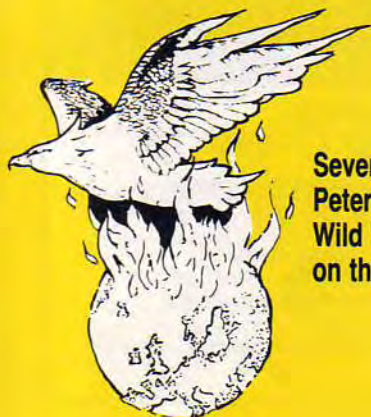


Wargames World 4



IN THIS ISSUE

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for you to command a Roman army
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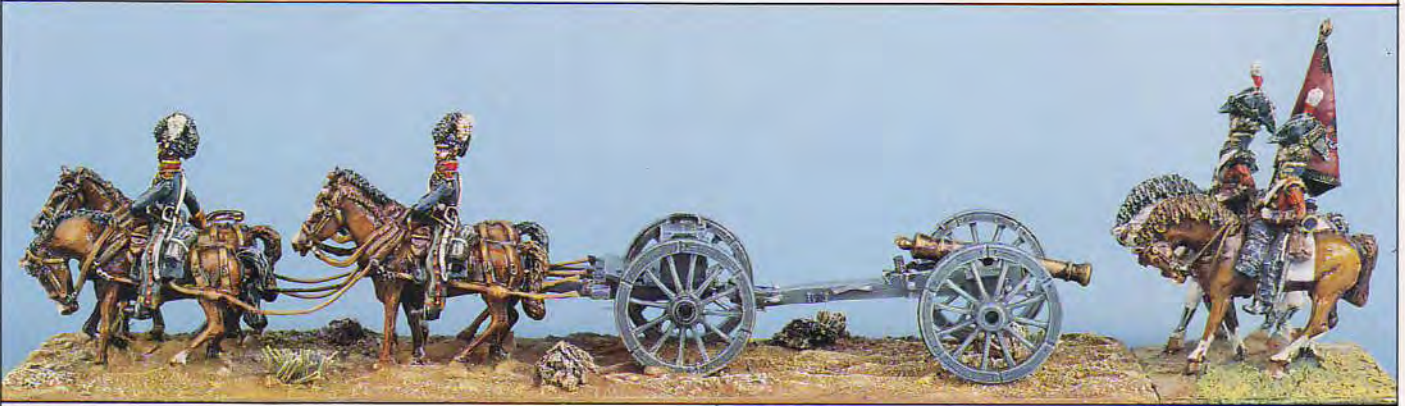
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- B 8 Light Officer
- B 9 K.G.L. Light on guard
- B 10 K.G.L. Light firing
- B 11 K.G.L. Officer
- B 12 Light Inf. advancing
- B 13 Light Inf. firing
- B 14 Light Officer in pelisse
- B 15 Fusilier charging
- B 16 Fusilier firing
- B 17 Fusilier Officer
- B 18 Drummer boy running
- B 19 Ensign charging
- B 20 Highlander charging
- B 21 Highlander Officer
- B 22 Hanoverian Militia (1815)
- B 23 Hanoverian Militia Officer
- B 24 Highlander firing
- B 25 Highlander Flank coy.
- B 26 Guard advancing
- B 27 Guard charging
- B 28 Guard Flank coy, charging
- B 29 Infantry charging in Greatcoat
- B 30 Fusilier Colour bearer
- B 31 Fusilier drummer

- B 32 Peninsular Centre Company charging
- B 33 Peninsular Centre Company advancing
- B 34 Peninsular Centre Company marching
- B 35 Peninsular Officer
- B 36 Peninsular Drummer
- B 37 Rifleman firing
- B 38 Rifleman kneeling firing
- B 39 Foot Artillery standing
- B 40 Foot Artillery with round
- B 41 Foot Artillery with rammer
- B 42 Foot Artillery with portfire
- B 43 R.H.A. with bucket
- B 44 R.H.A. with round
- B 45 R.H.A. with rammer
- B 46 R.H.A. standing
- B 47 Peninsular Flank Company advancing
- B 48 Peninsular Flank Company charging
- B 49 Peninsular Officer charging
- B 50 Peninsular Standard Bearer
- B 51 Marine
- B 52 Marine Officer

(Note: Peninsular figures are in campaign dress)

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- B 1C Hussar in Busby
- B 2C Hussar in Shako
- B 3C K.G.L. Hussar
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- B 5C Hussar Officer in Shako
- B 6C Light Dragoon Officer

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- B 8C K.G.L. Hussar Officer
- B 9C Mounted Inf. Officer
- B 10C Heavy Dragoon charging
- B 11C Heavy Dragoon Officer
- B 12C Scots Greys
- B 13C Scots Greys Officer
- B 14C Household Cavalry
- B 15C Household Cavalry Officer
- B 16C Hanoverian Mounted Officer
- B 17C Peninsular K.G.L. Dragoon
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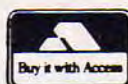
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INTRO

Firstly apologies that this issue of WW appears one month late. As I explained in last month's *Wargames Illustrated* this was due to visits to overseas conventions. Coming back to a two week high pile of mail I decided not to attempt two magazines in two weeks.

This issue of WW could be described as an Intermittent Austerity Edition: we have only 12 pages of colour, not 20! (I'm not being over apologetic about this, Stuart Asquith's *Practical Wargamer* boasts only ten pages of colour every quarter – and I always buy it!) This too is a knock on effect of my journeyings. As most of you know I – for necessary reasons of economy! – take virtually all the photographs in the mag; two weeks away meant no photo sessions.

The most forcible impression I picked from Baltimore & Paris is that the wargames hobby, within its narrower limits of historical miniatures gaming, is so small that we should endeavour to foster as many international contacts and as much international co-operation as possible. Most British wargamers realise how small the hobby in Britain is – and yet to historical wargamers in France the British scene seems huge! All the wargamers in the world together add up to a small Hobby, but with perhaps more hope for growth than could be inspired by individual countries in Britain.

For a while now I've been considering converting WW from a quarterly magazine to a slightly slimmer, cheaper bi-monthly. I'd certainly now like to give it a more international flavour.

Front cover photo:

25mm Connoisseur Figures Napoleonic, brush work of Doug Mason.

Menu

p6	David Snowden	Napoleon for Beginners
p16	Mike Bell	The Ballad of Sam Bass: A Western Gunfight Campaign
p29	Peter Gilder	A Sudan Campaign, Part IV
p34	Pete Gritton	Seven Samurai
p38	Ian Weekley	West of Jellalabad: an Afghan Village
p42	Alan Hamilton	Dust-off: Vietnam Casevac Scenario & Rules
p46	Adrian Whiting	"The Snuffs:" the Natal Mounted Police & the War of 1879
p49	Andy Grainger	A Defeated Race: a Roman Conquest of Germania Campaign
p63	Chris Peers	The Other Wild West: the Brazilian Frontier from the 16th to the 20th Century

Back Cover photo

25mm Wargames Foundry guillotine set & revolting peasants from the collection of Alan & Michael Perry. The Kneeling nobleman is a multi-part figure which does not need to be epoxied together!

Editor: Duncan Macfarlane. Published by: Stratagem Publications Ltd., 18 Lovers Lane, Newark, Notts. NG24 1HZ. Tel: 0636 71973
Typeset by: Quotable Ltd. Printed in England. Distributors: Magnum Distribution Ltd., Cloister Court, 22-26 Farringdon Lane, London, EC1R 3AU. Tel: 01-253 3135
USA: The Armory, 4145 Amos Avenue, Baltimore, Md. 21215. Tel: 301 764 8100. Canada: RAFM Company Inc., 20 Parkhill Road East, Cambridge, Ontario, Canada, N1R 1P6
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Later Hoplite Greek Army 15.48



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- AF8 Musician Drummer
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NAPOLEON FOR BEGINNERS

by David Snowden

The army that Napoleon and his Marshals led, although Revolutionary, had its roots in the army of the former monarchy. The lessons of the Seven Years War were digested, its mistakes were studied and a programme of reform was put in hand in all branches of military organisation. Technically Louis XVI's army was the finest ever fielded by a French king and it showed its quality in the American Revolution. Unfortunately for Louis its men bought the taint of rebellion back with them.

The majority of the officer corps emigrated after the Revolution, throwing the whole organisation into disarray. But enough remained, and enough talented non-commissioned officers were promoted, to fill the vacuum. Not only was the army restored but the influx of new blood rejuvenated it. Conscription brought the numbers of men up to a level unimaginable in pre-revolutionary days. During the Revolution, and later under the Empire, these numbers were swelled by Dutchmen, Belgians, Italians, Swiss and Poles, all armed and organised along French lines.

Napoleon unified these diverse elements - old soldiers, conscripts and foreigners - by forming the divisions of his armies with infantry regiments from different countries and arranging for military equipment manufactured abroad to be made to the French pattern.

Arms factory workers were exempt from military service and were well paid, with regular inspections. Various experts were employed to set standards and ensure standardisation. In reality, however, Napoleon's soldiers were armed in a manner far different from that laid down in Imperial Regulations. Many infantry lacked a "briquet" (short sabre), some had no bayonet and cavalymen often went without their full complement of firearms. Some units were equipped haphazardly with war booty.

To give you some idea of the realistic proportions if figures you can mix in your army look at these tables:

	1805	1812
Line Infantry, regiments	89	105
Light Infantry, regiments	26	33
Dragoons, regiments	30	24
Cuirassiers, regiments	12	14
Carabiniers, regiments	2	2
Hussars, regiments	10	13
Chasseurs, regiments	24	28
Lancers, regiments	-	7
Batteries, Foot	176	176
Batteries, Horse	132	132

SCALES

Ground Scale

Ground scale has always been a vexed question and an inch on the table can represent anything from 10 yards to 50 yards depending on the rules used, figure scale and space available. With 25mm figures I favour 1 mm=1 yard ie. 1 inch=25 yards (I seem to be in a minority here) reserving the smaller scales for my 15mm figures. Most firefights opened at less than 100 yards - 60 yards was about average - so your figures will be just over 2 inches apart when the shooting starts. However wide your table most of the action will be concentrated in a four to eight inch band down the middle.

Figure Scale

It would be wonderful to be able to play wargames with figures on a 1:1 ratio to their real life counterparts but those of us who do not wear scrambled egg on our hats have to make do with scaling down our figures so that one figure represents, say, 33 figures (my own favourite scale).

Basing

Having looked at ground and figure scales this is a good place to talk about basing figures. Basing has three main advantages: it avoids excessive handling of the painted surfaces of the figures, it speeds the otherwise laborious business of moving your figures and it permits you to relate the figures in your miniature units and the space they occupy on the table to the space their real life counterparts would have occupied on a real battlefield.

One of my four-figure French line and guard infantry companies occupied in real life a frontage of about 40 yards when the men were drawn up in three lines. So the base to hold a four figure line infantry company will be 40mm wide. A three figure company's base will be 30mm wide and so on, The bases should be just deep enough to accommodate the figures.

Cavalry can be mounted on squadron bases using the same principle.

The artillery is slightly different occupying triangular, rather than rectangular, bases. Under the rules I currently use one gun, howitzer or mortar model represents a complete battery (or "division"). The bases therefore have a frontage equal to the frontage of the battery deployed for action. This was roughly 10 yards per piece in the French army, so an eight piece battery would have a frontage of 80 yards and the model battery a base frontage of 80 mm. The battery base is an equilateral triangle with the piece pointing over the middle of one side. The other two sides represent the permissible angle of fire for the battery without its having to be repositioned.

The following table gives some useful frontages:

	Frontage per model
Line and Guard Infantry	10mm
Light Infantry	20mm
Heavy Cavalry	20mm
Light Cavalry	25mm

These scales and ratios are given by way of illustration; they differ between sets of rules.

GRAND TACTICS

A battle normally opened with an intense bombardment of the enemy's lines. Under this covering fire the light infantry advanced in open order to within musket range of the enemy's positions. Cavalry charges attempted to clear the field of the enemy's cavalry and force his infantry into squares so that they became more vulnerable to artillery and musketry. At the same time infantry columns moved up in the wake of the cavalry to catch the enemy before he could form up again.

In this way the French columns could open out into line unimpeded. The light artillery had closely followed or even preceded the infantry columns and opened up on the still disordered enemy with canister. The cavalry formed up again and waited to exploit any gap the enemy gave them.

To be successful these movements had to be precise, with infantry, cavalry and artillery carefully co-ordinated to sustain a continuous attack. If something dislocated this succession of events the tide of battle could turn the other way. For instance, the enemy might choose to accept battle on broken or undulating ground which would reduce the effectiveness of the preliminary bombardment.

They might draw up on a reverse slope with only their artillery and the heads of officers peering over the crest, to the same effect. Skirmishers might be deployed in force in front of their positions, lying down until the French skirmishers came within range.

Steady artillerymen could fire on the French cavalry until the last moment then retreat inside the squares with their gear. When the squares opened the gunners would race out and open fire to cover the deployment of the squares aided by a steady and powerful force of light infantry who would do all they could to impede the French advance. Meanwhile their cavalry could pursue the French cavalry to stop them rallying and then charge down on the massed columns.

Napoleon's soldiers advanced amid a great deal of noise designed to boost their morale and shake that of the enemy. Drums beating, men shouting and cheering along with the noise of firing, horses neighing and arms clashing.

It was important that a cavalry force should be backed up by infantry and artillery because the ideal was for the cavalry to force the enemy into immobile squares so that the infantry and artillery had a concentrated target. Eventually the enemy would crumble or run which gave the cavalry their chance to dash in with sword and pistols. Committed piecemeal the three arms could not support each other and could be seen off one by one, as at Waterloo, for example, where the French cavalry, unsupported, broke against the British squares which then deployed and fought off the infantry too.

INFANTRY

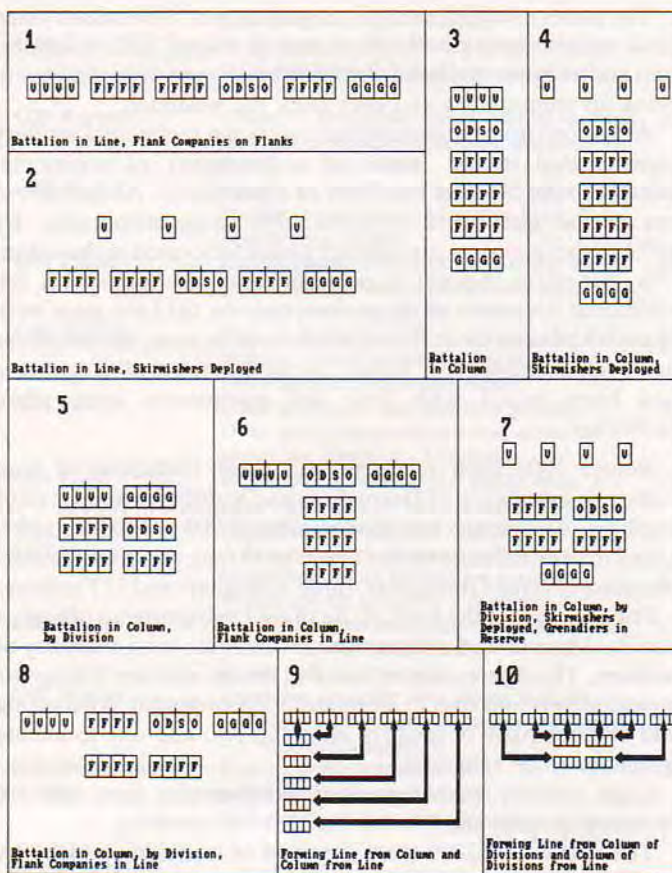
Weapons

Infantry were armed with a long smoothbore musket fired by a lump of flint (actually usually Pyrites) striking sparks against a serrated steel face. A detachable socket bayonet was attached to the muzzle and many men carried a short sabre or "briquet". The Model 1777 "Charleville" musket was loaded in a series of 20 movements which consisted of withdrawing a cartridge from a large cartridge box, ripping the cartridge open with the teeth, pouring a measured charge of powder into the barrel (reserving a little for putting into the priming pan) following the charge down the barrel with ball and empty cartridge case and finally tamping all down with an iron ramrod.

The time needed to load and fire a musket has been the subject of much debate and many field trials. In favourable conditions (no wind, no rain and no-one firing back) an expert working flat out can fire five rounds a minute - I have seen it done - but Napoleon's soldiers were rarely experts, never fought in ideal conditions and were armed with fallible muskets loaded with poor quality and imperfect powder, fired by brittle flints. Poorly trained and under fire the conscripts were unlikely to be able to get off more than one or two shots per minute. As a result Napoleon developed the doctrine that infantry should advance in massed formations with bayonets fixed through gaps opened by artillery fire in the ranks of the enemy.

Musket fire was effective at 60 yards and could be used up to 100 yards, but at any range beyond that it was practically useless. Therefore defensive fire was held until the soldiers could see "the whites of their eyes".

To be able to maintain a steady fire Imperial infantry were deployed in a line three deep, another hangover from the



Column and Line

Ancien Regime. Only as late as 1813 were they ordered to adopt a two-deep line. It was laid down in regulations that all three ranks could fire with the first kneeling, the third standing, and the middle stooping, but it was largely unknown for all three ranks to fire at once. The usual drill was for the rear rank to pass loaded muskets forward to the front rank.

Light infantrymen carried shorter muskets - at least in theory - and Carabiniers should have been armed with rifled carbines. In practice, after 1807, every infantryman carried the Charleville musket and carbines, if carried at all, were in the hands of officers and NCOs.

Infantry "Sapeurs" were demolition troops intended to lead assaults and were equipped accordingly. They were armed with muskets and bayonets, an axe and a saw-backed sabre.

Organisation

The infantry was the hard core and basis of the army. The basic tactical unit was a battalion. From 1792 to 1803 the term "Demi-Brigade" was used to describe a grouping of three battalions. Thereafter the old term "Regiment" was reintroduced.

Two or three regiments formed a brigade and two brigades formed a division which, at least in theory, should have had one foot artillery and one horse artillery companies. Infantry divisions had no integral or attached cavalry. An Army Corps was the smallest unit having all three arms.

The infantry consisted of "line" and "light" regiments. In a division of four regiments three were supposed to be of line infantry, one of light.

In 1808 each line regiment had four battalions of six companies - one of Grenadiers, one of Voltigeurs and four of Fusiliers. In light infantry battalions the Grenadiers were known as "Carabiniers", the Fusiliers as "Chasseurs" and the Voltigeurs retained their designation. Each regiment had a reserve battalion whose task was to train recruits and supply reinforcements to replace casualties.

The paper establishment of a regiment was 3400 infantrymen (and each company had 140 all ranks) a small HQ, a support unit and a regimental band. In battle bandmen were detailed to bring up ammunition and take back the wounded.

At various times regiments had their own regimental artillery concentrated in the hands of a "company of regimental gunners" who manned two 3 pdr or 4 pdr pieces. At the start of our period guns were attached, then were withdrawn. By 1809-10 the quality of the infantry had deteriorated to the extent that Napoleon thought it necessary support them with the additional firepower of a gun company. In 1813 the guns were again withdrawn from the establishment as many of the pieces had been abandoned in Russia. In the event not all Regiments had been issued with their full equipments even when authorised.

Before 1807 each regiment had three battalions of nine companies: one each of Grenadiers and Voltiguers and seven of Fusiliers. An average battalion numbered 700 to 1100 all ranks. Using my normal ratio of one figure to 33 men this gives a model battalion of three Grenadiers, three Voltiguers and 21 Fusiliers.

For variety and the look of the thing I substitute an officer, a standard-bearer and a drummer for one three man company of fusiliers. The figures can be based in threes with the Voltigeurs mounted two and one to simulate open order for skirmishing and one company of fusiliers mounted two and one to enable casualties to be removed.

Light infantry were organised along similar lines and are mounted in ones and twos to facilitate skirmishing.

The years 1807-1809 were a period of transition which saw considerable reorganisation in Napoleon's army, resulting in the system most familiar to wargamers.

At the same time that the infantry battalions lost three of their companies of Fusiliers the strength of each company increased to give us four figures in a company. I add a Sergeant or second officer to the command group. The same applies to the Light infantry. This organisation was never officially changed again but losses after 1812 often - I might say usually - led to diminished strength companies which, in our terms, would reduce each company to three figures again.

For further discussion I will assume that the later organisation - a 24 figure battalion - will be used.

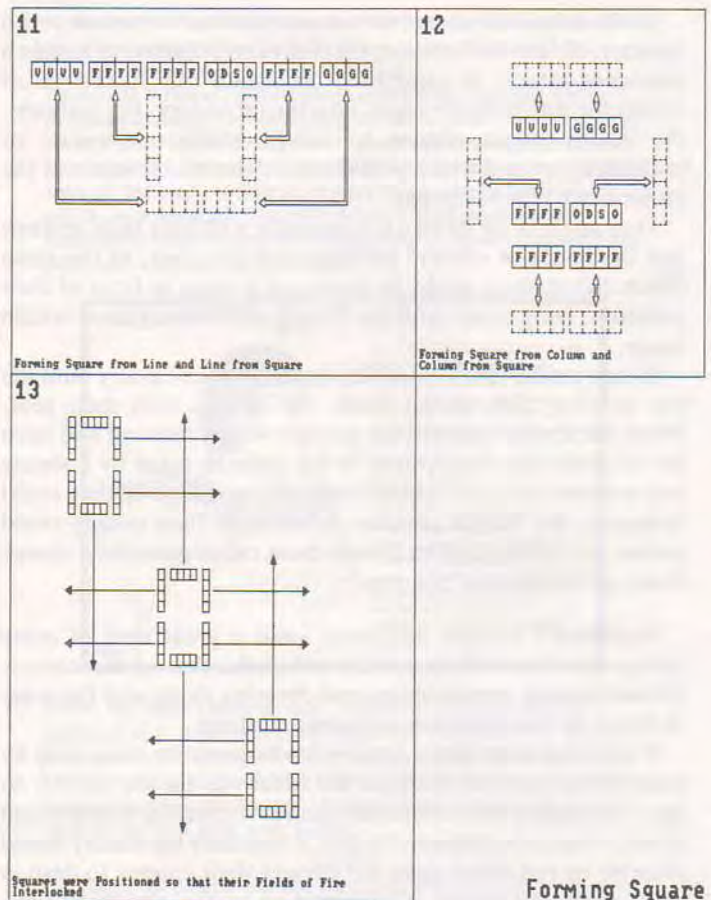
In action a company drew up in its three-deep line, so base frontages are calculated on the basis of each figure representing a block of men of three ranks by eleven files. The ranks were about one yard apart and were divided into a right section and a left section.

A battalion could be drawn up in line with its companies one beside the other. In this formation the fusiliers were in the centre (hence named "centre companies") with the Voltigeurs on the left and the Grenadiers on the right (hence "flank companies"). Light infantry could deploy the same way. In defence the French used linear formations as much as did any other power.

Minor Tactics

Napoleon did not invent any of the Revolutionary battle techniques. They were derived from theories developed in the late 18th century and given that French touch by the Revolutionary armies which did not hesitate to adapt them to their own needs and capabilities.

Linear tactics, as employed by Frederick the Great, had won the Seven Years War. Attack in "deep order" by deep columns of battalions had been proposed as long ago as 1724. This theory was particularly attractive to the new French army as its aim was the decisive overthrow of the opposing side. It neglected firepower and manoeuvrability but favoured the side with the big battalions.



Forming Square

Both the "linear" and "columnar" schools had their supporters but by 1791 a synthesis had been worked out adopting a combination of both line and column, depending on the objective, nature of the terrain and the enemy's dispositions.

The original tactical regulations had laid down that the enemy were to be overthrown by firepower from battalion lines in three ranks with the column reserved for the final approach. In theory the column was supposed to advance at speed until its front ranks were within 70 yards of the enemy and then deploy left and right into a firing-line under the enemy's noses to "attack by fire". This required skill, judgement, order, discipline, and a high degree of drill. Few of these virtues characterised the Revolutionary armies. By 1792 the French armies had been beaten on several occasions while using these new tactics, so alternative tactics were evolved, more suited to the quality and character of the manpower available.

The most agile and independent men were deployed in open formation to open the attack with skirmishing fire. Behind this shield the other battalions could form up and advance in columns. At the point chosen for the impact of the columns artillery would be deployed to soften up the enemy, once artillery and musketry had weakened and shaken the enemy the ponderous columns charged home, crashing into the enemy with fixed bayonets - often not firing a shot - to drive them off the enemy confusion.

After 10 years experience Napoleon's armies could use the "mixed order" which tried to combine the firepower of the line with the momentum of the column by linking battalions in column with battalions in line, all screened by a cloud of skirmishers. Later the poor quality of underage conscripts and foreign volunteers led to a return to light infantry, sometimes complete regiments of them, pinning down the enemy while attacking columns advanced with bayonets fixed on empty muskets.

Columns were supposed to advance with a gap of around 200 yards between them to leave enough room for them to deploy into line if necessary and for the Light Infantry to fall back between the columns without having to cease fire completely. It was important that the exposed columns should be supported right up until the moment of impact.

This system, correctly carried out and well executed, could overawe and overthrow most enemies. Deploying from column to line could be hazardous because a resolute enemy might choose this moment to attack and could scatter the disordered Frenchmen.

CAVALRY

Arms and Armour

At the end of the 18th century defensive arms had largely disappeared. By 1789 only the 8th, "The King's Cuirassiers", were still wearing the cuirass. Twelve years later the heavy cavalry were reduced from 24 regiments to 12, all protected by cuirasses and helmets. Cuirassiers and Carabiniers (and certain Engineers) wore a cuirass of front and back plates which were strong enough to withstand pistol shots at close range, muskets and carbines at longer ranges and swords and bayonets in a melee. Helmets were made of metal, not leather.

Other items of dress had a defensive function. Braided hair, large shoulder pieces and bell-topped shakoes all offered a measure of protection against a sword cut.

Cavalry offensive arms consisted of a variety of sabres, pistols, carbines and lances. The carbine hung from a shoulder belt on the horseman's right hand side. Pistols were carried in holsters at the front of the saddle. They were melee weapons intended to be fired on the move with the sabre dangling by its wrist loop from the pistol hand. Carbines were supposed to be fired standing still or dismounted, even when carried by light cavalry.

Between 1807 and 1811, when the French cavalry had met Russian Lancers and absorbed lance-armed Polish light cavalry into their ranks, the French cavalry developed their own Lancers by converting regiments of Dragoons.

Lancers were armed with a lance, of course, a pistol and a light cavalry sabre. Cuirassiers carried a long straight sword, pistols and (after 1810) a carbine. Dragoons carried a sword like that issued to Cuirassiers, a musket of pistol calibre (sometimes referred to as a "carbine") a bayonet and a pistol.

Organisation

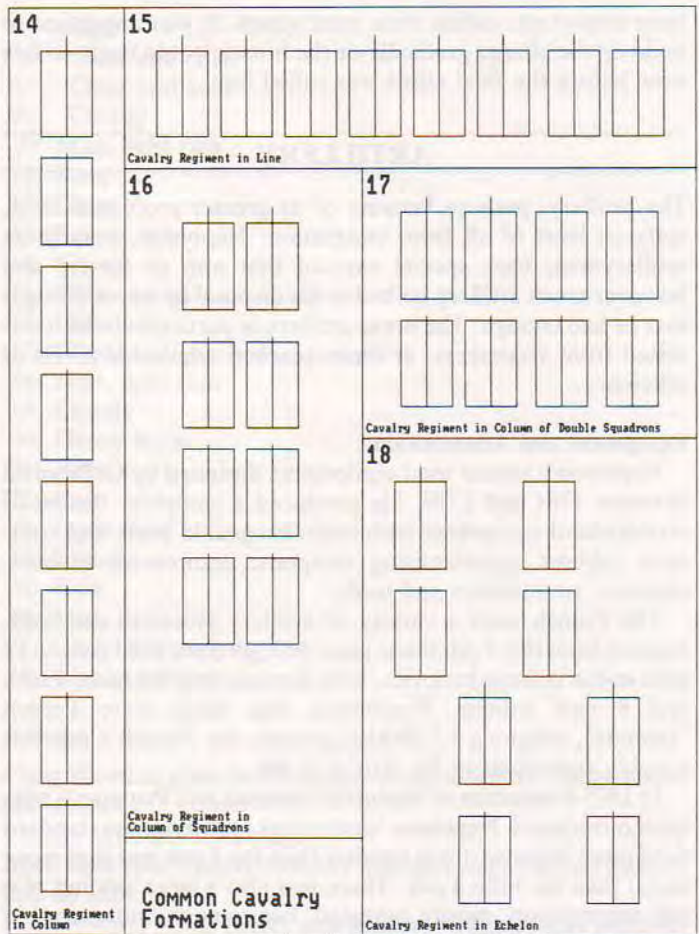
The average strength of a cavalry squadron was 140 all ranks. A wargame squadron runs out as four figures with a regiment of 12 or 16 figures (three or four squadrons). As with the infantry one squadron can be made up as a command group.

The cavalry, traditionally aristocratic, suffered more than the rest of the army from the post-revolution purge and as a consequence it served the Revolutionary armies badly. Napoleon disciplined, retrained and reorganised his cavalry and gave them back their sense of being an elite.

Types of Cavalry

The distinction between heavy, medium and light cavalry, while clear at first, became blurred later. At least initially each type had its own special role.

First in order of precedence came the heavy cavalry, the Cuirassiers and the Carabiniers, armed and armoured in similar style, who were divided into autonomous formations and made up the bulk of the reserve cavalry. In battle they were pointed at an enemy formation and launched to smash it by force of impact or, more likely, terror. For this role ideally big men were mounted on big horses but this standard was difficult to maintain. In the prime of the cavalry a charge by the heavies must have been an awe-inspiring sight.



The medium cavalry consisted of numerous regiments of Dragoons. Beginning as mounted infantry, by Napoleon's day they were considered to be a mounted shock force armed with sword and pistol, but were also trained to fight dismounted with carbine or musketoon and bayonet. Each regiment had a proportion of its men on foot and on occasions all the dismounted Dragoons in an army were drawn together into a composite formation.

With the capacity to fight both mounted and on foot Dragoons were often used as independent cavalry (eg. to hunt guerillas in Spain and Portugal), to guard communications, cover the flanks of the army and to escort convoys and couriers. They were recognised as the most useful cavalry in the army.

The light cavalry was the most famous - or notorious - arm of the service. The backbone was made up of Hussars who still bore the trappings and traditions of the Hungarian light cavalry of the Ancien Regime. Very similar in dress and style were the Chasseurs a Cheval, descendants of the Chasseurs of the 18th century wars. From 1811 these were supplemented by light cavalry Lancers.

Light cavalry carried out skirmishes between the opposing armies, reconnoitred, mounted advanced guard, rear guard and flank guard, seized vantage points, kept the enemy off the high ground and pursued the enemy, once beaten, to keep him from rallying.

Minor Tactics

A massed cavalry charge was an elaborate affair. Napoleon dictated that all cavalry charges must be properly supported, so they were made in two lines. The first line trotted one third of the way to their objective, then cantered to within 150 yards, broke into a gallop for 100 yards and then dug in their spurs for the maximum effort over the last 50 yards. This is the theory. In fact a charge seems to have been carried out at a slower and more deliberate pace to maintain control and order and to prevent gaps opening in the ranks. Momentum seems to have

been important, rather than pure speed. It was important to build up the charge gradually or the horses would begin to flag even before the final effort was called for.

ARTILLERY

The artillery, perhaps because of its greater professionalism, suffered least of all from emigration. Napoleon, himself an artilleryman, took special care of that arm of service and however much artillery he had at his disposal he never thought that he had enough. The horse artillery in particular, which was raised from volunteers, at times reached admirable levels of efficiency.

Equipment and Ammunition

Napoleon's armies used equipments designed by Gribeauval between 1764 and 1789. He produced a complete system of standardised equipment with interchangeable parts and common calibres, standardising weapons, equipment, limbers, caissons, ammunition and tools.

The French used a variety of artillery pieces in the field, ranging from tiny 4 pdr horse guns through 8 pdr field guns to 12 pdrs in the reserve batteries, with howitzers of 5.5 inch, 6 inch and 8 inch calibre. Remember that these were French "pounds", weighing 1.1 British pounds; the French 8 pdr was roughly equivalent to the British 9 pdr.

In 1805-6 numbers of captured Austrian and Prussian 6 pdrs were introduced. Napoleon tried to make the 6 pdr the standard field piece because it was handier than the 8 pdr and shot more metal than the little 4 pdr. There was also a large amount of 6 pdr ammunition, mostly captured, but some manufactured in France. The French-made 6pdr was never a success, because its barrel was too short, and it saw regular service only in the Guard Horse Artillery.

For sieges and for defending fortifications 16 pdr and 24 pdr guns were used along with 10 inch and 12 inch mortars.

Cannon barrels were of gunmetal bronze and were mounted on wooden carriages with two large wheels. The gun crew, some trained and some untrained, varied from eight to 15. In action infantrymen were co-opted to help with moving the piece and to bring up ammunition. In the horse artillery two men remained in the saddle to control the mounts and to lead the teams forward for rapid limbering-up.

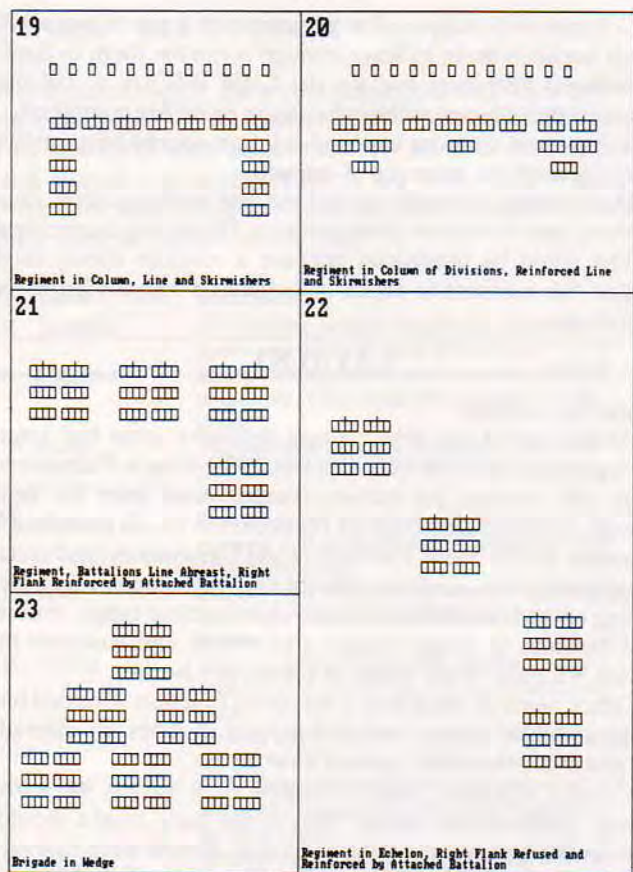
In action three types of ammunition were used by the artillery. The most common was roundshot - solid iron balls - slightly smaller than the bore of the cannon to facilitate ramming. They could fell trees, smash in walls, roofs and doors and, at close range penetrate some earthworks. Roundshot was the usual ammunition employed against massed formations of horse and foot either by direct firing between 700 and 900 yards (according to calibre) or by bouncing the shot off the ground up to ranges of 1800 yards. Except in mud and snow or heavy rain, successive bounces went half as far as the preceding bounce, greatly increasing the dangerous zone and tending to hit the enemy at waist height.

Canister, which consisted of a number of small iron balls packed in a cylindrical cases, was issued in three weights according to range and was used at ranges of 200 to 600 yards.

Common shell was the projectile used by howitzers with their broad, short barrels. It consisted of a hollow iron sphere packed with gunpowder and fused to explode 700-1200 yards from the weapon. They were especially useful for smashing buildings and setting them on fire.

Napoleon's artillery did not use either shrapnel (shells filled with a mixture of gunpowder and musket balls) or rockets.

After about 100 rounds of steady firing the barrel of a cannon would overheat and need cooling before firing could continue.



Examples of Other Infantry Attack Formations

Often, before that point was reached, the coarse powder left such an accumulation of residue in the barrel that it became impossible to ram another round down. Occasionally a piece would explode, with disastrous effects on the crew.

In theory artillerymen were armed for their own defence with a musketoon (like the Dragoons) and a sword. Some carried pistols. In reality they often had to rely on their sponge staves, handspikes and rammers for self-defence.

Organisation

Horse artillery batteries had six 4 pdr guns. Foot batteries contained six 8 pdr guns and two 5.5 inch howitzers. The reserve batteries substituted 12 pdr guns for the 8 pdrs and 8 inch howitzers for the 5.5 inchers. On the tabletop I represent a battery by a single model of a cannon with three, four or five crew figures. Since you cannot have 25% of a howitzer model I have one battery in four of howitzers.

A battery was more accurately called a "company" of artillery. A company of guns and howitzers joined with a company of the artillery train (supply and transport elements) to form a "division" of artillery. The smallest tactical unit was usually a section of two pieces under the command of an N.C.O.

Each infantry division had an artillery division on foot and a horse artillery division. The task of the latter was to attain the firing position immediately in advance of the infantrymen whose movements were naturally slower.

Army Corps artillery was normally composed of two foot divisions. A division of horse artillery was normally allocated to a light cavalry division, while two were allocated to heavy cavalry divisions.

Tactics

In a pitched battle the artillery had three tasks. At the beginning of the battle divisional and corps artillery supported the infantry and battered selected points of the enemy's line. Then most of the artillery reserve was drawn up alongside the

divisional artillery which had been turned to concentrate on the point selected as the most suitable for cracking the enemy's line. They then battered that point ready for the infantry to go in and complete the destruction.

Artillery tactics varied, but the key was always to concentrate artillery fire against a chosen point. One cannon, firing alone at a dispersed target such as a line of infantry, has very little effect. Guns and howitzers massed in grand batteries, sometimes a hundred strong, were directed to lay down a murderous crossfire to carve lanes through large areas of the enemy's massed troops. The objective was not to destroy a small group of men or to pick off a troublesome cannon but to neutralise whole areas of terrain occupied by the enemy.

In its second role, defence, the artillery was massed where it could most effectively disrupt the enemy's attack by neutralising the terrain through which they had to advance.

The third role was to accompany an advance. Moving up on the flanks of the infantry the pieces unlimbered and opened fire with heavy canister until the advance masked the target. Then they limbered up, advanced, unlimbered and opened fire again, this time perhaps with light canister.

ENGINEERS

The Engineers were made up of troops trained both to construct and to destroy. Although there were units of sappers and miners the French seemed reluctant to dig, unlike the Russian, for instance, who seemed prepared to throw up massive earthworks at the drop of a shako. Perhaps fieldworks contrasted too strongly with the French disposition for taking the offensive. In spite of this French manuals are full of ideas about how to strengthen natural obstacles, how to entrench an army, and how to fortify buildings and whole towns.

Techniques promoting the war of movement were, on the other hand, enthusiastically fostered. Bridges could be built and dismantled at speed using ready-made components and when the components were lacking the French Engineers were men who could improvise or build from scratch.

MEDICAL

With a few exceptions, mostly in the Guard, this service was not much better than in other armies. There were some excellent doctors and surgeons but, as everywhere, medical supplies were in short supply.

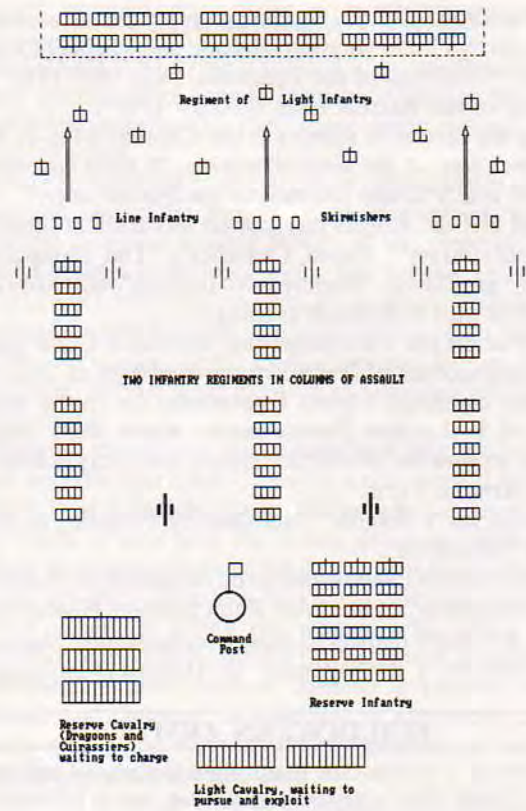
Baron Larry's well-sprung "Flying Ambulances" were a brave attempt to ease the lot of casualties being evacuated but once behind the lines the wounded were dumped anywhere convenient: hospitals, convents and churches were favourites. Conditions for wounded soldiers in these places were atrocious. Typhus, dysentery and a host of other virulent diseases killed more men than died in battle.

SUPPLY

Imperial armies were weak when it came to supplies. In theory armies were supposed to be supplied from magazines established along their routes or from reserves of food and ammunition carried along with the advance. In reality a practice developed by the Revolutionary armies which favoured mobility and autonomy led to the soldiers fending for themselves by foraging (or, if it was your country they were passing through, "pillaging"). In time this got out hand and grew into licence and full-scale pillage which invited retaliation from Cossacks in Russia and guerillas in Spain.

THE IMPERIAL GUARD

Originally the Imperial Guard was organised into one regiment of Chasseurs and one regiment of Grenadiers. Each regiment had two battalions, each of one type of infantryman. Each



Divisional Attack

battalion had eight companies of 80 men. I use eight two-man companies for a total of 16 figures based in pairs.

The Grenadiers a Cheval de la Garde had four squadrons - 16 figures - and the Chasseurs a Cheval de la Garde had five squadrons plus one of attached Mamelukes - 20 Chasseurs and four Mamelukes.

In 1806 the Guard was swollen by the addition of the Empress Dragoons and a regiment of horse artillery. During the reorganisation which followed the Guard received another regiment of Grenadiers and one more of Chasseurs. A regiment of Polish Lancers were added to the cavalry strength, as were the Lancers of Berg.

In 1808 a Guard Foot Artillery regiment, armed with 12 pdr guns and 8 inch howitzers, was added. Around the same time the Middle and Young Guards were formed.

In 1810 and 1811 Napoleon was swelling his army ready for the Russian campaign of 1812. The Guard was reinforced by a regiment of Dutch Grenadiers, one regiment of Dutch Lancers and one of Lithuanian, and four extra batteries of foot artillery. The Young Guard grew to 12 regiments.

The Guard was a model for the rest of the army and also acted as an incentive scheme for soldiers of the Line who could aspire to the Guard. To serve in the Guard was a great privilege that brought material advantages in pay, rations and choice of equipment. Understandably Colonels of Line regiments were never best pleased at having the pick of their men creamed off to serve in the Guard.

LITERATURE

You will notice that I have made no mention of uniforms. In the limited space I have available I could not do such a vast subject justice so let me just mention some useful sources of uniform details before going on to list a few other useful books.

The first place to look is in Liliane and Fred Funcken's "Arms and Uniforms: The Napoleonic Wars", published by Ward Lock.

The Blandford Colour Series has a couple of useful little books, both by Phillip Haythornthwaite and Michael Chappell. They are: "Uniforms of the Peninsular War 1807-1814" and: "Uniforms of the Retreat from Moscow 1812".

One of my favourite sources is the Osprey "Men-at-Arms" series which has, at the time of writing, 28 titles covering this period, of which 15 are relevant to the French army.

Colonel H.C.B. Rogers has written an excellent little book: "Napoleon's Army". David Chandler's "The Campaigns of Napoleon" is a classic. "Napoleon's Marshals", edited by David Chandler, is also well worth reading.

"The War Of the Two Emperors" by Curtis Gates gives an entertaining account of the disastrous campaign of 1812. Some of the best campaign reports I have read are in the series of reprints of F. Loraine Petre's books which were originally published around the turn of the century, currently published by Arms & Armour Press.

An inexpensive volume, published by Penguin, is Vincent Cronin's "Napoleon".

One book which I have found to be invaluable is "Atlas of the Wars of Napoleon" in the West Point Military History Series.

If you are really dedicated then I recommend "Napoleonic Military History; a Bibliography" by Donald D Howard.

BUILDING AN ARMY

My best advice is to resist the temptation to rush out and buy the Imperial Guard. This is a case of do as I say, not as I do because I must confess that my first figures were Grenadiers and Chasseurs of the Old Guard, but experience has taught that it would be wiser to start your army by investing in a three battalion regiment of line infantry plus a single battalion of light infantry. Add a battery of foot artillery and one of horse, a regiment of light cavalry (Hussars or Chasseurs) and one of Dragoons and you have your first army.

Most Napoleonic games are fought at Divisional level so that will probably be your eventual aim - a complete infantry division with supporting arms. Buy another regiment of line infantry and another battalion of light, then repeat so that you have three regiments of line infantry and one of light. Your infantry division already has its divisions of foot and horse artillery but you might, like Napoleon, prefer more of an edge. Over time I have accumulated three batteries of 8 pdr field guns, one of 5.5" field howitzers, two of 4 pdr horse guns plus three of 12 pdr guns and one of 8" howitzers of the reserve artillery. I rarely use them all in one battle.

My cavalry component has grown from one regiment of Chasseurs and one of Dragoons to two of Chasseurs, one of Hussars, two of Dragoons, one of Cuirassiers and one of line cavalry Lancers.

WARGAME RULES

Most published rules will allow you to play a realistic game, but some are easier to use (more "playable") than others. There is a body of wargame lore which holds that for rules to be accurate they have to be closely typed on not less than 50 pages of A4. Conversely, for rules to be playable they have to be written longhand on not more than two postcards. To coin a phrase: it ain't necessarily so.

My own rules were originally filched from Bruce Quarrie and have been modified by various visiting "experts" to match their own preconceptions. Some people might think that they are too big to be playable and too compact to be realistic but I like them, and that is what is important. If you like a particular set of rules and find it comfortable to use them that is the one for you.

Most wargame shop proprietors are only too happy to offer helpful advice and will let you browse through their racks of rules until you find one which looks good to you.

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CONCLUSION

I cannot pretend that this is in any way an exhaustive study of wargaming with Napoleon's army. If I have provided an idea of what arms made up that army, and roughly what they were like, and if I have sown a few seeds which might one day send you round to your nearest wargame supplier to peruse his rules and admire his figures then I have succeeded in my aim.

Napoleonic wargames were once the only sort of "Horse and Musket" game you were likely to come across. This is an article for beginners and this is a good way to start. I think you will enjoy it as much as I always have.



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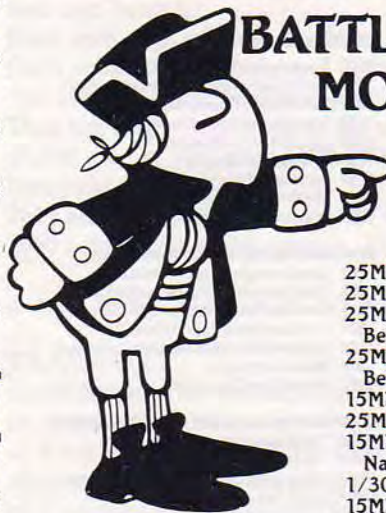
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THE BALLAD OF SAM BASS

A Western Gunfight Campaign

by Mike Bell

Sam Bass was one of the most notorious Texas outlaws of the 1870s, ranking alongside John Wesley Hardin, Bill Longley and Ben Thompson. He and his gang carried out a series of train and stagecoach robberies and evaded capture throughout the summer of 1878. He was finally killed in a fight with Texas Rangers in September 1878, having been betrayed by one of his own men. This string of raids and skirmishes is ideal material for a Western Gunfight campaign, in the style of the Jesse James campaign that appeared in Wargames Illustrated some months ago. In that instance the campaign was simply a series of connected games in which the survivors of each skirmish moved on to take part in the next. The Sam Bass campaign is structured in the same way, but with a few extra twists and turns thrown in for good measure.

The article is broken down into two main parts. The first is a summary of the life and career of Bass and his gang, against which the campaign skirmishes are set. The second part is the campaign itself, made up of a series of Games, Events, Decisions and Recruitments Periods.

THE LIFE OF SAM BASS

*Sam Bass was born in Indiana, it was his native home;
And at the age of seventeen young Sam began to roam.*

*Sam first came out to Texas, a cowboy for to be –
A kinder-hearted fellow you seldom ever see.*

Bass was indeed born in Indiana, on July 21st 1851, near Mitchell, Laurence County. He was part of a large family, as was typical of the period. He had two brothers and four sisters. His mother, Jane, died in 1861 and his father died three years later. Young Sam was taken into the care of his uncle, David L. Sheeks. In 1869 Sam left home and went to work in a sawmill in Rosedale, Mississippi. After a year he got tired of cutting timber and moved south to Denton county, Texas, where he worked as a teamster for the sheriff, W.F. 'Dad' Egan.

*He made a deal in race-stock – one called the Denton mare,
He matched her in scrub races and took her to the fair.*

*Sam used to coin the money and spent it just as free;
He always drank good whiskey, wherever he might be.*

In his spare time Sam raced horses, in partnership with Dad Egan's younger brother, Armstrong. The elder Egan did not approve of his younger brother's activities. As a result Armstrong sold his share in the race horse to Sam, who quit Egan's employ in 1874 to concentrate on racing. In the same year Bass got into trouble with the law for the first time. His racehorse, Jenny, was beaten by a horse owned by Marcus Millner, a deputy constable from Parker County. Bass refused to pay his debts to Millner who promptly took Jenny in lieu of payment. Bass had Millner arrested for theft. Millner countered by suing Bass for non-payment of debt. Bass managed to keep the case going for so long that Millner ran out of money and the matter was dropped.

By now Bass had met one of the men who would ride with him for a substantial part of his outlaw career. Henry Underwood was the son of a farmer and mill owner from Jennings County, Indiana. He had fought with Jamison's Jayhawkers during the Civil War but fled to Texas after killing a man in a brawl in



Sam Bass, 1851 – 1878

Kansas. When Bass met him Underwood was running a freighting business between Denton and Dallas. Bass and Underwood soon got into trouble. Late in 1874 they got into an argument with a man who was selling watermelons. A scuffle developed and Deputy Sheriff Tom Gerren tried to arrest the pair. Shots were exchanged and Bass and Underwood fled. Gerren formed a posse and set off in pursuit. He found the fledgling outlaws in their camp and once again shots were exchanged. No one seemed too anxious to press the matter to a deadly conclusion just because of some watermelons and Bass and Underwood had no difficulty in making their escape with their racehorse.

Underwood dropped out of Bass's story for a little while but a new and equally influential figure appears on the scene. Joel Collins was a cowboy and bartender who had taken part in four cattle drives to Kansas between 1871 and 1874. Bass and Collins devised a money-making scheme they felt was foolproof. At race meetings Collins would pretend to be the owner of Jenny while Sam would single out a horse he knew Jenny could beat. Bass would pass himself off as an interested bystander and convince the victim that his horse could not lose. A race would be set up, Bass and Collins would bet heavily on Jenny, and when the inevitable result happened they would split the winnings. After a year their faces were becoming too well-known around the race tracks so they moved on to other ventures.

*Sam left the Collins ranch in the merry month of May
With a herd of Texas cattle, the Black Hills for to see.
Sold out at Custer City and then got on a spree –
A jollier set of cowboys you seldom ever see.*

The ballad strays a little from the factual straight and narrow at this point. The pair bought a herd of cattle from local ranchers on the understanding that the original owners would be paid, minus Bass's and Collins's share, once the animals were sold at a railhead in Kansas or Nebraska. This might appear to be a particularly risky arrangement and indicative of a high level of naïveté on the part of the owners but it was common at the time. Bass and Collins enlisted the help of a third man, Jack Davis, an ex-stagecoach robber from Nevada, and drove the herd north. They sold it for eight thousand dollars in Ogallala, Nebraska. Predictably, they decided to abscond with the money and went to Deadwood, South Dakota, in late 1876.

Davis built a hotel with his share – a euphemism for a brothel, while Bass and Collins gambled in saloons and set up freighting business between Deadwood and Cheyenne. Honest toil soon proved to be either too unprofitable or too unexciting for the trio. Probably influenced by Davis's earlier escapades in Nevada they climbed another rung on the ladder of banditry and went into stagecoach robbery. They formed a gang which included five new members, Tom Nixon, a Canadian, Bill Heffridge from Pennsylvania, Jim Berry from Missouri, Frank Towle and Robert 'Reddy' McKimie.

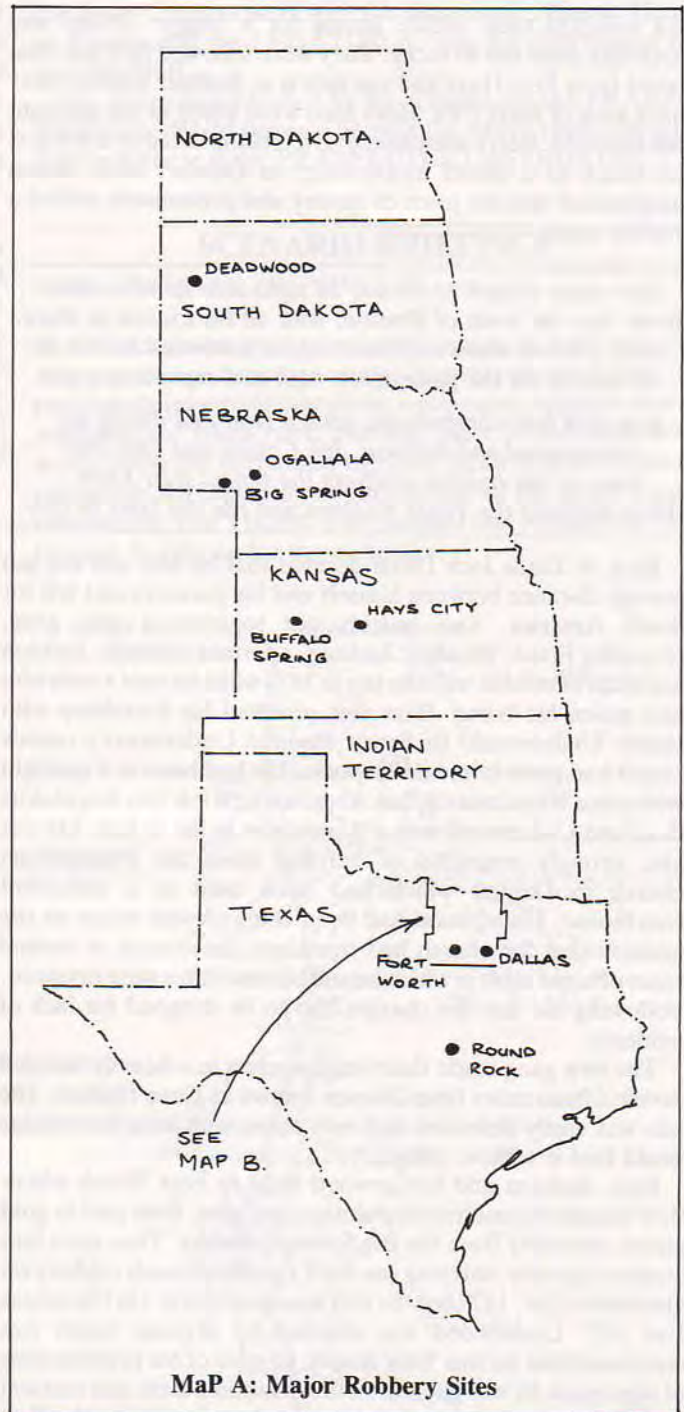
From the beginning the gang's activities were disasterous. On the night of March 25th 1877 they stopped a coach about two miles from Deadwood, expecting to get ten thousand dollars. Almost before the coach halted, however, McKimie panicked and shot the driver, John Slaughter. Two armed guards who had been following at a distance then rode up and more shots were exchanged before the gang fled empty-handed. McKimie was banished from the band for his lack of control. A few days later he was recognised on the street of Deadwood and arrested. He managed to convince the jury that his gun had gone off accidentally and through some peculiar quirk of frontier justice was freed.

The rest of the gang continued to rob coaches during the summer of 1877 but with a spectacular lack of success. During seven robberies they netted a total of fifty dollars and a box of peaches. On one occasion Bass even handed back a dollar to a victim who complained that the robbers had left him without enough money to buy breakfast. One last robbery convinced the gang to give up their career as highwaymen. As usual the gang halted the coach but they seem to have learned little from their previous experiences. Once again the coach was being followed by a pair of armed guards. The two men managed to get close to the bandits without being seen. One of them, Boone May, opened fire, killing Frank Towle. The rest of the gang fled.

*On their way back to Texas, they robbed the U.P. train,
And then split up in couples and started out again.
Joe Collins and his partner were overtaken soon;
With all their stolen money, they had to meet their doom.*

Collins and Bass decided that stagecoaches were not worth the risk involved and turned to train robbery. Accordingly, on the night of September 18th, 1877 the gang robbed the Union Pacific railroad at Big Springs, eighteen miles west of Ogallala. For the first time, and probably the last, they really hit the jackpot, getting away with over sixty thousand dollars in gold. Unfortunately the gang had not been careful enough. Before the robbery they bought a length of red calico cloth from the store of a man named Leech in Ogallala. They used the cloth to make masks which they wore during the raid. During the confusion of the robbery Collins' mask slipped and witnesses were able to get a good look at him.

The robbers' bad luck was compounded by the tenacity of storeowner Leech, who obviously saw himself as a Pinkerton detective rather than a retailer. Hearing of the robbery he rode out to Big Springs where he came upon Collins' mask.



Returning to Ogallala he found the site where the band had camped and the remains of the bolt of red calico. Anxious for more substantial proof of his suspicions the plucky storekeeper set off in pursuit of the bandits. After three days and one hundred miles of hard riding he caught up with them. He managed to creep up on them in camp and overheard their plans. Bass and Davis were going back to Denton County, Collins and Heffridge had decided to go back to San Antonio via Kansas, while Berry had decided to return to Missouri to visit his wife before rejoining the others in Texas. Nixon had decided to quit while he was ahead and was going back to Canada. Leech rode hell-for-leather for Omaha where he told the authorities everything he had heard.

To cut a long story short and avoid pre-empting the game outlines that follow later, Bass and Davis made it safely back to Texas, reaching the Red River in October 1877 and Denton County on November 1st. On the journey south they camped with a party of soldiers who were searching for them but they managed to avoid arousing suspicion, probably because they

had switched their saddle horses for a buggy. Collins and Heffridge were not so lucky. They were followed by a ten-man patrol from Fort Hays and ran into it at Buffalo Station, sixty miles west of Hays City. Both men were killed in the gunfight that followed. Berry also came to grief, being killed by a posse at the house of a friend in Missouri on October 16th. Nixon disappeared into the mists of history and presumably retired a wealthy man.

*Sam made it back to Texas, all right side up with care –
Rode into the town of Denton, with all his friends to share.
Sam's life was short in Texas – three robberies he did do;
He robbed all the passengers, mail and express cars too.*

*Sam had four companions, each a bold and daring lad –
Underwood and Jackson, Joe Collins and Old Dad.
Four of the boldest cowboys the ranger ever knew –
They whipped the Texas Rangers and ran the boys in blue.*

Back in Texas Jack Davis decided that he had still not put enough distance between himself and his pursuers and left for South America. Sam quickly put together a new gang, recruiting Frank 'Blockey' Jackson, a former tinsmith. Jackson had been in trouble with the law in 1876 when he shot a man who had stolen his horse. Bass also renewed his friendship with Henry Underwood. In Sam's absence Underwood's outlaw career had gone from bad to worse. He had been in a gunfight with some Regulators in San Angelo which left two Regulators dead and Underwood with a Winchester bullet in him. He was also strongly suspected of burning down the Presbyterian church in Denton which had been used as a makeshift courthouse. Underwood had been charged with arson on the grounds that the church had contained the records of several cases of horse theft in which he and his associates were involved. Following the fire the charges had to be dropped for lack of evidence.

The new gang made their headquarters in a heavily wooded ravine fifteen miles from Denton known as Cove Hollow. The site was easily defended and only those with local knowledge could find it without difficulty.

Bass, Jackson and Underwood rode to Fort Worth where they bought themselves new clothes and guns. Bass paid in gold pieces, probably from the Big Springs robbery. They went into business quickly, carrying out their first stagecoach robbery on December 21st, 1877 but the trio was short-lived. On Christmas Eve 1877 Underwood was arrested by a posse which was convinced that he was Tom Nixon. In spite of his protestations of innocence he was gaoled. In the meantime Bass and Jackson had already returned to their larcenous ways, robbing the Fort Worth stage on January 26th, 1878 and getting away with four hundred dollars and three gold watches.

Once again Bass moved on to train robbery. He recruited two more men, Seaborn Barnes, known as the Nubbins Colt, and Tom Spotswood. The four man gang robbed the Houston and Texas Central Express No. 4 at Allen Station, eight miles west of Spotswood's home town of McKinney on February 22nd, 1878. They got away with over twelve hundred dollars but once again things went wrong. Spotswood could not resist the urge to spend freely and was arrested within a week. He was sentenced to ten years but freed after a retrial at which he managed to convince the jury that he had spent the night of the robbery at his brother's home. He must have forgotten to mention this fact at his first trial!

On March 18th Bass and his gang struck again, robbing the Texas Central No. 4 again at Hutchins Station, ten miles south of Dallas. After a brief gunfight the gang got away with about three hundred dollars.

Suspicion now began to fall on Bass and his friends but there was no definite proof. Sheriff Egan hired two local men,

William Miner and Scott Mays, to infiltrate Bass's gang. The pair tried to set up at least two robberies during which the band could be caught red-handed but Bass was too cautious to join in these escapades.

*Sam had another companion, called Arkansas for short;
He was shot by a Texas Ranger by the name of Thomas Floyd.
Tom is a big six-footer, and he thinks he's mighty sly.
But I can tell you his racket – he's a deadbeat on the sly.*

While these attempts were being made to gain definite evidence against Bass he received two more reinforcements. In the spring of 1878 Henry Underwood broke out of gaol in Kearney, Nebraska, taking with him a convicted horse thief called Arkansas Johnson. The pair found Bass at the Cove Hollow camp, which was now a focal point for numerous friends and acquaintances of the outlaws, including a deputy sheriff from Denton county, Wiley Wetsel. Like many others Wetsel was convinced that Bass was involved in the train robberies but could not prove it. He did, however, have an outstanding warrant for Underwood and there were extraordinary scenes in the camp as the deputy and the escapee argued. Underwood refused to submit to arrest and Wetsel had enough sense to realise that to attempt to serve his warrant was almost certain to bring his career as a lawman to a rapid end. Eventually the disgruntled deputy left empty-handed.

Bass now launched another raid. He, Johnson and two more new recruits robbed the Texas and Pacific at Eagle Ford on April 6th. This time, however, it was hardly worth the effort for they only got fifty dollars. Jackson and Underwood took no part in this robbery but were seen in Denton at the time, which only served to confuse the authorities even more.

The success of Bass and his men led to a flood of potential recruits coming forward. Sam Pipes and Albert Herndon, probably the two new men at Eagle Ford, were now with the gang, as were Billy and Henry Collins, brothers of Joel. Another new member was William Scott who was undecided as to whether he could make more money by riding with the outlaws or by turning them in.

On April 10th the gang carried out its last train robbery. Sam selected at least half a dozen men to ride with him and they attacked the Texas and Pacific yet again, hitting train No. 1 at the tiny hamlet of Mesquite a few miles from Dallas. This time the gang ran into trouble from the start. The train crew resisted fiercely and only surrendered after a gunbattle in which several outlaws were hit. Yet again it was hardly worth the effort; they only got away with one hundred and fifty dollars.

By now the spate of robberies had caused a public outcry. Numerous posses were scouring the state but with little success. The Governor ordered the Texas Rangers to hunt down the audacious train robbers but there were no Rangers in the Dallas area at the time. Therefore the Rangers' Adjutant General ordered Major John B. Jones of the Frontier Battalion to form a special force to deal with the outlaws. Jones offered command of the force to Junius 'June' Peak, a former deputy sheriff and city marshal. Peak was a Civil War veteran and an experienced lawman, ideal for the job. His second-in-command was Thomas Floyd, another Confederate veteran and a member of the Stonewall Grays rifle team, based in Dallas. Peak and Floyd had already joined in the hunt for the robbers as part of a civilian posse and relished this opportunity to take a leading role in the chase. By April 14th Peak had enlisted seventeen men and was joined by a handful of regular Rangers, including Captain Lee Hall and Sergeant Parrott.

On April 18th Billy Scott made up his mind. He rode to Peak's camp at the fairground in Dallas and told him the names of the Mesquite robbers. Scott was staying with Pipes, Herndon and Henry Collins at the Collins house. Plans were made and at dawn on the 21st Peak's men arrested Pipes and Herndon. The

case against the two was strengthened by the fact that Pipes was found to be suffering from a gunshot wound which it was believed he had received in the fight at Mesquite.

Although Bass was now being hunted by the Texas Rangers as well as a motley collection of militiamen and civilian posses the first shots in the so-called Bass War were not fired until April 29th 1878. On that day Bass, Underwood, Jackson and Barnes were riding near Cove Hollow when they saw a posse led by Sheriff Everheart of Grayson County five hundred yards away on the other side of a canyon. Bass let bravado get the better of him and taunted the lawman, calling on them to stand and fight. This they did and a long-range gunbattle developed. Bass finally realised he had made a mistake when Sergeant Parrott, who was with the posse, shot some cartridges from his gunbelt and then smashed the breech of his rifle. This was too close for comfort and Bass decided that discretion was the better part of valour and led his men out of range.

Later that day the outlaws' trail was picked up by Wiley Wetsel and a colleague. The pair of lawmen trailed the outlaws to their camp at Harden Carter's farm, about four miles from Denton. The officers went for reinforcements and when they arrived a running fight broke out with the bandits. Some of the possemen came upon the outlaws' camp, recently abandoned, and captured Bass and Jackson's horses. In spite of this minor success the gang managed to slip away into the woods and canyons.

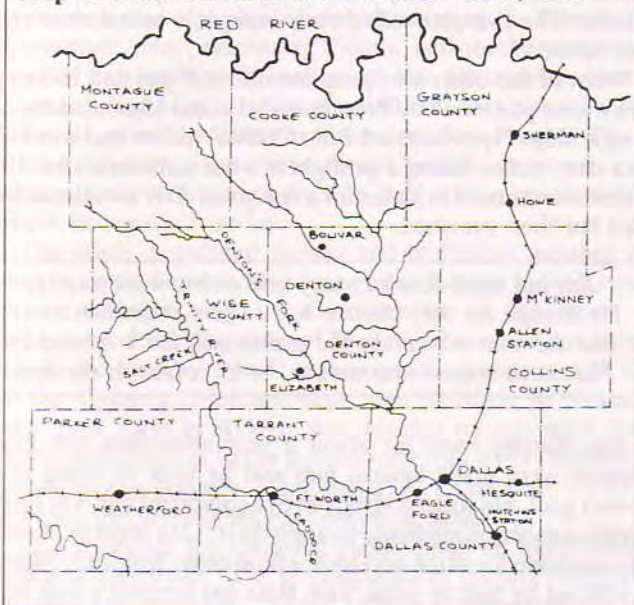
The fruitless pursuit went on for several weeks without any further results. In desperation the authorities began to arrest anybody who might be remotely connected with the outlaws or their families. As part of this process they arrested Henderson Murphy and his son Jim who had a ranch near Cove Hollow. It was this arrest that proved to be fatal to Bass in the long run.

The next clash occurred on May 24th at Big Caddo Creek near the home of Frank Jackson's brother Warren. Deputy Sheriff Freeman received a tip-off that the outlaws were in the area. His enquiries in the small town of Caddo revealed that Bass, Barnes and Underwood were there, together with Henry Collins who had evaded several posses to join the outlaws. They had also been joined by Charley Carter, whose grandfather had been arrested after the fight near his farm. Freeman rounded up a makeshift posse and was about to surround the gang when Bass almost walked into the lawmen. A confused skirmish followed through the trees near the Creek and once again the gang got away.

Texas Ranger Captain
'June' Peak



Map B: Bass's Skirmishes in Northern Texas, 1878



Posses converged on the area only to find that Bass was long gone. The outlaws reappeared again on June 5th when they rode boldly into Denton and recovered the horses they lost in the skirmish at Harden Carter's farm. Two days later they turned up at the small town of Pilot Knob, six miles south-west of Denton. A storekeeper got word to Denton that Bass was in town and Deputy Sheriff Clay Withers of Elizabeth, Denton County, and four men rushed to the hamlet. A gunfight broke out and Bass's men retreated once again. This time the lawmen followed up, joined by reinforcements led by Sheriff Egan. Withers had his horse shot out from under him but the lawmen kept going and pursued the badits for seventy-five miles. On the morning of June 8th several of the pursuers stumbled across the gang having breakfast beside a dry creek bed. The gang retreated so quickly that Henry Underwood lost his horse and had to double up with a comrade. Two more possemen lost horses killed in the skirmish but several of the outlaws suffered wounds as they fled.

Still the hot pursuit went on. Early on the morning of the 9th the gang bought fresh supplies, ammunition and horses in Bolivar and then moved on quickly. At noon another posse caught up with them as they stopped to eat. They escaped with their guns and horses but little else. For a couple of days they

dropped out of sight completely but on June 12th they were found again by Peak's Rangers. They were camped on Salt Creek as the Rangers emerged from the brush. For a split second the two sides stared at each other and then the Rangers rushed forward, firing as they did so. All the bandits fled into the brush except for Arkansas Johnson and Henry Underwood. Johnson tried to saddle his horse but a bullet from Tom Floyd killed him instantly. Underwood managed to lead the remaining horses into the brush and get away.

At last the lawmen had scored a major victory against the outlaws and the relentless pursuit was proving too much for some of them. Henry Underwood parted company with Bass and was never heard from again, while Henry Collins and Charley Carter also left and quietly went home. Meanwhile the lawmen were realising that, in spite of the death of Arkansas Johnson, they could not go on indefinitely pursuing Bass. There had to be another way of eliminating the bandits. Jim Murphy presented them with an alternative which they seized upon eagerly. He agreed to lead them to Bass if the charges against his father and himself were dropped. Anxious to bring the tiring chase to an end the authorities agreed.

*Jim Murphy was arrested and then released on bail;
He jumped the bond at Tyler and took the train for Terrell,
But Major Jones had posted Jim and that was all a stall;
'Twas only a plan to capture Sam before the coming fall.*

*Sam met his fate at Round Rock, July the twenty-first;
They pierced poor Sam with rifle balls and emptied out his
purse.*

*Poor Sam he is a corpse and six foot under clay;
And Jackson's in the bushes, trying to get away.*

On June 15th Bass and Jackson returned to Cove Hollow, worn-out and saddle sore from six weeks of constant running. Here they met Murphy, whom Bass invited to join the gang. Barnes was missing at this time; Bass had sent him to try to persuade Henry Collins to reconsider his decision to leave. Bass, Jackson and Murphy rode to Frankfort to meet Barnes. On the way they met Collins and two unknown men. By now word had begun to spread that Murphy was a traitor. Although Murphy managed to talk his way out of trouble by persuading Sam that he had agreed to lead the Rangers to Bass it had only been a ruse to regain his freedom, the two strangers and Collins were unconvinced. In Frankfort they met Barnes only to find that he too had heard the rumours about Murphy. Only Jackson remained thoroughly convinced of Murphy's innocence and stood up for him when Barnes threatened to shoot him.

Despite Sam's pleas Collins and his two friends could not be persuaded to join the gang. They left for Kentucky. The three remaining outlaws and Murphy drifted south looking for a bank to rob. Barnes remained convinced that Murphy was a traitor and on one occasion he managed to convince Bass. The two men drew their guns and were about to shoot Murphy when Jackson jumped in front of them. Once again he managed to talk Bass round and the two reluctantly put up their weapons. The quarter rode into Waco and Bass decided that this was to be the location of their next raid. Murphy persuaded him to abandon the idea, ostensibly because they would have difficulty getting away from the town but actually because he had not had an opportunity to get a message to Major Jones. Bass told Murphy to choose a target and the terrified traitor chose Round Rock, a town in Williamson county some distance to the south. As the bandits passed through Georgetown on their way to Round Rock Murphy managed to send a message to Major Jones warning him of Bass's intentions.

Jones managed to get himself and three other Rangers to Round Rock before Bass and the gang arrived on the morning of July 19th. As the outlaws rode into the town Murphy



L. TO. R. Jim Murphy, Sam Bass, Seaborn Barnes

managed to separate himself from Bass, Jackson and Barnes. The three armed men were challenged by two local lawmen who did not realise who they were. Both men were shot down by the bandits, who ran for their horses. As they fled they came under fire from Jones and the Rangers. Barnes went down with a bullet in the head and Bass was shot through the back. Jackson kept firing and helped the stricken bandit leader into the saddle. The two rode out of town but did not get far before Bass could go no further. He knew he was dying and ordered Jackson to take his guns and leave him. He was found the following day, lying by the roadside and was taken back to Round Rock. He clung to life for another day but on July 21st, his twenty-seventh birthday, he died.

Bass's death was not the last in the war to exterminate the gang. On August 26th a posse caught up with Henry Collins at the house of one of his cousins. He made a run for it but was hit in the leg. The wound turned gangrenous and he died on September 2nd. His brother Billy was tracked to Minnesota by Marshal William H. Anderson. The Marshal confronted Billy in a Post Office only eighty yards from the safety of the Canadian border. The two men killed each other in a brutal close range gun battle.

What of the other two gang members, Pipes and Herndon? They were pardoned by President Cleveland after working on a plague ship. Pipes married Billy Collins' widow and was killed by a stray bullet during a gunfight in a bar sometime after 1918. Herndon returned to Texas for a few years after his release from gaol but then vanished.

*Jim has used Sam's money and didn't want to pay;
He though his only chance was to give poor Sam away.
But the man who plays the traitor will fee it by and by
His death was so uncommon, 'twas poison in the eye.*

Jim Murphy lived for about a year after Bass was killed. Threats were made against him and he took to living in the county gaol. He suffered from an eye complaint and was given a highly poisonous medicine to apply to it. One night he mistook the medicine for drink and took a fatal dose. Ironically Murphy is villified by history while Sam Bass has become a folk hero.

THE CAMPAIGN

The campaign is divided into a series of Games, Decision, Events and Recruitment Points.

Decision 1:

Does Henry Underwood remain in Texas or join Bass and Collins on the trail to Ogallala?

Roll a set of percentage dice; 0-25% he goes with Bass and Collins, 26-100% he remains in Texas.

Recruitment Point 1:

Does Bass recruit Jack Davis to join Collins and himself on the trail drive to Ogallala?

Roll the percentage dice; 0-25% Davis is not recruited, 26-100% he is recruited.

Recruitment Point 2:

Having decided to rob stagecoaches near Deadwood, do Bass and Collins recruit Nixon, Berry, Heffridge, Towle and McKimie?

Dice for each; 0-80% the individual joins the gang.

Game 1:

Stagecoach robbery outside Deadwood, South Dakota, March 25th 1877.

Outlaws: All those with Bass and Collins as a result of previous Recruitment and Decision points, armed with a variety of pistols, revolvers and shotguns.

Stagecoach: Driver, John Slaughter, armed with a shotgun. Two passengers, Mr Iler and Mr Smith armed with pistols.

Guards: Two guards on horseback armed with revolvers and rifles.

The game begins as the outlaws surround the coach. If all goes well the outlaws may manage to rob the coach without difficulty. To do so requires thirty turns. Dice at the start of each turn: 0-10% McKimie, if present, thinks that Slaughter is going for his shotgun and opens fire, 91-100% the two armed guards appear on the road behind the coach, not less than fifty yards away. Clearly it is possible for this event to take place without a gunfight taking place, therefore I suggest that you only transfer the action to the tabletop if McKimie fires or the guards appear.

Event 1:

The arrest of McKimie, summer 1877

If McKimie is with the gang and caused Game 1 he is dropped by the gang. If he did not cause the fight he may remain with them. Either way dice to determine if he is arrested; 0-75% he is arrested, 76-100% he escapes arrest. If he did not cause Game 1 he may remain with the gang.

Event 2:

Series of stagecoach robberies during the summer of 1877

The profitless series of robberies during the summer of 1877 took place without any shots being fired. Nevertheless there is a risk that a passenger or guard will fight back. Dice for each member of the gang, using the Risk Table.

Game 2:

Stagecoach robbery near Deadwood, South Dakota, late summer 1877

Outlaws: All those who have survived so far, armed with a variety of pistols, rifles and shotguns.

Stagecoach: Driver armed with a shotgun. Roll a 1-10 die to determine how many passengers there are. At least half may be armed with pistols.

Guards: Boone May and one other, armed with rifles and revolvers.

The game begins with the coach surrounded by the outlaws once again. The two guards are attempting to get close enough to them without being seen so that they can get a clear shot. Roll the dice to determine how the game begins; 0-50% the game begins as Boone May opens fire on the outlaws, 51-100% the

game begins as the outlaws see the two guards creeping through the woods and brush.

Decision 2:

Train robbery, late summer 1877?

Following the fairly profitless and dangerous coach robberies the gang decided to rob a train. This decision appears to have been heavily influenced by Joel Collins. Dice to determine what the gang does now. If Collins is present there is a 95% chance that they will rob a train, if he is not present, having been killed or wounded during the stage robberies, there is only a 50% chance that they will rob a train. If a train is robbed continue with the sequence of paragraphs. If there is no train robbery go straight to Decision 3.

Event 3:

Train robbers at Big Springs, Nebraska, September 18th, 1877

The robbery took place without any casualties but there is still a risk for every outlaw involved. Dice for each man, using the Risk Table.

Two other crucial events took place during the robbery, Collins dropped his mask and was seen. Dice to determine whether these events happen; 0-25% neither event happens, 26-50% an outlaw is recognised as his mask slips, 51-75% an outlaw is recognised as his mask falls off, 76-100% an outlaw drops his mask. If an outlaw is recognised dice to determine who it is.

Event 4:

Storekeeper Leech finds the dropped mask and overhears the outlaws' plans.

If a mask was dropped at Big Springs there is a chance that Leech will find it and follow the gang. There is a 75% chance that this will happen. If a mask was not dropped but one of the gang was recognised there is a 50% chance that Leech will recognise the description, follow them and overhear their plans. If neither event has happened there is only a 25% chance that Leech will follow and overhear their plans.

Decision 3:

Destination following the Big Springs robbery

Following the Big Springs robbery the outlaws decided on their immediate destinations. The table below will also apply if you have come straight to this paragraph from Decision 2. Roll the percentage dice for each gang member.

	Stay Put	Texas	Kansas	Missouri	Canada
Sam Bass.	-	1-75%	76-100%	-	-
Joel Collins	-	1-25%	26-100%	-	-
Bill Heffridge	-	1-25%	26-100%	-	-
Jack Davis	-	1-75%	76-100%	-	-
Tom Nixon	1-20%	21-30%	31- 40%	-	41-100%
Frank Towle	1-33%	34-66%	67-100%	-	-
Bob McKimie	1-33%	34-66%	67-100%	-	-
Jim Berry	1-10%	11-20%	21-30%	31-100%	-
Henry Underwood	-	1.75%	76-100%	-	-

Those who Stay Put drop out of the campaign, as do those who go to Canada. Those who go to Kansas go to Game 3, those who go to Missouri go to Game 4, those who go to Texas go to Game 5.

Game 3:

Buffalo Springs, Kansas, October 26th 1877

The chances of this game taking place depend on what has happened earlier. Consult the list below;

No train robbery at Big Springs:	No Game 3.
Train Robbery, an outlaw in this group recognised, Leech overheard plans:	100%
Train Robbery, an outlaw in this group recognised, Leech didn't hear plans:	40%
Train Robbery, no outlaw in this group recognised, Leech overheard plans:	50%
Train Robbery, no outlaw in this group recognised, Leech didn't hear plans:	10%

If the fight does not take place go to Decision 4

If the fight does take place carry on.

Outlaws: All those who opted to go to Kansas at Decision 3.
Soldiers: Lieutenant Allen and ten troopers. Allen has a revolver, the troopers have single shot Springfield carbines.

Lawmen: Sheriff Bradley of North Platte, Nebraska, armed with a revolver.

Sheriff Bardsley of Ellis County, Kansas, armed with a revolver.

In the actual fight Collins and Heffridge rode into the tiny hamlet of Buffalo Springs at dawn on October 26th 1877. The town consisted of a water tank and windmill, the house of the section man, a store, a telegraph office, the railroad station and a siding. The cavalrymen and the lawmen were camped in a hollow nearby. Collins and Heffridge dismounted at the station and chatted to Jim Thompson, the section man, and Bill Sternberg, the station agent. During the conversation Collins pulled out a handkerchief and in doing so dropped a letter addressed to him. Realising the significance of the letter Sternberg wandered away until he was out of sight of the outlaws and then ran to the lawmen's camp. Bardsley returned to the station and began to talk to Collins, who was unaware that he had been recognised and that Leech had overheard their plans. Indeed Collins made no attempt to conceal his identity. Bardsley and Collins had a drink together and then the outlaws rode on.

The two lawmen and the cavalrymen saddled up and overtook the pair on the prairie. Bardsley and Bradley accused them of being involved in the Big Springs robbery. Collins said that they were mistaken but agreed to return to Buffalo Springs to clear the matter up. The whole group turned round and had only gone a few yards when Collins said to Heffridge "Pard, if we are to die we might as well die game." With that they drew their revolvers and commenced firing. Both men and their horses were killed by the soldiers and lawmen. The bodies were taken to Ellis, Kansas, where they were identified. Twenty-five thousand dollars were recovered.

The game can begin at one of several points. Roll the dice to determine which;

0 - 25%: The outlaws are suspicious of Bradley's questions and pull their guns. Bardsley and the troops are still in the camp.

26 - 50%: Bardsley does not wait to question the men but leads the troops from the camp determined to arrest the bandits. Game begins as the lawmen and soldiers are seen by the outlaws who are in the station.

51 - 75: Game begins as happened historically. The outlaws agree to return to Buffalo Springs with the soldiers and then draw their guns.

76 - 100%: The outlaws see the troops approaching across the prairie and flee.

Any outlaws who survive go to Decision 4.

Game 4:

Calloway County, Missouri, October 1877

Outlaws: Jim Berry, armed with a revolver.

Lawmen: Sheriff Glasscock and three deputies, armed with revolvers.

Following the Big Springs robbery Jim Berry went to Mexico, Missouri. From there he sent three hundred dollars worth of groceries to his family. He also exchanged nine thousand dollars in gold for paper currency at three of Mexico's banks and ordered himself a new suit of clothes from Blum's store. Not unnaturally these activities attracted some attention, even more so when the banks learned that the gold came from the Big Springs robbery. Detectives went to Berry's house but he had gone. Sheriff Glasscock kept an eye on Blum's store, hoping

that the train robber would return. He didn't but a friend of his, R.T. Kasey, did and collected the suit. Glasscock arrested Kasey and learned that Berry was staying at his house.

Event 6:

Arrest of Underwood, December 24th 1877

This event can only take place if there has been a robbery at Big Springs, Tom Nixon has not been killed or captured earlier in the campaign, and Underwood is with the gang at this point. If these conditions are fulfilled he is arrested on suspicion of being Tom Nixon.

Event 7:

Stagecoach robbery, January 26th, 1878

This robbery took place without shots being fired, but there is a risk for every bandit involved as in Event 5.

Recruitment Point 4:

Barnes and Spotswood

Dice to see if the gang recruits Seaborn Barnes and Tom Spotswood. There is an 80% chance of each man being recruited.

Event 8:

Allen Station train robbery, February 22nd, 1878

This robbery was successful but there is a risk for every bandit involved. Consult the risk table.

Event 9:

The arrest of Spotswood, February 1878

If Spotswood was involved in the Allen Station robbery and survived he is arrested by a posse.

Event 10:

Hutchins Station robbery, March 8th, 1878

Consult the risk table for every bandit involved.

Event 11:

Escape of Underwood and Johnson from gaol in Kearney, Nebraska

If Underwood was arrested and gaoled at Event 6 he may escape from gaol. Dice to see what happens.

0 - 33% : Gaolbreak fails.

34 - 66% : Underwood escapes alone. Joins gang.

67 - 100% : Underwood escapes with Johnson, both join gang.

Event 12:

Eagle Ford train robbery, April 6th, 1878

The historical robbery took place without a hitch. Consult the risk table for each bandit involved.

Recruitment Point 5:

Flood of recruits!

Following the spate of successful robberies many potential recruits came forward. Dice for each of the following; Sam Pipes, Albert Herndon, Billy Collins, Henry Collins, William Scott. There is an 80% chance of each man being recruited but reduce this chance by 5% for each outlaw killed since Decision 4.

Game 6:

Mesquite Train robbery, April 10th, 1878

Outlaws: All available. Armed with a variety of pistols, rifles, carbines and shotguns.

Traincrew: Engineer and fireman, unarmed; Station Agent Jack Zurn, unarmed; Conductor Julius Alvord, derringer and revolver, Express messenger J.S. Kerley, revolver; baggage

master B.F. Caperton, revolver; special guards Jack Allen, J.G. Lynch and Finellen (first name unknown) revolvers and shotguns.

The day before the robbery Bass sent a scout, Billy Collins, into Mesquite to look things over. Collins reported that all was quiet. Meanwhile Albert Herndon had been into Dallas to find out if the train would be guarded. He returned to report that no additional guards had been hired so there should be no trouble. As it turned out he was wrong.

Bass led Frank Jackson, Seaborn Barnes, Henry Underwood, Arkansas Johnson, Sam Pipes and Albert Herndon into Mesquite as darkness was falling on the evening of the 10th. In addition to the station, Mesquite consisted of a general merchandise store, a blacksmith's shop, two saloons, a cotton gin and a handful of houses. It was set in the middle of the vast Texas plains, surrounded on all sides by wheatfields and pasture lands. The robbers tied their horses behind the station building and waited. Before long the Texas and Pacific No. 1 pulled into the station and stopped. Station agent Jack Zurn came out of the station building with a sack of mail. As he did so a friend of his, Mr. Healy of Dallas, stepped down from the train to greet him. At the same time conductor Julius Alvord stepped onto the platform from the rear of the train.

"On to 'er boys" yelled Bass, leading his men in a charge. Jackson and another bandit covered the engineer and fireman, while two more covered the stunned Healy and Zurn. Recovering quickly from his initial surprise the fireman made a break, vaulting down from the engine and zig-zagging into the night. He was followed by a fusillade of shots but managed to reach the safety of a trestle where he took cover. In the confusion Healy stuffed his money into his boot and then he too tried to escape. He had only taken a step or two before he was pistol-whipped to the ground.

Seeing what was happening Alvord drew his derringer and opened fire on the bandits. After firing both shots he retreated into the train to fetch his revolver. He then rejoined the fight, his third shot hitting a robber who staggered back into the darkness. Express messenger J.S. Kerley pulled the door of his car shut having only a small gap through which he fired at the robbers. Baggage master Caperton joined in the fray, firing his shotgun into the gloom. The three special train guards joined in the fusillade. For fifteen minutes the gunbattle continued until Bass began to get desperate. He forced the engineer to bring some coal oil from the engine and throw it over the door and sides of the express car. He then shouted to the train crew, telling them that unless they surrendered by the time he had counted to fifty he would burn them out.

Bass began to count but the firing continued. When he reached fifty he shouted "Well, what are you going to do - open or not?" "We'll shoot it out first" replied the plucky Kerley, and the shooting started again. Finellen caught a brief glimpse of a bandit dashing from cover to cover and let fly with his shotgun. He caught Barnes in the legs and knocked him over. At last Bass ran out of patience. He lit a match and made it clear that he was going to make good his threat to burn out the crew. Faced with the possibility of incineration the gallant crew surrendered. Alvord had been hit in the arm but otherwise they were uninjured. At least two of the bandits had been hit.

The game should begin as the outlaws rush the train. Any surviving outlaws move on to Event 13.

Event 13:

Billy Scott turns traitor, April 20th, 1878

If Billy Scott joined the gang at Recruitment Point 5 there is a chance that he will tell June Peak's Rangers all he knows. There is a 75% chance that this will happen.

Event 14:

The arrest of Sam Pipes and Albert Herndon

If Billy Scott turns traitor at Event 13 Pipes and Herndon are arrested by Peak's Rangers and removed from the campaign. If Scott has not joined the gang or remains loyal ignore this event.

Event 15:

Cove Hollow fight, April 29th, 1878

This was the first of several skirmishes between the outlaws and the lawmen which could be fought out as table-top games if you have the time and inclination. I suggest that only the Salt Creek fight is played out on the table-top and all the others are calculated using the risk table.

Event 16:

Fight at Harden Carter's farm, April 29th, 1878

Calculate the result using the risk table.

Event 17:

The arrest of Henderson and Jim Murphy

Dice to determine whether the Rangers carry out the policy of arresting all possible sympathisers with the outlaws. 0-80% indicates that they do and the Murphys are taken into custody.

Recruitment Point 6:

Even more recruits

As the outlaws appeared to be capable of evading arrest indefinitely and the Rangers' policy of arresting all suspected sympathisers took effect more recruits came forward. There is an 80% chance that Henry Collins will join at this time. The same chance applies to Harden Carter's grandson, Charley. Reduce the chance by 20% if the Rangers have not begun arresting sympathisers as in Event 17.

Event 18:

Big Caddo Creek fight, May 24th, 1878

Calculate the risk for all outlaws using the risk table.

Event 19:

The fight at Pilot Knob, June 7th, 1878

Calculate the risk to all outlaws involved using the risk table.

Event 20:

Fight at Hickory Creek, June 8th, 1878

Calculate the risk to all outlaws involved using the risk table.

Event 21:

Chase near Bolivar, June 9th, 1878

Calculate the risk to all outlaws involved using the risk table.

Game 7:

The Salt Creek fight, June 12th, 1878

Outlaws: All those who have survived this long.
Lawmen: Deputy sheriff Clay Withers of Denton County, Rangers June Peak (Captain), Tom Floyd (Lieutenant), A.W. Mixon (sergeant), A.E. Boren, Hiram C. Berry, C.T. Bardwell, J.H. Cameron, Morgan Camack, Harry Camack, A.G. Eaken, T. Eaken, Gaston Hardy, L. Hart, Jerry McHenry, James MacDonald, John W. Overland, J.A. Vaught, J.B. Wright, and a man whose name is given as Bothwell or Bobbett. The posse came upon the outlaws at about two in the afternoon. They were camped on Salt Creek about seven miles from Cottdale. At this point Salt Creek is actually a very deep ravine and horsemen could have ridden for miles along its length without being seen from the surrounding prairie. The outlaws, however, were so certain that they had lost their pursuers that they were camped on top of the bank to allow their horses to graze. The possemen were working their way through

a patch of brush towards the creek when they emerged into a clearing and saw the outlaws. Taken completely by surprise the outlaws fled. Arkansas Johnson tried to hold off the pursuers with gunfire as they emerged from the brush, while Underwood tried to save the horses. Arkansas Johnson was killed by a shot claimed to have been fired by Stoker, Floyd and Carroll. Eventually Floyd was given the credit. Underwood managed to get onto his horse and ride away while the other outlaws disappeared into the brush in the ravine.

The game should start with all the outlaws in camp. The Rangers emerge from the brush fifty yards away. Roll a 1-10 die to determine how many Rangers emerge at the start of the game. Dice every move after that with a 50% chance of another Ranger joining the fight. The game ends once all the outlaws have left the playing area, either mounted or on foot, or are killed or captured.

**Recruitment Point 7:
The pace begins to tell**

The persistent pressure of pursuit began to tell on the outlaws. Several quietly left the gang at this point. Dice for every outlaw except Bass with a 50% chance of them leaving the gang. This chance is increased by 10% for every outlaw killed since Event 15.

Event 22:

Jim Murphy's deal with the Rangers

If Jim Murphy was arrested at event 17 there is now an 80% chance that he will make a deal with the Rangers to lead them to the surviving outlaws.

Event 23:

Cove Hollow again, Jim Murphy joins up

If Jim Murphy has made a deal with the Rangers at Event 22 there is now an 80% chance that he will be allowed to join up with surviving outlaws when they return to Cove Hollow.

Event 24:

The dispute over Murphy

If Murphy has joined the gang at Event 23 they will hear rumours of his treachery. If Frank Jackson is no longer with the gang Murphy is killed; if Jackson is with the gang there is a chance that he will dissuade them. Roll the percentage dice; 0-75% Jackson persuades his friends to let Murphy live, 76-100% Jackson and Murphy get into a fight with the rest of the gang. Set up an appropriate scenario and play it through.

Event 25:

Possible bank robbery at Waco, Texas, July 1878

If Murphy has been killed or has not joined the gang they will attempt to rob the bank at Waco, Texas. If Murphy is with the gang he will try to persuade them to go somewhere else, arguing that Waco is too dangerous but actually because he has not yet managed to alert the Rangers. There is a 75% chance that he will persuade the outlaws to drop the idea. If the raid goes ahead consult the risk table.

Event 26:

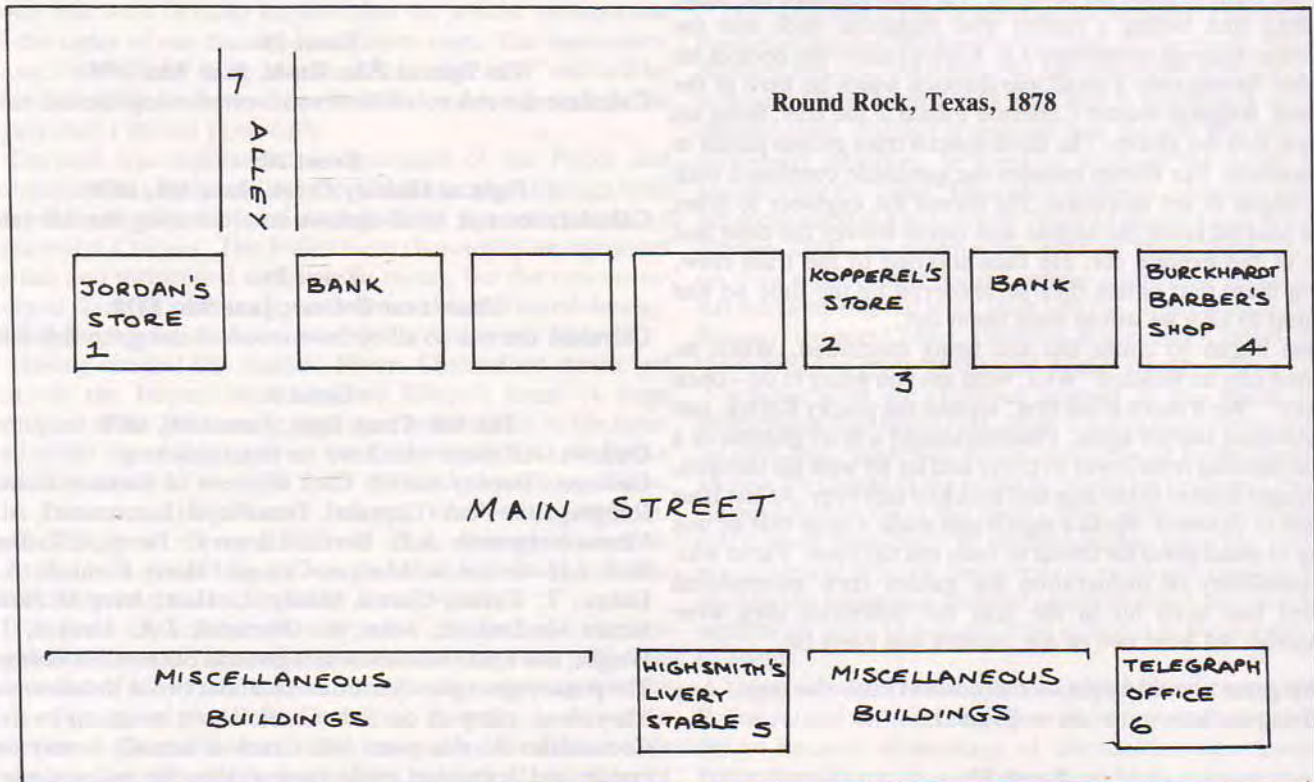
Murphy's message to the Rangers

As the outlaws passed through Georgetown on the way to Round Rock Murphy managed to send a telegram to Major Jones, alerting him of the impending raid on Round Rock. There is a 75% chance that Murphy will be able to send the message.

Event 27:

The Rangers rush to Round Rock

If the Rangers have received a message from Murphy at Event 26 they attempt to get men to Round Rock in time to intercept the outlaws. Dice to determine who gets there in time.



Starting Points for Historical Gunfight.

- 1: F.L. Jordon
- 2: Bass, Barnes, Jackson, Grimes
- 3: Moore
- 4: Ware
- 5: Connor, Harrell, Hall, Highsmith
- 6: Jones
- 7: Outlaw's Horses

- 0 – 75% : Major Jones, Captain Lee Hall, Rangers Ware, Connor and Harrell reach Round Rock in time.
- 76 – 95% : All the above Rangers plus Lieutenant N.O. Reynolds, Sergeant Jim Gillett, Sergeant C.L. Nevill and Rangers McGee, Anglin, Ligon, Derrick, John R and W.L. Bannister reach Round Rock.
- 96 – 100% : All the above Rangers plus Richard Hall, Jim Lucey and Netteville Devine reach Round Rock.

Go to Game 8.

Game 8:

The Round Rock robbery, July 19th, 1878

Outlaws: All those who have survived so far.

Lawmen: Texas Rangers as determined in event 27.

Deputy Sheriff Morris Moore, Travis County, and Deputy Sheriff A.W. Grimes, Williamson county.

Civilians: Albert Highsmith, Liveryman; F.L. Jordan, Storeowner.

Major Jones and his three Rangers reached Round Rock on July 18th where they were joined by Captain Lee Hall. The outlaws also reached Round Rock on the 18th but went into camp outside the town. On the morning of July 19th the outlaws rode into town to look around and stock up on tobacco. As they rode in Jim Murphy dropped back and went into Mays and Black's store in Old Round Rock. The other three, Bass, Jackson and Barnes rode on and dismounted in an alley close to the bank. They walked out on Main Street, a very wide thoroughfare designed to allow wagons to be parked in the middle of the road as well as by the sides.

The trio walked towards Kopperel's merchandise store. As they did so a gust of wind blew back the coat tail of Bass' jacket, revealing his revolver. This was seen by Deputy Moore who was standing in front of Highsmith's livery stable opposite the bank. Moore walked up the street to where Deputy Grimes was standing and drew the gun to his attention. Not realising who the three men were the two lawmen decided to question them. The three outlaws were inside Kopperel's store buying tobacco by the time the unsuspecting deputies reached them. Grimes walked into the store while Moore leaned against the door frame. Accounts differ as to exactly what was said at this point but all three outlaws drew their guns and fired at the lawmen. Grimes was hit six times. He staggered out of the store fired a couple of shots and collapsed in the street. Moore was hit in the body but managed to stay on his feet. He fired into the gunsmoke as the outlaws rushed past him into the street.

The gunfire alerted the Rangers. Dick Ware was waiting for a shave in Henry Burkhardt's barber shop, next door to the bank. He rushed into the street just as the outlaws left the store. He traded shots with the bandits but with no apparent effect. The three fugitives began to work their way back towards their horses, dodging from cover to cover. Hall, Connor and Harrell opened fire on them from Highsmith's livery stable, as did the liveryman himself. Major Jones came rushing up from the telegraph office and joined in the firing.

As the outlaws reached the alley where their horses were tethered they came under fire from F.L. Jordan, a storeowner. They drove him back with gunfire. Now, however, they had to mount their horses and ride out, losing the advantage of cover they had enjoyed so far. As Bass attempted to mount up George Harrell got a clear shot at him, hitting him in the back. The bullet cut through his cartridge belt and inflicted a mortal wound. At almost the same moment Dick Ware took careful aim at Barnes and shot him dead. Frank Jackson kept firing and

helped his stricken leader into the saddle. Then the two outlaws rode out of town under heavy fire but without suffering any further injuries.

After several miles Bass's wound was causing him such agony that he ordered Jackson to take his guns and leave him. He was found by Rangers the following day and taken back to Round Rock where he died.

The game can begin in several ways and with a variety of forces. If Murphy is with the outlaws and managed to get a message to the Rangers, and they have managed to get all their men to Round Rock the outlaws could be facing nineteen Rangers, two local lawmen and two civilians. On the other hand, if Murphy is not with the outlaws or he has failed to get his message through they may only be facing Deputy Grimes of Williamson County and the two civilians. Roll the dice to determine how the fight starts.

- 0 – 20% : The fight begins as it did historically. Grimes challenges the outlaws in Kopperel's store.
- 21 – 40% : The fight begins as Grimes challenges the outlaws on their way to or from the store. If necessary dice again to determine exactly where this happens.
- 41 – 60% : Grimes alerts the two civilians and any Rangers who challenge the outlaws as they leave the store.
- 61 – 80% : The outlaw's reconnaissance goes unnoticed. They rob the bank the following day but as they leave the building they are challenged by any available lawmen and the two civilians.
- 81 – 100% : As the outlaws ride into town the following day they see a lawman. Sensing a trap they try to flee. Any available lawmen will challenge them, as will the two civilians.

The positioning of the outlaws at the start of the game will clearly depend upon the dice roll above. If the game begins historically Grimes and Moore should start in the store, Ware should start in the barber's shop, and Hall, Jones, Harrell and Connor should start in the livery stable. Any additional Rangers should also start in the livery stable. Highsmith should start in the stable, while Jordan should start in his store.

If the game begins in any other way the positioning of the lawmen can be determined by some random method.

Game 9:

The shooting of Henry Collins, August 26th, 1878

Outlaws: Henry Collins.

Lawmen: Deputy Sheriff H.H. Haley, Grayson County, J.M. Winter, Sam Ball, George Bond and William Erwin.

This game only takes place if Henry Collins is still alive and free at this point.

Haley received word that Collins was hiding at the home of a cousin near Howe. Taking a small posse with him, he surrounded the house at daybreak on August 26th. Collins saw the lawmen as they got to within thirty yards of the cabin. He dashed out of the cabin, making for a creek lined with brush. Bond fired but missed. Collins fired back, hitting Bond's horse. Ball then fired twice at Collins and brought him down with a bullet through the leg. The leg was amputated that evening but gangrene set in and Collins died on September 2nd.

The game should start as the posse closes in on the cabin. There should also be a chance that Billy Collins is with his brother, if he is still alive and free at this point in the campaign. Roll the percentage dice, 0-50% indicates that Billy is also present.

Game 10:**The Pembina Gunfight, November 8th, 1878**

Outlaws: Billy Collins.

Lawmen: Marshal William H. Anderson.

This game only takes place if Billy Collins is alive and free at this point in the campaign.

By late August Billy Collins was almost the last of the Bass gang still on the run. He was tracked to Missouri and then north to Minnesota. He arrived in Pembina in the middle of the month and worked on a threshing crew, only eighty yards from the Canadian border. He was followed to Pembina by Assistant U.S. Marshal Bill Anderson who began making enquiries as to the whereabouts of the wanted man. By pure mischance Anderson was in the Post Office when Collins walked in. Anderson jumped on the outlaw, grabbing him by the collar and drawing his own gun at the same time. He ordered Billy to throw up his hands, which he did. Then Collins slowly began to lower his hands, saying that he and the Marshal should go for a drink. Anderson ordered him to stop and then ordered a bystander to hold onto him. As the bystander grabbed Collins' left arm the outlaw whipped out his gun from a shoulder holster inside his coat. Anderson fired, hitting Collins in the chest and knocking him back against a stove. Collins recovered his balance and fired at the marshal as the lawman dodged to the door. Collins' shot hit the door frame.

Reaching the door Anderson looked back and saw Collins slumped over the stove. Thinking the outlaw was dead he took a step towards him. Collins suddenly heaved himself upright and as Anderson stared in amazement he took deliberate aim and fired. Anderson fell back with a bullet in the heart. Collins stood up straight and then fell back, dead.

This game is really a matter of who sees whom first. It begins as Collins enters the Post Office. Roll the dice to see what happens next.

- 0 - 33% : Collins sees Anderson first.
- 34 - 66% : Anderson sees Collins first.
- 67 - 100% : The two men see each other simultaneously.

Note that Anderson must try to arrest Collins, he cannot simply shoot him. If Collins is caught unawares there is a 50% chance that he will attempt to draw and fire at the marshal anyway.

WINNING THE CAMPAIGN

Victory in the campaign is determined by the value of the outlaws left alive and free at the end. Every outlaw who joins the gang starts with a value of one point. Every robbery or gunfight in which they participate increases this value by one point. If the value of the outlaws who are alive and free at the end of the campaign exceeds the value of those who have been killed or captured then the outlaws have won; if the value of the outlaws killed or captured exceeds the value of those still free then the law has won.

RULES FOR THE TABLETOP GAMES

There are several sets of rules which can be used for the tabletop skirmishes in this campaign. Newbury Rules now publish the original Skirmish Wargames 'Old West' rules, while Table Top Games publish the four-part *Once Upon A Time In The West* rules. My own thoughts on Gunfight rules appeared in issues 25 to 28 of this magazine's predecessor. A version of the 'Old West' rules also appeared in Donald Featherston's book *Skirmish Wargaming*.

54mm figures for gunfight skirmishes are becoming increasingly hard to come by. Britians still do a handful of cowboy

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figures, which can serve as the basis for conversions. Occasionally old sets of Airfix Cowboys, Indians and Seventh Cavalry turn up and are well worth grabbing. In 25mm both **Dixon and Britannia** figures have small ranges of Western gunfighters but I have to admit that 54mm remains my personal preference.

THE RISK TABLE

Reference was made earlier in the text to the Risk Table. Its use is simple enough. Determine the type of event you are calculating, either a stage or train robbery or some other gunfight. Then determine the number of outlaws involved and roll the percentage dice for each one, consulting the appropriate column on the table to see whether the individual is killed or wounded.

Dead outlaws drop out of the campaign. Dice again for wounded outlaws; 0-50% the outlaw dies of wounds, 51-100% the outlaw may rejoin the campaign after one month. This may be immediately or after several events or games have taken place, depending upon the point in the campaign chronology when the wound is received.

EVENT	THE RISK TABLE					NUMBER OF OUTLAWS INVOLVED.
	1	2,3	4-6	7-10	11+	
Stagecoach or train robbery	10%	8%	6%	4%	2%	DEAD
	20%	16%	12%	8%	4%	WOUNDED
Other gunfight.	5%	5%	5%	5%	5%	DEAD
	10%	10%	10%	10%	10%	WOUNDED

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The Dreamsmith

A SUDAN CAMPAIGN PART 4

In sandals & tarboosh...Peter Gilder

The sun rises over the British 2nd Brigade as it leaves Suakin on Thursday the 1st March 1884 for Otao. Maj. Gen. Davies (Doug Mason) heading this mixed batch of Irish and Bengali plus a smattering of Egyptians.

The 1st Brigade, in the meantime, had been transported by sea from Suakin to Trinkitat and by the 2nd March had become established there. On the 4th the Brigade leaves its base and moves towards Tokar. General Graham moves the Brigade in two bodies; this gives more speed.

Some fifteen miles from Trinkitat the leading part of the brigade builds a large zariba from the thorn bushes that cover this area, this, plus a substantial earth rampart, give this forward post almost a fortress-like air; a good place for the brigade to leave the majority of the stores and water they have had to carry from Trinkitat.

This halt enables the remainder of the brigade to close up. Leaving behind a company of the Royal Marines, one of the Naval Brigade's Gardner guns and a squadron of the Bengal Lancers, Graham moved the rest of the brigade out towards Tokar. Graham's biggest worry at the moment is if the wily Osman Digna should double back the other half of the force he had sent towards Sinkat and Otao (5H).

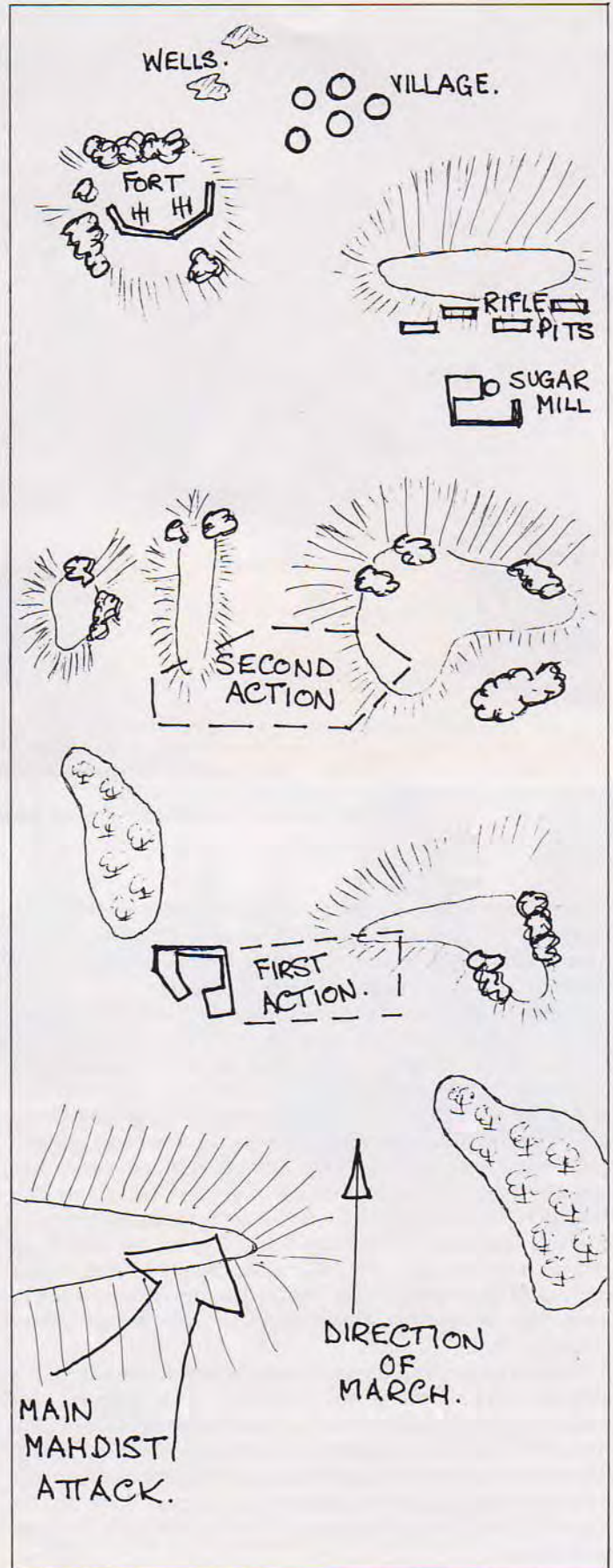
To guard against this possibility he detaches two squadrons of Bengal Lancers to the right flank of the column to ensure ample warning. The Brigade then marched in a large hollow square with the 19th Hussars scouting to the front and rear.

Friendly arabs come into the main square and tell Graham that the Dervish camp in the hutted village of El Teb does have a large amount of stores and captured weapons from the previous ill-fated Egyptian expeditions. Repeated sightings and the occasional glimpse of an arab or two makes the square's progress slow. The ground itself is hard and barren with thick clumps of blackthorn and mimosa, higher than a man, having to be cleared by the cavalry to ensure there is no ambush.

As they slowly move forward dusky shapes, although some distance away, seem to be increasing in numbers. To their left front can be seen a large collection of whitewashed buildings. This, the arab scouts tell Graham, is a former slave trader's residence. Shapes flit between the buildings; the square is halted and a troop of the 19th Hussars moves towards the walled village.

[In the game rules this was one of the places for a possible ambush. A throw of 20% or less on the dice would give an ambush, a single throw of a 20 sided dice would give, from a table, the strength of that ambush, in this case 50 arab sword and spearmen (500). Once you have established an ambush the arabs must take a reaction test, and in this case they retired from the enemy.]

The cavalry move through the streets and into the houses and report the village is clear of the enemy. A thudding is heard in the distance, the sound of the Mahdist's great war drums. Graham realises that an attack is imminent. Moving the square forward, he pushes the Gordons into the village and reforms his square, with one side being the village. All he can do now is wait.



☪☪ ROCKS.

☪☪ THORN SCRUB.



Mahdist cavalry, Connoisseur Figures from the Peter Gilder collection, launch a charge . . .

During this wait, the screw guns are hurriedly assembled, the Gardners are deployed and still they wait. The drums cease, cavalry scouts rush in and report that a force of about 5,000 warriors are moving swiftly towards the square.

Osman Digna has attacked from, for the British troops, the worst direction. His men moving towards the square but covered behind by a low ridge which means the artillery and Gardners can't do anything to them until they come over and around the ridge. The dust clouds grow bigger, now the shouts can be heard, out of the murk appears the first wave of some 2,000 arabs, the banners flutter, and ear-splitting shrieks are now clearly heard. A more sinister noise now takes over, the Martini Henry's, screw guns and Gardners speak, pouring fire into this huge mass. The arabs fall in droves, but they keep coming. The crushing volleys fail to stop the dark horde as they come onto the bayonets of the Royal Marines, a fierce hand to hand fight commences along the right face of the square. Desperate times!

Graham (alias David Thomas) mumbles something like, "It's all over," Mike Ingham, whose Holiday Centre hosted this game and playing General Buller, decides it's time to make the coffee! The other commanders are looking somewhat ashen, the only cheerful face among them all was the unbiased umpire!! who everyone feels has an affinity with the poor arabs! In this situation, within the game rules, the arabs now have to check their morale.

The players delay the game on the pretence of waiting for Mike to come back with the coffee. Finally, one brave soul decides to take the plunge, the dice are thrown, "Retire out of Range." The tremendous volley fire, the fierce determination of the British troops and their successful wielding of the bayonet had won the day! The other warband of some 2,000 Fuzzies decided to retire with its friends without getting close enough to use the dreaded stabbing spear. Dave Thomas (General Graham's) face is transformed. (Perhaps Mike had put something in the coffee!) He orders the square to move off towards its original objective. [The morale rules for the Mahdists require them to retire for three periods and then take another reaction test] First though a time to reorganise, dismantle the screw guns and load them back onto the mules and resupply those without small arms ammunition.

All three companies of the Royal Marine Light Infantry are out of ammo. How near this action was to becoming another Isandhlwana we shall never know. Leaving the cluster of buildings behind, the square moves on. The arabs are badly mauled, but not yet beaten. All around the Imperial formation smaller forces of arabs are watching, and shadowing the square. ["Shadowing" is a term used in the rules. Mahdist forces that first sight imperial troops take a reaction test. This test depends to a large extent on the number they themselves have in the force and what they can see. If the throw of the dice gives a "Shadow" reaction, that force will then follow the column, out



... whilst the British artillery deploy to destroy them!

of small arms range, until such time as they have to take another reaction, as circumstances change, or, if another Mahdist force attacks the column they will then do the same.] Two troops of Hussars who followed the retiring arabs gallop back to the square with the news that the emirs have rallied the mass with tales of life to come in Paradise.

Once again they move towards the British troops at a swift jog trot. The square once again halts, now rearmed, and having a much better field of fire than before. The artillery takes a fearful toll, but still they come. The Martini Henrys bark, still more fall. The Gardner guns open up, but both jam! The fanatical arabs impale themselves on the bayonets once again! This time the Gordons on the right of the square take the brunt of the onslaught, holding their ground! A fierce melee develops: the wicked stabbing spears of the arabs versus the bayonets of the Imperial troops. The remainder of the front ranks continue to pour short range fire into the dark horde. One of the jammed guns is also caught by the swarthy warriors. The battle sways but the line holds, despite fearful casualties among the kilted soldiers. Once again however the Mahdists fail to capitalize on the position and they retire leaving the square to once again reorganise. The casualties amongst the British force are great, the Gordons losing two company commanders in the hand to hand fighting. Burying the dead and resupplying take time, but once again the troops move off towards their objective. The Mahdists left some 1200 dead in the attack on the square, the stony ground taking on a red hue as the force moves off.

The Hussars scouting to the front see two small hills and to the front of those a disused sugar mill with a rusty steam engine and a tall chimney fronted by a low wall. Shots ring out and rising above the wall riflemen appear. Their shots are ineffective as the range is too great. On the hill behind the mill more riflemen can be seen in rifle pits. Then the harsh crack of artillery is heard

and from the summit of the other rise a mud walled fort can be seen and from this shells whine towards the British cavalry. For the Mahdist artillery an unexpected bonus: the troop of the 19th Hussars moving to investigate are hit by this barrage of shot and suffer some 50% casualties, 10 men being killed. The Krupp guns have done their work. Two guns can now be seen and the pressed crews appear to be reasonably efficient. The cavalry move back and Graham orders the Gordons to take the hill. The screw guns are once more assembled and brought to bear and pour fire into the fort. Two companies of the Gordons deploy into an open order formation and advance up the hill. The screw guns cease firing and the Gordons wreak revenge with their rifles; the redoubt is silenced. Over the mud ramparts and into the fort they advance to find the enemy artillerists dead and dying, but chained together to stop them running away. These were Egyptian gunners captured in the area in the last few months and pressed into service with the Mahdist forces rather than lose their lives. Now having those lives taken by their previous allies.

On the right the Yorks and Lancs prepare to assault the sugar mill when suddenly, over the wall and from the rifle pits beyond, some five hundred riflemen rush forward in a fanatical charge. The British commander can't believe his luck. He was not looking forward to assaulting such a strong position. Now, seeing these riflemen charging towards him, waving their rifles like clubs, he orders the line to fire. Steady volleys reduce this horde to a rabble – and a very small rabble at that! Their courage evaporates and they turn and flee. The defence has been broken, the 19th Hussars move down into the village where they find large supplies of ammunition and some guns. They put torch to the village and the supplies. The ammunition, gunpowder and all materials go up in flames and a cacophony of sound rents the desert air as the explosions continue until all

that remains of the village is a smouldering pile of ashes, then the air is once again still. The remaining arabs melt away. Graham has achieved his first objective of finding and destroying Osman Digna's base. The troops rest and carry out all the unpleasant tasks that arise from battle. Fortunately the village has some wells so water can be replenished and the troops rest. Friendly arab and Abyssinian scouts are sent out to follow the followers of Osman Digna to see which direction they take. Graham must now decide what action to take. He has three basic options: follow the arabs and try to achieve a total destruction of this force; move on to Tokar and establish a garrison there; or move straight back to Trinkitat. To the north of Graham the second brigade under Major General Davis (Doug Mason) consisting of Royal Irish Fusiliers, 17th and 28th Bengal Infantry plus the two Krupps guns of the Egyptians is established at Otao (5H). Also now under Davis's command are the three companies of Egyptians garrisoned in the town.

During March the Mahdi's influence has grown as more tribes move over to embrace his ideals and the map now shows control over the squares 8C; 9C; 10D; 4E; 4F and 5F. [See WW2] The noose is tightening around Khartoum and supplies are being

raided in and around the Nile from Wadi Halfa down to Ainius. Accordingly the British Garrison in Egypt is moved down to Wadi Halfa and the Egyptian and Sudanese troops are moved to a concentration area some ten miles north. General Earle, commanding this force, has had reports of a base camp for these raids in a village in the foothills of a small mountain range in Square 3D (Mahdist influence square). As supplies are having difficulty in getting through because of these raids General Earle sends out a punitive expedition to destroy the village and supplies and proclaim to all the local sheiks his intention to punish any one of them who sides with the Mahdi. [This action will be fought out at the Newark convention on the 10th June.] In Khartoum itself Gordon has no worries at this moment and is busily organising his defence. Plenty of ammunition and food give him no cause for alarm, but the danger signs are there. Repeated requests from him to the British Government to send more troops into the Sudan so far fall on deaf ears.

What happens at Otao and in the north will be featured in the next issue of Wargames World.

The following, an excerpt from *Small horses in warfare* by Sir Walter Gilbey, Bart., published in 1900, may be of interest to those gamers organising campaigns in the Sudan or similar environments. It is appended to Mr. Gilder's article for the delectation of your intellect!

PONIES IN THE SOUDAN.

The late Colonel P. H. S. Barrow furnished a most interesting and suggestive Report to the War Office on the Arabs which were used by his regiment, the 19th Hussars, during the Nile campaign of 1885. This report is published among the Appendices to Colonel John Biddulph's work, *The XIXth and their Times* (1899).

Experience, in the words of Colonel Biddulph, had shown that English horses could not stand hard work under a tropical sun with scarcity of water and desert fare. It was therefore decided before leaving Cairo to mount the regiment entirely on the small Syrian Arab horses used by the Egyptian cavalry. Three hundred and fifty of these little horses had been sent up in advance and were taken over by the regiment on arrival at Wady Halfa. Colonel Barrow thus describes these horses:

"Arab stallion. Average height, 14 hands; average age, 8 years to 9 years; some 15 per cent. over 12 years; bought by Egyptian Government in Syria and Lower Egypt; average price, £18."

About half of the ponies had been through the campaign in the Eastern Soudan with

the regiment in February and March, 1884, and had returned in a very exhausted state. In September of that year they were marched up from Assouan to Wady Halfa, 210 miles; and when handed over to the 19th again in November, all except some 10 per cent. of the number were "in very fair marching condition." From Wady Halfa the regiment proceeded to Korti, a distance of 360 miles, at a rate of about 16 miles per day, halts, one of one day and one of two days not included; their feed consisted of about 6 lbs. of barley or dhoora* and 10 lbs. of dhoora stalk; and on this rather scanty ration the horses reached Korti in very good condition. Here they remained for eighteen days, receiving 8 lbs. of green dhoora stalk daily instead of 8 lbs. dry; the rest and change to green food produced improvement in their condition.

While the main body rested at Korti, a detachment of fifty went to Gakdul, 100 miles distant, on reconnaissance; they performed the march in sixty-three hours, had fifteen hours rest at Gakdul, and returned in the same time. Six of the party returned more rapidly, covering the 100 miles in forty-six hours, the last 50 being covered in seven and a-half hours. During these

* Dhoora is a kind of millet cultivated throughout Asia and introduced into the south of Europe; called also Indian millet and Guinea corn.

marches the horses were ridden for eighty-three hours, the remaining fifty-eight hours of the time occupied being absorbed by halts.

The reconnaissance party having returned on the 5th, the regiment, numbering 8 officers and 127 men, with 155 horses, started, on January 8, to march with General Sir Herbert Stewart's column across the desert to Gubat. This march, 336 miles, occupied from January 8 to February 20, 4 miles only being covered in the hour they were moving on the last date. They halted on the 13th at Gakdul; whereby the average day's journey works out at nearly 26 miles per day, or, if we ignore the march (4 miles in one hour) of January 20, at nearly 28 miles per day. The hardest day was the 16th, when the regiment travelled 40 miles in 11½ hours, from 4.30 a.m. to 4 p.m., the horses receiving each half-a-gallon of water and 4 lbs. of food grain. Their ability to work on scanty diet was put to the test on this fortnight's march. The average daily ration for the first ten days was from 5 to 6 lbs. of grain and 2 gallons of water; the horses covering an average of 31 miles per day exclusive of the halt at Gakdul on the 13th.

When the final advance to the Nile was made, the horses went fifty-five hours with no water at all, and only 1 lb. of grain; some 15 or 20 horses were upwards of seventy hours without water. During their halt at Gubat from January 20 to February 14, they had received but one ration of grain, 6 lbs. given them two days before they had to start for the Nile. During this period they performed out-post and patrol duty averaging about 8 miles daily.

On the return march, the journey between Dongola and Wady Halfa, 250 miles, was performed on an average rate of 16 miles per day, with one two-days' halt. On this march the regiment usually travelled at night for the sake of coolness, but the scanty shade available generally compelled exposure to

the hot sun all day.

Colonel Barrow remarks, "I think it may be considered a most remarkable circumstance that out of 350 horses, during nine months on a hard campaign, only twelve died from disease." Colonel Biddulph sums up the work of the horses in a few words: "The performance of the small Arab horses, both with the river and desert columns, carrying a heavy weight, on scanty fare and less water, is a marvel of endurance." The former officer attributes the small percentage of loss from disease to the facts (1) that the climate of the Soudan is most suitable for horses, (2) that the Syrian horse has a wonderful constitution, and is admirably suited for warfare in an Eastern climate. Colonel Barrow's opinion on the suitability of the Eastern climate for horses must not be read as meaning for horses of all breeds. On the contrary, Colonel Biddulph, in words quoted on a previous page, states that experience had shown that English horses could not withstand the conditions of campaigning in the Soudan.

Sir Richard Green Price, writing over the familiar pen-name of "Borderer," in *Baily's Magazine*, has urged the formation of a regiment of Lilliputian horse, to consist of men under five feet, or five feet six inches, weighing not over eleven stone, of good chest measurement: these he would mount on ponies not over 14.2 and equip with light arms and accoutrements. As he points out, increase in our cavalry is an admitted necessity, and this branch of it in particular appeals to the common sense of the people as a quick and handy service:

"After many years of practical experience of what ponies can and do accomplish, especially well-bred ones hardily reared, I do not hesitate to say that they will beat moderate horses of double their size, and that very few of our present cavalry horses could live with them in a campaign—they are more easily taught, handled and mounted than bigger horses, and with twice their constitution and thrice their sense—with riders to suit them, where are the drawbacks to their employment?"



Trevor Dixon of Dixon Miniatures built his reputation on his Samurai range. At one time 'Dixon Miniatures' and 'Samurai' were virtually synonymous. Whilst Trevor is now more actively promoting his 25mm A.C.W. and Grand Alliance ranges the Dixon

SEVEN SAMURAI

by Pete Gritton

*I suspect that many wargamers are inspired to branch into new areas by some of the exceptional figures now available. Having seen them featured in a magazine or displayed in a wargames shop, they seem quite irresistible. This happened to me a few years ago when I discovered Trevor Dixon's samurai. I bought a handful and painted them up. They sat in my cabinet, often admired (not only by myself!) for some time, without ever taking to the field of battle. Then I was spurred into action by a late night viewing of Akira Kurosawa's epic film *Seven Samurai*. It provided the perfect scenario for a skirmish, requiring little more than the handful of samurai figures I had. The following scenario is based on the heroic exploits of those seven hungry men facing two score of desperate bandits in the sixteenth century.*

THE VILLAGE

Fearing the return of the bandits, who would take everything they own, the poor villagers have gathered their meagre wealth to hire samurai to defend them. The samurai have made some defences around the village to bolster its usual defences. The central open area of the village is about one hundred yards across and is surrounded by thatched huts. There are three ways into the village; a Northern track through the woods to a gap in

the palisade, a Southern track and an Eastern one over a wooden bridge into the paddy fields. The paddy fields have been flooded and a ditch dug across the South of the village where there is no palisade. Both are virtually impassable to horses. The bridge has been demolished, leaving three houses and Gisaku's mill isolated and undefended. There are about thirty houses in the village all told.

WEAPONS

Some definitions of the terms used may be helpful.
Katana – the usual slightly curved, single edged Japanese fighting sword, which may be used in one or two hands.
No-dachi – a longer sword which really requires two hands.
Yumi – the powerful asymmetrical long bow.
Yari – a long bamboo spear with a long tip.
Arquebus – a primitive firearm.

THE BANDITS

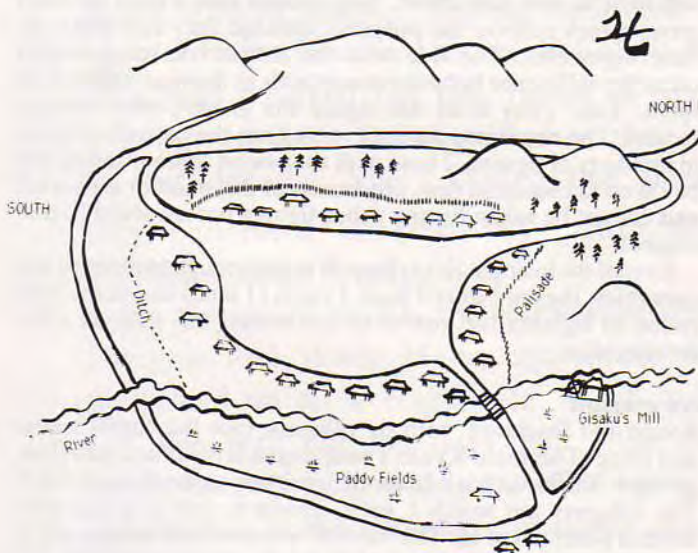
There are forty bandits, under the command of a vicious leader and his two henchmen. Their aim is to raid the village to feed themselves, but they must now punish these particular villagers



Samurai range is still unsurpassed in the vast number of figures it contains. (Trevor is muttering about a total overhaul and remodelling however!) The buildings were scratch-built by Mike White.

for daring to hire samurai and defy the bandits. Half of the bandits are mounted and they have three arquebusiers and an archer with the powerful longbow, or *yumi*. Desertion in the face of adversity is likely and will probably be punished by death if the bandit leader is around.

	weapon skill	ferocity	bravery	armour	weapons
bandit leader	3	3	3	3	katana
first henchman	3	2	2	3	arquebus, katana
second henchman	2	2	2	3	katana
37 bandits	1 or 2	1 or 2	1 or 2	0.1 or 2	one arquebus, one <i>yumi</i> mixture of <i>yari</i> and katana



THE SEVEN SAMURAI

The samurai are lead by Kambei, a veteran who has selected the other six. Shichiroji is a strong man and carries a *yari*, or long spear, while Gorobei, wearing armour sleeves or *Kote* is a doughty fighter. Heihachi is the clown of the group, a humorous man who keeps the others' spirits up, but he is no fool when it comes to a fight. Kyuzo is a master swordsman, quiet, calm and deadly. The youngest of the samurai, Katsushiro, is Kambei's adoring follower and fights at his side. The seventh, Kikuchiyo, is not really a samurai at all, but the son of peasant farmer who has left his home and pretends to be a noble samurai. He carries a long *no-dachi* sword and might be considered to be an *ichiryō gusoku*, a rural, unsophisticated samurai. They are fighting for 'food, keep and the fun of it' but are loyal to their cause and to each other. Their purpose is to drive off the bandits, killing as many as possible in the process, and save the village from destruction.

	weapon skill	ferocity	bravery	armour	weapons
Kambei	3	3	4	1	yumi, katana
Kikuchiyo	2	4	2	3	no-dachi
Shichiroji	3	3	4	0	yari, katana
Kyuzo	4	2	4	0	katana
Heihachi	3	3	3	1	katana
Gorobei	3	3	3	2	katana
Katsushiro	2	2	3	3	katana

THE VILLAGERS

Forbidden by law to bear arms, the villagers have a motley selection of sharpened bamboo poles and *yari*, the later being taken from the dead samurai on battlefields or from samurai returning from the fight wounded. The villagers would ambush, kill and rob these samurai, keeping their weapons and armour in hiding. The villagers have little fighting skill, but have been given some basic training by seven samurai. The women of the village are quite untrained, but, armed with a collection of farm implements and hatred of the bandits, will finish off isolated raiders who get into the village.

	weapon skill	ferocity	bravery	armour	weapons
46 village men	1	1	0*	0	sharpened bamboo poles or <i>yari</i>
18 village women	1/2	1	0	0	farm tools (rakes, flails etc.)

* count as 1/2 point per villager if led by samurai.

STARTING POSITIONS

The bandits start on the track beyond the wood to the North of the village. This Northern gate is guarded by Kyuzo and Shichiroji, with a band of eight villagers. They plan to allow the first one or two mounted bandits to charge in, but then close off the gate with a wall of spears and swords. Those that get through will be met by the reserve in the centre of the village, composed of Kambei, Heihachi and Katsushiro who lead twelve villagers. The demolished bridge, now built into a barricade, is guarded by the imposter Kikuchiyo, with ten village men, while the Southern track into the village is held by Gorobei and sixteen villagers. The village women are hidden in one of the huts.

THE RULES

The rules that follow are intended to make a fairly fast game with plenty of action, which is more suited to individualised wargames than slow, measured play with too many charts and involved "accountancy". Morale is an important factor and the leadership shown by the bandit chiefs and the samurai in this respect is decisive. Ground scale is five yards to an inch, so the village square is about twenty inches across.

Movement

There used to be, in wargaming, a system known as "first move". It is somewhat out of fashion now, being replaced by simultaneous moves, but it did avoid some difficult calculations of phases of moves and when, exactly, did those two units collide and how much is left for them to fight in. In this game it helps the action to flow to and fro and doesn't give an advantage to the bandits, who get to move first.

Below are the maximum moves for one turn.

	standard	hill/wood	paddy
samurai	4"	3"	2"
bandits and villagers	3"	2"	1"
mounted bandits	8"	4"	2"

Horses, when making a sharp turn, lose 2" for each 45 degrees of turn, so a 180 degree turn loses all eight inches of the move.

Horses will not run into a group of men on foot, so long as they stand firm, but will skirt around them. Horses may not jump the palisade nor the ditch, but both are passable to men on foot, taking a whole turn to get over them, during which they cannot fight.

Morale

When two groups come into contact, the first thing to sort out is who is going to run and who is going to stand and fight. For each group of figures (a group may be any number, including 1) total up their combined ferocity rating and, separately, their combined bravery. Ferocity is the image presented to the enemy, which may frighten them off, while bravery can be seen as resilience to the enemy's intimidating ferocity. Each samurai, bandit leader or henchman, or each arquebus or *yumi*, having the ability to intimidate, gets a dice throw added to the ferocity total (dice being a six sided one with numbers 1, 1, 2, 2, 3, 3).

There is also an extra ferocity dice to be gained for previous combat victories, which is explained in the combat section.

If one group's ferocity is twice their opponent's bravery, then their opponents will turn and run. It may happen that two groups frighten each other off and end up both running away! Once troops are running away they have zero ferocity and may be pursued continuously until contact is lost, when the fleeing troops halt and turn about. Conversely, if one group's bravery is twice the other's ferocity, then the latter will not charge home. It becomes a stand off.

If neither of the above two conditions apply, then combat ensues. There is an advantage to the side with the higher ferocity, which will be explained in the combat rules section.

An example may help to clarify this. Kambei and Katsushiro have isolated three bandits and attack them. Kambei's ferocity is 3 plus a dice for being samurai and another for carrying a *yumi*, bringing his total to 6. Katsushiro has 2, with 1 on his dice, so their combined total is 9. Their bravery is 7. The three bandits have a total ferocity of 5, their bravery totals 4. Since the samurais' ferocity, 9, is more than twice the bandits' bravery, 4, the bandits will run, to be pursued to their deaths by the faster samurai.

The movement required a result of ferocity/bravery reactions are made at the start of the next move. Figures on foot do not suffer penalties for turning.

Combat

Like ferocity and bravery, combat potential is calculated for each group of figures. Base combat is the usual criterion for combat to take place, but those on foot armed with *yari* or sharpened bamboo poles can fight from a second rank. Total the weapons skill for those eligible to fight, add the throw of a dice (1, 1, 2, 2, 3, 3) for each samurai, the bandit leader, the side with the highest ferocity and any barrier being defended. Troops that have run from a ferocious enemy and are pursued and caught will fight at only half effect. This should give a total for each group which reflects the potential damage they can inflict on their opponents. The side with the lowest combat potential takes the difference between these totals as damage inflicted on them. Take away from this figure the group's total armour factors. The remaining number represents the casualties taken in numbers of figures. Those with the lowest armour rating will be taken as casualties first, any excess of this number is overkill and cannot be taken by any other figures not involved in that combat.

Even if the losing side's armour is great enough to prevent any casualties, they are forced back 5 yards (1 inch) and in the next round of fighting the victors of this round will gain an extra ferocity dice.

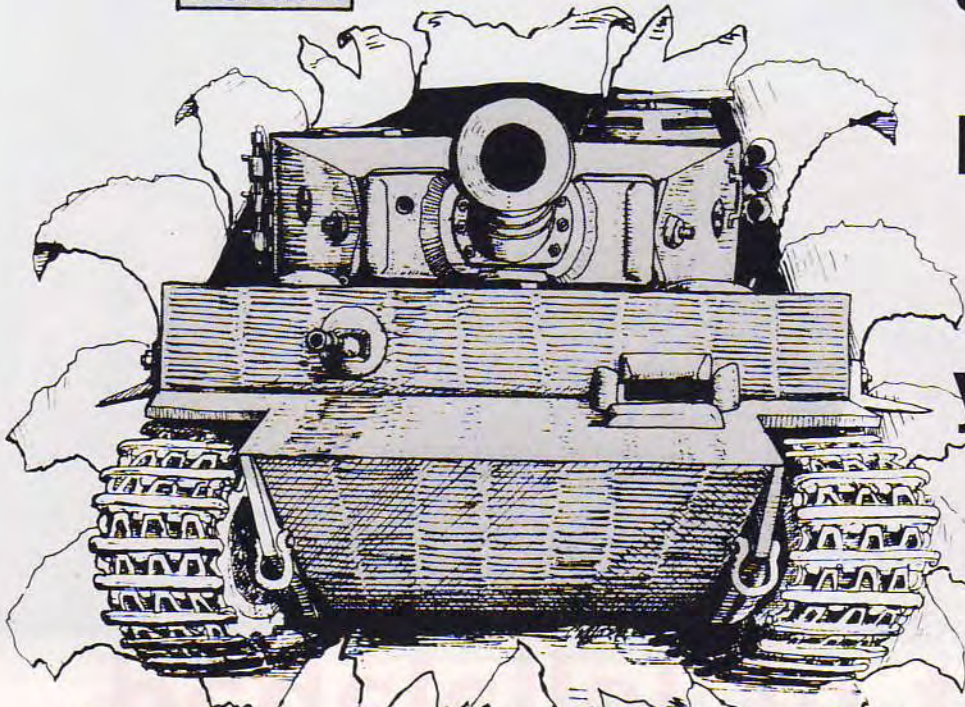
An example

Kyuzo and Shichiroji, with six villagers, face the bandit leader and three of his men. Kyuzo's weapons skill is 4 plus 2 on a dice, giving 6. Shichiroji has a factor of 3 plus one on his dice, giving 4. The villagers are worth 1 each, giving 6, and a grand total combat potential of 16. The bandits' weapons skill ratings are 1, 1, and 2 giving a total of 4. Add to this the leader's weapon skill of 3 and his dice throw of 1, and the grand total is 8. Ferocity

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worked out the same for each group, so there is no advantage there. The bandits have to take the difference, $16 - 8 = 8$ on their armour. Their armour total is 7, so they must take one point in casualties and the least armoured bandit bites the dust.

Yumi and Arquebus

Accurate ranges for the bow and the gun are similar and so, for ease of working, are considered as the same, that is 100 yards, or 20". The easiest way to work missile weapons is to have a measuring stick with the range brackets marked on it.

to hit	0-25 yds	25-50 yds	50-100 yds
shooting on foot	6	7	8
shooting from horseback	7	8	9

Nominate the target, take the shooter's weapons skill and add to it the roll of an ordinary dice (1-6) if the target is moving and/or under cover, subtract 1. If the resulting figure is equal to or greater than the score required on the "TO HIT" chart for the particular range, a hit is scored. Go back to the 1, 1, 2, 2, 3, 3 dice, if the roll is equal to or greater than the armour rating of the target, then the wound puts the figure out of action.

The *yumi* can be fired rapidly, once each move, with a limit of ten arrows. The arquebus is much slower to use, taking two consecutive moves to load, during which time the loader may neither move nor fight, and if forced to do so must start the loading procedure over again. So the arquebus can only fire every third move and has a limit of five shots.

Fire and water

One or more bandits, who, without being involved in any combat (which would cause them to drop the burning torches they carry!) reach a building from outside the village, or from a burning building, and spend three moves undisturbed there, can claim to have fired the building. It will burn for ten moves

and be destroyed.

However, once the rain starts, which is torrential at this time of year, no fire can be lit, nor arquebus fired, and the bowstring of the *yumi* will be too slack for use. At the beginning of each turn, throw a pair of normal dice, a total of 11 or 12 giving a rain burst that will last for 2 to 12 moves, again determined by the roll of two dice.

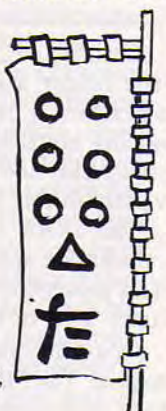
Victory conditions

If the samurai are killed then the bandits win and the village, being undefended will be razed as a warning to other peasants getting above their station. If the bandits leader and both his henchmen are killed, then the bandits will disperse, leaving the villagers and samurai victorious. Otherwise a points system may be used; the first side to accumulate fifty points can claim a victory. The bandits score 1 score for each hut fired and for each villager killed, but 3 for each samurai killed. The samurai and villagers get 2 for each bandit, 4 for each henchman and 10 for killing the bandit leader.

The banner of the Seven Samurai. The six circles represent the samurai, the triangle is Kikuchiyo, and the character at the bottom is for the farmers they are fighting to protect.



The family crest of Kambei, leader of the samurai.





West of Jellalabad

by Ian Weekley of Battlements

The loud 'whoosh' of a multiple rocket launcher fired by Mujahaddin guerillas in the direction of Kabul, or the solitary crack of a Jezail musket echoing down a mountain pass are events separated by one hundred years or more. Both periods have much to offer the wargamer.

An order for an Afghan mosque of a simple village type and a few houses to go with it presented no real problems. Fortunately I was not asked to make mountains or rocky hillsides to accompany the scenario! I have visited and worked in Arab countries, but never Afghanistan.

An Afghan girl I knew in Saudi Arabia said that the Hejaz mountain range there is much the same as parts of her country. I had made several journeys up into the Hejaz to escape from the humid heat of Jeddah and the coastal plain. The cool, clean air at 4,000 feet was a very welcome change. In this area were a number of small village houses and mosques. My own photographs of these, backed up by R & S Michaud's book of Afghanistan photographs, gave me the information I needed.

CONSTRUCTION

The reader asked for a few houses, and so we cut out and assembled a basic 'house' and then I went to work on them, adding buttresses, projecting sections, slightly different roof treatments and so forth, which helped to get a feeling of some variety in this 20mm range.

The client had emphasised that he would like a fairly ramshackle appearance in the style of rustic Moslem buildings. This presented no difficulty, as I was familiar with the general 'tatty' look of the poorer quarters of the Arab world!

I found a photograph I took high up in the Hejaz (somewhere beyond Taif, the mountain township where the Saudi rulers have their summer palace) of a suitable mosque.

Ply at 1/4 inch was used for the square tower and the main body of the mosque. The windows were given strip wood mullions and thin card shutters – some shown as partly open.

Some plaster 'rubble' from the inside of an old mixing bowl provided flakes of dried plaster which I used on the lower part of the walling on both the mosque and the houses. A wash over with thinly mixed plaster softened the exterior modelling in our usual way. All buildings were glued to thin hardboard bases and given some groundwork modelling.

PAINTING

All buildings were shown as whitewashed, but with some earth or sand colour showing here and there. The sacred blue green colour peculiar to Islam was applied to the shutters of the mosque and to the small 'dome' which had been made of a 1 inch wooden ball and two wood beads. All was held together with a length of cocktail stick which supported the crescent on top.

MEASUREMENTS AT 20mm SCALE

Mosque	9 × 4½ × 5 inches high
Mosque Tower	1¾ × 1¾ × 8 inches high
House (total wall areas)	5 × 5½ × 5 inches high

SOURCES

Afghanistan, by R & S Michaud (Thames & Hudson 1980)
North-West Frontier, by R Wilkinson-Latham (Osprey Men-at-Arms Series 1977)
 Author's conversations with Afghan emigrés and photographs of Arab villages.

Figures (a bit large for this 20mm scene) by John Ray and Edward Surén.



Republican infantry rapidly deploy in face of a Vendean ambush. The figures are 25mm Wargames Foundry items, snapped in the editor's wargames room, whither designers The Perry Twins had brought them.

Not all Wargames Foundry figures are designed by Alan & Michael Perry. These 25mm troops for the Anglo-American War of 1812 were sculpted by Aly Morrison, a designer of equal stature. (About 5'7½"???)



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Vietnamese villagers and U.S. troops from the collection of Keith Thomas – who also scratch-built the huts. Keith – a real Moderns expert – is Dave Thomas's brother: Dave may hog the limelight, but it's obvious where the real talent lies!

DUSTOFF

CASUALTY EVACUATION IN VIETNAM

Alan AD Hamilton takes the controls

BACKGROUND

All the participants in the wars in Vietnam were very concerned about the treatment of casualties and their evacuation from the battlefield. The motives were different for each, of course.

In the case of the United States Army and Marine Corps it was a morale building and confidence inspiring reasoning that prevailed. If it was seen that the utmost was done to evacuate any wounded soldiers then the combat effectiveness of the individual was increased, and subsequently that of the unit. A great deal of effort was expended in planning operations and in the making of contingency plans so that there was always some means of casualty evacuation available.

Many of these plans centred on the high speed of the tactical helicopter in moving casualties from almost the point of injury to the point of surgery. Indeed, most of the divisional-level hospitals had an ambulance helicopter platoon on establishment. This allowed the time from wounding to hospital treatment to be reduced so that it seldom exceeded 4 hours. In some ways this led to an apparent increase in the proportion of deaths at field or base hospitals. This increase was, to a large extent, due to the fact that severely wounded soldiers, who in past wars would have died on the field of battle, survived long enough to reach hospital. However, the ratio of deaths per thousand casualties was dramatically reduced over any previous war.

The helicopter used for this work was mainly a conversion of the ubiquitous UH-1D Iroquois (Huey). The converted helicopters acquired the nickname "Dustoff" from the radio

callsign of a famous pilot. These machines, with their four man crew, were fitted to carry 6 stretcher cases, but often exceeded this loading taking sitting cases in addition. They were marked with the usual ambulance insignia and were normally armed. When the need arose they had only the crewmen's personal weapons to surpress a "hot" landing zone. Some were armed with the traditional two M-60 machine guns, one in each door.

The North Vietnamese and Viet Cong had similar motives and an additional set in denying the opposition the satisfaction of knowing how effective they had been and in recovering their valuable weapons. This had the side effect of producing the "body count" mentality in the Americans.

Viet Cong in particular would strive very hard to remove all casualties and weapons from the battlefield. Their bases in the tunnel complexes had hospital facilities and, even with only human porters, they managed exceptionally well.

Any skirmish, or larger for that matter, set in Vietnam should address itself to the problems of extricating the wounded. The dead are more patient!

With this in mind I set about designing a sequence of actions which were intended to bring more realism to my Viet Nam wargames. The simplest to recreate on the table is the CASEVAC (CaSualty EVACuation) system of the US Army. The reasons for this are that we, as westerners, can associate with the concept and it is more readily translated into a game scenario. The scenarios that I usually use involve a programmed or umpire controlled enemy. This suits the nature of jungle warfare and the enemy and involves the players in role play.

GENERAL SCENARIO

A US Army rifle platoon from a "leg" infantry battalion has been on patrol for ten days. They have been living very rough in their patrol base and have been on edge the whole time. The platoon leader has done well so far, collecting information and frustrating Viet Cong resupply with his aggressive patrols. He is now returning to the battalion Rendezvous (RV) to be transported to the brigade firm base.

So far the platoon has suffered only very light casualties, none serious enough to warrant more than rudimentary medical care. A good job too, that was all that was available. The platoon also has two prisoners for interrogation. The last task for the platoon lies on its way home – a village to pass through.

UMPIRE'S NOTES

The Platoon is going to run into trouble before it reaches the village, so that the game changes from what the player has planned. The platoon is to run into a series of Punji Stake booby traps laid along its path by the Viet Cong. This should inflict a crippling casualty – the punjis had been smeared with excrement to infect the wound. Any soldier so crippled must be evacuated as quickly as possible. If the player forgets he must be reminded. His sergeant/friend whispers to him if necessary.

The rules outlined fit in with my Viet Nam rules and should be relatively easily modified for any commercial or home grown set. These rules have already been outlined in a previous article.

Helicopters will feature in this scenario. Their role should be limited to observation and CASEVAC only, because a gunship would unbalance the game. One or two with a scout should only be used in dire circumstances and only to prevent the annihilation of the platoon.

The helicopter most used and, fortunately, the most readily available as a kit, was the UH-1D or H. The function of the D model was a troop transport or utility type and the H model in Viet Nam was used for casualty rescue.

UH-1D (Slick) crew 4, up to 12 passengers.

max moves: cruise 110", combat 80", land/take off 40", hover 10"

Armour: Crew seats and chest protectors – strength 12

Armament: 2 × M-60 (2×1) flexible MMG in door mountings.

12" D-4, 24" D-5, 36" D-6, 48" D-7, Pen +3 Str -2

UH-1H (Dustoff) Crew 4, up to 6 stretcher cases or 10 seated cases

max moves: cruise 100", combat 80", land/take off 40", hover 10"

Armour: Crew Seats and chest protectors – strength 21

Armament: crew weapons of 2×M-60 (2×1) as D model.

Special equipment: Jungle penetrator and casualty winch above right door, framed stretcher, immediate medical aid equipment.

UH-1D (Huey Hog) Crew 2, or 4 no passengers

max moves: cruise 100", combat 80", land/take off 40", hover 10"

Armour: Crew Seats and chest protectors – strength 12

Armament:

4×M-60 (2×2) 12" D-4, 24" D-5, 36" D-6, 80" D-7, Pen + 3 SStr - 2

2 × Rocket pods each with 120 rounds with HE warheads.

These are fired in pairs at one pair per tenth of a move (to give a spread)

20" 6+, 40" 7+, 60" 8+, 80" 9+, Burst 5" Str -3 Pen +5

SPECIAL MOVEMENT RATES

1. It takes one complete move for 8 unwounded men to exit the large side doors.
2. Emplaning takes one move per 6.
3. The rate is halved for wounded casualties and quartered for crippled (assisted) and stretcher cases.
4. All helicopters must spend one turn at each speed bracket accelerating and decelerating.
5. UH-1 (all models have two doors).
6. Firing at helicopters is difficult. Deduct 2 per 10" moved and another 1 if flying.

Once called for, the "Dustoff" sets off immediately. The crew are briefed on the way. It is the task of the caller to specify the Landing Point and protect it. The Dustoff will give away this position and so the caller may have a hard time of it afterwards. The time taken should be D6 + 4 moves.

BOOBY TRAPS

(See previous article for details).

Punji Pits are sited on tracks or at the edges where soldiers are likely to step heavily. (The US Army soldiers are wearing modified jungle boots which protect the soles but not the ankles or lower legs). They can be spotted if the leading figure throws 7 or more on D10. Vietnamese add 2 and graduates of jungle warfare or patrol schools add 1 to their die roll. If the pit is sited in bushes or similar difficult terrain then a roll of 9 or more is required.

If the pit is not seen then there is a 50% chance of each figure stepping into it. Once stepped into the figure is automatically wounded. The trap may be poisoned and the soldiers know this. They would be most unwilling to pull their foot out as this would increase the injury from the downward pointing stakes set in the sides of the pit. However, cutting your way out with your own blood leading everywhere must have been difficult not to say upsetting. Friends can of course assist, but the Viet Cong could have a sniper waiting!

The extent of damage to a figure is diced for at once:

1 to 6 casualty takes no more damage but needs assistance to move at -1" per move.

7 + casualty crippled. Requires stretcher evacuation or must be carried.

Stretchers can be improvised from combat jackets and poles or rifles. It is unlikely that riflemen would be happy about using their M-16's though. The casualty could be sat upon his own rifle and carried by two others at -1" and using one fatigue point for each two moves. The soldiers are trained for this and would know what to do. The umpire can prompt if necessary.

The procedure for calling assistance is outlined in the platoon commander's instructions.

Anti-Helicopter fire by hand-held small arms is usually ineffective. Hits scored on the helicopter generally pass right through. A die is rolled for each multiple of three hits (cumulative) scored, a roll of 10 indicates a special hit. Dice again:

1 to 3 non-critical hit, but load reduced by 25%

4 to 7 non-critical hit, but load reduced by 50%

8 to 9 crew or passenger (see note 1)

10 critical hit, helicopter must crashland (see note 2)

Exception – every hit from a B-40 or RPG counts as a special hit.

Note 1 Pilots and co-pilots may only be casualties if the fire comes from flank or front or the helicopter is hit by an explosive round from a B-40 or RPG.

Note 2 A helicopter forced to crashland must do so within D10×2 inches and a realistic decision by the umpire made as to the extent of damage suffered on landing. This can range from minor damage when the pilot has plenty of time and a good landing zone available to a complete wreck in the opposite circumstances.

The aircraft will burst into flames during a crash landing if:
It hits a solid object on its flightpath
If it rolls a 1 on D10 on impact with the ground
If the rotor disc is fouled by heavy undergrowth or hard obstacles on its flightpath
The weapon was a HEAT or HE round of at least 50mm calibre and it rolls a 1 to 8 on a D10
The weapon was a HEAT or HE round of less than 50mm if it rolls a 1 to 4 on a D10.

Note 3 the armour of a target must be exceeded by rolling a D10 and adding the Penetration factor. Some types of ammunition will be unable to penetrate the helicopter seat armour.

THE PLATOON – THE GRUNTS

This can be made up as per the guidelines given in an earlier issue of this magazine's predecessor or based on the table below:

Platoon HQ	1 Officer, M-16 or CAR-15 1 Senior Sergeant, M-16 1 or more radio operators, M-16 1 Runner, M-16 1 Aidman (Medical Orderly), M-16 (1 90mm Recoilless Rifle Team - very occasionally!)
Squads (3)	1 Sergeant Squad Leader, M-16 1 Sergeant Fire Team Leader, M-16 1 Machine gunner, M-60 2 Grenadiers, M-79 6 Riflemen, M-16

Do not make the platoon at full strength – real units seldom are. The squads should average out at about 8 men and HQ at about 3.

In addition to the weapons listed almost everyone carried a pistol as personal property and last line of defence. Also note that the Aidman is armed and there may well be other aidmen in the squads. The platoon HQ aidman is considered to be more highly trained.

For patrols and similar missions the troops could be armed with several Claymore mines (see last article) and M-72 rockets. The umpire may choose whether to allow these or not.

Once the composition and equipment of the platoon is decided, brief the platoon commander along the lines below and give such additional information as he might need. Lay it on thick about the evacuation of casualties and the recovery of dead bodies. The Bodycount of the enemy must not be forgotten. Nor must the prisoners. The Kit Carson Scout would cheerfully execute them very slowly given half a chance.

US PLATOON COMMANDER'S BRIEF

Your platoon has completed a very successful mission, patrolling in an area that was once a Viet Cong stronghold. The villagers have been won over from hostility to apathy from supporting the Viet Cong. You cannot count on them for help. Your last mission on the way to the RV is to search the village of Can Son. The map shows it as a very small hamlet.

In the early hours of the morning you call your squad leaders for orders.

Ground: The area that we are to sweep is generally flat with small areas of trees and underbrush. The village is surrounded by wet paddy fields. There are three main features:

- 1 Hill 125 which is really a low ridge
- 2 Hill 135 which lies off to our left
- 3 The stream which lies between us and the village where it joins a river.

Mission: We are to sweep the village of Can Son.

Execution: Three phases.

- 1 Aggressive patrol to Can Son
- 2 Sweep of Village
- 3 Move to RV

(The player now issues his instructions to his squad leaders who may be players.) The only changes to our routine orders are that we have a Dustoff on call from Battalion. It's one of the new birds with the special gear. So, they must be expecting trouble from Charlie. Remember my set is the only one with comms to battalion. The Dustoff colour for today is GREEN and our number is 8.

Note 1. The pilot of an aircraft which you call in to support you, be it Dustoff, Slick or Snake (Huey Cobra), will ask for a marker smoke bomb. As soon as you release it Charlie will start to throw smoke too. So you must be able to tell him where you are and when you pop the smoke. The first lot he sees will be friendly, the other hostile. He will also confirm the colour to you on the radio.

Note 2. The number is used to recognise friendlies. The challenge is a number less than 8 (in this case) and the counter sign is a matter of simple addition.

Note 3. The platoon has a Kit Carson Scout – a converted Viet Cong. The umpire plays this character, who has so far been very loyal and effective. He knows what will happen to him if he is taken alive.

THE VIET CONG – CHARLIE

The local forces have taken a severe beating at the hands of this platoon. Thus the main force command has released several cells of 3 to 4 fighters to harass and win back some face. The prime requirement is that the platoon must suffer heavy casualties – the heavier the better! It would be most satisfying to down an enemy helicopter.

The Viet Cong forces on table are all umpire directed. Some should be emplaced or deployed at the beginning of the game with the main strength not arriving until the helicopter(s) approach the platoon.

Viet Cong Cells for this scenario are of several types:

- | | |
|--------------|--|
| a. Assault | 3-5 men with AK-47 |
| b. Support | 3-5 men with B-40 and AK-47's |
| c. Fire Team | 3-5 men with LMG and AK-47's |
| d. Support 2 | 3-5 men with rifle grenades and small arms |
| e. Assault 2 | 3-5 men with B-40, Anti-tank grenades and small arms |
| f. Command | 3-5 men including an officer with small arms and, perhaps, a radio |
| g. Reserve | 3-9 men with assorted weapons |
| h. Clearance | 3-9 men/women, unarmed, for casualty removal and recovery of own and enemy weapons |

Although umpire controlled these may respond to a set of cards or only appear at a predetermined spot on a given die roll. They should also represent the members of a recognisable military unit – say a platoon or company. The umpire must use

his judgement as to how they enter or are deployed. In this game I deployed a platoon of 27 Viet Cong with several weapons teams emplaced as shown. Reinforcements were quartered in the hamlet. The cells must be kept together as a sub-unit.

PURPOSE

The purpose is to keep the US players under stress as much as possible. They should be kept thinking along the lines that they have been briefed until the snipers start or the punji pits claim a victim. Barely a move should pass without some event or other disturbing them -




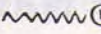
















- peasant farmers with oxen
- flights of birds disturbed
- "It's too quiet Sir!"

- There is a movement off to your right/left or wherever
- There are suspicious sounds
- Can you tell the difference between a water buffalo wading in a mud hold and a clumsy Viet Cong?
- Can you tell the difference between the workers in the field and Viet Cong Observation Posts?
- Can you tell the difference between a bend in the track and an ambush site?

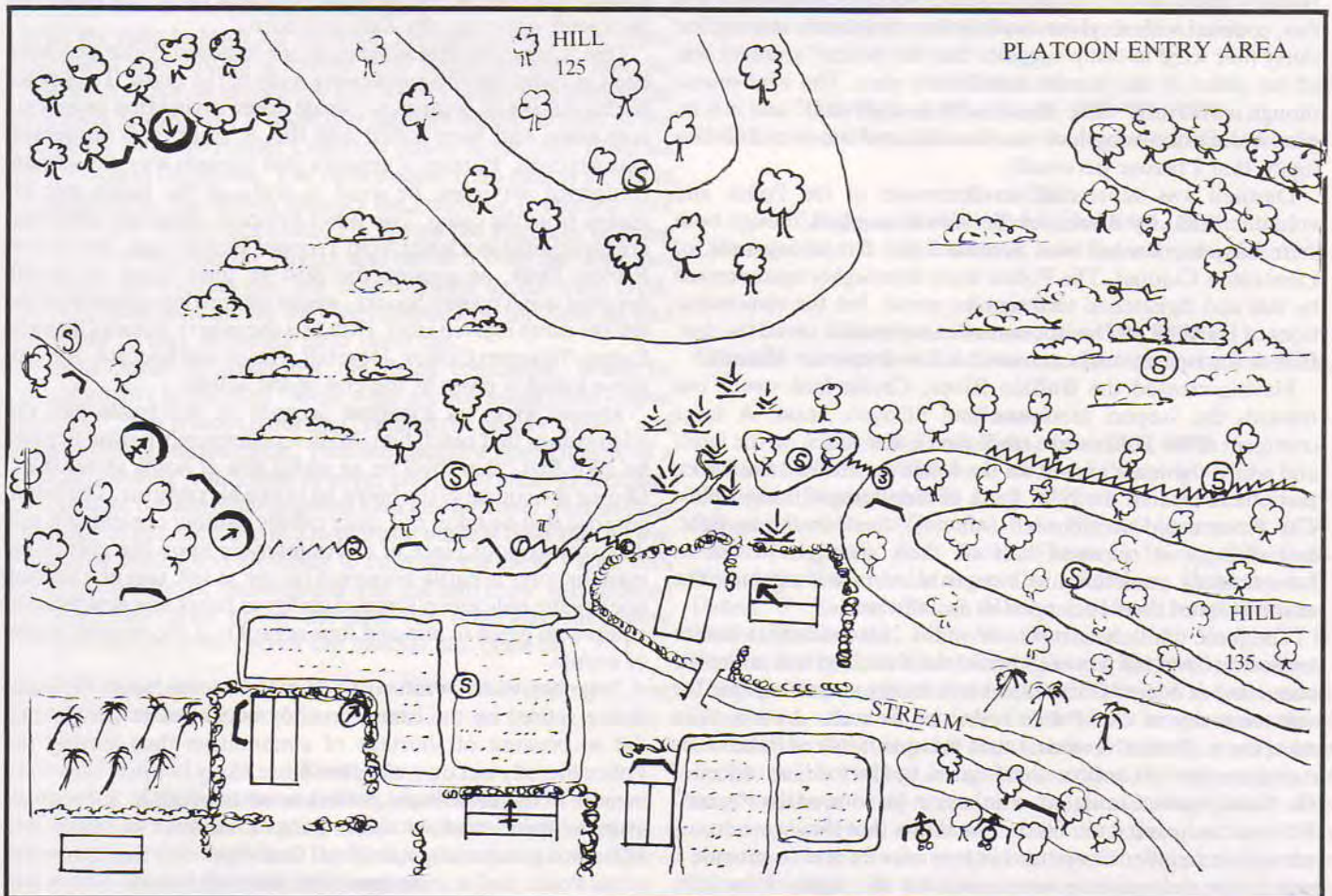
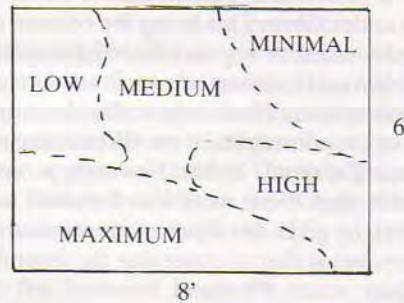
- What's that suspicious pile of earth beside the track?
- I'm sure that Bamboo clump moved - is it a tunnel entrance?

It should not be easy for the US player. Even with his superiority of firepower and on-call help - mortars, artillery and helicopters - he should be forced by morale in the squads to concentrate on CASEVAC. I do this by giving a bonus on morale for rescuing the wounded and the crippled or dead bodies and inflicting a penalty on those who desert their casualties. The players should know this - it will help them concentrate!

MAPS FOR "DUSTOFF"

	Bamboo Hooch		Scrub
	Thick Hedge		Booby Trap Area
	12.7mm HMG		Dead body (US) trapped with 2 grenades
	82mm or 75mm RC		Bunker or Dugout
	Sniper in Spider Hole		Light Machine gun
	60mm Mortar		Weapons pit
	Trees		Punji Pits
	Banana Grove or Coconut Plantation		Punji stakes in long grass
	Paddy Field		2 grenades and tripwire
			2 grenades and trip wire under water
			Punji stakes in long grass.

BOOBY TRAP ZONE MAP



THE "SNUFFS"

The Natal Mounted Police and the war of 1879

by Adrian Whiting

"He's a peeler, 716, come to arrest the Zulus" and although it's said about a member of the Natal Native Contingent in the film "Zulu" it still expresses the anomaly of soldiers about to fight finding policemen alongside them.

The Natal Mounted Police were formed on the 12th of March 1874 by John G. Dartnell, a veteran of the Indian Mutiny. By 1878 the force had a nominal strength of one hundred and ten men who were alleged to be very keen. Apparently they went so far as to supply their horse furniture at their own expense and one kind observer has allowed that they "approached the discipline and professionalism of the regular soldier" even if they smelt somewhat worse, the nickname "the Snuffs" arose when their rather scruffy corduroy uniforms hummed something terrible once wet!

At the commencement of the Zulu War Campaign in 1879, Dartnell, now a Major, and the Police were attached to number three column under Glyn. This being the column accompanied by Chelmsford himself. It appears that 32 troopers were left at Harding and eleven at Estcourt where, in any event, there was a permanent detachment. There arises some question as to quite how many troopers accompanied no. three column as it crossed from Natal into Zululand. Norris Newman, a reporter for the Standard, states that there were one hundred and fifty. The context in which he gives this figure, (for one hundred and fifty seems very precise) is that of observing the assembled tantage. In fact he later states that one hundred left the camp at Isandlwana with Chelmsford and others on a reconnaissance and this, coupled with survivors accounts for that battle stating that thirty four were in camp suggests that the police's strength was of the order of one hundred and thirty men. The best source though is H. Holts' "The Mounted Police of Natal" and in it he gives a definite strength of one hundred and ten men. It is this figure that I favour personally.

Dartnell was superseded in command of the Police and volunteer units by Russell of the 12th Lancers. Although both were Majors, Russell was accorded the temporary rank of Lieutenant Colonel. The Police were thoroughly unimpressed by this and threatened to resign en masse, but the remonstrations of Dartnell and his appointment to the staff saved the day. In fact the operational command fell to Inspector Mansell.

Having crossed the Buffalo River, Chelmsford struck out towards the Isepezi mountain and Sihayo's kraal. A large contingent of the Police were employed in the attack on the latter and whilst the main assault on the kraal went ahead the Police and others cleared the right flank of blunderbuss firing Zulus. The Police acted as mounted Infantry, dismounting to fight. Interestingly it required half of their strength to act as horseholders, something to bear in mind in a wargame. The entire column then encamped at Isandlwana.

The force that left Isandlwana on the 21st January at 3am to try and discover the whereabouts of the Zulu impi was under the command of Major Dartnell, so it is hardly surprising that the vast majority of the Police rode out as well. As has been mentioned, Norris Newman states that one hundred Police rode out, some sort of confirmation is given by Harford, an officer of the Natal Native Contingent, who says in his journal that "some" Police accompanied the force, but allows that they were strong enough in number to operate independently and to provide a side to the defensive square formed for the night of the 21st.

Holt states the number of Police in camp totalled thirty four and thus by deduction he implies that seventy six accompanied the reconnaissance. During the 21st a party of Zulus was seen on a ridge by the Isepezi mountain and a foray by Mansell and others revealed quite a substantial Zulu force there. The Zulus attempted to surround the men but the Police and volunteers wheeled away. With great skill Trooper Parsons negligently discharged his revolver whilst reloading and fell from his shieving horse. He was sent back to the camp in disgrace, it proved a costly error to make, he appears on the Isandlwana casualty roll.

Of the nature of the troopers Norris Newman was pleased to note that when several false alarms during the night caused the natives to bolt, the Police and other volunteers calmly loaded their carbines and lay down to await an attack. Small surprise then that Norris Newman opted to shelter with them rather than the natives.

At 6am on the morning of the 22nd the force was joined by Chelmsford and the 2nd Battalion 24th Foot together with other sundry units.

Those Police that had remained in camp had no officers with them and thus command fell to the NCOs. As the Zulus attacked the camp the Police advanced to a large donga in which they deployed. It was to this donga that Durnford retired with his mounted rifles and as accounts seem to place Durnford as posting his men to the left of the Police it would seem that the Police ended up at the extreme southern tip of the defensive perimeter opposing the Zulu left horn.

One source says that as many as one hundred Police may have been in camp but this seems very wide of the mark. Trumpeter Richard Stevens, a survivor, wrote home saying that twenty six policemen had been killed and this is confirmed on several casualty rolls. Further it appears that Stevens was one of nine confirmed survivors, he lived to write of the battle and his escape from the camp. Two other troopers, Shannon and Doig, are mentioned in a letter from Trooper Henry Lugg, who was at Rorkes Drift, as passing the post in their flight. A fourth survivor was Trooper Sparks, whose interesting anecdote as he left the camp is given later. Holt lists the others; Lance Corporal Eaton, Troopers Collier, Dorehill, Hayes and Kincaid. A list of those killed is given at the end of the article.

Stevens gives an excellent account of the battle and the misfortunes that befell him. With a policeman's typical dryness he adds that "there will be an awful row at home about this." During the course of the battle he broke his revolver. The initial surprise that he takes this quite calmly without regarding it as a disastrously poor piece of craftsmanship upon the part of its manufacturer is partly answered (to me at any rate as a serving one) by the policeman's inbred ability to break any new piece of equipment given to him and thus regard it as the normal course of events.

Together with Durnford's Sikali Horse the Natal Mounted Police retired on the camp, possibly because Durnford's men did so because of shortage of ammunition thus leaving the Police literally out on a wing but more likely because they were in more or less in the same predicament themselves. Subsequent visits to the battlefield showed that a number of police had fallen in a group with Durnford. One supposes that command of the Police had at some time been taken up by him. At any rate

fall back they did where Trooper Sparks tells of another named Pearce who still stuck rigidly to regulations. Pearce was killed in the camp because he would not ride his horse without a regulation bit because the Sergeant Major would give him a "real choking off." Sparks, with no such qualms saddled up and made it safely away.

The part played by the Natal Mounted Police in the defence of Rorkes Drift was relatively small as there were only three Troopers present. One, Trooper Lugg, has again left letters, mentioned above, relating his part in the defence. Henry Lugg had been ordered to Pietermaritzburg on the 12th of January with the news of the attack on Sihayo's kraal that had been made by elements of number three column as they advanced to Isandlwana. Being anxious not to miss any action Lugg had ridden hard to rejoin the column and did so on the 17th but in his haste he fell from his horse and injured his knee, which event neatly saved his life on the 22nd and placed him in a position to see the action he wanted, albeit firing from a hospital window. Two other Troopers, Green and Hunter, had been admitted to the hospital with rheumatic fever and together with Lugg assisted in the defence. Lugg mentions the arrival and departure of Troopers Shannon and Doig from Isandlwana but also, interestingly, mentions another man named Hall. Lugg clearly says that Hall was N.M.P. but doesn't say in what context. One late observer suggests that Hall was involved in ration procuring rather than being a trooper per se. In any event Lugg relates that Hall rode out from Rorke's Drift to try and observe the oncoming Zulus. Upon sighting them he galloped back bellowing "Here they come, black as Hell and thick as grass." No further mention is made of him and thus one concludes that he fled before the action commenced. Certainly Major Spalding encountered him riding back to Helpmakaar as Spalding advanced to Rorke's Drift. If however Hall was a Trooper, then as there are no records showing him as being a hospital patient, could he be another survivor from Isandlwana? The roll of the defenders given by Lt. Chard R.E. lists three N.M.P. as being sick, the entry is made in his roll under the column "N.C.O.s and men." The other columns are blank and the "total" column again shows the figure three. This then implies that there were no "well" N.M.P. present at the drift. Under "Killed" he lists Trooper Hunter by name. Colour Sergeant Bourne also compiled a roll of defenders and then subsequently amended it. Both his rolls mention Troopers Green and Hunter but not Lugg. Bourne lists both Green and Hunter as being killed and they appear in the section of the roll headed "attached to the Company."

Bourne would appear to be mistaken here for although Green was wounded during the action he survived to be discharged in 1881. It thus seems that in the light of Lugg's letter and Chard recording three Troopers as present Bourne is also mistaken in not listing Lugg as being present, for his section "attached to the Company" doesn't simply list the killed. However this error is simply one of omission and one would expect Bourne to have been more concerned with the Company than ailing policemen.

During the evacuation of the hospital Trooper Hunter, experiencing difficulty in walking masked the line of fire of his comrades and thus they were unable to fire when a Zulu rushed in to stab him. Padre George Smith, in his account, mentions that Hunter fell whilst attempting to escape from the hospital when the Zulus took it and thus implies that he was killed outside the building. Padre Smith is also able to shed light on Green's wound. Whilst crawling from the burning hospital back to the new defensive line Green was hit in the thigh by a spent bullet and it may have been this incident that led Bourne to believe he had been killed. Lugg later became a Lieutenant Colonel and magistrate at Umssinga.

The Mounted Police crossed back into Natal with the remnants of number three column and attempted to recruit at

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Helpmakaar, offering 6/- a week. They then resumed their police role.

Uniforms and Equipment

The Natal Mounted Police were issued with a white regulation helmet which was worn with a yellow metal spike. The helmet plate was a cipher of the letters N, M and P run together, however contemporary illustrations show the helmet being worn without a plate in a similar fashion to Line Infantry. Likewise subsequent illustrations show a yellow metal chinstrap chain wound around the front half of the helmet but this is not shown in illustrations of the Police in field service. In practice, apart from saving wear and tear to ornamental parts, the removal of these badges would lighten the helmet and this makes no small difference to comfort (From someone who has had to balance a similar design on his head for some time).

The tunic was of corduroy type material and was a heavy weave. Dying the uniform black didn't help in a hot climate and generally the tunics were unpopular. Again illustrations depict slight differences in uniforms in use. Some show a tunic with a row of horizontal braids looping a double row of buttons together, others show a more simple design of a single row of buttons centrally down the tunic. I favour the second design in actual use if for no other reason than it has been suggested that the troopers paid for them themselves. The cuffs were embroidered with a point on the outside of the arm. All the illustrations seem to depict two trefoils on the rear of the tunic at about the level of the shoulder blades with tracery dropping to the hem of the tunic.

In theory breeches were of a similar design and material but again in practice I would imagine that they wore quickly and thus there would be much patching and strengthening.

Black leather boots were worn with buckles (six) down the outside. This led to them getting pulled off and so once again I would expect that other non regulation boots ended up in use.

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Trooper Lugg says that his carbine stock had broken and that in the defence of Rorke's Drift he had to bind it up. There were a number of carbine type weapons in use at the time, one of the most popular being the 1861 Westley Richards. This was a single shot percussion carbine that was a breech loading. The breech was operated by a 'monkey tail' lever, a distinctive feature of these weapons, that lay parallel to and along the top of the stock. The lever operated a sliding lock piece that incorporated a loading plunger at its front and a locking lug at its rear. The carbine fired a cartridge encased in combustible paper and which contained a gas check wad. This wad was pressed forward up the barrel when the next round was chambered and so assisted in keeping the barrel clean. The example of the weapon held at the Royal Small Arms Factory Pattern Room is .451". In service the weapon was joined by the Snider and eventually by the .45" Martini Henry Carbine in 1877. It would appear from Stevens' account that Troopers also carried a side arm although he gives no details as to type.

The horse furniture was heavy and effective. The Police used a hard artillery driver's saddle, solid leather, this being admirably suited to 'rough work'. No self respecting Trooper would be seen without a bridoon and vane steel bit with brass bosses, especially Pearce.

Natal Mounted Police killed at Isandlwana.

This list is taken from Holt's work to which the reader is referred for further information. Those killed were; Corporal Lally, Lance Corporal Campbell, Troopers Banger, Berry, Blake-man, Capps, Clarke, Daniells, Dorey, Eason, Fletcher, Lloyd, McRae, Meases, Niel, Pearce, Parsons, Pollard, Pleydell, Seecretan, Siddell, Stimson, Thicke, White and Winkle.

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Sources.

In relation to the part played by the Police in the war generally "The washing of the spears" by Donald Morris and David Clammers' "The Zulu War" puts their part into perspective. Michael Barthorpe's "Zulu War" includes an illustration. Specific references may be found in Norris Newman's "In Zululand with the British," in Harford's Zulu war journal and, of greatest value, in "The Red Soldier" by Frank Emery. The part played at Rorkes Drift is covered in both Michael Glover's and J.W. Bancroft's books, both entitled "Rorkes Drift." Padre George Smith's narrative gives mention also and a copy of the rolls of the defenders is given in Norman Holmes' "The Silver Wreath. The best source remains though as H. Holt's "The Mounted Police of Natal" published 1913, very hard to find though.

A DEFEATED RACE

German, this is our aqueduct
And not the Rhine. Barbarian clot,
How dare you elbow and obstruct
A thirsty boy from drinking? What!
Jostle a Roman from his place!
This is the conqueror's fountain, not
A trough for your defeated race.

MARTIAL, Epigram No.XI/xcvi.

by Andy Grainger

THE ROMAN CONQUEST OF GERMANY

In the years around the birth of Christ the Roman leader Augustus embarked upon a massive strategic operation to secure the northern boundaries of the Empire in Germany. Although the enterprise did not succeed in its purpose, and indeed led to one of Rome's greatest defeats, we should not forget that the achievements of those involved were in some ways as astonishing as those of Julius Caesar's lightning conquest of Gaul.

By the beginning of the 1st Century AD Rome had acquired substantial interests on both sides of the Alps, in Gaul and Illyria. A series of campaigns was mounted by Augustus's stepsons to conquer the alpine tribes and secure a land route across northern Italy. This was achieved by about 20 BC.

This frontier suffered from two drawbacks – a salient of territory near modern Basle pointing directly towards the wealthy province of Gaul and a lack of strategic depth along the Rhine. So Augustus planned a gigantic pincer operation to occupy the whole of Germany and advance the frontier to a much more defensible line running roughly north-south along the rivers Elbe and Danube.

Starting in 11BC Drusus Caesar conquered much of north-west Germany as far as the Weser and even reached the Elbe at one point. At the same time the line was moved into southern Germany as far as the upper reaches of the Rhine and Danube.

Finally, in AD6, central Germany was to be conquered by two armies; one of twelve legions marching up the Danube from Carnuntum, near present day Vienna, and another only slightly smaller moving up the valley of the Main from bases in Germany (see Map). It was planned that they should meet in Bohemia, possibly somewhere near modern Prague. The two armies did not quite achieve their objective, however, as the eastern army had to turn back to deal with a revolt in Illyria where its logistic base lay.

The thinly populated terrain and inclement weather must have imposed immense burdens on the Roman logistic system, but nevertheless most of Germany up to the Weser was occupied and the processes of Romanisation were put in train. Roads and forts were built, public buildings constructed, some of the German chieftains sent their children to Rome for education. Late in AD6 it was decided to appoint a lawyer rather than a soldier to the governorship of Lower Germany, so smoothly was progress being made. P. Quinctilius Varus was selected and arrived after a posting in Syria.

Unfortunately the civilising process had an undesirable as well as a happy side to it. Greedy traders, corrupt lawyers and grasping tax gatherers created sufficient resentment to unite

many of the normally fractious tribes around one charismatic leader – Arminius.

As everyone knows Arminius and his warriors ambushed Varus in the Teutoburger Forest. His entire army of three legions with their auxiliaries, baggage and followers was annihilated with him. A great tide of barbarians flowed westwards towards the Rhine and the rich province of Gaul. Distracted by easy pickings from isolated Roman forts the tribesmen were then blocked by Varus's colleague, Lucius Asprenas, who arrived from Upper Germany with two legions and was able to forestall a total catastrophe.

Reinforcements poured into Germany from all over Europe in the wake of the Varus Battle. Within two years six more legions had arrived. Four were deployed in each of the two provinces of Upper and Lower Germany – but Varus' three legions, XVII, XVIII and XIX were never reformed.

The Battle created panic in Rome and special measures were instituted by the Senate to deal with the loss of so many men, insufficient volunteers having come forward to fill the ranks. Conscription was introduced and, in an unprecedented move, additional cohorts raised from freed slaves. At the same time leave and discharges for serving soldiers were restricted.

These measures proved to be highly unpopular and turned out to be of questionable military value. The fighting spirit of the German legions had softened in what appeared to be a quiet province and many soldiers were looking forward to their discharges which were, in many cases, overdue anyway. Pay and allowances were in arrears and corruption among the centurions was unacceptably widespread in some units. A situation in which many genuine grievances existed was exacerbated by an influx of unwilling conscripts and idle townsmen.

The accession of Tiberius in AD14 was the occasion of violent mutinies throughout the armies in Germany and the Balkans. The mutineers thought that the new emperor would need to offer them concessions to secure his position. The legions in Germany hoped that their commander, Germanicus, would declare against Tiberius.

Germanicus had no such idea and suppressed, or rather controlled, the mutinies with a judicious application of carrot and stick. Corrupt officers and centurions were, effectively, dealt with by the men themselves as he looked away from a series of lynchings and beatings of the worst offenders. Grievances over pay and conditions were alleviated by discharging those who had served over twenty years and retaining on light duties those who had served over sixteen. Gratuities and pay were increased, funded initially from the personal resources of Germanicus and his staff. The ringleaders of the mutiny were then isolated and executed – often by their former comrades. Having dealt with the unrest, particularly prevalent in the I, V, XX and XXI legions in Lower Germany, Germanicus undertook measures aimed at improving the fighting capability of the army. Towards the end of the year he launched a wide-ranging punitive expedition against what appear to be some of the more unprepared tribes. Apart from giving the troops an opportunity to plunder, their combat morale was raised by a series of successful engagements in difficult terrain.

A year later, in AD 15, with greater confidence in the ability of his troops, Germanicus invaded Northern Germany in a campaign of unprecedented scope, using all eight legions. The two armies of Lower and Upper Germany conducted a series of co-ordinated operations by land and river. During these no pitched battles were fought, but a disunited enemy allowed himself to be crushed in detail. Arminius's own tribe, the

Cherusci, were particularly severely riven by faction and the Romans were able to rescue Segestes, the chieftain who had attempted to warn Varus of his ally's treachery, together with his family. On one occasion the site of Varus's battle was visited and the remains of the fallen interred. On another the eagle of the XIX Legion was recovered from an enemy camp.

The campaigning season therefore ended on a high note and at the end of September Germanicus gave orders to his two army commanders to move back to winter quarters on the Rhine. The Army of Upper Germany, led by Germanicus himself, accordingly set off by ship down the River Ems. The Army of Lower Germany, composed of I, V, XX and XXI Legions with 5000 auxiliaries and commanded by Aulus Caecina Severus was ordered to take the land route back to the Rhine.

It is against this background that "A Defeated Race" is set.

INTRODUCTION

"A Defeated Race" is a wargame about the Roman campaigns in Germany following the Teutoburger Forest disaster.

It is a mapgame for **FOUR PLAYERS** and **THREE UMPIRES** representing the Commander and Staff of the Army of Lower Germany. The campaigning season of AD 15 has drawn to a close and the Army must move back to winter quarters on the Roman *limes*.

The game tries to deal with those aspects which would have exercised the minds of the staff most of the time, foraging, reconnaissance, intelligence and so on, rather than battle, which was comparatively rare. This is not to say, however, that the German tribe, which is controlled by the umpires, will be totally quiescent!

Please note that the game map is not intended to be an accurate depiction of that part of Germany between the Teutoburger Forest and the Rhine. It is a fictional piece of German-style terrain, the inspiration for which came from the Ordnance Survey maps of the Kielder Forest (nos 79, 80 and 86).

First of all I'll outline the Roles of the participants and then provide a specific Briefing for each player. At the end of each Briefing will be a supplement containing additional information for the appropriate Umpire. Finally there will be section on how the Game works.

ROLES

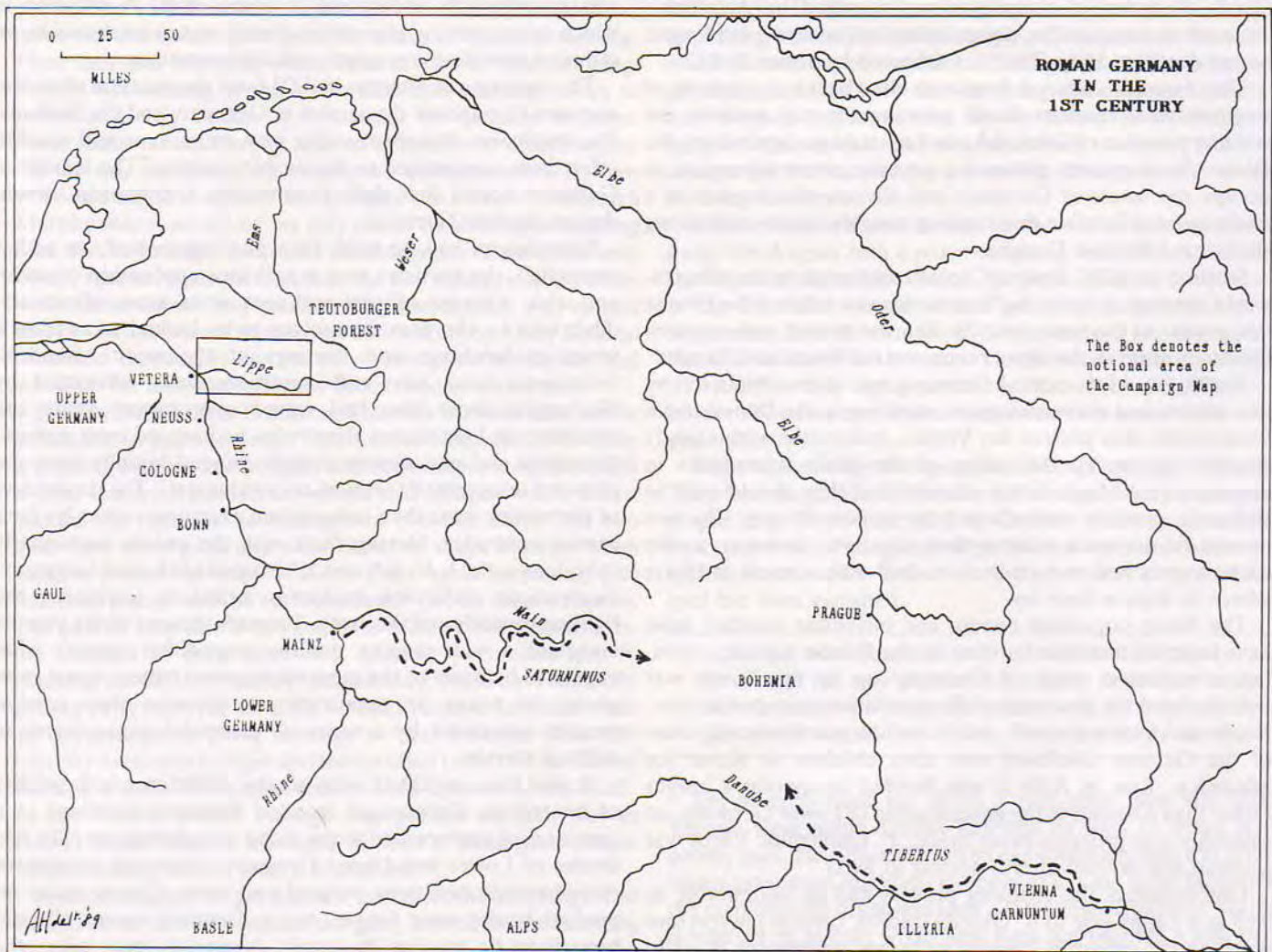
The four players represent:

a) The Roman Commander:

the **LEGATUS PROVINCIAE**. Aulus Caecina Severus, a professional soldier of forty years service. A thoroughly competent general although lacking that extra spark to become a "great captain" – which is no doubt why he is trusted implicitly by the Governor, Germanicus Caesar.

b) his Staff,

the **PRAEFECTUS CASTRORUM**: He is the Second-in-Command and responsible for the day to day well-being of the Army. He co-ordinates recon and intelligence gathering, directs engineering and drafts the orders for major operations. He must also ensure that the three staff officers work properly together in carrying out the directives of the **LEGATUS**.



the REIFRUMENTARIII PRAEFECTUS: His job is to ensure that the army, its men and animals, are fed each day. He calculates the amount of food needed, directs the activities of foraging expeditions and organises transport. The Praetor Barbarorum knows the local area including details of the foraging areas, the Praefectus Castrorum allots the resources required to get the food.

the PRAETOR BARBARORUM: He is not a soldier but a magistrate bringing Roman law to the Germans. He has served here since the time of Varus and has built up a knowledge of the local customs and languages. His job is to deal with the native tribe (the Laculari) and gather as much information as possible about local conditions – food, routes, weather, the mood of the tribes and so on. He uses his own spies, local guides and personal visits to get information. He liases with the Praefectus Castrorum to get reports from the cavalry recesses and engineers.

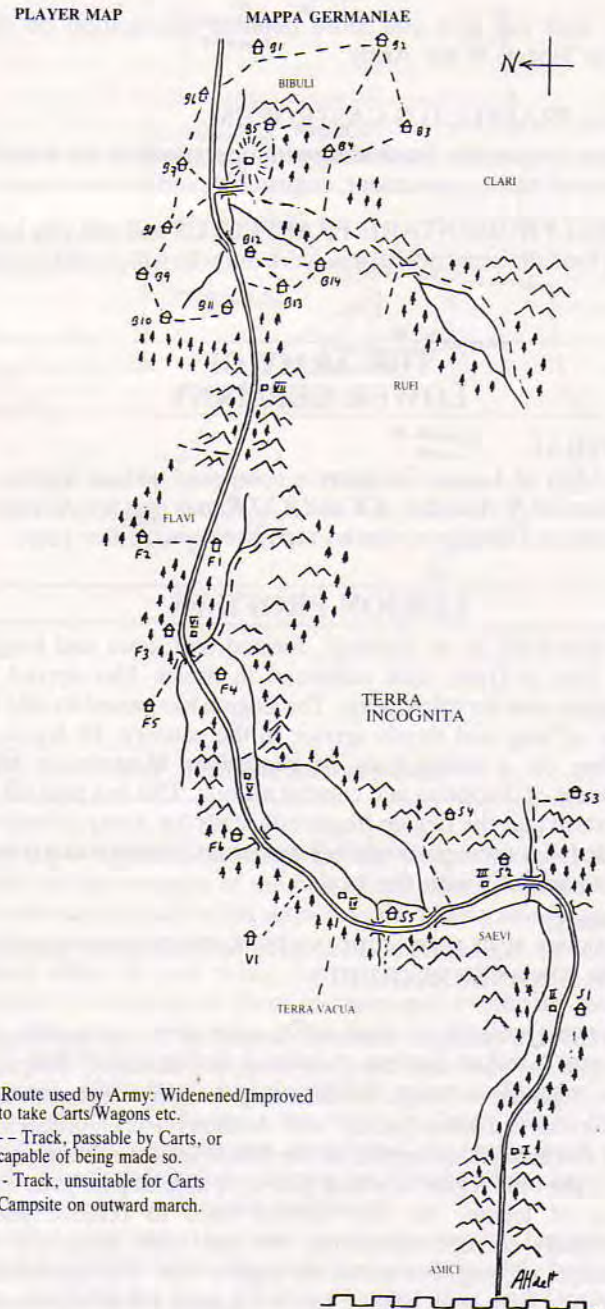
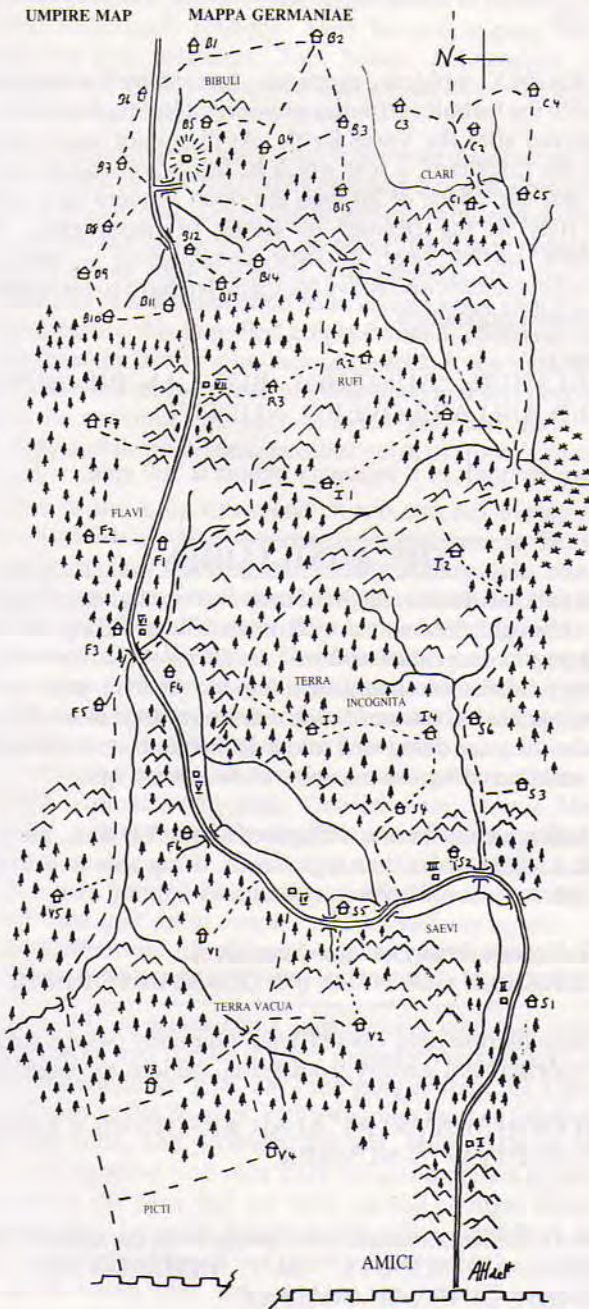
The three Umpires work with the three Staff Officers. There is no Umpire for the LEGATUS; he gets his information only from his Staff.

The Game is controlled by the Umpire for the PRAETOR BARBARORUM because he runs the native tribe; the senior Roman Officer is the PRAEFECTUS CASTRORUM.

SCENARIO BRIEFINGS

1) The LEGATUS PROVINCIAE

As related above the campaigning season is now over. The Army must now return to winter quarters on the Rhine. It is particularly important that all the equipment, baggage, sick and wounded are taken back. Nothing must be left behind that would allow the barbarians to think that a Roman Army was retreating. An especially important part of the Army baggage contains the year's booty. It is essential that it reach the Rhine because it will pay for the campaign.



- = Route used by Army: Widened/Improved to take Carts/Wagons etc.
- Track, passable by Carts, or capable of being made so.
- - - Track, unsuitable for Carts
- Campsite on outward march.

- KEY:
- == Route used on outward march
 - Campsites on outward march
 - Track suitable for wagons

THE ARMY OF LOWER GERMANY

Your Army is composed of four legions, *I Germanica*, *V Alaudae*, *XX and XXI Rapax* plus ten Auxiliary Cohorts and they have served together now for five years. The Legions have all been in existence for over fifty years and gained reputations for hard fighting during the Civil Wars. After Actium they campaigned variously in Spain, the Balkans or here, in Germany.

The army was, however, seriously affected by the mutinies two years ago. The grievances over pay and terms of service were as real as anywhere but aggravated by the new drafts from Italy being posted to legions whose fighting edge had been dulled by years of garrison life.

The year's campaigning has given confidence and experience to all units which are now hardened to living and working in difficult country in bad weather. Although the engineers have been fully tested by a wide variety of tasks, however, combat has been limited to skirmishes and raids. The army has not, in short, been presented with a full test of its capabilities. But it is well-prepared and has confidence in its leaders.

Your staff can give you more detailed information on the various aspects of the Army.

2) The PRAEFECTUS CASTRORUM

You are responsible for dealing with operations of the Army – its order of battle, movement, engineering and reconnaissance.

The REI FRUMENTARII PRAEFECTUS will tell you how much food the army needs; you work out who will go and collect it.

THE ARMY OF LOWER GERMANY

GENERAL

The Army of Lower Germany is composed of four legions, *I Germanica*, *V Alaudae*, *XX and XXI Rapax* plus ten Auxiliary Cohorts and they have served together now for five years.

LEGION PROFILES

I GERMANICA: no emblem, formed by Caesar and fought with him in Gaul, then stationed in Spain. Has served in Germany now for thirty years. The Legion has gained its title by virtue of long and steady service in the country. Its legate is building on a sound body of centurions to maintain high standards of discipline and combat morale. This has paid off to the extent that the Legion frequently leads the Army column of march; it has some particularly experienced pioneers and is well used to working with the locals.

Summary:

STEADY, WELL-DISCIPLINED, MOVEMENT BONUS WITH ENGINEERS/GUIDES

ALAUDAE: emblem: elephant, formed by Caesar and fought with him in Gaul and the Civil Wars at Pharsalus, Thapsus, where it gained its badge for defeating charging elephants, and Munda. Served subsequently with Anthony and Octavian and like *I Germanica* has served on the Rhine for over thirty years. This is the only legion to which you were able to post your own choice of legate. He has worked hard to remove some particularly corrupt centurions, but has been hampered by influential accomplices within the legion staff. The individuals concerned have been posted, but it has been a difficult season. The soldiers, though, are tough and well used to the hard conditions of campaigning in Germany.

Summary:

LEADERSHIP NOT TOO COHESIVE. THEY'LL BE OK UNLESS UNDER PRESSURE, WHEN WEAK LINKS WILL SHOW

XX: emblem, boar, formed by Octavian and served in Spain and the Balkans. Transferred to Germany following the Varus Battle, from Illyricum. *XX* Legion came to Germany with a lot of battle experience from Illyricum and so has an especially tough core of centurions. In the Balkans they got used to operating in detachments supplied by pack mule and consequently enjoy the challenge of independent operations. Their legate, Bulbus, has an uncanny ability to sniff out the lie of the land.

Summary:

GOOD ON DETACHMENT, A BIT SNOOTY IF THEY HAVE TO WORK WITH THE REST OF THE ARMY; GOOD AT MARCHING, BUT NOT AT BUILDING ROADS.

XXI RAPAX: emblem, capricorn, formed by Octavian and posted to the turbulent frontier province of Raetia from where it was moved after the Varus Battle. As the junior legion *Rapax* forms the rearguard, a role which its legate sometimes finds a little irksome. Many of his men are small farmers who moved from Italy to the frontier in search of opportunity. This approach carries over in their campaigning – they are enthusiastic raiders and active foragers, but have so far met little determined opposition.

Summary:

AGGRESSIVE, "GUNG-HO", BUT CAN BE INDISCIPLINED AND ARE OVERCONFIDENT

Average strength of a legionary cohort is 300 men.

THE AUXILIARIES

At this time auxiliaries consist of native troops fighting in native styles although commanded by Roman officers. They are used to fighting as individual cohorts, in groups of cohorts or, if necessary, under command of a legion. As ever with native troops, one has to beware of each unit's own prejudices. By and large the men are doing well under Rome and were embarrassingly unaffected by the mutinies of two years ago.

All Auxiliary units have a strength of about 300 men. They all fight in a looser order than legionaries, being able to skirmish well, but are less effective in continuous fighting.

Ala Gallicorum heavy cavalry from Gaul.

PREFER OPEN COUNTRY TO GERMAN FORESTS

Ala Germanorum light cavalry from Germany (west bank)

Ala Frisorum light cavalry from Frisia, famous for swimming (1).

BOTH LIGHT CAVALRY ALAE ARE HIGHLY EFFECTIVE, BUT FEW IN NUMBER.

Cohors I Ubii Germanorum: local troops from the area of Trier, USEFUL AS SCOUTS, BUT INTIMIDATED BY THOUGHT OF CLOSE COMBAT

Cohors II Vangiones Germanorum: local troops from the Upper Rhine (2).

AGGRESSIVE BUT INDISCIPLINED, KEEN TO LOOT

Cohors III Nemeti Germanorum: local troops from the area of Cologne,
ARE DEVELOPING A FEUD WITH THE UBII OVER LOOT & SLAVES

Cohors Sagittariorum: archers from Africa (2),
VERY UNCOMFORTABLE IN GERMANY, MUST BE SUPPORTED OR BE IN DEFENCES

Cohors I Raetorum: light infantry from the mountains of Raetia (3),

Cohors V Asturum: light infantry from the mountains of Northern Spain (3),

Cohors I Tungrorum: light infantry from Frisia, also famous for swimming (1).

LIGHT INFANTRY COHORTS ARE RUGGED, BUT NOT REALLY SUITED TO HARD FIGHTING.

(1) The Frisii and the Tungrii still harbour tribal grudges and should not fight together.

(2) The Vangiones will not fight with the dark-skinned men from Africa, whom they regard as evil.

(3) The two units of mountaineers are keen rivals and enjoy working together; it is unfortunate that this is rarely possible.

[NB. THE PHRASES IN BLOCK CAPITALS REPRESENT THE UMPIRE'S VIEW OF THE VARIOUS UNITS. THEY SHOULD NOT APPEAR ON THE PLAYER'S BRIEFING]

THE MARCH

i) THE LEGION

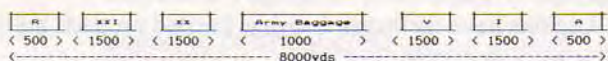
On a road the Roman Legion marches in line of Cohorts, I leading. The legionaries normally march six abreast. Allowing a depth of 2 yards per man each cohort of 300 men takes up about 100 yards space and the legion requires 1000 yards:



Each mule requires about 3 yards of space and they usually travel two abreast. Thus the 300 mules in each legion train require about 500 yards of road space.

ii) THE ARMY

The Army normally marches in column of Legions [I, V, XX and XXI], each Legion followed by its own Baggage. Army Baggage is normally placed towards the centre or rear of the column protected by the Legions. It currently comprises 80 carts (800 yards) and 300 mules (150 yards). The Column is normally preceded by an Advance Guard [A] of Auxiliaries, sometimes supported by legionaries and often incorporating a party of engineers from each century. A similarly composed group forms the Rearguard [R], but without the engineers:



In Germany, because the roads are so bad, the army has often marched in legion columns on parallel trails with the Army Baggage in the centre. This has also afforded a measure of defence against surprise attacks from the forest. March formation is very much a decision for the Legatus and the troops are well capable of adapting to different formations.

RECONNAISSANCE

In "A Defeated Race" the Romans collect information from two sources – the PRAEFECTUS CASTRORUM via his patrols and the PRAETOR BARBARORUM via his networks of spies.

As PRAEFECTUS CASTRORUM you will normally gather your information using the cavalry alae. Thus you should direct your efforts towards intelligence on topics such as Ground, Routes or Enemy units rather than "softer" aspects like tribal alliances or moods which fall more into the area of the PRAETOR BARBARORUM.

The Cavalry Alae should not operate at less than "squadron" strength (100 men). Each Turn you can give Recce Orders on your Order Form. These should be fairly specific like "Find out how strong Homestead B2 is." or "Find a wagonable route through that pass." Once orders have been given you can 'change hats' and become the commander of a cavalry ala.

Units on Recce can collect information in two ways:

a) by observation. The umpire will give details of terrain, enemy etc along the route travelled through. If the unit wants to deviate from a main route the umpire will explain the difficulty of the country, although the possibility of getting lost should be borne in mind!

b) By Interrogation. This is only possible for that patrol actually led by you. The umpire will explain this process to you when necessary.

ENGINEERING AIDE-MEMOIRE

GENERAL

Each legion contains a large number of craftsmen capable of carrying out a wide variety of engineering tasks. These include:

- building camps and forts,
- constructing or repairing roads and bridges,
- supervising all aspects of siegework including: entrenchments, equipment,
- maintenance of vehicles
- all aspects of survey.

These tasks require:

- skilled supervision
- a supply of labour
- tools and materials
- time.

Generally the Engineers themselves will supply a) and some of c), the troops and sometimes local labour supply b) and the legionaries supply some of c). It is the Commander's responsibility to find d).

STANDARD TASKS

Some engineering tasks are carried out as a matter of routine. These include:

- Building marching camp: one third of legion digs, remainder stands to arms: 2-3 hours.
- Entrenchments: 300 man cohort digs 100 yards in 1-3 hours,
- Palisades: As Entrenchments,
- Bridges over small rivers (20'): 1-2 hours max.

On the march the army usually forms a cohort sized force of engineers in the Advance Guard, partly to recce and mark out the marching camp, but also deal with many of the less severe obstacles which would impede the progress of the main body.

ADDITIONAL INFORMATION FOR THE UMPIRE

RECONNAISSANCE – Using Native Guides

i) When a patrol led by the commander of a cavalry ala arrives at a homestead the player may ask for a Guide, (see Guide List). You then read out the next description on the Guide List and mark the Guide's code number on the Homestead Record. The Player may accept or reject the guide, but no more than two may be rejected from any one homestead. Only one Guide may be consulted at a time. It is important to remember that the Guide represents the totality of the information gained about a homestead.

ii) Having selected a Guide the player then ticks the questions he wants to ask on the GUIDE REQUEST FORM and returns it to you.

iii) You take it away and consult the master map, and possibly the other umpires, write the answers in, after adjusting the quality of the information according to the Guide's rating (A (very good) to E (rubbish)) and return it to the player.

iv) A possible method of giving purely visual information was given by Richard Brooks in his article "A Campaign with a View" which appeared in *Wargames World No. 2*.

Time: Apart from travelling time (which is about 3 mph on average) each question asked takes one hour.

ROUTES

Route recce will be an important part of the intelligence gathering process. Use the pointers below to assess the quality of route information provided by Guides but note that very few guides (unless itinerants) will know the land more than about 1/2 day's march from their homestead. Even then they will normally be reluctant to stray off major tracks or watercourses.

Factors:

- 1) destination
- 2) direction
- 3) distance
- 4) quality (ie surface, gradients, terrain),
- 5) understanding the requirement ie practicable for large force with wagons, bridges, width, hills.

A Grade A guide gets all five factors right, grade B1-4, grade C 1-3 and so on. Inspiration may be sought from the Ordnance Survey map to remind you of how complex the terrain really is.

GUIDE	CLAN	HOMESTEAD CODE No.	DAY
CAN YOU LEAD US TO CLAN CHIEF?		HOW FAR?	
WHERE IS THE NEAREST SETTLEMENT?		NUMBER OF HOMESTEADS?	
WHAT TYPE OF COUNTY IS IT?		ARE THERE WAGON TRACKS?	
WHEN ARE THE RAINS DUE?	WHAT EFFECT DO THEY HAVE?		
LOCAL TRADE ROUTES?			
WHAT DIRECTION IS _____ FROM HERE?	HOW MANY DAYS MARCH?	FOOD/WATER?	
CAN YOU GUIDE US TO _____?	HOW MUCH?	HOW FAR?	
OTHER QUESTIONS (SPECIFY):			

GUIDE REQUEST FORM

ENGINEERING

The player has been given information about standard engineering tasks. Here is some additional information about less likely tasks. The timings given are only a guide and should be modified according to factors like unit quality, enemy action, weather and morale.

Tree cutting: 4 men a 2' tree: 10-15 mins. Sawn into bits: double time.

Fascine: 5 men take one hour.

Cutting brush: 25 men 5-9 hours 1/2 acre = 1 man cuts 96 sq yds.

Hurdles: 3 men make 6 1/2' in 2 1/2 hours

Repairing road: 1-5 mph.

2 legged trestle: 4 men 1 hour) emplacing 15-30 mins,

4 legged trestle: 2 men 6 hours)

Roadway trestle (12' bay): 16 men: 5 mins.

Raft 40' long E 16' wide: 12 men 2 hours.

PUNITIVE EXPEDITIONS & MOVEMENT

The Combat here will be dealt with on a free 'kriegsspiel basis. To ease the process you should obtain from the Player precise details of his Force Composition, Order of March, Order of Battle and exactly what he wants to do. Space to show this is given on the Operations Order Form which should be completed each turn by the Player.

3) The REI FRUMENTARII PRAEFECTUS

Your job is to ensure that the Army and its animals are properly fed. Once you have worked out what the Army needs liaise with the PRAEFECTUS CASTRORUM to organise the men and transport to collect it, complete the Logistics Order Form and hand it to your Umpire.

Many years experience has taught you that Germany is thinly populated. It is necessary to build up stocks of food in the fertile areas so that you can survive marches through stretches of uninhabited swamp and forest.

FORAGING AIDE-MEMOIRE

ARMY COMPOSITION

The Army is currently comprised as follows:

- i) 12,000 legionaries,
- ii) 3,000 auxiliaries,
- iii) 1,000 horses,
- iv) 1,200 mules in the legion baggage trains,
- v) *10 ox carts for the Army Commander and his staff (20 oxen),

DAY	CLAN ABOUT WHICH INTELLIGENCE SOUGHT	AGENT EMPLOYED
DISTANCE ACROSS CLAN TERRITORY		DAYS MARCH
NUMBER OF HOMESTEADS		NUMBER OF WARRIORS
CURRENT MOOD OF CLAN		
NUMBER OF WARRIORS PRESENTLY IN ARMS		
CLAN ENEMIES		CLAN ALLIES
HARVEST?	ANIMALS?	
DISTANCE TO _____ CLAN? _____ DAYS MARCH		
ANY OTHER INTELLIGENCE SOUGHT? (SPECIFY)		

INTELLIGENCE REQUEST FORM

- vi) *10 ox carts carrying booty from the campaign (20 oxon)
- vi) *10 ox carts for the legions' heavy equipment (20 oxon)
- vii) *300 mules for the auxiliaries' kit,
- viii) *50 empty carts in the army baggage train for sick, fodder etc (100 oxon).

*indicates part of the Army Baggage Train.
This is a total of 15,000 men, 1000 horses, 1500 mules, 160 oxen and 80 carts,

DAILY REQUIREMENT

In order to conduct its operations all the Army's men and animals must be adequately fed every day. The daily ration for man and beast is:

Each man: 3lbs of grain or 1½lbs grain and 1½lbs meat.*
Each animal: 10lbs grain and 10lbs straw.

*on average a cow/pig/horse provides 300 lbs meat.
Thus the Daily Requirement for the Army is:
15,000 men at 3lbs grain R 45,000 grain (or 22,500 lbs and 75 livestock)
2660 animals @ 10lbs grain = 26,600 lbs grain
2660 animals @ 10 lbs straw = 26,600 lbs straw

A total of 98,200 lbs or 75,700 lbs and 75 livestock.

TRANSPORT

Supplies can be carried on the man, pn pack mules and horses or in ox carts.

- a) Each man can carry three days supplies for himself and, if absolutely necessary, his horse,
- b) A pack mule or horse can carry 200 lbs and its own fodder for three days.
- c) An ox cart can carry 1000 lbs and its own fodder for three days.

Mules and horses can travel at the same rate as soldiers. Ox carts, however, can only travel on roads and tracks and at 2mph for no more than 5 hours per day.

As can be seen the Army uses pack animals where possible since they are more mobile than carts. Unfortunately some carts are necessary, apart from shortages of pack animals, for heavy equipment such as siege or bridging materials, smithies, weapons, carrying the sick and wounded, booty and also the personal baggage of the Legatus Provinciae. This can be extensive as he would need all the trappings of civil as well military power eg large tents, furniture, books and records, a personal staff and so on.

REST

Animals should be rested for one day every five days otherwise a marked deterioration in performance will result.

Umpire Note: AFTER 5 DAYS REDUCE SPEED AND LOAD CARRIED. AFTER 7 DAYS LOSE ABOUT 5% PER DAY FOR TWO DAYS AND 10% THEREAFTER.

FORAGING

The amount of food that can be gleaned from the countryside and the speed with which it can be collected depends on three factors:

- a) the time of year (which affects stocks).
- b) the quality of the harvest (which affects yield),
- c) the mood of the clan (which affects the amount available),

The Time of Year is ideal – the harvest has just been gathered in.

The PRAETOR BARBARORUM will advise you on the other factors.

Each household consists, on a rough average, of 10 people and produces:

ANIMAL WORK RECORD: NOTE DAYS WORKED AND DAYS ON REDUCED RATIONS

UNIT/DAY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CAVADRY A.A. I																
II																
III																
IV																
V																
MULE TRAIN I																
II																
III																
IV																
V																
VI																
WAGON TRAIN I																
II																
III																
IV																
V																
VI																
ANIMALS																

- a) grain at the rate of 3lbs per person per day for up to one year *
- b) straw at twice the amount of grain,
- c) up to a dozen each of horses, pigs and cattle\$.
- d) one-fifth of a cart (every five households produce one cart)

* ie up to 11,000lbs or even more.
\$ each animal produces an average of 300 meat rations.

There are three methods of foraging, LOCAL PURCHASE, REQUISITIONING and PILLAGING. The first is peaceful, the others threaten and use violence respectively.

Local Purchase: the local chiefs either arrange the delivery of the rations required or foragers try and collect them as normal. Negotiations need to be conducted in advance for rations to be delivered in time but if successful this saves work for the foragers and avoids alienating the population. Nevertheless if a force outstays its welcome then, notwithstanding any agreement with the chief, hostility may increase and will probably be directed as much against the Romans as the chief.

Requisitioning and Pillaging involve the troops taking the supplies they need by threatening and using violence respectively. These methods are faster but generate hostility amongst the people. Food will be hidden and will therefore require the scouring of larger areas to get supplies.

Manpower: A 300 strong cohort with 150 mules / 30 carts (30,000lbs) can forage a group of 10 homesteads in ½ a day. This does not include any escort. A 300 man cavalry ala is required to round up the livestock, but can also provide an escort.

Foraging assumes ½ day marching and ½ day foraging.

ADDITIONAL INFORMATION for the UMPIRE

Use this information to calculate the amount of food available in each homestead and clan area and the results of the Player's foraging expeditions to them.

CLAN	HARVEST	HOSTILITY LEVEL
BIBULI:	Good	Cautious
CLARI:	Average	Unsuspecting
RUFI:	Average	Unsuspecting
FLAVI:	Average	Hostile
INCOGNITO:	Poor	Suspicious
SAEVI:	Average	Suspicious
VACUA:	Poor	Suspicious
PICTI:	Good	"Friendly"
AMICI:	Good	"Friendly"

Each Household consists, on a rough average, of 10 people and produces:

- grain at the rate of 3lbs per person per day for up to one year *
- straw at twice the amount of grain,
- up to a dozen each of horses, pigs and cattle\$.
- one -fifth of a cart (every five households produce one cart) * ie up to 11000lbs or even more.

\$ each animal produces an average of 300 meat rations.

For a GOOD Harvest the yields at a) and b) are DOUBLED
For a POOR Harvest the yields at a) and b) are HALVED
Having established the amount of food available in each Homestead calculate the amount that will actually be made available according to the Hostility Level of the Clan:

Friendly:	80% easily available and brought to Romans
Unsuspecting:	60% easily available and brought to Romans
Cautious:	40% easily available and brought to Romans
Suspicious:	20% easily available and brought to Romans
Hostile:	0% easily available and brought to Romans

Any balance (20-100%) is hidden / animals driven off.
Foraging assumes ½ day's march and ½ day foraging.

METHODS

Local Purchase (peacefully obtain what is on offer): HL no change, get % shown.

Requisitioning (iron fist in velvet glove): HL +1, get +20% more than offered.

Pillaging (the glove is removed): HL +2, get +40% more than offered.

4) The PRAETOR BARBARORUM

As a civilian magistrate you have built up a good deal of knowledge of the Germans, their language, culture and society. You can advise the Army on all aspects of the Germans. Your main task will be to gather information.

You can obtain this by placing spies inside the various clans; the Umpire will explain the procedure for doing this.

You should also liaise with the PRAEFECTUS CASTRORUM whose cavalry patrols can gather information of a different nature.

THE GERMAN TRIBE

The LACULARI Tribe is formed of seven clans which occupy lands adjoining the Roman frontier. Although they have their own tribal peculiarities they share many customs with other German tribes.

The Germans rarely live in towns, but rather in small villages scattered about the forests. Each homestead, which would typically comprise a large family of six, eight or as many as fifteen people, looks after itself. The women, children and old men harvest corn which is stored in underground silos. Because German society is so unruly these pits are often concealed as a matter of routine. Apart from grain they live on fruit, cheese and game, the last being plentiful and enthusiastically hunted by the menfolk.

Because the people are so scattered they are very independent and the clan chieftain has to exert himself very considerably to lead them effectively. The people are happy enough for the chiefs to deal with the minor decisions on their own but expect all heads of households to be assembled to discuss major issues. On these occasions they are particularly sensitive to the advice of elders (often old women who live a hermit-like existence in the forest) and the divinations of their augurs. Once a decision has been reached, however, everyone, including the women and children, is expected to participate. The whole family will often accompany the menfolk to battle, yelling encouragement from the rear.

There is so much land in Germany, even if much of it is of poor quality, that clans are often surrounded by untilled or wasted areas. These offer them some protection against surprise attacks from neighbours, although the same wastelands can also shelter independent spirits who have left the clan heartland or outcasts who have been ejected from it.

It is said that the German warriors are fierce and enjoy war, but this is only partly true; they are most interested in getting loot and so-called glory from an easy victory. Thus they fight by the tactics of ambush and hit-and-run raid against vulnerable points. Constant vigilance, particularly by those in charge of supply trains, is necessary. In this small scale warfare they are not without skill and use the ground to give maximum surprise. Before they attack they utter a booming war-chant echoed from their shields. This precedes a fast rush towards their enemy led by the most prominent warriors of the clan, although they are equally adept at breaking off an engagement and regard it as no form of cowardice to do so, especially if individual glory is to be found elsewhere on the field.

Their weapons are javelins, long spears and wicker shields. Swords, armour and helmets are rare. In summary it is not for their weapons that they are feared, but their aggression and determination once they have set themselves to a task.

THE LACULARI

The tribe is disposed squarely across the known route back to the *limes*. There are eight clans inhabiting land of very mixed quality.

Nearest the *limes* live the PICTI and the AMICI. Formerly they were as fierce as any warriors in Germany, but now recognise the benefits that they can accrue from a rich soil and trade with us. Longstanding arrangements exist with their chieftains for the supply of food.

The PICTI and AMICI are separated from the clans directly to the east by a steeply wooded range of hills. The FLAVII and SAEVI occupy fertile valleys separated by a large lake. Less accustomed to our presence than the PICTI and AMICI they both proved reluctant to supply food to the Army on the outward journey although they each supplied labour and guides to improve the track around the lake.

The Army currently occupies the fertile lands inhabited by the BIBULI, whose chief, EBRIOSUS, is also the tribal overlord. EBRIOSUS, unusually, has created a "capital" where he lives. The population of the town may be as many as 100 families and is certainly over 50. Local sources claim that 1000 families live within a day's travel of the town, all amply supplied by the rich land. This is almost certainly an exaggeration, but undoubtedly the land is some of the most populous you have seen in Germany. Currently EBRIOSUS is arranging deliveries of food supplies to the camp, but it is clear that this will not be possible for much longer because of the amounts required.

Between the SAEVI and the BIBULI live the RUFII and the CLARII. Information about the CLARII is hard to come by since they seem to have a blood feud with the BIBULI, but so far as you can tell they occupy a number of fertile valleys amongst ranges of steep hills. They do not seem to be as numerous as the BIBULI. The RUFII, on the other hand, enjoy good relations with the BIBULI and they even trade with each other. You have seen RUFII womenfolk in a BIBULI market enthusiastically examining pottery from the Roman side of the *limes*. The RUFII are not nearly as numerous as the BIBULI and apparently live around the shores of a large lake about two days away.

PERSONALITIES

EBRIOSUS has always been quick to see the benefits available from Rome. His own clan, in particular, is sufficiently wealthy and socially developed to sustain a viable economic relationship with the Empire. Nevertheless this is by no means the case with some of the other clans. His attempts to build himself a little piece of Roman life in a German forest may be laughable (his villa is constructed of tree trunks) but you have to admire a man who has for so long maintained the independence of his tribe. There is no doubt that many LACULARI warriors fight under the command of Arminius but they are relatively few and the tribe as a whole, while by no means friendly towards Rome, is not overtly hostile.

You have, however, become aware that the situation is fragile. The SAEVI have always been hostile to Rome and their chief, URSINUS, is also jealous of the dominance of the BIBULI. There is certain to be a measure of support in the clan for views such as those held by URSINUS, but as yet you do not know how widespread they are.

SUMMARY

For the benefit of the REI FRUMENTARII PRAEFECTUS you have drawn up the following notes as a quick guide to estimating the military strength of the clans and the amount of food available.

Each Household consists of a rough average 10 people and produces:

- two warriors (on average),
- grain at the rate of 3lbs per person for up to one year,
- straw at twice the amount of grain,
- up to a dozen each of horses, pigs and cattle.
- one-fifth of a cart (every five households produce one cart)

ADDITIONAL INFORMATION for the UMPIRE UMPIRE TASKS

The Umpire for the PRAETOR BARBARORUM is the senior umpire. Apart from liaising with the "German expert" on the Roman Staff the umpire must also generate the reactions of the LACULARI to the Roman actions. He should mark up the Umpire's master map before the game, dividing up the number of homesteads amongst the villages of each clan, and keeps an

eye on the Guides, Agents and Food/Population chart to help him in this. Ideally he should have an assistant.

A) ROMAN PLAYER

The PRAETOR BARBARORUM is responsible for all aspects of intelligence on the native tribe. He collects it from two main sources:

- the recce patrols of the PRAEFECTUS CASTRORUM (with whom he should liaise closely),
- spy networks which he sets up himself and which report direct to him.

Each Turn the PRAETOR BARBARORUM has the opportunity of selecting an Agent to supply him with information about the LACULARI tribe. A selection of Agents is available in each clan (see example and list). Once selected you feed the Player information from the Agent according to the requests made on the INTELLIGENCE REQUEST FORM. The reliability of the information is adjusted according to agent quality from A (very reliable) to E (reports without foundation).

NB: 'C' Grade does not mean "average" information; it means either very good or virtually useless.

Remember that only one Agent per clan can be operated at a time and that there may be a delay in getting information to the player.

B) THE GERMAN TRIBE

So far as it goes the Player Briefing is fairly accurate, thus reflecting decades of experience in Germany.

TRIBAL CHARACTERISTICS

There are a couple of tribal characteristics which, at the start, are known only to you.

- It is "well-known" that the LACULARI never fight during the three day period around the full moon. In fact, this is largely true, but does not apply to the SAEVI who fight even more fiercely during that period.
- Rain tends to dampen down activity.

CLAN SUMMARY

Clan	Homes(1)	Harvest(2)	Hostility Level	Diplomatic(3)
Bibuli:	1000	Good	Cautious	H-Clari, A-Rufi, N-Flavi
Clari:	140	Average	Unsuspecting	H-Bibuli, N-Rufi
Rufi:	160	Average	Unsuspecting	A-Bibuli & Flavi N-Saevi, Clari
Flavi:	200	Average	Hostile	N-Bibuli, A-Rufi, H-Saevi Picti
Incognita:	120	Poor	Suspicious	
Saevi:	380	Average	Suspicious	N-Rufi & Amici, H-Flavi
Vacua:	120	Poor	Suspicious	
Picti:	Unlim	Good	'Friendly'	H-Flavi, N-Amici,
Amici:	Unlim	Good	'Friendly'	N-Picti & Saevi

- The number of warriors can be calculated on the basis of two per household.
- For a GOOD Harvest the yields at a) and b) are DOUBLED
For a POOR Harvest the yields at a) and b) are HALVED
- H = Hostile, N = Neutral, A = Allied.

CLAN TACTICS

The LACULARI usually fight in war parties of between 20 and 200 men. It would be unusual for the whole warrior strength to be called out or for formal alliances to be invoked – but these are unusual times.

The Clans have a range of tactics for those warriors who come to arms. Assume that some warriors will be looking to their spears and shields at any Cautious, Suspicious or Hostile clans but their numbers will constrain the tactics selected. The tactics do not necessarily change according to the Hostility Level – but the members adopting them will.

The Tactics are:

- 1) Send Messengers to other clans,
- 2) Hold Assembly,
- 3) Run off livestock, men hide in forest,
- 4) Hide all food, everybody runs to forest, sentries attacked,
- 5) Block Routes, fight foraging parties,
- 6) Ambush scouts and pickets,
- 7) Cut off larger groups, run off herds,
- 8) Ambush detachments eg advance guards, rearguards, raid baggage,
- 9) Offer formal battle.

To establish the Clan Tactics first establish the Hostility Level:

i) Friendly and Unsuspicious clans always have 10% of their warriors under arms but they will do nothing hostile.

11) All clans which are at least Cautious will adopt 1) and possibly 2).

Perhaps 20 – 30% of the warriors will go to arms and may undertake tactics 5) and even 6). The Clan as a whole may adopt 3).

iii) Suspicious clans may well adopt 4) and up to 50% of warriors will go to arms. They may well go up to 6) and possibly to 7).

iv) Hostile clans will call out all warriors (90% absolute max) and might go to 9) if conditions are right.

VICTORY CONDITIONS

The Tribe's Aim is not to destroy the Roman Army – that is not within its power – but to maintain its independence. If the Romans go away that is good; if the tribe can claim a hand in that process then that is even better. Each clan will be seeking glory, in the form of successful but small scale, operations and the acquisition of loot. Seizing a lot of loot without a fight is more worthwhile than a hard-fought, and pointless, melee.

WEATHER

The Weather could be a key factor in the game.

WEATHER FORECAST

The Weather Forecast is that the weather will stay fine and bright for about two weeks, but thereafter there will probably be a long wet spell lasting about two to three weeks before the onset of the frosty November weather. The wet spell could begin anytime after the middle of the month.

The effect of the rain is to severely reduce vehicle movement and to hinder the movement of troops and animals. Further – the sick rate in wet conditions goes up steeply.

The game starts on 1st October and the weather for the next four weeks is as follows:

- 1: Clear and cold
- 2: Clear and cold
- 3: Clear and cold
- 4: Clear and cold
- 5: Showers

- 6: Mist
- 7: Clear and cold
- 8: Clear and cold
- 9: Cloudy
- 10: Mist, light rain
- 11: Rain
- 12: Clear
- 13: Fog
- 14: Clear
- 15: Rain
- 16: Cloudy
- 17: Clear
- 18: Mist, light rain
- 19: Cloudy
- 20: Heavy Rain
- 21: Rain
- 22: Rain
- 23: Light Rain
- 24: Cloudy
- 25: Rain
- 26: Mist, light rain
- 27: Clear and cold
- 28: Clear and frost

Effects:

Clear Weather gives better than average visibility – helps recces and guides,

Cloudy Weather is average,

Mist, light rain hinders visibility and movement across streams and up hills,

Fog prevents visual recces and guides – frankly, stay indoors.

Rain reduces visibility and reduces movement, especially across streams and up hills, lakeside roads are flooded.

Heavy Rain prevents vehicle movement for that day.

THE GAME SYSTEM

The Game is played in a series of daily turns. At first the players may feel that they are overloaded with information, but they will quickly get used to the system. With practice each day can be completed in fifteen minutes once things are running smoothly. This allows a fortnight's campaigning to be played in an afternoon.

Setting Up – Umpires: the respective umpires require the following forms:

Praefectus Castrorum – Guide Request Forms, List of Guides, Roman Operational Orders Forms for the player, Rei Praefectus Frumentarii – Clan / Area Pop'n Record, Animal Work Record and blank Logistics Forms for Player Praetor Barbarorum – List of Agents, Int. Request Forms

Umpires: Mark up the Umpire Map. Mark up the Population Record sheet with details of the food available. Have the details of the clans handy and pinned around the umpire map.

Setting Up – Players: Issue the Player Map and Briefings, Order Forms for first turn.

Allow half an hour or so for Players to read the Briefings and to deal with any questions they may have.

The Turn Sequence is:

1) STAFF collate information, brief LEGATUS, prepare next day's Orders.

UMPIRES decide action of the LACULARI for next day.

2) PRAEFECTUS CASTRORUM issues general orders for the Army.

- G10 Marthe Strange woman who claims to have the power of healing and to know forests from searching for magic herbs. C
- G11 Johan Brawny village blacksmith, very unwilling to leave his forge, but must know local farmsteads well. B
- G12 Knut Swineherd – one should not stand downwind of him! – who seems only to care for his pigs and for ale. B
- G13 Wilhelm Disgruntled farmer with bristling moustache and a crippled arm. Mutters that Germania will rule one day. D
- G14 Rolf Skin-clad hunter who says he can take you to the best hunting areas, and has roamed all over Germania. B
- G15 Boris Ferocious looking warrior who would probably murder you given the opportunity. Seems to know the area. C
- G16 Friedrich Elderly herdsman, bent by rheumatism but with a glint of intelligence under his bushy eyebrows. E
- G17 Anna Buxom blonde girl aged about sixteen; seems to be attracted by the uniform. Probably dumb – but who cares? D
- G18 Sigurd Tall, strange looking oaf with a broken nose. Speaks an almost incomprehensible dialect but seems helpful. B
- G19 Dieter Answers 'yes' to any question: eager to please but could be a simpleton – or a cunning enemy... C
- G20 Gottfried Showy clothes, earrings, reeks of garlic thinly disguised by scent. Demands high payment for services. A
- G21 Benno Verminous, inarticulate peasant who spits repeatedly and claims to know cattle trails and goat tracks. C
- G22 Helmut Burly farmer who is prepared to help if you will spare his crops and animals from requisition. B
- G23 Ralf Gangling youth who has failed to make the grade as a warrior and hopes to be accepted by the Romans. E
- G24 Fritz Fat, unshaven peasant dressed in filthy rags. Says he fought with Arminius but now wants to join you. Shifty. D
- G25 Adolf Village headman; obviously respected by the local clan and has extensive local knowledge and contacts. B
- G26 Willi A huntsman with little to say for himself but a quiet confidence that suggests he would be a good guide. A
- G27 Georg Brawny warrior who has lost an eye. Claims he can find his way just as well with one. Swears horribly. C
- G28 Kurt Seems to be in a permanent alcoholic daze, to judge by the smell of ale surrounding him and his glassy stare. E
- G29 Erich Violent tempered herdsman; carries a whip and seems to be at odds with his neighbours, who shrink from him. D
- G30 Paulus Romanised Gaul who married into the clan years ago after coming to trade and has been accepted by the tribe. B
- G31 Franz Herdsman: limps after being kicked by bull two years ago. Seems to know nothing about the area – a dolt? D
- G32 Alberich Crafty tribesman with an eye to the main chance. Will help you so long as the pay is good, and no longer! C
- G33 Ludwig Somewhat hard of hearing: hums tunelessly to himself while tending his cattle. A real backwoodsman. A
- G34 Jurgen Tall, weatherbeaten warrior. Appears unwilling to cooperate, but may be reliable if threatened. B
- G35 Bertholt Dour, pessimistic farmer who blames his country's fate on mysterious, bloodthirsty deities. D
- G36 Dirk Simple country yokel, but since his sister married into a neighbouring clan he probably has travelled a bit. B
- G37 Ernst Travelling tinker who visits many of the neighbouring homesteads each year. Knows C

- G38 Gotz how to drive a hard bargain. Surly peasant in unwashed tunic. Answers all questions with a noncommittal grunt or a shrug. E
- G39 Kaspar Claims to be a horse doctor. Shakes his head and makes whistles of dismay whenever he sees your pack mules. A
- G40 Ranulf Known as 'Northman' by the locals, though no-one is sure where he comes from. Very limited local pidgin. B
- G41 Fafner Elderly hermit who lives alone in the woods. An eccentric character, regarded with amused contempt by the locals. D
- G42 Elfriede Homely farmer's widow, who appears to be making a good job of running the homestead after her husband's death. B
- G43 Werner Local goat-herd and part-time poacher. Does good bird imitations and seems to prefer the company of animals. A
- G44 Loge Regarded by many as the village idiot, but you realise that he has the same 'falling sickness' as Caesar. An omen? D
- G45 Hagar A foul-mouthed, drunken slob who yet seems to have an instinct for survival. B
- G46 Erwin Would sell his sister for a denarius. Backwoodsman and hunter, nicknamed the 'Fox'. Not well liked locally, but respected for his skill and cunning. C
- G47 Wotan Revivalist preacher who claims that all Germania's ills are due to moral degeneracy – a born again-nutcase! E
- G48 Brunhilde Hagar's sister: attractive in a rather obvious way, and says she's worth at least two denarii! D

CLAN AREA POPULATION SUPPLY RECORD								AHADP 11
CLAN AREA	HOME STEADS	GRAIN	STRAW	ANIMALS	WARRIORS	WARRIORS IN ARMS	MOOD, NOTES ETC.	
ORIGINAL STATE								
FORGIVEN / KILLED								
CASUALTY FORWARD								
o								
f/k								
cf								
o								
f/k								
cf								
o								
f/k								
cf								
o								
f/k								
cf								
o								
f/k								
cf								
o								
f/k								
cf								
NOTES:								

AGENTS: UMPIRE'S GUIDE

A selection of possible agents/contacts within each clan is presented below. When the Roman Intelligence Officer (Praefectus Barbarorum) or the Commander of the Army (Legatus) wishes to establish communication with a clan, either to negotiate with the clan chief for supplies, or to obtain information he should be offered two or three potential agents from which to choose. The Intelligence Umpire may simply offer the brief description given below, or build upon the character outline by prior preparation and roleplay. Once an agent has been selected, he/she will remain the Romans' contact with the clan until found to be unreliable (by which time the damage may be irreparable) or his/her 'cover' is 'blown' by the clan.

BIBVLI

- B1 Klaus, drinking companion of the clan chief Ebrius, a wily old warrior with his finger on the pulse of the clan, but garrulous when in his cups. Has a substantial following amongst the more mature warriors, who would probably support him in a coup d'etat, but appears to be quite content with his position. Will provide basic information at a reasonable price, but will demand a great deal before he will spy against his clan.
- B2 Albrecht, Ebrius' brother and rival for the leadership of the clan. His lack of filial affection and ambition would make him an ideal undercover agent within the Bibvli, but he seems equally likely to double-cross you if it will serve his purpose. Expensive but daring and resourceful.
- B3 Hilde, slave girl and mistress to Ebrius who was taken prisoner during a raid on the Clari three years ago. Obviously has access to the chief, and says she will do anything to escape – even murder him, if you can guarantee her safety. Demands high payment for taking great risks. Can she be relied upon not to go too far and wreck the friendly relations you have built up with the Bibvli? However, aiding her escape could provide a valuable contact with the Clari, who may otherwise look askance at your dealing with their clan enemies.
- B4 Friedrich, a prosperous farmer who has played a leading role in arranging the collection of supplies under your agreement with Ebrius. Has set up as a middleman and made a tidy profit for himself – unbeknown to the chief! Keen to assist his benefactors in any way he can, and asks only a modest payment for his humble services.

CLARI

- C1 Helmuth, leader of the clan's young warriors. An ambitious young man who bitterly resents his clan's recent defeats by their more powerful neighbours the Bibvli, which he blames on poor leadership by the clan chief. Willing to help if he can increase his prestige and following in the clan – especially if it will damage the Bibvli. Demands no payment.
- C2 Wilhelm, elderly farmer and headman of a large group of homesteads, who is related by marriage to the clan chief. Prepared to act for you provided it involves no betrayal of his clan for a moderate fee. (Umpire's note: he is Hilde's father; if the Romans have freed her he will rate A, otherwise D)
- C3 Elfriede, priestess and clan oracle. Her position offers great scope for influencing the clan chief, and for discovering from the questions he asks her his opinions and plans. Demands high payment for committing heinous sacrilege on your behalf.

RVFI

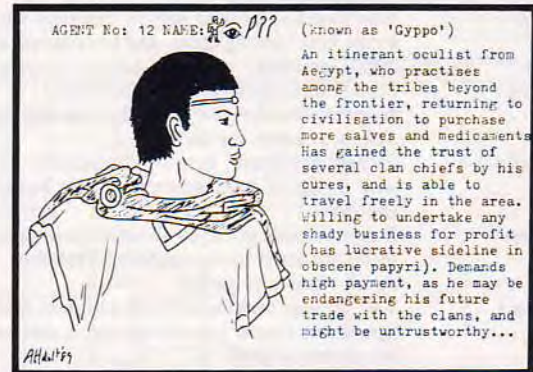
- R1 Werner, leader of the lakeside fishermen and boatbuilders, a shifty type who makes no secret of his mercenary attitude. The problem is that, having approached him, you may have to employ him to prevent him betraying your purpose to the clan chief. Says he can provide first class information – at a price!
- R2 Friga, wife of one of the clan chief's closest advisers, who has formed an attachment with one of the young tribunes. It appears her husband was badly mauled by a wolf whilst hunting last year and has become impotent. Willing to do anything to keep the affection of her toyboy, she can be persuaded to betray the clan quite easily.
- R3 Hafner, grizzled old warrior who shows no enthusiasm for the Romans, but might be convinced that serving your interests will be in his clan's best interests. Respected by most of the clan and unlikely to attract suspicion. Will require high payment to salve his conscience if required to undertake any dubious activity.

FLAVI

- F1 Siegfried, war leader of the clan, who fears that its traditional enemy, the Picti, will with Roman help encroach upon clan territory unless he can come to a modus vivendi with the Empire.

A hard man who has no love for the Romans, but realises that the Flavi cannot hope to resist the manifest destiny of the Empire, but must bend with the wind.

- F2 Known as 'Gyppo', a travelling oculist from Aegypt, who practices amongst the tribes beyond the frontier, but frequently returns to civilisation to purchase more salves and medicaments. Has gained the trust of the clan chief by curing his ophthalmia. Like all his kind, willing to engage in any shady business for profit, as witness his lucrative sideline in obscene papyri... Expensive, since he may be endangering his future trade with the clan, and might be untrustworthy...



- F3 Erich, the chief's bodyservant, originally a Pictish warrior captured in a cattle raid many years ago and enslaved. Given his freedom for saving his master's life during a hunt. The years have not lessened his hatred for his captors, but he dissembles well and has become trusted. Asks for freedom and safe conduct back to his clan with your forces.

SAEVI

- S1 Gebhardt, an elderly warrior who disapproves of the aggressive stance taken by the clan chief, Ursinus, a wild young hothead who is determined to wrest leadership of the tribe from Ebrius of the Bibvli. He realises that such schemes will only bring ruin upon his clan and family.
- S2 Rupprecht, a dashing young warrior and Ursinus' rival for leadership of the clan. Has support of large proportion of warriors who do not fancy tangling with the Empire. His strategy would be to make a subsidiary treaty with Rome and with the Empire's tacit approval attack the Flavi and their allies the Bibvli, and establish the Saevi as the dominant clan within the tribe – with himself as tribal chieftain, naturally! Lacks patience and inclines towards precipitate action. Wants much money to buy latest Roman weapons for his followers.
- S3 Etta, concubine to Ursinus, who fears that her position may be usurped by an attractive girl taken from the Flavi in a raid this summer. Able to influence the chief at present, but for how long?

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- I am grateful to Arthur Harman for drawing the maps and for the research on logistics contained in his *Hyde Park* game which appeared in *Wargames World No.2*.

"THE OTHER WILD WEST"

The Brazilian Frontier from the 16th to the 20th Century

by Chris Peers

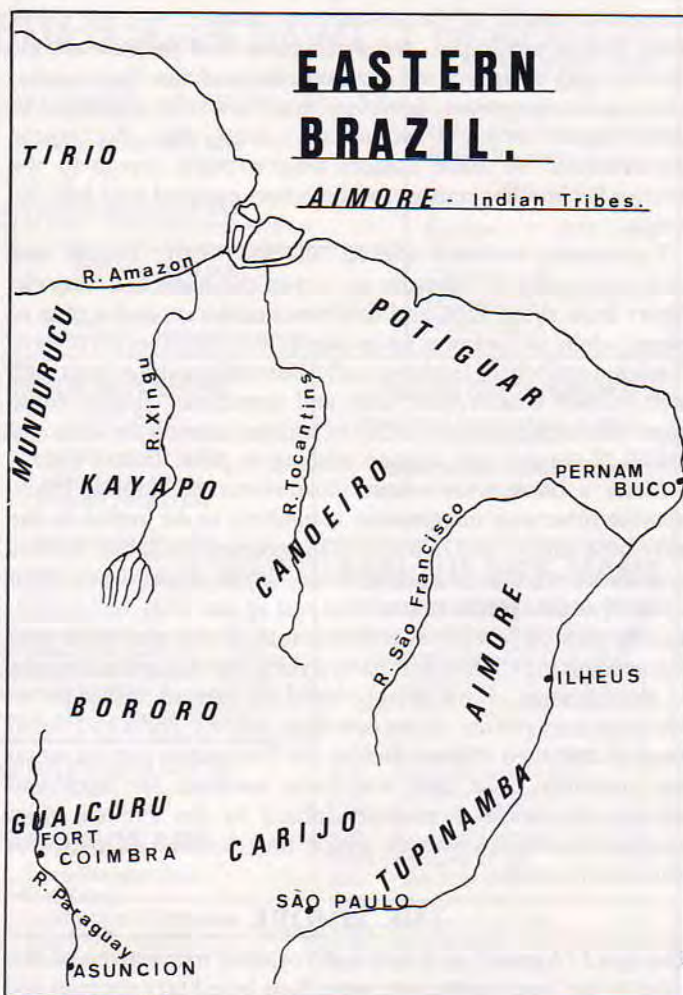
The campaigns of the Spanish conquistadors in Mexico and Peru are well known to wargamers, but the events of the Portuguese conquest of Brazil are still largely unexplored territory. They may lack the spectacular native empires and the appeal of fabulous riches, but the war for Brazil, in contrast to the dramatic overthrow of the Aztecs and Incas by Cortes and Pizarro, lasted for centuries, and in fact is still going on in many areas. One reason for this is the difficulty of the terrain, which almost everywhere was densely forested and only easily penetrated as far as the first rapids on the rivers, and which tended to negate the European advantage in cavalry and firearms. Another was the lack of a local imperial power to pave the way for centralised government, as for example the Incas had done, by building roads and disarming the wilder tribes. Organised Indian states which tried to take on the invaders in pitched battles were far easier to defeat than the confusion of small but warlike tribes, many of them nomadic, which faced the Portuguese. Most of the fighting in Brazil was of a low-intensity guerrilla type which was almost impossible to counter, and it often happened that attempts to conquer a tribe drove them into the sparsely-inhabited jungles where they would turn up, often centuries later, to resume their war against the advancing frontier.

Finally, unlike North America, Brazil never received the hordes of European immigrants which would have been needed to settle the land taken from the Indians, so the frontier never moved forward at a steady rate. Instead a series of rushes, first for brazil-wood, then slaves for the sugar mills, gold, coffee and rubber, enticed the white men into the wilderness. These led to wars with the natives which were rarely co-ordinated at a national level, but produced a hopelessly confused situation with countless different "frontiers" scattered across the map of the country. Sometimes the Indians held off the whites for many years, sometimes the invaders abandoned areas when economic slumps made their exploitation unprofitable, but over the centuries at least one general trend can be detected – the overwhelming of the Indians by impossible odds. In 1500 there were between three and five million; in 1900 less than one million; in 1989, out of a total Brazilian population of over a hundred million, perhaps 200,000.

Obviously such a vast subject cannot be properly covered in an article like this, so I propose to approach it by describing just a handful of the most famous warrior tribes, their methods of warfare and their appearance (as a heavy hint to figure manufacturers!), with a brief look at their white enemies and the course of their struggle. I should point out at this stage, however, that the Indians have always fought each other at least as often as they fought the Portuguese and Brazilians, so battles or skirmishes between contemporary tribes are another option for the wargamer.

THE TUPINAMBA

When the first conquistadors landed on the coast of Brazil they found most of the southern part occupied by recent invaders from the west, the relatively well-organised and settled Tupinamba. They were extremely warlike, pursuing vendettas against neighbouring peoples by means of raids and surprise attacks, and also engaging in open pitched battles with forces of several thousand. The French missionary Jean de Lery in the mid-sixteenth century described them as opening the battles with arrows at two to three hundred yards, and then charging



with two-handed wooden clubs. He considered them far better archers than those in France, using bows comparable in size and weight to English longbows, but reported that by holding a supply of arrows in the hand which held the bow they could achieve a rate of fire twice that of the English. On the other hand, an Englishman who lived with them for a time remarked that they had no subtlety in military matters, but "without any order would set upon their enemies like bulls." He credited himself with the introduction of tactical innovations such as the ambush, which brought his band a decisive victory over its major rivals.

The main object of Tupinamba warfare was to take prisoners, who were later killed and eaten; it is fashionable among modern anthropologists to play down reports of a cannibalism, but in this case the eyewitness accounts seem too numerous to ignore. Very few other Brazilian Indians were cannibals, but early experience with the Tupinamba naturally coloured Portuguese attitudes to natives generally, and accusations of a cannibalism later figured in many attempts to discredit or revile the Indians. Paradoxically, the warlike nature of the Tupinamba contributed to their destruction, for they were confident of their superiority over other tribes, and so did not hesitate to meet Europeans in battle where guns and cavalry could be used against them. Their permanent settlements were also vulnerable to raids.

For some time after the first contacts in 1500 the Tupinamba were generally friendly to whites, but from the 1540s onwards Portuguese settlement on the coast began to lead to conflict,

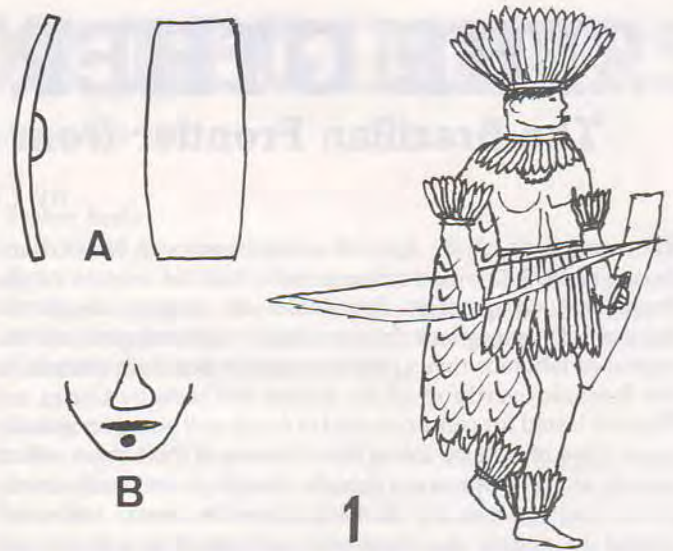
and some groups, such as the Potiguar, considered the most "civilised" of the Tupinamba, allied themselves with the French who were attempting to colonise the Northern part of the coast. The Indians were also only too willing to supply the slaves demanded by the settlers by raiding other tribes, and to co-operate with the Europeans in campaigns against more traditional enemies of their own people. The result was that by the second quarter of the seventeenth century, with the aid of these Indian auxiliaries, the Portuguese had pushed out the French, and destroyed or enslaved most of the Tupinamba. There were exceptions, however; many warriors continued to serve more or less voluntarily with the Portuguese "bandeirantes" or slave raiders who wrought havoc in the interior for another century, while others escaped west into the jungle.

Tupinamba warriors shaved all body hair, beards and eyebrows and had a tonsure on top of the head like a monk. Apart from white shell and fishbone necklaces, and a plug of green jadeite in the lower lip or cheek, their dress seems to have consisted entirely of feathers; early illustrations show them with high feather headdresses, kilts and sometimes cloaks, while important men also wore circles of feathers around the arms and ankles. I suggest that anyone wishing to paint Indian figures consults a book with colour illustrations of tropical birds, because otherwise imagination is unlikely to do justice to the incredible variety and richness of the colours available. Parrots were most popular for headdresses, while cloaks were often made of scarlet ibis feathers. The rest of the body was naked, usually painted in various combinations of red and black dye; one account mentions a war party dyeing one leg red as a means of identification. Bark shields could be carried, although no contemporary picture shows how bow, arrows, clubs and shield were all managed at once. Before the Europeans arrived metal was unknown, but iron was soon adopted for axes and arrowheads, while Tupinamba allied to the French often obtained European swords which they learned to use with considerable skill.

THE AIMORE

The word "Aimore" is in fact a derogatory name given to this tribe by the Tupinamba, who were their hereditary enemies and had driven them inland only a few years before the Portuguese arrived. The Aimore were tall and almost as pale as Europeans, and in contrast to the Tupinamba lived and fought in small nomadic bands, hiding out in the forest and operating by means of swift raids and ambushes. They were primarily archers, using long bows even stronger than those of other tribes, but were also courageous fighters at close quarters, using their bare hands if necessary. As Portuguese sugar plantations expanded into the dry forests inland they were terrorised by Aimore raids, which virtually destroyed the colony at Ilheus between 1550 and 1600. Campaigns against them consisted of repeated expeditions into the jungle which suffered heavy losses from unseen archers without bringing the Indians to bay; this style of warfare was far more effective against the whites than the massed formations of the Tupinamba, and the Aimore were only subdued in the early seventeenth century by inciting other tribes against them. Isolated groups, however, remained hostile for many years.

The Aimore did not go in for showy feather costumes, but fought naked apart from white stones inserted in their ear lobes and lower lips, the latter probably discs like those of the Kayapo (see below), to whom they were related. They wore their hair long, and were described by an English observer as "like wild Irish" for this reason. They were also said to be very dirty, because they did not have hammocks but sat and slept naked on the ground. The Janduin who fought successfully against settlers and ranchers near Pernambuco in the 1660s were a



Tupinamba chief, c. 1500, from contemporary pictures and descriptions.

A: Side and front views of bark shield.

B: Detail of face, showing position of stone lip-plug.

related people and probably looked very similar. They had distinctive haircuts, with a short fringe in front but worn shoulder-length at the back and sides.

THE GUAICURU

In the 1540s the first Spaniards to penetrate the Mato Grosso, the formidable "Great Forest" of south-western Brazil and Paraguay, met and defeated this warlike people by exploiting the shock caused by their horses, which were of course unknown to the Indians. The Guaicuru, however, soon managed to steal horses for themselves and develop their own cavalry, an unusual feature among Brazilian natives. Their territory was much more open than the Amazonian jungles to the north, and they quickly became the South American equivalent of Plains Indians, breeding large herds of horses and using their mobility to terrorise more sedentary neighbouring tribes. Their first victims were the peaceful Guarani who were being settled in Jesuit missions in Paraguay, and between 1594 and 1671 they defeated several Spanish punitive expeditions and forced European settlement to retreat to the vicinity of the Paraguayan capital, Asuncion. Then late in the seventeenth century a gold rush brought Portuguese into the Mato Grosso from the east. The spearhead of the invasion was formed by groups of *bandeirantes*, often known as Paulistas from their place of origin in Sao Paulo, whose epic slave raids had gained them plenty of experience as Indian-fighters. This time, however, the Portuguese were on foot and fighting mounted Indians, and at first the Guaicuru were often victorious, together with their allies the Paiagua, who fought in canoes against the gold-seekers who came paddling up the Rio Paraguay.

A huge Portuguese expedition up the river in 1734 smashed the Paiagua, but the Guaicuru, of whom there had never been more than fifteen thousand, continued to defy the slave raiders and massacre the settlers, earning the title "the most barbaric and ferocious heathen" in Brazil. Gradually the Portuguese increased their grip on the region by building forts, but one of these, at Coimbra, was captured by the Indians in 1778 and the garrison massacred. Peace finally came in 1791, but the Guaicuru continued to fight the Spanish in Paraguay for another decade or so until, reduced to a few hundred by over a century of warfare, the survivors finally settled under Portuguese protection.



2
Guaicuru warrior, 18th century, based on paintings by Jean-Baptiste Debret. His only clothing is a short woollen kilt—the rest of the detail on the face, body and limbs is painted in black and red dye.

They rode into battle bareback and without stirrups, and were said to know no other pace but the gallop. Their horses were well-bred Andalusians, light but with plenty of stamina; the warriors were excellent riders and could charge furiously with lances, although they tended to be cautious and only to attack when certain of success. They had little military organisation, however, a war party consisting merely of a horde of volunteers under a temporary chief – a system which their enemies regarded as their greatest weakness, but which also made them harder to conquer as there was no chain of command which could be made the target of the European's strategy. They are said to have often fought naked, but contemporary pictures show them in a sort of woollen kilt, and jaguar-skin blankets and saddle-cloths were popular among important men. One account refers to horse-armour of oxhide, but I do not know what this would have looked like, or how common it was. When charging the Guaicuru would hang over the right flank of their horses, the left hand gripping the mane and the right a lance with a steel head; this practice was designed to protect the riders from missiles. They were very tall and muscular men, with short hair and plucked eyebrows and eyelashes, and wore necklaces and bracelets of silver or trade beads. Their most notable feature, however, was a spectacular system of body-painting in geometric designs using red and black dye, and in the later period, tattoos. Each half of the body was often decorated in a contrasting pattern, and the hair was dyed bright red and coated with wax so that it stood up in spikes.

THE CANOEIRO

By the 1780s the settler frontier of north-east Brazil was moving west towards the River Tocantins, which rises not far from modern Brasília, and running into a group of previously unknown tribes, two of which, the Chavantes and the Canoeiro, put up an epic resistance to the loss of their lands. The Chavantes, who were athletic hunters in the open forests, were originally pacified in 1788 and induced to settle in mission villages, but after experience of treachery and robbery by the whites returned to the jungle from where they continued to terrorise the frontier until the 1950s. A few thousand of them still survive. The Canoeiro, on the other hand, are thought to have already reached the Tocantins by a similar process, being the descendants of a tribe further east which had been displaced by seventeenth-century *bandeirantes*. As a result they combined hostility towards whites with an extensive knowledge of their weapons and tactics. They were disciplined, never gave or

accepted quarter, and were willing to use captured European weapons such as swords and bayonets as well as metal-tipped arrows. As their name suggests, they relied heavily on river transport. Battles consisted of mass raids against ranches and even towns, employing volleys of arrows backed up with spears and swords, women and savage dogs fighting alongside the men.

During the early nineteenth century Canoeiro attacks almost destroyed the Brazilian settlements along the Tocantins, many rich ranching areas having to be abandoned, but by the 1870s they had disappeared under the pressure of bloody counter-raids mounted by the settlers. As they were often confused with the Chavantes, I assume that the Canoeiro looked very similar; long-haired and fighting naked. In addition to their other weapons they often used heavy wooden clubs which were thrown at the enemy and retrieved by means of cords.

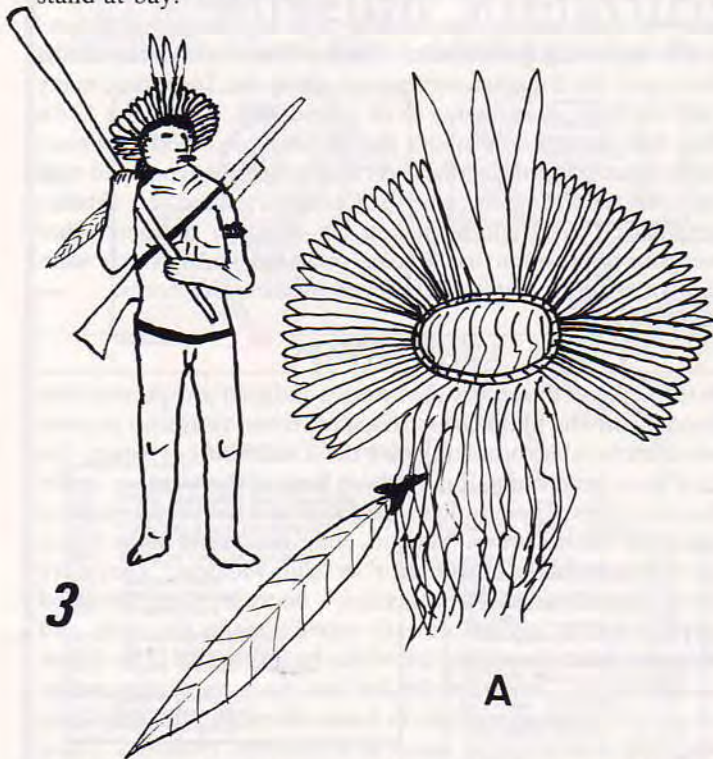
THE KAYAPO

In the eighteenth century the farmers and gold prospectors who flooded into the Mato Grosso began to come up against an even more intractable problem than the Guaicuru horsemen, for they were penetrating the southern limit of the territory of the Kayapo tribes. These Indians fought on foot with bows, javelins and their most famous weapon, long hardwood clubs which gave them the name of "*Bilreiros*" or "club-wielders." They were often described as "treacherous," because they favoured surprise attacks against unwary expeditions in the bush, and were also fond of trapping the whites by setting fire to the forest around them. They were divided into numerous independent tribes, practised agriculture in forest clearings, and may have originally numbered as many as a hundred thousand. Their struggle against the slavers, rubber-tappers and farmers invading their lands went on throughout the nineteenth century, and in fact the last two or three thousand Kayapo, led by the Txukarramae group, are still making the headlines by their resistance to the frontier along the Xingu River.

The first attempt to subdue the southern Kayapo of Mato Grosso, by a *bandeirante* named Pires de Campos with a force of pacified Bororo Indians, ended in his death and great slaughter on both sides, but in 1780 the hostile Indians were lured into settlements by presents and their lands opened to colonists. The desire of the tribes for European goods, and in particular metal axes, which made the life of a stone-age farmer much easier, was a fatal weakness in many instances. They would accept what must have seemed like tribute from a beaten enemy, and unable to resist the material goods of a civilisation would move en masse to villages where they were easily weakened by unfamiliar diseases or disarmed by treachery. A few, like the Chavante, got out in time, but for the southern Kayapo peace proved more deadly than war, as they declined into military impotence. By the 1860s many had once more fled into the forests, but by then Brazilian farmers were in possession of the best land, and although the Indians continued a brief guerrilla war, by the end of the century the fight was finally over.

Further north, however, white men were beginning to encounter the northern Kayapo, who until then had been relatively unmolested in the dense rain forests between the Tocantins and Xingu rivers. First came the "*seringueiros*" or rubber-tappers, who in response to the rubber boom of the late nineteenth century, penetrated the unexplored jungle alone or in small bands in search of the wild rubber trees. On the Xingu, most did so at the cost of their lives, for Kayapo attacks virtually extinguished the trade which elsewhere brought disaster to many tribes by means of disease and forced labour. After one encounter the Indians realised the advantages of the Winchester carbines used by the "*seringueiros*", and thereafter made every effort to obtain guns for themselves. Nevertheless, the attempts of missionaries, ranchers and road-builders, as well as the

notorious "bugreiros" or professional Indian-killers of the frontiers, have over the last century gradually forced the Kayapo into their last stronghold on the Upper Xingu, where today, as settlers burn the forest to clear land for cattle, they stand at bay.



Txukarramae Kayapo warrior, late 20th century. He is naked apart from headdress, beads and a cord round the waist.
A: Rear view of headdress.

The Kayapo traditionally fight naked and dye themselves black for war. They are noted for the accuracy of their archery, although in the twentieth century the most popular weapon is a .44" Winchester. But they have always been feared by other tribes for their zeal for hand-to-hand combat, using two-handed clubs shaped like elongated baseball bats. Their most distinctive features are the feather headdresses (see illustration), with macaw feathers tied in the hair at the back, and the lip-discs worn by important warriors, which distend the lower lip several inches in front of the face.

FIGURES AND WARGAMING

The tribes described here are just a tiny proportion of the six hundred or so which existed in Brazil in 1500, many of whom had their own distinctive appearance and styles of fighting – the Bororo of the Mato Grosso, for example, who wore feathers in their noses and great fan-shaped headdresses, or the Mundurucu, the eighteenth-century "Spartans of the Amazon," who combined great physical fitness and skill at archery with rigorous discipline, or the Tirio, who may have given rise to the legends of Amazons, and hence the name of the great river itself. There is therefore an almost endless variety of forces to choose from, just as the fighting across an entire continent for nearly five hundred years provides more possible scenarios than I could ever deal with here. In most cases the forces involved were quite small, a few hundred at most, so the subject may be more suitable for skirmish games than for conventional armies – although there are exceptions, such as the Tupinamba, several thousand strong, who could make a colourful and reasonably useful Renaissance army ("D-class" fanatics, longbow and two-handed sword?). Obvious scenarios which spring to mind include a *bandeirante* slave raid on a village, an ambush by

Indians of a white expedition into the jungle, whether sixteenth-century seekers for El Dorado or twentieth-century *seringueiros*, or – a common experience on the rivers of the Amazon – an attack on a party of explorers while they manhandle their canoes over rapids. There is also a lot of scope for a small-scale role-playing campaign in which players lead small forces into immense wilderness in search of wealth or glory, or try to stop the whites by force or cunning. My favourite example of the latter is the fate of a Portuguese expedition in 1531, which accepted an offer by the Carijo, later the main target of the *bandeirantes*, to ferry them across a river in their canoes. These had hidden holes in the bottom, blocked with mud, and when in mid-stream the Carijo literally pulled the plug on the expedition and swam ashore, while the armoured conquistadors went down with the canoes.

The real problem of course is figures, as always when you are trying to introduce an unknown subject to the wargaming public. The Portuguese are not too difficult; Spanish conquistadors for the sixteenth and seventeenth centuries, Mexican or Wild West types after that. Quilted cotton armour and wide-brimmed hats were popular among the *bandeirantes*, many of whom were half-castes who went barefoot, while pictures of nineteenth-century *seringueiros* or *bugreiros* closely resemble North Americans of the same period. Twentieth-century settlers and explorers will probably be little different, but the Indians of course are another matter. Many Amazonian tribes fought naked, and could be converted from figures like Q.T.'s 25mm. nudes. The Guaicuru, with their spikey hair, could be produced from naked Gauls whose limed hair gave a similar appearance, but this does not help with the cavalry; perhaps the best answer would be Numidians with the top half of the tunic filed away to look like a naked torso. The tribes which went in for lots of feathers are more difficult, although various kinds of Aztecs, Incas or North American Indians might be suitable with a little alteration. The Wargames Foundry Iroquois Senior Warrior has a nice Bororo headdress, but otherwise is a little overdressed. Bows are of course no problem, but clubs will probably have to be scratch-built. Apart from the Kayapo "baseball-bat" type, other styles resembled paddles and even European broadswords, carved from wood. The ideal solution, as always, is to pester the manufacturers.

Terrain could be another problem, particularly as much of the fighting took place in dense tropical jungle – I suggest simply sticking down as many trees and pieces of lichen as you can find, then going out and buying some more! It really is essential to get the feel of the subject, and rules should allow Indians to move far more easily through such terrain in order to reproduce the Europeans frustration. Napoleonic Peninsular buildings would do nicely for Portuguese settlements, while Indian dwellings were often thatched, resembling, for example, the plastic huts which are available for the Vietnam War. So with a little effort it would not be too difficult to produce a game set on the Brazilian frontier, opening up for the adventurous wargamer a field of almost limitless possibilities.

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There is no point in specifying any particular set of rules, as any skirmish set for the relevant period could be adapted. *Red Gold* by John Hemming (Macmillan, 1978) is a highly detailed and indispensable source for the period 1500 to 1760, while the same author's *Amazon Frontier* (Macmillan, 1987) continues the story up to 1901. Robin Furneaux, *The Amazon* (1969) is also recommended, while the accounts of a number of twentieth-century expeditions may be useful, in particular *The Tribe That Hides From Man* by Adrian Cowell (Bodley Head, 1973) which describes events on the Xingu, including inter-tribal warfare, which has now apparently ceased, but was in full swing in the 1960s.

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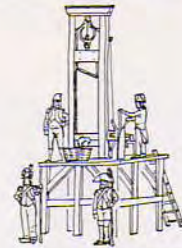
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