

MIDWEST WARGAMER'S ASSOCIATION NEWSLETTER

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January-February, 1984

EDITORIAL

What follows in this issue's editorial will be my imitation of a Donald Featherstone editorial, my favorite kind. If it comes off with a British accent, all the better.

The winter season is upon us, traditionally the time when wargamers, due to inclement weather, retreat to their painting chambers for long hours emerging only for sustenance and doing so in a hunched over and squinting manner. During this time armies are created in the deep recesses of basements and the mind is wrought up with visions of yet unpainted regiments advancing across Peter Guilder-like terrain. Unfortunately, reality never quite matches up to these dreams thus bringing wargaming down to the level of the rest of life's activities, however, it does provide for increased motivation to allow one to paint 26 musketeers for Lord Hobnobble's regiment exactly the same while nervously glancing over at the still numerous pile of unpainted castings and it sure is fun. There do exist, however, occasions when the wargamer's enthusiasm I always have to check the spelling of that word) wilts and psychology becomes a necessity. I have devised a number of strategies to combat this phenomenon and would like to share them with you at this time.

First of all, with the exception of the Seven Years War, I hardly ever wargame in a period that I want to build armies in until I have painted several hundred figures for that period. This, I find, heightens my motivation to stay with painting and even to increase my rate. Secondly, I have set general, not specific goals for myself. My plan is to continue painting the Seven Years War period steadily over a period of years as it is a major period for me but to also purchase and completely paint one minor period per year. For example, in 1983, I painted about fifteen regiments of Seven Years War (mainly Prussians and Russians), and did 250 Normans, Saxons and Vikings as well as 300 British and Zulus. In 1984, my Seven Years War armies will continue to grow with an emphasis on British units but I plan on doing the Northwest Frontier as a secondary period and getting a good start on the Sudan when Ral Partha (bless their hearts) comes out with this line. Such an approach to painting possesses other benefits in that I find it helpful to jump from one period to another as regards painting. The Seven Years War period uniform system is very structured and I find it refreshing to paint Normans, Saxons and Vikings which allow me a great deal of latitude in painting. While painting a regiment of say 30 figures, I line them up in groups of six and try to paint, for example, the coats of all 30. If I can not finish, I definitely finish a group of six. With a major color, such as coats or pants, I always try to finish an entire regiment at a single sitting as I hate painting coats. Once I have the coat done, it seems

like it is only a matter of time before the figure is finished. I also find it helpful to think of surprising my wargaming opponent with a new unit at our next game so I'll put in an extra effort to finish off a new unit. The fact that it probably goes unnoticed has nothing to do with it.

Readers, by this time, are either exceedingly bored or are asking questions such as (1) why have so many periods, (2) why have such large armies and/or (3) why not build armies of one period with other gamers? First of all, I love wargaming figures, secondly, I love to paint even though my painting is only average wargames quality, at best. Even when I was a little boy, I wanted large armies of Marx soldiers and my most pleasant childhood memories are of playing with these figures. Even though I have come to realize that bigger is not necessarily better from a functional point of view, I will continue to paint large armies as well as paint both sides as much as possible. I know the advantages of having group efforts in a certain period, but I also know people move, lose interest, have disagreements, etc., and all of a sudden, one finds himself with a large army for one country without figures from the other side. In some instances, certain figure lines are out of production thus making it difficult to obtain periods. I view my figures as a collection as it is not necessarily wargaming on the table-top that is my primary interest in the hobby, and thus, I want my armies as complete as possible. I am more than happy to have others collect in the same period/scale as I do and they can use their figures in place of mine in games. That holds little importance to me, the main thing is having a complete collection. My 5600 figure American Civil War armies are complete, a little too large even for me, and I might not use them more than once a year, but they are there when I want them. My hobbies have never been social-type activities, i.e., APBA baseball in which I made my own cards and league, playing out complete 162 game seasons for six league seasons (until I discovered wargaming) approximately 5,000 games over a ten-year period, thus, this factor may have much to do with my current viewpoint, not to mention the fact that I am extremely compulsive in nature. I do not like to think that I will someday lose interest in wargaming as I did in table-top baseball, but it probably will happen. However, I have my statistics from baseball to enjoy and I will have relatively complete periods in wargaming to admire. Just think of how interesting I will be in my old age, tucked away in some sterile nursing home in my advanced senile state relating how I was once the Commissioner or a baseball league and also led armies to glory (not to mention publisher of a wargaming newsletter). Graduate interns will marvel at my inventiveness and I will no doubt be the subject of a number of professional papers. Ah, its a fine hobby!!!!!!!!!!!!!!!!!!!!

DOWN SOUTH OF THE BORDER, DOWN MEXICO WAY By Greg Novak

Looking for something new and different? Tired of the hordes needed for a small Napoleonic action? Sick of painting blue Yankees and grey Confederates? Want a line of figures that are varied and different, and not the same old pose? Well, there's hope for all of us yet - how about a trip into one of the neglected backwaters of wargaming, an era of uniforms that range from rags to Napoleonic brilliance, and an era where a few thousand men is an ARMY! Yes, my friends, allow me to introduce the TEXAS WAR OF INDEPENDANCE, and the MEXICAN WAR!

Interesting, yes, you say, but no way. Where are we going to get the figures, and why do this period?

First - the figures - after all, without the figures there's no action. To be short and quick, Freikorps 15 has released 44 packs of 15mm figures, with no less than 100 different poses between them, covering the Texas War of Independance and the Mexican War.

Second question - why do this period - its fun. Start with the Texas War of Independance for example. Historically few major battles, but the possibilities for a lot of small colorful actions. The Texas Army at San Jacinto on a 1 to 10 scale has less than 100 figures, facing a Mexican Army of 150 figures. The Mexican Army at the Alamo has six battalions of infantry with 218 figures at 1 to 10, one regiment + of cavalry with 41 figures, and eight actual guns. The Texas side can have just about anything they want, from units of mounted rangers, to local Mexican companies fighting for Texas, dozens of volunteer companies from the states, and the famed Texas Regular Battalion, which appears to have been several companies of United States Infantry which either had gotten lost and wandered across the border or had been given mass furloughs to go "shooting" in Texas.

The Mexican Army is well trained, but equipped with a few Baker rifles and a large number of the old Brown Bess muskets. Its good in melee and will stand up in action, but suffers from a lack of fire power. The Texas Army is strong in firepower, but suffers from its ill training and lack of a strong core to form about. Tactically, the battles will be interesting as both sides try to take advantage of their strong points.

The Mexican War, on the other hand, pits two well trained armies against each other. Its a great war of professionals and especially interesting as most European observers picked Mexico to win. Its the last great Napoleonic action, with troops on both sides still musket armed, and training by the same manuals (The Mexicans use the French, while the Americans are using Scott's translation of the French). Squares are still the order of the day, and cavalry charges are still made.

Consider the following battles:

- | | | | |
|-----------|----------------|--------------------|----------------|
| PALO ALTO | Americans 2300 | RESACA DE LA PALMA | Americans 2300 |
| | Mexicans 5000 | | Mexicans 5000 |

BUENA VISTA	Americans 5000	CERRO GORDO	Americans 9000
	Mexico 16000		Mexicans 13000
MEXICO CITY	Americans 9000		
	Mexicans 30000		
CONQUEST OF CALIFORNIA	Americans 200-1000	(Dragoons, Naval Units, Volunteers and the Naval Battalion of Mounted Riflemen)	
	Mexicans 200-1000	(Mainly militia, some Presidials)	
DONIPHANS EXPEDITION	Americans 800-900		
	Mexicans 600-3000		

At a 1 to 20 breakdown, Scott's entire American Army has 450 figures and that is raised by stealing troops from Taylor - most of the troops at Palo Alto and Resaca De La Palma are sent off to join Scott. For a great tactical battle, the California Campaign is of interest, having small numbers but fought over a vast area. Numbers of Mexicans would be larger but one should remember that as a whole, Mexican Generalship was at a low during this period while American between Scott and Taylor was at a high.

Painting guides for this period can be found without too much trouble. Ospery has a guide to the Mexican War by Phillip Katcher entitled (what else) the MEXICAN WAR. This book has some good information on O.B.'s as well as uniform information. Volume II of the Company of Military Historian series covers this period and has some interesting plates, including the all-time favorite - Mexican Spy Company.

As one last item to tempt you - here's the Mexican Order of Battle (O.B.) at the Alamo and the same for Houston's Army at San Jacinto:

MEXICAN ARMY AT SAN ANTONIO DE BEXAR
March 6, 1836

HEADQUARTERS

Gen. De Div. Antonio Lopez de Santa Anna
Staff of 23 officers
Headquarters Cavalry Detachment 26 off + EM

VANGUARD BRIGADE

Gen. de Div Joaquin Ramirez
Battalion Permanente Jimenez 340 off + EM
Battalion Permanente Matamoros 370 off + EM
Battalion Activo de San Luis Potosi 495 off + EM
Cavalry
Regiment Permanente Dolores 285 off + EM
Detachments, other Regiments 39 off + EM
Presidiales 55 off + EM
Artillery
Battery 65 off + EM, Two 8 lb, two 6 lb, two 4 lb, two 7" howitzers

BRIGADE 1 A

Coronel Francisco Duque

Battalion de Sapadores (Sappers) 196 off + EM

Battalion Permanente Aldama 415 off + EM

Battalion Activo de Toluca 350 off + EM

Artillery, 20 off + EM, 1 cannon, one 7" howitzer

For all our John Wayne fans out there, the Mexican 12 lb guns never made it to the Alamo - and for it's size the Alamo is one of the heaviest armed places in North America - some 16 cannon were in place there.

Here, for the Texas fans, is the Texas Army at San Jacinto:

HEADQUARTERS

General Sam Houston + 48 off + EM

1st Infantry Regiment 16 off + 301 EM (6 companies + HQ) Col Burleson

2nd Infantry Regiment 28 off + 303 EM (9 companies + HQ) Col Johnson

Texas Regular Battalion 12 off + 181 EM (4 companies + HQ) Lt. Col. Millard

At least two of the above companies were US Army

Texas Cavalry Battalion 7 off + 50 EM, two companies, Mirabeau Lamar

Texas Artillery 4 off + 33 EM, two 6 lb guns

Detached on other duty:

Major Robert McLutt, 2 companies 1st Texas + sick (left as baggage guard)

Total force including sick = 240 men

Capt Miley Martin's company of 1st Texas detached due to personal problems with General Houston, assigned to cover refugees

(Editor's Notes) Greg included a listing of Freikorps 15 figures as well as some other basic information. I can not include the whole listing but will state that it contains eight packs of figures for the Texan War of Independance of 1835-36 and 44 packs for the US-Mexican War of 1846-48. Many packs have figures with more than one pose and Greg states that there are 100 total poses. Freikorps address is as follows: Freikorps 15, 52 Chesterbrook Cresc., New Townards, Co. Down, BT23 3QZ, Northern Ireland.

Thanks to Greg for a very interesting article. I always enjoy reading about new lines of figures that are available. Perhaps other readers will submit a like article about figures and/or periods.

ADDITIONS TO "ADAPTING CLS FOR THE AMERICAN CIVIL WAR" by Dave Corbett

David Corbett published his adaptations for Column, Line, and Square (CLS) for the American Civil War in the November-December, 1983 issue of the Newsletter and recently gave me these additions to the rules:

Skirmishers: -1 as a small arms target. This includes artillerymen who are considered "skirmished" targets for small arms fire only.

Reforming Skirmishers: Roll one die, die number equals total figures reformed that turn. Entire unit must be reformed in this manner.

Skirmishers morale/C.E. checks: Skirmishers are reduced one grade for morale and C.E. checks. This applies only if the entire unit is in

skirmish order. If half or more of the unit is formed, there are no morale or C.E. reductions. If less than half of the unit is formed, reductions apply.

Entrenching: No entrenching during game except by engineers (Sappers) and only when siege rules or game conditions allow.

Rifled Guns: Range = 84 inches. Ammo: 7 ball and 2 cannister (caseshot). Burst pattern equals two inches. Cannister/caseshot pattern: Use horse artillery pattern 15 X 6 inches and cast two dice.

Rifled Gun Firing Procedure: Announce target, estimate range but do not announce range (write it down on your order sheet), place "one inch" end of tape measure at target and measure back to firing rifle (your own gun). There are no saving throws for targets of rifle fire except when one is firing indirect fire. No high trajectory fire with rifles, only with howitzers. The burst circle is two inches (one inch in weather condition # 6, burst circle in soft ground).

Horse Gun: Range is 60 inches and burst circle is one inch. Ammo: 7&2. For rifled horse gun: cannister/caseshot is 7½ X 3 inches across and one die.

Rifled Gun Indirect Fire: CLS howitzer grid for field artillery rifled pieces; use a 3 X 3 grid for horse artillery.

Howitzer and Other Artillery: Howitzer as 3" burst circle CLS howitzer. Mountain howitzer as Swedish Horse howitzer (page 4-11). All other artillery as their CLS counterparts (mortars).

Small Arms Fire: Small arms fire gets a +1 for firing at any mounted target and a -1 for firing at a skirmished target. Skirmished mounted cavalry are at even (no + or -).

INTERVIEW WITH A WARGAMER

Ral Partha by Hal Thinglum

I am pleased this month to have an interview with Ral Partha. They have received a number of awards over the last couple of years for their excellent figures, have a good reputation for quality and service and produce a wide range of historical figures. In addition, they have been adding to their historical line considerably as of late. I believe that Rich Smethurst, Owner, Plant Manager and Vice-President, answered the questions in this interview.

Could you give us some background on Ral Partha as to the history of the company?

Ral Partha started up in July of 1975 in a basement doing \$500 a month. In 1977 the company moved into it's first shop in Fairfax. We moved to our present location in 1980 and average \$100,000 a month in sales.

What are the backgrounds and present responsibilities of Jack Hesselbrock, Rich Smethurst and Glenn Grundei?

Jack Hesselbrock is Owner, President and Sales Manager of Ral Partha. Rich Smethurst is Owner, Vice-President and Plant Manager. Glenn Grundei coordinates contacts with historical clubs.

Ral Partha has always been known for producing quality figures. How does a company achieve this status?

Simply refuse to sell any figure you would not buy yourself, stand by your customer when you make a mistake, and employ competent people who share your concern for quality.

One factor I have been most impressed with is Ral Partha's backing of their products as regards replacing defective figures/missing parts. Can you comment on this?

This is actually a continuation of the quality and service theme of our company. Nobody is ever "stuck" with a Ral Partha figure. Failing all other efforts, they can return it for a refund. Satisfaction is guaranteed.

Do you have any plans for further expansion into the historical miniatures field in 25mm?

Definitely. Look for additions to the Ancients, Medievals and Colonials as well as an Imperial Roman and Dark Ages line.

Several years ago, you produced a fine 15mm ACW line and a Napoleonic line also in 15mm which I am not familiar with. They were removed from the market. Can you tell us why and if you have any plans to re-enter the 15mm market?

These lines fell behind current state of the art lines and therefore were caught in the quality trap and ultimately discontinued. We still have a 15mm Sci-Fi line.

What impact do customer's suggestions for new historical lines have upon your planning?

We are always receptive to suggestions, comparing these to our company's future plans.

Which historical line has been your best seller?

At present our Colonials are the best sellers followed by our medievals.

It seems as though historical miniatures are making a comeback as compared to fantasy. Have you observed this and to what degree?

Stimulation provided by popular skirmish rules and in-house promotions have increased historical sales. Fantasy still dominates the market though.

Would you give us some information on the Ral Partha Collector's Club?

The Collector's Club was started to strengthen direct communication between us (manufacturer) and the hobbyist. Your membership lasts a year and keeps one abreast of developments at Ral Partha. It allows us a direct link with our customers. In return, we offer purchase discounts and other surprises.

How has the response been to your toll-free number (1-800-543-0272). What was the rationale for this?

The toll-free number has been successful. Again, it allows a would-be customer without access to our product the easiest means of ordering out miniatures.

What was the rationale behind offering the Zulu and Northwest Frontier lines at such low prices? Do you think this will set a trend?

It was felt that if we were to actually have a commitment to 25mm historicals we would need to actively promote these lines. To that end we have absorbed the Colonial range's start-up costs and presented them at a more affordable price. We also started a program of supporting rules and spotlight features of historical lines such as the ancients.

What is the purpose of the Ral Partha Pipeline?

Another line of communication, working in conjunction with the Collector's Club.

You released a set of Medieval rules and a set of Zulu rules. What was the rationale behind them, who developed them and do you have any plans for other rules for additional periods?

The next rules will be Colonial for a spring release. These supportive rules will hopefully stimulate historical sales. Members of our company staff developed these and won't take individual credit. Look for a different set each year until our ranges are covered.

Can you explain your relationship with Citadel?

We manufacture and distribute Citadel lines in the United States. The ranges we carry will be under the Ral Partha Imports logo. (Logo was included but can not be reproduced by my printing means)

I was under the impression that many of your ancients (i.e. Romans and Gauls) were out of production, yet they are listed in your current listing. Can you comment on this?

Fear from being a dead line, you can count on at least fifteen new additions and a new Imperial Roman range in Ral Partha Imports. Also items out of production have been reworked.

Can you tell use specifically what will be made available in the Sudan line and when it will be made available? Do you have any idea as to price?

No definite listings yet but it should include Sudanese, Egyptians, British Camel Corp, Answer, Fuzzy Wuzzy and additional artillery. Look for it by Origins 84. The price should be consistent with other Colonial offerings.

What factors are considered when thinking about expanding your historical lines?

Need, coverage, scale, detail and sales.

Are any of your wargamers and if so, what has been the effect of making your hobby your occupation?

Yes, we are all gamers, in fact that's how we met. The pity is we don't have much time left for gaming anymore.

Is it possible for customers to visit your facility?

Yes. We are usually here Monday through Friday (9AM-5PM). We are happy to show you how our figures are made. Around holidays call first.

Can you give us some idea of the process between section of a figure period and when that period is made available to the public?

This is quite variable. Depending on the number of figures, the research needed, the speed the sculptor works at, other projects they are involved in, company priorities, packaging requirements, marketing and advertisements, and other factors. It can range from two to 18 months.

Is there anything else you would like to talk about?

We would like to wish everyone Happy Holidays and best wishes in the New Year. We are here to help within our scope. Don't hesitate to write or call if we can be of assistance.

I would like to thank Rich and anyone else who may have answered some of the questions. Not every manufacturer would take the time to answer questions from a hobby newsletter. At the time of typing this, I have received the Medieval rules from Ral Partha for inclusion in some issue of the Newsletter and am hoping to receive the Zulu rules in time to include them in this issue.

KING GEORGE'S WAR

WAR OF THE AUSTRIAN SUCCESSION

ALONG THE SAUK TRAIL

By Pat Kurivial

This skirmish scenario from the French-Indian Wars was played at the Sauk Trail War Weekend on October 8th, 1983. The rules used were a variation of "Scaplock" (Little Wars, Little Wars, Vol. III, No. 1) which by the third re-write are well removed from their origin.

As the repercussions of the War of Jenkins Ear 1739, drew the nations of Europe into familiar alliances, life in the Illinois country had changed little. The Sauk, Fox and Winnebago had formed the Mesquawkie "dirt face" confederation to protect themselves from encroachments by Indians allied with the French, i.e., Ottawa and Pottawatomee.

In March of 1744, the controversy concerning the Austrian Succession turned into the conflict known in North America as King George's War. Along the Illinois River valleys, the Fox had been extracting tolls from French fur traders. The news of war in Europe brought a petition of action by a trapper named Morand. The proposal was to move a body of Ottawa, Regulars and Coureurs de bois into the region to end the extortion and destroy potential forces which could be used by the British against Detroit.

While on the raid, Morand has heard of a party of colonial soldiers led by a British officer in a Winnebago camp. This invasion into French fur territory and the fear of organized resistance motivates Morand to try to snag the intruders.

The Winnebago camp is asleep and so are the English visitors. A six-sided die was rolled each turn for each figure to wake them up. Victory conditions were decided by points accumulated. The game ended five turns after either side reached 100 points total (20 points per

kill, 1-19 points per point of damage, 10 points per scalp, 5 points per tent looted (French Side only).

The forces involved were as follows:

In Campe: 10 Winnebagos, 4 militia and one British officer

Entering from South: 1 ranger, 2 militia, 2 sauk Braves

Attackers: 3 French Regulars, 4 Coureurs de bois, 13 Ottawa

The action opened with a force of Ottawa and Pottawatami under Rich Borg and Dan McClure moving through the woods toward a sleeping camp. Across the open ground northeast of camp came a small group of regular and Coureurs de bois commanded by Jim Ward. Terry Paul, commander of the British in camp was able to rouse one soldier who walking out of a tent to attend to morning necessities, spotted the regulars and fired a shot to awaken the camp. Ernie Gygaix and Tom Hoffman, Winnebago leaders, brought their force to the woods for cover while the British formed line to face the assault.

Action became heated when the French regulars fired and charged the British on the hill. The French in their hurry to close fired high while the cool militia under British discipline discharged a volley which took the French line out of the game. The colonial militia's fortune changed when Borg's Ottawa broke from the woods and it became rifle butt to war club. On other parts of the field, Ernie's Winnebago's had successfully pinned down the French woodsmen while Jerry McClure surprised the Pottawatami attack with a mixed bag of Colonial Rangers and Sauk entering from the southwest woods.

As Borg dispatched with the last militia he turned his attention to collecting scalps when some band of Winnebago attacked the Ottawa. This pressed the French attack to the breaking point. With the regulars destroyed, the Ottawa hard pressed and the Rangers and Pottawatami pinned down, the French were forced to call off the attack pleased with the death of the British infiltrators but with the loss of many scalps to the Winnebago lodges.

MARCH-APRIL SPECIAL ISSUE

Sometime ago, Rich Black suggested to me that several issues per year of the Midwest Wargamer's Association Newsletter (MWAN) be devoted to specific periods, i.e., ACW, ECW, SYW, etc. This means that one issue would be wholly concerned with one period. I feel this is a good idea, however, I had some reservations in that I wondered if enough articles would be submitted to fill up twenty pages. Thus far, enough articles have been submitted to fill up each issue but is rare for me to have articles left over from an issue for the next one. Another idea is to carry this out once a year as Wally Simon did several years ago with the PW Review when he turned out a 40 page Napoleonic special. This might be a more realistic approach to utilize. As to specifics, I was thinking that the content could be as follows: Interview with a wargaming personality who is known for the period we would concentrate on; battle reports, list of rules and figures available for the period, tactics, a set of rules, etc. Regarding a possible period to concentrate on, it might be a good idea to start out with the American Civil War

(ACW) as it is a period that almost everyone, at least in this area, plays.

There are three more issues in Volume II to be published. It seems like a good idea to turn out an ACW special for issue # 4 for March-April. If you could get any articles on this period to me by February 15th, it would be greatly appreciated. I am going to write to people I know who are gaming in this period to submit articles in their area of interest/expertise but if you don't hear from me it means that I don't know your gaming background well enough to request something specific so please send in something if you can. Remember the dead-line for submission for articles for the ACW special is February 15th. I will print everything I get irregardless of how long the issue is. It would be nice to turn out a long, quality issue on this interesting period. Let me hear from you. In addition, let me know if you have any ideas as to what other areas you would like to see a whole issue devoted to.

I neglected to mention it last issue, but Volume II, No. 1 was actually labeled as Volume II, No. 2 for some reason. To correct any confusion, Volume II, No. 1 was September-October while Volume II, No. 2 was November-December. Sorry for the mistake.

BITS AND PIECES

By Hal Thinglum

1) For wargamers involved in building wargaming structures, balsa wood can get fairly expensive. Jake Pottgen informed me of a mail order company called Balsa, USA, PO Box 164, Marinette, Wisconsin, 54143 which offers balsa wood at much reduced prices. I had a chance to glance through the price listing and although I don't recall specifics, I could tell that the prices were much less than in the hobby stores.

2) Savage and Soldier, 14219 NE 74th Street, Redmond, Washington, 98052 had a very nice article by Bill Protz in Volume XV, No. 3 entitled "Campaign Ideas and the Wargame Battle of El Garmon." They also had an article on the "Italian-Mahdist Campaign, 1893-94" which was very informative and enjoyable. I have been looking for information on the Italians for this period. It was announced the subscription price to Savage and Soldier will be increasing for 1984 but if one submits a subscription to them before December 31st, it will still be only \$10.00. For anyone interested in the Colonial period, this is a great magazine.

3) I was most surprised to find out that a line of French Foreign Legion and Arabs are available now. Falcon Miniatures, Suite 102, 1 High Street, Medford, Massachusetts, 02155 offers 22 packs for French Foreign Legion and Arabs for North Africa and 24 packs for the Indo-China era. Rich Black has been looking for figures for the French Foreign Legion boardgame that is out and was glad to see these. Eight foot cost \$3.98, the same price as for 4 cavalry or two artillery pieces. Sounds very interesting.

4) Colonial wargamers have nothing to complain about anymore regarding the lack of figures. In addition to the fine line put out by Ral Partha and others, Savage and Soldiers (address above) are putting out a line of 25mm figures, the first release of which will feature figures for the Franco-Malagasy War and Allies in China, 1900. The intent with their lines will be to "produce special figures which nobody else makes." It was announced in Volume XV, No. 3, that they are having some difficulty having the figures made and that orders should not be sent in for awhile. I have no idea of the price but a sample pack can be obtained for \$5.00. By the way, the French Foreign Legion figures mentioned above by Falcon Miniatures are 25mm.

5) Here's some good news for those of us who are interested in the Indian wars in the Americas. Ral Partha is coming out in 1984 with a line entitled "The Great Lakes Indians." It is intended to cover the Pre-Revolutionary and Revolutionary War period and will include Joseph Brant and Tecumseh. An Indian canoe with crew will be included. This will be 25mm scale, I assume. I'd love some of these figures as I made a French-Indian War wooden fort last year and would love to use it more often. Rich Black and I were talking about doing this period when Ral Partha comes out with it, mounting figures on single stands and modifying the "Charge" rules for play. Could be very interesting.

6) The Partha Pipeline, a publication of Ral Partha, 5938 Carthage Court, Cincinnati, Ohio, 45212, contained a sale on Samurai, packs of six for \$3.00, down from \$4.00. Thus far they have had at least one miniatures line on sale in each issue. It costs \$5.00 per year to belong. The subscription includes 10% off in addition to the sale price. Good deal in my mind. Ral Partha also released their Northwest Frontier line and the pictures I have seen are great. Same price as the Zulu line. Can't wait for the Sudan. Each issue contains a wargaming scenario, the first two have been Medieval in nature.

7) Lyzard's Grin, PO Box 14522, Oklahoma City, Ok., 73113 has about 44 packs of items for the Colonial Period. It includes many guns, wagons, camels, etc., as well as five Zulus and some Dervish, Boers, 21st Lancers, Frontier Light Horse Officer, and Camel Corp. Prices look quite reasonable. I plan on ordering some so I will let you know.

8) Wally Simon, who puts out the PW Review, announced that the subscription price is now \$8.00 per year. Address is 12328 Middle Road, Wheaton, MD, 20906. Wally's publication is quite interesting, I feel, because of the many wargaming ideas that are put forth, especially regarding skirmish type wargames. From the PW Review comes news that Frying Pan & Blanket, 2283 Apache St., Mendota Heights, Minnesota, 55120 (612-454-7517) offers an American Revolution War Line in 20mm. I saw these figures at Bill Protz's convention in Milwaukee in September and they looked fine. A box costs \$8.98 (24 foot or 6 mounted cavalry & 6 dismounted with horses, 4 guns & limbers). Wally also announced that this firm is planning an 1812 line as well as a possible Mexican-American line. Wally also mentioned that Stone Mountain, D60, Box 33195, Denver, Colorado, 80233 will be coming out with a line of 20mm ACU figures for the Revolutionary War. The Fusilier

will be... the... will be created in the...

15mm American Civil War line as of January, 1984. Wally's Fusilier company will be coming with a completely new line of 30mm Napoleonic Austrians soon. This should be of interest to the 30mm gamers. Fusilier, 12905 Layhill Road, Silver Spring, MD., 20906.

9) Rich Black and I recently received our 500 figure order from Campaign Miniatures, 377 Hainton Ave, Grimsby, Humberside, England, DN32 9QP for the SYW period. They sent me some 25mm ACW samples and I liked all ten figures. They remind me of Hinchliffe in nature and as I mentioned previously, they are not very expensive, ours worked out to about .42 per foot figure with a 10% discount. Rich and I will be making out another large order in about two months so if you wish to order anything, let me know and we will make a bulk order to get a larger discount. These figures, at least the SYW ones were true 30mm figures from the bottom of the feet to the top of the head (not hat). Very well done although I think one would have to get used to the cavalry which are not up to the standards of the infantry but I still like them. They are large.

10) I don't know how, but I received Vol. 14., No. 6 of the Franklin Mint Almanac, The Franklin Mint, Franklin Center, Pennsylvania, 19091 and they had an article entitled "A Noble Pursuit" which dealt with collecting model soldiers. Some very nice color pictures.

11) Wargamer's Digest, PO Box 5526, Madison, Wisconsin, 53705, announced that they will soon become "The Military Digest" and concentrate on Military history, organization and doctrine and tactics. This should come as no surprise to anyone except Gene McCoy, the Editor and publisher as it has not been a "wargaming" magazine for at least three or four years, maybe more. In my opinion, a worthless magazine for wargamers unless one is interested in the "McCoy system of organization" or his eight pages of ads for products he sells, all of which are for WWII. \$17.95 per year for 12 issues.

12) The February issue of Military Modelling had a nice article on an Afghan Hill Fort. It did not really tell one how to build one but had some very nice pictures of a model and a list of items needed. I am going to base mine on the pictures.

13) Tony Adams, 301 North Willie St., Mount Prospect, Illinois, 60056 recently was kind enough to send me all 12 back issues of his newsletter, The Heliograph, a publication dealing with Colonial wargaming, especially The Sword and The Flame rules. The newsletter contains many new additions to the rules set, interesting articles and much other good information. Good value at \$3.00 per year.

INPUT

By Rich Black

I would like to start a place for the exchange of ideas. This would be a forum for the furtherance of gaming among the group. I envision it as a debate to be moderated by yours truly, with the announced intention of giving people a chance to sound off about their ideas and/or gripes on gaming.

As a first idea I would like to address myself to the problem of control of forces on the game-board. This idea requires two parts, as I see it. First, the units should be given orders or objectives for the scenario. Second, there should be some time consuming mechanism for changing those orders. Let's address ourselves to the first idea here.

I will take as the basis for my exposition the rule set "Tricorne V" as used by the Milwaukee group under the direction of Bill Protz. On page six of these rules, it is stated:

"The concept of Tactical Orders finds commanders lumping together various units into tactical fighting groups, as many or as few as is desired. Each of these groups is designated a deployment area on a battle map and then placed on the board. Each of these groups operates under a tactical order which states: when and if they will attack or defend, what are their objectives if attacking or their responsibilities if defending. If attacking or retreating, a specified route of movement must be stated, as must any special qualifiers of their mission."

The following is how I have interpreted this rule. I don't believe that you can give orders to a unit for more than one turn at a time. Therefore, I tend to give tactical orders which will allow a unit to carry out to the best of its ability. Thus, my orders tell a unit to obey them to the best of its ability, but are not intended to be to the last man. Typical orders I give for a tactical force would be as such:

"Hold left side of town."

"Skirmish through woods to occupy town on far side, then threaten left flank of enemy."

"Sweep flank of enemy cavalry and then form to rear of enemy's flank."

As you can see, these are more of a tactical objective than specific orders. I believe the typing down of troops to a specific objective adds the interest of not having universal sight. Thus, the cavalry unit in example three will endeavour to attack the enemy cavalry on its flank, but will not be able to support a winning infantry thrust without changing its tactical orders. With this idea in place, the commander of the side is forced to construct a battle plan, while the subordinates are able to deploy their forces and react to the enemy in the way which best suits the situation of the moment. You don't see the reinforcements arrive in the nick of time because someone noticed that they were needed on the far side of the board.

There are obvious problems in this idea. First off, you have to be able to trust your opponent. Nobody would want his opponent to know the tactical orders if they can help it. So if you can't trust your opponent to follow his, you can't use this idea at all.

Second, the orders must be written in such a way as to commit troops to a specific course of action. Although troops can do things which do

not contradict their orders, they must not be allowed to perform operations which do contradict their orders. Thus, an attacking unit might stop or form square to face a threat, but should not retreat or move to attack a different objective than the assigned one.

Third, it would be nice to have an experienced player on each side whose purpose would be to read the tactical orders on his side, and exploit any ambiguities. Thus, a tactical order like "attack the enemy" could be construed to mean that the unit would have to attack the enemy in the best defensive position, or march into a battery of guns, or what have you.

What are your ideas on this? Do you think this is a good idea, a bad idea? Would you like to see it included as house rules in other sets of rules, or do you think it is a total waste of time in some rules/periods? If you will forward your ideas to me or the editor, (I'm sure he will pass them on to me) I will endeavour to compile the ideas and present them in the next newsletter.

(Editor's comments) I think this is a good idea, Rich. I enjoy playing a game with tactical orders but still feel like I don't know very much about how to write them and what exactly is allowed so as to stay within the "spirit" of the tactical orders. I am including Rich's address (Rich Black, 1018 Samson Drive, Park Forest South, Illinois, 60466) and encourage readers to respond to this idea.

LOCAL WARGAMING NEWS

By Hal Thinglum

Every once in awhile, usually quite infrequently, one is involved in a wargame in which all factors fall into place and one experiences total enjoyment and satisfaction. I am sure that we, the young adults of the 60's, had a name for it back then but I can't remember it. Nonetheless, I was involved in such a game with Rich Black and Mark Daney covering four separate meetings over a five week period encompassing perhaps fifteen hours of wargaming in the Seven Years War period. It is quite possible that many wargamers experience such happenings (maybe that was the word we used) more frequently than I, but if one recalls a previous editorial from Volume I (who forgets any of my editorials?), one would be aware of the fact that it is not the wargaming portion of this hobby that I enjoy the most, in fact, I stated that it ranked last. Readers will be thrilled, I am sure, to be informed that this situation is changing for me. I feel as though I am gaining more of a grasp of tactics and a knowledge of the rules. The fact that I have been on the winning side more often than not as of late and have not publicly embarrassed myself probably has nothing to do with it. Actually, I am rather surprised I enjoyed it so much especially in view of the fact that I am usually the first to be put off by games which (1) do not reach a conclusion in one meeting, (2) result in only four moves in an evening and (3) involve complicated (to me) rules (Tricorn V). However, upon further consideration, the fellowship was most enjoyable; the SYW is quickly becoming my personal favorite (orderly lines of colorful regiments),

the rules though complex (again, to me), probably reflect the nature of the tactics for the period and I love the concept of tactical orders author Bill Protz has developed (no more of units shuffling off across the field of battle to react immediately to situations; one follows pre-game orders unless they are changed!). Getting back to the game, I am reminded of Donald Featherstone's descriptions of his weekly games at his home where a regular group met, disagreements were few and if present, settled amicably. I am sure that any gathering of wargamers/individuals interested in any subject encounter varying degrees of personality conflicts so wargaming and wargamers are no different but it sure detracts from my, and I am sure, other's enjoyment. I am thankful that my maturity places me above such pettiness as my fellow wargamers would quickly attest to. Anyway, it was a good time, my Prussians performed admirably, and I am looking forward to further such evenings.

Bill Protz, in Milwaukee is experimenting with developing a more realistic type of terrain using a two foot square base which is flat, putting electrostatic grass (sort of sticks straight up) and then making sloping hills which will go over the base and can be moved from place to place. A nice idea and I wish him luck. For years, I have tried to develop my hills so that they look more realistic and have gone back to the highly functional one inch thick pieces of wood which are cut into different shapes with Elmer's and Life-Like grass on them with a coat of green paint high-lited by yellow. Bill is also painting Seven Years War 30mm figures for his "Charge" project which entails using 30mm figures mounted on individual stands for use in Peter Young's "Charge" book, one of the most entertaining wargaming books I have ever seen. It covers rules for the conduct of 18th century battles.

On December 9th, we held our monthly hospital game hosted by Pat Kurivial who put on Vimeiro (8-21-08) with a British force (Roy Grider CIC, Mark Daney and Dave Corbett) holding the town of Vimeiro opposed by a French force (Pat Kurivial CIC, Dan Rakowski, John Hurdron, Rich Black, Carmen Izzo and Hal Thinglum). CLS was used for the game and C.E. after ten turns was utilized to determine the winner. Pat structured the sides so that the British with fewer players were supposed to be able to control their forces better than the six French players. If I am correct, the British won quite handily as regards C.E. being helped considerably by two battalions of British Rifles who took turns double-timing up to the front between loading their Baker Rifles and shot us to pieces with the "superior arms" CLS (with a name like Vietmeyer, one would expect a little less favorable treatment of the British). Thanks to John Hurdron and Rich Black for the refreshments and Pat for hosting the game.

The next hospital game will be January 13th (Friday, the 13th) with Rich Black hosting a 25mm ECW game using Wargamer's Guide to the English Civil War by Bill Protz. I find these rules quite slow moving but one does have to admit that they do accurately reflect the slow-moving personality of the period. I had a very difficult time comprehending this factor for a long time. It depends, I am sure, on what one wants out of a set of rules. Bill Protz once told me that he likes rules which accurately reflect the period, even though they may be more

complex (correct me if I misquoted you, Bill) for his favorite periods and prefers more simple, playable rules for secondary periods which makes sense to me. I guess the problem enters when you are playing your favorite period with your more complex rules and others, who do not share your enthusiasm for that period, are participating in the game. It just dawned on me that my accounts of local activities has assumed a very opinionated slant in this issue. Hope that I have not offended anyone, just goes to show you what reading five years of back issues of the PW REVIEW will do to a nice guy.

Received a very nice letter from Tony Guido of Downers Grove, Illinois, who is heavily into 25mm Napoleonics using CLS. He promises a schedule of his games and briefly discussed some huge (20,000 25mm figures) games he has been engaged in with other groups in Milwaukee. I have requested additional information from him and a battle report on such a game. I'd like to see how such large games are carried out.

Winston Johnson and Dale Summers from Indiana stopped by in November. They are building 15mm ACW armies. Would be nice to game with their group again some time. I'm still trying to get an article from Winston on his painting technique which is nothing short of great.

Dave Corbett had his 30mm Fusilier French Hussar regiment (all 36 of them) present at the December Hospital game. What a fearsome, well painted, physically heavy, well designed figure. Congratulations to Dave on their appearance and to Wally Simon, et al, for bringing them back to the market. Few wargaming tables look as nice as one filled with 30mm figures.

Dan Rakowski is continuing to add to his 15mm ACW armies for On To Richmond and developing a number of scenarios for this period. I think our group is fortunate to have wargamers (Pat Kurivial, Dan and Dave Corbett come immediately to mind) who have the interest and ability to research and develop well designed historical scenarios. Dave has been putting together a series of 1812 scenarios for CLS.

Rich Black is waiting for the arrival of a number of computer wargames, the names of which escape me at present. We have been interspersing our weekly miniatures games with computer games once in awhile. Perhaps Rich would put together a review and explanation of these games. Home computers are beginning increasingly more common and this type of article may be of interest to more people.

I received my order of Ral Partha's new Northwest Frontier line (25mm) and must admit that Tom Mier, who made them, did another nice job. I especially like the Indian troops and Pathans and British Highlanders, actually, I like them all. I don't know very much about this period and have been doing a lot of reading lately. Does anyone know if Pathans could be used for Afghanistan troops? I think that would be quite interesting. One wouldn't really have to necessarily mount them on single stands then. I am also putting together plans for a 25mm Afghan fort, adding to my SYW and Zulu (received some British and Zulu Hinchliffe figures) and just recently completed my first ECW 25mm horse regiment. The Zulus are gathering to assault Rorke's Drift and a Russian brigade has joined the Austro-French-Hungarian SYW army.

As regards future hospital games, I will host the February game featuring Rorke's Drift with my own Rorke's Drift rules (little worried about that), John Hurdron, our lone newcomer, will be host at the March game and reports that he would like to do 15mm ACW with Cedar Mountain using SPI's rules modified for miniatures and Roy Grider will host the May game (period unknown). From May on, the schedule is open and I believe that all of our group's members will have hosted a game by that time so be thinking of what you would be interested in hosting for the future.

On January 14th-15th, 1984, there will be a convention at the University of Wisconsin-Parkside in Kenosha, Wisconsin. I don't know anything else about this event but I am sure that further information can be obtained by writing to Bill Protz, 5690 West Glenbrook Rd, Brown Deer, Wisconsin, 53223 and include a SASE. I don't think Bill is running this event but he knows who is. Bill be hosting an ECW game.

I have not received any additional information from Greg Novak about Winter War XI Con in Champaign, Illinois but you could write to him at 618 West Union, Champaign, 61820 to find out.

Emperor's Birthday Convention XIII will be on March 3rd, 1984 in South Bend, Indiana. Contact Bob Hagerty, 123 W. Hively Ave., Apt. J118, Elkhart, Indiana, 46517 for further information.

The First Annual Seven Year's War Association Meet will be held on the 8th of April, 1984 and is hosted by the Midwest Wargamer's Association and put together by Rich Black. This is intended to be the first of many such meetings to be held at various places and times. It will be held at Prairie State College in Chicago Heights, Illinois from 0900 to 1900. The schedule is as follows thus far:

- Morning (0900 to 1300)
 - Seven Years War Naval (Ship of the Line)
 - 15mm SYW (Koenig Krieg) host Greg Novak
 - 30mm French & Indian War (Charge rules) host Bill Protz
- Afternoon (1400-1900)
 - 9mm SYW (Alte Fritz) host Bruce Bretthauer
 - 25mm SYW (Tricorne V) hosts Rich Black and Hal Thinglum
- Evening (1930 until ?)
 - Dinner to be held at The Dragon Inn Restaurant

If anyone else has any other activities they would like to host, please contact Rich Black, 1018 Samson Drive, Park Forest South, Illinois, 60466 (312-534-6694). Although the space being used is not a hall, it should be ample for our needs. This idea was the brainchild of Bill Protz who felt that it would be enjoyable to have regional meets for the SYW period of individuals who are members of the SYW Association but it is not limited to those people.

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BUY/SELL/TRADE

Glenn Grundei, 1823 Fallbrook Lane, Cincinnati, Ohio, 45240 has the following magazines for sale or trade:

Little Wars: Vol 1, # 1, 2; Vol. II, #3
Military Modelling: Aug-75, June-76, May-77, June-77, Sept-77,
Oct-77, Nov-77, Jan-78, Dec-80, Jan-81, March-81, July-81
Campaigns: 1976, # 2, 3, 5, 6, 11. 1977, #13, 20
Wargamer's Digest: Vol. 1 #10, 12; Vol. 2 #1, 2, 3; Vol. 3, # 9;
Vol. 4 #7, 12; Vol. 5 #6, 8, 9; Vol. 9 # 5.
Civil War Times Illustrated: 23 copies from 76-77
Mankind Magazine: 1967 Vol. 1 #1-11.
Adventure Gaming: 1981, 1, 2, 3, 4, 5, 10

PW REVIEW OFFERS RULES CONTEST

The December, 1983 issue of PW Review announced that they are sponsoring a "Rules on the back of a postcard" contest for any era or scale. Wally Simon states that the only requirement is "that the rules fit, in typed format, on one side of a postcard." The deadline for entries will be February 1, 1984. If interested, contact Wally at 12328 Middle Road, Wheaton, MD., 20906.

ON TO...RICHMOND?

By Wally Simon

This article is reprinted with the kind permission of the PW REVIEW and appeared in the December, 1983 issue of that publication. It is being included because of our local group's interest in the rules set, On To Richmond by Paul Koch.

At the October PW meeting, Ted Alexander brought his dusty ol' 25mm American Civil War armies and we hosted an ON TO RICHMOND Battle. In truth, it was a fairly abbreviated version which we simply termed ON TO and which played rapidly... the Confederates won.

ON TO incorporated several simplistic modifications of OTR, the most prevalent concerned with the firing procedures. I noted that Herr Professeur Paul Koch, OTR's auteur fameux, had, in his small arms fire table, put in such modifiers as -3 if the target was behind works, -2 if they were behind walls, -1 if they were in houses, etc. (Don't quote me on these figures, since I don't have the firing tables in front of me).

ON TO simply said -1 for all covered targets regardless of type of cover.

Another item concerned itself with the fact that Paul does not permit a unit in road column (all stands in column formation, with the unit being one stand in width) to have any combat value whatsoever. They are, indeed, prime targets for enemy charges, and rightly so.

In the game, however, there appeared a one-stand-width defile defended by the Confederates. It seemed to me to be most unreasonable that the Union couldn't attack through this gap at all... surely they should be able to charge through the defile and surely I should give them some sort of combat value when - and if - they made contact. I did, and they did, and lightning did not strike me down.

Paul is pretty liberal in his judgement of what is - and what isn't - a flank attack. I limited the definition of flank attacks and flanking fire rather severely.

OTR also states that, upon entering disruptive terrain, e.g., woods, hills, there is a probability that the moving unit is disordered. The OTR procedure looks at the grade of the unit...veterans are less easily disrupted than conscripts, etc. In ON T0, all units were treated as equals without regard to race, creed, nationality, or status... I took no chance that the ACLU could prove bias of any sort. A roll of 1 or 2 on a 10-sided die indicated that the moving unit was in the disordered state.

I remember two incidents in which the participants were unhappy with my on-the-spot instant umpiring. The first occurred when a Jim Butters' Confederate regiment occupied a house, or village, as you like, Jim's unit had 6 stands in it; the rule was that only 4 stands could fit in a house. Jim's regiment was charged, and the attacker naturally desired to make contact with the 2 stands outside the house. And the question arose...which cover modifier do we use? Jim fought just as hard as his regiment did, maintaining that the ENTIRE regiment was under cover. Try as I might, those 2 stands in the open bothered me, and I ruled that, for purposes of melee, the Confederate Unit was not under cover.

Another unhappy moment occurred when I permitted the Union, in column formation, to charge Ted Alexander's defensive line holding the defile previously discussed. Ted stated that the REAL rules did not permit such action. My own thought, unvoiced, was that only the Lord knows the REAL rules...and the charge went home.

At the time ON T0 was being played, another PW group was gaming another OTR encounter, this one with 15mm figures. This game used - as Ted would say - the REAL rules, and my informants told me that the game ended with nary a shot being fired. It seems that off-the-board map movement got out of control and the forces seeking each other never did make contact.

Rich Smethurst of Ral Partha informed me that the ZULU rules are very rough at present and will be available in late April and he will supply me with copies at that time. He is providing "The Rules According to Ral" for 25mm combat in the Age of Chivalry. Thanks much, Rich.

