



TABLE



TOP



TALK

..... about model soldiers



SEPTEMBER 1963

Volume 2 Number 6

This is the second issue of the "new" TTT, and we want to thank all those who wrote us commending the "new look" of this magazine. I believe readers will agree this issue is even better, and at the moment we are receiving some excellent material for future use. One reader has asked for a cancellation of his subscription because he felt we featured too much war game news, and not enough collectors news. We feel however, that other publications deal pretty thoroughly with collectors news, and will stick to the format pretty much as found in this issue.

There are a few items for discussion that should be taken up. We have been asked by some readers to accept articles in lieu of subscription fees. We do not think this is fair to those who paid their fee, and who send in articles in hopes of having them printed and being paid enough to cover their payment. Besides of course, attempting to keep such things straight is almost impossible. So don't get mad if we turn you down and ask for your money in advance!

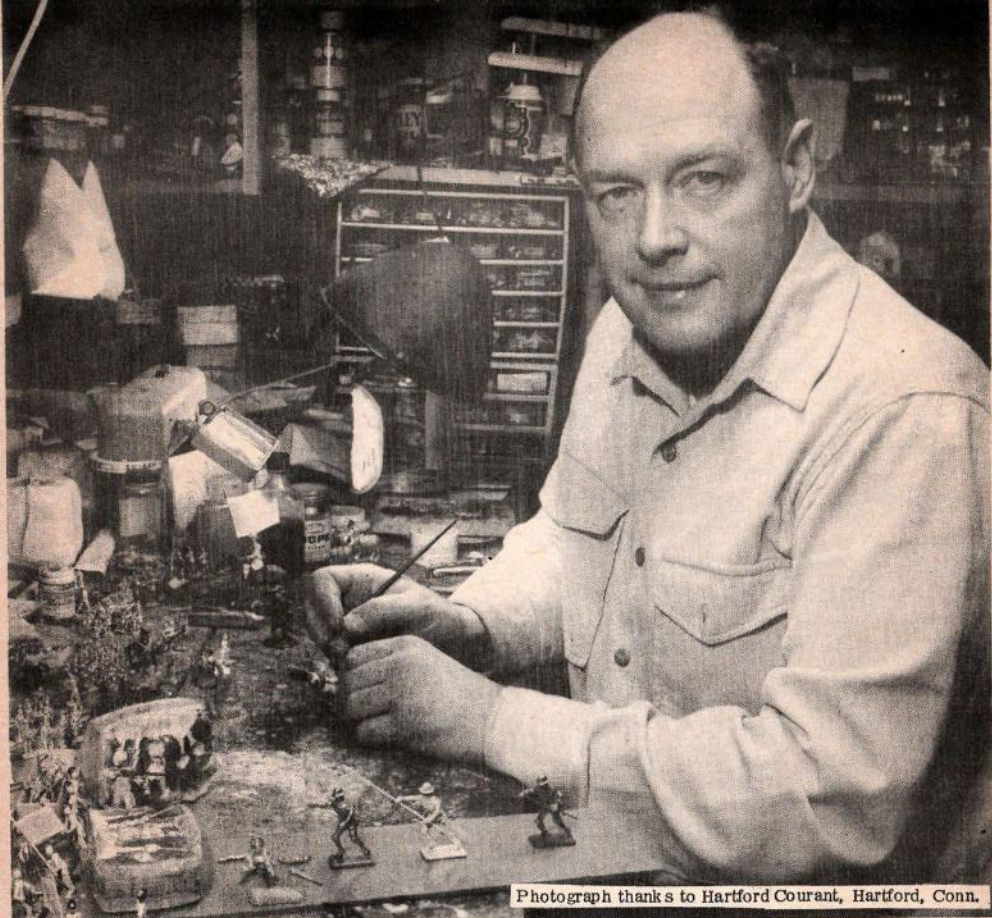
TTT is in great need of good photographs to use. As many of you already know, photos of war games and miniature soldiers are hard to take and the duplicating of a "fuzzy" photograph is difficult. A comparison of the professional photograph on the opposite page, and those on page 17 will illustrate what I mean. Small photos from a "Brownie" can be used of course but naturally do not duplicate on the printing press as well as a good clear shot will. Good focusing, and a contrasting background will bring out the best when photographing model soldiers.

We are also discouraged at the lack of response to our WAR GAME CLUB NEWSidea. Little or no information has arrived recently to include in this issue. Surely, the Clubs are active, and a short report every two months will, I know, be read with interest by all of us.

As we suspected, subscriptions are still coming in for TTT at this late date. Seems all war gamers wait until the last minute to do things. But fortunately we overprinted the first two issues of TTT, so if you are late, we have plenty of back issues on hand at the moment.

At the time we go to press, Summer is still in full swing, and this year we have had a lot of visitors pass through our little town for a visit. Back from a year at Okinawa (courtesy of the USMC) was MIKE FRANK who gave us plenty of trouble on the table top, and lots of information about the Okinawa War Gamers, and the Wisconsin group. BILL CONNOLLY made a stop on his vacation (from Los Angeles), while JOEL ZISKIN came all the way from Hanau, Germany, for a visit. MIKE SHEEHAN stopped by on his way to Virginia where he will be moving, and JACK LEE just missed seeing me on a trip through from Tucson, Arizona. AL PEARLMAN, who owns a hobby shop near San Francisco was by, and our old war game buddy, BOB HANDY, spent his leave from the Navy here at home. BOB gave us the full details on the fabulous war games played by Carl Johnson and Fred Petit in New Jersey. We had hoped to see BRUCE SEIFRIED also, but a last minute cancellation of his vacation kept him in Dayton, Ohio. We are looking forward to other visits before summer is over.

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.



Photograph thanks to Hartford Courant, Hartford, Conn.

CHARLES A. SWEET, Table Top General

Charlie Sweet, 47, of Bristol, Conn. is a war game general and collector of many years standing. He owns perhaps one of the finest collections of 54mm soldiers in the east, has won renown in collectors circles for his fantastic originals, conversions and painting of miniature soldiers. He also is "commander" of hundreds of beautifully done 20mm and 30mm war game warriors with which he battles with his sons and his brother, Robert - and any others who happen to be in his vicinity looking for a war game!

Charlie was born in Columbus, Georgia, was raised in Bronxville, NY, made All Conference tackle and Phi Beta Kappa at Washington and Lee U. (where his oldest son is following in his footsteps). From 1942 to 1946 was a Lieutenant in the US Navy, then went to work in the North Side Bank and Trust Co. in Bristol. He is now President of the bank, and sadly enough his heavy workload interferes considerably with his hobby of military miniatures (and we might add, fishing - for waters from Maine to the Caribbean have been fished thoroughly through the years).

In 1941 he married Patricia Hambricht, and they have three sons - Charles, William and David. A full life of business, professional, social and community activities keep the Sweet's on a busy round - yet Charlie always finds time to keep up with his war game friends. We might add too that he is an expert on all things medieval from armor to weapons as this is his special interest in military periods.

PRINCIPLES OF REALISM

by Ian Graham



In view of a spate of articles attacking advocates of realism in war games, I feel it might be advantageous to review some reasons for realism for the benefit of new readers. I realize this article can only skim the surface of the problem, but it may serve as a basis for thought and discussion on the subject of how realistic should a war game be.

My own preference is for the later Napoleonic era - 1810 to 1815. At that time the Allies largely understood and adopted Napoleonic strategy and organization, and the opposing forces were reasonably matched. The following remarks apply only to this period of military history.

UNNECESSARY REALISM - I feel that the aim of war game rules should be to reproduce the conditions of the period rather than actual battles. I believe opposing forces should be in rough proportion to the actual numbers of the real armies, but that no attempt should be made to reproduce the characters of the real commanders, the different rates of march, the different standards of accuracy of musket or cannon fire, and to do away with such weapons as shrapnel, rockets and rifles which were in an experimental stage, and which add complexity to war game rules.

THE TYPICAL BATTLE - To determine the factors necessary for realism, it is helpful to trace the course of a typical battle. Usually the advance guards of the opposing armies would meet and small scale hostilities would ensue. The morale of the side successful in these first exchanges would rise. All corps within reach would march to the scene of the action. As soon as either side felt sufficiently strong to initiate an attack, battle would commence. Normally one quarter to one third of the forces are engaged, with both sides making attacks and counter-attacks. Losses usually favored the defender. The battle would be decided when one commander finding his reserves depleted, having no hope of further reinforcement and judging that his enemy had enough left to withhold his attacks, decided to retreat. Those troops in immediate contact with the enemy would be abandoned, and the retreat, depending on the number of fresh troops available to oppose the pursuit, would be either an orderly withdrawal or a disorderly retreat.

Naturally, this is not a description of all Napoleonic battles, but is a general description of the ordinary (i. e. unrelieved by tactical genius) frontal assault.

There are several factors necessary for realism in a war game other than the fighting, and these factors directly affected all battles, and in a way should be incorporated into rules so that they affect the action on the table top. I shall delve briefly into these factors below.

STRATEGY AND SUPPLY LINES-Most students of war will agree that victories are more often strategic than tactically decisive. The usual case is one where defeat would be indecisive for one force, but disastrous for the other. No real strategy is possible without supply lines since these are the only limits on the movement of armies. To give free play to strategic factors, it would be necessary to impose sanctions on armies moving in too concentrated a fashion on the march. In real life these would appear as difficulties of supply with consequent starvation, disease, loss of morale, and increased desertion. Apart from refinements in rules taking these things into consideration, the inclusion of strategy should lead to encounter battles in which the numbers of enemy forces would be neither equal nor accurately known.

MORALE AND FATIGUE - These factors are present in real war, and to leave them out of account in mimic war gives the defensive an unreasonable advantage. Morale should be variable, it should rise with success and fall with failure. Repeated victories should produce veterans, repeated defeats deserters.

Morale and fatigue are of course connected and I feel that loss of morale, progressive fatigue or both in conjunction should render units incapable of further effort. This could be effected by a limit to the number of moves made by a unit in a game (fatigue) and a lowering of morale for each repulse and number of casualties suffered. It would appear that this might induce generals to consider the advisability of a withdrawal rather than a fight to the last man.

TIME, DISTANCE AND SPACE - The first two variables are covered in most war game rules. In the usual rules distance is the relationship between the range of weapons and the distance covered in a move. It should also relate to the lateral space occupied by the basic unit. This is particularly important in any consideration of cross fire.

Concerning time, I should like to see a return to, and a development of H.G. Wells' principle that only a limited time should be allowed for each move. I would suggest that the war game general be allowed sufficient time to move about one-third of his force on each move. An interval between moves would be allowed for judging the combat, but there would be no pause for consideration or planning.

THE THREE ARMS - Infantry and cavalry:

Melees in real war occurred much less than is generally supposed. In the same way a resolute, full-blooded cavalry charge was seldom pressed home on unshaken infantry. More often than not infantry would fire their muskets wildly and run, or the cavalry would slow down and swerve from the bayonets. Our rules should allow for the possibility of the attacker backing or the defenders fleeing.

Incidentally it appears that cavalry required at least 400 yards of movement to attain a successful charge. Since most cavalry charges of this period were made at the trot, our rules could specify that the first move from rest should be at the walk, the second at the trot, and only the third move could the cavalry reach their full gallop.

Artillery:

If we accept the average proportion in Napoleonic armies was 1 gun to 400 soldiers, then most miniature armies are heavily overgunned. With a proportion such as this, however, the loss of a gun would be too great a disaster on the war game table, so I suggest the proportions of 1 gun to 50 or 100 men, and scale down the effect of the gun so that they are not overwhelmingly powerful.

LUCK - I have not previously mentioned this factor as it is not strictly necessary in war games. I personally like my war games to contain some element of luck but feel that a general should have some means of minimising the effect of ill-fortune.

There are two possible aspects of luck in war games. The first is the inclusion of extraneous factors such as weather, state of the roads, a hostile civil population, etc. The second aspect is well known - the result of combat between opposing units being decided by some combination of luck and numbers. (i. e. dice)

To deal with these latter cases, I have adopted a system of percentage cards - all morale, shock, fire and other values being expressed as percentages. I do not know whether my opponents and I are more suspicious than other war gamers, but I find that a run of good luck with dice leads to a deep suspicion that the winner is attaining unnatural skill! Percentage cards also give a wider range of probabilities than the die ever will.



LITERARY MUSTER

by A. Newell Chamberlin

Two new books on the American Army of the 19th century are worthy of note: Zach Taylor's Little Army, by E. J. Nichols (Doubleday, \$4.95), and Forty Miles A Day on Beans and Hay: The Enlisted Soldier fighting the Indian Wars, by Don Rickey (Univ. of Oklahoma Press, \$5.95). While both these volumes deal with non-Civil War periods, they do fill gaps in the overall historiography of the U. S. Army. Nichol's volume deals with that force, volunteer and regular, which served under "Old Rough and Ready" during the Mexican War but the tactics, customs, etc. of Taylor's force did not vary much from those of Scott's in the same war. There are two good modern histories of the Mexican War (Henry's and Singletree's, the former the older and much better) and Nichols' volume provides the homey "housekeeping" details lacking in the more formal histories. It is a lively little book (280 pages) and inclined to be chummy; however, it is a valuable addition to the relatively few works on the Mexican War.

Rickey's volume contains the "housekeeping" details of the Indian Wars so often by-passed by military historians, and both volumes, taken with Friedel's The Splendid Little War provide the collector-historian with a good view of the American Army from 1840 through the Spanish War.

There seems to be a steady flow of uniform prints coming from Europe, most notable being the series by Jurgen Olmes, 415 Krefeld, Dionysiusstr. 62, West Germany. Olmes' series cover British, French, Russian and German forces from the 18th century through WWI. The plates are excellent and inexpensive, text is in German, but the plates are so good they are virtually self-explanatory.

The most recent book of plates from England is Smitherman's Cavalry Uniforms of the British Army (Norman Newton Ltd., 62/) containing 20 fine colored plates of uniforms. The artistry is excellent and the subjects varied. Chief fault of the plates is that they inevitably fail to show rear views - a common enough failing with uniform guides.

Not a new book, but certainly one which should be on everyone's shelves is Frontiers and Wars, by Winston Churchill (Harcourt, \$8.75), a one volume abridgement of four of Churchill's early books: "Story of Malakand Field Force", "The River War", "London to Ladysmith" and "Ian Hamilton's March". The abridgement has been very well done so that only extraneous passages have been omitted. Churchillian prose is magnificent in any form, but when he describes the stand of the field force during the Malakand campaign, or describes the classic charge at Omdurmann, it is without peer. "The River War" is available in a paperback book by a London publisher (Four Square Book #195), but none of the others is at the moment of this writing. Personally I found the Malakand Field Force story the most intriguing because it deals with a period and type of force in which I am especially interested, and because it is early Churchill, full of exuberance, admiration for courage and a belief in the right. The volume is illustrated by contemporary photographs many of which are excellent. I would like to see a companion volume of an abridgement of Churchill's classic biography of his ancestor, the Duke of Marlborough. This, I understand, may soon be forthcoming, the last edition being a 3-volume one by Harrap of England.

FRENCH ALLIED INFANTRY OF THE NAPOLEONIC PERIOD

Written and Illustrated by Harold Pestana

This uniform information is presented to enable those interested in the Napoleonic Period to add additional color to their armies. I have only included sufficient information for the painting of war-game models, and I suggest those interested in more details check my sources for this article: The Knotel-Sieg Handbuch der Uniformkunde, H. R. Sandford Uniform Cards, S. E. G. O. M. painting instructions, and Lezius Das Ehrenkleid des Soldaten. Most of this information has been translated from French or German.

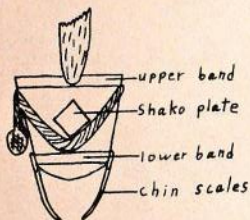
Information marked with an "?" is uncertain, and is based on the fact that allied uniforms were patterned after the French uniforms of the day. For example, if epaulette distinctions were not mentioned in the references, I assume grenadiers are red, Voltigeurs are green, etc.

Many of the Scruby Napoleonic infantry can be painted to represent the described units. Where minor conversions are necessary, these are noted and explained. The main coat types and headgear types are explained by drawings and are noted in the uniform descriptions.

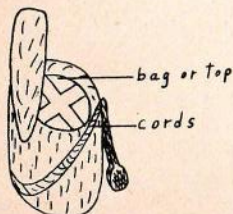
GENERAL INFORMATION - All the units described herein have the following in common:

- Shoes - black
- Gaiters - black or white
- Pants - white
- Waistcoat (when showing) - white
- Buttons - yellow metal (except where noted)
- Pack - brown. Blanket or Overcoat roll - brown or gray
- Cartridge Box - black
- Shako - black. Shako Plate and Chin Scales - yellow metal.

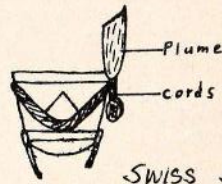
The following illustrations show features mentioned in the uniform descriptions :



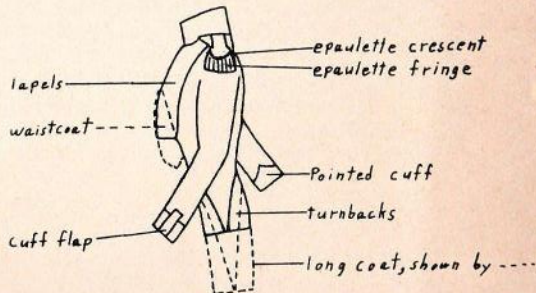
Shako



Bearskin
left-rear



SWISS SHAKO



Coat Types

(continued, page 7)

WESTPHALIA - Line Infantry

Coat - short type, white; Collar Lapels, Cuffs, turnbacks regimental colors; Collar and turnback edged white
Regiments 1 and 2 - dark blue; Regts. 3 and 4 - light blue; Regts. 5 and 6 - yellow.
Cuff Flaps - white.

| | <u>Grenadiers</u> | <u>Voltigeurs</u> | <u>Fusiliers</u> |
|-------------|-------------------|-------------------------------------|---|
| Epaulettes | RED | green with yellow crescents | white shoulder flaps edged with regt. color |
| Shako plume | red | yellow upper half, green lower half | white (?) |
| Shako cords | red | green | white |

Guard Grenadier Regiment

Coat- long type, white: Collar, cuffs, lapels, turnbacks, epaul. - Red
Bearskin headgear - without shield. Cords and plume, red. Yellow grenade on red top.

KINGDOM OF NAPLES - Line Infantry

Coat - long type with square lapels of the shorter - white. Cuff flaps, white.
Lapels, cuffs and collars in regimental colors.

| | |
|----------------------|------------------|
| Regt. 1 - light blue | Regt. 5 - green |
| Regt. 2 - light red | Regt. 6 - orange |
| Regt. 3 - black | Regt. 7 - yellow |
| Regt. 4-amaranth | Regt. 8 - rose |

Epaulettes, shako, shako plume and shako cords as under Westphalian line infantry (?)

NOTE-The 7th Regiment was composed of negroes and should make an interesting addition to a war game army.

KINGDOM OF ITALY - Line Infantry

Coat - long type, white.

| Regt. | Collar | Lapels and Shldr. flaps | Cuffs | Flaps | Turnbacks |
|-------|--------|-------------------------|-------|-------|-----------|
| 1 | green | red | red | green | red |
| 2 | white | red | white | red | white |
| 3 | red | red | red | red | red |
| 4 | red | white | white | green | white |
| 5 | red | green | green | red | white |
| 6 | white | green | white | green | white |
| 7 | green | white | red | none | white |

Regiment 7 had pointed cuffs- Regts. 4, 5 and 7 had white buttons. Grenadiers, voltigeurs and fusiliers are distinguished by epaulettes, shako cords and plume (see Westphalian Line Infantry). Knotel states that after 1810 no hangings were worn on the shakos. They also state the voltigeurs were uniformed as French voltigeurs, but had green rather than blue coats.

Guard Regiments

Guard Grenadiers - As Grenadiers of the French Imperial Guard except had green coats, white metal buttons and white metal bearskin fittings. Guard Chasseurs a Pied - Coat, long type Green; lapels, turnbacks and cuffs, green - collar and cuff flaps red - all edgings, white; epaulettes, green with red crescents and fringes; shako cords white; shako plume white (?); Imperial eagle on shako, white metal.

Coat - short type, white (1st regt. wore the long type)

Cuff flaps, white - Collar, lapels, cuffs, turnbacks-regimental color.

Regt. 1 - carmine

Regt. 6 - grass green

Regt. 2 - light blue

Regt. 7 - yellow

Regt. 3 - red

Regt. 8 - light violet

Regt. 4 - rose

Regt. 9 - black

Regt. 5 - dark green

Shako had regimental number in metal on the front and had pompom in regimental color on the left side. This will require a minor conversion if Scruby figures are used. Fusiliers had white shoulder flaps and shako cord. Grenadiers red shako cords and epaulettes. Voltigeurs green shako cords and epaulettes. Regiment 1 became part of the Imperial Guard and wore bearskin headgear (no metal plate) with red plume, white cords.

IRISH LEGION

Coat - long type, green. Lapels, turnbacks, cuffs, cuff flap, collar-yellow
Voltigeurs-red epaulettes, with yellow crescent and fringe, green cords, shako plumes green with upper half yellow.

Grenadiers- red epaulettes, shako cords and plume. Grenadiers had a red band around top of shako.

THIRD SWISS REGIMENT

Coat- long type, red. Collar, yellow, lapels and cuffs, black edged with white. Cuff flaps red edged white, turnbacks, white.

The above applies to both grenadiers and voltigeurs except that the grenadiers have black collar, edged with white.

Voltigeur - Shako was only 3/4 as high as usual French shako (see illustration), plume on left of shako and loose ends of cording hangs below the plume. Plume- lower part yellow with upper 1/4 green. Shako cord was white.

Grenadiers - bearskin headgear with white cross on red top, red plume, no cords; white tassel under plume; brass Napoleonic eagle centered about 3/4 of the way up on the front of the bearskin.

The Swiss Voltigeur will require some conversion of Scruby figures but makes an interesting addition to an army of miniatures.

EDITOR'S NOTE: For the beginner in Napoleonic warfare who is confused by Voltigeurs, Grenadiers, etc., the basic formation of a French regiment will be of interest. Naturally, on campaign due to battle casualties, illness, etc., no regiment was at full strength, but normally a French regiment was composed of about 1000 men, divided into 10 companies. The "elite" company was the Grenadiers; the Voltigeurs were hand picked men also from the Regiment, chosen for their agility, and were used as skirmishers and light infantrymen. Each regiment contained one company of each. The other companies were called Fusiliers and were the backbone of the regiment. In the armies noted above by Mr. Pestana, the regiments followed the French pattern completely as far as the line infantry was concerned.





From the collection of war pictures at the National Museum, Washington

By H. C. Murphy

20MM
 SOLDIERS OF
 THE GREAT WAR
 1914 - 18

Some of the model soldiers listed in this section appear in other parts of my Catalogue, but in order to give you a complete listing of soldiers that can be painted as World War One troops, we have grouped them all together. Further, since uniforms changed in early 1916 (by addition of steel helmets mainly) we have divided them into periods to take care of this. Thus, in the 1914-1916 period, the models wear the uniforms of the early years, while in the 1916-1918, they appear with the steel helmets.

Uniform guides for these troops are not available, since for the most part such information is easily obtainable. All models (except Tanks and Trench Sections) are cast of 50/50 Tin. Except where noted all models were designed by Greenwood and Ball, and except where noted Infantry are .14¢ each and cavalry (horse and rider) are .27¢ each (postage extra). Greenwood models with pre-fix "GB" are infantry; Models with pre-fix "GBC" are cavalry riders. Horses in galloping, trotting and walking actions are available.

GERMAN SOLDIERS

1914-1916 Period - Infantry are in spike helmets.

- GB-242 Line Infantry, standing, firing.
- GB-243 Line Infantry, advancing
- GB-244 Infantry Officer, leading
- GBC-245 Dragoon Rider, holding carbine
- GBC-246 Mounted Officer

1916-1918 Period - All infantry in steel helmet field equipment, gas mask cannister. Models with pre-fix "E2" are Ericksson figures and price is .12¢ each for them.

- E2-7 Line Infantry, advancing
- E2-11 Line infantry, kneeling, firing
- E2-12 Line infantry, prone, firing
- E2-12 2 man machine gun crew, prone..20¢
- GB-236 Line Infantry, standing, firing
- GB-237 Line infantry, advancing
- GB-238 Infantry, charging on one foot
- GB-240 Infantry, running, rifle at trail
- GB-241 Infantry, standing on guard
- GB-247 Motorcycle and rider...27¢

ALLIED SOLDIERS - "Sideshow" Theaters of War

1914-1918 Period - The following models are figures that can be used for Theaters of the Great War other than the Western Front - such as Africa, the Desert campaigns, Pacific Island, Russian Front, Gallolopi, etc. The British Infantry are dressed in sun helmets, Australians in their famed bush hat, and Russians in soft caps. All troops are equipped with full campaign equipment.

- GB-364 Australian Light Horse rider, carbine
- GB-366 Highlander (sun helmet), standing, firing
- GB-367 Highlander (sun helmet) advancing
- GB-368 Highland Officer, in sun helmet
- GB-369 British Infantry, sun helmet, marching
- GB-370 British Infantry, sun helmet, on guard
- GB-371 British Infantry Officer, in sun helmet
- GB-372 Dismounted Cavalryman, sun helmet, walking rifle at trail
- GB-373 Indian infantry, marching
- GB-374 Indian infantry, advancing
- GB-375 Australian infantry, advancing
- GB-376 Australian infantry, firing
- GBC-377 British cavalryman, sun helmet, holding carbine
- GB-379 Russian infantry, advancing
- GB-380 Russian infantry, on guard
- GB-381 Russian machine gunner and gun, sitting position... 20¢

BRITISH SOLDIERS - The Western Front

The soldiers listed in the 1914-16 Period are wearing the peaked cap. Those in the 1916-18 period are wearing the "tin" helmet, and carry gas mask containers on their chests. These latter figures can be painted and used as Canadians and Americans if desired, as dress and equipment was practically identical.

1914-1916 Period

- GB-360 Royal Marine, advancing
- GB-361 Infantry, marching, slung rifle
- GBC-362 Cavalryman, holding carbine
- GBC-363 Cavalry Officer
- GB-382 British machine gunner, sitting, firing machine gun...20¢

1916-18 Period

- GB-350 Infantry, marching
- GB-351 Infantry, advancing
- GB-352 Motorcycle and rider...27¢
- GB-353 Machine gunner, sitting, firing machine gun...20¢
- GB-354 Infantry, lying prone, firing
- GB-355 Infantry Officer, leading
- GB-356 Infantry, standing, firing
- GB-357 Highlander, advancing
- GBC-358 Cavalryman, rifle slung on back

FRENCH SOLDIERS

Soldiers of the 1914-16 Period are dressed in kepi, some in overcoats, and have full field equipment of the early, colorful days of the Great War. Those listed under the 1916-18 Period are dressed in the famed "horizon-blue" uniform of overcoat, tin helmet and grenade pouch on side.

1914-16 Period

- GB-400 Zouave (or Turcos) infantry, firing
- GB-401 Zouave (or Turcos) infantry, advancing
- GB-402 Line, in overcoat, advancing
- GB-403 Line, in overcoat, marching
- GB-404 Line infantry, standing, firing
- GB-405 Infantry Officer, leading (can be used for artilleryman also)
- GB-406 Line infantry, throwing grenade
- GB-407 Machine gunner, sitting, firing machine gun...20¢

1916-18 Period

- GB-408 Line, throwing grenade, holding rifle
- GB-409 Line, standing, firing
- GB-410 Line infantry, standing on guard
- GB-411 Machine gunner, sitting, firing machine gun...20¢

HEAVY WEAPONS

No heavy artillery is offered in this series, since most battles were fought several miles away from the artillery. We suggest that the use of artillery in war games be fought on an "off the table" basis. That is, the guns are situated to the rear, and fire over the heads of their own troops. Those who want cannons can easily add a gun shield to the 20mm Civil War cannon I offer, and this will make a fairly satisfactory .75 mm cannon.

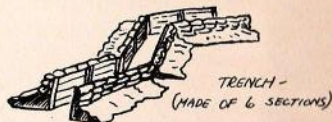
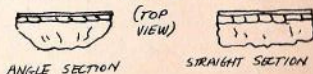
Trench Mortar.....10¢ each

Machine Gun on tripod10¢ each.

- GB-359...Mortar or artillery man. This figure is standing, slightly bent over, and is dressed with British steel helmet and gas mask. The arms can be bent into various positions, and it can be used as a machine gunner when a machine gun is mounted on the parapet of the Trench Sections.
- GB-248 ... Same as above, only is a German in 1916 helmet.

TRENCH SECTIONS ...25¢ per section (postage extra)

Two Trench Sections have been designed for use on table tops, where sand tables are not available. Each stand 5/8 inch high (so 20mm models can poke rifles "over the top") and so that they will look fairly realistic. They are 3 inches long, and about 1 1/2 inches wide on the bottom. Front side has "sandbags", trench side has "lumber" walls. One section is straight edged, one has angle edges, so that the buyer can make "zig zag" trenches or machine gun pits. To make trenches, place them as in the illustration. I find them perfect also, for all kinds of breastworks for many other wars.



TANKS

Thanks to JOSEPH MORSCHAUSER, we can offer you WWI Tanks. These are British and French makes, and can be used for the Germans also, as mainly they used captured tanks during the later phases of the war. The Mark IV (British) tank was armed with two 6-pound cannons and 4 machine guns, traveled at 4 miles per hour. The Whippet (British medium) Tank, had one 6 pound cannon and 1 machine gun, moved at 6 MPH. The little French Renault was really thin-skinned, moved at 8-10 miles per hour, and had one machine gun for armament. This tank was used in many theaters of action in the last part of the war.

Mark IV (Heavy) Tank (Male type).....\$1.00 each

British Medium Whippet Tank75¢ each

French Renault Tank50¢ each

THE FORGOTTEN WAR FOR WAR GAMING

by Joseph Morschauser



August, 1964 will mark fifty years since the beginning of what many still call the "Great War". It is a war that has almost been forgotten or was up until a little while ago. For some reason many thought to push this bloody struggle out of their minds, as if in doing so the huge blunder could be excused.

War gamers in the main seem to have followed this lead. But now, fifty years later a book has appeared which has shaken many awake to the interest and the details of that great conflict. The Guns of August by Barbara Tuchman has caused a minor boom in interest in WWI. War Gamers take note! World War I has more in it as a basis of fine exciting war gaming than any five other wars put together. It could be just the cure for boredom with Grant, Lee, Bull Run, Waterloo!

Consider for a moment why WWI was called the "Great War". It was that because it touched almost every major nation on the earth. It was also fought in many different places, the western front in France being only one of them. There were frontier battles in Africa between Kings African Rifles and German sailors, there were struggles of Aussies against Turks in the Near and Middle East, there were last ditch stands of Germans on Pacific Islands against Japanese and other Allied forces -- a strange sounding switch from WWII in which the Japs did most of the last ditch standing. Involved were Americans, English, French, Italians, Russians, Turks, Japanese, Austrians and Hungarians, various Balkan troops. There was mountain fighting, desert fighting, trench warfare, tank warfare, sea battles of huge size. WWI truly was the "Great War" and it is a "Great War" for war gaming.

I can already hear cries from many war gamers which add up to "too much slaughter, too big, machine guns and trenches and all that". Quite true, and not so. Yes, WWI involved machine guns, large numbers, and much slaughter but there is no need to fight the whole blame war all at once on your war game table. You can fight it piecemeal (if you must cover it all). Yes, there was slaughter but only because commanders of the era understood nothing but frontal attacks against machine guns and ignored advice of hitting them "where they ain't". This can be done by clever war game commanders in small scale on a war game table. You do not have to repeat the mistakes of the war just because you are refighting it. Yes, there were trenches and barbed wire too, but you can make quite a respectable little war game out of only one single trench raid.

If trenches and barbed wire and machine guns still frighten you away, then go to the Middle East (after seeing Lawrence of Arabia). Here you can race about the desert sand on camels and ponies, cutting up the Turk- of if you are the Turks you can race around cutting up the Arabs. If this still does'nt appeal to you, try an invasion of a small Pacific Island with your Royal Marines against some die-hard Germans. Or go down to Africa and lead Kings African Rifles through scrub and brush against German East African militia and Askaris.

It's all there- the frontier, the big European battles, naval landings, the desert. It's the BIG WAR. Try it, war gamers!



THE SCHUSTER WAR GAME



During a recent series of war games with John Schuster, this editor was introduced to several new war game ideas, chief of which was a new type of War Game, which I have named after Schuster. After much research into the Napoleonic Wars, John was struck with the fact that in general, infantry could outfire artillery (of the period) on a two to one basis. Basing this idea upon a standard Move-Countermove type War Game, Schuster arrived at what I consider to be a new thought for war games. Here follows the sequence of move and combat in the Schuster War Game.

1- On each game move, each player rolls one dice. High man has the choice of taking the Move, or the Counter-Move for the game move.

2- The Move Player will move all his forces; this move being completed unless a melee is forced by him. If this occurs, the melee is fought the instant the contact is made. After this combat is judged, moving of the forces is completed.

3-The Move Player now fires his artillery, and casualties are removed immediately.

4- Both sides now simultaneously fire any musket volleys.

Once this sequence is completed (1 to 4), the Counter-Move Player begins his move, following step by step the procedure above.

The reader can readily see that on each game move, infantry receive two volleys, while the artillery fires only once. Added to this, is the fact one player may be "frozen" for several move sequences, and will have to stand in his original position until his move sequence arrives.

One of the best features of the Schuster War Game is the Cavalry melee system, which although similiar to other "breakthrough" rules, has been simplified and expanded. Cavalry, who keep winning their melees, are allowed a total of three moves- the original charge, and two "bonus" moves. This means potentially, cavalry can force a "breakthrough" at any time. The wear and tear on the horses and men is handled nicely, however.

As an example, we will say the cavalry move for the game is 10 inches. A "charge" move of 12 inches is allowed on the original charge. If the cavalry are successful in winning this melee, the Player may then move them into another melee with a 10 inch move. (The horses are getting winded). Or, he may withdraw his cavalry to safety with a 10 inch move. If he forced the second "bonus" melee and wins it, he is now allowed an 8 inch move-either into another melee, or in retirement towards safety. This completes his charge and his cavalry stand at this final position.

A new "twist" has been added to cavalry charging by Schuster which we liked. Any cavalry in close support to the attacking cavalry may be moved in conjunction with them, and on the second "bonus" move, are allowed to replace casualties, or to veer off and attack the enemy in a separate action.

Thus, a cavalry charge of heavy cavalry breaking through can be followed up by light cavalry in close support fanning out from behind them in attacking other enemy groups, or in taking the "bonus" moves to set an effective position behind enemy lines for future action. Only the supporting cavalry can do this, and of course it can only be done if the meleeing cavalry continue to win each melee. If they are thrown back, the support cavalry must retire also.

Another interesting feature using the Schuster War Game is that one can move forward a line of infantry for volley, pour in a cavalry charge through or around this line into the enemy. If the cavalry are thrown back then the infantry may fire upon the enemy at the end of the melee (and in the order of sequence above) and finish the job the cavalry began but failed in.

The person who said that for every fighting man there has to be several persons behind the lines, never spoke truer word. There has to be someone to bring him supplies, give him information, make the clothes he wears, the gun he fires, someone to feed him, pray for him, bind his wounds and bury him if necessary.

In more peaceful times, the Wargamer has someone standing behind him—usually his wife. To her falls many unpaid tasks, following which are a few.

The Scout. This is one of the most valuable tasks she can perform. In simple words she keeps her eyes and ears wide open on shopping trips she is always on the lookout for new model soldiers, or any new weapons, while trips to the Library she must watch for any new books on the subject of war, weapons, tactics or model soldiers. Once the library knows a reader is interested in a particular subject, with perseverance and tact, a lot of books can be found that otherwise do not appear on the shelves.

The Artist. A wife with an artistic gift for painting is a godsend to a war gamer. There are nearly always large numbers of unpainted soldiers awaiting "treatment" and anyone with a flair for color, effect and detail is an asset. In this field also must be included those wives with an ability to make something of nothing. A few pieces of timber becomes a small wood, a bucket of sand becomes terrain, straw becomes a thatched roof, small stones for a pathway. A wife who is a "do-it-yourself" enthusiast will soon find herself working away at model houses, bridges, castles, etc.

The Secretary. Those wives who can type, take notes, file letters, stick on stamps, will soon find themselves employed in their spare time! Letters arrive from all parts of the world and a strict check must be kept on who is interested in which period of war gaming, the kind of troops that he possesses, what he would like to have and whether he owes you a letter or the other way round. Also very welcome are those wives who can manage to pack a parcel with the least amount of paper and string.

The Hostess. Here is the one job wives do really excel at. The idea really is to see that while a battle is in progress no undue noise, interference, or nuisance is allowed to bother the contestants. The real test is not to mind being left alone for an evening, having your questions unanswered, growled at when the battle is going badly, smiled at when things are going well, and being asked to provide adequate food and drink when needed.

But above all, the best asset a wife can possess is being able to listen. She may not understand half of what is being said to her but so long as she is prepared to listen to descriptions of battles lost and won, campaigns defeated by the dice throw, cunning play on the part of her husband, or bitter reproaches for sudden underhand play by the enemy, then all will be well!

(The Editor hopes this little story by the wife of well known war gamer Tony Bath will in some way prove to our "gals" that we war game fighters do recognize the many interesting, wonderful and varied ways they assist us at all times - including our hobby. Where would we be without them?)

The following sets of NORTH "Paint Your Own" UNIFORM CARDS are available in limited quantities. Each set has 6 cards with full uniform colors - Price \$1.10 per set.

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Set 37.....Prussian Infantry, 1815

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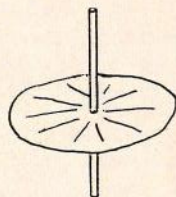
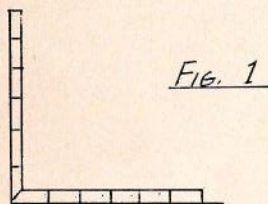
Set B-39....Polish Horse Artillery, 1808-15

JACK SCRUBY'S MILITARY MINIATURES - P.O. Box 89-Visalia, California.

Several years of dabbling in the fine arts of war gaming left me dissatisfied with the existing methods of cannon fire, and casting about for a solution, I came upon the following method.

Range is of no consequence, all guns being able to sweep the field. The following implements are needed:

- 1-A pair of dice (one red, one blue - at least of different colors)
- 2-A right angle with six inch sides, marked with one inch graduations.
- 3-A pointer with a burst circle attached (See Fig. 1)



Coat hanger wire is ideal for the angle with grooves filed in for the graduations. Paint one side of the angle blue and the other red (to correspond with the dice colors). The "burst" Pointer is made of coat hanger wire with the paper burst circle glued to it. The paper can be slit all around so it may be inserted between individual soldiers without moving them or knocking them over.

Now we are ready to fire. Place the Angle in ANY MANNER you wish around the target (Fig. 2)

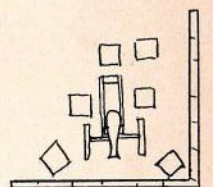
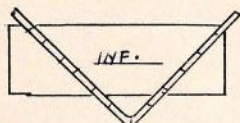
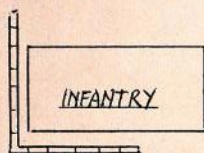
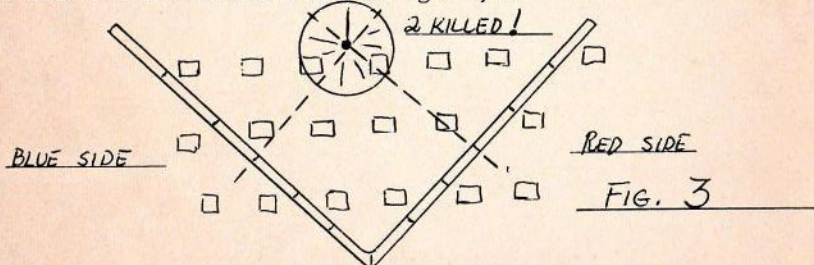


FIG. 2

ARTILLERY

Roll the dice. Let's say it comes up blue 3, Red 3, Take the burst circle pointer and read 3 marks from the end of the red leg and 3 from the end of the blue leg. Where the lines intersect is where the point of the burst circle is placed (See Fig. 3). All troops touched by the burst circle are casualties. We used this method for both the individual type of war game, and had no trouble modifying it for the Morschauser Roster system where soldiers are mounted on moving trays.



The advantages of this method are that the target is always positively identified, range never has to be measured, and the relation of hits and misses are extremely realistic. When firing counter battery against an opponents cannon, the burst circle must cover most of the piece to knock it out of action. Any disagreement concerning this can quickly be settled by the dice.

From LIONEL TARR, 589 Gloucester Rd., Horfield, Bristol 7, England.

"...I'm delighted you're coming out with TTT...I have been busy re-shaping my (WWII) armies by rescaling the numbers from 1/20th the original numbers, to 1/10th. This means a Russian Armored Division of 12,500 men (actual strength) must be represented by 1250 models!...."

From FRANK F.S. TIPPETTS, 35 Homeway Rd., Leicester, England.

"...Have been in communication with TOM BOOKWALTER of Dayton, Ohio, and we have had some very interesting correspondence with regard to exchanging information on war gameing... You'll also be glad to hear that after these many years of solo gaming, I now have an enthusiastic opponent in PETER GREEN. Periodically we manage to have a game, which has helped me considerably to improve my playing technique. Too much theory and no games tends to make Frank a "dull boy" on the table top!... Recently I saw CHARLES GRANT and his son CHARLES STEWART, and although we did not have time for a game, we had a wonderful visit"

From LAWRENCE SCHUMAN, 14664 Roscoe, Apt. 16, Panorama City, Calif.

"...Little good has come to me since my last letter, including a very disasterous defeat in our big yearly war game. My allies and I mustered 3000 infantry, 237 guns and 308 tanks against our opponents, who overwhelmed us in five days of bitter conflict....If we had not had a good defense in depth, we would have certainly been defeated by the second day of the action. And even though we did eventually lose, we gave a good account of ourselves, and had a great deal of enjoyment and excitement....."

From SHEPERD PAINE, St. Pauls School, Concord, New Hampshire.

"...I believe I can lay claim to being the only war gamer fighting the Spanish American War. This little-known war has many attributes good for table top action- it was small, it had both land and sea battles, and amphibious attacks. The jungles were not so thick troops got lost forever, and although the Americans outnumbered the Spaniards 7 to 1 in nearly all the battles, they were always visible because of the black powder bullets they used, while the Spanish used smokeless powder and were practically invisible. It makes for a dandy war game, and I suggest those interested will get many ideas from the book "The Little War of Private Post" by Charles J. Post.... I use Airfix Confederates for the US troops....."

From WILLIAM DAYTON, Box 475, Mercer University, Macon, Georgia

"...I am 18 years old, and a student at Mercer University.. I have been collecting miniatures for five years, and have amassed around 800 pieces so far. I became interested in war games after reading Bob Bard's book, and started with a 54mm army of 1880 period Britains, mostly my own copies and conversions, for an imaginary "brushfire" war in South America with Great Britian and the US versus France and Spain.... Opponents are always a problem with me, and since I will be here for several more years, perhaps you can tell me of anyone in this end of the United States to contact....."

From RICHARD MECK, JR., 88 Diller Ave., New Holland, Penna.

"...Several of us have started a war game club here...GREG BAIR, BOB MOORE, GARY CARTER, ERIC WRESTLER and Myself.....At this time we are mainly using Greg's Sudan army for war games, but have decided on a club project made up of Napoleonics....."

From ALLAN WATSON, New Park, Tylden via Kyneton, Victoria, Australia.

"...there is a law in this country - now about 2 years old - prohibiting the sale of metal soldiers to the general public. This is supposed to have started in one state where a politician's child foolishly contracted lead

poisoning from sucking on a lead soldier, and gradually spread over all the other states. It may be necessary soon to take out a collector's license if we want to import lead soldiers into this country....."

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

"..I was certainly happy to hear you are going to expand and enlarge TABLE TOP TALK and attempt to make it a real hobby magazine. As a solo war-gamer, I feel such a publication is vital in keeping the "spark" alive and growing....."

From CAPTAIN HAROLD DYSON, 5431-C Gilkey St., Ft. Knox, Kentucky

"..I was introduced to TTT by Capt. JOE SHIMEK, who let me borrow some of his back issues. I was pleasantly suprised with the wealth of information contained in them....I was introduced to this fascinating hobby rather as a joke when my wife presented me with several sets of Britains as a Christmas present, and here at Knox, Joe introduced me to war gaming and the 20mm scale. I find the hobby very enjoyable and interesting, though time consuming!...."

From RAY ALLARD, 4841 Emerson Ave. S., Minneapolis, Minnesota

"...My infantry batallion (in 30mm scale) is about two-thirds complete, and the Fort I have completed for them is 88 inches long by about a foot wide. This set-up is only for display and "parade" - the units shall have to be sent forth from it occasionally in order to meet the "enemy" and engage in battle. It is real fun to create such a group and to speculate on what these tiny warriors would be doing...."

From BUD BRANSON, 78 Minot Ave., Chula Vista, California

"....I have made and collected miniature soldiers for several years but it has just been the past few months that I have become aware that there are others like myself that really enjoy war gaming...My first "clue" came when recently I discovered Bob Bard's book in the library, and a few months later ran across Joe Morschauer's book. Thanks to the lists of dealers, etc in this book I am well on my way to becoming a fanatic....."

From JOHN S. LAZAR, Lee Terrace, Apt. J., New Brunswick, New Jersey

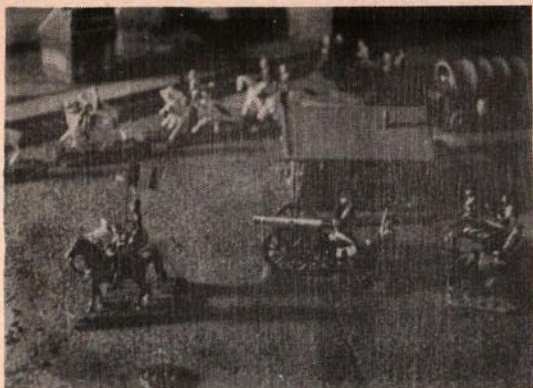
"....Enjoyed the new TTT very much, only there is one thing you could improve on, and that is to increase the width of the border of each page in order that guys like me can punch holes in it and put it into a 3 ring binder without piercing the text...."

From JACK HAYS, 9934 Bowman, Dallas, Texas.

"....JOHN KRUG and I get together each Sunday and "Schutzen-fest" in my garage where I have a 6ft by 12ft table set up. We have been using my flat figures mounted on special position markers. I have about 4000 of these of Napoleonic troops of all types...I have just discovered that your Mexican War U.S. figures wear the same uniform type as Prussian Landwehr of the Napoleonic wars, and painted with the proper colors they fit in the earlier period just fine...."

From JEFF PERREN, 1309 Halsted Road, Rockford, Illinois

"..There is a Junior International War Game being set up. The players are all teen-agers, and DAVID GIBBONS of England and myself are organizing it. We have 8 players already, with a limit set of 15. The basis for this game is that each encounter will be played solo, with instructions dictated through the mail by the opponent. The rules are not down "pat" as yet but gradually we are getting things into shape..." (Editor's Note. I imagine that any teen-age wargamer wanting to get into this game should write to Jeff inquiring as to whether there still is room. The letter above was sent to me in late July, so probably there is space available if you want to get into the game.)



TOP LEFT - 20mm models of Gerry DeGre of Annandale-on-Hudson, New York, a professor at Bard College. Guns and cavalry are Scrubys, artillerymen by Cardoza.

The photograph below shows Spahi cavalry converted from Greenwood and Scruby figures. Toothpaste tubing was used to make the capes.



LOWER LEFT - This shows a typical war game setup by Ted Haskell of Lansing, Michigan. An oil cloth terrain is used on which are drawn the various features of the battleground. The figures are 40mm scale, and the background is a sheet made for model railroads.

LOWER RIGHT - Here are excellent 30mm conversions of 30mm Scruby Civil War models into Egyptians of ancient times! Note the Temple in the background. These figures were made by Ed Gearke of Houston, Texas.



I have an enormous collection of 5000 handcolored cardboard figures originally created for Kriegspiel. Anyone interested in more information write Dr. Howard K. Thompson, 330 Dartmouth St., Boston 16, Mass.

WANTED: 20mm U.S. and German scout cars, armored cars and artillery. Ron Vaughn, 1009 Downing Ave., Chico, California.

FOR SALE: Painted 30mm Scruby Miniatures. 115 Napoleonics. 38 Franco-Prussians. 40 American Revolution. 20 Mexicans, 1847. Infantry .35¢ each. Cavalry .50¢ each. Write for list. Alan Rusk, 1104 N. Jacob St., Visalia, California.

FOR SALE: War Games Carved Balsa Ship Models available for most historical period. Stamped, addressed envelope for list. Walter Green, Box 621, Burlington, North Carolina.

ITEMS OF INTEREST FROM HERE AND THERE

BRUCE SEIFRIED of Dayton, Ohio, has notified us that on August 16, 17, and 18th, the Dayton War Game Club is putting on another huge battle of three days duration. Readers of the old WGD will remember the report on their last battle featured in the December 1962 issue. Most of the Chicago "Gang" will be on hand too, and between 10 and 15 war gamers will take part in the action. At least 10,000 30mm Napoleonic figures will be in use. I understand that Pat Patterson from Chicago will show up with one unit of Russians that are 700 strong! We hope to have a full report on this battle in the December TTT.

JOHN HATHAWAY (112 W. 7th St. No. 216, San Pedro, Calif.) recently sent me an interesting catalog of imported (from Germany) paper ship and airplane models which he is now selling. Prices range from .50 cents to \$1.00 and all units are fully colored. Catalog is free for the asking.

HAROLD PESTANA of Iowa City, Iowa, states that in the midwest there is now appearing two good lines of HO gauge (20mm) plastic airplanes of Japanese manufacture. These include B17 Flying Forts, many varieties of Jap WWII planes, B29's, Messerschmidts, ME109's, Russian Yaks, etc. Most of these can be found at Woolworth Stores. They are sold under the brand names of Sanwa Plastics and U.P.C. (Universal Powermaster Corp.)

BOB SWANSON (Northridge, Calif) says that the Scruby Mexican Infantry of 1847 can also be painted as US troops in regulation dress of the same period. The regulation dress was black shako with white plume. White lapels on the blue coat with blue shoulder-boards and white epaulettes. All belts are white. Pants are medium light-blue gray. Artillery wore the infantry uniform with red lapels; Engineers the same with yellow lapels. Chest cords, dress uniform, were blue-gray.

A great display of war game figures was put on by JOHN RALEIGH at the annual Exhibit of the Miniature Figure Collectors of America in Philadelphia in May of this year. John used 30mm models to depict a battle of the Franco-Prussian war, covering a 10 by 10 foot table. CHARLES SWEET also had many fine original figures entered in the Exhibit.

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