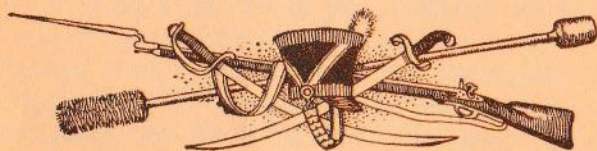


TABLE TOP TALK



Published by
JACK SCRUBY

DESIGNER AND MANUFACTURER OF SCRUBY MILITARY MINIATURES

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TABLE TOP TALK

Volume 2 Number 2

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COMMENTS by Jack Scruby

Several people have approached me about turning out a War Game Digest of some sort or another - asking me for advice, comments, etc. I have reserved comment for one reason or another until I could see if it would work out. However recently I met RAY JACKSON, a 21 year old war gamer- mature beyond his years- and an enthusiastic worker who I believe has the "stick-to-it" personality that is required to turn out a publication. Despite my warnings, Ray seems determined to do something about the lack of a War Game Digest type of publication, and in all fairness to him, I think we should back him and give him a chance. Ray has made all the physical arrangements about printing the WAR GAME NEWS, as he will call this publication, and has asked me to help get it started. It is my opinion that we should give Ray our backing by subscribing to WAR GAME NEWS, and sending him some stories to get started with. Here is the information:

WAR GAME NEWS will be published in two issues for 1963, with first issue to come out in May. Subscription price is \$3.50 per year. Money must be paid in advance, with the deadline for subscription by March 15th. Ray has no funds at the moment, and must have your subscription to get it started. There will be a minimum of 100 subscribers before publication can commence, and if this many are not available as paid up subscribers by March 15th, War Game News will be cancelled, and your subscription money refunded to you.

Send your stories and subscription fee to RAY JACKSON, Apt. 1, Carr's Apt., 1231 Broadway St., Atwater, California.

WAR GAME NEWS is not a re-issue of War Game Digest, and I have nothing to do with it except in an advisory capacity. Ray feels that our hobby needs a publication, is willing to do the work involved in producing a publication, and has the time available to do the job. At the moment money and stories are lacking. This is a good chance for all those interested in a continuing publication for our hobby, to let Ray know, and to contribute to it. All you can lose is a little time and money (and this will be refunded if enough subscribers can't be found). Let's try and put this over.

THE UNIT WAR GAME

In the past few years, one of the more interesting new factors in war gaming has been the development of the UNIT WAR GAME. By this we mean model soldiers are mounted in groups on moving stands (or trays), forming a "unit" representing a company or regiment of men.

The "unit" fights as a unit, moves as a unit, and is taking the place of the individual movement of lead soldiers. This leads to the conclusion that there are now two types of war games- the Unit War Game, and the Individual War Game. And with the advent of the Morschauser Roster System, it is my belief that the Unit War Game has come of age.

The Unit system is of course not new, and I remember back in 1957 that Frank Tippetts of England wrote a short article in War Game Digest explaining how he made movement trays for his 54mm Britains soldiers. However, like most of us during that time, these moving trays were only used to move soldiers forward into combat. Once in combat, the soldiers were "disembarked" from their trays and fought the action out as individual soldiers.

I think one could safely say that an article in WGD a few years later by Ted Haskell on "Formations" put a lot of us to thinking about using some kind of a unit formation for our musket period games. Ted pointed out that in those days tactics and firepower were developed for "shoulder to shoulder" formations, and that precision of maneuvers on the battlefield was of extreme importance to enable these to be effective. His ideas on "facing" of troops - i.e. facing into line from column, or from column to line, or facing and firing, intrigued many of us.

In most of the Individual type games fought then, we started our troops out in beautiful formations, but in the "heat of battle" and under pressure, the table top general soon had inexorably moved his men into a confused mess, in which no regimental cohesion existed.

Actually we all know such confusion existed, but one need only read history books to know that some cohesion existed on most battlefields, even during the most fierce combat. I know that I for one hated to mix my regiments, and I grasped for the Unit system and moving tray idea quickly. Soon movement, firepower and combat values were established for each such unit, and with the use of the moving tray, one could have huge armies of model soldiers and have a manageable war game without too much trouble. Armies quickly rose from an

average of about 150 individual figures to as many as 400 to 500 soldiers on a side, with no trouble due to manuevering so many.

The biggest drawback to the Unit Game at that time was finding some way to make the soldiers "stick" to the trays. Lots of people came up with lots of ideas, from soft clay to double backed scotch tape. None were really good, and it was a constant nuisance to have the soldiers fall off the trays, or become stuck so hard you broke them when removing them from the trays when they became casualties. And one cannot forget the time it took to place these "casualties" back on their trays after the battle was over!

Now, I cannot say that Joe Morschauer's idea of glueing the soldiers on the moving trays was original, for I had tried this out several years before. But what I think was original was numbering the stands, and using a Roster Sheet with them on which the casualties are marked, rather than removing soldiers as they "fall" in combat. This "tieing in" of stand and Roster allowed one to permanently glue the soldiers to the stand, eliminating at once any troubles of putting them back on the trays after a game, or having them fall off each time you moved a tray.

Of course, I feel the greatest thing from the Roster System is the "concealment" factor, in that since no soldiers are removed from a tray, all trays appear at full strength until they are removed as casualties are accumulated. Thus, at no given time during a game, is the opposing general able to calculate exactly how strong any unit happens to be.

Two very capable war gamers, Ed Saunders and Charles Grant, have questioned this "concealment" factor, stating that in their opinion this is not realistic, in that any company of men at close quarter fighting could tell how many opponents they were fighting. I do not argue that this is not true, although I am in doubts if it would always be true, for such things as smoke, terrain, surprise, and limited vision of an individual fighting man, would make it difficult to exactly judge how many enemy troops were moving in upon you.

My answer to Saunders and Grant is that the concealment factor in the Roster System is not meant to conceal the numbers of opposing troops from the men directly facing it, but is meant to conceal their strength from the opposing war game player. We assume in war games that the

opposing players are in tactical command and issue the orders to each individual stand or unit. Thus the concealment factor must be against the opposing "general", not against an individual stand.

At the same time, both Ed and Charles made the point that a unit weakened by casualties, could not develop the firepower of a full strength unit, and therefore this should be cut down in proportion. I agree thoroughly with this idea, but found from experience that it was just not worth the effort to check each individual stand each time they fired. However, you must remember that I use small units in which 6 of them equal a regiment. If I were using one large moving tray for a regiment, I definitely would cut down firepower (and melee power) in proportion to the loss a unit had taken.

No doubt there will be other pros and cons of the Roster System as it comes more into use. And this will make for new developments in the System I'm sure, for if nothing else, years of experience in this hobby has taught me that there is always something better, and most of these new ideas come from correspondence and arguments concerning these things.

The main concern here however is that the Unit War Game- for good or bad - has come into its own, and now is used extensively by many war game generals. Like everything new in war gaming, it has had its growing pains and troubles. And it has opened up a problem for beginners in forcing them to decide on what "type" of game they want to use - either the Individual Game using individual soldiers, or the Unit Game using trays mounted with several or many soldiers. At the same time, the Unit Game has I believe made the war game much more complicated, since one has to worry about formation, movement, facing, maneuvering, etc., which when moving one lead soldier anyway you wanted was not involved. Again, the Unit Game has led to the necessity of an "organized" and balanced force, to the complications of using Skirmishers (with a wide variation of rules for them), etc., to new ideas of firepower for artillery (you simply can't roll dice and have a six kill six men in most cases!), and in the use of new tables of volley power and melee combat values.

I strongly feel that the Unit War Game is important enough to become a permanent part of our hobby, and that its development can be accredited to our "modern" generals- without help from the great founders of this hobby.

LETTERS, VIEWS AND NEWS

VISITORS TO VISALIA - CHUCK SHOEMAKER of Pasadena, Calif.- CHARLES CUMMINGS of Palo Alto, Calif., and RAY JACKSON of Atwater, Calif. I think I proved to Ray (in two war games) why the British line (in Napoleon's time) beat the French column!

From DAVID GEE, 179 River Bend Dr., Chesterfield, Missouri
"..NEWELL CHAMBERLIN and I have started having war games about once a month....So far he has the edge on me. Hope to sharpen up my game so that I can take him soon'..."

From JEFF PERREN, 2102 Fremont, Rockford, Ill.
"...I have something going with my Napoleonic army dealing primarily with morale. Each regiment has its own standard....after a game I take notes on which regiments showed extreme bravery...before the next battle I glue battle ribbons to the staff (white ribbon). Units with more ribbons than others get increased morale...At this time I have four complete war game armies, not too bad for a 15 year old!..."

From KEN ALLSEN, 1712 High St., Ft. Wayne, Indiana
"..Before relocating recently I lived in Elkhart (Ind.) where I knew BOB YEKNIK, CHUCK HASEK and CHARLIE SACHS. They each own war game armies, and I became involved in a few war games. These usually culminated in my defeat..Most war gamers seem to play by their own (very flexible) rules, and I think that standardized rules would benefit the rank amateur and encourage more wide spread acceptance of this phase of military miniatures...."

From TED HASKELL, 2019 Stirling, Lansing, Mich.
"..It was with a feeling of considerable loss that I read of your decision to stop printing War Game Digest... The fact that I can see the why of such a decision does not make the loss easier....The Digest, in its six years, has done a number of valuable things. It brought together many fine men through the bonds of common interest; it acted as a clearing house for rules and I doubt that anyone could measure the effects of the reading of rules - writing and rewriting - sending to the WGD - and then the cycle going on with still others thinking, writing and rewriting, etc..." (Editor's note- I printed this because it offers a composite of so many letters from you fellows about WGD - the wording was all about the same, only the names signed to the letters were different. Thanks for all your comments ..and regrets.)

From JOHN SCHUSTER, 6108 Rosalind Ave., Richmond 9, Calif.

"...Here is the new rules we use for CLIFFS. Infantry which move to the base of the cliff must wait the number of moves that it is high (if two boards high, then must wait 2 moves). This is the "ascension period" in which they are "climbing" it. Once reaching the top, they are placed right on the edge, then on the next move may go ahead with their regulation move. If troops are forced over the cliff due to morale, they lose 1/4 of their number as casualties from "falling down the cliff"..."

From BILL GUNSON, 7 Ralph St., Portmadoc, No. Wales, UK

"...I met JOHN LEACH (from St. Louis, Mo.) in London last week (Oct., 1962), and we had a wonderful time out, he having dinner with us in Soho, then spending the rest of the evening comparing models and theories....My opponent is GIBB McCALL, a National newspaper reporter (who used to be in the Highland Light Infantry) who is a keen and masterly tactician - as I know to my cost!..."

From GARDNER FOX, 52 Crotty Ave., Yonkers 4, New York

"..I must thank you for introducing me to war games. I have been collecting miniatures for the past three years, but had remained blissfully ignorant of the extent of war game enthusiasm... My forte is ancient and medieval historical novels (of which I am a writer), and I find the war games supply to be a little short of what it might be...."

From ED GEARKE, 8610 Ilona, Houston, Texas

"...PAUL FLUECKIGER contacted me a while back soon after he had moved here...FRED (HARDAWAY) and I will soon set up an Ancient display to show Paul the procedure of battle. Paul is a great fellow and I'm sure will add a lot to our war game circle here. Thanks for letting him know about us..." (Editor's note- Having seen the tremendous set up of Ed's and Fred's ancient games (via photos) I can guarantee that this must have been a real eye-opener. These fellows make fabulous sand table terrain, and have masses of 30mm ancients - the photo's look like something out of "Spartacus", believe me...)

From JACK SCRUBY...The mail lately has been especially full of inquiries about war games since the Dec. 17th story in NEWSWEEK magazine. I simply can't answer every one (especially with the new postal rates!), and hope all the newcomers to this hobby will accept my apologies for not answering them personally. Incidentally, did you all see the PHOTOQUIZ in the Dec. 30th LOOK?

CRUSADERS VERSUS SARACENS
IN 20MM SCALE

Those war gamers who enjoy the "hack and slash" military period should like these newly designed Scruby-Greenwood models. The Crusaders are dressed in chain mail (with the exception of the helmet) and can be used for a wide variety of medieval warriors. The Saracens-especially the mounted ones- will be excellent to add to your Roman and Carthaginian armies, as they fit in perfectly, making good models for light cavalry of that period.

INFANTRY

GS-250	Crusader, firing cross bow
GS-251	Crusader, swinging long sword
GS-252	Crusader, swinging battle axe
GS-253	Crusader, on guard with long pike
GS-254	Saracen archer
GS-255	Saracen, swinging scimitar
GS-256	Saracen, charging with spear

CAVALRY

GSC-260	Fully Armored Knight, charging with lowered lance, mounted on armored horse
GSC-261	Crusader, chain mail, lowered lance, charging
GSC-262	Saracen mounted archer, firing bow
GSC-263	Saracen light cavalryman, swinging scimitar

I have just received news from JOHN GREENWOOD that he is designing some 20mm knights and bowmen of the Crecy period. We hope to have these in our hands soon, as they will make a valuable addition to the medieval models listed above.

NEW 30mm ERIKSSON CAVALRY

EC-26	U.S. CAVALRY, 1870, CARRYING GUIDON
EC-27	U.S. CAVALRY, 1870, TROOPER
EC-28	U.S. CAVALRY, 1870, OFFICER

ALTHOUGH THESE CASTINGS ARE ACTUALLY U.S. CAVALRY OF THE PLAINS WARS AGAINST THE INDIANS IN 1870, THEY ARE IDEALLY SUITED TO PAINT AS CIVIL WAR CAVALRY. All riders are wearing brim hats, and are mounted on walking horses.

NEW 20mm NAPOLEONIC CAVALRYMAN

This model was made especially for John Schuster, and fills a gap that has been lacking.

GSC-61 Russian Cossack, mounted on charging horse, attacking with lowered lance.

30mm CIVILIANS

The following miniatures were designed by GEORGE VAN TUBERGEN, and are very well executed figures. They should come in handy for the diorama builder. Price .25 cents per figure (plus postage) No minimum required as far as numbers are concerned

V-1 Slave girl, water pitcher on head

V-3 Civil War male civilian

V-2 Colonial dame

V-4 Civil War female civilian

SAUNDERS HAND MADE AND PAINTED 54mm

PERSONALITY MINIATURES

For the past several years I have commissioned A. W. "ED" SAUNDERS of Taunton, England to make and paint special figures for interested collectors. Mr. Saunders is one of the top craftsman in our hobby, and his single, one of a kind 54mm models are some of the best and most original privately made miniatures that are available. For the first time I have several of these very beautiful hand made and hand painted miniatures available for public sale. Because there is only one casting available, please list second and third choice. Do not send money in advance, but wait until receipt of figures to pay.

GERMAN UHLAN, 1917This figure is standing holding lance, carbine slung on back, in gray uniform, pot helmet, full equipment....\$8.00

TURCOS INFANTRY, 1916 ... This is a very unusual figure, dressed in khaki campaign dress, red turban, and loaded with equipment. He is standing behind a machine gun. Mounted on extra large base. \$9.00

FRENCH POILU, 1916 ...Dressed in horizon blue uniform, with steel helmet. Much equipment hanging on him, including extra shoes. Figure is standing, gun on shoulder. ...\$8.00

OLDENBURG INFANTRY, 1870 ... This figure dressed in colorful dress uniform, shako, and standing at ease holding rifle. \$8.00

GERMAN DRAGOON, 1915 ... This model in undress uniform, with cap, standing smoking his pipe. ..\$8.00

30 YEARS WAR FIGURES ...There are three figures of this period available. They can be purchased separately if desired. **COUNT WALLENSTEIN** - standing, hat in hand. **A MUSKETEER** in buff jacket, morion helmet, musket on shoulder. **A CUIRASSIER** in full cuirasse, lobster pot helmet, full equipment. \$4.50 each figure, or \$16.00 for all three

RESEARCH REVIEW

HANDBUCH DER UNIFORMKUNDE - by Herbert Knotel and Herbert Seig. Reprinted in 1957

This fabulous book on uniforms of most of the armies (and navies) of the world was originally printed in 1937, and before its reprinting in 1956 copies were sold for as high as \$50.00. Today it can be purchased from book dealers (including BOB BARD, Baltimore, Md.) for about \$7.00.

The Handbuch is based on Professor Richard Knotels famous uniform plates (colored), and is enlarged and added to by Knotel's son^{MHD} Herbert Sieg. It's 440 pages includes over 1600 illustrations of soldiers in black and white, and details in German all the details of uniforms beginning in the early 1600's up until 1936. Most countries of the world are covered, including such unusual ones as Argentina, Brazil, Turkey, Japan, Mexico, Luxemburg, Soviet Russia, Greenland, Lettland, etc. All the major navies of the world are included, with full uniform information on marines and sailors.

The main drawback is the fact that the text is in German, and German military words are often the same as "civilian" words, but has a different meaning. Several years ago War Game Digest ran a brief vocabulary of german military words translated into english, and this has been extremely helpful if you happen to own one. Otherwise, if you have a friend who can read German, you've got it made.

Richard Knotel spent his life in the study of uniforms, and his works and drawings on this subject are the tops everywhere. Anyone who owns some of his color plates (which are long out of print) has a wealth of information at his finger tips. This Handbuch actually duplicates many of the illustrations appearing on the Knotel color plates, and the text describes the uniform colors.

Richard Dickeson of Chicago tells me that the public library there has many volumes of Knotels work, where color plates are shown, so it is possible that other libraries in big cities may carry such sets, and if this is so, you will find this a complete source on uniforms. If such works are not available to you, the Handbuch will be invaluable to you even if it is difficult to translate. For once you have the basic uniform colors of any particular army in a particular period, the great lists in the Handbuch give you all the details of each regiment, and these are easy to follow when painting your model soldiers.

A UNIQUE WAR GAME

By Major Theo Svensen

It happened years ago in Norway. It was spring of the year 1890, snow still lay on the ground, and our little round stoves were always going to warm up the rooms - each room had one of these stoves.

Another 11 year old boy, Hans Thomas, and I played a table top battle. My army of French (paper) soldiers, standing on wooden blocks, of the 1870-71 period was giving Hans' paper Russian soldiers a drubbing.

So he asked me to change sides with him. This I did, changing from the French commander to the Russian commander.

Being the better shot, I soon altered the conditions in favor of the Russians, and this exasperated Hans so much, that he rushed to the woodbox, grabbed a piece of wood, and with one swipe knocked all the Russians off the table, yelling "I'll settle the Russians!". And he sure did!

I quickly returned to the other end of the table and began packing up my French soldiers in case he might go berserk and swipe them off the table!

Since that time, I have played many war games, but never had the command of two armies under similiar circumstances!

Editors Note: Theo Svensen celebrated his 82nd brithday recently, and is still playing war games. Although born in Norway, Theo has spent most of his life in Australia and resides in Brisbane.

He is a veteran of the Boer War, and fought with the Australians at Gallopoli in WWI. Retired now, he was an architect.

The soldiers Theo mentions were made by him of paper when he was a lad, and he still uses these same paper soldiers today in his war games. Each soldier is named, and each man has an individual record sheet showing all the battles he has fought in over the last 60 years. Many are heavily decorated. The reference to be a "better shot" means just this - for Theo has always used spring loaded cannons in his war games, actually shooting projectiles. The rules for war games he uses today are not too much changed from his games in 1890. There is no question about it, Theo is a real war gamer, and his games pre-date H.G. Wells, and certainly entitles him to the honor of having played war games longer than any other person that I know!



LIONEL TARR is perhaps the most active "solo" war game general there is. In the photograph above, you can get an idea of his beautiful setup, which consists of a sand table set in its own room, devoted entirely to war games.

The soldiers are 18mm Authenticast figures, and the tanks are made by Lionel of plaster of paris. All battles for the past few years have been Russians vs. Germans of WWII period. Note the map in the background, on which Lionel sets up his strategic movements before putting the troops on the table.

Lionel lives in Bristol, England, and works for Standard Oil Co. He is a veteran of WWII, having served with the Paratroops, and fought at the Battle of Arnheim, where he was captured by the Germans. His cousin is also a war game general, A.W. "Ed" Saunders, and they have had many battles in years past when Ed and Lionel lived in the same town.

CONVERSIONS

By R. L. "Pat" Patterson

I think you will be interested in how I have converted those Cox mounted arabs (Casting XC-2) into my elite band of mounted Moslems (30mm scale).

I filed the head down almost flat (see Fig. 1), then I "customized" a German SAE figure by cutting off the helmet and spike at about the base line of the helmet. This piece was soldered (by liquid solder) to the head of the arab. These men were then given lances, sabres, and muskets slung across the back, and each figure painted in a different color for jackets, trousers and boots. All horse furniture was painted with red leather - 10 on standing horses, 10 on galloping horses.

Then I went all out on the "personality" figures - standard bearer, kettle drummer and AVENGIS KHAN himself!

The KHAN has a new right arm, with raised scimitar in it, has a white havelock added to his helmet, gold lamé coat, etc. I took the Cox prancing horse (for the French Aide) and spent about four hours painting the leopard skin and head shabraque. Man, this Khan is a real character!

For the kettle drummer I took two plastic bass drums (Fig. 2) from the Airfix 20mm Guards Band set, and built up the bottoms with clay, plastic wood and liquid solder mix. Put four coats of flaked gold on it, plus other fancy emblems, etc. and mounted it on one of the horses.

The Standard Bearer is the same as the rest of the riders, only placed a standard in his hand instead of lance (see Fig. 3). The half moon is made of cardboard, with cotton horsetail streamers, and the skull is one of Cox's Sudanese native heads filed down, whitened, and painted with black eyesockets, etc. This skull standard no doubt will become a great prize of local war games here in Chicago in the future when Avengis Khan (me) rides against the British (Dick, Small, Schwartz, etc.)

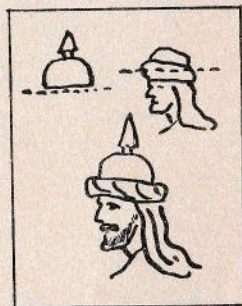


FIGURE 1

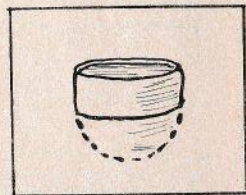


FIGURE 2

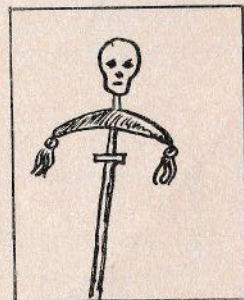


FIGURE 3

NAPOLEONIC DRUMMERS

by Peter McKenna

Prior to 1812, the standard dress of French Drummers was

the uniform coat of the regiment, with gold trim for the Line around the collar, cuff, lapels and turnbacks. This trim was silver for the Light Infantry Regiments. Collars, cuffs and turnbacks were Red.

Napoleon's decree of Jan. 19, 1812, established the Green Musicians Livree. The coat was green, trimmed across the chest and arms with musicians lace, which was dark green with alternating green



BRITISH
DRUMMER



FRENCH DRUMMER
1812 Decree

crowned "N's" and imperial eagle on a yellow field. Collar, cuffs and turnbacks were Red. This livree did not apply to the Old Guard, and actually few regiments wore the new colors, preferring where possible to stick to the old traditional blue coat.

British Drummers wore coats of reversed colors with regimental lace across the chest and arms. Due to the high casualty rate among musicians, the practice of wearing coats of reversed colors was abandoned in the later Napoleonic period. (By reversed colors, this means the coat was the color of the regimental colors)

The drums of the French were brass or copper, the rims of any combination of red, white and blue. Plain medium blue rums became popular in the later years of the wars, especially with the Imperial Guard.

British drums were painted regimental color with crests and battle honors. All drums had white ropes and sliders.

Casting S-5 and S-6 can be painted as described above by Peter McKenna. However, the French drummer is actually dressed in the 1810 (long tailed) uniform, and probably should be painted in the blue coat.

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