



TABLE



TOP



TALK

..... about model soldiers



JANUARY 1964

Volume 3 Number 1

THE EDITOR COMMENTS

This is the 4th issue of a proposed six issues to be printed for our first year of publication. Considering that anything of this type has to go through "growing pains", it seems now that TTT will make it! During the almost eight months since subscriptions have been charged, we have picked up about 300 new readers giving TTT a distribution of close to 600 readers.

In the last couple of months we have sent out letters to many people we thought would like to read TTT - most of these got the original news concerning this magazine but either forgot about it or it was lost in the mail. Our flyers have brought in good results, but there are still many wargamers we know of personally that do not subscribe. There are plenty of back issues of TTT left on hand, so anyone still wanting to subscribe for this year will have a chance to get all copies right up to date.

The main reason we bring all this up is that we had hoped to maintain our low subscription price in the event TTT keeps going next year. Originally we felt we could get to 1000 readers - a goal which it looks as if won't be reached- and our subscription price was based on this hope. Without this many readers expenses cannot be entirely covered, so there is a possibility of a raise in subscription fees when the new "publishing year" rolls around in July of 1964.

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TTT can also use more articles. As you know we are paying \$2.00 per printed page for any article accepted for publication. This isn't much we realize, but still a story sent in may get you a free subscription. So if you have something of interest on any aspect of collecting, converting, painting or wargaming with military miniatures. . . . send it in to us.

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GERARD DeGRE, Table Top General

By Muriel DeGre

Gerard DeGre, Secretary-General of the International Model General's Club, was born in 1915 and has been engaged in one form of war game or another since he could walk. By the age of 12 he had accumulated close to 1000 Mignots and Britains - but made the mistake of giving his entire collection to his kid brother. For the next 10 years Gerry was interested only in strategic map games, and during this period developed a few board games of his own; some of them remarkably close to Stratego and L'Attaque - others were variants on Chess. He still possesses a remarkable collection of chess sets including one in carved ivory representing Romans vs. Egyptians during the Cleopatra period!

During his early twenties, Gerry developed a keen interest in Naval War Games and soon built up a considerable fleet of 1:2400 scale which he always proud to show visitors. His interest in naval war games continued unabated through his military service as a Naval Lieutenant during WWII.

In 1946 Gerry joined the faculty of Bard College, Annandale-on-Hudson, New York, where he is now Professor of Sociology and Social Philosophy and where he met Joseph Morschauer when the latter was a student there. The Bard College collection of rare books included a copy of H. G. Wells' LITTLE WARS and it was the discovery of this book that set Gerry off and back to military miniatures. The fleets were put in drydock and a



GERARD DeGRE EXAMINING PART OF HIS CHESS SET COLLECTION. THE KING HE IS LOOKING AT IS PART OF AN IVORY SET REPRESENTING ROMANS VS. EGYPTIANS.

considerable outlay was made for Authenticast 20mm WWII tanks and figures. Wells' rules were adapted to the mid-twentieth century and for several years Britains' 4.7 guns were trained on the guidons of tanks, armored cars and heavy infantry!

The turning point away from armor (land or naval) came with Jack Scruby's War Game Digest and the new phase of painting 19th century regiments began, and with these a whole new set of rules for melee, rifle fire and related problems with which we are all concerned.

Gerry now has several French armies and can put into the field full divisions for 1815, 1870 or 1914. In addition he has built up Greenwood and Ball-Scruby forces of the 1870-1890 period: British, German, Italian as well as an Imperial Russian Army of 1812 (Scruby, Hinton and Rose figures). He is presently developing a 1900 WWI Imperial Russian force from hand-painted figures imported from Spain. All of Gerry's figures are 20mm which he maintains are the ideal size for war games. The table top countryside consists of sections of two ping pong tables in a "U" shape, the cities made up of 19th century European buildings, most of them converted from Fallers HO kits by his wife, Muriel, whose main passions are trees and cafes.

Gerry has a continuing interest in the Theory of Games, and is always experimenting with new approaches to his hobby, often to the dismay of his opponents (like George Scott of Poughkeepsie) who find the rules changing from week to week. This experimentation runs all the way from complex game theory matrices to the use of tiddly-winks for artillery fire (which has become the rage among some english hobbyists). He is perhaps best known to the fraternity as the originator of the "simultaneity principle" (both players writing their moves on paper ahead of time), the "matrix systems" of melee and rifle adjudication which provided the answer to the dice roll as the "king of battles", and the "unit system" of mounting 20mm figures in groups of twos and threes was perhaps first developed by him.

A project which he has devoted considerable time and expense has been the organization of the MODEL GENERALS' CLUB, the international society of wargamers which now includes impressive lists of members from the USA, England, France, Italy and Mexico. The international society is made up of a number of local Model Generals' Clubs and serves as a focus for communication and consultation. Gerry is Secretary-General of this Club, as well as the director of its research activities at International HQ at Annandale-on-Hudson, NY. His hope is to have an organization which will some day include all active model wargamers throughout the world. Both the WARGAMERS' NEWSLETTER and TTT carry reports on MGC's activities, and WN has already published MGC articles on DUEL THEORY and SQUIDGE AND SQUOP (Tiddlywink artillery fire). The old WAR GAME DIGEST included a number of Gerry's research reports for the Model General's Club.

Last year his daughter, Erica, married Guy Ducornet, a member of the French society of collectors and an avid wargamer - "beginning." " says Gerry with a grin, "a dynasty of wargamers." Since Guy is also on the Bard faculty, there is a family "battle" at least once a week when, for some reason or other "Guy's French Cuirassiers always seem to kill at least three times their number. But," says Gerry, "next time - maybe - my newly painted Russian Sumski Hussars will send them reeling back to Paris!"



THE HIDDEN ENEMY

By Lt. George C. Browder

The hidden unit has always been a problem in wargaming, and many systems have been devised to allow for a factor of secrecy or surprise. Each system has its own elements of suspense and surprise and a feeling of the hunt, but here is a system which is ultra-realistic as far as these elements are concerned. Of course this system lacks technical realism in some respects, but that can often be compensated for by the addition of extra rules or tables of chance.

The method is very simple - a bar magnet and a magnetic compass. The bar magnet is the hidden element, usually located under the playing board, and the compass is the indicator or hunter. When the two are within a certain range of each other, the magnet deflects the compass needle indicating the presence of the hidden element. Further maneuvering leads either to the escape of the hidden element, or to the hunter's pinpointing of its location.

I first tried this system several years ago in Memphis, Tennessee. A friend and I were devising a war game based upon modern naval warfare, trying to introduce all of the elements of World War II in the Pacific. We built a square wooden frame about 5ft by 5ft, which was placed on blocks to raise it approximately 8 inches above the floor (or table top). Across the frame was stretched a piece of heavy brown wrapping paper (marked off in a grid pattern on which shore lines, islands, etc. were indicated). String or wire was stretched across the frame underneath the paper to prevent sagging towards the middle, and to help it support the extra weight of the playing tokens and cardboard islands. Thin cardboard, such as poster board, could have been used instead of the paper; however, plywood or thicker fiber boards have to be avoided because they so greatly decrease the effective range of the magnetic lines.

The magnets were submarines, and were raised on blocks so that they lay just below the surface of the paper. Care has to be taken to insure that the north pole of the magnet is pointed upwards so as to attract the north-indicating needle of the compass. Very small toy compasses, which can be purchased cheaply and in large quantities from novelty shops were used to represent the sonar on destroyers and searcher aircraft. (Compasses of varying degrees of sensitivity can be used to represent detectors of varying powers.) The other ships, and tokens representing ground troops and aircraft, were made from balsa wood so their weight would not damage the paper playing board. Blocks of wood with pins in them represented units of aircraft, with different size and color pin heads indicating fighter, bomber and cargo aircraft. All in all, it made for quite an interesting and suspenseful game.

One side problem we accidentally introduced in our game resulted from the use of steel nails and tacks in our frames. These deflected the compass needles. Rather than rebuild the frame, we decided to leave these as elements of natural confusion to the sonar, so the submarines could resort to some of the sonar tricks devised during World War II. As a matter of fact we even added a few more by placing nails on posts underneath the board. Of course this whole problem can be eliminated by using non-magnetizable nails and tacks.

Submarines in naval warfare is only one application of this system. Aircraft and radar is another, with the aircraft remaining hidden as they approach their objective until picked up by the "radar", when they are placed upon the board. Any hidden object or unit in a strategic game, can be represented by the magnet, and the compass is the scout, who may or may not locate it. For a game with real suspense I suggest you give this method a try when you fight your next strategic (board) game.

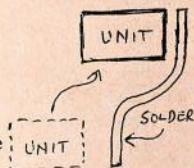
TABLE TOP TALK

The Editor receives many ideas- spread out here and there in letters- and from our files we have gleaned a few for you which we think will be of interest. If you have some ideas, jot them down and send them in. We'll wait until we have several, then print another page full of them one of these days.

FLEXIBLE MEASURING GUIDES- from Frank J. Heubusch

One problem often encountered by war game generals when moving troops with a measuring stick is its inflexibility. Players may tend to "hedge" when the tight crucial moves come up! This frequently leads to argument!

Solution: Cut lengths of solid core solder into the various lengths of the movements (cavalry, infantry, etc.). This allows for desired changes of direction and at the same time gives the exact move distance. The solder may be bent and re-bent indefinitely without breaking. It is especially adaptable to moving trays.



TREES - from Frank Heubusch

The big rub with trees is a tendency for the top heavy monsters to topple over, and clay is sometimes a bit messy. Solution: a wide, irregularly contoured base of thin cardboard giving oodles of stand area, at the bottom where it counts. Paint the base green and you're in business.



WHITE UNIFORMS FOR FRENCH NAPOLEONICS - from Fred Vietmeyer

May I suggest that after Napoleon's retreat from Moscow, he emptied the armories and perhaps even took some of the obsolete white uniforms (of 1806) out of stock to uniform new regiments. (See plate 120 on the Battle of Dresden, 1813, "Anatomy of Glory"). There in this plate is a uniform, white, with green facings. It is in fact the 86th of the Line per Bob Bards: Military Miniature Collector, July 1960, which was one of the regiments to receive the white uniform before the new color was cancelled. It seems plausible to me therefore, to have a white uniformed French regiment along with French and British troops of the 1812-13 era.

IDEAS - from Bob Pavlik

I probably am the only guy who gets tired of using the same building over and over in battles. So, to fix that, I've made four different first story units and four different second story units. The top sections are made to fit over the bottom sections. Even though they are about the same size, by using different color schemes and designs I can "make" sixteen different houses with these eight sections. Those wargamers interested in a more realistic winter battle will want to know that recently I ran across a box of old "under-the-Christmas-tree" cotton, and it has been used for snow fields in my winter battles. I use special movement rules when crossing on snow covered areas. Worked fairly well too. Some of this cotton has a "backing" and I would imagine it could be used on a sand table too.

WOUNDED SOLDIERS - from Gary Gerber

In our games we use the following ideas for wounded soldiers:

- (A) half of all men hit are wounded.
- (B) Medical units must be near the scene of action of half of them die of their wounds.
- (C) A number of turns should be decided before the game to bring the wounded back to their units.
- (D) Wounded can either be marched or placed with their units upon recovery.
- (E) In order to capture enemy wounded, they must have retreated at least one cavalry move and you must be in charge of the combat area.

LETTERS, NEWS AND VIEWS

JIM PERRYMAN, formerly of Tulsa, and now with the Air Force spent a few hours recently in Visalia.

WAR GAME CLUB NEWS IN BRIEF

Camp Pendelton, California - In early December, MIKE FRANK held the first war game campaign probably ever held at the Marine base! About a dozen war gamers (mostly Marines, but including DAVE RUSK from Visalia) fought a battle for two days, using 20mm Napoleonics. Between 2 and 3000 miniatures were used. We hope to have a full report on this battle in the March TTT.

MODEL GENERALS CLUB- Annandale-on-Hudson, NY. - Gerry DeGre's Carthaginian forces crossed the Alps, and reached the Italian plains. Gerry's 20mm War Elephants routed a squadron of 20mm Roman War Chariots commanded by Guy Ducornet.

FT. WAYNE WAR GAME CLUB - Ft. Wayne, Indiana - Fred Vietmeyer reports that JERRY GRANDSTAFF is the newest member. LOUIS BLOOM is building up a (30mm) British and US army; ED STRAUSS is on French and Russians; JERRY GRANDSTAFF on Prussian and German States; FRED VIETMEYER on French and British, and JERRY BLAKE on Austrians and Germans. All soldiers are 30mm Napoleonics, and each fellow will have an alternate army to fight on either side in the "Club's Wars", and also armies for their own wars. BOB CORY from Champaign Illinois visits quite often also, joining in the battles.

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From THEO SVENSEN, 12 Buranda St., Brisbane, Australia

"...I greatly appreciate the TTT, it seems to me that it helps bring us closer together in the hobby...I particularly enjoy the "letters column" and to hear all the interesting things others are doing..."

From A3C TOM REY, CMR #2, Box 1958, Norton AFB, Calif.

"...I am mounting my (20mm) soldiers on 3 by 4 inch soft pine moving trays, and instead of using clay to "stick" them on with, I solder on a thumbtack to the models stands. The pine wood is soft enough for them to stick in, and casualties can easily be removed with no trouble..."

From RICHARD GAGE, 106 W. Peach Orchard, Dayton, Ohio

"...Thanks for sending me your catalogues, etc., but I may not buy very many of your soldiers, as I am only 11 years old and do not have much spending money....I became interested in war games when I recently saw Mr. Bruce Seifried's wonderful collection of soldiers and his battlefields..."

From BOB SWANSON, 9639 Shoshone Ave., Northridge, Calif.

"...War gaming has slowed down a bit here, but improvement is about to strike! I think that I shall soon replace my flat plywood table with a sand table...I will probably end up making this table in the garage, and take it down by shoveling the dirt into a special bin and unbolting the legs when not using the table..."

From RAY FREELove, 3556 Alcott St., Denver, Colorado

"...Thanks for sending ED MEYER's name to me. We have gotten together and have had several interesting sessions. At present we are working on rules, and this ought to be interesting as he likes the American Revolution while I am a Napoleonic bug..."

From ROBERT COLLAR, Rt 3 Box 236, Palatine, Illinois

"...I have invented a new arm (in my strategic games) which I call "Dragoons". My dragoons ride in wagons and seize road junctions and vital

bridges. They are almost as fast as cavalry and their staying power in combat makes them extremely difficult for cavalry to handle. Their cross-country mobility is almost non-existent, so they will never be a decisive arm, but are very useful in a limited scale...."

From LENOIR JOSEY, 4 Post Oak Circle, Houston 24, Texas

"...Thanks for your catalogue and Table Top Talk, both of which contain more useful information than I have been able to gather in several years of miniature collecting...."

From MIKE BARSKEY, 4312 La Cosa, Fremont, Calif.

"...You know Jack, the more I play wargames the more need I can see for a set of universal rules so that when you, or anyone comes to town for a game, you wouldn't be at a disadvantage. This wouldn't affect the rules that we use here at all, but would be used for "visitors"...."

From MIKE SHEEHAN, 414 Tennessee Ave., Alexandria, Virginia

"...I have a new rule for artillery in my Civil War games which I feel adds a great deal. Before the battle the commander must "stock" his ammunition chests. He must decide how much of each type of shot (solid, explosive and cannister) goes into each chest. Each chest has a maximum capacity of ten shots, so a commander must choose wisely or he may find himself in a tight spot!..."

From BOB TRIMBLE, Box 311, Newhall, Calif.

"...The little Renault tank you are producing was used in the US Army as late as 1933. I've seen clips of newsreels during the early part of FDR's period in office, and there the little clunks are! The De Young Museum in San Francisco has one on display, and there is another in Traveltown just above Hollywood. VFW and American Legion Halls are vertible gold mines for many of the older pieces of artillery and armored equipment...."

From G.B. FISHER, RR6, Fredricton, NB, Canada

"...I am happy to report that after many years of searching I have found some interested partners for war games. Lt. Col. MIKE McDONALD, Major BRUCE ANDERSON and Major FRANCIS MCCONAGHY have participated in four games with me so far, and we are going to start on a campaign soon...."

From BILL CROSS, 5204 Webb St., Aliquippa, Pennsylvania

"...I have run across two issues of the National Geographic magazine which I think would interest ancient war gamers, since the subjects are on ancient and medieval times- the Dec. 1962, and Dec. 1963 issues..."

From JOHN GREENWOOD, West Ayton, Scarborough, Yorkshire, England

"...Re the British army in 1917..I was in the 42nd (East Lancashire) Division which had the usual strength of 3 brigades of 3 battalions each. Each brigade had a trench mortar Co, and the Division had 5 MG companies. There were 4 horse drawn transport companies to the Divisional Train, and only 1 motor company...a sign of the "mechanized" transport available in those days!...."

From JOE MORSCHAUSER, 22 Top of Ridge Rd., Scarsdale, NY

"..Along with HERB ROIG, have recently worked out a few innovations for the Roster System. Main punch involves assigning a set of two numbers to a tray. One number remains fixed (say 5), the other (say 25) is reduced as the tray takes casualties. The smaller number (5) is the number of shots per tray- the larger number (25), the number of shots a tray can take. As the larger number is reduced, the number of shots per tray is reduced...."



CASTING AND PAINTING FLATS

By
Tony Bath



Since our hobby first got itself into print some years ago, I have noticed several articles dealing with making one's own figures; but it occurs to me that most of these have stopped at the stage of completing your mould, apparently assuming that the rest of the business is fairly simple.

Now I personally do not make my own moulds- my good friends Archie Cass and Joe Morschauser do this part of the business for me - but after five years or more of producing figures from these moulds I think I can claim to be something of an expert at the actual casting operation; and over the years I have learned that this is not quite as simple as it might seem.

Firstly, your equipment. Obviously the most important item is something to heat your metal. I personally do this on my wife's gas stove and I can assure you that with a little care there is no risk to the stove! (At any rate my wife has'nt shot me yet!). To melt the metal I use an ordinary aluminium saucepan, a fairly small one with a decent pouring lip. This will hold a couple of pounds of metal, but I usually have only about a pound in it at a time.

When making flats from plaster moulds I always use pure (plumbers) solder, which melts easily, runs well and gives a figure which can take hard use. On heavier figures from rubber moulds, for the sake of cheapness a certain amount of old lead- about one-third- can be mixed with the solder. This gives a satisfactory figure, but without the sharpness of detail obtained with pure solder.

For the rest of your equipment you need a pair of pliers, old gloves to handle the warm metal with and a flat surface on which to stand your molds which will take the scars of spilt lead! If you want your marriage to last, don't cast your soldiers on your wife's best table!

For holding your moulds together, the simplest thing is an ordinary carpenter's screw clamp. If you use plaster moulds stick a piece of rubber or other protection over the screw piece so it does'nt break the mould.

When casting, you will often find a figure is not coming out perfectly- usually a protruding spear, a horses leg, bayonet, etc. This can be remedied either by cutting an extra air vent from it, or by carefully deepening the outline of the part with a pen-knife. This will perhaps give you a thicker part, but this can easily be filed down afterwards. If your mould leaks somewhere, an extra clamp at the strategic point will usually remedy this.

Having produced your figures and done any necessary cleaning up, you are now ready for painting. I don't presume to advise you on the actual painting of your models, but here is a tip on the mechanics of the job if you are using flats or 20mm round figures. Don't try to paint them individually. Get a strip of thin lath about 18" long and stick your figures to it with strong quick-setting glue. Space them fairly well apart and allow the glue to set hard.

Now you are all set. You can pick up the lath and turn it in any direction you require in order to paint any part of your figures, and you have no worry about smudging a figure by accidentally handling part of it which is not yet dry. Also of course, if you are painting a unit it is simple to go right down the line painting all the blue parts first, etc.

(EDITOR'S NOTE: A very simple method for holding "round" soldiers while painting them is to take a clothes pin, sharpen the points by thinning them down. Then grasp the stand of the model with the clothes pin. This gives a firm "grip" and allows you to easily turn the model in any direction while painting. It also keeps you from "scraping" off wet paint during the painting process.)

NEW 20mm NAPOLEONICS

Here are some brand new 20mm Napoleonic that you can use either for the French or the Allied armies! The Bavarians fought both for and against the French, so will make good auxiliary troops for either side. The Austrian is in a double-billed shako, and can also be painted as a Wurtemberger, who helped the French for a while too. The cavalry riders will make many types. GSC-310 can also be painted as a Russian Dragoon. While GSC-311 can be painted as a Russian Cuirassier, French Guard Carbineer, and even a British Life Guard of the 1814 period.

INFANTRY	GS-304.....Bavarian infnt., standing, firing, 1812
	GS-305.....Bavarian infnt., standing on guard, 1812
	GS-306.....Bavarian infnt., charging on one foot
	GS-307.....Austrian infnt. (double bill shako), advancing
CAVALRY	GSC-310....Bavarian Chevauleger, attacking, swinging saber.
	GSC-311....Prussian Garde du Corp (Cuirassier), attacking, swinging saber

NEW 30mm NAPOLEONICS30mm FRENCH ARTILLERY CREWS.

Here are some newly designed, action, 30mm artillery crews. It is of course difficult to duplicate all actions and positions of an artillery crew, but since these figures are cast of 50/50 "tin", they can also be changed a little aside from their present positions. You may order these in sets or as individual pieces. All crewmen completely equipped with packs, etc.

FRENCH FOOT ARTILLERY OF THE GUARD, 1810. .18¢ each.

- S-60.....Gunner, standing, hands on hips
- S-60A...Officer (or NCO) standing. You can bend the right arm
into various positions, or add a torch or sword.
- S-60B...Gunner, in action pose, holding rammer
- S-60C...Gunner, in action pose, with a pry bar (or add your
own equipment)

FRENCH FOOT ARTILLERY OF THE LINE, 1810...18¢ each

- S-33.....Gunner, standing, holding rammer
- S-33A.....Gunner, standing, hands on hips
- S-33B.....Gunner, in action pose, holding rammer
- S-33-C.....Gunner, in action pose, with pry bar

(NOTE: You can use Casting S-32 (French HA of the Guard), or an "Interchangeable" Napoleonic officer for an officer for this crew)

30mm French Artillery Crew Sets....\$1.75 per set

Choice of either Foot Artillery of the Guard or of the Line.
Includes 7 crewmen and one cannon.

NEW 30mm HIGHLANDERS

- S-214.....Highlander, 1812, standing, firing (full equipment)
- S-215.....Highlander, 1812, standing, on guard (full equipment)

NEW 30mm FRENCH NAPOLEONIC INFANTRY

<u>Grenadiers</u>	S-188G....Grenadier, in overcoat, advancing
	S-213G....Grenadier, advancing at high port
	S-212G....Grenadier, charging
	S-211Grenadier, standing, firing
<u>Voltigeurs</u>	S-212..... Voltigeur, charging
	S-213..... Voltigeur, advancing at high port
<u>Fusiliers</u>	S-188F.... Fusilier, in overcoat, advancing
	S-212F.... Fusilier, charging
	S-213F.... Fusilier, advancing at high port.

The new figures above have been designed so you can make "regiments" of French soldiers by having them all in the same position, but also having the various types of troops within a regiment. For example: You can make a regiment using the "S-212 Series" above. You could order five Voltigeurs, five Grenadiers, and 20 Fusiliers (S-212, 212F and 212G). This would give you a "company" of Voltigeurs, one of Grenadiers, and four of Fusiliers. The same is true of the other figures listed above, as they will tie in with other French models listed in my catalogue with the same catalogue number.

HERE'S A COUPLE OF NEW NAPOLEONICS.....

EC-7A.... "interchangable" Mounted Officer.....40¢ each.

I have taken an Ericksson mounted officer of 1806 and made it so that you can change heads on it. In ordering check the type of head you desire from my catalogue and it will be furnished with the casting.

SB-1.... Standard bearer (foot only).....50¢ each.

Specify whether you wish British, French, Austrian, Prussian, Russian, etc. and we will take the proper casting, "convert" it to a standard bearer. The standard will have a steel pole and brass flag - nonbreakable practically! (Please don't ask for color guides for standards - we don't know many!)

AN "IN-BETWEEN" NEWSLETTER

Just in case you are curious, we have been putting out a small "in-between" Newsletter...in between issues of TTT. This has contained late news from Scruby Miniatures, and lists in advance of TTT new figures we've made or are working on. This is not sent out to anyone except in letters or in orders, or with new catalogues, etc. You'll get ALL Scruby news in each TTT, so don't worry if you miss the Newsletter.

PAINTED 54mm SAUNDERS MODELS

I have a few hand made and hand painted 54mm Saunders models on hand. Price for figures below is \$9.00 each (post paid). Please make second and third choice as these move out fast. Do NOT send money with order as the figure of your choice may be gone. I'll bill you when I send it.

- #1.... Franc-Tireur inft., 1870, Army of the Vosges (unusual uniform)
- #2.... Franc-Tireur inft., 1870, ditto (standard uniform)
- #3.... Indian Mountain Gunner, 1880, dress uniform (exact copy of the McMunn picture)
- #4.... Portrait figure of Honorary Native Commandant of the 15th Lancer, Indian Army 1890 (exact copy from the McMunn book--unusual)
- #5.... East Prussian National Cavalry Regt., 1813. A trooper standing in colorful uniform, holding lance and pennant.

There are a great many war gamers who for one reason or another just cannot find opponents with whom they can fight battles. This situation has plagued war gamers for years, and though the condition is improving it is by no means eliminated. Thus, many good war gamers sit in frustration, looking at their armies but never having any chance to use them.

There is, however, a partial solution to this problem. It may not be quite so satisfying as an eyeball-to-eyeball competition with a good friend and opponent, but it will bridge the canyon of frustration and help war gamers who can't find opponents to "get going". This solution is the Classic Solo Game. You can fight these Classic style solo games, even enlarge them into solo campaigns. You can move at your own pace and in your own time, always being sure in the knowledge that your "opponent" will be available because the "opponent" is you!

To set up a solo battle without favoring one side or the other, the first thing you do is to bring out two identical armies. I'm quite aware that under most conditions two opposing armies are not usually exactly the same. But this is a "Classic" game, a huge game of chess-with-chance. In illustration let us say you are fighting a Napoleonic period action and each force will consist of ten infantry units, five cavalry units and five guns.

Next, you must lay out your table with balanced terrain. You need not make this lay-out identical for each side of the table, but it must be balanced. If you position two steep hills protecting the French left flank, then you might set up several small groups of forest areas protecting the British right facing it. For every terrain advantage you give one side, give a compensating advantage to the other.

When the table is set up you must now position what I call the "critical areas". These can be villages consisting of a house or two set inside a small square area marked off in chalk; several stacks of miniature barrels in another chalked-off area representing a supply dump, or perhaps a few folded pieces of cardboard and a flag and pole stuck in clay, also in a chalk-off square, and representing a HQ area. Each side or army should have two of these critical areas, and you should position them about a third of the way in from either end of the table, and opposite those of the enemy. In your Classic Solo Game the objective of each army is to control three of these "critical areas". The army which controls three (as either of its own two and one of the enemy, or possibly one of its own and both of the enemys) at the end of any given sequence of turns (a sequence of turns is a turn by each side) wins the battle.

With your armies organized and your terrain and "critical areas" set up you are ready to begin your Classic Solo Game. You now have arrived at the point at which the problem of disposing the troops of each army fairly and without bias appears. If you had a live opponent each of you would set up an army as each saw fit. But in solo games you will know the dispositions of each side before they are made and there is always the danger of bias creeping in. To prevent this you now must turn over certain critical decisions to the dice. First you take 60 percent of each army and assign 20 percent of each to its left flank, its right flank area and the center area. Thus you would take 6 infantry units, 3 cavalry units and 3 guns of the French forces and dispose 2 infantry, one cavalry and 1 gun on each flank and in the center. These forces should be positioned so as to take advantage of terrain in their area of the battlefield.

When 60 percent of each force is positioned you are now ready to roll for the "Tactical Decision". Beginning with one army first, roll one die for each of the remaining units and guns (of the remaining 40 percent not yet positioned on the battlefield). If a 1 or 2 turns up on the die place that unit with the forces on that army's right flank. If a 3 or 4 turns up, put the unit on the left flank. If a 5 or 6 is thrown, place the unit with the center. In each case these "Tactical Decision" units should be positioned right with the original 20 percent flank or central forces they have been told (by the die) to join.

Once you have both your armies in position you must now roll for command decision. Roll one die for each army. If an even number turns up on an Army's die then that Army's commander has decided to attack on his right in an attempt to take the enemy left flank "critical area". If an odd number turns up the commander has decided to attack on his left flank to take the enemy right flank "critical area". When command decisions have been made for both armies, roll two dice to determine by high number which side has the first move. Then from here on it is a matter of "following orders" with the solo player rolling dice for fire and melee and moving the troops of both sides towards their objectives.

It can happen that both armies will be ordered to attack on the same end of the battlefield. Under these circumstances it will be left to hard fighting and to numerical superiority who will win. It can also be that one army will attack on the right while the other will attack on the left producing a cart-wheel-like 90 degree turn in the opposing lines. Under these circumstances it is not unlikely that one side will take the "critical area" of the other on the left while the other will take the "critical area" of the first on the right during the same turn sequence. The battle continues, if this happens, until one side or the other controls three "critical areas". However to make the battle more interesting under such circumstances, the solo player can make a second "command decision" at this point, rolling dice to see which flank (left or right) will now be attacked.

This balanced Classic Solo Game may seem a bit formalized but bear in mind that there are many variations within its formal framework. The solo player can make up two armies which are balanced in strength, but not in numbers. Or he can set up a strong and a weak army, giving the weak side terrific compensating advantages in terrain. The variations on the Classic Solo Game are infinite.

Nor is the solo player limited to single battles. He can create an entire campaign based on the foundation of the Classic Solo Game. He can set up two groups of strategic armies on a strategic map, using the Command Decision dice roll to determine area of attacks. Then, when two armies meet, he can transfer action to the tactical field, the table top, and set up his usual solo game. He must always bear in mind however, that the Classic Solo Game presupposes balance between forces. Thus, if two French armies meet one British army on the strategic map he should fight a solo battle between one of the French armies and the British army first, then if the British win, eliminate the first French force and carry on with the battle between the second French force and the victorious British. This might not sound realistic as one would suppose the British army though victorious, would be cut in strength, but still the second battle should be a balanced one to maintain the fun of the campaign and the tactical battle. The effect, however, finally is the same as if you had originally fought two-to-one on the tactical battlefield.

To the many war gamers who lack opponents this Classic Solo Game can be a fine bridge, something to carry on with until a live opponent can be found. The Classic Solo Game is not a real live opponent nor is it quite as much fun as a battle against such an opponent. But it can be fun nevertheless. Potential solo war gamers don't procrastinate.. CHARGE!

JACK SCRUBY
Military Miniatures

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Wargamers interested in the ANIENT Period will be happy to hear that we have made arrangements with ANTHONY KOSEK of Philadelphia to design some 30mm Ancient War Game Warriors. At present we are working on the molds for such types as Carthaginians, Roman Auxiliaries, Greeks, Persians and Egyptians and others. Hope to have a nice long listing of these new figures by the next issue of Table Top Talk.

WARGAMING BELOW THE TABLE TOP

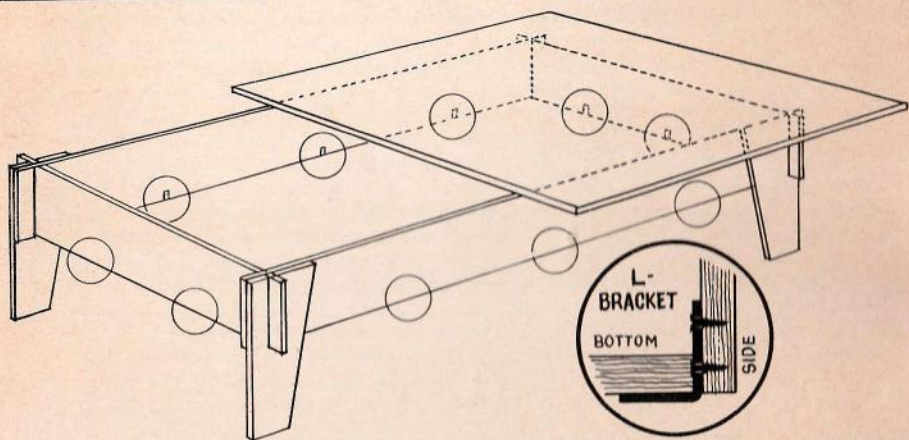
By George Bradford

I imagine that anyone who has ever contemplated wargaming in a big way has found himself presented with the problem of where to get the space for the game, or games, he has in mind. The day that I decided to prove to the world that I was a serious war gamer, was the day I realized just how little space I had in my recreation room!

One half was absorbed by the ping-pong table and the other half had long been accepted as the children's playroom. The layout I had in mind was to be a permanent, 3-dimensional, 20mm scaled layout, achieving the utmost in realism. The ping-pong table had always been used for both its intended purpose and for temporary wargaming. I hated the thought of a permanent battlefield that would render the table useless for tennis and other activities, and that would also be exposed to the six little hands in my family.

So I decided to go UNDERGROUND. Standing there studying the 9ft by 5ft table top it suddenly struck me that I could build my game inside it! By simply lowering the sides and putting a bottom in it I not only had a very convenient 4ft by 7ft war game space available, but also the two-piece top would serve to protect it so that a game could be completed next month if necessary. Now I have my permanent battleground and also the table top itself which enables me to carry on with any other campaigns that catch my interest.

To put the bottom in the table (see illustration) I merely screwed a dozen L-brackets in appropriate places inside the ends and sides, and dropped a 4ft by 7ft sheet of 1/2 inch plywood into the table. Fine chicken mesh wire was used to build up terrain and powdered asbestos with a little water added was used to cover this. Newsprint layed over the mesh will keep the asbestos from dropping through. This dries in a matter of weeks and can then be painted as desired.



EDITORS NOTE: After reading Mr. Bradford's article, we could not help but add a footnote. His idea of an "underground" war game table is ideal for those who want a "sand" table, rather than permanent terrain- or even movable terrain. By caulking up cracks, waterproofing the bottom boards with some kind of waterproof material, you will get an ideal sand table- with a protective covering (the ping-pong surface) that can be used for not only ping-pong- but also naval war games!



LITERARY MUSTER

By A. Newell Chamberlin

Paul Martin, Curator of the Strasbourg Museum, an avid historian of military miniatures and uniforms, has added to his steadily growing list of works an imposing book, Der Bunte Rock, (Stuttgart; Franckh'sche, DM 67). The English subtitle of the work is "Military Costume - A Short History", and the subtitle is, perhaps, more apt than the title, for the work is rather skimpy history of military uniforms from the 17th through the late 19th centuries. The plates, both colored and black and white, are very good and are plates that are not common. The plates deal on the whole with French, Austrian, German and Russian uniforms and both the text and the plates are weighted heavily on the side of the 19th century. What makes the book imposing I suppose is the quality of the plate reproduction and the coverage, even though the latter is very general. Certainly a work of this quality could not be produced here for the price without some sort of heavy subsidy, and from this point of view it is well worth having. The text is in German, French and English, the latter being the work of R. P. North, well-known model maker and uniform authority.

For late 19th century British Colonial Wars buffs a new book, Buller's Campaign, by Julian Symons (London: Cresset, 30/) will be of especial interest because it deals primarily with Buller's work in the Boer War. Redvers Buller was a British general who has until this book, suffered much at the hands of military critics, and in this account he emerges in a new light. This particular work is invaluable not only because of its treatment of Buller's career, but also because it gives a clear picture of the organization of the British Army in the 1890's when the contest between the Wolsely Ring and the Robert's Gang was in full swing. The volume is well-illustrated by contemporary photographs and drawings.

One area of military history which has always, it seems to me, been neglected is that of the Thirty Years' War. A recent re-issue of a classic biography, Gustavus Adolphus, by C. R. L. Fletcher (NY: Capricorn Books, \$1.65) may do much to increase interest in this war. Fletcher, who wrote the book originally in 1890, had a keen appreciation of the military innovations of Gustavus and his chapter on Gustavus' Army is without peer. A fine general assessment of the Thirty Years' War in toto is, of course, C. V. Wedgewood's The Thirty Years' War, hardbound edition by J. Cape, London, and now available in this country in at least one paperback edition.

For collectors and wargamers with a sense of humor I recommend a little book entitled, Gilkerson on War: From Rocks to Rockets, by William Gilkerson (McGraw-Hill, \$3.50), a delightful book of drawings reminiscent of those which appeared in the original H. G. Wells' books on wargames. The Gilkerson book is pure fluff, but a lot of fun...only those who do not take themselves too seriously should read it!!

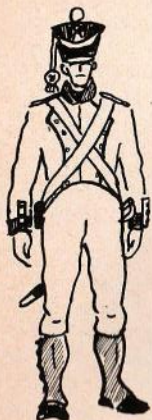
A source of books at inexpensive prices (the volumes are publishers' remainders on the whole) is the firm of Marboro Books, New York, which issues a list periodically. One may find very good biographies, memoirs and military studies (especially of Second War campaigns) at very reasonable prices. Address is Marboro Books, Varick St., NYC.



PRUSSIAN TROOPS UNDER NAPOLEON

After Napoleon defeated Prussia in 1806 many Prussian regiments were added to the Grand Army. Most were reorganized and re-equipped along French lines and trained in French tactics. These troops saw much service in Spain and made the march to Moscow. After this they turned against Napoleon and formed their own army, eventually saving the day at Waterloo. The uniforms below are those of some Prussian regiments in French service prior to the Russian debacle.

5th RHEINBUND INFANTRY REGT.



LIPPE INFANTRY
1812

The 5th was composed mainly of men from Anhalt and Lippe districts, and totaled about 1500 men, 800 of these were from Anhalt formed into 5 companies. They fought in Spain in 1810-11 and in Russia in 1812.

LIPPE INFANTRY - Shako is black with white cords, dark green pom-pom. Uniform is all white with collar, cuffs and turnbacks dark green. The shoulderboards are white edged with green. A white plastron is edged in green and buttons are brass. Leggings are black. All belts white and all equipment is French throughout.

ANHALT INFANTRY - Uniform is identical in cut with the Lippe Infantry. Shako is black with white cords and pink pom-pom. Jacket is dark green with pink collar, cuffs and turnbacks. There is no plastron so brass buttons are set in middle of the jacket. Belts are black. Pants are light gray, the leggings are dark gray. All equipment French.

6th RHEINBUND INFANTRY REGIMENT

This Regiment was composed of a contingent from Schwartzburg (650 men in 4 companies), a battalion from Waldek (560 men in 3 companies) and Russians (Reuss) - 450 men in 3 companies. In Spain in 1810 and in Russia in 1812.

WALDEK - Black shako, yellow cords and pom-pom. White jacket, royal blue collar, cuffs, plastron and shoulderboards and turnbacks. Gray pants and leggings. White belts.

REUSS CONTINGENT - Black shako, yellow cords, red plume. White jacket with skyblue collar, cuffs, turnbacks, shoulderboards. Skyblue pants with yellow stripe down side and yellow trefoil on pants. Gray leggings. White belts.

SCHWARTZBURG CONTINGENT - Same cut of uniform as the Reuss Contingent. Dark green coat, black belts, red collar, cuff, shoulderboards, turnbacks. White buttons, double row. Black shako, white cords, red plume. Gray pants and leggings.



WALDEK
CONTINGENT



REUSS
CONTINGENT

Note: All troops had standard French knapsack and equipment.

TROOPS OF OLDENBURG

by Bob Pavlik

Oldenburg entered the Rhenish Confederation with one battalion of 800 men. This was organized after the French pattern of one Grenadier, one Shutzen (Sharpshooter or Skirmisher) Co. and four Fusilier companies. All uniforms were identical except for the headgears. All equipment was French.

GRENADIER - Black bearskin with white cords and red back panel. Coat of dark blue with red collar, cuffs and coat trim. Shoulder boards are white with red edges. Pants are light gray with black leggings. Buttons and belts are white.

Shutzen and Fusilier hats were as illustrated and were black. Shutzen had green plumes, Fusiliers had white plumes.



OLDENBURG
GRENADIER - 1808-10



FUSILIER
AND
SHUTZEN

SHOULDER
BOARD
DETAIL

FRANKFURT INFANTRY, 1809

When the Frankfurt Regiment was sent to Spain in 1809 they appeared in a new uniform patterned after the French. Grenadiers had black shakos with red cords and plume, silver plaque. Dark blue jacket (including the collar) with red epaulettes, red plastron, turnbacks and cuffs, all edged with white. They wore white trousers and had white leggings and belts.

Fusiliers had the same style uniform with a few minor changes. The shako was black with white ropes and had no plume. Dark blue jacket with red plastron and cuffs, edged white, but did not have epaulettes. Instead had blue shoulderboards edged red. Pants were dark blue, leggings gray. Belts were white. Vests blue.

NOTE: French knapsacks were made of dog skin or calf skin, with shaggy side out. Most troops wore a gray overcoat rolled on top, held down by white straps. All troops described here except Oldenburgers, wore French infantry saber on left hip. Oldenburg infantry had their bayonet worn on the waist belt.



FRANKFORT GRENADIER
1809



This excellent series of photographs was taken by CONRAD KINNEY of Crothersville, Indiana, and show various regiments he has painted for his 54mm Civil War war game army.

Conrad has been doing a lot of work and testing with his camera and the results seem excellent. We hope to hear more from him on the best method of photographing model soldiers when he has completed his experiments.

Among the various miniatures we can recognize Busslers, Imries and Scruby 54mm figures.



CLASSIFIED

TRADE - Two helmets: 1916 spiked and supposed Afrika Corps sun helmet, for aviation books. Write for details and 35mm slide. ROBERT L. TRIMBLE, PO Box 311, Newhall, California-91321.

WANTED - WWI and II Armored Vehicles - British, US, German etc., tanks, SP Guns, Armored cars and carriers. GEORGE BRADFORD, RR#2, Preston, Ontario, Canada.

FOR SALE - or TRADE - \$46.00. Painted 30mm Civil War Army - 81 Scruby infantry, 142 SAE infantry, 18 Scruby cavalry, 44 SAE cavalry, 2 limbers, 6 guns - JOHNNY KRUG, 1928 Brenton, Irving, Texas.

* * * * *

WHAT'S NEW?

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HANDCRAFT LTD., 234 W. 20th St., New York 11, NY has paper castle construction sets available at .69¢ per sheet (post paid). They list 23 various sets of ancient German castles, windmills, buildings, gothic gates and houses, Citadels, etc. Send for free catalogue.

Imrie/Risley Miniatures, 114-05 101st Ave. Richmond Hill 19, Queens, NY, is now out with a 54mm scale Revolutionary War Artillery Team in unpainted form.

AHM, Inc., 3200 N. Boudinot St., Philadelphia 34, Pa., has a nice catalogue available for .35¢, showing the many Airfix plastic sets available, as well as 20mm tanks, etc.

Besides the paper model ships recently mentioned in TTT, John Hathaway, 3606 Walker Ave., San Pedro, Calif. is producing a nice diorama of Washington's artillery (1779) in action. This includes a plastic colonial cannon in 30mm scale and paper soldiers with paper background. Painting instructions included.

Interested in obtaining hard to get books? Ask Ernst Apfel, 316 E. 49th St., New York 17, NY, to place you on his mailing list.

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