



T TABLE



T TOP



T TALK

..... about model soldiers



JULY 1963

Volume 2 Number 5

THE EDITOR COMMENTS

Subscribers to the old War Game Digest will know that this issue of TABLE TOP TALK begins a dream I have had for a long time. Countless times during the six years that I published WGD I mentioned the hope that someday there would be enough readers to warrant putting out a regular magazine on the subject of war gaming and model soldiers. My ambition was to have about a thousand readers so that subscription fees would be low, so that a more professional type magazine could be printed, and so that payment could be made for selected articles.

There are not as yet 1000 readers for TTT, but there is enough to warrant at least meeting the costs of printing and mailing it, plus additional money to pay for articles, etc. I believe new readers will eventually join up so that this goal will be reached.

With a two month period of preparation between issues, with a smaller publication than the over-wieldy WGD, with the printing facilities to do a fair reproduction job, with the Editor maintaining the right to re-write when necessary, the new TTT should be a better overall production. Whether it is or not is up to me, and you can be assured that I will be in there pitching, limited only by lack of experience and not by lack of enthusiasm.

Besides starting something "new" in allowing other manufacturers to advertise in TTT, we also hope to accomplish something by paying for articles. This means the reader has a chance to pay for his subscription by submitting articles to TTT. So, whenever you have something to say, type it up and send it in. We hope this commercialization will mean a guarantee of interesting material to fill the pages of TTT, which will benefit us all.

Jack Scruby

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RICHARD DICKESON
War Game General



In order to keep up with the Chicago Gang of war gamers, a player has to be tough, smart . . . and lucky with the dice! All this and more too can be said about RICHARD "DICK" DICKESON, sometimes better known as "Gunner" because of his fabulous skill with cannons.

When one is competing on the war game table with such players as Tom McGowan, Pat Patterson, Ed Small, Dale Rakestraw, Mike Devereaux, Bob James, Bill Hollis, Harry Mayer and others of like ability, he needs his wits about him. Yet Dick has won his share of war games as played in the Chicago style. And this style includes games with 20mm and 30mm soldiers in many periods from ancient times to modern, and includes table games, floor games, naval games, air games - and about any other type one could think of!

Dick is in his early thirties, is a bachelor and works for a large insurance company as an underwriter. He lives in his own mobile home in the suburb of Elmhurst, Illinois, where he has a specially built war game table which he can set up fast when a battle is pending.

Dick began war gaming with model ships in 1941 as a grade school student. His opponent was ARMIN WENG, who is a minister today, but who is still interested in war games. Beginning in 1943 Dick began buying Britain's soldiers and land wars began for the first time.

This continued until 1951 when the Army called, and until 1953 (and discharge), war gaming ceased. The next few years were spent in solo games.

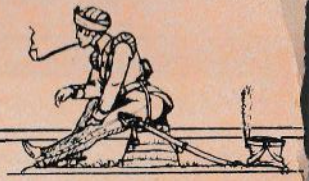
The big break came in 1958 when Pat Patterson, along with members of the Illinois Miniature Soldier Society put on a tremendous display in the Chicago Public Library. Dick's eyes popped open at Pat's personal display of a 30mm battlefield which covered a whole library table. Ironically, after meeting each other, they found they both worked in the same building in the Loop and nowadays coffee breaks and lunches are filled with "table top talk".

War gaming between these two began in earnest, and beginning in 1959 a nucleus of players gradually were added which was organized into the Chicago War Game Club. Since that time at least one war game a week has been fought to a bloody conclusion. Each player member owns hundreds of model soldiers, so all kinds of armies can be fielded, and during a one year period a game was played by all members in which each had his own country in a fictitious world. The Chicago Gang has also engaged in the International War Games started by Arthur Mikel.

One of the big events of your Editors war gaming was a four day visit by Dick in 1960 to Visalia. Here I learned how tough it must be to be a member of the Chicago Gang, for Dick is an excellent war gamer full of fighting spirit. To top it all, Dick brought along soldiers painted by Pat and himself that took my breath away - if these were war game models, I have often wondered what their "good" soldiers were like!

LIMITED WAR GAMES

by Joseph Morschauser



Like Le Grand Charlie (DeGaulle) most war gamers seem fascinated with a "grand design". It is rarely enough to fight a good, small battle. There is nothing for it but massive campaigns, huge battles, ponderous maneuvers. This can get mighty dull and so tiring that it can slowly kill the excitement a good war gamer should get out of his hobby. An occasional Waterloo is fun but too many Waterloos will drown the spirit of even the most avid player.

If you have reached the stage of massivitis in war gaming might I suggest that you stop and consider *limited war gaming*. Some years back a lot of thinking people suddenly realized that allout atomic war was hardly the answer to every nibble our enemies tried to reduce free world influence. Out of this came the concept of "limited war", wars fought with a minimum of force, equipment and troops to gain limited ends. The same idea can be applied to war gaming. You need not always set up thousand-man battles to satisfy your ends. Limited war in miniature will often fill the bill.

A limited war in miniature is one with a minimum of soldiers whose commander has limited objectives. The object need not, should not, be the total destruction of the enemy, nor the complete occupation of enemy territory on the table. In limited war gaming certain limited objectives are set at the beginning of the game, and the game itself is limited to a certain number of turns. The winner of such a battle is the commander who gains

a greater percentage of success in achieving the limited objectives.

Possibly the best illustration of a limited war game is the small, modern offense/defense type of battle. The defensive side consists of perhaps 75 to 100 soldiers, including riflemen, machine guns, mortars, anti-tank rocket launchers and possibly a heavy anti-tank gun or two. Their objective is to hold a series of designated strong points along their front. To this end their commander entrenches them as he sees fit, keeping some elements in reserve. The exact area of each strong-point is marked on the table so there can be no arguments over proper occupation during the battle.

The offensive side is detailed a somewhat larger force which might consist of 100 to 150 soldiers; riflemen, sub-machine gunners, rocket launchers, satchel charge carriers. In addition their attack will be supported by several armored vehicles, such as a tank and several armored cars. These vehicles should mount weapons with shorter range and lower killing power than the heavy anti-tank guns of the defense. (I know many modern war gamers will scream at this, but we are seeking an enjoyable game, and if the attacker can out-range and out-power the defense he need only sit back and pot the defense to pieces. This is hardly a "fun" game.)

The battle might be limited to eight turns with the offense moving first from a line well back towards the edge of its table. The objective

Continued on page 4

of the offense is to capture or occupy and hold as many of the defense's strong-points as possible during the eight moves. The objective of the defense of course is to hold as many of these strong points as possible. (It is quite possible that a defense commander might willingly give up several without a fight to begin with, then try to retake them before the end of the eighth move.) At the end of the action each side receives a certain number of points for each strongpoint it holds. If there are soldiers of both forces in several strong-point areas, the points are broken up according to numbers and strength of each side.

What is being done in this type of limited war game is usually listed in modern war communiques as, "improvement of positions". For example: "Our troops today on the western front improved their positions." The "improvement" in a campaign may go on for months without a Waterloo, each such being a miniature battle, a limited battle. On the other hand the "improvement" may merely be the preparation for a major push. Still such limited battles can be fun on a war game table. They are easier on the nerves, back and temper. You can fight a whole series of them during a period when other activities (non-war game activities like making a

living!) may eat up a lot of your time. Then when you do have time and energy you can plunge into your Waterloo type massive battle and really get full kicks from it.

Limited war games in miniature can be played in any period of time, any era of history. The Romans had lots of limited actions, so did the British, the French in the early 1800s. I have used modern period here because limited actions are so typical of modern times but that doesn't mean the ancients fought only massive actions. (The US army was engaged in limited war with the indians of the west for years and years.) You can "improve your positions" no matter what period of history you favor.

If massivitis and the Waterloo psychology has begun to afflict your war gaming (and it does to most) then it is time you tried the modern (?) concept of limited war, limited actions on your war game table. It is not a substitute for those glorious, sweeping panoramas of hundreds, thousands, of tiny troops crushing a foe to the last man. But it is a good carry-over for war gamers between the big ones, a carry-over which can give you a lot of fun and entertainment at a minimum of cost and exhaustion. Try limited actions in miniature for the maximum of fun from your hobby.

From BOB TRIMBLE, Box 311, Newhall, California

I recently received a copy of the April, 1962 *NEW YORK HISTORICAL SOCIETY QUARTERLY* which contains black and white illustrations of 27 paintings by A.R. Cattley of British and Canadian regiments which served in Canada during the War of 1812. Each plate is accompanied by short unit histories and painstakingly detailed uniform descriptions. Copies are available from the NYHS, 170 Central Park West, New York 24, N. Y. for .75¢ each.

By Jack Scruby

Anyone who has done any casting will tell you the trouble with a mold is the *PARTING LINE*. There is no way to get away from the problem of a parting line in casting any object, whether lead soldier, pulley wheels or intricate jet airplane parts. For the parting line is the line along any casting where the mold is parted into two-or more-parts. This is the line at which the mold must "break" so the casting may be pulled from the cavity without becoming bound within the mold.

Examine any type of casting made and you can always distinguish this mark left by the parting line. By studying this line you can determine exactly how the mold "breaks", It is along this parting line that one finds *FLASH* on a casting.

FLASH is formed when the parting line of the mold itself is forced apart by pressure or by failure to match. In die-casting it is sometimes necessary to allow flash as a relief for the pressures involved in forcing the hot metal into the mold. In casting lead soldiers flash usually occurs because the two parts of the mold don't match.

Formost lead soldiers are cast in simple two part molds made of metal. This means the original pattern model from which the mold is made-can have no undercuts on any part of the figure to cause it to bind inside the mold and the parting line must be arranged to eliminate any binding when the casting is removed. Most model soldiers, because of these limitations set up by two-part molds are "stiff" in action and not too much realism is possible. You can eliminate this by casting figures in "sections" (as Bill Imrie does) or by using rubber molds. Even a rubber mold has limitations, and I have yet to



Parting line (dotted line) on a Britain casting of British Guard, overcoat, marching.

see one that would stand up under abuse if the casting is too complicated.

In my own case, I know that my models often have more flash than other commercial castings do. This is because I make complicated figures that often require as many as half a dozen parting lines in one mold. For I long ago found how to make molds which allows for undercuts and action poses that simply are not possible without many and varied parting lines. Thus, unless each piece of a mold is exactly matched along these parting lines, flash will appear in proportion to how far the mold is "off" in matching the parts together.

WAR GAME IDEAS

Before painting a model soldier one should examine the casting and remove all flash. In painting war game soldiers the parting line gives no trouble, but it should be smoothed out with a file when one is making "shelf" soldiers. Otherwise it shows under the paint.

Flash is easily removed by using a No. 11 blade in an Exacto knife. You "whittle" off the flash. It is best to support the part being worked on so that it won't break during the operation. By using a block of wood as illustrated below, the casting is supported by the block's surface and prevents breakage. By applying your pressure downwards towards the block, you can work easily yet firmly to remove any flash.

The answer to the "flash" problem is to make simple, inactive figures with a perfectly engineered parting line. But, as any manufacturer of lead soldiers will tell you, this is a difficult thing to do. For the trouble with a mold is endless!

From BOB PAVLIK, Glen Ellyn, Illinois.

I've tried the Free Move-Timed Move War Game with my 20mm Civil War army. There is a little more to work out, but one rule you may be interested in is the Inter-mediate Volley Rule, for as I see it in any Free Move game, troops will sometimes pass through fire zones of the enemy. If these troops were not fired at it would seem they had friends in the enemy army.

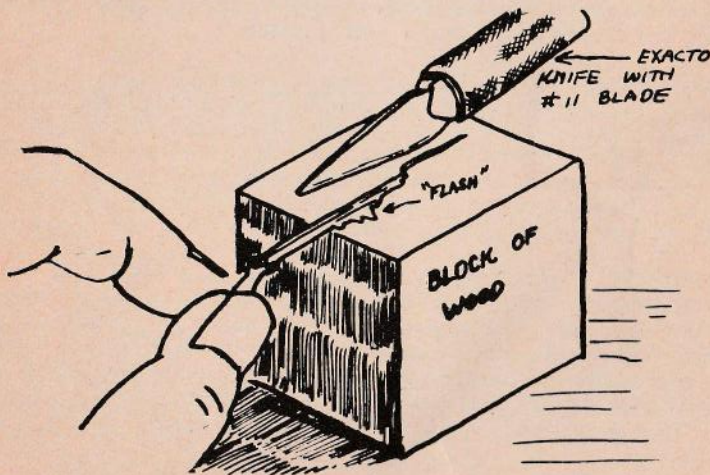
1- All troops passing through an enemy fire zone must stop to receive the intermediate volley.

2- The Timer is stopped to judge the combat.

3- The unit being fired upon has the option of returning or not returning the fire.

4- If the unit returns the fire the dead are removed-the Timer is started again, but neither side can again move the units that fired.

5- If the unit does NOT RETURN the fire it may continue moving when the Timer is started up again.



Wherever possible support the item on which you are removing "flash" to prevent breakage.

CHICAGO, ILLINOIS. - Reported by R. W. Dickeson

Ed Small, Pat Patterson and Jack Marino visited the Dayton (Ohio) War Game Club recently for a full weekend. Duke Seifried and his dad, Gary Locker, Tom Bookwalter and the others gave the Chicago lads a terrific time and indoctrinated them into the Dayton type of war game using thousands of Napoleonic soldiers. It is understood that some of the Dayton fellows will visit Chicago again this summer, in a continuing round of club interchanges. Tom McGowan and I are beginning a new war based on the Franco-Prussian war, but in the year 1862, and also are working on various figures to build up Colonial armies of the 1890 period for the proposed "war" which the Chicago gang hopes to engage in later this summer or fall.

FT. DIX, NEW JERSEY. - Reported by Lt. Col. Keith B. Hubbard.

On Feb. 22nd, some 14 war gamers gathered at a War Game Conference held on the post. It all started by a phone call from Jim Goodwin of Millville, NJ, stating that he had half a dozen fellows interested in watching a war game. My opponent, Bill Fowser and I set up four large table tops, one bare, the other containing armies for modern, ancient and musket period games, and we proceeded to indoctrinate Jim and his friends. Word got out, and during the weekend altogether some 14 fellows showed up at various times! A new war game club, called the Cumberland Military Collectors was quickly formed, and the Army took official note of the meeting, taking photos and sending reporters. So what began as a small visit, turned into an "instant" War Game Conference which we felt was highly successful.

VIRGINIA BEACH, VIRGINIA -

The Editor recently learned of the Tidewater Naval War Games Association, through a letter from its secretary Walter Green, 8202 Ocean Front, Virginia Beach. TNWA is a group interested in naval war gaming of all types, and they put out a monthly mimeographed bulletin called the "SALVO", which contains much interesting information. TNWA is looking for new members and those wishing to join them can contact Walter Green for more information.

ST. LOUIS, MISSOURI - Reported by A. Newell Chamberlin

David Gee, Brad Lacey, my son and myself have finally developed a going war game group here. We fight on odd Friday nights using no particular period of actual history insofar as uniforms, but sticking to musket period games mostly. Hence one is liable to see Askaris, Germans, Kitcheners Army and the French of 1870 in the same battle alongside Indian army types. Purists would have a fit at our conglomeration.

NORTHRIDGE, CALIFORNIA - Reported by Bob Swanson

Paul Petroff, Bob Page, Ken Degler, my brother John and myself have formed a Club, and have a huge war game going, bringing navies, politics, diplomacy, treaties, populations, food, treasuries, etc. into play. We've divided South America into 13 mythical countries of 1850 and use cards and dice to discover the strengths of the various countries. This promises to be the biggest and best thing we have so far attempted.

TABLE TOP TALK hopes to expand this column, but it will require the help of members of War Game Clubs to do so. We feel the growth of our hobby can be greatly enhanced by people getting together once in a while over a table top, and we want to bear about your activity. So keep us posted you lucky guys who can form a Club!

THE "STREET SWEEPER"

By Conrad L. Kinney



Conrad Kinney is the owner of a dry cleaning establishment in Crothersville, Indiana. He fights his war games with his children - each of them has his own army.

I have never heard any of the fellows mention the "Street Sweeper" of the Civil War in any of their battle reports. So I thought some information on this might be of interest, as I recently built one in 54mm scale by removing the barrel of a Britain's cannon and mounting the street sweeper barrels in its place.

The gun is actually the granddaddy of the machine gun, and was officially named the Requa-Billinghurst 25 barrel .58 caliber machine gun. It was used late in the war by the Union forces, and soon earned its name of the Street Sweeper because of its construction.

The gun has a single row of 25 steel rifled barrels that were fired as a volley by one movement of a lanyard operated hammer. The row of barrels is mounted flat on a light metal platform set on a horse-drawn field carriage. A clip containing 25 cartridges was used to feed the gun. When fired, all 25 cartridges fired simultaneously, making a solid sheet of lead.

The patent for the 25 barrel model was issued September 16, 1862. It weighed over 1300 pounds, was invented by Josephus Requa, and was made by William Bill-

inghurst. Both men were from Rochester, New York.

A crew of three men could fire seven rounds - 175 shots - per minute with accuracy at a range up to 1300 yards. The big drawback in the field was that the powder train, from which the 25 separate barrels were ignited, was not covered and dampness could render it useless.

The only two known existing Requa-Billinghurst guns are at the Kentucky Historical Society Museum in Frankfort, Ky., and the Military Academy Museum at West Point.

In the Civil War the weapon was mainly used as a defensive weapon, covering important bridges and roads where small forces could deliver great firepower if the conditions were right.

In our war games, the Sweeper can definitely be a factor to contend with; at cross roads, covered bridges, fords, etc. Cavalry charges can be stopped with heavy losses - and infantry have learned respect.

So far as I know, no miniature of this gun is made, and it is too bad they are not available, as they do force problems in miniature war that are hard for opposition to overcome. Our cavalry has lost a lot of their cockiness against the Street Sweeper! In war games prior to modern - or prior to Gatling Guns, the Street Sweeper is a threat to reckon with!

ONE-OF-A-KIND FIGURE

Pictured left is a Hussar of von Bellings Hussar Regiment of Fredrick the Great's army in the 7 Years War. He is delivering a message, and is an original hand-made 45mm scale model made by FRANK CONLEY of Visalia, Calif. The uniform is black with green trim and lace. There were over 200 separate soldering operations in making this model - for example the moustache is made of strands of fine wire, and the horses tail is made of separate strands of wire, each soldered independently.





LETTERS, NEWS AND VIEWS

From CHARLES GRANT, 263 Folkestone Rd., Dover, England.

"..Had a cracking good weekend recently when PETER YOUNG visited us. He and I fought the Battle of Oudenarde, which at one time, thanks to some careless mistakes, I thought I had lost. However I fought back and held him to an honorable draw!

From CAPT. E. JOE SHIMEK, 5575-A Hiers, Ft. Knox, Ky.

"..Our entire class has been split into two forces in preparation for a 3 day war game, complete with firepower and movement tables, atomic weapons and the ever-present dice. I command the Aggressor medium tank regiment and have another keen war-gamer, Capt. Roller, on my staff. We hope to put our prior war game experience to good use in giving the US forces a bad time....."

From GRAHAM BIDDLE, 138 Brooklands Rd. Birmingham, England.

"..Wargaming is progressing very well here. KEN CRAWFORD and I are fighting a campaign set in a fictitious So. American Republic, where Col. Fidel Crawfordo, commanding the rebel army, has so far had to yeild about one-third of his territory under the onslaught of my government troops. A system of points values for each piece of equipment is working very well, and I've devised a roulette wheel system for air operations...."

From DON HAGGERTY, 9401 Singleton Dr., Bethesda, Maryland

"...I have just met TOM WILLIAMS and his friends. I have been looking for a war game opponent for some time, and I know that I have found one of the best!"

From WILLIAM OSMANSON, 1015 Union, Morris, Illinois.

"..My interest in war gaming is World War I, and I have been building up quite an army....I am always ready to hear from anyone interested in this period, and have much information on uniforms, etc. available...."

From DAVID GEE, 179 River Bend Rd., Chesterfield, Missouri.

"... I finally beat NEWELL CHAMBERLIN the other evening in a battle. From the look of defiance that he had on his face, I suspect it will be a long time before I am able to repeat this performance! "

Recent visitor to Visalia was BRUCE SISSON and his son, BRUCE Jr., who stayed long enough to get indoctrinated in a war game with DAVID RUSK and myself.

From JIM PLAMBECK, 606 W. Ohio St., Urbana, Illinois
"..BOB CORY and I are working on Civil War games, and have been using the historical battle of Gettysburg to test the realism of our rules. After some 6 months of fighting this one battle, we have finally obtained a decent set. We are using a 6ft by 8ft table, and fight about once a week....."

From BILL MOORE, 1146 N. Georgie, Derby, Kansas
"...I am not a war gamer, but use your figures for dioramas. My last order of 20mm civil war soldiers went into a diorama of Hardee's charge upon Prentiss' Camp at Shiloh. I use real tree limbs, grass, rocks, and manufactured "dirt" for dirt, and made the campfires of real "logs" in scale, with tube metal painted to represent the fire...."

From AL KOWALEWSKI, 326 Main St., Pittsburg, Penna.
"..Fighting miniature battles was the favorite pastime of my brother Jerry and me until about 8 years ago, when we embarked on the sundry pastimes of the teenage set. Now that I am 21, however, I have been steadily giving up the escapades of my youthful days, and am returning to war games on a more mature basis...." (Editor's Note: Don't worry Al, I gave up soldiers for 20 years before I reached maturity at the age of 35! My wife often wonders still if I ever did reach adulthood!)

From BRENT SUMISION, 4932 Trent Dr., San Jose, Calif.
"...I am 14 years old and am just getting started in miniature war games. I am trying to start a club of war gamers at my high school. I am looking forward to many years of fun in this hobby...."

From JOHN A. ZAHARIAS, 8715 Red Oak Dr., St. Louis, Mo.
"..I started collecting miniature soldiers when I was 9, and I am now 14, and have a little over 300 of various types in 54 and 30mm sizes. I have now completed a 32 square foot diorama of the battle of Gettysburg, and with the help of two friends of my war game gang, made a 4ft by 4ft diorama on Waterloo.... I find your catalog is the most explanatory of all the 12 various ones that I have. At the moment I am working on a 9ft by 3ft diorama of the Queen's Coronation Procession...."

RUSSIAN INFANTRY, 1812



Russian Infantrymen.

Regimental colored shoulder boards had disappeared by 1812 in most cases and the Grenadiers wore red shoulderboards throughout. On them appeared the regimental and division numbers. Foot artillery also wore red, as did some of the Musketeer regiments, but the latter also wore other colors, depending on their divisions.

All shoulder belts were white, with the exception of Jagers and Marines, who wore black. Cartridge pouches were black, and knapsacks were of brown leather. Swords were encased in brown wooden scabbard. Overcoats were usually brown, and were worn over the shoulder or rolled up on top

of the knapsack. By 1812 Russian infantry uniforms had been standardized as they appear in the illustration. The Jackets were dark green, were double breasted with twin rows of buttons. Turnbacks were red for Grenadiers and Musketeers, and green edged with red for Marines, Jagers and artillery. Slash of the cuff was green (with 3 yellow buttons), with red band for Grenadiers and Musketeers, black for artillery (with red edge) and dark green with red edge for Jagers. Collars were same as cuff in each case. Buttons on jackets were brass or pewter.

Pants were white for summer wear, and were tied under the instep. On campaign boots were often worn. Troops also wore green pants, probably for winter. Foot Artillery wore brown pants on campaign.

of the knapsack.

The shako was black, with shiny black band on top and bottom. Ropes were white except red for foot artillery. Chin strap generally of black leather. A flaming grenade was the emblem in center front of the shako, and the Company color and number appeared on the pin at top front. Only Grenadiers and Jagers wore a plume - these were very tall and were black.

One unusual feature was that the musket sling was of red leather.

Apparently the Russian uniform was popular, for we find the Prussians copying it extensively.

GERMAN UNIFORMS, 1870



(Figure on Left) - WURTEMBERG INFANTRY, 1870-
Blue cap with red trim. Blue jacket with red trim, collar, shoulderboards. Black pants with red stripe. Black boots. Brown skin haversack and knapsack. Gray blanket roll, black belts and pouches.

(Figure on Right) - BAVARIAN INFANTRY, 1870-
Black helmet, sausage roll, brass chin strap and emblem. Light blue jacket and trousers, with regimental (or division) color on collar, cuffs, pants stripe, shoulderboards. (On Jager regiments these were green). Black belts, pouches, leggings and shoes. Gray blanket roll, brown skin knapsack, canvas haversack.

"History of the Regiments and Uniforms of the British Army" - "The Uniforms and History of the Scottish Regiments" - "Military Uniforms of Britian and the Empire" - by Major R. Money Barnes (\$7.50 each)

These three books by Major Barnes are readily available through book dealers (and from Bob Bard) and constitute excellent research on the British Army, the Scotch Regiments and the Colonial Army of the Empire, from the beginning up to modern times. The books are all well illustrated with hundreds of soldiers in full color plates, and the narrative concerning the history of the armed services is well written and fills the war gamer with joy, as it gives the names of the regiments participating in the many great battles the British have fought in.

The volume on the British Army is the first of the three books and is more general in tone, since it covers all the British regiments and wars. The colored plates are full page, describe in detail the uniforms and changes in dress of the many figures pictured on each plate. The volume on the Scottish Regiments goes into detail on Scotch Units only and covers these regiments that were in the British army, as well as those from Canada, South Africa, Australia and the Empire. The color plates are good, and black and white illustrations show equipment.

The third book, on uniforms of the Empire troops, covers almost every unit in service from the French and Indian war up to date, and gives much detail on the Indian Army, Australian and Canadian forces African units, as well as the British army. I have read all three of these books and there is very little repetition between volumes, and each book is complete within itself and gives you something that is not contained in the others.

The war gamer or collector interested in the British army, will find any, or all, of these books to be of great importance in his library. There is a tremendous wealth of information given, and the price for the books is right considering the many color plates printed therein.

For the beginner who cannot afford the Barnes books (above) we highly reccommend the little book called "Regiments at a Glance" by Lt. Col. Frank Wilson, and printed in England. This book is I believe still available from dealer Bob Bard at about \$2.50. On the inside cover, in color, are the regimental badges of many of the British regiments, while there are around 40 color plates, each with at least three figures on them. The entire book is devoted to the British army, and the text tells a short history of many Brigades (formed of the regiments of various types) pictured on the color plates. Most of the uniforms are post WWII, but scattered here and there you find excellent and detailed color uniforms of earlier military periods. Anyone looking for a good general history of the British regiments, and colorful uniform plates, can hardly go wrong with this book at its price.

HOW TO PLAY WAR GAMES IN MINIATURE

by

Joseph Morschauer

This splendid book on war gaming is still available from JACK SCRUBY, 2044 S. Linwood, Visalia, Calif. at \$3.95 per copy. (post paid)

EDITOR'S NOTE: This is the first of a series of articles on the dealers and manufacturers of military miniatures. These stories are written by the Editor from information sent by the subject, and reflect his own opinion in all cases.

IMRIE MINIATURES of Richmond Hill, New York, is now a partnership of William Imrie and Clyde Risley. Originally it was formed by Bill Imrie who began designing model soldiers in the early 1950's. His first miniatures were a series of one inch tall civil war and western plains types.

After graduation from college, Bill married Helen Fitzgerald in 1952 and spent the next two years in the army. Back in civilian life in 1954 he got a job in New York, and continued to make the one inch soldiers at night after work. He also began making hand made, hand painted custom 54mm models.

So successful was the response to these beautifully made figures that Bill and Helen took the big step. He quit his steady job and began to make miniatures professionally for a living.

With the aid of his wife, Bill spent the next few years sculpting, casting and painting miniatures, making dioramas on commission, and in improving his designing and manufacturing techniques.

In 1958 the Imries went to Europe where they spent much time in collecting reference material for their long planned "Helenic" series of unpainted 54mm Napoleonic soldiers. Based on an original concept in design of separate leg and body castings, these figures gave collectors - for the first time - a chance to make soldiers in many poses, without having to convert a pre-cast model.

In my opinion these Imrie castings brought "art" into the mass production field of miniatures, and in the opinion of many collectors are the finest available figures in the world.

In 1960 the Helenic 54mm cavalry models were put on the market. Here again an innovation was used in that the horses were made in many parts so that any number of action poses could be made by the buyer. These horses were designed by Bill's neighbor, Clyde Risley, who is now a partner in Imrie Miniatures.

During the past few years, the new "S" series of 54mm models have been introduced and enlarged, and the name "Helenic" was changed to "Imrie" miniatures when the custom made models were discontinued. This is a great loss to the hobby, but is no longer possible because of the old time factor.

In 1961 Bill did another great service for the hobby when he brought out his pre-mixed Military Colors for painting miniatures. This was a new type of matt finish paints, and are perhaps the best there is.

In 1962 Imrie Miniatures moved to larger quarters, where Bill, Helen and Clyde are kept busy designing new figures, filling orders and answering their correspondence.

At all times, Bill Imrie has been active in the hobby, and has devoted much of his valuable time to research and in getting this information to the collectors through the Military Historical Society (of New York).

I believe it can be said that for a man not yet in his thirties, that Bill has done more for this hobby than most, and there is no question but that in the future, Imrie Miniatures will be producing more and better models for the Collector.

A NEW YORK TIMES book reviewer wrote recently in a rather facetious vein that books on the 1914-1918 war were catching up in numbers with those on the American Civil War. Considering the number of books devoted to the latter conflict in recent years the remark may be wishful thinking, but current volumes on military history have ignored the Civil War. The collector/wargamer chooses books mainly which deal with campaigns, tactics and overall strategy of war as well as those giving regimental and uniform data. The new books on the First World War deal not so much with the mechanics of war, but rather with the human side of war - the effect of war on men. A case in point is *THE PRICE OF GLORY: VERDUN 1916* by Alistair Horne (St. Martins, \$5.95) a fine example of modern military historical writing. General Montgomery once wrote that at Verdun the soldiers were better than the generals, and in the First War there is perhaps no better example of the courage displayed by soldiers fighting a strictly attack-defense type of battle. Plans of the defenses of Verdun; detailed accounts of German tactics; and sound appraisals of the various commanders, their troops and their efforts are given by Mr. Horne.

Following the pattern set by the Batsford Press of England with its "*British Battle Series*", J. B. Lippincott of New York has started a series called "*Great Battles of History*" edited by Hanson W. Baldwin. Thus far the series has: "*The Cowpens-Guilford Couthouse Campaign*"; "*The First Battle of the*

Mame"; "*Red Sun Rising: The Seige of Port Arthur*"; "*The Battle of the Huertgen Forest*"; "*The Battle of the Alma*"; and "*The Zulu War: Isandhlwana and Rorke's Drift*". All are \$3.95 each.

There is no question but that the Batsford Series are far superior to the Lippincott Series, for the latter are not illustrated, carry only cursory maps and is generally devoid of footnotes and bibliographies.

The latest in an ever-increasing number of books re model soldiers is *LEAD SOLDIERS AND FIGURINES*, by Marcel Baldet, translated by E.S. Russell (N.Y. \$12.50).

In common with other volumes written from a European viewpoint, this one deals with flats and early European solids and current French solids. The photographs are excellent and the text general but good. Unless one is a collector of antique European models, this particular volume will not be of much practical use.

Volume II of the "*Centennial History of the Civil War*" by Bruce Catton (Doubleday, \$7.50) entitled *TERRIBLE SWIFT SWORD* is now available. This volume covers the period Bull Run through Sharpsburg. As always, Catton writes beautifully, documents his statements and will with certainty be able to acclaim, with the publication of volume three, that he has written the "definitive" history of the Civil War. Alas, by 1963, no matter how beautiful the prose is contrived the Blue and Grey columns move inevitably, the generals and politicians act out their roles, and what was done is done.

PAINTING MASSES OF HUMANITY

By J. Touhill



Many a potential gamer is lost to the hobby in the first phase of painting his army and many more never go beyond 200 figures for the same reason, i.e. painting large numbers is tedious work. The following brief suggestions helped me to paint my masses in considerable detail, and are mostly applications of time and motion factors and do not consider those points of artistic techniques or selection of paints, etc., which have been adequately covered elsewhere.

1. *Your selection of armies MUST BE correct.* Your painting morale cannot afford the luxury of being wrong in your selection of the era, size and variety of the force.

2. *Build armies from a skeleton force of all arms.* Your painting morale will not last if you haven't a working game group quickly, so fill up existing ranks.

3. *Paint each figure well.* You won't want to paint more if you're not turning out accurate, good-looking figures. Quality work builds painting morale. Poor results will make you feel like you're working for little return. Above all, don't paint large numbers poorly in the hope of later improving on them because inevitably you will get excessive numbers of low quality "morale-breakers" which you will not improve as planned.

4. *Don't mix paints unless it is absolutely unavoidable.* Select a type of paint with a large, pre-mixed selection. Mixing is very time-consuming and it's difficult to mix the same shade when you're filling in existing ranks.

5. *Spray and Dip whenever possible.* These great time-saving devices

should be used whenever possible, and always with white and basic colors of a weak intensity. (e.g., Confederate gray, but not red or dark blue.)

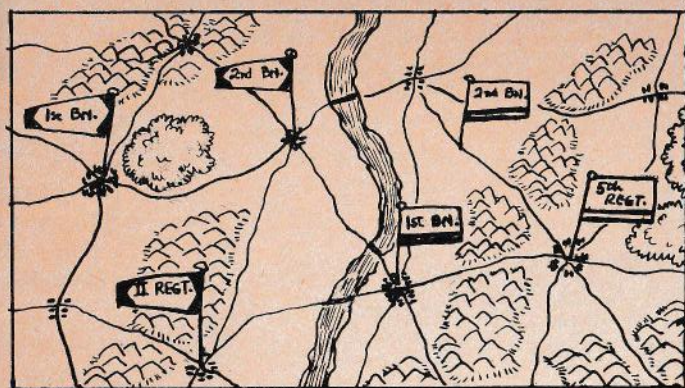
6. *Painting equipment is more important than is usual with other figure painting.* It is hard to improvise with tools on long jobs. You MUST have; tools within easy reach, strong light from two directions, a high table so eye strain and back bending is minimized (my own table surface is 36 inches from the floor), a back-supporting chair with cushion, and table space on which the arms may rest while painting.

7. *Be positive that your color guides are right.* Watch especially color shades. A mistake like Kelley green Russian coats can scuttle your painting morale!

8. *Paint features in the best time-economy order.* Hair is harder to paint after the hat is painted and a mistake like that on a 90 figure group could tack many hours of additional painting time on the job. Paint first one figure entirely if necessary, to force you to learn to paint in the best time-economy order.

9. *Face the time problem.* If you are one of those who doesn't want to do battle with "globs" for figures, face the fact that it may take three to six months to paint a decent, full size army. Emulate the Chinese, a little bit a day, no matter how small, is far better than big bursts of enthusiastic effort, and don't think so much of what you hope eventually to do as what you are currently doing.

Lastly, don't kid yourself; painting, being unscheduled, is easier than war gaming for the busy man!



FUN WITH MULTI-SCALE BATTLES

By Jack Scruby

Several days after I wrote the following story, Joe Morschauser submitted his article "Limited War Games" published in this issue. It was interesting to see once again how often similar ideas are formulated by two people hundreds of miles apart. Between this story and the one by Morschauser, war gamers may see two views on how to play limited type war games.

Recently I realized a long time ambition in a Napoleonic campaign which David Rusk and I fought. Those war gamers who have multi-scale armies—i.e. for example an army in 30mm scale, and one in 54mm (or 20mm)—may be interested in the possibilities offered in organizing a campaign based on using multi-scale soldiers.

The objective we were searching for in this particular campaign was a formula whereby we could use both my 20mm and 30mm armies. For since playing 20mm scaled battles, my 30mm armies had not seen action for two years. I know that other war gamers have this same problem, and our campaign proved it is possible to use both size soldiers in a single campaign.

First of all we organized the armies for this campaign. Each side was to have two Divisions composed of three Regiments each. Each Regiment was composed of two Battalions. Movement

on the map was limited to forces no smaller than a Battalion, nor larger than a Regiment. We decided that when two opposing Regiments made contact (on the map) we would use 20mm troops to fight the battle. When two Battalions met, we would use 30mm troops. If a Regiment met an opposing Battalion, various options were available, depending on position, chance for other troops to march to the battle, etc.

Thus, to begin the campaign we had a total of 12 Battalions available if we cared to march that way. In order to assure the chances for "Battalion" size battles, we made the terrain map large, forcing us to use Battalions in order to protect the vital positions.

We decided to organize the troops so that the battles would be fun, and at the same time would make no complicated "bookeeping" necessary. Thus, at all times a 20mm Regiment or a 30mm Battalion would be identical as far as the map movement went.

For a 20mm Regiment we used 30 moving stands (each stand representing a squad) of Fusiliers, 6 stands of Line Grenadiers and 6 stands of Light Infantry. Attached to each Regiment were 6 stands of heavy and 6 stands of light cavalry. Each Regiment had 4 field pieces and 2 horse guns were

attached to the cavalry. Thus for Regimental battles we had a well balanced force to make a good war game.

No effort was made to tie in the 30mm Battalion to the Regiment. We preferred to make an organization that would make good battles, rather than get bogged down with organizational details. Each 30mm Battalion was set at 80 Fusiliers, 20 Line Grenadiers and 20 Light Infantrymen. 20 cavalry—10 heavies and 10 lights— were attached plus one field piece. A horse gun could accompany one Battalion of a Regiment, but not both. All 30mm soldiers were moved as individual men on the war game table, and were not mounted on moving trays.

We also set up a T/O for 54mm "Company" size battles, intending to use about 60 models to represent a Company. Although we did not do this in the campaign, the possibility was taken into consideration.

Actually then, to begin the campaign, we had a "three decker" setup for battles — 20mm forces for Regimental "big" battles, 30mm for Battalion scale battles, and 54mm forces for Company level actions. We even made allowances for the possibility that we could fight two battles at once on the table top, merely by making a chalk

mark through the center of the table fighting a Company size battle on one side, and a Battalion battle on the other. Such actions in theory could be taking place simultaneously even though a hundred miles apart on the campaign map.

The entire idea worked out well throughout the campaign and we had a nice mixture of 20 and 30mm scale actions. Between the two types of battles (Unit and Individual) there was no boredom since it kept us on our toes at all times. We found that strategic positions on the map required the use of varying size forces, and we were "organized" to take this into consideration. I was especially pleased to be once again using my 30mm soldiers after their long lay-off.

But the major contribution we felt we had made was the fact that we had a workable idea where anyone can use multi-scale soldiers for multi-scale battles — each battle, whether large or small — being an integral part of the entire campaign.

If there is any lesson to be learned in this idea, it is that the Organization of the forces is the key, and one should make this organization based on the idea of having good, well balanced war games, rather than attempting to stick to a realistic military formula.



DIORAMA

Here is a panorama shot of a Civil War diorama made by BRUCE BARCLAY, 6 Sierra Rd., Rochester, N.Y. The models are 30mm scale SAE, Scrubys, conversions and Barclay's own castings.

The diorama is 8ft by 8ft and uses 1200 infantry figures and 200 cavalry models.

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Scrubby Miniature News

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As this issue of TTT goes to press, I am busy designing a new series of 20mm action figures of World War I. We shall be going "all out" on these miniatures, giving you not only men, but tanks too. Joe Morschauser has designed three beautiful scaled tank models, while Mr. John Greenwood has sent me some dandy French, and British figures of this period. (You can use the 20mm Germans of WWII for the opposition). Also new are cast metal trench "sections" which can be put together on the table top. We will soon be preparing a complete listing on these new figures. If you are interested in knowing more about them, send a stamped self-addressed envelope, and we will mail you the listing as soon as it is ready.

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