

wargames, by South London Warlords, Pinner (an impressive Battle of Crete in 1/72nd scale), Skinners School, Halliford, Crawley, Maidstone, Mid-Sussex, S.E. Essex, Crowborough, Medway, Heston Hobbies and Chessington. Emphasis this year seemed to be on WW2, Napoleonic, and English Civil War; but we also had Colonial skirmishes, the Seven Years War, a big Renaissance game, a session of Dungeons and Dragons, and participation games. Particularly intriguing was Crawley Wargames Club's Napoleonic amphibious landing.

Our usual knock-out championship ran throughout the day, ably administered by John Hurst and Malcolm Dove, and was won by Jonathan Burns (this is a simple skirmish set up, this year set in the Wild West, using rules which can not be obtained beforehand but are simple enough to pick up right away; it seem to work well and in the past has been won by wargamers of such varied experience as the famous Charles Grant on the one hand, and a pupil of a local school for the disabled who had never played before on the other! The recognition competition this year featured actual model tanks and figures, supplied by Tim Freeman and Hugh Taylor, and was won by Stephen Powney of Tonbridge (if he reads this, perhaps he will recall that he hasn't collected his prize yet!) A major feature is the painting and modelling competition, presided over by Ian Foster, Tim Freeman and their assistants. In past years we have had as many as 22 classes, but this year weeded out some of the less well supported to give 14; it seemed to work as all had a healthy number of entries (we don't charge entrants to these competitions, another reason behind our 'blanket' 10p policy). All classes carry first prizes, and we give a good many seconds and thirds, with a certificate to the first three in each class as well. This year, trophies and certificates were presented by Hugh Taylor, who is not only a wargamer and model soldier collector of very long standing, who will be known to many readers, but one of the indispensable mainstays of the T.W.W.S. having discharged the essential but burdensome duty of Treasurer ever since the Society's foundation. Winners were:

Class 1: J. Howlett (Ancient/Medieval wargame unit); Class 2: B. Cameron (Horse and musket unit); Class 3: Z.M. 'Bish' Lwaszko (Modern unit-these were his own new lead models); Class 4: M. Burton (Command figure); Class 5: Dave Maskell (54mm figure); Class 6: T. Crowley (larger figure); Class 7: G. D. Hall (converted or homebuilt figure - also Senior Best of Show); Class 8: L. Roy (1/72nd tank); Class 9: P. Skinner (larger vehicles); Class 10: R. Feath (Scratchbuilt vehicle up to 1/72nd); Class 11: P. Skinner (Scratchbuilt vehicle over 1/72nd); Class 12: C. Clift (Diorama); Class 13: N. Cartwright (under 16 entries - also Junior Best of Show); Class 14: Bob Dennes (Military items not fitting other classes). There was some marvellous work, particularly among the larger figure entries.

The success of this sort of meeting depends to a great extent on the efforts of the Club members actively involved in running it, and all praise is due to the ten or so TWWS members who bore the main burdens of the day; we hope to hold it again next year, probably reverting to the last Sunday in February, which should avoid this year's unfortunate clash with the Society of Ancients Worthing meeting, and perhaps give better chances with the weather, and hope that a few more of our quite large membership will become actively involved then!

George Gush (Secretary, TWWS)

WANTED

Figure Painter wanted for 25mm figures. Good standard - Cash paid.

Apply Martin Usher.

RECREATING THE UNCERTAINTY OF BATTLE IN WARGAMING

Having just received a number of 'Rank and Files' in Israel I am now living here, I was pleased to see that all is well with T.W.W.S. and that the flag is still being carried on by the budding Napoleons and Mongol hordes of Kent. In the October 1978 edition, I was particularly interested by 'The Limitations of Wargaming' written by my old subordinate commander, Neil Faulkner (may God bless his little cotton socks).

If I understand correctly from the article Neil suggests that for more accurate battle - recreation, we as wargamers should consider the problems of logistics and communications - of lack of information and lack of imagination, blunders and inefficiency etc., as they relate to battle conditions. First let me say that as far as battle refights are concerned it will never be possible to approach a meaningful degree of reality in refighting them.

Accuracy in wargaming is more related to recreating the style and system of warfare for a given period, not to mention details of uniform, transport and weaponry. So if you will excuse me for all this highfalutin' intellectualism, what I think Neil was getting at was that wargamers should try to come nearer to recreating the actual conditions of warfare.

As someone who is contemplating with mixed feelings the oncoming of the dreaded draft into a combat army not noted for its rubbish disposal capabilities (no offence meant), I am aware that here in Israel wargaming is almost entirely confined to the military where there is an interest in recreating these conditions. Thus for wargamers in England's fair and pleasant land any more towards recreating these conditions would take away from the enjoyment of wargaming, in my opinion, as a game and as a social pastime. Overcomplication and overinvolvement always spoil the fun of the thing. And having a good laugh is a good part of the hobby. Having said all this however, taking a few steps towards recreating battle conditions, specifically that of uncertainty in battle, is an interest of mine.

There are often the complaints from wargamers that as the other player can see the units concealed behind hills and forest and knows the size and makeup of the enemy force anyway, he tends to do things he would otherwise not have done. There are all sorts of wierd contraptions and systems that many wargamers use to get over this problem but most involve either various bits of equipment and/or an umpire. As someone who hates being the umpire, and who usually is, I came up with a very simple system. Although probably not original it does away with the hidden movement through maps which, inaccurately drawn, often cause confusion and argument. This is to number lengths of coloured paper, card, cloth or whatever cut as per frontage of units involved. At the start of the game these, representing the actual units plus a specified number of dummy units, are laid out on the terrain. Obviously all those located by the other side according to the rules in use will be swapped for the real McCoy, or thin air and big grins. To get away from the set equal-sided encounter game and make the uncertainty more interesting, a set of chance cards are put together, each one with a different army organisation and size. So uncertainty as to both location and size and type of opposing forces results.

In the more modern setting, that in which I most use this system, its use I have found to be most successful. Gearing the use of counters, for groups of infantry and individual vehicles, to the location rules of the Wargames Research Group, I have had many enjoyable and interesting modern skirmish games. It really does prevent the stalemate situations, forcing the players to take risks, recognise

the true value of reconnaissance and consider every possibility of hidden weapons. Here a tank may run straight into an enemy anti-tank gun or an infantry unit charge against an empty fortification. In fact it is for the modern skirmish game in 1/72 scale or thereabouts that I most recommend the numbered counters and chance cards for a highly stimulating game of 'hide and seek' on the wargames table. No umpires, nomaps, no complicated rules, just pure unadulterated gamesmanship retaining the fun of the wargame and adding the uncertainty of combat conditions. So may I wish you all success in your campaigns - may your spear be straight and your shot true.

P. G. Bartrand
Petah Tikva, Israel.

A.W.I BATTLE REPORT

by Martin Usher

1) This battle you are about to read is from the American War of Independence 1775-1783. After initial deployment it was obvious that the Franco American force was going to attack the centre and left flank of the Anglo Hessian force. In the first two moves the Franco American forces advanced at high speed to close with the enemy as they had Superiority in numbers. The British forces advanced up the right flank hoping to push the weak french flank off the table. The Hessians advancing forward and were able to occupy the wood to their front with Jagers who were to hold up twice there own number of Continental troops. In the centre the 38 foot entered the farm and disappeared from the minds of Washington and Hafayette, by move for the American flank was skirmishing with the Hessian force and were being held in the centre. The American Militia entered the twon only to be seen again on the move 8 when the Hessians were no longer able to frighten them. The French attack in the centre went home against a Hessian Regt. and forced it to retire then as the French Greniadiers and a Supporting regiment charged over the stream they were caught in a devils cauldron. The british 3rd Artillery Bat. had set up on the bridge and fired two rounds of cannister at the attackers, killing 4 figs. then fire from the farm took 5 figs and fire from the 50t took 2 Greniadiers and 4 other figs from the other French Regt. The french Grens. failed to charge home and after the melee between the other french unit and the 350 Foot who lost the melee and survived a morale test the french unit routed taking the grenadiers with them. The surprise fire from the farm seemed to demoralize the Franco American commanders slightly and their attack in the centre somewhat petered out for a while.

The Hessians now began to retire and slowly they drew the Americans forward into their musket fire and began to whittle down their numbers. Eventually the Americans plucked up enough courage to charge the Hessians. After 2 rounds of melee finally sent the Hessians off in rout after losing over 50% of each unit through fire and melee, but this also weakened the American Continental units who had taken on the Hessians and most of the Continental units were also down to 50%. In the centre the French finally attacked the Hessian Greniadiers who suffered very badly from the start by losing 6 figs to fire from supporting fire and ended up being pushed off the table. This left the German Artillery and Dragoons under the command of V. Reidsel the dragoons charged a militia unit which came out of the town and easily routed them but the gunners after taking large number of Franco Americans with them were finally destroyed.

At this point the french cavalry came out of hiding and presented themselves. One unit moved onto the hill next to the French artillery and came under fire from the British light infantry. After this the French cavalry remained put and refused to advance and attack the Anglo Hessian troops.

The British troops now formed a line from the church on the hill and awaited the attack with the British grenadiers being untried as yet. At this point due to time running out and the need for beauty sleep of certain commanders it was felt that "packing up time" had come and the outcome discussed.

Although the Hessian forces had been routed the British were largely untried and could hold their own against the enemy it was decided that the Americans although superior in numbers would be unable to force the British fight due to their high casualties and after a gentlemanly discussion it was agreed that this battle was a draw.

LIST OF FORCES INVOLVED

AMERICAN FORCES

2nd N. Hampshire	24 figs
4th Massachussetts	24 figs
3rd New York	18 figs
2nd Rhode Island	18 figs
Georgian Militia	16 figs
Massachussetts Militia	16 figs
? Militia	16 figs
1 battery Continental Arty	4 figs
1 battery Georgian Militia Arty	3 figs
Led by Washington with Gates as second in command	

FRENCH

Purple	20
Green	20
Orange	20
LI	20
Greniad	20
L. Blue	20
2 Batts. Arty	8
2 Regts. Cavalry	20
Cinc Hafayette 2nd in command	<u>148</u>
	282

ANGLO PRUSSIAN

British	
Combined Gren Battalion	20 figs
42nd Foot	20 figs
36th Foot	20 figs
38th Foot	20 figs
50th Foot	20 figs
5th Light Inf.	20 figs
16th Light Dragoons	10 figs
1 Battery 4th Battalion Arty	4
1 Battery 3rd Battalion Arty	3 figs
led by Howe	137

German Mercenaries

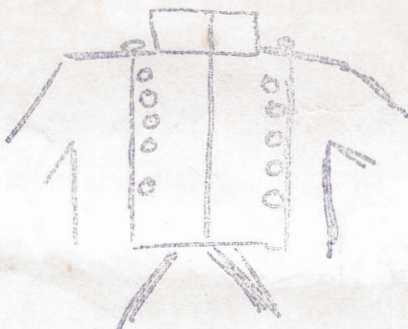
1 Regt Greniadiers	20
1 Regt German	20
1 Regt German	20
1 Regt German	20
1 Batt Jaegers	10
1 Regt Dragoons	10
2 Batts. Arty	8
Vonveidsel Subcinc	108
	<u>245</u>

ILLUSTRATIONS

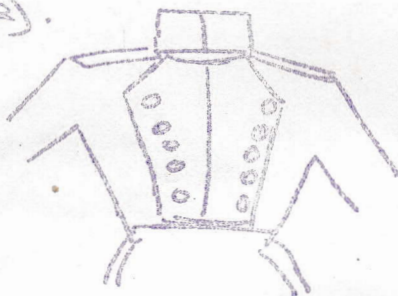
CUFF, ORIGINAL INF UNIFORM



LIVE INF. LABELS, ORIGINAL UNIFORM.



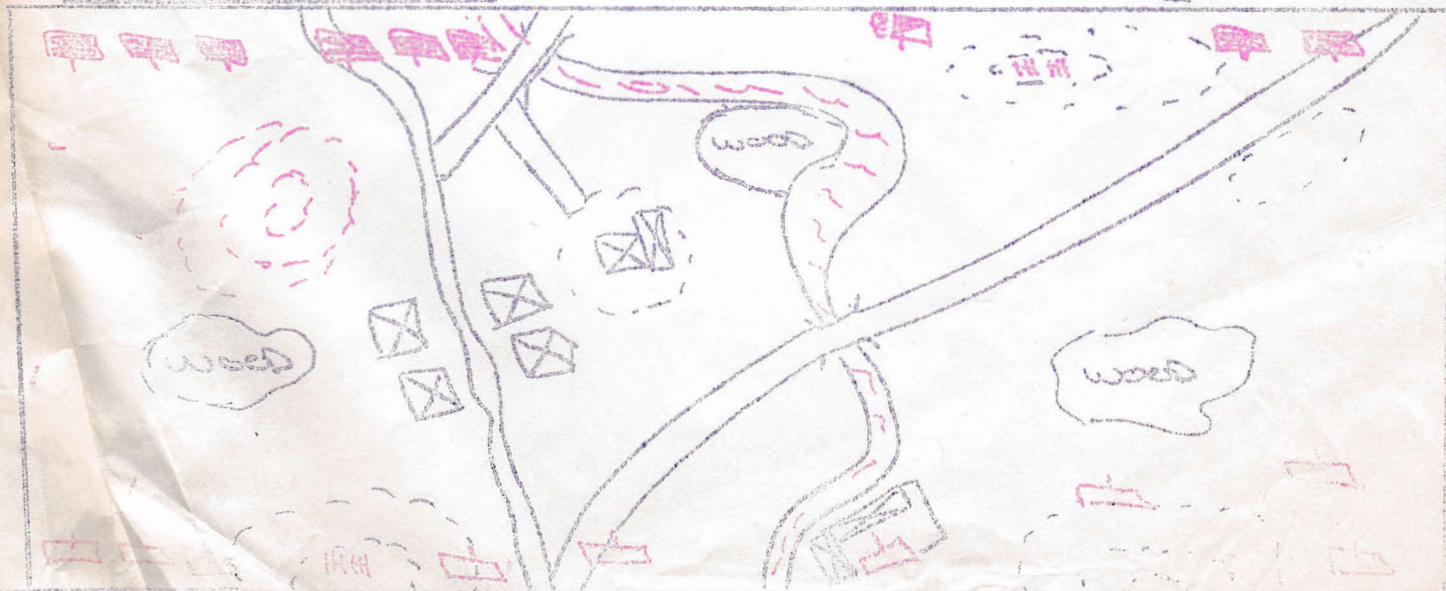
LIGHT INF. LABELS, ORIGINAL UNIFORM (Generals are of similar shape).



EXAMPLE OF
GRENADEIER CAP



AUT BATTLE



SPANISH NAPOLEONIC ARMIES - 2

Having in the last article outlined the figures available and the main Spanish troop types and uniforms, in this article I hope to give a general guide to painting Spanish Napoleonic.

Generals

Starting at the top, the uniform for Spanish Generals appears to have been as follows:

Black Bicorn hat with heavy gold border, red cockade with gold loop. Some are shown with a fringe of white feathers, or a hanging feather plume red at the base of the feathers, white at their ends. Coat dark blue with red lapels edged gold, red cuffs (square or pointed) with gold lace and edge, and red turnbacks edged gold. Red collar, edged gold. Breeches red or white, latter have 'Austrian knot' on each thigh. Waist sash red, or red and yellow, or sky blue. Boots black, sword scabbard silver, shabraque (saddle-cloth) pointed light cavalry style usually red outlined gold.

Correct painting for Minifigs:

SNC 2 Field Officer - as above. SNC4 (really Guerrilla Commander) - Plain black bicorn. Black patch over left eye. Dark green coat, showing white shirt and black stock at neck. Dark red-brown trousers with buttons down seam, black shoes, sword belt, scabbard, latter with gilt trim, gilt sword hilt, Red saddle cloth with black fur trim on holsters, black harness. SNC3 (really Cavalry General, probably in undress uniform) Black bicorn with gold tassels at tips and falling feather plumes as above, red cockade with black centre and gold loop. Plain all dark blue coat, yellow/tan breeches, black boots. Under coat wears dark blue jacket, chest solid with gold braid, yellow collar with gold trim, black stock. Dark red sash, gold barrels and tassels. Telescope dull bronze colour. Horse white with black harness, plain dark blue shabraque (shape as above).

Regular infantry

1) Original uniform (see first article): Bicorn black, red cockade, button and loop in regimental button colour; plume, when worn, red. Hair powdered so grey-white, done in queue (pigtail). White coat with collar, lapels, cuffs, cuff flaps, and edges of pocket flaps, turnbacks, and shoulderstraps in facing colour (see below)*. Breeches white, black knee-length gaiters with buttons in regt button colour down the side, black shoes. Devices on coat turnbacks (heart, diamond etc.) in facing colour. All belts white, brown pack, black cartridge-pouch and bayonet scabbard. Roll on top of pack can be grey, or white with narrow blue stripes along it. Water bottle wooden. Credadiers wore moustaches, carried a sabre as well as a bayonet and are occasionally shown with epaulettes; their main distinction was a black-brown bearskin cap with a very long bag hanging down the back, ending in a tasselled point below collar level. I have not been able to discover the rules governing the colour etc. of this bag, but think it may usually have been either red, or the facing colour of the regiment. It was elaborately decorated with lace, probably in the button colour, forming an edging and a series of connected circles, ovals or similar shapes up the centre with devices in them in another colour; at the top was a larger roundish device (eg. a white cross on a red disc) surmounted by a crown. Grenadiers also had had a grenade in the button colour on the cartridge pouch, a red knot on the sabre, and a brass match case on the crossbelt over their left shoulder. Officers had red waist sashes with gold tassels, gorgets and epaulettes (one or two) in button colour.

I cannot give a full list of the facings for this uniform without filling up the whole magazine, but here are some examples:

Regimiento de la Reyna - all purple facings, silver buttons
Regimieto Saboya - all black facings, gold buttons
Regimiento de Granada - all light blue facings, gold buttons

* shoulder straps sometimes shown as facing colour, edged white.

Regimiento de Cordova - all orange facings, gold buttons.
 Regimiento de Espana - all light green facings, silver buttons.
 Regimiento de Estremadura - all crimson facings, gold buttons.

There were three majore variations on this uniform, all as above except for difference mentioned:-

Light Infantry:- Plume when worn green. Coat dark blue. Turnbacks all of facing colour, not just edged in it.

Examples: Regt. Gerona: yellow facings, silver buttons
 Regt. Primero de Aragon: red facings, silver buttons.

Irish Regiments:- Light Blue coat; cuffs and cuff flaps edged white; turnbacks, and edging to shoulderstraps and pocket flaps yellow, turnback device light blue.

Examples: Regt. de Irlanda: yellow facings, gold buttons.

(The Regt Infant de Napoles was dressed exactly like the Irlanda, but with silver buttons.)

Swiss Regiments:- Dark blue coat, with collar, plain round cuffs, lapels, turnbacks and shoulderstraps all red, edged white, pocket flaps edged red, silver buttons. On hat red within white cockade with white loop and button, pompon, if worn, probably red.

2) The last, British-supplied, uniform

Rather simpler picture here, since for purposes of painting wargames figures, all line infantry regiments were dressed the same.

Tapered 'stove-pipe' shako with gold badge on front (Grenadier Coy had grenade light coy, a bugle, fusilier coys a lion) ribbon round bottom of cap, running up each side and knotted across crown (Grenadier red, light coy. green, fusilier white). Carrot-shaped plume at front (colour as ribbon). Dark blue short tail coat, single-breasted, with collar, pointed cuffs, turnbacks and piping down front and along bottom all red. Cap badge also appears on each side of collar. Gold buttons. Fusiliers have dark blue shoulder straps piped red, grenadiers light blue epaulette-like shoulder pads with red fringe at lower outer edge, light company as for grenadiers but dark blue pads with green fringe. All have light blue trousers worn over white 'spat' type gaiters, black shoes, equipment as for previous uniform.

The light infantry had a similar uniform, but all in light (azure) blue, with white collar, cuffs, piping and turnbacks. Same distinctions for flank coys as line.

All had red cockade on shako, just below plume, with yellow centre; sergeants wore epaulettes, officers gold trim on shako, gilt gorget and gold epaulettes.

The other Spanish uniforms of the French pattern, and those of the mass of volunteer units etc. are much more diverse, and these, Guard units, and cavalry and artillery will be covered in future articles.

George Gush

A BATTLE OF THE BULGE WARGAME 1944

By Hugh Monro

The Wargame was fought with a very confined terrain to simulate the Ardenne forest. The general idea was that the Germans having a strong attacking force attacked from side A and The Americans only had a weak front line, but their main force was big enough to stop the Germans but they were being refitted and regrouping at the back of the wargame.

American Force

- 1: Company of M4 shermans = 3 troops with 1 troop with 76mm (M4A3E8) = 12 tanks + 1 company HQ M4
- 1: Troop M10 = 3 tanks
- 1: M4 crab
- 1: M4 with Dozerblade
- 3: M7B1 Priests
- 1: Company of Infantry + Heavy Weapons
- 2: 57mm Anti tank gun
- 1: 75mm Anti tank gun
- 3: M8 A/C
- 2: M5 J tanks

I was the Yank force with 1 platoon of infantry and one of my 57mm, two mortars, one mig (in the bunker) and a M8 A/C in the front line. Somehow I didn't think that would stop the German advance for long.

I shook two normal die to see when my main force would be able to re-group and go into action.

	Move No.
"A" troop M4	6
"B" troop M4A3E8	2
"C" troop M4	5
M7B1 troop	9
M10 troop	7
A Platoon Infantry	9
B Platoon Infantry	7
C Platoon Infantry	7
Rest	7

German Force

- 1: Troop of panther AusfG = 3 tanks
- 1: Under strength troop of tiger 1's = 2 tanks
- 2: Troops of Panzer IV Aus P H = 6 tanks
- 1: Jagedpanzer IV F L170
- 1: Stug III G
- 1: Large company of infantry
- 1: Heavy Weapons platoon

The game began with my M8 AC entrenched on the left flank saw four PZ LV and a platoon of infantry advancing. It quickly sent a radio message back to HQ, and open fire disabling a $\frac{1}{2}$ track. On the right flank a entrenched 57mm gun blew apart a stug III, advancing behind it was a Jagedpanzer IV and a platoon of infantry. A infantry skirmish evolved in the middle with German heavy support.

The M8 then missed a PZ LV and was blown up. The 57mm then missed the Jagedpanzer IV and alot of infantry fire went on and the German advance went on. The M8's radio message was not taken seriously but they sent a troop of M4A3E8 (76mm) to investigate. The infantry fight went on both sides lossing casualties. The 57mm missed again, two mortars opened fire on a column of $\frac{1}{2}$ tracks which were passing the KO M8. Supporting them were 4 PZIV. The gun fire aroused the tank force, They were in a

shambles, refueling, refitting. The front line had to hold long enough for the main force to get mobilized.

My M4A3E8 went into action and moved into battle formation. My mortars went to the safety of the bunker beside them as two PZIV were coming over the hedge in front of them. My two remaining Infantry sections and my 57mm gun were left stranded as the German advance swept passed. A M5 KO a truck of infantry. Things were looking up. But not for long. Two tigers came face to face with my M4A3A8's. On the left flank the panthers and infantry. One infantry platoon were now over the long hedge marked * and were moving up fast. The 4 PZIV and a platoon of infantry ahead of them were nearly upon the house on the left flank. The two panzer IV bypassed the pillbox on the middle and were moving up fast. Not so good!!

My 3 M4A3E8 went to engage the 2 tigers and a PZIV. 2 were KO. One tiger was KO and the other suffered a track hit. The 4th M4A3E8 engaged the Jagedpanzer IV on the right flank "C" troop of M4 went to the hedge in front of their HQ to protect the tank force from the oncoming German assault of the left flank. Back to the right flank and the Jagedpanzer IV blow apart a MS traing to slow it down.

The M4A3E8 were all KO and 1 tiger, the other now suffered 2 track hits. On the right flank both the Jagedpanzer IV and the M4A3E8 were KO. The "A" and "B" troops of M were now taking defensive positions along the hedge in front of the HQ. One brave M4 went along the track to support the 75mm gun. On the right flank German Infantry dismounted and were moving towards my recon. group now forming up. The advance on the left flank was with infantry in front and then a troop of PZIVH and behind that panthers and finally more infantry to mop up. My infantry group on the left flank by the house were by passed and the last group of German Infantry were dozing on them fast.

Then with German Infantry moving in my recon group on the right flank retreated leaving a M5 to cover their withdrawal. My M10's got mobilized and were scattered along their front line. Down the hedge in front of the HQ. By Battalion commander went to the front line to study the situation. By now the German advance was passed the 75mm which was now overran by infantry. A PZIV H was blown apart with a M4 and a Dozer sherman moved up to ram a $\frac{1}{2}$ track blacking the track by now things were hotting up and it was a hard thing to see who was winning.

2 of my M7Bi "Priests" KO a panther G and a PZIVH using anti-tank ammo. A M10 blew apart a panther at close range and the Sherman Dozer was face to face with a PZIV and a panther by the tract at point blank range all three missed. Impossible? It gets better. One priest was KO by a PZIV and 2 M4 were blown up. My bazooka was shot to pieces while looking for ccover by a on coming PZIV. Another sherman was blown to pieces in the middle by a crafty PZIV hiding behind a truck. A M8A/C saw it an blew it up. One Mg was sh ot to peices by the house. So another attack was successfully stopped on the right flank but on the left it was more serious.

A panter and sherman blew each other to pieces at point blank range by the HQ. A m10 was blown up behind a wall by a PZIV. After the last move the crews of the remaining two priests ran as 2 PZIV were advancing by them. Then one PZIV was blown up behind the priests. Back to our old friends on the track. L PZIV VS 1 Sherman Dozer (the panther by now was blown up by a m10) yet again they both missed. A M8A/C moved across to black the advance of some German Infantry.

The German surrender came on move 10 with the following survivors:

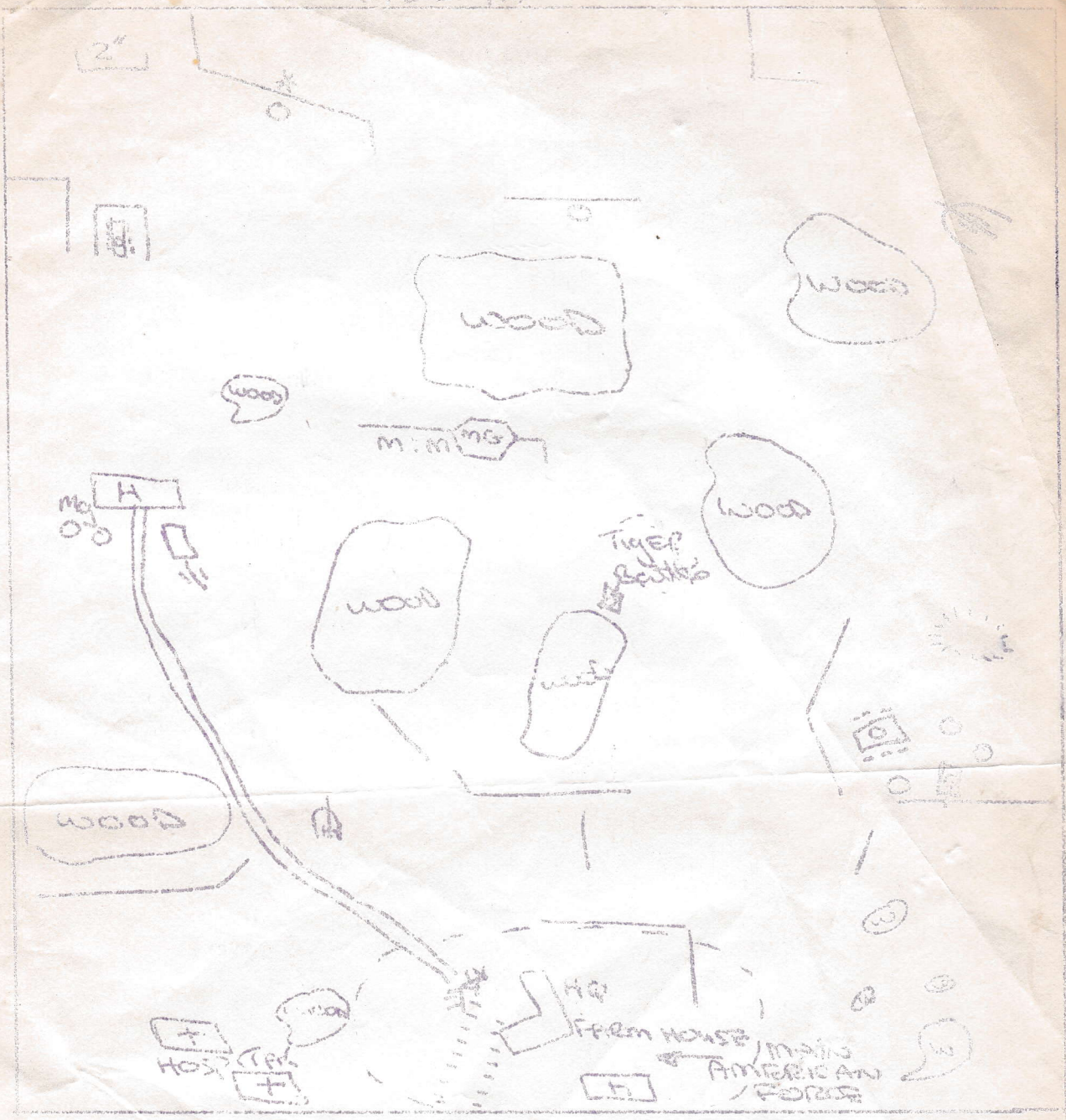
German: 1: Infantry company = 3 platoons + all heavy weapons
2: PZIV H 1: very badly damaged Tiger

YANK : 1: troop of M4 shermans, 1 Dozer Sherman, 1: Sherman Flair 2: M8A/C
2: M7B1 (without crew) 2: 57mm gun 1: m5 H tank 1: company of infantry + heavy weapons.

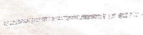

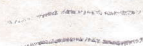
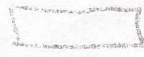


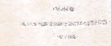
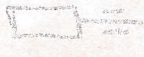
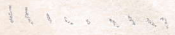



All inall a very good exciting battle, with interesting results due to the terrain. We use 1/300th scale tanks and the New "battle with microtank rules" by Ross figures which give interesting and original ideas.

MAP OF THE BULGE

(SIDE A)



KEY TO MAP

- | | | | |
|---|--------------|---|-------------|
|  | Hedge Rows |  | wood |
|  | track |  | House |
|  | BUNKER |  | IMPLACEMENT |
|  | GUN |  | TRUCK / GUN |
|  | WALKED TRACK |  | INFANTRY |
|  | TANK |  | A/CAD |