



T **able** **op** **alk**

MAY 1966

about model soldiers



GEORGE BRADFORD

With this issue, Table Top Talk comes to the end of its third year of publication. The July, 1966 issue begins the fourth subscription year, and enclosed with this copy you'll find a file card. Just fill it in and return with your \$3.00 remittance, and you're signed up for another big year coming up.

Readers may wonder why we try and make a subscription due and payable at one time of the year, rather than like other magazines, accepting subscriptions at anytime throughout the year. The reason of course is the tremendous amount of bookkeeping involved in trying to account for subscribers. It is much easier to run the thing on a yearly basis- all at one time- than trying to set up files to keep track of when a persons subscription runs out throughout the year. Frankly, just keeping account of address changes is quite a task, and it always seems these changes are made just after an issue has been mailed to the old address! And, since TTT goes out under magazine postal rates, this means if it cannot be delivered, it ends up in the dead letter section, for this type of mail cannot be returned or be re-delivered to another address.

We want to warn our readers that the July issue may be a little late getting to you. Sometime around the middle of June or the first of July, Scruby Miniatures will be moving to a brand new location in Visalia. We recently purchased a new building and lot for the print shop and soldier manufacturing business, and we will be moving all our equipment to this new plant just about the time the July issue deadline arrives. I expect the printing shop will be out of business for about a week during this move, and whether we can print the next issue before the move is problematical. So be patient if your July issue arrives late.

At our new plant we will be expanding in area quite a bit. We'll have about treble the room for manufacturing Scruby Miniatures, and intend to keep a stock of figures on hand for those people who visit our plant. Besides this, we'll have a large "store", complete with a fine show room, shelves full of soldiers on display, and a small war game table set up. We find most visitors ask questions about war games and with a table top available, we expect we can explain "war gaming" ideas much better with the visual aid method. Anyone who is in the Visalia area for vacation, or passing through, should surely drop by and we certainly will welcome their visits. We'll be open every week day of course, and if you'll notify us in advance, we'll try and make an appointment: with you for weekends, provided we are in town.

So, if you happen to get out to California after July, be certain to make it a point to stop by and inspect our new plant. As time and money permits, we hope to make the plant and display room something really worth while to visit.

Scruby Miniatures address will remain unchanged even when we have moved. All mail directed to 2044 S. Linwood, Visalia, will get to us, since this is my home address, not my business address.

TABLE TOP TALK is published six times a subscription year on a bi-monthly basis by Jack Scruby's Military Miniatures, P.O. Box 89, Visalia, California. Subscription is \$3.00 per year, paid in advance before the July issue each year. Manuscripts are welcomed, but will not be returned to the author. Articles accepted for publication are paid for at the rate of \$2.00 per printed page, with exception of Letters, Fillers and other subjects not specified for payment.

BRUCE CONRAD,
Table Top General.....



My full time job is that of a student. I am a freshman at State college of Iowa and my major is Social Studies. I just finished a 4 year hitch in the Marine Corps that gave me quite a training for "big wars"!

My first contact with war gaming came when I was in the 7th Grade. One of my classmates invited me to his house, and I found there a room filled with Britians. He showed me how to play "Sham Battle". .and I've been hooked ever since!

The war game progressed little until I went into the USMC, where I began to realize the value of firepower, and at that time I ran into Bob Bards book and my life and war gaming began to change. About a year later I purchased Don Featherstones book, and I was on my way.

I am interested in almost any period and have a nice collection of ancient flats, Napoleonics, Colonial and moderns. I am in the process now of making an 1890 colonial game, using Scruby's 25mm Germans and Airfix Legionairres. But I have the tendency to get one Army only half done, and then I'm off on another period!

My war game board (see illustration) is long and narrow (6ft by 2ft) and "ambushes" are quite interesting because of this, and ambushed columns dont always get through. My modern war game is fought between British and Japanese in Asia in 1940, and is interesting because I use very few tanks, since few tanks were used in that war. It is hard to find information on this war in S. E. Asia, and I use the AHM German Mark IV tank - with "meatball" painted on side- for the Japanese tanks! They look great!

Anytime I get into a post WWII frame of mind, my British become Isreal soldiers and some Russians become Egyptians, and then I use all the modern equipment in the world. In this action one finds they used almost any tanks from German Mk. III to the newest British and Russian tanks, and it makes for a lively little game.

Probably the most unused soldiers in my armies are my Napoleonics- since I am still in the process of re-organizing them along the Fred Vietmeyer way. One of the reasons I dont use them as much as my others is that my two armies are too balanced, and my beloved British line might be pierced by a French column!

I am a little different from most war gamers in that I am a solo player- and I like it! I never lose a game! While in Hawaii (courtesy of the USMC) I had a few games with other people, and I always lost! I didn't want to give up war gaming, so I became a solo enthusiast!

Solo wargaming may be a little unrealistic to most gamers, but I have set up rules for "chance" situations so that I can't control the game. In this way, I can become quite unbiased about the results.

BALKAN INFANTRY, 1877-1923

Written and Illustrated by Gerard Marinaro

The many Russo-Turkish conflicts in the Balkans has always offered a wealth of untapped resources for the miniature war gamer. The troop organization of Albania is practically impossible to compile due to the fact that they were only militia. However there are many organizational records of the Serbian and Bulgarian armies.

Unlike the Serbian army which contained few permanent units and consisted mostly of militiamen, the standing army of Bulgaria, trained and commanded by Russian officers since 1877, was organized on the German system of filling up relatively strong cadres to war strength and forming additional units. When fully mobilized the Bulgarian field army numbered- almost 60,000 trained men. The Rumelian forces (militia) consisted in all of about 35,000 men. Besides these, there was the famous and colorful "Bandit Brigade" (which war gamers could take much delight in giving a special esprit de corps) of Captain Panitza (1846-1916), an irregular force some 3,000 strong. This force would greatly add "spice" to your table top, and it always did good service in actual war as a flying right wing of the main army. In the Bulgarian army the whole staff and the superior officers, as well as about half the regimental captains, were Russians.

I feel it quite unfortunate that for some reason many war gamers complete ignore the possibility of Balkan conflicts. But now, books have appeared describing this "hot bed" of war, in great detail. If you are bored with Napoleonic, Ancients or Civil War, the Balkan wars could be just what you are looking for.

The various Balkan Wars of this period have much to make good war game actions with - they were localized, small, and had both land and sea battles that were full of action.

The big question of course, has been how to get miniature soldiers of this period, since there is a lack of knowledge and a lack of models of these armies. Unbeknownst to many of you however, is the fact that some of Jack Scruby's figures are dressed in uniforms that can be used for some of these Balkan troops.

The 30mm Russian infantry of the Russo-Japanese War (models S-49 and S-34) can be used for both Bulgarians and Serbs. The Scruby Napoleonic Prussian Landwehr (Model S-118) has almost the same cut uniform as did the Bulgarians.

UNIFORM GUIDES

Figure 1 - SERBIAN.

Black or white fur cap, dark tan overcoat, white waist sash, Dark grey trousers, Brown cloth puttees, black shoes. Khaki knap sack and blanket roll (sometimes worn around shoulder)

Figure 2 - GREEK EVZONE (Guard infantry)

Red cap, white or black vest, depending on regiment. Red and yellow trimmings. Tunic (shirt) white, trimmed in gold, red and royal blue. White or black leggings, brown shoes with red pom poms.

Figure 3 - TURKISH

Gray fur cap, light blue jacket, white trousers, tan puttees, black shoes.



Fig. 1 SERBIAN



Fig. 2 EVZONE



Fig. 5 ALBANIAN



Fig. 4 BULGARIAN

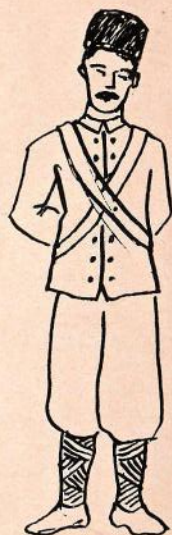


Fig. 3 TURKISH

Figure 4- BULGARIAN

White cap, dark blue-black overcoat, light grey trousers, black boots, white belts and straps, cuffs and collar red, silver buttons.

Figure 5 - ALBANIAN MILITIA

Most militiamen wore whatever they could pick up at home, so you can paint these as you wish. However, the headgear was generally a black fez with white or red turban wrapped around it.

Jack Scruby's Military Miniatures - Visalia, California

30mm NAPOLEONIC STANDARD BEARER

We had so many requests for "odd" standard bearers which we could not possibly make, that we decided to do something different. Now available is a "tin" casting of the Napoleonic Officer, leading (S-171) with a large flag. This is an "interchangable" casting and all the heads listed in the Scruby catalogue are available for it.

Cat. No. SB-1....Standard bearer, advancing.....50¢ each.
(Be sure and specify Napoleonic head you desire)

TABLE TOP TALK

ED MILLER, 1310 Trace Drive West, Glendora, New Jersey, writes that he has been named as chairman for the 3rd Annual Eastern Region Wargamer's Convention for this year. The date is October 8, 1966. A new site has been arranged, and this year a dinner will be part of the day. Ed would appreciate hearing from anyone who has ideas on improving the program of the past two years, or from anyone who would like to actively participate this year. As you know this convention is held in Philadelphia and is sponsored by the MFCA society.

ARAM BAKSHIAN, JR. wishes to point out an error which appeared in his article "Army Organization For the Revolutionary War" (TTT, March, 1966). The French infantry battalion strength should read 584 men, not 740. The eight fusilier companies had 63 men and 3 officers. French units in the Revolutionary War were maintained at nearly full footing, in contrast to most British, German and American outfits of the period.

SCALE MODELER MAGAZINE is a new publication appearing on a bi-monthly basis, and is the first magazine that has given military miniatures a prominent position within its pages. So far, three issues have appeared, and the section devoted to miniatures has been of extreme interest, featuring good stories and photos for the collectors of model soldiers. We hope they will soon come forth with some war game news, since up to date there has been nothing said about "our" side of the hobby. The magazine can only be purchased at newsstands I believe. The address is Scale Modeler, Challenge, Inc., 7376 Greenbush Ave., North Hollywood, Calif. Back issues can probably be purchased if you have missed this magazine. \$1.00 per issue.

Alistair Horne, who did such a fine treatment of the Verdun campaign of WWI has written a book about the Franco-Prussian War, or rather a book about one small phase of it - The Fall of Paris: the Siege and the Commune, 1870-71 (NY, St. Martin's Press, \$6.95). In this Horne gives a colorful and rather exhasutive account of the Siege itself, the rising of the Paris Commune following the surrender of Paris. He draws heavily upon contemporary eye-witness accounts of both events so that the book contains a wealth of detail. Of greater interest to the miliary historian than the wargamer, perhaps, the book does have value to the latter in that the intricacies and problems of a first-class siege are well-pointed out. Horne's narrative of the Communard operations is well-done, but his conclusions are open to question.

Ancient warfare buffs would enjoy a new study of Alexander the Great, Alexander the Great; The Meeting of East and West, by Jacques Benoist-Mechin (NY, Hawthorne, \$4.95). The French historian approaches Alexander from the point of view that his real genius lay in his visionary concept of "one worldism", but he has a good eye for the military aspects as well as the philosophical. There are some interesting details of siege warfare and of the problems of supply and communications that should appeal to those who engage in lengthy and detailed campaigns upon the boards.

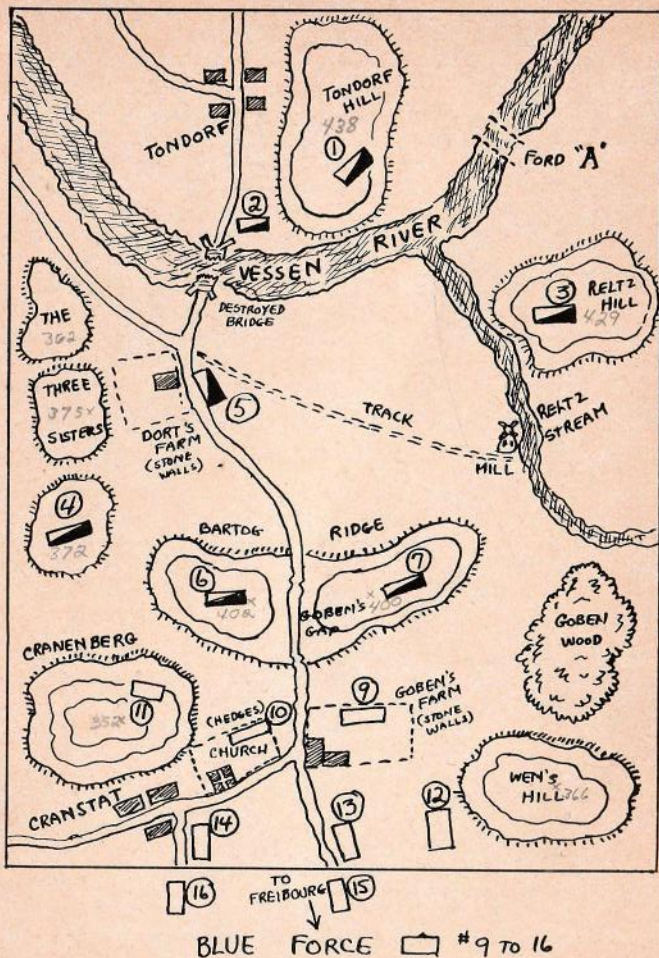
Colonel Red Reeder who has written many interesting books on early American military history, chiefly concerning the Indian campaigns of the post Civil War ear, has written his autobiography, Born At Revielle (NY, Duall, Sloan and Pearce, \$5.95) which is an interesting and affectionate account by an "army brat" of his early life, life at West Point and in the regular army between the wars, and of his service in the Pacific and European theaters during WWII. Reeder commanded the 12th US Infantry in France until he lost a leg. He is now Assistant Director of Athletics at West Point. The book is written with style and humor and contains a great deal of information on the often neglected side of earlier RA life.

D. F. Featherstone has added another work to his ever growing shelf of works on war games. This one, Wargames Terrain, (Southampton, Hants., England 10/6) contains information on the construction of games tables, hills, etc. Buildings are also covered and the whole is a good addition to the general literature on the subject, although much of the material may be found (by American wargamers at least) in the various model railroad publications. Featherstone does have some helpful hints, and as he is now working on a huge table for the refighting of the Battle of Hastings, what he writes may be of added interest.

Editors Note:

D. F. Featherstone (69 Hill Lane, Southampton, Hants., England) has recently issued eight booklets, mimeographed, on rules for war gaming. These handbooks, selling for .50¢ each, or all eight for \$3.00, include Rules for Ancient war games, Medieval, 1750 wars in Europe, Napoleonic, American Civil war, Colonial wars, 1917 battles and 1944 Normandy type wargames. Several "guest" writers, who specialize in these periods, have written their rules, besides those used by Featherstone himself.

⑧ RED FORCE #1 TO 8



BRIDGEHEAD OVER THE VESSEN... Tactical Problem # 6

By Gordon R. Fisher

This is a tactical problem in which the initiative may change during the course of play. It is designed for musket period armies and may be played under the reader's own rules. Units may be added to the two forces but the stated proportions should be maintained. This tactical problem submitted by Gordon Fisher and the map is scaled for a 8ft by 6ft table top.

SITUATION: RED force advancing towards FREIBOURG has seized the TONDORF BRIDGE over the VESSEN RIVER, and established a bridgehead. However, their expected reinforcements have not arrived and a daring partisan raid has destroyed the bridge.

The VESSEN is unfordable except at Ford "A" which is passable only by cavalry at the rate of one unit per game move. RELTZ STREAM is fordable by all arms throughout its length. The BRIDGE cannot be repaired before the start of the eighth (8) game move and the repairs may take RED commander longer!

NOTE: On the 8th game move provided the engineers (2) are still on the site, RED player will throw one die. The bridge repairs will be considered to be complete if he scores a 4, 5 or 6. If he fails to so score, he will throw one die each game move, provided the Engineers are still on the site, until the repairs have been completed. (a dice roll of 4, 5 or 6)

RED FORCE

On the table RED commander has: 4 Units line infantry; 2 units Light Infantry, 1 Unit Heavy Cavalry; 2 Units Light Cavalry; 2 Horse Artillery Units, 2 Foot Artillery Units, 1 Engineer detachment.

Off the table at a distance of 9 Moves are Red reinforcements: (#8 on map) 4 Units Line Infantry, 1 Unit Light Cavalry, 1 Unit Guard Infantry, 2 Units heavy cavalry, 2 Units Foot Artillery.

RED UNITS are stationed as follows:

- Position 1... 1 Heavy Cav. and 1 Horse Artillery units
- Position 2... Detachment of engineers working on bridge.
- Pos. 3.... 1 Light Infantry Unit
- Pos. 4.... 1 Light Infantry Unit
- Pos. 5.... 4 Line Inf. and 2 Foot Arty. units
- Pos. 6.... 1 Light Cav. and 1 Horse Arty. unit
- Pos. 7.... 1 Light Cav. unit
- Pos. 8.... Reinforcements coming in on 9th Game Move.

ORDERS; RED FORCE will defend the VESSEN BRIDGEHEAD while engineers repair the bridge. On arrival of reinforcements, Red will clear the enemy from the CRANSTAT area and continue the advance upon FREIBOURG (off the map)

BLUE FORCE

On the table, BLUE commander has 5 units of Line Infantry; 2 units Light Infantry, 2 Units Heavy Cavalry, 3 Units Light Cavalry, 2 Units Horse Artillery, 3 Units Foot Artillery. Approaching the area are BLUE reinforcements 15 game moves away. These consist of 4 units Line Infantry, 1 Unit Heavy Cavalry, 1 Unit Horse Artillery and 1 Unit Foot Artillery.

BLUE UNITS ARE STATIONED AS FOLLOWS:

- Pos. 9.... 1 Light Inf. unit
- Pos. 10.... 1 Light Inf. and 1 Foot Arty. unit
- Pos. 11.... 1 Light Cav. unit
- Pos. 12.... 2 Light Cav. and 1 Horse arty. unit
- Pos. 13.... 2 Line Inf., 2 Heavy Cav., 1 Horse Arty.,
1 Foot Arty. Unit
- Pos. 14.... 3 Line Infantry, 1 Foot Arty. unit
- Pos. 15.... 1 Line Inf., 1 Heavy Cav., 1 Horse arty. unit
off the table at a 15 move distance
- Pos. 16.... 3 Line Inf., 1 Foot Arty unit off the board at a
15 move distance.

ORDERS: Blue force will attack and destroy enemy units in the Vessen Bridgehead and prevent reconstruction of the TONDORF BRIDGE. If this operation is unsuccessful, Blue force will defend the CRANSTAT area and prevent any attempt by the enemy to advance on FREIBOURG.

TABLE TOP IDEAS - Pre-Game Concealment Factors.

Recently Mike Frank of Visalia, California, dreamed up a new idea that should add tremendous "concealment factors" for war gamers. In most war games where the Roster System is used, both sides know the exact strength, firepower, morale values and movement factors for all the units of the opposing force, since they match his own.

Why not, Mike thought, eliminate this over-all knowledge of both armies by setting up a pre-game factor which would give each Battalion a variation from the normal. In history, for example, no Battalion was exactly equal with any other; sickness, bad leadership; bad cooks, hard marches, etc. could knock a battalion badly. Yet, a good commander who kept his hand on the pulse of his Brigade or Division, knew which battalions were in good shape for a fight, and which were not. On the other hand, the opposing general did not know these factors- at least until the action had begun.

To bring this idea to war gaming, the Visalia players came up with a plan of setting up thirteen "variables" that might potentially happen to any battalion. By using one suit of cards from a deck, stacking these cards face down, and drawing one card for each battalion engaged, you would come up with various factors which would be "concealed" from your opponent.

As an example (and most war gamers adapting this idea no doubt will come up with many possibilities), you draw an Ace, and this might mean that a battalion had suffered a heavy attack of scurvy, and many of its men were in the field hospital. Thus, its combat strength might be cut 25%, with a resulting cut in its firepower. Because so many comrades were sick in the hospital, the morale value of the battalion as a whole might be lowered for the battle, although its movement factor would probably remain as normal.

Taking four basic factors into consideration - combat strength, firepower, morale and movement - a Chart can easily be made up based on 13 potentials (to match the suit of cards) of what might happen to a battalion BEFORE the war game.

In order not to overdo it, at least five or six of the potentials should say "normal", which would mean the battalion was at normal strength and condition, and thus would not be adversely affected for the coming action. At least two potentials might make that battalion whose card was drawn into an "elite" outfit, which might have extra morale value, fire power, and/or movement factors added to the normal. And the balance of the potentials can cut the fighting power of a battalion because of sickness, forced marches, bad leadership, etc. These can be lowered in any proportion desired, so that as many "variables" as you wish can be charted.

As a result, if you were using 6 battalions for a battle, each player would have his 13 cards to choose from, before the action. He would draw a card for each battalion, noting down on his Roster Sheet the factors pertaining to each battalion, as the cards had determined it.

And, since it is assumed the commander knew of the conditions of his force prior to the action, he could then set up his battle plan depending on how his troops were prepared to fight. A battalion hit by sickness might be used for defensive purposes, while a normal or elite battalion could be used for assault purposes.

The great possibilities of this pre-game concealment can no doubt be seen by war gamers, for never will two forces be equal, and for a part of the battle at least the opposing player is not going to exactly know how strong the units are that he is facing. All your opponent will see will be a full-sized battalion coming at him- but it might be made up of sick men who simply don't feel like fighting that particular day!

Using Mike Frank's idea- and possibly combining it with other concealment factors recently reported in TTT- a war game should be more interesting, and the table top general is going to have to use his brains harder in order to win a victory - especially if his troops happen to have come down with a bad case of dysentary!

SPECIAL!!

Scrubby Miniature News

DISCOUNT ON VOLUME PURCHASES OF SCRUBY MINIATURES....

THIS IS A NEW BUSINESS POLICY FOR SCRUBY MINIATURES, AND GIVES THE VOLUME PURCHASER OF "TIN" SCRUBY MODELS A BREAK IN PRICES, DEPENDING ON THE NUMBER OF FIGURES HE ORDERS.

VOLUME PURCHASES OF THE SAME KIND OF FIGURE IN 20, 25 or 30MM SCALES, IN TIN ALLOY METAL, MAY BE DISCOUNTED AS FOLLOWS:

- ➡ If you purchase 20 to 39 INFANTRY FIGURES of the same kind, DEDUCT .03¢ each casting from the regular price.
- ➡ If you purchase 40 or more INFANTRY FIGURES of the same kind, DEDUCT .05¢ each casting from the regular prices.
- ➡ If you purchase 11 or more CAVALRY MODELS of the same kind (excluding Eriksson cavalry) deduct .03¢ each casting from the regular price.

REMEMBER.....

This Volume Discount is only effective if the figures are cast of tin (NOT Typemetal); if they are all of the same kind of figure. Excluded from this special discount in prices are the Eriksson Cavalry Models and the new ECONOMY SCRUBY MINIATURES (see next page).

This Policy went into effect April 1, 1966, and all orders we have on hand involving the numbers of models listed above have been discounted, and Scrubby Credit Checks issued to our customers when the shipment was made.

SPECIAL MOUNTED FIGURES BY HOLGER ERIKSSON.....50¢ each

Emperor Napoleon I, on horseback, dressed in overcoat, bi-corn hat.....

General George Washington, doffing tricorne, on horseback.

Scrubby Miniature News

JACK SCRUBY PRESENTS

The ECONOMY Line Of War Game Miniatures

For the war gamer who has an eye on his pocketbook, we are designing a new line of SCRUBY ECONOMY MINIATURES cast in metal, in both 20 and 30mm scale. These models will be cast in battery-molds and are simplified versions of some of our best and most popular war game figures.

Our object in doing this is to put a good quality, economically priced figure on the market for the war game player who wants mass armies. Most of the SCRUBY ECONOMY MINIATURES will be of the type of soldier that made up the "bulk" of the "Conscript armies" that began during the Napoleonic wars.

For example, in a French Napoleonic Battalion, the buyer could use 10 Grenadiers and 10 Voltigeurs of the regular Scrubby Miniatures for his elite companies; and forty Scrubby Economy Models for the Fusilier companies, which formed the bulk of the battalion.

The difference between a Regular Scrubby Miniature and the ECONOMY MINIATURES is that the latter have been re-designed so they can be cast quickly and easily in battery molds. They lack such details as bayonets and sword scabbards, and have little or no "undercuts, all of which makes a figure more realistic, but that much more difficult to cast.

Because two to four castings can be cast at one time, costs are reduced also, and these savings can be passed on to you in lower prices of the models.

Despite this, the SCRUBY ECONOMY MODEL is cast in good alloys and with normal care and a nice paint job, will give you years of good service in table top battles.

The Models which we have listed here are either ready now, or soon will be. We will hold up any orders for figures that are not fully prepared until the molds are ready. If there seems to be a demand for the Economy Models, we shall be adding to this line in the future.

PRICES

20mm Infantry 10¢ each (plus postage)

30mm Infantry 13¢ each (plus postage)

SCRUBY ECONOMY WAR GAME MINIATURES

THE NAPOLEONIC WARS.....30mm Scale

- T-1 French and/or Prussian Fusilier, firing
- T-2 French and/or Prussian Fusilier, on guard
- T-3 British Regular, Waterloo shako, firing
- T-4 British Regular, Waterloo shako, on guard

THE NAPOLEONIC WARS.....20mm Scale

- B-1..... French and/or Prussian Fusilier, firing (can be painted as either)
- B-2..... French and/or Prussian Fusilier, advancing
- B-3..... French and/or Prussian Fusilier, on guard
- B-4..... British Regular, firing (Waterloo shako)
- B-5..... British Regular, on guard (Waterloo shako)
- B-6..... Austrian Musketeer, 1809 helmet, firing
- B-7..... Russian Musketeer, 1812, firing
- B-8..... Russian Musketeer, 1812, on guard

THE AMERICAN CIVIL WAR...20mm scale

- B-20 ... Union infantry, firing
- B-21 ... Union infantry, walking, rifle at trail
- B-22 ... Rebel infantry, firing
- B-23 ... Rebel infantry, advancing

WORLD WAR II...20mm Scale

The 20mm Holgar Eriksson models of U.S. and German Infantry listed in the Scruby catalogue with the pre-fix "E2" have been remolded into battery molds and now are available at the Scruby Economy Miniature prices. The Germans can also be used as WWI troops.

The Machine Gun and Anti-Tank crews are now priced at .20¢ each.

TABLE TOP TALK...1966-67 Subscription

THIS IS THE LAST ISSUE OF TABLE TOP TALK FOR THE SUBSCRIPTION YEAR OF 1965-66. BEGINNING WITH THE JULY 1966 ISSUE A NEW SUBSCRIPTION YEAR WILL BEGIN.

Enclosed with this issue you'll find a File Card. Please fill it in and return it with your subscription fee of \$3.00. This will entitle you to another years subscription for TABLE TOP TALK.

THIS IS THE ONLY NOTIFICATION WE WILL BE SENDING OUT AND IF YOU FAIL TO RETURN YOUR FILE CARD, YOU WILL NOT RECEIVE THE JULY 1966 ISSUE.

TABLE TOP TALK will continue with the same policies and format as in previous years. Articles which are accepted for publication will be paid for at the rate of \$2.00 per printed page. This means you can often pay for your subscription by sending in a couple of stories a year. In this manner we can keep printing new and interesting material about our hobby- written by the people who are involved in it.

So...be sure and send in your file card and subscription for the 1966-67 TABLE TOP TALK right now while it is on your mind!

30MM SERIES

Special Napoleonic Models

"INTERCHANGABLE" NAPOLEONIC INFANTRY OFFICERS

Those of you who have not purchased a Scruby Miniature Catalogue since April may be unaware that with the order of any 20 Napoleonic infantry castings of the same kind, we are giving away FREE one "Interchangable" officer of your choice. Normally these figures sell for .30¢ each. The three figures are listed below, and you have a choice of any of the heads you wish to fit them.

S-169 OFFICER, WALKING
S-170 OFFICER, STANDING
S-171 OFFICER, LEADING

(These castings can be used for all types of Napoleonic infantry officers)

Austrian Musketeer helmet, 1809
Austrian Grenadier
Austrian double-billed shako
Russian shako
French Grenadier
French Shako with plume
French Genie (Engineer) helmet
Swiss Voltigeurs

Bi-corn hat
Stovepipe type Shako
British "Waterloo" Shako
Polish Shako
Bavarian Helmet
French Fusilier Shako
Prussian Shako- no cords or plume

Fore-and-aft hat, with plume

THE "FOG OF WAR"

By Robert Shukraft

One of the glaring omissions in the discussions in TTT I find is the avoidance of the chief command problem, i. e. knowledge of what your opponent is doing. It is nice to fight a set-piece action in which all the troops are available and visible; it is, however, both unreal and a lot less enjoyable- and unsafe!

In our Civil War actions, based on Scruby's Fire and Charge with roster system, we have developed a set of rules designed to produce the kinds of problems which make command on the field both problematic and anxiety-producing. Our rules are designed to reproduce two factors: 1) you do not know how many of your opponents troops are presently on the field, and 2) you are not always sure where they are.

Prior to the beginning of the game, we dice for an order of entrance, arbitrarily establishing the order of availability for the parts of the army. Since we utilize varying values for the troops - 3 to 6 - with concentrations of lights and grenadiers (elite troops), this can force a commander to either delay until his better forces arrive, or strike immediately. We then dice to determine what percentage of the army will be available immediately - 1/4, 1/2 or 3/4. These forces will be taken from the listing of order of entrance and placed six inches on the table to begin the game.

The remaining troops enter the battle at a move designated by a cumulative die. For example the next unit on the list may have come in with a roll of four. If the following unit rolls a three, its entrance would be on move seven, etc.

In addition, the place of entrance is set - on a road, in column, either left, center or right. In order to force the use of our 12ft by 6ft table, we generally construct a field with at least six entrance roads. Troops which are supposed to enter on a blocked road must, at their move for entrance, march to the next available road without coming on the board. Since this can be disastrous, one is often forced to defend a road to prevent its loss to the enemy.

In order to prevent the dice from ruling the battle, we double the diced move for entering troops if you have 3/4 of your army already, and halve it for the unlucky general with only 1/4 of his troops on the table.

This whole attempt makes no sense, however, without some limitation of vision once the troops are on the board. Our rule is simple: Vision is limited to artillery range (in our case 30 inches). Anything else can be moved while an opponent looks away, then noted on paper as to position. If you would like to see what's around, you could use a blank flag to indicate forces.

The vision factor extends to terrain; troops hide behind hills and sight into houses and forests is limited to 10 inches (rifle range).

The results we think, are tremendous. What occurs are both rude shocks and missed opportunities. Cavalry becomes important, especially if yours are wandering around (off the table) until Move 25! Hills and other terrain become very important as areas of observation and concealment, and indeed whole attacks can be set up in a staging area without your opponent sensing a thing.

What has occurred is, in short, a reproduction of the "fog of war" making the decisions of command the results of partial intelligence.

MOVEMENT IN A MODERN WAR GAME

by Richard Ballard

Part Two

In the March issue of TTT I outlined the concepts of a modern war game. Movement in this game is accomplished by placing a length of wire or string marked off in 10 sec, 20 sec, and/or 1 minute intervals in front of the maneuvering units or markers. As time progresses the units are presumed to move uniformly along this route indicator. If enemy action forces a change in movement the direction of the indicator can be changed forward of its latest position. At periodic intervals (1 minute for fast units, 5 minutes for slow) units are updated to the ends of the indicators and new routes are laid out. By this technique I have been able to get continuous movement and action as units fire and take casualties during each interval of movement.

The slowest rate of movement represented is usually that for crawling or stealthfully bounding infantry. At approximately 20 meters (yards) per minute this movement is represented by an indicator 5 minutes long (10 cm or 4" at 1:1000) and marked off in 1 minute intervals. Units moving at this rate are prone much of the time and are considered as prone when figuring casualties or visibility (class 2). Infantry making a firing advance or moving with attention to concealment and possible enemy contact move approx. 40 meters/min. Here again the indicator is 5 minutes long, marked in minutes. Troops are considered standing with visibility class 3. The third infantry rate is 75 meters/min. and has similar time length and markings. This rate is used by scouts and messengers with no increase in visibility. By suffering an increase in visibility (class 4), infantry formations may use this rate on roads and hard pasture where no contact with the enemy is expected. Non-firing run (150 m/min.) and doubletime (135 m/min.) indicators, one minute long, are used in certain battle drill and retreat situations.

U. S. Army studies have shown that the maximum cross country rates for vehicles differ greatly from the oft quoted road rates. A light tank rated at 35 mph, for instance, could only do 9 1/2 mph across open, rolling country and still allow the crew to function normally. At approx. 255 meters/min, this is still nearly 6 times the infantry rate and a tribute to the shock power of tanks.

Maximum vehicle rates are given below. Indicators are usually one minute long and marked off in 10 sec. intervals. These markers may be colored differently from 5 min. ones as a reminder to update them every minute. While the many different rates may be used in map games, 240 m/min. armor and 320 m/min. jeep indicators will suffice for most tactical board play.

Maximum Vehicle Rates (meters/min)

<u>Vehicle</u>	<u>Road</u>	<u>Open Country</u>
Light Tank	530	255
Armored Personnel Carrier	530	240
Medium Tank	480	240
Heavy Tank	480	220
Jeep	940	320
Medium Truck, Lt. or Med.	670	215
Artillery		
Heavy Truck, Heavy Artillery	480	160

For those wishing to modify these rates for different types of terrain, the following reductions apply.

<u>Terrain (U. S. Marine classification)</u>	<u>Percent of Open Rate</u>
<u>Open</u> (lightly wooded, slightly rolling, elevation changes less than 27 meters per mile, less than 25% wooded)	100%

Moderately Open (wooded, rolling, 27-45 meters/mile elevation change, or 25% - 50% wooded)	67%
Moderately Close (wooded and hilly, 45-91 meters/mile change, or 50% - 75% wooded)	39%
Close (heavily wooded, or sharp close hills, 91-273 meters/mile, or over 75% wooded)	17%
Mountainous (over 273 meter/mile elevation change)	5%

Night Movement Rates

Condition	Wheeled	Tracked
Road with lights	100% Normal Daylight Rate	
Road without lights		270 meters/min
Cross Country with lights	40% Daylight	80% Daylight
Cross Country without lights	40 meters/min	

THE FLATT PAINT CLINIC

For those who use FLATT PAINTS on their miniatures, here are some answers to your questions:

QUESTION: On opening a newly arrived bottle I find a hard crust. What causes this?

ANSWER: Slight air leakage. Actually this is a self protective feature. Bottles left partly open will thus seal themselves. Break through the crust, and the paint underneath is perfect.

QUESTION: Should dark plastics be undercoated with white?

ANSWER: Either undercoating, nor not, seems satisfactory. Some lighter colors may require two coats when painted on large surfaces.

QUESTION: Should war game figures that get a bit of handling be coated with some clear agent to prevent wear?

ANSWER: Any overcoat will bring up the sheen on FLATT paints. The advantage to an overcoat is that the figure may be washed when dirty. However we have an army in use for about three years which is not overcoated. The only noticeable wear was around the shako.

QUESTION: Is FLATT Field Grey the authentic color for German armies of WWI and WWII?

ANSWER: Our Field Grey was taken from authentic WWII German uniforms. WWI Field Grey is closer to our Confederate Grey. Lighten with a bit of white and add a drop of green to be absolutely correct. On war game figures we advise to use the color as is.

QUESTION: Can FLATT paints be used on paper, such as "paint your own" uniform cards.

ANSWER: Yes. The technique is simple and easier than water colors. Take a mirror. Put on a drop of Flatt paint. Now thin to a wash with the solvent. Apply to your picture. Remember, just a wash; if applied too thickly, you're dead. Gold and Silver can be applied the same way. The results are terrific!

QUESTION: How come you don't make Brass?

ANSWER: Add a bit of gold to silver, and you have brass. Why pay for another bottle, when you have it in your set already!

QUESTION: Is your Dark Green, Russian Green for Napoleonic?

ANSWER: We wish we knew!

A VIKING SHIP FOR 20mm - 30mm WAR GAMES

By Charles Sweet

With the publication of Don Featherstone's new book on Naval War Games, it seems a fair guess that all sorts of miniature naval maneuvers are going, like June, to be "busting out all over". For those of us who like figures themselves, instead of naval theory and tactics, it would seem that the most popular types will be those involving combined land and sea operations.

Ships for my own navy had to be of the medieval-ancient type, had to be capable of holding a fair number of 20mm or 30mm troops, and not be too big to take up much of the playing board. After looking over the market, I could find none to exactly suit my tastes, so decided to design my own. And recently my son and I have become involved in an ancient war game with some 20mm enthusiasts, and I had to build the ship which is shown in the illustrations.

The design of this ship is pseudo-Viking, and the construction is quite simple. Due to the fact that a "template" made for Table Top Talk would be reduced for printing, (which would change the "scale" of the drawings), you will have to draw your own templates from the illustration.

So, using the top view of the Hull (Fig. 1), take an oversize piece of 1/8 inch balsa, draw the hull on it, and then with an Exacto knife or razor blade, cut the balsa to your outline. Sand it and lay it aside.

Follow the same procedure with the two sides, except this time use a piece of cardboard of the kind laundries put in shirts. Bend these sides around the bottom hull and glue, holding in place at the ends with a spring loaded clothespin, and along the sides by pushing pins through the cardboard into the edge of the balsa hull. Let the glue dry thoroughly. (Elmer's or a white type glue is excellent).

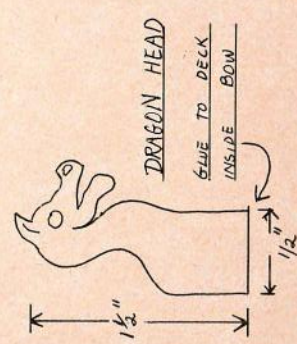
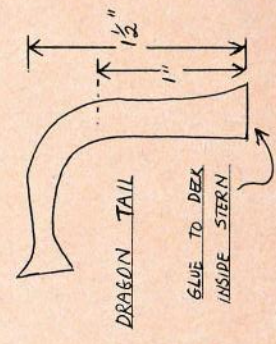
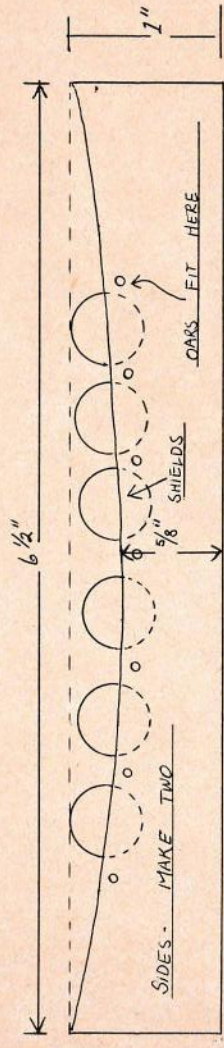
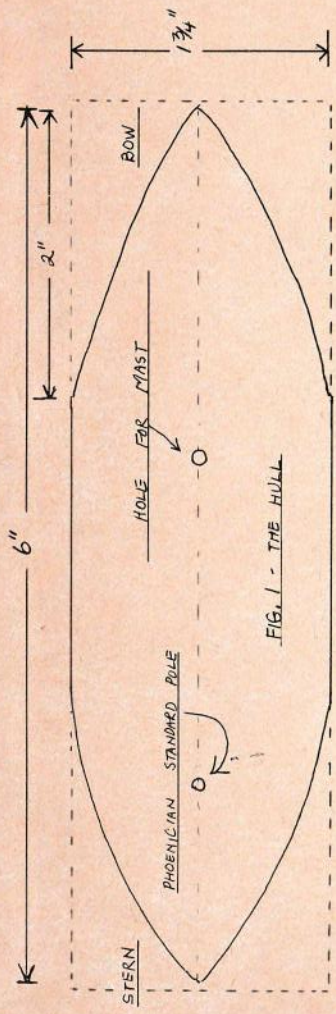
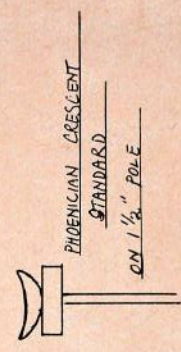
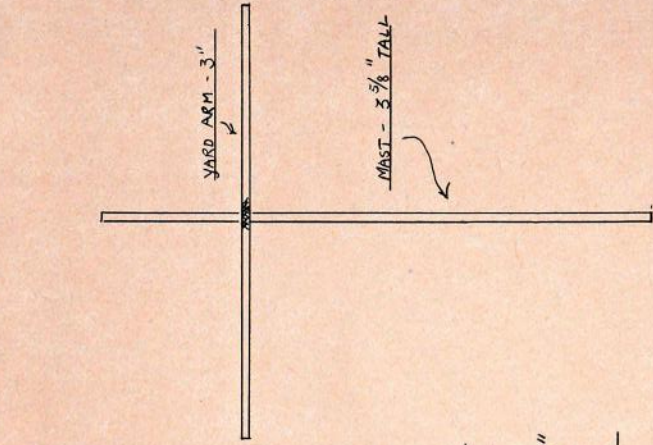
Next make the Dragon's Head by drawing them twice on cardboard, or by folding the cardboard and drawing them once, cutting them out with sissors. Glue these on to a piece of 1/16" inch balsa wood and sand it to fit the cardboard. Then glue the flat base of the dragon's head just inside the spot where the two bow ends of the sides meet. The Dragon's tail can be made the same way, or can be made of balsa.

You can make a mast from a cotton swab stick and bind a cross piece of the same material to it for a yard arm. Drill a hole at the indicated spot and glue the mast in. However, if you want to leave the mast out, do so with good precedent. The Vikings, apparently, shipped their masts whenever possible before going into action. Incidentally the Viking yard arm was always lowered when the sail was not set, as opposed to the Phoenician and modern practice of furling the sail around the yard arm.

For painting, you can let your imagination run riot. A black hull with a white "water line", curved to give an illusion of sweeping prow and stern looks very well. The Shields can be made of cardboard and painted in simple design, then be glued to the sides. Oars are made by dipping flat toothpicks into a bottle of wood brown paint. Push pin holes through the sides of the ship between the shields, insert the small end of the toothpick through it, and glue in place. If you want to protect the oars from breakage, you can glue the whole ship, including the blades of the oars, to a sheet of blue cardboard (the sea!)

If you'd rather have a Phoenician ship, they are very similiar in appearance. Simply omit the shields, and make a horse head rather than the dragon head, and you have it! You can also add a crescent shaped standard stepped on a pole just forward of the steersman.

You'll find this ship - although simple- perfect for 20 or 30mm figures, and being only 6 inches long, will not take up too much room on the table top.



A UNIFORM GUIDE FOR NAPOLEONIC WAR GAME FIGURES

By David Rusk

Part III

KINGDOM OF NAPLES

From its conquest in 1806 to 1813, Naples was a French "Ally." In 1814, its King, Murat, fought halfheartedly for the Coalition against another French "Ally", the Kingdom of Italy. After Napoleon's return from Elba in 1815, Murat changed sides again. However, the Austrian forces in North Italy quickly crushed his army and he lost his throne. When he later tried with a tiny force to regain it, he was captured by the Neapolitians and shot.

Since the army of Naples was not of good quality, its main duty was to guard Italy against a British invasion. When troops from North Italy went with Napoleon, troops from Naples were sent to take up their garrison duties. In 1812, and 1813, several Neapolitan units campaigned with the French.

UNIFORMS

1. The Guard Grenadier Regiment had dark blue coats and white pants. Collars, cuffs, tabs, plastrons and turnbacks were carmin. Officers had gold trim on their facings. Officers and men had gold laces across the plastron and on the collar and cuffs.

The bearskin had white cords and plume, and a red bag. Epaulettes were red. Galters and the 2 rows of coat buttons were white.

2. The 1st Velite Grenadiers were in the same uniform, but with white coats and pants, and carmin facings.

3. The 2nd. Velite Grenadiers were as the 1st, but with rose facings.

4. The Guard Marines had the same uniform as the Guard Grenadiers, but the facings were red with yellow laces; and the bearskin had red cords and plume.

5. The Line regiments had white coats and pants. The shakos had white diamond plates. The rest of the equipment and insignia was as given under BASIC UNIFORMS. Facing colors were on collars, cuffs, tabs, plastrons, turnbacks and shoulderstrap outlines.

Facings were: 1st regiment, light blue; 2nd, light red; 3rd, black; 4th, amarantred; 5th, green; 6th, orange; the 7th, (a Negro Unit), yellow; and the 8th, rose.

In 1815, 4 more regiments were raised; the 9th, medium blue; 10th, dark blue; 11th, amarantred; and 12th, green.

6. The Legere had medium blue coats and pants. White diamond shako plates. Other equipment and insignia as under BASIC UNIFORMS. Facings were: 1st, red; 2nd, yellow; 3rd, white, and 4th, rose.

CAVALRY

1. Guard Cuirassiers had a white uniform, with amarantred collars and turnbacks, and yellow cuffs. The cuirass was brass, also the helmet which had a black crest and white plume. Red epaulettes.

2. Guard Dragoons. (The existance of this unit is uncertain.) A white uniform with green facings and yellow buttons. A brass French dragoon helmet with a red plume and ~~white~~ dragoon crest.

3. Guard Chevaulegers had a medium blue uniform with yellow collar, plastron and turnbacks, and white cuffs. The shako was medium blue with white cords and plume.

4. Guard Lancers. A white coat with amarantred facings, pants and czapska. Plume and cords were white, also pants stripes. In 1813, the coat was changed to green, with white cuffs. The rest of the uniform was not changed.

5. The Guard Hussars had a yellow uniform with blue facings, white cording, pants knots and stripes. The pelisse had black fur. The brown busby had white cords and plume, and a medium blue bag.

6. The Guard Guides had a White dolman, amarantred facings, pelisse and pants. Cording, knots and stripes were orange, as were the plume and bag on the white busby.

7. The 1st (Line) Chevaulegers had a medium blue uniform with red outlines for collars, cuffs (pointed), plastrons and shoulderstraps. Turnbacks and pants stripes were amarantred. Shakos were black with white cords and plumes.

8. 2nd Chevaulegers had a dark green uniform with red facings and pants. Black shakos with white plume and cords.

9. 3rd Chevaulegers had a dark green uniform with yellow facings. Black shako, white cords and plume.

10. Guard Elite Gendarmes had a dark blue coat with amarantred collar, plastron and turnbacks, and white cuffs. Pants were buff. The bearskin had white cords and plumes. On campaign, they had a cuirass and helmet like the Guard Cuirassiers.

ARTILLERY

1. Guard and Line Foot and Horse Artillery had dark blue uniforms. Like the Infantry for the Foot Artillery, and hussar type for the Horse artillery. The Foot Artillery had red (amarant) facings, and red plumes and cords. The Horse Artillery had red (amarant) outlines for the facings, and red cording; plumes and cords.

Line Foot and Horse Artillery had shakos; Guard Foot and Horse artillery had bearskins and busbys.

Officers had dark blue coats with amarantred facings, gold trim and epaulettes. Pants were white, cocked hats were black with gold trim and white plumes. Sashes were white with blue and gold stripes.

NOTE: the cockade was carmin with a white outer circle.

Continued in the next issue.



Pictured from left to right are Dick Ballard, Red Vance, Jack Scruby, John Schuster, Mike Barsky and John Schuster, "Sr." at a recent 20mm Napoleonic war game at John Schuster's home in Berkeley, California. The players on the left, commanding the British army, were defeated by those on the right, commanding the French. The battle lasted one whole Sunday, and many thousands of model soldiers were used on the 16ft by 6ft table in "Schu's" new war game room.



In the photo at the left you are watching the massive French columns of assault advancing upon the British ranks (left in the photo and not seen) in the final attack of the battle.

In center is the village of Dusseldorf, the center of the French army. The main attack came from the Guards columns, seen developing on the outskirts of the village. In the foreground, a French column is moving to get into position for a flank attack upon the British right, which had retired upon its center in an attempt to hold off the French grand assault.

The battle was fought in three phases - a daylight "march on" of the troops to the battleground, and local skirmishing - then a night action of 10 game moves during which troops were feverishly repositioned, and then the second daylight action which ended in the defeat of the British.

CLASSIFIED

CLASSIFIED ADS ARE OPEN TO ALL READERS OF TABLE TOP TALK WITH THE EXCEPTION OF COMMERCIAL DEALERS OR PRODUCERS OF MODEL SOLDIERS. RATES ARE .03¢ PER WORD - NAME AND ADDRESS FREE.

MILITARY LIBRARY FOR SALE: \$90.00 (original price) worth of books in fair to good condition at \$10.00 plus postage. List sent if desired. First offer accepted. James Legler, 10 Maple St., Hanover, New Hampshire.

WANTED: the following Britains Ltd. sets or individual figures from these sets. No. 197, 201, 1519, 1893, 2018, 2051, 2071, 2072, 2087, 2088, 2091, 2092, 2155. Also interested in other Britains sets or single figures no longer in Britains catalog. Have many Britains sets in the same category to trade. Edward W. Luczko, 1143 Walker-Lake Ontario Rd., Hilton, New York 14468.

WANTED: 30mm rounds of Military Miniatures and equipment, 1916-1940, any condition. Send price with reply. Any nationality. David Benorden, Box 34, Fremont, Nebraska 68025.

WANTED: 20mm Roman and Ancient Standard bearers. Will trade 20mm Napoleonic or purchase. Steve Haller, 1309 East Orange St., Coshocton, Ohio 43812.

FOR SALE: 30mm Napoleonic soldiers- French 75 inf. 20 lancers and 24 dragoons. All painted. Lancers are converted to "lowered lances". \$52 for all, including postage. Robert Cory, Oregon State University, Science Research Inst., Corvallis, Oregon 97331.

NOTICE: Scruby Miniatures is compiling a state by state listing of war gamers from our files. If you are interested in finding out if there are any war game players in your state near you, send us the name of towns in your area, and a self-addressed stamped envelope and we'll see if you can find an opponent. Jack Scruby's Military Miniatures, 2044 S. Linwood, Visalia, California.

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