

Light and heavy woods as in the rules (Minuteman)
 Hills no penalties
 Rail fence - light cover
 Stone wall - Heavy cover
 Pells Manor holds 12 figures
 Hutchinson's River - ford at 10cm penalty - guns can only cross at the bridge.
 The bridge may be destroyed during the game by any two figures who complete two turns at the bridge without movement, fire or being fired upon.

British VICTORY Conditions: After the conclusion of Turn 20, all American units must be cleared from the board and a British or German unit must have exited off the western board edge. All other results are scored as an American victory. They have successfully accomplished a delaying action which saved the flank of Washington's army.



I should preface this article by stating that it deals specifically with developing more creative "extras" to wargaming scenarios, not developing methods of determining troop strengths for a balanced battle, etc. I do not have any degree of expertise in that area, as many of you know. I would like to write about little extras in a wargame, which to me, add greatly to the enjoyment. To give you an example of this, the first wargame I ever held, some two years ago, was an American Civil War game and involved about 2,000 15mm figures (the bigger, the better?) and about six players. I made out role playing type cards for each commander prior to the game with instructions as such: "You are General Anderson of the U.S. Army. You were appointed to your rank wholly because of your political connections and have great hopes that your political career will be heightened by your war service, however, this is dependent upon your survival of the war, and thus, you are a very cautious commander. In addition, your commanding officer at this battle is just one step from removal from his position and if the battle should not go well for him, you may well find yourself in his position. With your political connections, you would far much better than he if you were commanding this army. Therefore, it is to your advantage to continue to be cautious/timid in following your commander's orders." Despite such obviously well-written, creative plans, nobody seemed to be affected by them and played their regular game. I was so concerned about the game/rules being received well that I did not notice till after it was over. However, it seems to me, that such additions hold the potential for adding much enjoyment/realism(?) to a game.

Rich Black uses a very effective method along this manner in his Norman/Saxon/Viking games. Each player is given pre-game instructions which give him an outline of the situation to some degree as well as a variety of instructions which he can follow dependent upon the situation and at any given time (the way the wind blows).

Another example, and I feel my best effort in the area thus far, was a massive ACW game using Scotty Bowden's "Stars & Bars" for the first time (Damn the torpedos, full steam ahead!), again with six players. Let me set the stage, well-done terrain on the table, a river running 8" across the long side and curving 8" from the short side. Two bridges, a main one over the long side and a small one on the short side. The Confederates are trying to cross the river and occupy the town and road on the other side. In their orders, it is stated that due to the importance of the situation (they are trying to block Union reinforcements to a nearby area), not much information is available to them regarding the depth of the river. In addition, heavy rains fell yesterday so several thought to be fordable areas may not be so at the present time. The Union commander is told that his scouts have not returned but heavy Confederate forces are thought to be attempting a crossing of the river, so he does not know anything about fordable portions of the river either. So, initial plans are made by the two sides, the game begins and thousands of Confederate troops began to move through the heavy woods with orders to ford the river at three different points. I am serving as umpire/God, enjoying the movement of troops across the table and looking forward to the surprised expressions on the player's faces when I tell them that they will have to roll to see if the part of the river they are attempting to cross is fordable. I am also anxiously awaiting the recognition of my creative, realistic ideas ("Boy, nobody puts on a wargame like Hal"). Dave Corbett, Dan Rakowski and Carmen Izzo's Confederates reach the river on the same game move. "Aha", I exclaim, "You have to roll to see if the river is fordable!" "I beg your pardon?" replies Dan (he has only met me). "What the hell did you say?" state David and Carmen (they have known me longer). I am somewhat taken aback by their reaction and repeat my statement. Additional replies by cavalierly, gentlemanly Confederates indicate to me that perhaps they do not understand how such "extras" enhance their wargaming enjoyment and increase realism as well. They good-naturely (?) accept this decision muttering incomprehensible aspirations on my character.

and intelligence (my dog moves away from me) and individually roll to determine whether or not they can cross (by this time, I am hoping their rolls allow them to do so) but as luck would have it, all three (all of whom attacked from the same side of the table, stupidly ignoring the short side of the river) failed to do so. This was followed by hours of moving troops back through the woods, immeshed columns of Confederates awaiting their turn to cross the bone bridge followed by a great slaughter of butternut clad rebels by the Union player (Rich Black and company) who had time to move their forces up to where they could be used to the greatest advantage while still moving the majority of their forces off the side of the table to reinforce the unseen Union lines.

This leads to lessons learned about "extras" in wargames. Surprise should never be total (had I known the Confederates were unable to read, I could have read them their orders) or subtle in nature (I could have pointed to the river, said "River, might be fordable; might not be fordable", pointed to the dice saying very slowly, "Depends upon the dice roll". Showed them 1, 2 on the die and said "Not fordable" and showed them 3, 4, 5, 6 on the die and said "not fordable." Then I could have led them back to their side of the table, told each of them their names, pointed to the other side of the table and repeated "enemy over there" and started the game).

Due to the good natured attitude of Dave, Dan and Carmen, this episode was quickly forgotten and I am reminded no more than once a game about it. They did seem to enjoy my displeasure when in a later ACW game using "On To Richmond" rules, my forces spent the better part of game stuck in the woods unable to move. I, however, was able to accept this situation as being one that might occur in a battle situation, unlike their behavior of the game described above. The fact that I slowly broke off each of the model trees crushing them on the floor one by one was an accident.

Answers to AM. Rev. War Quiz

Quiz # 1

1. E 2. F 3. G 4. H 5. A 6. I 7. J 8. C 9. D 10. L 11. B 12. K

Quiz # 2

1. C, Germantown 2. C, H.M.S. Yarmouth 64 guns 3. C, 7th Royal Fusiliers 4. "Victory or Death" 5. John Haslet's Delaware Continentals 6. D. Dillon, they fought at Savannah 7. C, Snow Island 8. B, Admiral Sir Peter Parker 9. B, St Luc De La Corne, led the Indians in the Burgoyne offensive 10. C, Lt. James Monroe, actually "A" is also correct, since Capt. William Washington, later to gain fame as a cavalry leader in the Southern Campaigns and a relative of George Washington, was also wounded.

LOCAL WARGAMING NEWS

By Hal Thinglum

Carmen Izzo and Dave Corbett continue to add to their 30mm Napoleonic collections and are massing quite large and impressive armies. They use Column, Line and Square rules and the games are quite enjoyable. Dave continues to be possessed with the painting madness. He is also working on 15mm British Colonials and is still working out a system of rules for this period. He has tried some 25mm American Civil War games using modified Column, Line and Square and reports they have had some fun games. Dave and Carmen are still looking for more 25mm ACW figures, painted or unpainted.

Dan Rakowski is toying with the idea of 5mm Napoleonics and has ordered some to see how they would paint up. He is looking for rules systems to use for this scale. His 15mm ECW home-grown rules, after numerous revisions, seem to be stabilized and offer a most enjoyable game. He has also modified "On To Richmond" for 15mm ACW and has been working on System Seven rules, having the counters for a large number of countries for the Napoleonic Era.

Rich Black and Hal Thinglum are adding to their Seven Year War period in 25mm and are ordering a large shipment of Campaign figures from England in this scale. Hal has been painting Zulus and British units in 25mm for the Zulu War and Rich has contributed with some mounted native units and Frontier Light Horse. Hal is working on a model of Rorke's Drift and also hoping to put together some "simple" rules for this engagement. All figures are mounted on individual stands. Hal recently painted up 130 Normans/Saxons/Vikings in 25mm to join Rich's 200+ figures in this period which are also mounted individually. Rich has a very enjoyable set of rules in this period which will be found elsewhere in this copy of the Newsletter. Hal is also planning on going into English Civil War in 25mm to supplement Rich's already considerable armies. Rich Black recently sold his extensive collection of 39mm Napoleonics. He also has an Apple Computer and has been purchasing a number of games including some war games. We played "Old Ironsides" the other night and it was a lot of fun. I also observed Rich playing "Midway" from the boardgame on the computer, but do not pretend to know what was going on except that the American Fleet was wiped out while inflicting very little damage on the Japanese.

Have not heard from Pat Kurivial or Roy Grider as of late. I imagine that Roy is gaming more now that his Master's is complete, writing his thesis on the battle of Pea Ridge. Would have been nice to have a short article from him regarding what types of things he came up with regarding this battle. Pat and Roy game in 25mm Am. Rev., 25mm ACW and 30mm Napoleonics. They use Column, Line and Square for Napoleonics, Rich Borg's ACW rules modified and Minuteman for the Am. Rev.

Mark Daney is painting in a number of periods including 15mm ECW and 15mm British Colonials, 30mm Napoleonics and probably several other periods.

Winston Johnson is painting up 25mm Malibarian figures and considering going into 25mm Seven Years War as is Wayne Hawn. Winston, as you know, is a great painter and convertor of figures. His figures are a joy to see. We had them down for a game last month and we hope to make it up to Indiana for a game at their house as soon as possible.

WARGAMING EVENTS

By Hal Thinglum

Every Tuesday night at 7:00 any of the following periods may be played: American Civil War (15mm), Seven Years War (25mm), British/Zulus (25mm), Normans/Saxons/Vikings (25mm), English Civil War (25mm) and various periods of ships. Some nights computer games are played at Rich Black's house. Contact Hal Thinglum, 3533 West 218th Street, Matteson, Illinois 60443, 481-9167.

On most Thursdays at 7:00 PM, any of the following periods may be played: American Civil War (25mm), Napoleonics (30mm), American Rev (25mm), British Colonials (15mm), English Civil War (15mm). Contact Dave Corbett, 17300 Holmes, Hazel Crest, Illinois, 60429, 335-2718.

The following games may be played on night unknown to me: American Civil War (25mm), Am. Rev (25mm), Napoleonics (30mm) at Pat Kurivial's house. 15230 El Camero Terrace, Orland Park, Illinois, 60462, 349-1786.

Dan Rakowski has been scheduling some games at his house, including 15mm ECW and 15mm ACW and System Seven games. 1 Paxos Drive, Palos Hills, Illinois, 598-4641.

Fifth Historical Wargame Weekend Scheduled for September, 1983 in Milwaukee, Wisconsin

On Saturday, September 24th and Sunday, September 25th, 1983, the Fifth Historical Wargame Weekend will be held in Milwaukee, Wisconsin. The convention site will again be the Milwaukee County War Memorial Center on the beautiful shores of Lake Michigan in downtown Milwaukee. Over thirty historical miniatures and some board wargames will be available to attendees in addition to vendors, a flea market and a painting competition. For our out of town friends, a block

of rooms have been set aside at a nearby hotel within walking distance. We hope readers will join us to support historical wargaming, to promote friendship in the Upper Midwest and for the promise of good wargaming. Pre-registration forms will be sent to all those who inquire by sending correspondence to: Joe Gepfert Jr., 3440 S. Monterey, New Berlin, Wisconsin. 53151.

Lists for Rich Black's COMPUTER DICE ROLLING From Vol. 1, Number 3.

I forgot to include the five lists for Rich's article on Computer dice Rolling in the last issue of the NEWSLETTER. Please find them below:

LISTING 1

```
10 FOR I = 1 TO 20
20 PRINT RND (6)
30 NEXT I
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LISTING 2

```
10 N = INT ( RND (1) * 6 + 1)
20 PRINT : PRINT : PRINT N: PRINT : PRINT
30 PRINT "ANOTHER TOSS (Y)? ";; GET A$: PRINT A$
40 IF A$ = "Y" THEN 10
```

LISTING 3

```
10 N = INT ( RND (1) * 6 + 1)
15 N = N + INT ( RND (1) * 6 + 1)
20 PRINT : PRINT : PRINT N: PRINT : PRINT
30 PRINT "ANOTHER TOSS (Y)? ";; GET A$: PRINT A$
40 IF A$ = "Y" THEN 10
```

LISTING 4

```
10 HOME
15 N = N + INT ( RND (1) * 6 + 1)
20 PRINT TAB( 2) "4-SIDED"; TAB( 11) "6-SIDED"; TAB( 20) "8-SIDED"; TAB(
30) "10-SIDED"
30 PRINT TAB( 5); INT ( RND (1) * 4 + 1);
40 PRINT TAB( 14); INT ( RND (1) * 6 + 1);
50 PRINT TAB( 23); INT ( RND (1) * 8 + 1);
60 PRINT TAB( 33); INT ( RND (1) * 10 + 1)
70 PRINT : PRINT "12-SIDED"; TAB( 11) "20-SIDED"; TAB( 20) "100-SIDED"
80 PRINT TAB( 4); INT ( RND (1) * 12 + 1);
90 PRINT TAB( 14); INT ( RND (1) * 20 + 1);
100 PRINT TAB( 23); INT ( RND (1) * 100 + 1)
110 VTAB 10: PRINT "ANOTHER ROLL (Y)? ";; GET A$: PRINT A$
120 IF A$ = "Y" THEN 10
```

LISTING 5

```
10 HOME
20 INPUT "NUMBER OF SIDES IS: ";N
30 INPUT "NUMBER OF DICE IS: ";D
40 T = 0
50 VTAB 8
60 FOR I = 1 TO D
70 T = T + INT ( RND (1) * N + 1)
80 NEXT I
90 PRINT "TOTAL = ";T; " "
95 VTAB 15
100 PRINT "SAME ROLL AGAIN (Y)? ";; GET A$: PRINT A$
110 IF A$ = "Y" THEN 40
120 PRINT "ANOTHER ROLL (Y)? ";; GET A$: PRINT A$
130 IF A$ = "Y" THEN 10
```


A recent phone call to Ral Partha revealed that their line of 25mm Saxon figures will be ready by July. They are planning on having their British Colonial Northwest Frontier (25mm) line out this month I was told. It would be a special treat if the prices for these lines are the same as their ZULU line (.40 per foot figure and \$1.00 per Cavalry figure). *** For those interested in WWII wargaming, Model Figures & Hobbies, Lower Balloo Road, Groomsport, Co. Down, BT19 2LU, Northern Ireland have the Platoon 20 1/72nd (25mm, I believe) lead figures. The first group has 20 Waffen SS and 20 Red Army figures. *** Miltra, 62a College Road, Harrow, Middlesex HAL 2AH, England has come out with WW2 25mm figures and have available 1939 Polish Cavalry and Horse Artillery as well as British and American Infantry, British Paratroopers, American Marines and 1940 French. . *** The Model Shop, 190-194 Station Road, Harrow, Middlesex, England have 20/25mm ZULU thatched huts and Maize Cribs available. I'd like to get some of these to see what they are like. *** Irregular Miniatures, 18 the Avenue, Norton, Malton, N. Yorks, England, YO17 9EF have 25mm animals available. These would be nice for 25mm Colonial games. *** The Armory, 4145 Amos Avenue, Baltimore, Maryland, 21215 sent me a listing of their Asgard miniature line which includes 15mm Vikings, etc. *** My father recently gave me a paperback book entitled "The Killer Angels" by Michael Shaara, which is a novel about the Battle of Gettysburg. I found it to be very enjoyable and really got me excited about the ACW again. *** I received my British Colonial figures from the Iron Brigade, 2417 Gladstone Terr. Oklahoma City, Oklahoma, 73120. I found them to not be up to the quality of many lines of figures available. However, as Rich Black stated, we certainly get spoiled with the fine lines of figures that are available at this time and a good paint job can make a major difference. Their prices are very fair. They also offer muskets, revolvers, shotguns, pistols, carbines in 25mm scale (10 for \$1.50) as well as many other types of 25mm weapon packages too numerous to mention here. These frequently come in handy. *** Minifigs has come out with 15mm figures for the Norman Conquest and the Franks and Moors. *** I recently was able to find some bridges at my local hobby store made by Herka, 70 Weybright Court, Agincourt, Ontario, Canada, M1S 4E4. There were several different types which would be quite useful in 15mm wargaming for many different periods. *** Many of the figures that I bought for my 25mm Normans/Saxons/Vikings were Essex which can be obtained from The Reiter, 3440 South Monterey, New Berlin, Wisconsin, 53151. Essex miniatures are just great, in my opinion. They could easily be used as 54mm figures as regards painting as the detail is very, very good. My painting does not do them justice and I saw several that Winston Johnson had done and they were not to be believed. The Reiter has Essex figures available for the following periods: Renaissance, Landsknechts & Reiters, English Civil War, Egyptians, Arabs, Vikings, Normans, Saxons, Carolingians, Romans, Huns, Chinese, and Medievals. Rich Black has some English Civil War Cavalry that are also great. Joe Gepfert, who runs the Reiter, announced recently that discounts are available as follows: Over \$25-Post free, Over \$50-10% off, Over \$75-15% off and over \$100-20% off. This would help to reduce the quite high prices for Essex figures. It seems to me that Essex have priced themselves out of the field of many wargamers with the lowest foot figure going for 85 cents, however with a 20% discount, this does bring the price down to about 68 cents so the bulk order method would certainly be in your favor. I just can't say enough good things about the figures themselves and if I could afford, I think that all of my armies would be Essex in the future, they are that good. For periods where you only need a limited number of figures, skirmish for instance, these would be the figures to buy. *** Stone Mountain Military Miniatures, PO Box 8806, Denver, Colorado, 80202, has 25mm spears, lances, swords, etc., as well as 25mm scenic aids such as haystacks and fences and bridges. ***

*** I was at Lyle's Hobby Store (38 N. Cass, Westmont, Illinois, 852-8085) and he has a large box of old figures on sale for 50 cents each which I always go through. I ran across a number of Scruby 30MM Napoleonic figures. For fifty cents each, this would be quite a bit cheaper and you might be able to pick up enough to fill up one or so units. Lyle, in his kindness and concern for the wargamer, also has back issues of wargaming magazines on hand, last month's issue will cost you about .50 extra because "it is a collector's item". *** Mike's Models, G.P.O. Box 1854, New York, N.Y., 10116 has a very extensive 15mm Colonial Range including Zulus and British and allies for that period, the Ondurman line and Northwest Frontier line. ***

EMPEROR'S BIRTHDAY CONVENTION

By Hal Thinglum

On March 19th, 1983, I attended the Emperor's Birthday Convention in South Bend, Indiana. It was a fairly good event being about evenly divided, both in numbers and in where they had the two factions located, between historical and fantasy gamers. There seemed to be a good attendance and there was enough room available to be comfortable. There seemed to be a number of Napoleonic games going on with a British/Zulu game, Dave Corbett's Am. Rev. game which he outlined in the last issue of the Newsletter and some WWII games. The only one that I played was Bill Protz's French-Indian game which was very well set up as regards terrain and enjoyable to play. I believe we had about four or five players to a side but I can not remember who played on what side. There were several dealers present as well as a number of individuals who were selling extensive numbers of figures quite cheaply. A flea market was also held and I was able to pick up several old wargaming books that no longer are being published, including "Charge" by Peter Young, a book which I have always wanted to have in my collection. From our local members, Pat Kurivial, Dan Rakowski, Mark Daney and Dave Corbett were on the winning side in a large 25mm Napoleonic game. I think I heard that Pat was voted the best commander but I can not be sure. He won the same award in the Milwaukee game last year. All in all, it was an enjoyable time, seemed to be well run and a good turn-out. We should have more conventions in this area, perhaps smaller, but I would think they would turn out to be just as much fun. Anyone interested???????

PENOBSCOT BAY, MAINE, JULY 30th, 1779

By Pat Kurivial

This scenario offers the often disagreeable task of attacking a fortified position. In a forshadowing of the British southern strategy General MacLean was sent to consolidate Tory support in the Massachusetts province of Maine. The patriots of Boston quickly organized a response to this threat and outfitted a force to capture the British intruders. The resulting fiasco brought all the officers, even the unknown Paul Revere, under the eye of a court martial.

British Command

16 figs - 74th Argyil Highlanders - nicknamed the Campbells. Elites present -
D morale unless elites converged.

16 figs - 82nd Lowland Scots - nicknamed the "Hamiltons". Elites present -
D morale unless Elites converged.

Three (3) sections of 30b guns - 5 gunners or infantry - C morale.

3 figs - Royal Marines, may serve as gunners or infantry, B morale.

2 figs - local Tory militia - F morale, non-bayonet armed.

Commander - Brig. Gen. Francis MacLean.

15 game turns, British must hold Ft. George and have an active gun in one redoubt at the end of the game. The redoubt is hard cover from the front. Ft. George was being constructed during the attack, unknown to the Americans. Turns 1-5, walls of the fort (linear obstacle only), turns 6-10, walls same as 1-5 plus light cover,

turns 11-15, walls same as 1-5 plus hard cover.

American Command

General Lowell commanding - 2nd command is Gen. Wadsworth, subordinate commanders: Col. McCobb and Col. Paul Revere.

10 figs - Continental Marines, D Morale, Bayonet armed

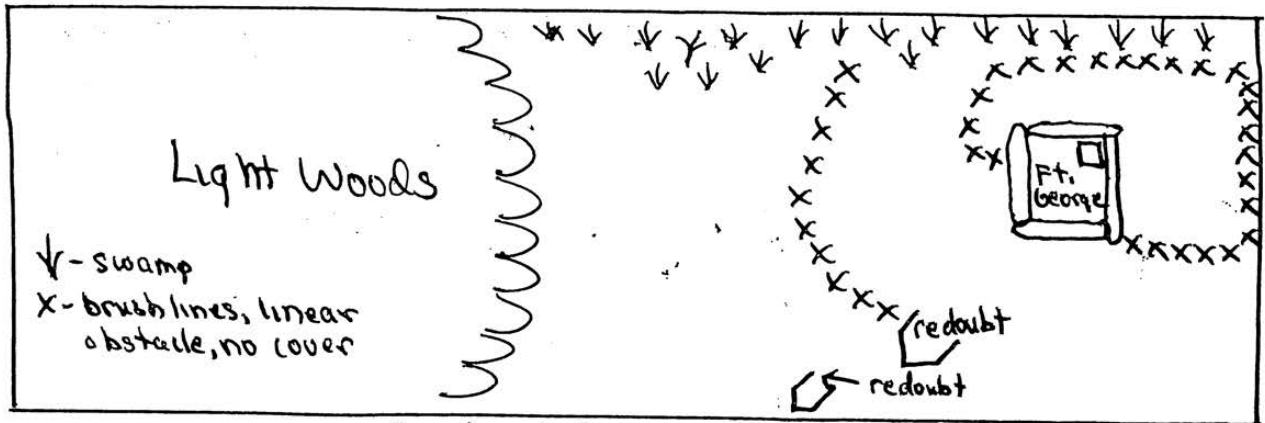
3 units (12 figs each) - Massachusetts Militia - F morale, partial bayonet armed

2 figs - Penobscot Indians - F morale

1 fig - Penobscot volunteer, F morale, rifle armed.

one (1) 12ob gun section, one (1) Howitzer section, 10 Continental gunners, C Morale.

Since the British did not know the size of the American force, all units may start hidden in the woods, except the guns which must be placed on board at woods edge at start of game and the Indians which may start hidden in the woods or swamp. Although Massachusetts Militia is hidden, it may not issue surprise fire. Americans win by capturing Ft. George or by holding the two redoubts at the end of turn 15.



Penobscot Bay, July 30th, 1779

RULES FOR NORMANS/SAXONS/VIKINGS WARGAMES

By Bob Pavlik (modified by
Richard Black)

Game Sequence

1. Initiative Roll (high die)
2. Move Player Moves or Charges (Morale checks if necessary)
3. Simultaneous Missile Fire (Morale checks if necessary)
4. Mutual Melee (Morale checks if necessary)
5. Counter-Move Player Moves or Charges (Morale checks if necessary)
6. Simultaneous Missile Fire (Morale checks if necessary)
7. Mutual Melee (Morale checks if necessary)

Movement

Move Distances: Infantry - 6" Cavalry - 12" Hedge Hóg - 2" Shield Wall - No Movement
On Road - +2" Unarmored Inf - 8" Charge/Assault - Normal Move + 50%

This is a move counter-move game with the winner of the initiative roll having the choice. If the player is either moving or counter-moving, he is still the attacker during his portion of the turn.

Allowable Moves:

1. Move and Face (90 degrees max)
2. Face and Move (90 degrees max)
3. About Face (180 degrees except engaged Cav)
4. Charge or Assault

Charging units may wheel, pivot, or side-slip as long as the charge portion of the move is launched in a straight line of at least a normal move distance.

Charging units will consist of at least 6 infantry figs., 3 cavalry figs., or one

beserker. Individual figures may assault an enemy using the charge distance, but no Charge Bonus will be gained.

A figure may change face up to 180 degrees without movement if infantry, up to 90 degrees if cavalry even when engaged in melee. Facings are done only during the move segment.

Figures may overlap and flank a smaller unit keeping in mind the 90 degrees facing rule.

Deduct 50% movement when crossing walls, hedges, fences and fordable water (none of these can be crossed by cavalry except for fordable water).

Deduct 25% movement in light woods, 50% movement in marshes and heavy woods.

Deduct 2" per contour when moving or charging uphill.

Charges are not allowed through woods, marshes or across obstacles.

Disengagement is when one player involved in melee wishes to break off combat. Disengagement is accomplished by mutual consent or by winning a die roll. A player receives +1 to his roll for each additional figure engaged. The choice to disengage is first given to the attacking player. Move distance for disengagement is one Charge Move back, facing the enemy. Figures may not charge on the move segment immediately following a disengagement. Rear rank spearmen involved in melee may disengage at any time without penalty. Players will also receive +1 for Veterans and +2 for Elites for disengagement.

Missile Fire

	(Short +1)	(Medium +0)	(Long -1)		Unarmored	Partial Armor	Full Armor
Hand Hurlled	0-1"	1-2"	2-3"		4,5,6	5,6	6
Bow or Sling	0-5"	5-10"	10-15"	VS	4,5,6	5,6	6
Crossbow	0-7"	7-14"	14-21"		4,5,6	5,6	6

Rate of Fire

Hand Hurlled - 1 per game (Figures will be accordingly marked)
Bow or Sling - 2 per turn
Crossbow - 1 per turn

- Missile units being charged will fire at short (+1) range. Casualties removed before contact with the firing unit.
- Missile units that charge may not fire.
- Missile units engaged in melee can not fire.
- Missile figures can not fire at troops actively engaged in melee.
- Missile troops are allowed pas-through fire measured at closest point of contact.
- Missile troops in Fall Back status or figures disengaged on the previous turn can not fire until the following missile fire segment.
- Targets may be "picked" when in open order, but will be chosen by random die roll (Number rolled = position in line) while in Shield Wall or Hedge Hog formation.
- To determine the "hit zones" on mixed targets at various ranges, the following areas will be covered by a single archers range of fire:
Long Range - 8" Medium Range - 6" Short Range - 4"
- A second rank of archers may fire over units only when on one more hill contours higher than the front rank.
- A second rank of archers may "high angle" fire over other units if the troops being fired over are at least 6" from the firing unit. Also, no enemy can be hit by "high angle" fire if within 3" of the unit being fired over.
- A second rank of Missile troops may fire through a forward rank if the first line is in "Shield Wall" formation and the firing troops are in stand-to-stand contact with the front line.
- In order for missile troops to fire through other figures, a gap of 1" either side of a straight line between the firer and his target must be open.
- Norman Cavalry often used their lances as melee weapons and rarely disgarded them as did later day knights. However, attimes Norman knights would toss the

lance as a javlin, but must remain stationary to do so and must continue combat with a secondary weapon.

Melee

1. All figures making base-to-base contact with an enemy figure are in melee and can no longer move.
2. Bare Hand, Blunt Hand, Edged Hand, and all Cavalry fight only one rank deep.
3. Spearmen may fight two ranks only if both ranks are spearmen.
4. A cavalry man attacking with lance or spear MAY receive the +1 Charge Bonus only on the first round of melee. He then has the option to revert to a secondary weapon or continue to use the lance.

The ATTACKER will square off and adjust all combats on a stand-to-stand basis, doubling up where extra figures are available.

The ATTACKER rolls for "Hits" and removes all enemy casualties not "saved".

The DEFENDER faces and adjusts any return combats with his remaining figures.

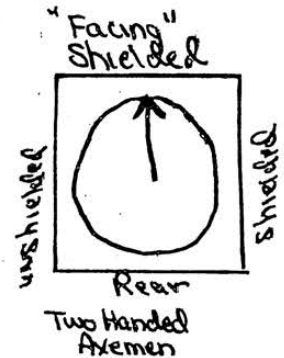
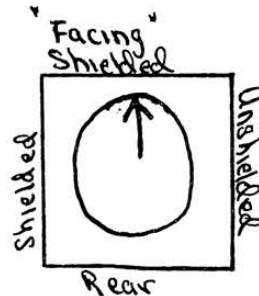
The DEFENDER rolls for "Hits" and removed enemy casualties not "saved".

ONE DIE PER MAN + MELEE SITUATIONS BELOW

Weapon Type	Unarmored	Partial Armor	Full Armor
Bare Hand	5,6	6	-
Pole Arm	5,6	5,6	5,6
Blunt Hand	4,5,6	5,6	5,6
Edged Hand	3,4,5,6	4,5,6	5,6
Mtd. Lance	3,4,5,6	4,5,6	5,6

Melee Situations for Attacker:

- Enemy taken in rear +2
- Enemy taken on unshielded flank +1
- Two-Handed weapon +1
- Mtd. Figure vs. Foot +1
- Foot vs. Mtd figure (except for pole armed) -1
- Charge Bonus +1 (except against spears or uphill charges)



- No charge bonus will be gained if the distance traveled to reach the enemy is less than a normal move. Figures charging into a melee already in progress will only receive the Charge Bonus against unengaged figures.
- Undecided combats are left engaged until the following turn or until a disengagement is accomplished.
- A figure left unengaged after a melee round has two options which may take place during his following movement segment.
 1. Fall back one charge move, facing the enemy
 2. Engage another enemy in the following order:
 - a. Nearest unengaged enemy within 1/2 normal move
 - b. Nearest engaged enemy within 1/2 normal move
 - c. any unengaged enemy within one normal or charge move.
- During melee combats, if a Leader figure and another man have doubled on a single enemy and the enemy scores a "Kill", the Leader is the last figure killed.
- Figures must be squarely touching to be engaged in melee. Point-to-point contact will not cause melee involvement.

Saving Throws

Any figure "Hit" in melee or by missile fire may attempt a saving throw.

<u>Figure or Armor Type</u>	<u>Roll to Save</u>
King, leader, Chieftain, etc.	5 (two dice)
Full armor, Berserker	4,5,6
Partial Armor (incl. Shields)	5,6
Unarmored	6

Modifiers to die roll:

1. Behind hedges, fences, parapets, woods edge, low walls +1
2. Shield wall (from frontal attack and fire only) +2
3. Shield Wall (from high angle fire only) +1
4. Hedge Hog or Orb Formation (from attack only) +1

-High Angle Fire is at the referee's option and must be decided on before the game.

-If a Shield Wall is attacked from the rear and a portion of the wall is turned 180 degrees to protect the rear, the formation is then considered in Hedge Hog.

-A Shield Wall is formed with all figures in stand-to-stand contact, all facing in one direction, and no movement allowed. The Hedge Hog is a ring formation with all figures facing outward.

Morale

Morale will be checked in the following situations:

1. When an attacker or defender is facing a force at least 3X greater which is within charge distance. This does not include men already in a melee situation.
2. When a leader is killed by missile fire or in melee.
3. When more than 1/3 of a "unit" is killed by missile fire or in melee in one turn. (For morale purposes, a "unit" is a group of figures detached by at least 2" from any other groups).

Troops will be classified as Elites, Veterans, or Militia. Each class will go up one (except Elites) if a leader is present.

<u>Morale Score</u> (Roll 2 dice)	<u>Morale Type</u>			
	<u>Elites</u>	<u>Veterans</u>	<u>Regulars</u>	<u>Militia</u>
2 or less	FB (00)	RT	RT	RT
3	FB (00)	FB	RT	RT
4	00	FB	FB	RT
5	00	00	FB	FB
6	00	00	00	FB
7	00	00	00	00
8	00 (UA)	00	00	00
9	00 (UA)	00	UA	00
10	00	UA	UA	UA
11 or more	UA	UA	UA	UA

Morale Modifiers

Unit's Leader Killed -3
Unit attacked from flank -1

Unit's banner captured -1
Unit attacked from rear -2

RT - Route off board

FB - Fall Back one charge move facing enemy

00 - Obey Orders

() - For Berserkers only

UA - Uncontrolled Advance toward nearest enemy using charge move if necessary

Any figure or figures other than elites, leaders or berserkers becoming completely surrounded and not scoring a "kill" during his melee turn, will surrender.

Stand Sizes: Foot Figure 3/4" by 3/4" Two-handed axeman 1" by 1"
Cavalry Figure 3/4" by 2"

CLASS	NORMANS	SAXONS	VIKINGS
ELITES	Leaders	Leaders	Chieftians
	Bodyguard	Bodyguard	Bodyguard Beserkers
VETERANS	Mtd. Knights	Houscarls (Full Armor)	Houscarls (Full Armor)
REGULARS	Armored Inf.	Theins Select Fyrd	Bondi Leather Armor (excluding shield)
MILITIA	Unarmored Inf. (no shields)	Great Fyrd (Unarmored)	Unarmored Inf. (no Shields)

Color Coding for Figure Stands

Viking - Light Blue

Saxon - Yellow

Norman - Red

The color code goes on back of stand.

Figure Type Morale Breakdown

Elites - 3 stripes on back of stand (10% of army)

Veterans - 2 stripes (20% of army)

Regular - 1 Stripe (30% of army)

Militia - 0 Stripes (40% of army)

INTERVIEW WITH A WARGAMER

Dan Rakowski By Hal Thinglum.

Would you give us a brief background on yourself? I'm 27 years old and married to a very understanding woman who doesn't mind (well, not too much) sharing a small apartment with a thousand lead soldiers. I've been working as a letter carrier for the U.S. Postal Service for the past 6 years. I possess a B.A. in history and have always been interested in the subject, particularly military history.

How did you get started in wargaming? What was the attraction? I've always been intrigued by the many "whatifs" of military history. Wargaming gives the player a chance to "change" the outcomes of famous battles of the past, in a bloodless fashion. Nothing's damaged except for one's pride. I really enjoy the gaming aspect. I used to play with soldiers when I was younger (mainly Airfix), but I never used any formalized system to regulate the moves of the troops or the results of their fire, etc. I guess my introduction into the "formal" side of the hobby was seeing some of the old Avalon Hill boardgames in a hobby shop. I always wondered what "Tactics II" was all about. Finally, when I was a junior in H.S., I saw an ad for "Strategy and Tactics" the "magazine with a game inside" in "Sports Illustrated" and eventually subscribed. I hoodwinked a fellow history buff to play "Destruction of Amry Group Center" (Russian front, WWII) and though it took us about ten hours to get through the first game we were both hooked. I built up quite a collection of boardgames, but never even played half of them (anyone want to buy a mint condition "Sinai?"). In a later issue of S&T I saw an ad for the late Charles Grant's "The War Game", a book on miniature gaming. I ended up reading it three times in the first week that I received it and started playing games with spray painted Airfix figures. I've been almost strictly a miniatures player ever since.

What periods are you presently involved in, why and what is the strength/composition of your armies? What is your favorite period? A) 15mm ECW: I have approximately 400 painted figures, both Royalist and Parliamentarian armies represented along with some Scots. This was the first period that I started to collect seriously and is probably my favorite. The colorful uniforms and preponderance of cavalry make it fun to paint and exciting to game. I've developed my own set of rules to use, stealing blatantly from C. Wesencraft, Terry Wise and others. The rules are fast-playing, relatively simple and allow one to fight a historical battle like Tansdown or Cropredy Bridge in an evening on your kitchen table. I enjoy painting the various "uniform" colors employed by both sides and the fact that large forces of miniatures need not be deployed to fight most of the battles make this period one of my favorites.

B) 15mm ACW: I purchased a large "grab bag" of Heritage figures from a fellow gamer and now have about 150 painted. Actually what possessed me to go into the American Civil War was Paul Koch's "On To Richmond" rules set, published in the "Courier" magazine. The rules are fast playing and seem to produce historical results for the most part. Another important facet of the rules is the ability to finish a game of 10-12 moves in 3-3½ hours. Although I've had a rather extensive background in ACW as a result of my college studies, I only really took a gaming interest in the period because of this unique set of rules. I also have some 15mm Colonial figures, mostly unpainted, to be used in some future endeavors.

I enjoy playing Napoleonics, but I don't have any figures of my own. Our group has a large collection of 30mm figures and eventually I would like to purchase some myself. The Column, Line and Square rules are rather extensive and complex but they seem to produce exciting games nonetheless.

Are there any periods you are thinking about getting into in the future. If so, why? I have been considering starting into 5mm Napoleonics, planning to game on a Corps or Army level. I've painted some 5mm figures in the past and they're really not as damaging to the eyesight as they seem to be. It's always been one of my fantasies to become a Napoleonic Marshal and in this scale it seems to be possible.

What facet of wargaming do you find most appealing, i.e., painting, organizing, gaming, etc? I think I enjoy playing the game itself the most. I like the competition and the challenge of the scenario. I also enjoy organizing scenarios and armies. Researching the correct uniform color for a particular regiment, in the ECW for example, can be aggravating at times but is certainly worth the effort. Painting, to me, is the most laborious facet of wargaming with miniatures. I have to be "psyched up" in order to do a lot of painting because I lack the discipline needed to paint all the figures I need. I try to paint as fast as possible while still getting to the necessary (for me) details, such as belts on 15mm figures, bridles on horses, etc. Most of my troops are 15mm, the reason being cost, since I'm raising both sides for a particular period.

What level of wargaming appeals to you the most? I enjoy playing games which have a large scope to them, where advance planning is important. I would say that grand tactical games fit the bill as far as my favorite level of gaming goes.

Which do you prefer to fight, historical or fictional battles and why? I enjoy fighting both. Historicals have the benefit (though some call it a hindrance) of allowing players to see the battle plans of their historical counterparts and make alterations as needed or even to try something completely different. All of the ECA games I have played have been historicals because I enjoy the researching and scaling down of the forces that are to be used in the refight. We've played the battle of Cedar Run as a historical in the ACW and also Salem Church and both turned out to be great games, both decided in the latter stages. To be able to identify with a famous general of the past and to have to face the same problems and challenges is one of the most satisfying pleasures of wargaming.

Is there anything about wargaming that you do not like? My biggest complaint is against slow moving games. I believe that wargames should be fairly fast moving because the slower the game the less interested the players are. The title of the hobby is "wargaming" not "boregaming". A game in which players do more waiting and order writing than actual playing is not for me.

What, to you, would be the ideal wargame? Let's see, I really don't know if there is such a thing. Maybe it would consist of about four players participating, a couple of beers and having the opposing side's troops routing off the table in two moves! No, seriously, I think the ideal game is one where all the players are interested in the period being played and have a chance to get really involved, and one where victory is decided by a bold strategem on the final turn. One of the most exciting games that I have played was one in which my troops who were gallantly defending a river crossing, expecting to be reinforced at any minute, ended up

fighting to the last grenadier when these reinforcements failed to materialize. Losing games can actually be the most thrilling provided you give it your all.

Who do you think has had the most influence on you regarding the hobby of wargaming? Not having read H. G. Wells' Little Wars, I would have to say that the English wargamers of the 1960's (C. Grant, D. Featherstone, P. L. Barker, P. Young, T. Wise, etc.) were the first real moving force in "modern" wargaming with miniatures. I also admire the writings of Wally Simon, whose ideas are creating a "new wave" in wargaming design. As I mentioned before, I believe that The War Game by Charles Grant is the best volume that prospective wargamers can buy and that one book has had the greatest influence on me.

What set of wargaming rules has had the most effect on your wargaming? I'd have to say that the ideas presented by Charles Grant have had the greatest effect. He explained not only the "how" but also the "why."

What do you look for in a set of wargaming rules? This is kind of a hard question to answer. Wargame rule writers are like historians. They take historical results, or happenings, and try to develop these results into a game system. All rules, therefore, have a built in bias toward one point of view or another. Each individual gamer can easily adjust the various historical modifiers to his own liking. I think the most important features in any set of rules are (1) the sequence of play and (2) the ability for the gamers to finish in a reasonable amount of time. Complex rules are not necessarily slow but do take more time to become familiar with. Complexity usually stems from the author's task of filling up the loopholes from time to time, as in the WRG Ancient rules which are now in their 6th edition. Unless you're playing with a bunch of rules lawyers, I think that a more basic, fast-playing system is the best.

You have developed your own ECW rules for your 15mm figures. Can you tell us why and how you went about this? After deciding to go into 15mm ECW I purchased almost all of the various rule sets that were available commercially. I played a number of games with each but was not totally satisfied with any of them. Using Charlie Wesencraft's With Pike and Musket as a base, I proceeded to modify his system, adding rule ideas from other authors as well as throwing in a couple of my own. The melees involve lots of die rolling but are fast paced and the use of alternate moves (without order writing) makes the game more interesting and decisive. Any good set of rules should produce a decisive result, at least some of the time. Maybe in the future I can persuade our gracious editor to include a copy of the playsheet along with a battle report of the rules in use.

From your experience with rules writing, which of the four wargaming factors; movement, firing, melee and morale was the most difficult to develop to your own personal satisfaction? All four factors are not that difficult to develop individually. The problem occurs in trying to combine them into a rule set that plays smoothly and orderly. Movement rates have to be integrated with firing rates or one will be more effective than the other. Firing ranges aren't important if one turn of movement takes a potential target through all of them without any penalty or casualties. I believe that the new challenge of wargame rule writers will be to develop a set of rules which will cut down on the ability of lead soldiers to be "telepathic super-heros" who can react to any situation instantly, changing their orders at the whim of the commanding officer. I don't like the idea of writing orders for every unit on every turn. To develop a system of units following pre-battle orders while still having the ability to react to unforeseen circumstances is the major challenge to the prospective rule writer.

A number of months ago, you set up a massive ACW campaign of the Eastern theatre of Aug-Sept. 1862 which I assisted you on. Can you give us some background as to how you set it up, how you determined the rules system and what you learned from it? You're right when you say it was massive, all right. A bit too massive as things turned out. To answer the whole question would take up too much space

and perhaps I could better answer it in another newsletter article. Thank you. Thank you, Dan, for a very interesting interview. Enjoyed your thoughts on wargaming.

ADDITIONAL BITS & PIECES

Received a flyer from the COURIER providing details of the New York Convention to be held on August 26, 27, 28, 1983. Seemed to be lots of miniatures events. Address is N.Y. Con., GPO Box 1854, N.Y., N.Y. 10116. *** Hinchliffe, USA, PO Box 7303, Dallas, Texas, 75209 (214-351-6132) sent me a new listing of French SYW figures, as follows: (25mm) Grenadier in Bearskin, Infantryman, Infantryman (old style coat), 2 types of Sepoys (India), Officer/standard bearer, Drummer and Heavy Cavalryman with running/rearing horse. Foot are .60 each and cavalry are \$1.50 each. Also listed were Prussian Napoleonic (1806) in 25mm. Looks good for the 25mm SYW collector. *** The latest issue of Wargamer's Digest contains an ad for a new hobby store in Waukegan stocking miniatures: Friends Ent./Hobby Store, 1413 Washington St., Waukegan, Ill., 312-336-0790. They are listed as home of the Gamemasters Guild of Illinois, whatever that may prove to be. ***

GEN-CON XVI

Rich Black forwarded Gen-Con information to me. It will be held on August 18-21, 1983 at the University of Wisconsin, Parkside. Pre-registration for the 4 days will be \$18.00 while registration for 4 days at the door will be \$21.00 and \$9.00 per day. Write to Gen Con Game Fair, POB 756, Lake Geneva, Wi. 53147 for more information.

ORGANIZATIONAL MEETING OF LOCAL GAMERS HELD

Following a very well designed (compliments of Dan Rakowski) of ACW using modified "On To Richmond" rules on 6-28-83 at Hal Thinglum's house, the following gamers discussed the state of wargaming in the area: Dave Corbett, Carmen Izzo, Hal Thinglum, Rich Black, Dan Rakowski, Mark Daney and Greg Heath. Hal reported he had checked with his hospital regarding the chances of utilizing a room on a monthly basis for wargaming and that this was a strong possibility that it would be approved. The group was asked to respond to this as to whether or not this was something they would like to do. Pros and cons were discussed and it was decided that Hal should find out what days/times are available. Once approved, each interested group member would take turns hosting a game and another member would host a back up game in case there are too many players. The Newsletter would be used to inform people of monthly games. Anyone who did not attend this meeting and would like further information is encouraged to call Hal at 481-9167.

