



**T**ABLE



**T**OP



**T**ALK

..... about model soldiers



NOVEMBER 1963

VOLUME 2 NUMBER 7



This issue is a little late since it was held up so that we could announce the winners in our 2nd Annual Free Christmas Gift Drawing. The winners names appear on the last page. Sorry everyone couldnt win, and we wish them - and YOU - a very Merry Christmas for 1963.

Although this is a little early as yet, the Christmas season is almost upon us, and one thing that always "sends" us is the beautiful Christmas cards a lot of you send. Actually, I always feel like a dog because I can't thank each one of you for them. I find it impossible to send out cards myself, as it would turn into an annual chore that I simply couldnt keep up with. So let this message act in place of doing this.

Each year I set aside a whole display case for the Christmas cards I receive. These cards come from all over the world, and it gives a guy a tremendous feeling to look at them and to think of each person who took the time to send them. This display is so brilliant that I have many friends drop by just to look at them!

So here's wishing you a great Christmas, and here's hoping you get lots of lead soldiers under the tree! And I don't suppose even the oldest of us will ever forget receiving lead soldiers for Christmas when we were kids. I remember many years ago - I expect I was about 8 years old - finding a half dozen boxes of shiny Britains on Christmas morning. That was a Christmas to remember - -But - I was an operator even in those days and I had specifically told my folks, my aunts and uncles, that I only wanted soldiers for Christmas. By golly, it worked, and that went on each Christmas for several years. Being a parent now, I can realize of course that my relatives probably breathed a sigh of relief at my proclamation. For this surely must have eased the burden of "what should I get for that little monster for Christmas?"

There is one more good thing that comes out of the Christmas season, and I pass this on to all you enthusiasts as a valuable piece of information! All print shops (such as mine) and stationery stores that sell Christmas cards each year receive beautiful scrapbooks from card dealers. These are generally well bound, with heavy pages in them upon which sample cards are pasted. Each year after the season, these books are tossed away!

So, take my advice, get hold of these books, tear out the Christmas cards in them, and you'll wind up with the greatest scrap books to paste in uniform plates, color guides and other valuable information. I have about a dozen of these books, each for a military period category, in which I put all my loose material.

We wish to announce again that we are maintaining a state by state list of war gamers, and are adding to this list each time a new general comes out of the brush. If you want to find out someone in your area who plays war games, send a stamped, self addressed envelope to me, and I'll try and find someone near you and send you his name and address. Please don't ask (for example) for list of "east coast war gamers"! This is too much to handle. But we'll do our best to let you know someone near you.

Third class postage paid at Visalia, California. TABLE TOP TALK is published six times a year on a bi-monthly basis by Jack Scruby's Military Miniatures, P.O. Box 89, Visalia, California. Subscription is \$2.00 per year, paid in advance before July of each year. All manuscripts are welcome but will not be returned to the author. All articles accepted for publication will be paid at the rate of \$2.00 per printed page, with the exception of Letters, fillers, etc. not especially written on subjects specified for payment.

## JOHN RALEIGH,

### Table Top General



Experience as a war correspondent, newsman, author and lecturer provides solid background for John Raleigh, editorial director of WFIL-TV, Philadelphia, and global correspondent.

John covered the German invasion of Poland in 1939, interviewed Adolph Hitler in Warsaw when it fell, then served in the Pacific Theater as a correspondent in WWII.

Since that time, John has traveled the world over covering top news assignments.

Not so well known to his fans is the fact that he is also a table top general, and has collected military miniatures most of his adult life. Born in Helena, Montana, John attended Purdue and Columbia Universities, and in 1940 married Elizabeth Channel, who also has had

a news background as a war correspondent. "In 1939," John writes, "I daringly showed a lady a locked closet filled with shiny Britains parading on the shelves. The lady remarked, 'These are beautiful, why not bring them out into the open?' This statement sealed her fate- somewhat later we were married!"

Early in life John had acquired many fine miniatures, but when other interests intervened, he gave most of them away - much to his regret today! Collecting began seriously in 1939, and although interrupted by the war, has continued ever since. Numbered among his collection is some 10,000 Britains, a hand painted one inch scale Civil War army of 700 figures, and his 800 man Franco-Prussian army in 30mm scale. This latter army was recently displayed in Philadelphia, and is in the main the army he uses in battles against Betty, Bill Harkins, Ed Masci and William Smith. John says his wife is a "fearsome foe" on the table top, and maintains a deep interest in model soldiers, helping out frequently with the painting and work connected with them.

"Like most other avid war gamers," John says, "there is no end to acquiring vast armies, and fashioning fresh regiments never loses its thrill - nor does war gaming. Both combine to make a most satisfying hobby."

John, Betty and their daughter Shannon, live in Swarthmore, Penna., and even though his assignments take him everywhere (except Visalia!) he is contemplating a thousand man Napoleonic army when the Franco-Prussian forces are brought up to full strength. He indicates this will keep him busy far into the "misty future."

## THE BATTLE OF IDRIA, March 1812

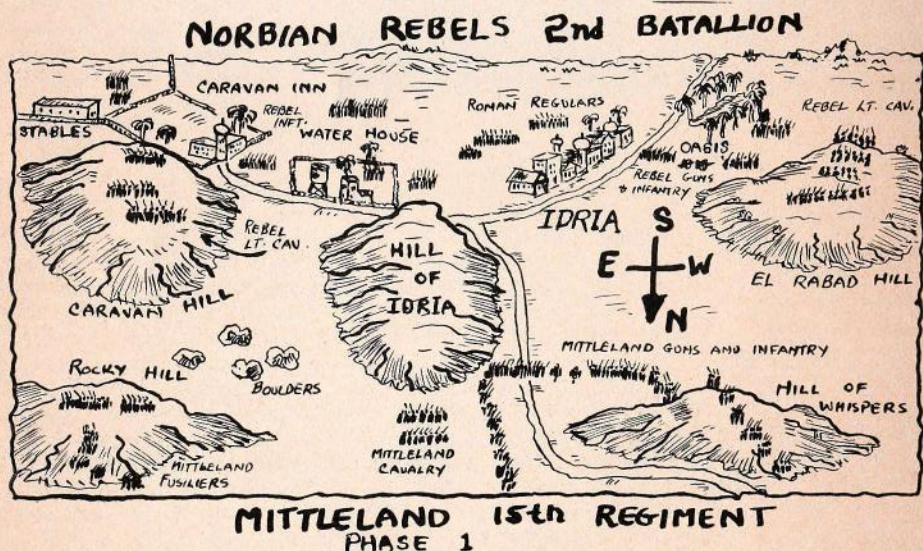
Reported by Jack Scruby

A recent campaign fought between David Rusk and Jack Scruby was based on a revolt by natives of a desert province in the year 1812. In our imaginary world, the province of Norbia is much like an Arabian state and is blessed with deserts, a few water holes and a mighty river like the Nile of Egypt. The country is famed for its horses and light cavalry men, thus a rebellion by the tribesmen could not be tolerated by the Mittleland Empire (run by Jack Scruby) - and especially when it became known that the Roman Empire (run by Dave Rusk) had sent aid to the rebels in the form of a full Regiment of regulars. The Battle of Idria, reported below, was one of the table top actions that occurred in this campaign.

We based our war game rules on having hordes of Norbians face a few well trained Mittleland regulars, limiting the total strength of a Mittleland Regiment to have 42 stands of Infantry, 2 guns, and 6 stands of heavy cavalry. The Norbians were twice as numerous, having 35 stands of infantry, 35 of light cavalry, 2 guns, and 12 stands of Roman regulars. A "stand" in our 20mm scale army was to represent a squad of men for this campaign.

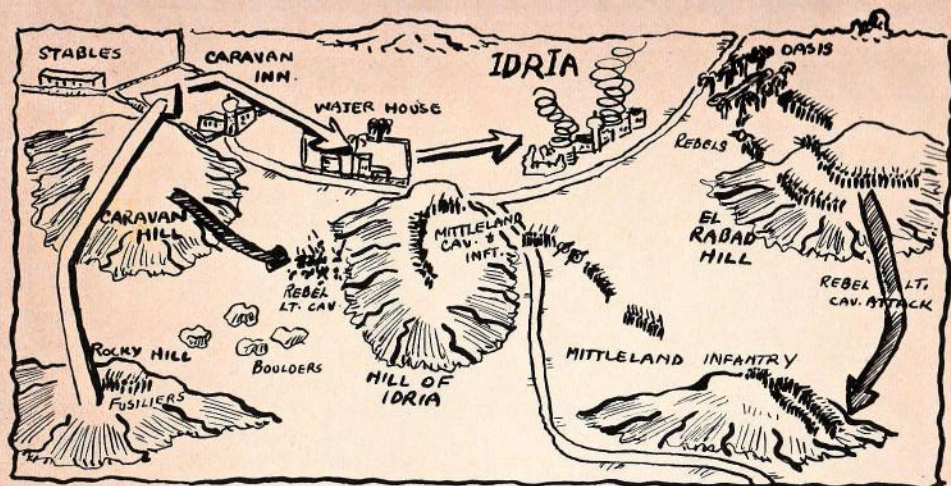
Native stands received one-half the firepower of a Regular "stand", but could move twice as fast. A stand of natives could absorb 4 "kills" before being removed from the battle, while Regulars could absorb 6 "kills". Any troops attacking a defensive position (a hill, house, etc.) lost half its fire power. Thus terrain and defensive positions were very important to hold.

A limited number of Liberal Moves were allowed during the game, and the Rebels could use this for hit and run tactics which proved to be most annoying to Colonel Scruby, commanding the Mittleland 15th Regiment.



### THE BATTLE

The main Mittleland force moved forward in a large open square, with two companies of Fusiliers stationed on their left flank by themselves. The Rebel troops were in positions as shown in Phase 1 Map. The Rebel light cavalry commenced working on the flanks of the Square, were held off by Mittleland forces at the Hill of Idria (Phase 2 Map), and were destroyed at the Hill of Whispers. Here it was proven that native troops cannot attack Regulars stationed in position on hilltops!

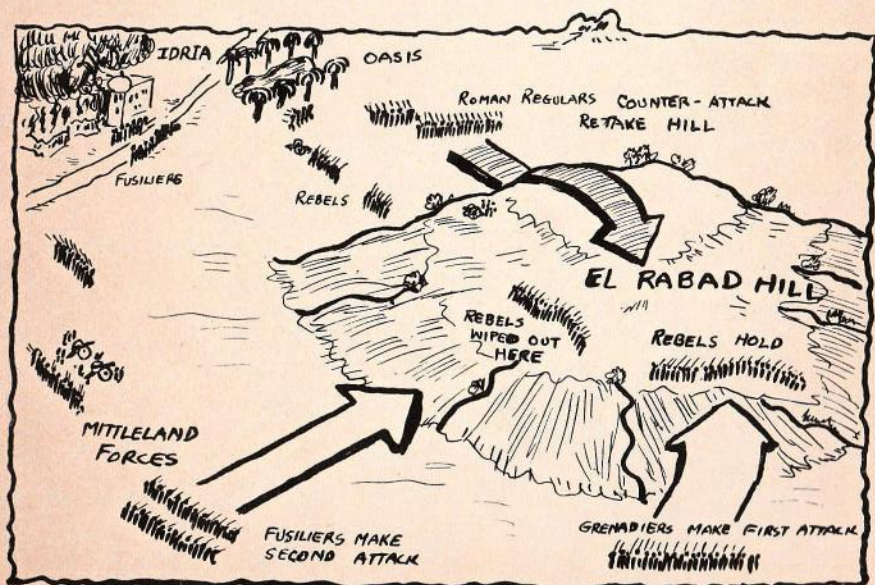


## PHASE 2

The Mittleland Fusiliers on the left flank (at Rocky Hill) launched an attack against light opposition, crossed over Caravan Hill, captured the Inn and the Water House, and successfully flanked the Rebel position, squeezing them against the Oasis and El Rabad Hill. This Hill was strongly held and only desperate attacks by the Mittleland regulars could hope to take it.

The first attack failed when the Mittleland Grenadiers were repulsed. A second attack by squads of Fusiliers took the hill, but a counter attack by Roman regulars, threw them off (Phase 3 map). However, by this time the natives had taken such terrific casualties, that a combined assault by the remnants of the 15th Regiment, coming in from three sides of the Hill, found them too weak to hold, and the Norbian 2nd Battalion died to the last man on the slopes of El Rabad Hill.

(NOTE- In the "Blue Nile" by Alan Moorehead, the reader will find some valuable information on Napoleon's campaign in Egypt in 1799 that should give him interesting ideas on fighting war games of the type above).



## PHASE 3 - EL RABAD HILL

## LITERARY MUSTER By A. Newell Chamberlin III

An ambitious project has been undertaken by a German historian, Dr. K. G. Klietmann, a project which, when completed, will be a definitive history of the uniforms, badges, etc. of the Wehrmacht, 1934-45. The first of the contemplated series is now available and covers 25 subjects such as "The service tunic pattern of the Wehrmacht 1944", "Rank and service badges of the Waffen SS on uniforms not having shoulder straps," "The colors of the Turkistan Legion (Army)" and "Rank and service badges of the Todt-Organization".

Each of the 25 papers is illustrated, some in color, and each of the papers consists of from 4-6 pages. The series may be bought in toto (one saves on the subscription price) of \$10.00 plus case for the whole series (250 pages) at \$1.50. Postage is free. If one wishes to buy the papers individually one may do so. Prices for the individual papers average 50 cents, and a list may be obtained from the publisher, Die Ordens-Sammlung, 1 Berlin 12 (Charlottenburg), Wielandstrasse 16 (West Berlin). Payment must accompany orders. From the prospecti which show the uniform drawings and give samples of photos of badges, etc., the quality of both is excellent.

Norman Military Publications, London, has this summer issued volume 2 of C. P. Lawson's monumental work, The History of the Uniforms of the British Army. Volume 2 covers the period 1715-1763 and gives details of the Hanovarian forces as well as of the British. This volume costs a bit more than the previous ones (about \$7.50 including postage). It is well worth the price and taken with volumes 1 and 3 forms about the most detailed history of the British Army's uniforms and colors that one can find. For example accurate descriptions of the intricate regimental lace used in the 18th century are not easy to come by and here in Lawson's work the descriptions are minute and illustrated in detailed drawings. Lawson covers all branches of the service, but seems to lean heavily to the cavalry, although the other branches are given their just due. No collector who specializes in the 18th century British or colonial forces can afford to be without these three volumes.

In view of the fact that many model-makers are producing portrait models of World War II generals, a little paper-back volume, Fighting Generals, edited by Phil Hirsch (Pyramid Books, 40 cents) may be of interest. Generals such as Mark Clark, Rommel, Patton and Zhukov are covered, each with a little vignette showing that they were fighting generals. Another paperback of note is Hanson W. Baldwin's World War I, (Black Cat, 75 cents). This is a brilliant analysis of the Great War and its leaders and their strategies. Although not as detailed as Cyril Falls' The Great War, also in paperback (Carnicorn \$1.95) it is by far the neatest, short analysis of the 1914 war yet.

Pierce G. Fredericks in 1960 wrote The Great Adventure, the story of the A. E. F. in World War I. This has now been issued in paperback by Ace Books at 50 cents. It is a detailed and expertly done narrative history of the American effort and well worth reading.

NEED SOME READING MATERIAL THESE LONG WINTER NIGHTS? Why not try one of these?

HOW TO PLAY WAR GAMES IN MINIATURE by Joseph Morschauer.....\$3.95  
ALL ABOUT WAR GAMES by Jack Scruby.....\$1.00  
THE CIVIL WAR IN THE WEST by A. Newell Chamberlin.....\$1.00  
THE STRATEGY-TACTICAL WAR GAME by Jack Scruby.....\$1.00

(Only a limited number of these left. It will not be reprinted)

Available from JACK SCRUBY, 2044 S. LINWOOD, VISALIA, CALIFORNIA

I started out a few years ago in this hobby with a Napoleonic war game army, and it is still one of my favorite periods. I've decided to return to another period - an old favorite - and one I always seem to come back to despite desertions to other periods. This is the period between 1900 and 1939 or the WWI and Between the Great Wars period.

The transition period of war from horse drawn, footslogging armies to one of motor and armor has always fascinated me and judging from the number of new books on this era, I have been encouraged to go ahead and plan a war game army of this period.

My basic idea is for armies of WWI and the 1920-30's just emerging from the old way into the mechanized era. They would be composed of all the time honored branches of horse artillery, cavalry and foot soldiers, plus a beginning of motor trucks, tractor drawn artillery, the first crude tanks and armored cars, machine guns, and airplanes. New fire tables and basic moves will have to be devised, and I'll open myself to a round of criticism and lay down a few rules I've come up with.

To begin, WWI tank's average speed was only five miles an hour, with a cruising range of only fifty miles before it ran out of fuel or broke down. A tank should therefore move at a speed of one infantry move, with a halt every five moves (of three move duration) for repairs, refueling, etc. This would serve to give a tank a limited speed and cruising radius. While the tank is slow and limited in range, it was a potent weapon.

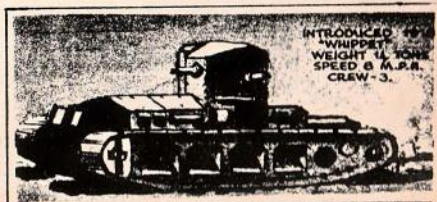
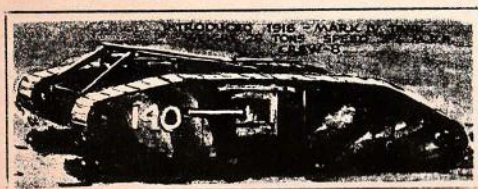
The British Mark IV tank was armed with two six pounders and four machine guns, and could raise hell with a German trench if it managed to get there before falling apart. Firepower from a tank therefore would be very severe. Since these first British tanks never failed to break up a formation of German infantry, I also would give it "melee" power, and my rules is that the tank will always break up an infantry formation up to a company in strength. One more thought on tanks should be to keep them at a minimum, both in the interest of the game and in keeping with historical fact.

Armored cars will also play a part; armed with machine guns and capable of traveling long distances at fast speeds. I intend to give the AC a move twice that of cavalry, as from what I have read these cars could travel much faster and further than the horse. The AC's should prove valuable in exploiting breaks in enemy lines and a small force composed of, say, two AC's and a couple of truck loads of infantry could tear through a gap in the enemy defenses, landing well in his rear area, capturing or knocking out artillery, supply depots and points of communications.

Machine guns will be used in limited numbers but will be given strong firepower, something as strong as a "volley" of ten infantrymen. At the moment, I am working on rules for the use of airplanes, based on strafing and small bombings such as one found in WWI.

Artillery will be half horse drawn, half tractor drawn, and will be capable of indirect fire as well as line-of-sight, and will of course have much greater accuracy than in earlier period war games.

Well, there it is. Many details naturally need to be worked out, but I believe some of the basic ideas are covered, and I am looking forward to many fascinating evenings working it all out.

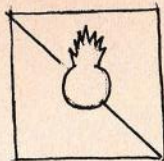


# FLAGS OF THE GERMANIC NATIONS - 1800-15

Written and Illustrated by Jack Hays



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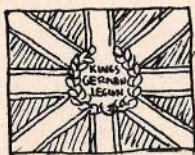
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11



12



13

1. Bavarian Regimental Flag. Field: white with light blue checkered pattern. Ornament: Red ruffles in horse-shoe pattern around two gold Bavarian Lions. The Crown is gold.
2. Grenadier Company Guidon, Bavarian Regiments. Field: Upper half is red, lower half is light blue. Ornament: Gold flaming grenade.
3. Prussian Regimental Flag 1803-15. Field: White with black cross. Ornament: four outer small crests are gold. Four flaming grenades on each side of cross are gold. Center crest has orange background, black eagle, gold crown and gold wreath.
4. Silesian Regimental Flag. Field: Dependent on Regiment. 1st Regiment had light blue, 2nd light orange. Ornament: all ornaments are white excepting the black eagle in center.
5. West Prussian Regimental Flag. Field: is green with red cross. Ornament: grenades and all ornaments are white except black eagle.
6. Kings German Legion (in British Service). Field: same as Union Jack. Ornament: Crest in center has red center surrounded by green wreath inscribed "Kings German Legion".
7. Saxony Artillery Regiment 1810. Field: light green. Ornaments: Gold "R" and Crown. Green wreath. Red lines and border trim. White grenade in each corner of flag. White flowers along inside of red trim (shown as circles on diagram).
8. Standard of Dragoons, Kings German Legion. Black Field. Ornaments: four outer small crests, red with green wreaths, alternately inscribed with "KGL" or crossed sabres. Large center crest has black field with green wreath inscribed with white letters "Kings German Dragoons" (or Hussars, as the case may be).
9. Brandenburg Cuirassier Regiment 1813. Field: light blue. Ornaments all gold. Center crest has white field with black eagle.
10. Ansbach-Bayreuth Regiment 1800. Field: Alternate black and white stripes. Ornaments: Red bird (dove) within green wreath, small green wreath in each corner.

Continued bottom of Page 8



If our hobby is to grow and expand as did model railroads, airplanes, etc., we must let the public know about it. Fortunately we have received several articles in national magazines such as "LOOK" and others. However, except for a letter now and then, there is little John Jones in Dry Falls, Minnesota can do to influence such a magazine. Besides, if John can convert anyone he would much rather he lived in Dry Falls than Tortilla Flats, Arizona!

John would much rather have someone he can talk to, fight war games with, and the hundred and one other things we all do, who lives in his own area. The problem therefore arises of how to create enough interest in someone close by - to light the war game spark - and keep it burning.

If you live in a fair sized city, there may be someone with a bon-fire going right now. A few letters to model soldier clubs and manufacturers may get you his name and address. From then on it's easy. But suppose you live in Dry Falls, and there isn't anyone else - then what? Then you will have to dig some one up by yourself.

One way to begin is to display your model soldiers. Libraries, museums and schools usually let you display figures, and be sure to always leave word with the custodian to have anyone interested contact you. Any one who will go to the trouble of looking you up is more than just a browser.

Television reaches many more people than the library ever can, and most stations have programs presenting stories or interviews with people with interesting hobbies. These are advantageous not only in the numbers of viewers, but in the fact that these viewers learn enough about the hobby not to consider us all mentally retarded nuts playing with little tin soldiers.

If neither of the above can be accomplished in your small town, you may be able to con the local newspaper into printing the story. This of course can do no harm and will undoubtedly reach hundreds of other people. In all this never fail to leave your name and address so people can find you.

All people choose friends who have at least some interest in common. If none of your friends are interested in your hobby at least have them put out the word to anyone they think of who might be interested.

Your last reserve is yourself. Remember, the more people you show your hobby to, the more people you reach indirectly, and the more people who might just walk up to you and say, "Hey, Bill Smith paints them too".

Of course, I can't guarantee any of these things will work, but then what have you got to lose? That war game partner could be right next door!

\* \* \* \* \*

Editors Note: In conjunction with this story by Don, we should mention the fact that sometime this winter there is supposed to be a very large article appear in SPORTS ILLUSTRATED on war games. Dick Gehman is its author, and it relates the full story of a battle between Charlie and Bob Sweet of Bristol, Connecticut. This no doubt will give our hobby a nice boost. Keep your eyes open for this article.

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### FLAGS, continued

11. Garde du Corps Prussia 1813. White field. Ornaments: Green wreaths around orange centered outer and larger center crests. Gold crown and black eagle. "R"s are gold.

12. Hanseatic Legion 1813. White field. Ornaments: Red cross inscribed with "1813" above and "Deutschland" below. Black Austrian type eagles in each corner.

13. Weimar Volunteer Mounted Rifles 1813. Black field. Ornaments: cross and all trimming including edge is gold. Cross is inscribed "mit Gott Deutschland 1813".

# CLASSIFIED

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WANTED - A copy of Das Ehrenkleid des Soldaten by Martin Lezius. Contact Bob Swanson, 9639 Shoshone Ave., Northridge, California.

FOR SALE - 30mm Castings of Cox Sudan Troops. Infantry 14¢, Cavalry 28¢. Have about 300. Send stamp for list. Bob Lillie, % Mrs. Ignowski, 1401 S. 59 Ct., Cicero, Illinois.

DO YOU HAVE SOMETHING TO SELL? DO YOU WANT TO TRADE? IF SO, WHY NOT USE THE CLASSIFIED SECTION OF TABLE TOP TALK. COSTS YOU .03¢ PER WORD, YOUR NAME AND ADDRESS DOES NOT COUNT.

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## ITEMS OF INTEREST FROM HERE AND THERE

On August 16, 17 and 18th, fifteen war gamers met in Dayton, Ohio, for the second annual battle. This was called the Battle of Fortress Britannia in which English, Russian and Prussian forces defended England against an invasion by Napoleon's Grande Armee in the year 1810. Four six by twelve foottable were set up for the battlefield area (with aisles between them so the players could move around). On each battlefield special "locations" were set, each one given point values, and victory went to the side which held the most points at the end of the game.

In command of the Allied forces was BRUCE RONALD, while DAVE TOWELL commanded the French invaders. These men, along with their staff (BOB CORY and JIM PLAMBECK respectively) only saw the battlefield once during the game, their HQ's being located in another room. Messengers BRYAN MURPHY and CHARLES FLOTO brought them results of the battle and carried orders to the field commanders who actually moved the model soldiers. A total of 6975 infantry, 1000 cavalry and 75 artillerymen - all 30mm Napoleonics - were used in the game.

Field commanders for the Allies were PAT PATTERSON, ED SMALL and STAN GLANZER. For the French FRED VIETMEYER, TED HASKELL and TOM BOOKWALTER made the troop movements. DUKE SEIFRIED acted as Umpire and DENNY HERRON was the historian, writing up the action as it progressed. JOHN MURPHY supplied the battlefield location and sleeping accommodations to the out of town visitors.

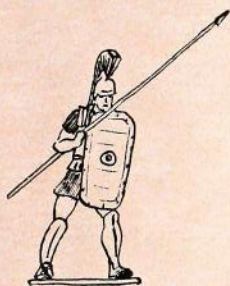
The battle lasted two days, and in bitter fighting the English successfully threw back the French invasion and won the battle. We understand a wonderful time was had by all, and that plans for another super gigantic Dayton type war game for next year are already under way.

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S. BOBO, 3461 Pleasant Dr., Shreveport, Louisiana works with plastic soldiers a lot, and writes the following: "I have been successfully converting Airfix figures, and recently discovered that by using an Arrow Fletcher conversion is easier. An Arrow Fletcher is sold commercially in most sport shops and is used to shape the feathers on home made arrows. One heats the coil and wire of the Fletcher and uses it to melt the immediate part of the model where you want to change it. While the plastic is hot, press and bend it to the desired shape. Then cut off any excess plastic and paint it as desired."



## New 20mm ANCIENTS



GS-139

GS-139....Greek Warrior, advancing, with long pike.

These figures are perfect for a Phalanx and the pikes fit over the shoulder of the front rank.

GS-143....Greek Warrior, swinging sword

This and GS-139 can also be painted as early Romans, or as Carthaginians or Macedonians of Alexander the Great.

GS-144....Numidian Infantry, charging, with sword and shield.

Can also be painted as Persian Infantry, Arabic heavy infantry and other Middle East warriors.

GSC-142...Numidian Light cavalryman, lion skin cape, throwing javelin from horseback

This casting can be used for any barbarian cavalry of the Roman period.

## 30mm NAPOLEONICS

### Infantry



S-135

S-134....French Fusilier, 1813 uniform, firing

S-210....French Fusilier, kneeling, on guard

The combination of these two figures would make a fine French Infantry square.

S-159....British Rifle Regt., 1812, advancing

A very unusual action position, and would be good for use as a skirmisher

S-135....Prussian Infantry, 1812, crouching, on guard

S-136....Prussian Infantry (no blanket roll), 1812, charging (cast in 50/50 tin only) on one leg.



C-26

### Cavalry

These three Cavalry riders fit the Cox horses, and are available in 50/50 tin only...34¢ each

C-8.....French Carbineer of the Guard, attacking, swinging sword  
(In cuirass)

C-13....Russian Cossack with sword at the ready

C-26....French Light Horse Scout-Lancer, 1812 uniform, with lance

Limited quantities of these NORTH "Paint Your Own" Uniform cards are now available, or will be in stock shortly. 6 cards at \$1.10 per set.

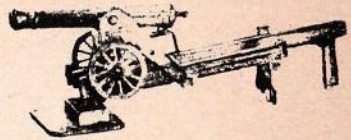
Set 40....Portuguese Cacadores (Lt. Inf.), 1808-9

Set 42....Austrian Chevaulegers (Lt. Cav.), 1808-15

Set 44....British Light Infantry, 1815

JACK SCRUBYS MILITARY MINIATURES....P.O. Box 89...Visalia, California

## THE THOMAS INDUSTRIES STORY



Thomas Industries has long been famed for manufacturing HO gauge model railroad equipment and accessories, and during WWII manufactured many specialized parts for the military services. In 1950, owner J. P. Thomas and his wife moved the plant from New Jersey to Shawnee, Okla. An expert tool and die maker, Jim Thomas was noted for his excellent line of equipment which he designed and manufactured.

His son, who has a keen interest in military subjects, and who is a professor of history at the Naval Academy, developed and designed the 20mm scale Thomas Civil War miniatures which most war gamers are familiar with today. When Mr. Thomas Sr. died, his son and wife ran the business for a while, then sold it recently to Mr. K. E. Bovee and Mr. C. C. Laster. Cal Laster manages the business now, and production at Thomas Industries has been greatly expanded and modernized in order to take care of the great demand for these excellent military miniatures.

Within recent months new Thomas designed figures of Zouaves have been introduced, and this now makes a most complete line of Civil War models. All figures are cast of metal, and the equipment, cannons, gun teams, etc. are particularly well made, and the figures are excellent in quality and action. Thomas Industries uses the centrifugal casting method, and after a master figure has been made, it is sent to New York where the molds are made. Expensive rubber molds are used, which enables the Thomas models to have undercuts and to give them a realistic look. As Mr. Laster says, "the use of rubber molds allows us to get away from the stiff positioning required in casting plastic figures in steel molds, and despite the extra expenses involved and the replacements required - for after all hot metal does destroy rubber molds fast - we at Thomas feel the results are most gratifying."

The production plant in Shawnee is located on a 2 acre tract, and has some 2500 square feet of working room. The metal used in the miniatures is a 50/50 lead and tin mixture blended with typemetal. This allows some pliability of the figure, and naturally tends also to cut down on breakage. The Thomas figures are available through direct mail order from the factory or through local dealers located in most towns in the US. Prices run from 10 cents for foot figures to 20 cents for cavalry figures.

Cal Laster, the manager, is a native Oklahoman, and grew up in Shawnee. He spent 4 years in the Navy, then returned to finish college in his home town. He has worked at many varied jobs since then, and is now involved mostly in real estate and development in Shawnee - "in my spare time, I manage the Thomas Industries", he says.

Laster enjoys military miniatures, but is not a collector. He, however is a "gun nut", collects weapons, and loves to hunt. Cal is 38 years old, is married, and has a son and daughter.

Thomas Industries is always interested in producing new 20mm figures, and asked that TTT specify in this article that they are interested in seeing anyones original figures, with the idea in mind of working out mutually agreeable arrangements to produce them.

## LETTERS, NEWS AND VIEWS

Recent visitors to Visalia include: PAUL and MARK GUNTHER from Culver City, California - DARRELL JOHNS of Covina and KIP TREXEL of Palo Alto, Calif., and MARK McCARTNEY from Columbus, Ohio.

### WAR GAME CLUB NEWS IN BRIEF

DAVE WESLEY, 2352 E. Indian Way, North St. Paul, Minn., reports a new club in this area, which includes JIM JAROSCH, CHUCK EKSTEDT, DALE MONT-BRIAND and BURKE STRICKLAND. Anyone in this area invited to contact them. Are playing a series of war games of 1870 in Central America.

FRED VIETMEYER, 2503 Trentman, Ft. Wayne, Indiana, reports that he, LOUIS BLOOM and ED STRAUSS are making a 30mm Napoleonic war game force that will integrate into the annual Dayton War Game armies. Newcomers invited to join with them.

RICHARD MECK, 88 Diller Ave., New Holland, Penna., reports their club has about 5200 miniatures of all kinds, and recently refought the 2nd WW African campaign.

DR. GERARD DE GRE, Bard College, Annandale-on-Hudson, N.Y. writes that new members for the MODEL GENERALS CLUBS are coming in. MGC is primarily a research and correspondence organization, and to join, send letter listing your age, occupation, size and variety of your collection, your favorite periods of history. Enclose a stamped self-addressed envelope and a membership card will be sent you. To help defray expenses send five 5¢ stamps to cover cost. This is the only "dues" required and is not mandatory.

JAMES DRETLE, 10 Pickwick Rd., Marblehead, Mass. reports a new war game club, and new members in this area will be welcomed. MICHAEL MEO, BOB MICKLEY and NEAL GROSSMAN are charter members. Currently the group is involved in a 20mm scale campaign of the German-Russian war of 1941. Club members are looking for either 20mm or 54mm Russian and German WWII soldiers and equipment to buy.

WALTER GREEN, 8202 Ocean Front, Virginia Beach, Virginia, secretary of the Tidewater Naval Wargames Association have welcomed BOB LILLIE of Cicero, Ill, and CHARLES CUMMINS of Palo Alto, Calif. as new members. A nice little publication, the "Salvo" is put out once a month by this organization, and new recruits are welcomed. Write Walter for full particulars.

\* \* \* \* \*

From HERBERT COX

"...Am looking for someone in this area to play war games with. My college address is Box 2131, Williamsburg, VA. My home address is RFD 2, Smithfield, Va.....Someone, please be in this area....."

From DOUG JOHNSON, 10 Overbrook Dr., St. Louis 24, Missouri.

"...Thanks to TTT have now met NEWELL CHAMBERLIN, and he has given me much needed help on uniforms of the British colonial period....I plan to have a game with him some weekend soon....."

From CONRAD KINNEY, 105 W. Howard St., Crothersville, Indiana.

"...I have a Kodak Duaflex camera with Kodet Lens, and have found a cheap way for taking good pictures of miniatures. I purchased a Series 5 slip on adapter ring, and a 3+ Kodak Portra Lens. This enables me to take really clear shots at 11 inches....A 5+ Lens would get you up within 6 or 7 inches of a model...The adapter ring was \$2.25; and the lenses are \$2.95 each....Thought this information might be of help to those who want to take good shots of their war games and model soldiers....."

From PETER McKENNA, Rt 1 Box 128A, Homestead, Florida.

"..For those who wish to use the Irish Legion as described by Harold Pestana in a recent TTT, it should be noted they carried a flag quite different from the rest of the French army..."

Continued on Page 13

"..It was green with a large Irish harp in the center. On one side was written "Napoleon I to the 1st (2nd) (3rd) Irish Battalion," and on the other side "The Independence of Ireland". The Imperial Eagle was carried in addition to the green flag by the 1st Battalion only...."

From BERNARD TITUS, 833 N. Lane St., Mountain View, Alaska

"...With the coming of winter again, I can now settle back and work on my hobby...In another 60 days the sun will rise at 10 AM and set at 2:30 PM, while in summer we have 22 hours of daylight, and the hobby consequently must suffer! I am employed as Development Supervisor of the Alaska State Park system, and recently constructed a 1/8" scale miniature campground and recreation area complete with trees, people, automobiles, etc. including a creek and waterfall flowing through the diorama with a pumping system for real colored water. It is a part of our exhibit at the various fairs and other functions in the state, and has been well received by our Alaskan citizens....."

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

"...I highly recommend Beat the Last Drum by Thomas J. Fleming, which is a new book due soon and is about the best account of the Battle of Yorktown I've seen. Fleming also wrote Now We Are Enemies, which is a top account of the Bunker Hill Battle. Both books are musts for war gamers interested in the Revolutionary War...."

From JEFF BUTTS, 215 Sheridan, Ft. Bliss, Texas

"....After reading about the fabulous TONY BATH I decided to develop my own countries, and I now have two mythical countries, Century and Angolia, who have their own national uniforms and national history. I also have Nomad mercenaries, that sell their skill to the highest bidder... My war game table is a little out of the ordinary in that I have two U.S. Army terrain kits which the army uses to conduct their training classes..They are made of foam rubber, and are modeled into natural shapes. In these kits there are different shaped and size hills, plus foam rubber trees, hedges, etc....."

From PAUL FLEUKIGER, 6515 Hartwick, Houston, Texas

"...CLAUDE WHITTINGTON has come home from the air force, and we are in the middle of painting his 1870 French army....He has done some very beautiful work on this army, including a regiment of Grenadiers of the Guard made from your line infantry casting with liquid solder used to build up the bearskin and plume....While this army is being worked on, the Civil War has been out chief front of action in our games....P.S. I am now the proud "owner" of another war gamer, Eric born in July, and he's a real clown like his brother!....."

From HOWARD K. THOMPSON, MD, 330 Dartmouth St., Boston, Mass.

"....regarding the paper soldiers I wrote you about, the man who fired me up for war games was a Cuban war veteran and artist, who began his figures in the 1890s. I began making my (paper) soldiers in 1912...When my sons were in their teens we reproduced many battles... Our last diorama was Civil War's Antietam for which we had 5,000 figures. Part of this display was shown at the Smithsonian Institute during the Centennial....."



By John Aaron



Left - Infantryman  
Right - Infantry Officer

Opposition forces for your "colonial" type war game can be formed by using Turk troops of the early 1900's. You can easily convert the Cox 30mm British regulars of the Sudan War to the Turk infantryman with a little filing around the sun helmet. The Turk helmet has no front brim and the back brim is more rounded. The Cox officers in sun helmet can be used for Turks without conversion.

The soldiers of the Young Turk regime were trained by German officers, and were well equipped with German Mausers and supported by modern artillery and machine guns, and were a formidable foe at all times.

The Turks changed to a khakai uniform in 1909. A short jacket with a stand-up collar, short pants, and puttees, a tropical helmet covered by khakai cloth, and a grey calfskin pack were the basic field uniform. The puttees were khakai and the shoes and leather equipment brown. The service branches were separated by different colored collars and trim. The infantry had khakai, light infantry olive green, artillery dark blue, cavalry light grey, engineers light blue, train red, generals scarlet-red, Staff carmen. Officers wore gold shoulderboards with silver stars according to their rank. Officers wore pith helmets or lamb skin caps as in the illustration.

Turkish troops can be used for the Balkan Wars, Arab rebellions or the Great War as you desire. Along with the German South West African Forces quite a formidable army can be built up to face the tough British regular in your "brushfire" table top actions.

8th BRANDENBURG  
GRENADIER REGIMENT -  
Field Uniform, 1914

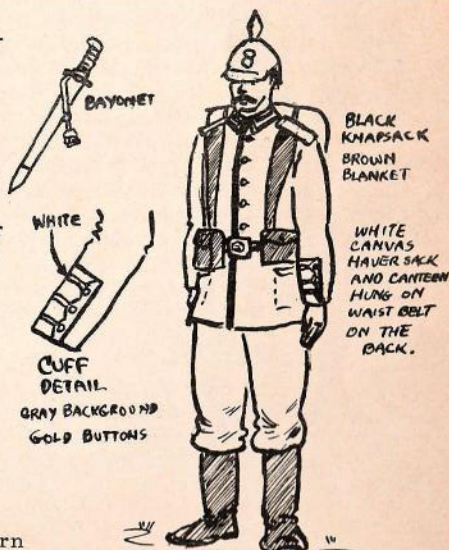
By Dirk DeRoos



OFFICER

- Field grey - Jacket, pants, cloth helmet cover.
- Red - Numeral on helmet, edges of collar, shoulder board, coat edge, stripe down pants.
- Tan - Packstraps, boots
- White - Tassels on bayonet and sword, shoulder board, collar and cuff facings.
- Brown - pouches, officers gloves
- Black - officers boots, binocular case.

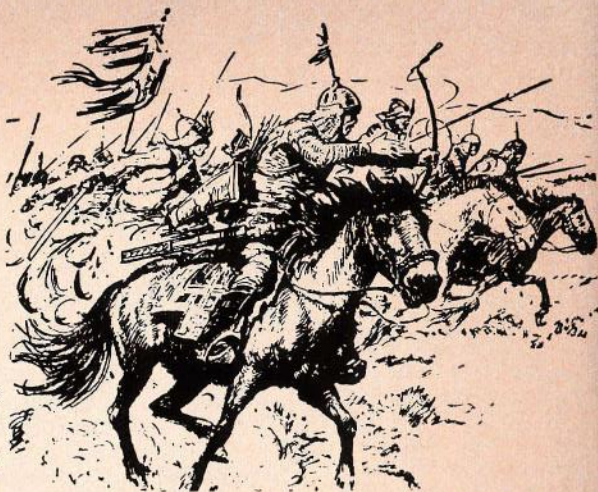
(NOTE: This uniform was worn by most German troops with only exception being color of numeral and facings differing from regiment to regiment)



PRIVATE

## THE MONGOL ARMY

by David Rusk



In organizing and painting a 20mm Mongol war game army I dug up information concerning it that may be of interest to ancient fans.

During the 13th and 14th centuries the Mongol Army was one of the finest and most powerful professional armies the world has ever known. It was destroyed in a terrible series of civil wars, and not by outside forces.

The Mongol Army was created by Genghis Khan during his 30 year struggle to conquer and unite Mongolia. It consisted of a Kul or Center of Mongols, and the Jun-gar and Barun-gar or Right and Left Wings, made up of Turks, Tartars, Manchus, Chinese, Persians and Arabs.

The Army units were decimal units of 10, 100, 1000 and 10,000. The tuman or division of 10,000 was the highest permanent unit, but corps of 2-3 divisions and field armies of 2-5 corps were organized temporarily for campaigns. A division had 40 squadrons of heavy cavalry and 60 of light cavalry.

The Uniforms of both types of cavalry was almost the same - tanned leather boots, wool pants of various colors, leather armor covering front, back and sides of the upper body, and a leather helmet with a backdrop. Armor was left tan, or lacquered red or black. Heavy troopers had small iron plates sewn to the armor, or wore a bronze or iron breastplate. The iron was highly polished to mirror brightness, and the breastplate was painted gold or silver. Heavy troopers horses had head, flanks and shoulders encased in red or black leather armor.

Officers had the same uniforms as the men, but a spike on their helmet had a colored horsetail to show rank - black for a troop CO, red for squadron CO, blue for regiment commander and white for general of division. Only those of imperial blood could wear gold insignia.

Standards - Troops had a pole with a white horsetail. Squadrons had black and white checkered flags. Regiments had long sky-blue banners, and a pole with 9 yak tails and a white falcon with spread wings on top. The Khakhan's standard was a staff with 4 black horsetails.

All cavalry carried 2 bows, 2 quivers of arrows, a sabre, a mace or battle axe, a lariat and a knife. In addition, heavy troops had a long lance with a hook near the point, Light troops carried javelins or short lances. One of the two bows was a light hunting bow with 60-80 pound pull for rapid fire of light arrows. The other was a heavy Turkish composite bow of 166 or more pounds pull, for shooting heavy armor piercing arrows slowly and accurately. Fire from the bows was effective at 2-300 yards, and still dangerous at 400 or more, while 100 or less was considered to be point blank!

The Mongols never had much more than 150,000 men in any campaign, and had no more than 60,000 in any battle. Genghis' sons together had about 300,000 men, and his grandsons 600,000 but by then the Empire had begun to split and many of these troops were Auxiliaries.

A Mongol invasion was preceded by a wave of spies who gained information on the doomed enemy, spread rumors of panic and disunited the



people as much as possible. The enemy ruler was then ordered to surrender, and when refused, the Mongol divisions entered the enemy nation from several points spreading terror and havoc in order to anger the enemy army into coming out for battle. When scouts located the enemy army Mongol divisions concentrated at the rate of 60-90 miles per day; for by using remounts they could double or triple their usual 30 mile per day speed.

Each Mongol division was encircled by a 30 mile circle of scouts and thus at all times knew the exact disposition of the enemy before they were even aware of them. So well trained and organized were the Mongol cavalry, that their tactics were based on a few simple routine maneuvers that were performed as easily as a drill.

Routine 1 was to have a small force of Mongols ride up to the enemy, and fire a few volleys of arrows into his ranks. When the enraged enemy pursued the Mongols he soon found he had chased them into an ambush by the main Mongol army. Routine 2 occurred when part of the Mongols engaged the enemy in front, while the rest spread out to either flank, surrounding them with a ring of mounted archers who shot up the foe as if at target practice.

Tactic 3 was for the light troops to shoot up the enemy until their ranks were disordered, then retire and let the heavy troops charge into melee. If the enemy put up too much of a fight, the Mongols fled in "panic", and led the enemy in pursuit. When they were well strung out, the Mongols turned and destroyed them piecemeal. A final basic tactic was for all the Mongols to make a charge toward the enemy center, then suddenly swerve on one wing at a gallop and crash into this flank. If this did not turn out too well, they switched to the panic routine outlined above.

Signals for all maneuvers were given by raising or lowering the units flags by saddle drums, whistling arrows and by colored lanterns at night.

For my armies of the Mongol campaigns I use the 20mm Scruby models of the Crusades. My Mongol army is made up of light cavalry archers and heavy cavalry lancers. Scruby casting GSC-262 makes a fine mounted light archer, and if a lance is soldered behind the back, can be used for heavy cavalry also. I use GSC-261, the Crusader mounted lancer in chain mail, for the heavy cavalry. At present I have 30 stands of mounted archers (with 2 cavalry models mounted to a stand), 20 stands of Lancers and a reserve of 10 stands of Lancers representing the Keshik- the Imperial Guard. Often, the Mongol light cavalry dismounted and stood behind their horses for better protection and fire. When I "dismount" archers I replace them on the table with stands of foot archers, Scruby casting GS-254, Saracen foot archer. For Auxiliaries, I use either Crusaders or Saracens, since both at times were allied with the Mongols.

For foes of the Mongols, use the Saracen and Crusader castings. Here are a few of the types of foes the Mongols faced:

Chinese- The Chinese Kin Empire had an army organized much like the Mongols, with masses of spearmen added to the mounted archers and lancers. Use Scruby castings GSC-261, 262 and GS-256. Units usually had uniforms of solid color - i. e. red lancers, yellow spearmen, etc.

Turks - organized almost exactly as were the Mongols

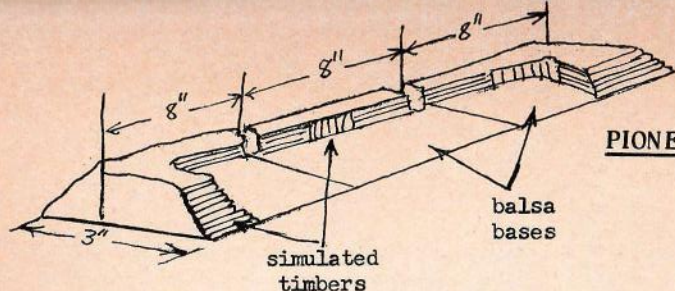
Moslem States-usually had mounted archers and lancers with Arab cavalry and infantry added. Use GSC-262, 263, 261 and GS-254, 255 and 256.

Russians - The Russians can be represented by the Scruby Gaul 20mm figures (Rome versus Gaul) such as GS-135, 136, 137 and 138.

European states in general were made up of mailed lancers followed by masses of infantry. Hungary, however, was the only country to use mounted archers.

And finally, your Mongols can "turn" into Huns and fight the Romans and Goths (use the Roman and Gaul Scruby castings).

All in all, then, ancient model soldiers can be painted to represent many soldiers of many ancient nations, and wars of all kinds can be easily fought if you take a little time to research them properly.



## PIONEERS IN WAR GAMES

By Jack Rimer

Aloys Ochel, the famous German flat designer, offers two sets of special interest to war gamers - Prussian and French Pioneers of the 1870-71 period. Most gamers confine their use of Pioneers to ornamental purposes, but I use these troops as an integral and important part of the game itself. According to Cassell's History of the Franco-Prussian War "the French recently adopted a system of improvising field entrenchments... men carrying pick-axes and shovels accompanied the troops, throwing up entrenchments as the army advanced."

I set about constructing redoubts in sections, each section being three inches wide by eight long, with one-eighth balsa serving as the base (for 30mm scale soldiers). With Perma-scenery, the model railroad material made of vermiculite and powdered glue, I built up the actual redoubt sections in various patterns - right and left end sections, and straight portions. The inner walls were lined with log timbers, cut from twigs and scored balsa strips. The end result is as appears in the drawing above.

The Ochel Pioneer figures were glued to various areas of each section to simulate construction, with model shrubs and trees added here and there to further diorama-like realism. This permanent fastening of the Pioneers meant that a separate category was added to my roster sheet for them, with casualties from enemy snipers and melees being deducted.

I use the following rules for their application. It takes three game moves to erect one eight inch redoubt section, with another added three moves later. In this manner a whole redoubt line may be constructed at designated points to serve as protective cover. If the number of men involved in construction is reduced by enemy fire, the rate of construction is also reduced. Six men (mounted on a tray) is my basic Pioneer unit, and if down to four men, increase the number of construction moves to four.

I move in redoubt sections with the Pioneers mounted on them to indicate where the construction is taking place. After the three moves, this is replaced by a section without Pioneers, and troops may then be moved in behind the walls. Redoubts under construction cannot provide cover until completed, with the exception of a small force of skirmishers who serve as pickets while the work goes on.

The possibilities of using Pioneers in war games is endless, and is limited only by your imagination.



BAVARIAN PIONEERS IN THE TRENCHES BEFORE BELFORT.

Editors Note - Readers will be interested to learn that Jack Rimer uses both flat and round 30mm models in his Franco-Prussian war game armies.

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