

MIDWEST WARGAMER'S ASSOCIATION NEWSLETTER

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EDITORIAL

Welcome to Volume II of the Newsletter. As stated previously, the Newsletter will be published six times per year during the months of September, November, January, March, May and June. The subscription price will be \$5.00 per year and if you wish to subscribe, please submit your money to me soon (Hal Thinglum, 3533 West 218th Street, Matteson, Illinois, 60443) as it will not be possible to send Number 2 of Volume II to anyone without a paid subscription. This newsletter is no different than any other hobby newsletter; they do not operate at anywhere approaching a profit. So, please subscribe if you are interested and if you know of anyone else who might be interested in subscribing, please send me his name and address and I will send him a free copy of this issue. The main purpose of the Newsletter will be to cover our local group's activities, however, subscriptions from outside of the area are welcomed.

Our first monthly game (second Friday of each month) on August 12th at Oak Forest Hospital seemed to go rather well. People commented favorably as to the facilities and central location and there appeared to be an atmosphere of good-will prevailing. I would like to take this opportunity to air some of my thoughts about this undertaking. Having initiated the monthly meetings, I find myself in the uncomfortable position of having to make decisions for the group without group input or being formally appointed to do so. I, myself, am in favor of electing or selecting individuals to make decisions affecting the group as I believe that somebody has to carry out such business and it is better to have formal group consent. However, I am aware of the fact that not everyone shares my mania for organization. By the way, there is no truth to the rumor that part of my organizational plan was for opposing sides at monthly meetings to wear different colored shirts and use secret handshakes. One should, however, know the password to gain entrance to the games. Seeing as how the majority of local gamers feel as though increased group organization will eventually lead to having hand guns taken away from the American public, I will continue to make such decisions as are necessary until another structure is developed. If the above is acceptable, I would also like to suggest that one other interested person volunteer so that I can discuss decisions regarding group business with him prior to action being taken. This person would be known as my right-hand man, will address me as Kemo Sabe, and will be blamed for all judgemental errors. Please contact me if interested in this role.

The September game will be publicized widely, so new-comers may be present. I will again hold the back-up game (ACW 15mm) but volunteers are needed for future months. Please call me (312-481-9167) if you are willing to host a back game for future meetings.

It seems an appropriate time to issue a call for articles for the Newsletter. Sufficient articles were submitted to fill Volume I (94 pages), however, it was published only four times per year. With an increase to six times per year, I need to fill up the extra pages. As stated before, we

are more concerned about content than form/style and anything submitted will be published. It would nice to have a selection of articles to choose from for each issue instead of going from month to month. I would like to thank those who contributed to this issue.

I am hoping, as I type this up, that the mimeograph machine that I bought will be sufficient as regards the printing quality you see before you. I will not know until I run this issue off but I am sure that it will take me some time to get used to it and you can expect some problems with margins, etc.

In closing, I would like to say that I believe our group has considerable potential. The conditions are all present right now for growth. We have a good mix of gamers with skills covering the areas of wargaming knowledge, enthusiasm and organization. The south-suburban area is virtually untouched for wargaming and we could greatly increase interest in historical gaming if we wanted to. Also, the Newsletter, I believe, stands a chance of being an excellent club publication with the writing talent that has thus far surfaced. Let's take a look at our performance a year from now to see how we have done.

I hope that you decide to subscribe to Volume II of the Newsletter, that you continue to find it of interest and that you consider submitting articles for publication. Thank you.

INTERVIEW WITH A WARGAMER

Wally Simon by Hal Thinglum

Wally Simon, in addition to publishing the P.W. Review, has published numerous wargaming articles in Wargamer's Digest, The Courier, and the Lone Warrior. I have always enjoyed his writings and highly recommend the P.W. Review to anyone who enjoys reading interesting ideas of wargaming concepts. It is published monthly, runs 20 pages in length and costs \$6.00. The address is Wally Simon, 12328 Middle Road, Wheaton, MD., 20906.

Would you give us some background on yourself as well as how you became interested in wargaming? I started life as an electrical engineer (BEE, CCNY), got my MSEE from the University of Maryland and then, at the ripe old age of 41, entered law school. I became a member of the Maryland Bar in 1973 and focused on government contract law. In the mid-70's, I bought my son a copy of the game BATTLE CRY, a Milton-Bradley effort that used plastic 20mm tokens (infantry, cavalry, cannon) as the playing pieces. I thought the game was excellent - still do - and wondered if there was something more one could do with miniatures. I found a copy of Wargamer's Digest in a hobby store, discovered that Lee Tucker, co-author of TRACTICS, lived nearby, and was invited to attend a meeting of the POTOMAC WARGAMERS (PW). At that time, the team of Lee and Paul Koch was the driving force behind the PW group. Paul was experimenting with card systems, corresponding with Larry Brom. Paul has since authored ON TO RICHMOND; Larry's success is THE SWORD AND THE FLAME. And I?... I merely grow old, gracefully.

Describe your approach to wargaming. I tend to look at wargaming through the eyes of the individual soldier. You may shout in my ear as loudly as you like, and as many times as you wish, that this 3-man stand of figures represents a company of 100 men... and I will ignore you, because I know there simply can not be 100 men on that stand, and that those three little fellas are just what they appear to be... three little fellas. In other words, I play the game very much governed by the visual effects. What you see is what you see. Hence my predilection for small scale skirmish gaming.

What Maintains your interest in wargaming? About every two weeks or so, I think I've discovered the perfect rules system...another arcane mathematical formula for fire effect, or another twist to the card movement sequence. I host a game at my house every weekend, and my dreams of perfection are quickly obliterated during the playtesting procedures. Two weeks later, my interest is revived as we go into the next playtesting routine. Another significant factor in maintaining my interest in gaming is the attitude of the fellas in PW who participate in the playtest games. They're sharp, receptive, non-argumentative types who contribute much to each session.

What periods do you collect and why? What is your favorite period and why? My main interest is 30mm Napoleonics. I've got about 1000 of these, all singly mounted. Painting is not one of my strongpoints and I either buy painted figures or work out a trade in other sized finished figures. I got rid of quite a collection of 25mm and Airfix figures for my 30's. A couple of years ago, I bought several British Colonial figures from a firm called MINI-MEN. They're advertised as 33mm in height...they're closed to 40mm, Elastolin size. Several of these British Colonial figures have been converted; I've not got Boers, Askaris, and American Civil War infantry. The total British Colonial collection numbers, perhaps, 150; the ACW troops, north and south, another 75. Again they're all singly mounted for skirmish gaming. About 100 54mm (Airfix) napoleonics, another 50 54mm (Airfix) modern WWII troops, some 100 Elastolins and 100 American Revolutionary War figures of unknown origin, about 35mm tall, rounds out the collection. At present, my interest centers in British Colonial gaming, mainly because of the challenge in developing rules to reflect the differing troops capabilities and weapons of the era.

What level of wargaming do you enjoy most of all and why? As indicated, I enjoy skirmish gaming more than "grand tactical" gaming. I feel that I can more closely reproduce a single man's action on the table top than those of a formed body of troops. For example, in a skirmish situation, if I wish to advance a figure, I simply move him up the required distance. In contrast, advancing a battalion in line is a relatively complicated maneuver. Jeffery's book on Napoleonic tactics is an eye-opener in this regard. The battalion adjutant moves out in front, the standard bearer moves out, the sergeants of the various companies take their place, the battalion commander shouts "The battalion will advance", etc. As a result, I have no feel for the time required for formed bodies of men to execute certain maneuvers on the battlefield..and without relative timing, grand tactical battles go out the window. Until I believe I've grasped the concepts of unit maneuvers, I'll concentrate most of my efforts on moving one man round the table-top.

What aspect of wargaming do you enjoy the most and why? I'm what is known as a "rules buff"; and the aspect of wargaming with which I'm most concerned is whether or not the gaming rules work out. Most of the time I set up scenarios to test sequences, firing procedures, etc., with not too much regard for the relative size of the forces on the table. Whether he's got 8 units and you've got 5 doesn't concern me; what does concern me is the interaction of units as governed by the rules in play. As a result, I give short shrift to the fella who complains he's outnumbered, or the set-up isn't fair, or the other side fired twice as fast. Once I think I've got a working set of rules, then I'll devise one or two games with balanced sides to check consistency. But my emphasis is always on the rules; playability, simplicity, rapidity...the game itself is secondary..and so, for that matter, are the other aspects of wargaming, especially painting!

I am a figure primer, and once the figure is primed, I will do almost anything to avoid pointing it. I can only sit back in wonder and admiration at the patience and perseverance of those who paint wargaming armies in great detail.

Who has influenced you the most in the hobby? The fella with the greatest impact on my wargaming activities is one Tom Elsworth, now residing in Oxford, England. Tom works for the British government; he had a three year tour at the embassy in Washington, D.C. during which he joined the PW group. Tom can only be described as a "super guy"...he is courteous, kind, obedient, cheerful, thrifty, brave, clean and a rules buff. During his stay in D.C., we'd game every weekend and sometimes during the week; we'd bounce rules ideas off each other, try out different concepts, talk about gaming philosophy. Of late, Tom's place has been taken by Fred Haub of the PW organization. Fred is also rules oriented, and has had a slew of clever ideas which work well on the table-top.

Who do you feel has done the most for wargaming? I'm not sure that any one man has done the "most" for wargaming; some have worked to spread and popularize the hobby (Don Featherstone, Dick Bryant), some have contributed immense amounts of research (Bowden and Getz), some have helped to generate initial wargaming rules concepts which others have built on (Phil Barker, Jack Scruby, Charles Grant).

What do you look for in a set of rules? The very first item I examine in reading a set of rules is the sequence. Fire effect can be mathematically simulated, melee results can be modeled, even morale can have a series of statistically based probabilities assigned...but it all falls apart if the sequence isn't right. Unfortunately, most authors put sequence last in their list of priorities, resorting to simultaneous movement or a simple you go/I go affair. Very little thought is given to the means of interfacing units' action and reaction. Second on my own priority list is the "readability" of the rules. Rules writers want to see their stuff in print and published...they could care less about typos, about clarity, about correct use of grammar. I am particularly sensitive to this...if the author can't even speak english properly, how can he derive a set of logical rules by which to guide table-top play? Sometime ago, I gave Dick Bryant a copy of my modern skirmish rules to assist him in a scenario he was setting up for the Old Colony Wargamers. The game went off well, yet when I asked him for a comment on the rules, he indicated that the booklet was of very little help during the action. In reviewing the rules, I decided he was quite correct. I had written the rulesbook in "talky" style, i.e., one big explanatory article on the philosophy and concepts of the procedures involved. But a "talky" guideline is no guideline at all during a game. Hopefully, I've profited by this.

You have written a number of articles for wargaming publications; most of them dealing with rules concepts. What is it about rules concepts that appeals to you? An article on rules concepts is, in essence, an article on the author's thoughts and why he plays the game the way he does. An article of this type is - to me - infinitely more interesting than a battle description which merely records troops movement and melee results. A statement that the Guards routed is much less important - to me - than the fact that they rout only if a 99 or 100 is thrown, and the unlucky dice thrower happened to roll a 100! If I want battle descriptions, I can read the history books. When I read about wargaming, however, I want to read about

the mechanics behind the result, to judge for myself if the procedures appear logical. The fact that one company of the Little Sisters of San Gloppe routed an entire elite regiment of heavy cavalry doesn't bother me if I know they only one chance in ten thousand to do so.

You have, I am sure, seen many wargaming publications come and go. Has there been one that you enjoyed more than the others and why? The old Courier was the magazine I enjoyed the most. Dick Bryant wasn't as restricted as he is now by the necessity of reserving advertising space, by formatting restrictions imposed by the printer, by the need to keep ahead of his commercial competitors. Consequently, the old Courier contained a lot of "little" articles on gaming techniques which fleshed out the magazine. Wargamer's Digest - for me - gave up the ghost sometime ago. McCoy started out like a house afire and then somehow went astray with his emphasis on modern warfare...note I say "warfare", not gaming. At present, his magazine contains very little of interest to someone who wants to know about gaming procedures and techniques; it contains all sorts of data on how to organize and mount a "McCoy standard unit." Copies of Scruby's TABLE TOP TALK are worth their weight in gold. Lots of good gaming ideas and rules. In short, therefore, for miniaturists, the only current professional output of any value is THE COURIER. My innate sense of modesty prevents me from beating the drum for the PW REVIEW; suffice it to say that the REVIEW exists.

Why do you think the hobby has difficulty supporting wargaming publications?

Evidently, miniaturists save their money to purchase figures, not publications. My impression is that most miniatures wargamers have no desire to read about the hobby. Aside from some spasmodic research into uniform information, the only reading they do is in the rules book. And if the first rulesbook they pick up pleases them...that's it!... They stop right there, and do no further reading nor investigation for an alternate rules system. Boardgame enthusiasts, on the other hand, want to read, read, read. Witness the content of the AVALON HILL GENERAL, or FIRE & MOVE, which contain page after page of closely printed text analysing, in excruciating detail, the initial setup of the 4000 counters used to play THE BATTLE FOR SAN GLOPPO.

How did your publication, PW REVIEW, get started; can you give us some of the history regarding purpose, goals, etc.? In the early 70's Lee Tucker put out a montly newsletter - one or two sheets - for the PW group. In 1975, I think, I took over as club editor. Sometime around then, the old COURIER gave up...as Dick Bryant found 3000 subscribers more than he cared to handle. I was much influenced by the COURIER and wanted to put out a noteworthy MAGAZINE, not just a newsletter. I also wanted to stress the gaming aspect of wargaming, i.e., rules, procedures, techniques, ploys, etc., etc. And so I placed in the REVIEW what I wanted to publish...it was not so much a club monthly anymore as a Simon monthly. The readership for a Simon type of monthly is evidently fairly restricted. There are only a few fellas out there who are truly interested in trading ideas on rules and gaming systems. All of my articles in the REVIEW are oriented towards this goals. Most of the other inputs are battle-descriptions. I turn nothing down, however, reasoning that if someone takes the time and effort to sit down and compose an article, he deserves to be heard. At present, there are no plans to expand the REVIEW, either in size, content or readership. It will remain a xeroxed, 20 page or so monthly with small circulation. On occasion (such as prompted recently by write-ups we received in the COURIER) someone requests to be added to the subscription list...but we do no proselytizing. Each month I print up less than one hundred REVIEWS. Since the entire production effort (xeroxing, collating, folding, stapling, mailing)

is that of a one man band - in which I am the sole player - I look forward to each mailing as much as I look forward to mowing my lawn. A necessary evil. Despite the small number of REVIEWS published, the magazine seems to get around. For example, back in 1981, Paul Koch attended a west coast convention at which he was to give one of his first ON TO RICHMOND (OTR) scenarios. The rules to OTR had been published in REVIEW - in flow chart format - in December, 1980. Yet, said Paul, all the participants had copies of the REVIEW article...he never found out how! Anyone can copy anything from the REVIEW. I retain only the right to say "Yeah, but the REVIEW printed that first!" Occassionally, an article is run in another publication without acknowledging the REVIEW as a source. If I find out about it, I write the editor a snide letter staing, "Hey, man, the least you could have done was...."

The factor that I enjoy most in the PW REVIEW is that of rules concepts. What do you enjoy about it and is the PW REVIEW what you want it to be?

The concepts on which the rules are based, are to me, the framework behind any wargame simulation. I have a continuing, never-satisfied urge to understand how and why things work...and why they don't work. I would like to think that others feel the same way. This is the proposition on which the REVIEW is grounded. And, if I could, I would fill each monthly issue with nothing but articles, comments and notes on rules concepts. Unfortunately (unfortunate in my mind, that is), there just isn't enough submitted on the subject each month. In that sense, the REVIEW isn't all I want it to be.

From what I have gathered from reading the PW REVIEW, it is intended as a club newsletter; would you provide some information on your group, how it functions, what the average meeting is like, size, interests, etc.?

The POTOMAC WARGAMERS started with some 20 to 30 members in the early seventies, rose to something like 75 members in the late seventies. We now have about 20 active participants, almost all of whom show up at every meeting. There are three or four cliques, each of which plays with their own rules sets, each of which ignores the others in a friendly way. We've tried, occassionally, to get the group together in one big game. No dice. The same unsuccessful result occurred when we thought about developing standard club rules. An independent breed, the PW'er. But I have noticed that, in contrast to some other groups with which I've gamed, PWers are more receptive than most to trying out and testing new rules. Getting them to accept new rules is difficult; getting them to try them is fairly simple. The fellas with whom I game, for example, know that at each meeting, the scenario will be prefaced with "...okay, you guys, gotta great new set of rules I wanta try...". They know that gaming with Simon implies they'll never see the same set of rules twice. And they're ready with the boos and catcalls when they spot an error in the firing calculations, or a goof in resolving melee...it's sort of a game within a game. Two to three games are set up each meeting. My skirmishes are played with figures 30mm in size or greater; the other tables usually use 15's, whether its SWORD & FLAME, Napoleonics or ACW.

You are part of a group that purchased the Minifig 30mm Napoleonic line now known as FUSILIERS. Would you describe how and why that happened and give us some background on how the operation is run? Do you think this is possible for other gamers whose favorite line has been discontinued?

FUSILIER. My favorite (?) topic. One of the most unsatisfying ventures in which I've ever been engaged. Unsatisfying, because, having committed myself to supplying figures to a cash-paying clientele, I haven't

as yet been able to fulfill that obligation on a timely basis. Six of us, all 30mm Napoleonic buffs, chipped in to form the FUSILIER partnership some two years ago. One of the partners had a spin-casting machine; we thought we'd be able to get this machine on line to fill orders. We'd heard that Dickenson, owner of the British MINIFIG company, wished to sell his 30mm Napoleonic line, molds, masters, rights and all. He had taken them off the market some time before...there's no great demand for 30's these days. We were motivated by dreams of glory: to be able to augment our own collections and, by selling figures, to get our investment back. Ha, ha, ha, sez I. I should have said that two years ago. The purchase was consummated, we bought the U.S., international and intergalactic rights to manufacture the line, we chose the name FUSILIER...we were in business. And then we discovered that "our" casting facility was not truly available; the fella who owned it decided he had to devote his efforts to making a living, leaving little time for FUSILIER. A decision with which I can find little fault. Bob Wiltrout - one of the partners - and I then volunteered to take over production. For about a year we tried to work out of the Washington, D.C. area, leasing and borrowing time at three local casting shops. Let me assure you, that is NOT the way to run a business. We fell further and further behind in getting orders out...let alone "augmenting" our own collections...ha, ha, ha. About six months or so ago (January, 1983), we found out that a spin-casting facility was for sale. Now was time for the big decision...did we want to - could we afford to - invest in a machine? Lots of pros and cons, lots of debate...and the upshot was that FUSILIER did not want to make the purchase. Whereupon Bob and I decided to go for broke.. WE, and one other fella, bought the machine, and set it up in my basement. Around the beginning of June, we commenced casting operations. We're still not in full swing as we haven't fully tested out the effects of metal temperature, spin speed, mold pressure, etc..all the various parameters that impact upon the final product. Would I do it again? No. Would I recommend this sort of venture to others? No...no..no! Not if the intent is to go public. But if you've got a potful of cash stashed away, and if you've got a casting facility immediately available, and if you've got lots of time, and if your only, your sole purpose is to cast for yourself... then, by all means, hop to it. In the meantime, having made the commitment, FUSILIER marches on, sadder if not wiser. The only thing that brings joy into our lives is the patient understanding of our customers. I think I mentioned once before, that 30mm collectors have the patience of Job. Some, of course, send in letters containing messages such as "If I don't get my figures soon, I break your face!", but most of the letters are for us, rather than agin us. Once we master our machine and production gets rolling, I'll surely feel better about the whole thing. We have a rubber vulcanizing press with which we can make our own molds, and we've hooked up with Fred Haub, a PWer who does fine, detailed sculpting. Fred has crafted several new figures for us which we've added to the line. Perhaps not all is glum, therefore, as I make it out to be.

Is there anything you do not like in the hobby? There are two things which bother me; one is probably justifiable as an irritant-the other, probably not. In the world of miniatures, gaming and boardgaming, game designers, rules authors, and publishers, for the most part, are prone to be prima donnas. They take offense quite easily, they take umbrage at the slightest negative remark, and they can't take criticism at all. A case in point concerns a set of rules which I playtested, accumulated about two pages of questions and sent in to the author, requesting an explanation wherever I thought there was a gap in the rules. The author sent back a

bomb; he stated that I was incompetent, I had a helluva nerve questioning his rules, and he finished his blast with a pronouncement of his evaluation of his own work: "Nothing I do is incomplete.", said he. So much for my first pet peeve. The second concerns the critiquers, those who review the rules. I have seen many reviews focus on what I regard as inconsequential minutia:..."the Lee-Enfield's range should have been 32 inches, not 30", "the Guards' morale is given as 92%, and should have been at least 94%, etc. This is especially so in boardgame reviews wherein the reviewer zeroes in on the order of battle: "there should have been 22 battleships, not 23; and the USS GLOPPO was mistakenly included in the list of available destroyers." Reviews of this sort bother me because, for the most part, they ignore the artificiality of the movement sequence, the inaccuracies of the firing procedures, and the make-believe evaluations inserted into the melee calculation. As I said, this annoys me; it may not bother anyone else.

Would you give us some information regarding HMGS? The Historical Miniatures Gaming Society (HMGS) got off to a good start in my basement in November, 1981. A lot of "prime movers" in the hobby from up and down the east coast attended this first organizational meeting. Fantasy was dominating the hobby, figure manufacturers were dropping historical lines, everyone was pushing "adventure gaming" rather than wargaming...we decided to push back. The object of the game was to promote historical gaming: sponsor our own conventions, ensure that historical gaming activities were carried on at "other" conventions, let the manufacturers know we were alive and well, wean the kiddies away from fantasy, etc. ORIGINS' 82 popped up at a convenient time, and thanks to a lot of background work by a fella named Bob Coggins, HMGS got credit for a well run affair. In April of 83 our second effort materialized; this time the legwork was donated by Pat Condray, and HMGS again took credit. Whatever we did, it must have been impressive...at ORIGINS 83, in Detroit, we were approached by Atlanticon representatives, who indicated they'd like HMGS assistance in their efforts to put on ORIGINS 85 (two years hence) in Baltimore. For a while, our activities slowed somewhat due to a bit of poor in-house staff coordination. At our first meeting, we decreed that the organization be run by a Board of Directors...and the three Directors we chose were spread out from New York to North Carolina. These fellas tired hard, but you can't have too many executive committee sessions when your fellow board member is 1000 miles away. In March of this year, Pat Condray and I were chosen as a new two man Board, or, as we prefer, pro-consuls. We live within an hour of each other and coordinate weekly. Our Newsletter goes out fairly frequently, and on tap are three affairs: N.Y. CON in late August sponsored by Mike's Models; a Triangle Simulation Society convention in November in Raleigh, North Carolina; an HMGS, Washington, D.C. convention in March, 1984. HMGS is still in its infancy; to date we've been concentrating on support of historical miniatures gaming at conventions. As we get older and wiser we'll expand. One area, for example, concerns newsletters...we'd like to foster news of the hobby, newsletters such as yours. If HMGS could sink a few dollars into supporting such efforts, you'd have less budget problems, and could publish on a regular basis. If any of your readers have a thought on this or related matters, drop a line to: Pat Condray, 8234 King's Arm Drive, Alexandria, Virginia, 22308.

What makes a good wargaming club, what are some of the problems and how has your group worked around them? Danged if I know what the constituents are for a "good" wargaming club. I've seen tightly run organizations, such as Dick Bryant's Old Colony Wargamers, and the loosest of the loose.. The PW group, and both types seem to thrive. Love of the hobby is, of course,

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of prime importance. This implies a willingness to get together - even with guys you can't stand - to play with toy soldiers. My best guess for the second most important factor is that each member must have a vested interest in the club. A "vested interest" means dollars...longevity of the group is proportional to the investment made in the organization. Funds may be used to buy awards, to rent a hall for monthly meetings, to finance a newsletter, to purchase club terrain, equipment or miniatures. But whatever the purpose, it becomes a common goal with each club member having a share, and being able to say, "I own a piece of that!" Note that, in essence, I'm equating "good" with "long lasting." PW is only about ten years old; it's so loose an organization that, at times, it's exasperating. We have our share of nerds...indeed, I may be chief nerd...yet every third Friday of the month, there we are, ready to go.

Where do you see the hobby of wargaming going and do you have any thoughts about it from a personal viewpoint? At present, it does not appear that miniatures wargaming can expand...we're on a plateau of sorts. The indicators that I receive in support of this are: first, the beginners, the kids, are attracted to D&D...they could care less about historical simulation, and what they enjoy is to sit around a table and talk it up about green slim, monsters and magic spells. Second, despite all kinds of effort, the number of subscribers to THE COURIER and WARGAMER'S DIGEST remains stagnant. Third, the cost of figures keeps rising. Fourth, sales of the FUSILIER line are mostly to the "old-timers", and we rarely sell to a newcomer to the hobby. Fifth, there is the residue of a "peacenik" movement in the country, and, rightly or wrongly, those who wargame -emphasis on war - are associated with killing and nuclear holocaust. From the point of view of expanding the hobby externally, we're in for a period of consolidation..holding our own. There's another type of expansion, however, an expansion in terms of internal development having to do with modeling and simulation techniques. In this area, there's a lot going on. The tactical/strategic concepts evolved in EMPIRE II, the real-time game envisioned by George Jeffrey, the development of card movement systems such as the ones employed in ON TO RICHMOND or THE SWORD & THE FLAME...all these are recent, innovative changes which can only do the hobby good.

(Editor's Notes: Due to space limitations and wanting to run the entire interview with Wally, I did not utilize paragraphs. Secondly, when Wally returned his responses to the interview questions, he stated "I think a large colored photo of me should accompany each copy of your next issue," and included 100 beautifully done, autographed color photographs of himself. However, the measurements of the photos are 14" by 21", thus, it will not be possible to mail them to subscribers because of the large size. Thanks, Wally, for a most interesting interview).

PRACTICALLY EFFORTLESS CAMPAIGNING

By Bill Protz

Almost every wargamer yearns to participate in a wargame campaign because it allows the armchair general an opportunity to plan the movements of military forces as a great captain might have. On a theatre map of some part of the world we plot the marches of our own forces while guessing at those of the enemy. The battles which develop therefrom will have significance on events to come and perhaps ultimately on the fate of a nation. It thankfully too usually changes unhistorical playing styles because a player who "shoots the moon" or fights on to the last desperate grenadier will find that he has little left to fight with another day.

Normally most wargamers enter a campaign with high hopes and great

enthusiasm, thrilled to be recreating history in a new and exciting medium. Then something too often happens after the first few turns elapse and maybe even a wargame or two. Inevitably a slowing of turn resolution occurs but the campaign still continues on if ponderously until the entire project lurches to a halt. What a disappointment! Oh, all that time spent for nothing! What happened?

Well, a lot of things might have happened, such as:

1. Players were not positioned according to their known styles of play so as to keep things rolling. It doesn't work for example to have two defensive generals playing opposite each other.
2. Too much time was needed to plan movements given family projects, work, other hobbies, sleep, etc. which naturally interfere.
3. The imponderables of enemy movements were too numerous so as to cause indecision and inaction.
4. There is too much record keeping; keeping track of oats, horseshoes, money, cannon balls, the sick & wounded, attrition and so on.
5. Players don't treat others with respect and common courtesy causing some to flinch or even quit.
6. The amount of time, campaign and real was too lengthy to maintain everyone's interest. A forty turn game could take years.
7. The campaign rules are complex or ambiguous.
8. Diplomacy gets out of hand causing a lack of security and often genuinely hurt feelings.
9. There are too many people to coordinate.
10. Someone got beaten or feels his position is hopeless and slows down or perhaps quits.
11. Some folks are just plain slow.
12. Participants can't agree on a date to play a campaign miniatures battle.
13. Game day arrives and a key player(s) suddenly can't be there.

As one who has been in and still is (I never give up) in numerous campaigns, I have seen every one of the 13 problems mentioned above. Often they do not occur alone but in perplexing and exasperating combinations. It's a shame really because everyone likes and thinks campaigns ought to work and will be fun and rewarding.

The area of good campaign rules design is one that lagged far behind all other aspects of the hobby. There must be a method that can achieve our purposes while avoiding most of the 13 problems. One such method might be the one our Milwaukee group is currently experimenting with in a Napoleonic naval campaign in the West Indies. I say might because we have just started and the verdict is not in yet, but I believe it is one that will suit the personalities and genuinely limited time we have to devote to campaigning. What follows is a description of the method.

For lack of a better name, I call the system "Initiative Campaign Rules." However, before getting into the details, let's set the stage.

It is 1794. The Napoleonic Wars are underway and we are in the Caribbean Sea amongst the tropical isles of the West Indies occupied by Britain, France and Spain. Each side wants to control the other's islands.

Time is recorded in monthly turns, January to August, figuring ships can sail to one end of the Caribbean in that amount of time or less and also because the campaign season was limited to non-hurricane season and also because we want time to elapse quickly. (We eliminate Problem 6).

There is only one map, a National Geographic Society map entitled, "West Indies and Central America" which details the length and breath of the Caribbean Sea plus has blowups of most of the key smaller islands.

Only one copy is necessary so long as it is available to players on game day wherever the group is to get together. Only on game day will movements be plotted. (We eliminate Problem 2).

A chain of command is established among the participants. The British having three players are led by an Admiral, A Vice Admiral and a Rear Admiral. The French have two players, an Amiral and a Contre-Amiral while the Spanish have an Admiral who is subject to French desires if a Frenchman is present on game day, otherwise he is senior. Each officer has a squadron of ships of the line. Each officer is further given a seniority rating. The highest ranking player per side will make decisions, roll for initiative and get things moving for his side. Thus, if a player say the British Admiral can't make it to the next session, his Rear Admiral will take over for him. (We reduce Problems 12-13).

We begin each turn with the highest ranking officer tossing a ten-sided die to win the initiative for his side. A few modifiers are tossed in to flavor things up historically and the highest score will win the initiative. The initiative winner then proceeds to a chart showing the various missions he can possibly use. However, here too a ten-sider is tossed again with a few modifiers and a mission is thereby selected not by desire or long thinking but by random chance by our friend, the die. The initiative loser is allowed to toss too in reaction in order to hopefully oppose the mission of the winner, but to do so his die result must result in the same mission. If it does, a miniatures battle occurs and further map turns cease until the battle is played out and hopefully on the same day. In our case, the missions are 1-Idle, 2-Inbound Convoy, 4-5-Blockade, 6-Search or Blockade, 7-"Cruizing," 8-A Particular Service and 9-10-Island Invasion. Each mission and a reaction to it are carefully defined to give players guidance about what may occur. Players must follow the results of their tosses. (We thereby eliminate Problems 1, 3, 9 and 11).

The rules are codified onto three sides of hard stock paper, the fourth side being reserved for recordkeeping such as sunk ships, prize money and "notice" points achieved by each player admiral and by his ship's captains. Brevity is a virtue and anything to keep recordkeeping at a minimum is apparently a golden rule of campaigning. (We reduce Problems 4 and 7).

Historically, the British and French are at war in 1794 with Spain being an inactive ally of Britain. In 1796, Spain aligns itself with the French. There is no diplomacy to befog our armchair admirals. (Problem 8 is eliminated).

At this point, the reader will notice we have been able to take care of all of the problems of campaigning save 5 and 10. Rules unfortunately can't govern these troubles.

Our very first session occurred in July when we had an hour or so left on a game day following a rather short Colonial game in the Sudan. Since every one of the Admirals were present, we got out the National Geographic map, the rules and a die. The following occurred in the first campaign year,

1794:

January: An inactive month historically in 1794 so we passed to February.

February: British Admiral Thorpe seconded by Vice Admiral Ramsbottom and Rear Admiral Scarlett opened the campaign by blockading the squadron of Contre-Admiral Le Chaumeray at Guadaloupe. (The British won the initiative and their mission toss required a blockade. Thorpe chose Guadaloupe. The French failed to match the toss which would allowed them the opportunity to engage the British at sea before their arrival off the island).

March: The blockade continued. (The British won the initiative but got Idle as their mission so the blockade continued).

April: French Amiral Lo Choque successfully escorted an Inbound Convoy to Martinique. (The French won the initiative, the mission was Inbound Convoy which required escorting some merchantmen to a French Island. Had the British tossed Inbound Convoy for their reaction, we would have fought a miniatures battle over the convoy).

May: Admiral Thorpe lands regulars on Guadaloupe. The French defenders retire into Pointe a Pitre. Thorpe orders the city stormed and fails. (Again, the British won the initiative, their mission became "Island Invasion" by a die toss. French reaction again failed to produce anti-blockade measures. In any event, we would have allowed a land miniatures battle between the island garrison and the British invaders thus setting up a Napoleonic land miniatures battle had the French not retired into the city. Our Historical setting section of the rules provides for numbers of soldiers, etc. available).

June: The British demand French capitulation on Guadaloupe. They do not.

July: A gale blows the British blockading fleet off station at Guadaloupe allowing Le Chaumeray to escape. Lo Choque put to sea in support of a breakout attempt by Le Chaumeray but finds the port empty and no enemy vessels in sight. Point a Pitre and all of Guadaloupe capitulates to the British. Lo Choque returns to Martinique and Le Chaumeray remains at sea. Thorpe failing to find Le Chaumeray returns to Guadaloupe finding it in English hands. (The French won the initiative and got Blockade as their mission which allows a breakout attempt by Le Chaumeray assisted by Lo Choque. However, a blockaded squadron is always allowed to toss a die for a gale to blow away blockaders to allow its escape. This happened and Thorpe by a die roll failed to find Le Chaumeray once he got out. All the while the land action ensues and finally the British army tosses the right die and Point a Pitre and Guadaloupe surrender).

August: Admiral Scarlett makes a rendezvous with an Inbound Convoy from Britian and is ordered to escort it to Jamaica. Admiral Le Chaumeray intercepts the convoy of four merchantment and the escorts of Scarlett off Point Salines on the southern tip of Grenada. (The British won the initiative; their mission "Inbound Convoy." As the highest ranking flag officer, Thorpe must send one squadron to escort the convoy and chooses Scarlett. The French meanwhile on their reaction toss get an "Inbound Convoy" result and Amiral Lo Choque must pick one squadron to intercept Scarlett. Le Chaumeray is chosen who is given the honor to select and name the interception point. A miniatures battle will be fought.

So in about an hour's time, we all sat around a table with the National Geographic map and tossed some dice to develop what I've just described. Everyone had fun, it wasn't time consuming, no one had to go home and

ponder things over, a miniatures battle resulted and we were campaigning practically effortlessly.

Thanks, Bill, for a very interesting idea on campaigns. Who amongst us has not thought of playing a campaign? Perhaps Bill's ideas will generate some interest in this area.

BITS AND PIECES

By Hal Thinglum

1. Rich Black gave me catalogue 1036, Military & Naval History from Maggs Bros. Ltd., 50 Berkeley Square, London, England, W1Y 6EL. It appears to deal with original/rare books and although the prices are quite expensive, as one would expect, the listing is very interesting, i.e., Mercer's Journal of the Waterloo Campaign (86 pounds), Colenso & Durnford's History of the Zulu War & its Origin (1881, 80 pounds).
2. Dave Corbett gave me a number of items including a 64 page book from The Military Bookman, 29 East 93rd Street, NY, NY, 10028 which lists books dealing with Strategy, Tactics, manuals, wargaming, general works, propaganda, British Army, 1815-1914, Civil War and WWII. Some interesting books available.
3. Elite Military Miniatures, Box 24, West Side Station, Worchester, MA, 01610, sent Dave a listing of 25mm Napoleonics covering France, Britain, Prussia and the Netherlands as well as 40mm figures for Landsknechts, Napoleonics, Seven Years war, Am. Rev. and American Frontier. Also available were 40mm flats of the Franco-Prussian War.
4. Dave also received a catalog of Tradition figures from Tradition, Scandinavia AB, PO Box 21170, S-100 31 Stockholm, Sweden. These covered Medievals, SYW, Am. Rev., Napoleonics, ACW, Zulu War, Indian army, Northwest Frontier, WWI and WWII. Clive Knight 30mm figures were offered for WWI. Prices were \$1.95 (foot) and \$4.25 (mounted). Cannon and limbers were \$11.50. Thanks, Dave.
5. Iron Brigade Miniatures, 2417 Gladstone Terr., Oklahoma City, Oklahoma, 73120 has released a number of the old "custom Cast" line including figures from the Am. Rev., including Haslet's Delaware Infantry, Mass. lights, Continental light Dragoon, Lauzun's Legion hussar, and personality figures including Washington, Wayne, Arnold, Cornwallis, Burgoyne and Fraser. Also ACW Union cavalry and Confederate dismounted. These are all 25mm. In September they are releasing French Foreign Legion and Arabs. Rich Black has discussed collecting these for use with a boardgame. For the future, we can expect Mexicans, Pirates, Thermopolites and scenic accessories.
6. Fusilier, 12905 Layhill Road, Silver Spring, MD., 20906 released their summer, 1983 catalog of 30mm Napoleonics. They now have their own casting facilities. The catalog has illustrations of many of the poses and has some new figures. They are releasing an Austrian line soon. Figures are .70 each and horses are \$1.00 with cannons or limbers at \$2.25. Very inexpensive for well done 30mm figures.
7. Ral Partha, 5938 Carthage Court, Cincinnati, Ohio, 45212 (Toll free number 1-800-543-0272) has the greatest sales I've ever seen for wargaming companies. I recently bought a number of Vikings and Gauls for half-price. They also have released their 25mm line of Saxons (Housecarle Infantry, two types; Fyrdman and Peasant Levy) and Northwest Frontier (Indian Infantry, Bengal Lancers, Indian Artillery, Screw gun and Mule Team, Highlanders, Gurkhas and seven different Pathans). Same price as the Zulus, .40 per foot figure

and \$1.00 for cavalry. They also have a listing of weapons. One can become a member of the Ral Partha Collector's Club for \$5.00 per year and receive four issues of the Pipeline, a discount card for purchasing their products at discount by mail and at selected conventions and a Collector's Club figure each year. Good deal as they do have lots of sales. They also included a set of rules for 25mm combat in the Age of Chivalry. These were also published in the last issue of the COURIER.

8. Essex Miniatures, available from the Reiter, 3440 South Monterey, New Berlin, Wisconsin, 53151, just released their new Colonial line which includes Mahdists, Fuzzy Wuzzies, British (including camel troops) and Egyptians/Sudanese. As I stated before, these are quality figures and I would love to have an army of them. The latest COURIER had a number of pictures of their various lines so check them out. Don't forget to order them from the Reiter however. The service is very good.

9. Tony Adams, 301 North Wille St., Mount Prospect, Illinois, 60056, puts out 10 issues of THE HELIOGRAPH for \$3.00 which is concerned with Colonial Wargaming. Good value.

10. Gamers interested in the Napoleonic Era may want to subscribe to EMPIRES, EAGLES & LIONS put out by the RAFM Company, 19 Concession St., Cambridge, Ontario, Canada, N1R 2G6. Price unknown, but this magazine is spoken of very highly.

11. Bill Protz's Seven Years War Association Newsletter, 5690 West Glenbrook Road, Brown Deer, Wisconsin, 53223, is getting better, if this is possible. Bill outdid himself with Vol. 1, No. 4., 36 pages packed with great information. New subscription rates are \$5.00 per year. Bill was most kind in his written account of the French & Indian War battle fought at the South Bend Convention last spring in not mentioning me as the French commander who deployed his regiment on the wrong wall opening the door for the British to pour over the earthworks. I hope nobody else finds out.

12. Wally Simon's PW REVIEW, 12905 Layhill Road, Silver Spring, MD., 20906 (\$6.00 for 12 issues) had an article by Michael Guth in the August-1983 issue in which Michael reported that Hinchliffe "Foremost" figures are "true 30mm figures." Looking over the "Foremost" Napoleonic line, they have the Imperial Guard, French line, Cavalry and Dragoons; British line, Highlanders and Scots Greys. Infantry are .80 each, box of ten for \$7.00 while cavalry are \$1.75 each, box of four for \$6.00. If they do fit in with 30mm figures, this would be very nice for 30mm gamers. There is quite a selection to choose from. After writing this column, I was rereading a number of Don Featherstone's WARGAMER'S NEWSLETTERS (one of my favorite activities) and found a review of the "Foremost" range. Don reported (WARGAMER'S NEWSLETTER, #177, December, 1976) "these Foremost figures match up with the 30mm figures that I have in other periods and indeed with the "large" 30mm Napoleonic of the Stadden range."

13. Another interesting fact found in the last issue of the PW REVIEW was that THE COURIER is going to publish a 32 page edition of ON TO RICHMOND by Paul Koch. Wally reports that "It will contain an army points listing, a campaign system, optional rules, and variants for the Franco-Prussian War and the Napoleonic Wars." Our group has played quite a bit of ON TO RICHMOND as of late and Dan Rakowski has come up with some interesting modifications.

14. Don't forget SAVAGE AND SOLDIER, C/O Lynn Bodin, 14219 N.E. 74th St. Redmond, Washington, 98052, devoted to the Colonial period. \$10.00 per

year and great articles. They also have a set of Colonial wargaming rules available.

15. Bill Protz in the SEVEN YEARS WAR ASSOCIATION NEWSLETTER reported that there is a new range of 30mm Eighteenth Century miniatures available from Pax Britannica, 81 Manchester Road, Burnley, Lancs, England. Forty-one figures are available at the present time with 39 more on the way. They cover the English, Scottish, French, Americans and Indians.

Please send me any news of wargaming materials you are aware of.

BATTLE REPORT: GREEN SPRING, VIRGINIA, JULY 6, 1781 By David Corbett

25mm American War of Independence Wargame using Scotty Bowden's MINUTEMAN rules. Combattants: Dan Rakowski (Lafayette), Hal Thinglum ("Mad" Anthony Wayne), Mark Daney (Cornwallis) and David Corbett (Tarleton).

Historical Background

British military operations in Virginia had achieved little of strategic value except to hurt the Rebels economically. The troopers of Tarleton and Simcoe ranged almost unopposed throughout the state, but Cornwallis' move to Virginia had been in direct disobedience to the orders of the British commander in chief in the American theatre, Sir Henry Clinton. Cornwallis' prime objective was to keep secure South Carolina and Georgia, and moving into Virginia left only skeleton forces to keep a fragile hold on the southernmost colonies. Fearing an attack on New York City by Washington and his newly arrived French allies, Clinton had ordered Cornwallis to send to him 3,000 troops. To obey these orders Cornwallis began marching his army up the peninsula to embark the reinforcements at the port of Norfolk. The American army under the Marquis de Lafayette included the crack Continental Corps of Light Infantry and the firebrand "Mad" Anthony Wayne. The smaller American force followed Cornwallis carefully, hoping to catch the British at an inopportune time. This appeared to occur early July 6th, when Lafayette received word that the British army was crossing the James River. This was the chance Lafayette had been waiting for; if he struck quickly while half of the British army was on one bank of the James and half on the other, he could destroy a part of Cornwallis' army. Furthermore there was the possibility of capturing Lt. Col. "Bloody" Banastre Tarleton, who along with his infamous (to the Rebels), British Legion, was part of the army's rearguard.

Cornwallis however, was not new to the art of warfare. He suspected Lafayette's intentions and countered them with a plan of his own. He sent the Queen's Rangers and the army's baggage across the James River and concealed the remainder of his forces in the woods surrounding the river crossing. By ordering Tarleton to slowly fall back and allow the Americans to advance into an ambush, Cornwallis hoped to crush the Rebel army before he had to send reinforcements to Clinton. "The boy cannot escape me", he is alleged to have written in regards to Lafayette.

In the American camp, Lafayette sent Wayne with a 500 man advance force to reconnoitre. Wayne and Tarleton skirmished for most of the day with the Rebels forcing the British back steadily until at about 5 PM Wayne's men came close to the main British army. Unaware of the trap, Lafayette sent in more troops and some guns. Seeing the additional forces, Cornwallis assumed that the major portion of the Rebel army was now within his grasp, and he set his forces in motion. Lt. Col. Yorke's Light Infantry Battalions attacked on the right and Lt. Col. Dundas' 43rd, 76th and 80th regiments of

foot attacked on the left.

Nonplussed by this dilemma, Wayne lived up to his sobriquet of "Mad" Anthony and instead of fleeing the field, counterattacked with the bayonet. This rash endeavor shocked and surprised the British and held them in place for fifteen minutes. Wayne's troops, although torn by musket and cannon fire, retreated in good order with Lafayette assisting in the skillful withdrawal. Besides the casualties, the Americans lost two guns to the British, one of which was originally captured by Stark's forces at Bennington.

Both commanders had taken a chance and although Cornwallis had defeated Lafayette, the victory was without strategic value and amounted to little. Thus ended a lackluster episode in the Virginia campaign that would culminate in Cornwallis' inglorious defeat and surrender at Yorktown.

Green Spring As A Wargame: The TableTop Conflict

The recreated Battle of Green Spring, although not a classic tabletop battle in the sense that it could be replayed over and over and still remain interesting, was nevertheless an exciting action to have participated in. The victory conditions/orders were as follows:

Lafayette: Catch the British army while crossing the James River and destroy as much of it as possible with the least amount of casualties to the American forces. The capture of Tarleton would have extreme political and revenge value to the Continental cause.

Wayne: Advance to the vicinity of the British camp/river crossing and determine if an attack is viable. Push through enemy's rearguard and capture Tarleton if at all possible.

Tarleton: Delay Rebel advance as long as possible while screening the British camp.

Cornwallis: Destroy as much of the Continental army as possible.

Forces Engaged:

Continental Army: Advance Corps: Gen. Anthony Wayne (1 figure)

Unit (# of figures/morale)

Virginia Rifles (10-E)

Stewart's Pa. Contls (15-D)

Armand's Legion Horse (2-D)

Mercer's Vol. Dragoons (2-E)

Main Army (enter turn 4)

Gen Marquis de Lafayette (1 figure)

Continental Corps of Lt. Infantry

Col. Barber's Regt (20-C)

Col. Vose's Regt (20-C)

Col. Gimat's/Wyllys (20-C)

Bulter's Pa. Contls (15-D)

Humpton's Pa. Contls (15-D)

2nd Contl Art: one 31 bdr, one 61 bdr
(4 figs, each gun)

4th (Proctor's) Contl Art: one 31 bdr;
one six 1 bdr.

Total of 119 figures exclusive of
officers and artillerymen

British Army

Rearguard on board at start: Lt. Col.

Banastre Tarleton (1 figure)

Unit (# of figures/morale)

British Legion Horse (10-D)

76th Foot (12-E)

Main Army (off-board, may enter any

turn after one, but position of

entrance must be map marked to show
location prior to turn one)

Earl Cornwallis (1 figure)

Gen. O'Hara (1 figure)

1st Brigade of Guards (12-A)

2nd Brigade of Guards (12-A)

23rd Royal Welsh Fusiliers (10-B)

33rd Regt of Foot (12-E)

71st Highlanders (12-B)

Regt. von Bose(Hessian) (15-E)

Col. Yorke (1 figure)

1st Lt. Infantry (15-C)

Royal Artillery (British)	2nd Lt. Infantry (15-C)
two Six lb guns (4 figures per gun-C)	Lt. Col. Thomas Dunas (1 figure)
two three lb guns	43rd Regt of Foot (24-E)
197 figures exclusive of officers and artillerymen.	76th Regt of Foot (12-E)
	80th Regt of Foot (24-E)

Game Length: 12 turns. Terrain: woods light, skirmished $\frac{1}{2}$ formed, $\frac{1}{4}$ movement. Marsh: skirmished no penalty, formed $\frac{1}{2}$ movement, artillery $\frac{1}{4}$ movement. Wooden rail fence as per rules for unit type. Points system to determine victory: Each enemy casualty = one point. Wayne reaches British camp/river crossing (unopposed line of sight) = 20 points. Capture the following: Tarleton (25 pts), Cornwallis (50 pts), Lafayette (15 pts), Wayne or other general (10 pts), enemy artillery piece (5 pts).

The battle began with Wayne crossing the wooden rail fence, Stewart's Pa. Contls entering the woods on the Rebel right flank and the riflemen and horse advancing west on the Jamestown-Williamsburg Road. At this point, the British Legion was hidden in the woods on the British right and Rebel left flank. The 76th foot drawn up in line on the wood's edge exchanged shots with the advancing skirmished riflemen. This action continued for several turns as the riflemen began to envelope the 76th's flanks and the Pa. Contls advanced through the woods. Finally at the point of being surrounded, the 76th skirmished back towards the camp as the riflemen pursued them. It was at this point in the battle when Tarleton's British Legion burst from their hidden position in the woods and with drawn sabres fell upon the formed party of rifles whose left flank was exposed to the advancing horsemen. Taken by surprise the riflemen were chopped to bits and routed off the field taking their unfortunate commander Wayne with them. Elated with their success and attempting to rally as they wiped the Rebel blood from their sabres, the British Legion was itself suddenly charged in the rear by two plucky units of American cavalry, Armand's Legion and Mercer's Vol. Dragoons. (It must also be pointed out here that other than Tarleton and Armand, all the participants of these cavalry melees were American born). With luck usually attributed to the Hibernians, a dice roll of 99 assured the British Legion that they would stay and fight the impertinent Rebel horsemen. As a result of a fierce cavalry melee the two forces separated, each taking casualties. By turn six Cornwallis sprung his trap and the advancing Pa. Continentals were suddenly confronted by the 43rd foot to their front blocking their march to the British camp and a battalion of Light Infantry to their rear. The 1st and 2nd Foot Guards deployed eastwards on the road followed by a six pound battery. Lafayette, whose main force began entering the board on turn four, advanced in a battle line with a refused left flank while his artillerymen struggled to get their guns across the marsh and into action before darkness fell. The British rearguard continued in action throughout the battle. The 76th foot continued to fall back under pressure of the Virginia Riflemen and also the Continental Corps of Light Infantry which was pressing westwards down the road pouring volley after volley into the stalwart 76th. Tarleton's British Legion and the American Rebel Horse charged back and forth across the field attempting to negate each other as a fighting force and although the Legion came close to being routed from the field, it always managed to hang on and return to the fray. Special consideration must also be given to the cavalry of Armand's Legion and Mercer's Volunteers Dragoons, who repeatedly held their own and gave as good as they received to a force two and a half their number.

The remainder of the British units made their appearance and with the exception of the Continental artillery the whole of the Rebel army was in

danger of being flanked and surrounded. Fortunately for the Rebels, darkness (turn 12) approached as the Continentals under Bulter were about to square off with the Regt. von Bose, 71st Highlanders, and the 2nd Light Infantry. The battle came to a close as darkness fell and the heretofore immensely lucky British Legion was routed off the board. When the points were tallied, the Rebel forces under Lafayette received the honors of battle. No officers or guns were captured, but the Rebels lost thirteen figures in casualties and the British lost a whopping forty-one. Just wait until Sir Henry Clinton hears about this one! "Oh well, not to worry," Cornwallis was overheard to say, "On to Yorktown to regroup and we'll give the Rebels a good bashing then."

Dave included three very well-done maps with this battle report and I am unable to include them as I do not know how to reproduce them on the stencil for the mimeograph machine. I hope that this does not detract from his article.

LOCAL WARGAMING NEWS

By Hal Thinglum

There has been a considerable amount of wargaming activity as of late. Friday, August 12th, our local group held its first meeting at Oak Forest Hospital, 6:30 to 11:00. Mark Daney hosted Freeman's Farm, an historical American Rev. Battle for our first event. Dave Corbett, Pat Kurivial and Roy Grider were the British, while Mark Daney, Rich Black, Dan Rakowski and myself were the Rebels. We had an enjoyable battle and Mark has promised to write up a battle report for the NEWSLETTER. Thanks to Dave for the refreshments, perhaps some system of providing refreshments could be worked out so the same people don't always have to bring them. I have a large coffee pot and if everyone wanted to chip for coffee, we could have that on hand.

On July 26th and August 10th, Dan Rakowski hosted a 15mm ACW battle using ON TO RICHMOND rules for a refight of Shiloh which was well done. Dan always does his homework in hosting battles. I hope to have his battle report for next issue.

Rich Black and I drove to Wayne Hawn's house in Wakarush, Ind. on Saturday, August 13th for a 15mm ACW game using ONE NATION INDIVISIBLE by Alan Nadon of Elkhart, Ind. Wayne and Winston Johnson have driven to my house several times for games and we decided to return the favor. Wayne set up the battle of Cross Keys/Port Republic for the event. He used a 1/2" to 1" piece of foam to cover his table which I had never seen done before. I believe the top of the foam was painted green and he then placed pieces of wood under it to form a ridge. It was a quite effective terrain base. Wayne, Winston and I were Federals pushing back the Confederates (Rich Black, Dave Haff and Jim) and attempting to prevent them from crossing the two bridges and retreating off the board. Dave was Gen. Jackson on the Confederate right flank against Winston. The Confederates elected to delay the Federal advance and move the majority of their troops off the table while the Federals were to move quickly to hit the rear guard and seize the bridges. Rebel Dave ended up with his command figure, Gen. Jackson, waving his sword in anger at Winston's advancing Federals as his rear guard was wiped out while Wayne and I advanced steadily up the other side of the valley. The Confederates were determined to have gained a marginal victory but even more importantly, a good time was had by all concerned, even Dave, who accepted the various puns as he marched Gen. Jackson back to his reinforcements. We played 28 turns in about five hours so the game was quite fast moving.

I talked to Bob Hagerty, while in Indiana, who is looking for game hosts for his February or March convention in South Bend. He did a good

job on the one last year so if anyone is interested, you can contact him at 123 W. Hively Ave., Apt., J 118, Elkhart, Indiana, 46517 or 1-219-293-4398.

David Haff, who was Gen. Jackson at Wayne Hawn's house, is into two different ACW re-enactment groups, one is the 44th Indiana Infantry while the other is an artillery battery. If anyone is interest, you can contact him regarding this at 2408 South 6th Street, Elkhart, Indiana, 46517. Sounds quite interesting. Dave does resemble more of a Confederate, in my own mind.

The next monthly game will be on Friday, September 9th, at Oak Forest Hospital at 159th Street and Cicero Avenue. The game will start at 6:30 PM. Enter the hospital grounds off of 159th street, follow the hospital road in and stop at the security building and ask for the Nurse's Residence. The nurse's residence is the tallest building (6 stories) on the grounds and the game is on the first floor lobby. A sign will be posted in the lobby. Carmen Izzo will host a Napoleonics game in 30mm and I will provide the back-up game with 15mm ACW. If people are interested, we could bring wargaming items to sell/trade and either do this at 6:00 or following the game. We wouldn't want anything like this to interfere with the game. Pop and candy machines are available outside of the room. Dave Corbett brought coffee for the last game and I can get a large coffee pot to use. Maybe the coffee drinkers can bring some coffee. Dan Rakowski will host the October game, 15mm ACW using ON TO RICHMOND with modifications. Dave Corbett has the November game and Pat Kurivial has the December game. We will need back-up games for those months so contact if interested. If you see any newspaper articles on our monthly games, let me know which paper it was in. I also need somebody with some photography expertise to take some pictures to be sent to Newspapers with articles on our group. They like 8 X 10 or 5 X 7 black/white glossies and I send notices of our games to four or five newspapers, so I would need that many copies. This would have to be a volunteer effort as there is no money to reimburse the photographer.

Received the following from Pat Kurivial: Hal, I want to inform and invite you and your readers to a series of Napoleonics games using COLUMN, LINE AND SQUARE to be held this fall at my house (Since this letter was written, it was decided that Carmen would host the first game of this series at the September monthly game meeting). The games will be roughly based on Napoleon's campaign in Egypt and Syria, 1798-1799. The games will involve an active British intervention force available to the Allied commander. The game design will use historical terrain but the army purchase points will hopefully encourage the expansion of troops available in our area. The first game will be held Friday, September 9th and will present a hypothetical British relief of the French siege of Acre. Inside Acre Sidney Smith, a 12lb gun and the Allied militia infantry try to hold out vs. 550 points of French and 24 lbs of artillery. French set on anywhere east of the N/S Mediternanean Raod (maps included but can not reproduce them, sorry). To the relief of Acre the allies attack with 700 points and 12 lbs of artillery. Allies land anywhere on the beach board edge. Landing in one operation, beach terrain is treated as soft ground. Victory to be determined by C.E. at turn 8, each road exit is worth 10 points, Acre is worth 25 points. The battle of Aboukin will be held October 19th. The Allies have their back to the sea as the French attack up the penninsula with 770 points and 24 lbs. The Allies can set their defense anywhere on the board with up to 450 points of British troops and 12 obs. Allies will have available 3" of prepared works for every sapper purchased on board. The Allied reinforcements of 450 points and 12 lbs will land on the beaches to aid their comrades. Landing zones and turn of landing must be allocated for each unit in advance. A die toss for turn of arrival and a toss to see if the unit hits the correct

beach should complicate life for the Allied C.I.C. Beach terrain as in Acre game, one operation to land. C.E. game after 8 turns. The last game in the series will be the Battle of the Pyramids on November 10th. The Allies will set on anywhere along the south $2\frac{1}{2}$ feet of the board with 600 points, 12 lbs of artillery (militia) and one foot of prepared works. The French will be set on the north side of the board, one foot with 600 points and 18 lbs. The irrigation streams break charges. The game will be fought to C.E. or 8 turns. If anyone is interested in a command, contact me at 349-1786 and I'll be pleased to include them in the carnage. Coming in the winter, Napoleon in Northern Italy, 1796-1797. (Sounds interesting, Pat. Pat is known for putting together good scenarios and these sound very good).

Don't forget the 5th Historical Wargame Weekend at the War Memorial Center, 750 North Lincoln Memorial Drive, Milwaukee, Wisconsin. It runs September 24th and 25th, 1983. They will have vendors, a flea market, a painting competition and 38 miniatures events over the two day period. The following are only some of the miniatures games that are planned: Ancients, Feudal Japan, Am. Rev., Napoleonic Naval games, Napoleonics, WWI Navals, WWII Armour, Modern Skirmish, Tractics miniatures, SYW, ACW, French Foreign Legion, Amphibious Assault on Europe, Viet Nam, Medievals, Viking Raid, ECW, ACW Ironclads and War of 1812. General admission is \$2.50 for one day, \$4.00 for both. Games are \$1.00 for each you want to play in. Further information can be obtained from Bill Protz, 5690 West Glenbrook Road, Brown Deer, Wisconsin, 53223. I attended this fine convention last year and had a very good time. It was strange to be at a convention and see only historical games and gamers present. Quite refreshing to say the least.

One last note, Mike Schundler of 4006 W. Cherrywood Lane, Brown Deer, Wisconsin, 53209, is a dealer for Hinchliffe and can obtain figures from a wide variety of periods for you at reduced prices. I have bought figures from Mike at conventions and received very nice discounts. I don't remember what type of discount he provides for mail-order customers, but perhaps he will drop me a line and let me know.

Again, I hope you subscribe to Volume II of the NEWSLETTER and I welcome your articles on any subject related to wargaming. Almost forgot, October monthly game is on October 14th, 6:30.

