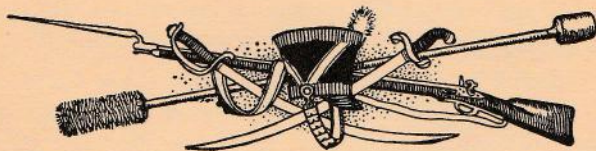


# TABLE TOP TALK



Published by  
JACK SCRUBY

DESIGNER AND MANUFACTURER OF SCRUBY MILITARY MINIATURES

*Vol. 2 No. 4*

# TABLE TOP TALK

April-May, 1963

Volume 2 Number 4

## COMMENTS by Jack Scruby

On pages 7 and 8 of this issue you will find news concerning the change in plans about publishing TABLE TOP TALK. Commencing with the July, 1963 issue, we will be going on a deadline basis again, in hopes of turning out a professional type publication. Enclosed within the envelope which this TTT is mailed to you, you'll find a subscription card to fill out.

The reason for charging a subscription fee for TTT is due entirely to the fact that there are so many guys who want to read it, I cannot financially turn it out on a "free" basis anymore. As most of you know, I originally intended TTT to advertise my line of miniatures, and had planned on sending it only to those who appeared as purchasers on my ledgers.

At this time, however, there are many people who want to read a publication without being forced to become a buyer, and there are enough of these people to make it worth while printing a bi-monthly magazine for.

Although we will continue to feature war game news and stories, the new TTT will delve into other phases of our hobby also. We hope therefore, to cover pretty thoroughly both factions of the hobby - the war gamer and the collector. The idea behind the new TTT is to HELP everyone interested in lead soldiers, whether they play with them or just admire them on a shelf.

It is hoped that under this policy TABLE TOP TALK will become a well rounded publication, devoted to the man who loves miniature soldiers, and will take its place as one of the top publications concerning our hobby.

With the help of the "old guard" and plenty of the "new guard" war gamers and collectors, I believe that TTT will shape up as a "must" booklet for all of you, and something that will be worth your subscribing to. All articles and stories will be welcomed- and remember this time you may get paid for writing them!



JOE MORSCHAUSER, War Game General.

The hobby of playing war games owes much to JOE MORSCHAUSER of Scarsdale, New York. For Joe's book "How to Play War Games in Miniature" has been a tremendous contribution to our hobby, and along with Don Featherstone's book entitled "War Games" is the first of the "modern" classics on war gaming. Not since H.G. Wells published his "Little Wars" has anything been printed for the general public to read concerning the war game - as played with lead soldiers. There is no doubt but that JOE's book will for a long time be the "beginner's handbook" of this hobby.

JOE is an editor with LOOK Magazine, and in 1960 was instrumental in getting them to accept his now famous article, "Little Tin Soldiers" that gave national recognition to the hobby of war gaming and collecting lead soldiers. He also gave the hobby a big boost in 1962 when an article in NEWSWEEK Magazine appeared at his instigation. All in all, JOE's work in publicizing war games on a national basis, has been outstanding, and we all owe him a debt of thanks for helping to "legalize" the fact that people do play with "little tin soldiers", and that there is no disgrace in it!

In the photo above, JOE is at his 17ft by 6ft war game table, looking over a part of a battle. You will note that the troops are mounted on moving trays - an integral part of the Morschauser Roster System. It is interesting to know too, that just after leaving the armed services after World War II, Joe finished his studies at Bard College in New York, and there came under the wing of Gerry DeGre, a professor there. Gerry is the founder of an organized war game club, and Joe Morschauser was one of its charter members. That Gerry DeGre had a great influence on Joe can be seen, for he has long used the "moving tray" system (or Unit War Game) in the Club's war games that have taken place for many years at Bard College.

All in all, we war gamers can be thankful that there is such a fellow as JOE MORSCHAUSER, whose devotion to this hobby has done so much for all of us. If you haven't read his book, you're missing something.

## BACKGROUND - The War Game

In the past few months we have been swamped with new comers to war gaming - mainly due to Joe Morschauser's book on how to play War Games. The question "what is the background of this hobby" has come up so many times, it seemed a good idea to again go into the history of modern war gaming. The "Old Guard" know this history- since they helped to make it- so they may pass on over this story!

The "Old Guard" of war gamers was more or less organized in 1957 when they became the first 40 subscribers to WAR GAME DIGEST. Most of these men had been at the hobby for years prior to this, but there had never been a publication concerning war games, and the exchange of ideas concerning war games had been carried on in independent correspondence between players.

With a means of expressing themselves through the pages of WGD, the "organization" of hobbyists really began, and for years there was a constant growth within the hobby based on the ideas each man came forth with. Some good publicity in a couple of national magazines helped things out a lot, and a "hard corp" of war game generals was pretty well established. At the same time, during this period, there were many war gamers who played the game without working through WGD, but in the main I think most will agree, that the growth of the hobby into a "legitiment" enterprise came about during the years of 1957 to 1962.

Actually our hobby is not too conducive to "organizing"! This is a "lone hand" hobby in many ways, and in most cases no player wants to be tied down to a strict set of rules and regulations for his game- as for example Chess. All of us are pretty independent in our thinking, and as yet there has never been any attempt to "standardize" a set of rules that everyone plays a war game by - for no two players could ever agree on such a set of rules. And of course, the idea of war games covers all the periods of military history, and it would be impossible to arrive at rules that would cover everything.

Those beginners then, who are looking for a well organized hobby; a standard set of rules; a "council" of people headed by a President who set such rules; a hobby big enough to have "slick" magazines, etc., will be disappointed. In the main, I believe I am right in saying that the "Old Guard" gamers set the "pace" for the hobby with new ideas, and most of us tag along after them, using their ideas as they seem to fit best to our own particular, individual needs.

And if one delves into the background of the Old Guard,

you'll find their first games were based on H.G. Wells rules and that their game is basically still the Wells games with "modern" interpretations. Most of us no longer shoot spring loaded cannons at our soldiers, but you can bet that all of us originally did before we became more "sophisticated", and bought ourselves better lead soldiers that we did not want to damage!

Thanks to the hard work of fellows like Don Featherstone and Joe Morschauer, we still have publications and books concerning our hobby, and these have contributed a very great deal to getting newcomers started, and to keeping us old timers interested. The beginners in this hobby must realize the endless amount of work it takes to publish a bulletin, and should be loyal enough to help support these things with not only money- but stories too. Without these publications, we all long ago would maybe have given up this hobby. For not too long ago people thought anyone playing with lead soldiers was some kind of a nut...now at least one can point with pride to two books on the subject, and a long string of publications proving the fact that there are other "nuts" in this world- and some of them pretty prominent people!

I often compare this hobby of playing war games with the hobby of model railroading. Not too long ago model railroads were considered toys- now they are adult's work, and darn few kids are considered. Our hobby is in its beginning in my estimation, and will grow by leaps and bounds over the next years ahead. It will never grow to be a strictly adult game, however, as traditionally lead soldiers are also kid's toys- and thus there should always be a place for both child and adult. This is one reason to my way of thinking that no standardized set of war game rules are necessary. For in this hobby the 10 year old can play HIS rules, and the 60 year old can play HIS - and never will the two be incompatible!

For the pleasure derived from lead soldiers - whether you are 10 or 60 - can never be duplicated by anything else. And this is what makes our hobby so interesting- and unusual.

I have only to look at my file cards- where over the years I have written down each newcomers name and address - to realize how many people are interested in this hobby, and from how many walks of life they come from. So, I can truthfully say to all the newcomers to this hobby, that you are in GOOD COMPANY, and the best thing to do about it is to get into it with both feet, for all your life you are going to enjoy it thoroughly. Just ask any of the "Old Guard" of this hobby...they will back me up 100 percent - I know!

# Scrubby Miniature News

## 20mm GREENWOOD AND BALL INFANTRY OF WORLD WAR II

For the Modern enthusiast we offer the following 20mm figures of World War II for war games. The British are dressed in tin helmet and battle dress, while the Germans wear the "pot" helmet. All figures are fully equipped with field equipment and weapons. Castings GB-235 and GB-239 can be used as officers as well as infantrymen. PRICE .14¢ each (cast of 50-50 tin)

- GB-230 British infantry, advancing at high port
- GB-231 British infantry, standing on guard
- GB-232 British infantry, walking, rifle at trail
- GB-233 British infantry, charging on one foot
- GB-234 British infantry, firing
- +GB-235 British infantry, walking, tommy gun under arm
  
- +GB-236 German infantry, firing
- +GB-237 German infantry, advancing
- GB-238 German infantry, charging on one foot
- +GB-239 German infantry, walking, holding tommy gun
- +GB-240 German infantry, running, rifle at trail
- GB-241 German infantry, standing on guard

## SPECIAL!!

### 20mm NAPOLEONIC "CONVERTABLES"

The 20mm "Convertible" castings below are cast of tin in a spreadeagle position. A musket and stand comes with each. They can be bent into many action poses, but we advise not to order them unless you are good with a soldering iron. They are perfect for diorama construction, or for NCO's, standard bearers, etc for your Napoleonic armies. Upon request I have a flag available (no pole) for standard bearers. Those who wish to have me position figures for them may contact me for prices. Give full details as to positions required, etc. so I have something to work with in pricing them. PRICE .14¢ each (includes stand and musket)

- GS-300 French Infantry (also can be used for Prussian)
- GS-301 Austrian Infantry
- GS-302 British infantry
- GS-303 Bavarian infantry

I have recently repaired all my 54mm molds, and can offer a nice variety of Civil War and Napoleonic figures. If you want a listing, please send self-addressed, stamped envelope. Prices now range from \$1.10 to \$1.50

Former WAR GAME DIGEST subscribers who had overpaid their 1962 subscription fee may use their credit when applying for a subscription to the new TABLE TOP TALK. If not used in this manner, we will refund your money.

RECENT VISITORS to Visalia include GERRY McCOY, TOM REY, JOE OLINGHOUSE, ERIC LUNDGREN, DALE BROWNE — all from various parts of California.

From JOE MORSCHAUSER, 22 Top of Ridge Rd., Scarsdale, N.Y.

... Last night I watched a good film, "Prince Valiant" on TV that made me want to get right down to my war game table and have at it. I wish they made more films today like this one. I am sick and tired of all the "sick people" movies being put out today. Everything nowadays seem to want to carry messages, most of which don't make sense anyway. . . . Give me a movie hero who says "CHARGE" instead of one who says "Do I hate my mother if I say Charge". . . or worse still, "What hidden aggressions do I have in my syndrome if I think of ordering these individuals who have complexes about war, to move forward to kill?" . . ."

From CHARLES SWEET, Box 1201, Bristol, Conn.

"... Recently TERRY McGURK and a couple of young friends, came over for a visit from Litchfield, Conn. We played a game, reviewed my collection, and had a grand visit. . . Must mention to you about my war game pal, my 10 year old son, DAVID, who is deeply interested in war games and who thinks you are the greatest. He reads TTT from cover to cover, and takes after my father, who used to be foot ball captain at Georgia Tech way back when..."

From PAUL PETROFF, 14312 Victory Blvd., Van Nuys, Calif.

"... Please find enclosed an order . . . I would like to get this order as quickly as possible, or my war game army is in bad trouble. There is an expeditionary force of about 4000 British troops helping in our Mexican-American game, and I need these troops to save Houston and Louisiana. . My American army that was in San Antonio was destroyed and now the Mexicans are after the British.. My opponent is BOB SWANSON, and he is a sneaky one. I just hope you will send them in time. . . " (*Editors Note: Although the soldiers arrived in time, a recent dispatch from BOB SWANSON reports PAUL'S troops were wiped out and his Mexican army has conquered Louisiana!*)

From RAY ALLARD, 4841 Emerson Ave. So., Minneapolis 9, Minn.

"... Its always good to have a few unpainted castings around that I can fall back on to paint — if my wonderful wife has too much for me to do around the house, I just sneak down into the basement and go to work on my projects. . ."

From BERNARD TITUS, 809 Lane St., Mountain View, Alaska

"... I've wondered how long you could go on making such true-scale miniatures for the prices you have been charging, and to me your recent price raise was a very moderate one. Since its taken me years to find anyone molding exact figures of this type, I hope you'll take whatever steps are necessary to profitably continue with your "soldier business". . . ."

From DIRK DeROOS, 3951 Redick Ave., Omaha 12, Nebraska

"... I think your idea of printing such booklets as the "Free Move - Timed Move" rule book is very good, as it will give beginning war gamers like myself a chance to encounter many new rules. I hope you continue with this idea. . . ."

## THE NEW TABLE TOP TALK

This is the last issue of a "free" TABLE TOP TALK. Commencing in July, 1963, the new TABLE TOP TALK will be published.

The tremendous growth which has occurred within the last few months in our hobby - and the excessive demand for TTT - is a result of the two books on War Gaming written by Don Featherstone and Joe Morschauser. In my own case this growth has accounted for more catalogues in two months time than I have previously printed in a years time. The demand for TTT has likewise expanded to such a point that I cannot finance the publication of it on a "give-away" basis, and keep friends! Originally I had planned on delivering TTT only to my customers who purchased my soldiers. So many people, however, want to read a publication, and not be limited to having to be a purchaser, that something had to be done.

Therefore beginning in July, TTT will become an "all purpose" magazine devoted to our hobby, and for which a subscription will be charged. The full details follow.

SUBSCRIPTION - TTT will be run on a yearly basis to save bookkeeping. You pay your fee once a year, and if you fail to subscribe in time, the rate will remain the same even if you miss a copy or two. There will be SIX ISSUES a year as follows: July-August; Sept.- Oct.; Nov.-Dec.; Jan-Feb; Mar.-April; May-June. All copies will be sent by first class mail to insure delivery. Subscription fee is \$2.00 per year, payable in advance.

Enclosed you will find a card. Please PRINT your name and address (only) on it in ink, typewriter or rubber stamp. On the back of the card you may put in any personal information you wish; such as size of your war game armies, collection, etc. Return this card with \$2.00 to me in order to be a subscriber for the new TTT.

FORMAT - The new TTT will be the same size as the present one, but it will contain a minimum of 18 pages instead of 14. We intend to incorporate some new features in these pages such as War Game Club News, special articles by authorities, a Classified Section for those who want to sell, buy or trade items, a Question section where you can ask for information, and a photo page.

PAID ARTICLES - The Editor will welcome all materials sent to TTT. These must be typed double spaced, and any such special articles that are published, will be paid to the author at the rate of \$2.00 per printed page. Such articles will not include excerpts from letters, news items, want ads, questions and answers, war game club news or photographs. The Editor maintains the right to delete or correct any material accepted for publication. Payment shall be made to the author upon acceptance. No material sent in will be returned.

CLASSIFIED SECTION - Anyone (except commercial advertisers) may use this section to buy, sell or trade items with other readers. Cost will be at .03¢ (three cents) per word. Deadline will be 30 days in advance of publication.

COMMERCIAL ADVERTISING - Limited space may be available to commercial advertisers. Please contact the editor for information.





From JACK RIMER, 552 Spruce St., Verona, Penna.

"... I'm certainly in favor of your new formula 50-50 tin castings. Nothing exasperates me more than to snap a rifle, and I think this problem is now licked. . The extra pennies you charge is well worth it. . ."

From ROBERT POLLARD, 1 Highview Ave., Norwalk, Conn.

"... Many thanks for your prompt attention to my special order for the 1813 regiment. It arrived in time for my friends birthday, and I am pleased and he is delighted. You're a pal! . . ."

From DR. GUY D. CALONGE, 1715 Raton Ave., La Junta, Colorado

"... Am real impressed with your new catalogue, but it really gives me the "wants". Only wish I didn't have to make a living so I could spend more time painting. My boys, 8 and 10, are becoming very adept at handling quality figures, and do most of my research. I feel they are developing the knowledge which grows into respect and love for history, which is my excuse - if not reason- for "soldierin"

From RICHARD DICKESON, 245 E. Roosevelt, Elmhurst, Ill.

"... When I recently got back from New York, I found Mac and Ed (Tom McGowan and Ed Small) had come up with a new one, called "Dubious Orders". Mac had been reading of goofed-up orders in real battles, and tried it in war games. During the first four game moves, chance cards are diced for. The orders on them can read "Commander drunk, no move" or "Orders misread, move two moves to the rear" Once the first four moves are over, you proceed with normal war gaming - but by this time, your army may be four moves off the table! . . ."

From PAUL FLEUKIGER, 6515 Hartwick, Houston, Texas

"... My son, Ricky age two, is surely going to be a war gamer. He thinks all soldiers are great fun, and pushes them across the table top in what I like to think is realistic. He has never damaged any of my models, and he plays with them every chance he can get by outfoxing his Mom and Dad! I recently bought him his own set of Airfix soldiers - he even has his own die and spends quite a few hours setting up his plastic men, and then knocking them down with the die. At least he has gotten part of the idea. . ."

From E. D. MEYERS, 7820 Yates, Westminster, Colorado

"... Have always been interested in model planes but these do not offer the possibilities that model soldiers do in the game. . . At present I have a modern game all worked out complete with tanks, trucks, supply trucks, P. W. camps, home industry, cannon, airplanes - even a navy attachment. All I need is a player who will operate my rival army. . ."

**SPECIAL!!**

## 20mm WORLD WAR II INFANTRY

DESIGNED BY HOLGAR ERICKSSON

I am really pleased to announce that Holgar Ericksson has given me permission to reproduce his famed 20mm German and US infantry of World War II. These originally were sold in the USA under the Authenticast brand, and were put out in painted, boxed sets.

Along with the new Greenwood and Ball moderns listed elsewhere, the war gamer has a real variety to choose from. Combining these figures with the inexpensive plastic HO gauge tanks and vehicles available in hobby stores means realistic armies for the modernist.

PRICE....all infantry - .12¢ each (cast in 50-50 tin)  
Machine Gun and Anti Tank crews...20¢ each (tin)

- + E2-1 US rifleman, advancing, fixed bayonet
- + E2-2 US rifleman, advancing, with tommy gun
- + E2-3 US infantry, kneeling, firing Bazooka
- E2-4 US Machine gun crew, 2 men lying prone, firing
- E2-5 US anti-tank gun crew, prone, firing cannon
- + E2-6 US rifleman, prone, firing rifle
- + E2-7 German infantry, advancing, fixed bayonet
- + E2-8 German infantry, advancing, with tommy gun
- E2-9 German machine gun crew, 2 men prone, firing MG
- E2-10 German anti-tank crew, 2 men prone firing cannon
- E2-11 German infantry, kneeling, firing rifle
- + E2-12 German infantry, prone, firing rifle
- + E2-13 German, kneeling, firing anti-tank rocket tube

## 20mm "FOXHOLES"

Besides the figures above, I have designed "Foxholes" for the war gamer. These are small foxholes with men firing (plus an MG crew) from them. The idea is that on a table top an infantryman can be replaced with a "foxhole" when he digs in. When he advances forward again, remove the foxhole and replace with the infantryman! (Cast in typemetal)

Foxhole with rifleman firing.....20¢ each  
Foxhole with 2 man Machine gun crew...20¢ each

BRITISH MILITARY UNIFORMS FROM CONTEMPORARY PICTURES by W.Y. Carmen. Published in 1957 - Leonard Hill Ltd., Price about \$12.50

This is the first of several books written - or to be written - by famed authority, W.Y. Carmen, a collector of military miniatures. It is one of the most complete books on cavalry and infantry and artillery of the British army, and covers the period from Henry VIIth to the present day.

Within each major military period of British history, Mr. Carmen traces in detail all the uniform changes of every type of soldier about as completely and thoroughly as research makes it possible.

As an example, Chapter IV is devoted to the 1714-60 period, and we find a general history, followed by details of uniforms for Cavalry, Dragoon Guards, Dragoons, Light Cavalry, Foot Guards, Highlanders, Musicians, with the Infantry subdivided into three separate periods during which the basic clothing patterns were changed.

The volume is beautifully illustrated with many black and white illustrations, and many very beautiful colored plates which are collectors items in themselves. The illustrations are arranged so that they coincide with the descriptive text and one does not have to search all over the book to match uniform descriptions and colors with the black and white plates. There are several hundred of these plates, most of them contemporary to the period they were worn in.

There is plenty of information on uniforms of the British Army - all periods- available today at reasonable prices. This is one subject that is not lacking. The Carmen book, however, is in general much better done as far as printing and overall structure is concerned, and I believe it to be about the best on the market on the subject. War Gamers and Collectors will enjoy owning this volume, as well as the later volumes Mr. Carmen has written on the Indian Army.

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Since beginning our "RESEARCH REVIEW" column we have had many letters asking how to get hold of some of these books we review. This is indeed a difficult question to answer for many of the books are out of print. The best suggestion I can offer is to get "in" with a good book dealer, supply him with the name of the books you want, and let him dig them up for you!

Not too much uniform information on Canadian Militia is given by Mr. Scruby in his book on American Soldiers of 1812.

In the book THE DAY OF CRYSLER'S FARM there is some uniform information on Canadian Militia units, and I hope this information-from a junior collector- will be received in the spirit in which I forward it.

REGULAR MILITIA - In most cases their uniforms were identical in pattern to the British regular. The coat was green. Officers had red collars and cuffs, white lace and turnbacks. The men had red collar and cuff with white edge. White lace and turnbacks. All wore long gray pants, and black Waterloo shako, with white cording.

CANADIAN FENCIBLES - Red coat. Officers, yellow collar and cuffs. Men, yellow collar and cuff with white edge. Lace and turnbacks were white. Pantaloon gray, black Waterloo shako with white cording.

QUEBEC VOLTIGEURS - Coat of dark gray. Collar and cuffs (all ranks) black. Turnbacks gray. Pantaloon were gray, tucked into back knee gaiters. Hat - gray cap, with furred edge and fur pompom.

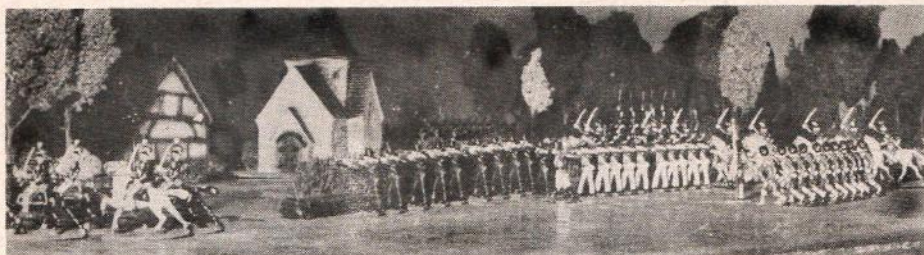
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SLINGERS VERSUS ROMANS....by Alan Colquhoun

I used to live near Maiden Castle in Dorset (England). This was a major earthwork of the Roman period, and the fortifications had been greatly extended during the 1st Century BC to four great rings, each at least 25 yards across. This had been done to prevent the Gaul Slingers from Brittany from throwing sling shot into the center of the fort! The slingers used pebbles from ChisselBeach- this being an all pebble beach which is about ten miles long.

Great stockpiles of these pebbles were found in and around the fort, and most of them were as large as hens eggs which somewhat disproves the David and Goliath "small" pebble idea.

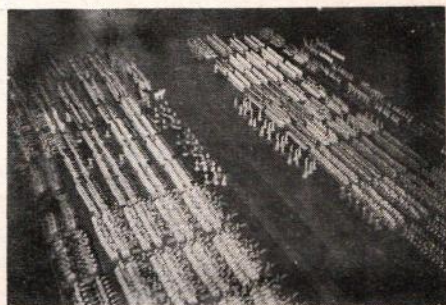
It is interesting to note that the Romans originally took this fortress by firing flaming arrows from siege engines, setting afire the leanto's and stables that had been built around the outside of the walls. Under cover of the smoke, the Legionaires stormed the main gate and took it!



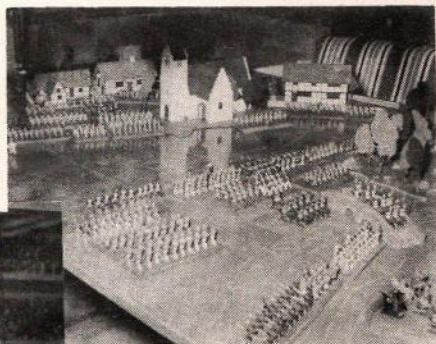
ABOVE - Some of the many 30mm Scruby Napoleonics in JERRY EBERLING'S war game army is pictured in action during a battle. A Major in the regular army, Jerry is currently stationed overseas so temporarily war gaming is somewhat limited.



SAN FRANCISCO WAR GAMERS hold a meeting for visitor TED HASKELL. From left to right; Standing, unknown war gamer, John Cape and Ted Haskell. Sitting: (l to r) Mike Barsky, John Schuster, Wendell Cook (head showing), Donn Yost.



ABOVE- Here are a number of the 2800 30mm Napoleonics that ALLEN WATSON of New Park, Australia can muster for a war game.



LEFT- Here's ERIC LUNDGREN on a visit to Jack Scruby's war game room. ABOVE - A host of 30mm Napoleonics set up on Eric's outdoor table top in his patio at his home in Atascadero, California.

In our Strategy-Tactical war games (where we use 4 20mm men mounted on a Unit stand) all structures and houses are classified as to occupancy capacity. Before the game, each house (in a village) is designated as a one figure, two figure, etc. capacity. This means in a one figure house, you can only put in one figure to defend it, and one to attack it. (our 4 man units represent 100 troops- each man is thus 25 men). This is true only in melee. In firing against the house (and we allow one dice roll for each man on the stand) the attackers must roll a "1" to kill a defender.

In firing in the open, Line Infantry kill by throwing a "1" or "6" on the die; Light Infantry and Line Grenadiers kill with a toss of 1 or 2, while Guards kill with toss of 4-5-6.

In cannon firing, a throw of 1-3-6 automatically kill one infantry (one dice throw per gun per game move), but against cavalry you must first throw a "hit" or "miss" dice before trying for a "kill". We assume that cavalry are on the move most of the time, and thus are more difficult to hit, even though they present bigger targets.

We also have come up with another interesting dice for artillery. One of the "hit" squares are marked with a flame, and if this is thrown, this means you fired a "hot shot", and it will set anything inflammable on fire! Troops behind a wooden fence, or in a house or bridge, must retire immediately on the next move, one move to the rear.

Two other sides of the dice have a RED HIT mark and a BLUE HIT mark. This means the shot ricochet, and if a RED mark, kills any enemy figure within 6 inches of the target. If a BLUE mark, kills any of YOUR single men within the 6 inch area!

Incidentally, whenever something inflammable is hit with the "hot shot" it remains burning throughout the rest of the battle, and cannot be used by either side. We put up a small "flame burst" made of cardboard against the object to denote this.

In one of our recent 1880 Chinese-Indian games, Ed Small came up with propoganda leaflets, which were dropped on my Chinese troops when they went through a pass. The leaflets said "Chinese, go home!", and I was forced to roll the dice to determine how the morale of my troops were! These Chicago guys really come up with some good ones! Anything to win a war game!

JACK SCRUBY

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Visalia, California

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