

ALL ABOUT WAR GAMES

Written
and
Illustrated
by
Jack Scruby



Price \$1.00



Best regards!
- Jack Sewby

Chapter One

AN INTRODUCTION TO WAR GAMES

"Can you give me some information on war games, please?"

"Where can I find some rules to play war games with?"

My mail is flooded with these two requests, and they are difficult questions to answer. So far as I know there is only one publication devoted to war games. That is the WAR GAME DIGEST of which I am editor and publisher. Yet, actually, this publication is often beyond the comprehension of the beginner who has not experienced the thrill and fun of miniature battles. There is left only the famous book, "Little Wars" by H.G. Wells, but the rules as laid down by the well known person are rather too simple for most players.

There really is no hard and fast set of war game rules which everyone could play by. Every war game general makes up his own game, and only very basic moves and rules tie the whole thing together in what can be classed as war games. Even players using the same basic rules, may have variations thereof, so that it can be said there are no two games really alike.

This is probably the reason no one has ever attempted to write a discussion on war games for the beginner. Yet, I felt that some effort should be made to get the newcomer started. Actually, I am probably the last person who should attempt to do this, for I make war game soldiers commercially, and I produce the WAR GAME DIGEST, and naturally I am more biased than others might be who are pure hobbyists. The reader therefore must excuse all "Commercial" aspects that may appear in this publication.

There are many reasons why you - and I - like war games. And we have centuries of history behind us, and better men than we'll ever be, who have loved it also. There is no use covering this phase of the war game, for Bob Bard does it very well in his wonderful book "Making and Collecting Military Miniatures" (Bob Bard, Box 1463, Baltimore 3, Maryland - \$5.00) However, one of the interesting outcomes of war games is the vast amount of military history and information the "general" will read. And the frustrated writer will get much pleasure in writing reams of battle reports, battle plans, rules, ideas and "front line news releases" - which eventually will fill many volumes!

Thus, war games are not only fun to play, but the "by-products" are just as enjoyable. I claim miniature battle is of tremendous therapeutic value in our fast, modern day existence, and is as good a form of relaxation (and almost as strenuous!) as tennis, golf, or swimming.

To most experienced war gamers, this booklet will be of no use whatsoever, since most of it will be "old hat" to them.

And the beginner, who associates with the old timers, may be confused by many of the terms that are bandied about. Thus, as a starter, lets define certain terms, to help you get straightened out. You can turn back to this section as you read this pamphlet so that you may understand what is going on !

Definitions

Movement, or Troop Movement, or Game Move - means the actual moving of the lead soldiers on the table during one players turn.

Foot Move, or Infantry Move - is the length of movement allowed an infantry soldier. The "Foot" does not mean 12 inches in length, but is used to denote a Foot Soldier.

Cavalry Move - the length of movement allowed a horseman. Usually twice the length move of a foot soldier.

Range - pertains to the maximum length of range a musket, rifle, or cannon may fire. Opposing soldiers within such range may be "killed" - those outside the range cannot be killed.

Combat - Means the actual fighting that goes on between troops within combat range of one another.

Judging the Combat - is the measuring for range, and determining of casualties by the two players of their lead soldiers who are within combat range.

Base Line - This is an imaginary line across the table top along the back edge of your side of the table. This is generally an Infantry Move out, and is the normal starting position of troops when the war game begins.

Commanding General - or Commander - this is the miniature that represents the leader of your forces on the table.

Melee - A hand to hand fight between opposing soldiers.

Volley - Rifle fire of groups of soldiers against each other.

Converting - means changing a miniature from one position to another by rebuilding it, or, changing a miniature from one type of soldier to another.

Battle Report - a writeup of a miniature battle. Usually these reports are written as a historical battle, rather than as a log of the moves of each player.

Morale Factor - determining by a throw of dice whether troops will move into combat, or, determining a winner of combat after a melee or volley.

Chapter Two

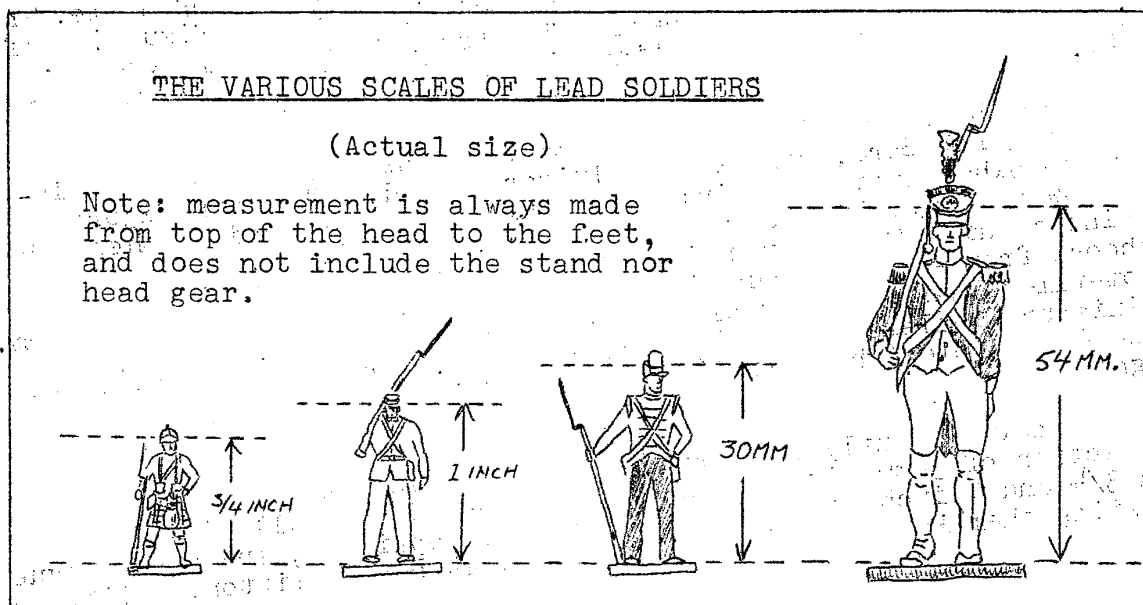
YOUR TROOPS

Being a commercial maker of war game figures, to me the first and most important step for the beginner is choosing the soldiers he will use for his war game. This choice means automatically that he also chooses the period of history he wishes to fight his games in.

The man who likes tanks, bazookas and machine guns will wish for modern soldiers, which means he will be fighting modern battles. Those that like armored knights will choose the ancient or medieval historical periods. Thus, the choice of the soldiers you wish to use is of primary importance to the beginner.

War games can be divided into three categories, with many variations therein. There is the Ancient War Game, the Musket Period War Game, and the Modern War Game. Within the Musket Period for example, one has a wide choice of the American Revolution, Frederick the Great, the Napoleonic era, the American Civil War, and many others.

As a rule, most war game generals attempt to be as realistic about their play as historically possible. Since the musket, for example, was a short range and inaccurate weapon, the rules for Musket Period warfare will take this into account. Ancient war games would feature more melee's, and less missile fire. Modern war games would feature more fire power, and less hand to hand action. Tactics, strategy and troop formations are thus always kept within realistic, historical bounds wherever possible.



Therefore, in choosing your troops for your war game armies, you should pick a force representing the period of history you like the best, and in which you may have some research in military history, tactics and uniform information.

Once this decision is reached, the next question is the choice of the size of the lead soldiers you wish to use. This choice will automatically determine what "scale" your war game will be fought in. "Scale" means the size a lead soldier represents as compared to a man, and is almost as important to the war game general as to the model railroad hobbyist whose passion for scale is well known.

Today the beginner has a choice of several different scales in lead soldiers. There is the so called "standard" 54mm (2 1/8 ") soldier, the 30mm (1 1/4 ") and some of the fantastic and beautiful figures made by Greenwood and Ball of England (and produced by me here in the USA) which stand only 3/4 and 1 inch high.

The scale of the soldier you desire also depends on the space you have available to fight war games in. The floor of a large room is ample for a large number of 54mm figures, while a kitchen table is adequate for the 3/4 inch Greenwood and Ball soldiers. The 54mm figure at one time was perhaps the most popular war game piece, but today with the advent on the market of the 30mm and smaller soldiers, you'll find these predominate in most experienced general's shelves.

I should mention here also that many players use the "Flat", silhouette type soldier for war games. Viewed from the side, these look well. They are fairly inexpensive, easy to store, and a tremendous variety is available on the market. However I'm very biased for "round", three-dimensional soldiers, as I cannot quite get used to the sight of a horde of enemy troops coming at me, and all I can see is a thin edge of an indistinguishable figure! If you are interested in purchasing "flats" for your army, you can get a nice choice by contacting Willard P. Snyder, 1809 Ranstead St., Philadelphia 3, Pennsylvania.

In the round figures, the 54mm Britains soldiers are obtainable from Bob Bard, Box 1463, Baltimore 3, Md. The 30mm figures are somewhat harder to find. Only two companies produce these that I know of; myself and the S.A.E. firm. The S.A.E. figures are painted and quite inexpensive, and there is a wide variety to choose from - if you can find a dealer somewhere that handles them. Sometimes these figures are available in toy stores, but few miniature dealers in the U.S. handle them. And letters direct to the SAE people (who operate in South Africa) are generally ignored.

I have recently entered the war game field with a wide selection of 30mm figures, and the Greenwood and Ball miniatures in 3/4 and 1 inch sizes. My figures are unpainted, and a catalogue listing them is available by writing me at Box 6, Tipton, Calif.

Chapter Three

CONVERTING AND PAINTING

Whether you are a beginner, or an old hand at war games, there are always some troops you'll wish to convert, paint or repair. You'll find it very handy to know how to use a soldering iron, for despite the most careful handling, you're bound to have a few casualties amongst your figures, and you'll want to repair them.

Converting and Repairing

Mainly the tools you will need are an X-acto knife (with No. 11 blade), an electric soldering iron (Unger Electric Iron) and a small bench vise. These tools are all available at hobby shops. A good set of files is handy also, and we recommend the small Swiss clock makers type for general use with soldiers. (Most of the tools essential to converting are available from Bob Bard)



Conversion means simply that you convert a commercial figure you have purchased into something else - either to a new position, or to a different type of soldier. Thus, you can convert a Union soldier of the Civil War into a British foot soldier of Waterloo - or - by cutting off one foot from a stand and bending the leg, you can convert an advancing infantryman to a charging soldier.

Soldering is the simplest, fastest, and strongest method of repairing or converting. It takes some experience to do a good job, but remember the more you do, the better you get, so don't give it up for a bad job if you have troubles at first.

There are some basic points to remember in soldering:

- 1-Always have a hot iron, a clean and a sharp point.
- 2-Use a good soldering paste or acid.
- 3-Use solid core solder, not acid or resin core.
- 4-Always apply the solder in tiny lots, not huge blobs.
- 5-Keep a good file handy to keep your point sharp and clean, and to file off the roughness after a soldering job.
- 6-Read throughly the section in Bob Bards book on soldering, for he covers it throughly.(Chapter 6 of "Making and Collecting Military Miniatures")

The biggest "secret" about successful soldering is knowing how to use your soldering iron. Never hold the iron in one hand and the solder in the other and apply it this way. Instead, dip your hot iron in the soldering paste, pick up a tiny dab of solder on the sharp end of the iron, and apply this bit of solder to the joint you are putting together. The soldering paste holds the solder to the iron, which transfers it to the part you are soldering.

Thus, in soldering an arm to a torso, you may need to "dip and transfer" several times before enough solder is there to fill the joint. This is better, however, than huge gobs of solder suddenly falling upon a joint from a roll of solder - and much easier to file down and smooth up afterwards !

You can use this "dip and transfer" method in repairing figures also. If you break the gun off a soldier for example, merely clean the paint off right at the break, and solder the gun back - or substitute a piece of wire about the same size. A repaint job, and you'll never know it was broken !

Solder is also excellent for building up soldiers - for example new equipment or perhaps a change in headgear - and after experience you should be able to completely change any commercial figures to special "troops" for your war game table.

At places on a soldier where strength is not too necessary, glue will often do the job quickly and effeciently. I have found the best and strongest glues - as well as being quick drying - is AMBROID and DUCO glues. Knapsacks, bags, and even riders glued to horses, are better glued than soldered in most cases.

Painting

Whether you buy painted, or unpainted figures, you'll at one time or another want to paint war game soldiers. There is one thing to remember about war game soldiers - especially the 30mm and smaller sizes. Detail is not too important - the overall effect is what counts. One can never inspect a war game soldier closely without a slight shudder, but on the table, in regimental formation, they look swell ! And after all, that is what counts for you're not painting a competition piece or collector's item, but a soldier you're going to fight with and which will be roughly handled.

What kind of paint is best for the war game figure ? I think I have tried them all - flat paint, oils, airplane model dope, silkscreen, Flo-paque, water paints and Pactra Namels. They are all good, and my suggestion is that you use inexpensive, easy to purchase paints that you can find in your local hobby store.

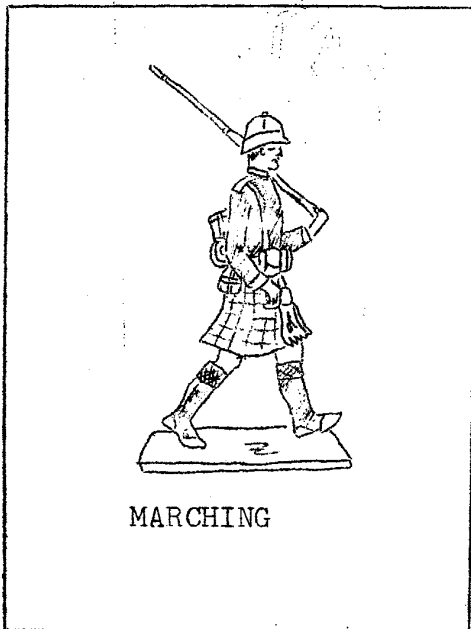
But no matter what type of paint you do use, the main factor in preserving your paint job is what you do after its painted. After you paint the soldier, you should use a colorless spray varnish of some type to cover the figure with a protective film.

This film of varnish will protect the paint for years. It really doesn't matter if the varnish is glossy or dull - it will soon dull down from handling. With a film of varnish over them, you'll even be able to wash your soldiers in water and soap without harm, and you'll be amazed at their brightness and new appearance after each such washing.

The painting of a war game soldier is much different than painting a shelf soldier you wish to show. You can use a "mass production" method, and should line up from 10 to 20 soldiers at a time, painting one color on them all before going on to the next color. Don't attempt to paint one soldier complete at a time - you'll be painting forever, and never will get a war game in!

After painting thousands of war game figures (for myself!) I've found two "secrets" about painting them. One is a technique which might be called the "sloppy undercoat, and careful overcoat" method. The other is to use various types of paint which will not mix and run together when applied one over the other.

Let's take the latter "secret" first. In order to keep paint from running through from a bottom coat of paint, it is best to use a different type of paint for the overcoat layer. For example, you have painted on a blue coat on a soldier, and need to put the white cross belts on him. The blue is apt to run through the white and discolor it badly. It is best then, to use a different type of white paint than the blue. Let us say the blue paint was a silkscreen paint. Therefore use a white oil, or white water casein paint for the crossbelts. They will not mix nor run together.



MARCHING

Colors that are compatible - say blue and black - need not be different types of paint, for even if they run together, it won't show. But yellow over blue, white over black, or any light color painted over a dark color, will probably not do well. This is the point where you bring in another type of paint.

The color white is always a problem, and I suggest you use a Flat White Enamel Undercoat paint, obtainable at any paint store. This generally dries flat, dries quickly, and seldom "runs" with any other undercoat paint.

My "sloppy undercoat, careful overcoat" method of painting starts with the largest area on the figure, and applying the paint freely and without regard for belts, straps or uniform lines, such as coat lines or cuff lines. For example,

taking the blue coat above, you "slop" the blue on the coat, covering everything on the coat (belts, knapsacks, etc.) and even slopping over on the pants, neck or hands without regard. All the

soldiers are painted the one color, and generally are dry by the time you get ready to start another coat of paint.

A step by step account may help in explaining my technique of painting. We have painted the blue coat, and now need gray pants. Since the blue may "run" with the gray, its best here to change types of paint. Now this new color -gray- will be neatly applied at the line where the coat and the pants meet ("neat overcoat") but from that point downwards on the figure, you may again "slop" the paint on. Eventually when you paint the shoes, you'll paint a neat line where the pants cuff meets the shoes, then cover the shoes thoroughly, even painting a part of the stand in the process. When the stand is painted green, you'll make the edge of the shoes neat, and slap the paint on the rest of the stand without regard.

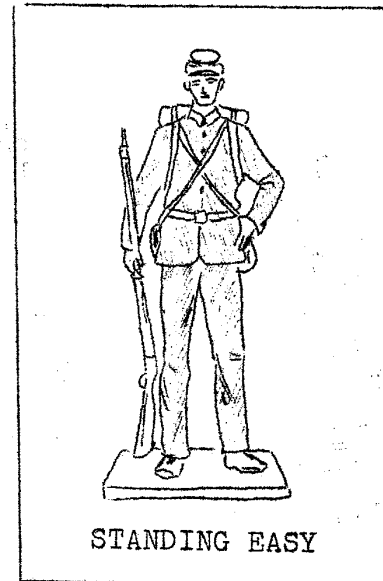
I believe this explains the "sloppy undercoat, neat overcoat" method. You'll find it is a fast and effecient way of painting war game figures. They look horrible during the process of painting, but you'll be more than happy when the figure is finished provided you have painted on the "neat overcoat" paint neatly !

I've found the best paint for finishing off the details on war game figures are oil paints. Other paints tend to dull down when applied over a coat of undercoat paint, but oils keep their true colors. Thus, on a Napoleonic Grenadier, oil painted red epaulettes look RED, while a Flo-paque or silkscreen red will turn rust colored. Also the oil paints allow for fine lines and mixed with turpentine or linseed oil will not dry up during the process of painting a stripe down a pant leg.

By useing Japan Drier with the oils you'll find it drys quite fast also.

One important tool you'll need in painting is a spring loaded clothes pin. Whittle the points down, and use the clothes pin to hold the figure by the stand while you're painting it. Remember, the less you handle the soldier while painting it, the better, and the clothes pin helps a lot to do this.

You may want to outline belts, or put on facial details. If so, try a pen and India ink. It works very well.



STANDING EASY

The best general brush for the "sloppy" painting is the square tipped type, rather than the pointed type. For finish work I reccommend the Windsor-Newton Series 12 Miniature brushes, sizes 00 and 000. And I also reccommend the spray cans of paint on the market for soldiers in solid colored uniforms. This is a fast, effecient, and neat way of applying paint to war game soldiers.

Chapter Four

THE WAR GAME SETUP

For those fellows who are lucky enough to have ample space for their hobby, setting up a war game outfit is almost as much fun as playing the battles. If you are unlucky, and don't have room for a table top, then it's the floor or kitchen table for you. If you can get the floor once in a while, the 30mm scale figures are perfect, and an area of 8ft by 8ft will give you plenty of room. If you can only get the kitchen table, the best bet for soldiers are the Greenwood and Ball 3/4 inch or 1 inch figures.

Of course, it's best if you can build yourself a real war game table. Using a piece of 1/2 inch thick plywood (sheets generally are 8ft by 4ft), legs of two by fours, and one by four supports, you can build a nice table having 32 square feet of playing area.

The ideal size however is perhaps tables of at least 6 foot width, by 8 to 12 feet long. You fight your battles across the 6ft width, and the length gives you plenty of room for flanking movements. A table any wider than 6 feet will soon give you back aches in stretching across it moving men. It is also wise to keep the table top lower than a normal table for ease in moving the soldiers.

To preserve your table top and to make it look realistic - paint it various earth colors. Inexpensive enamel paints can be mixed to produce a mottled multi-colored surface which will look like real ground.

Many beginners go all out making terrain pieces of plaster of paris - particularly hills. You'll find this is a waste of time, even though it may look good. For you should remember your lead soldiers must stand on something fairly level, or they will be toppling over all the time. The best bet for hills are pieces of 1 by 12s, 1 by 6s and 1 by 4 boards cut into various lengths. By piling one on top of the other, nice "pyramid" hills can be made, and the soldiers can always climb these without falling. Paint these boards like you did the table top for ground effect.

Trees, houses, fences and such can be purchased at your local model railroad or hobby shop - or you can construct them yourself. Trees can be made of twisted wire and lichen or old sponges. Or better yet, if you have a hedge, just clip a little fresh greenery for war games, and by sticking them in gobs of soft clay, they will stand up on the table in fine shape. The alert war gamer is always on the lookout for material to make terrain.

Roads and rivers may either be made of butchers paper and thumbtacked to the table, or can be drawn in with chalk. Lincoln Logs, or an old mah-jong set makes good rail or stone fences. But remember, try and keep all your terrain pieces in scale with your soldiers - it'll look much better.

The ideal setup for war games of course is a sand table. Few of us can have a sand table unless we have co-operative wives and the room in which to build one. There is no question but that fighting in dirt is dirty, and the broom is used as much as any other weapon when you have a sand box. Another problem is that the dirt must be kept moist, or you have a dust pile. But believe me, if you can work it out, a sand table is worth all the trouble.

My own sand table is designed so that I have eight inch sides, and a layer of about 5 inches of dirt in it. This "dirt" is actually a mixture of about 3/4 plain earth, and 1/4 sand - sand by itself is not satisfactory.

I have a sectional top that fits right over the table, matching in with the side boards, to form a "false" top. Thus, when not being used for war games, the dirt is hidden and I have a nice big table top for work bench, or other uses. After a battle, I wet the dirt down thoroughly, cover it up with the false sectional top, and this helps hold the moisture in so that its in perfect condition for the next battle a couple of weeks hence.

In preparing the dirt for a battle, I first chop it up with a garden hoe, roughly forming the terrain to conform with the battle map. Then with a cement trowel, and an old garden trowel, I build up the hills, valleys, river beds or what have you. Roads are outlined and smoothed down, and a thin layer of sand sprinkled over them. Fence lines are put in, houses added, trees put in place, and before you know it you have a real miniature landscape. Sawdust can be sprinkled over fields to look like dried wheat or corn fields; plow marks can be made with a stick, and rocks and brush added as desired.

Of course also, dirt tables lend themselves perfectly for the construction of field fortifications, trench systems and walled cities. Anything and everything is possible on a sand table, and if you have sprayed your soldiers with the clear varnish, you need not worry about them getting the paint worn off from **abrahasion**. They will get dirty of course, but a wash job now and then renews their colors.

Whether you use the floor, a table top, or a sand box, one more problem remains to the war game general; Storage of the war game armies. With 54mm soldiers, one must have shelves to put them away on, but with the smaller scale figures the best bet is a series of matched boxes, i.e. boxes of all one size. Store a regiment of soldiers per box, packing them in layers with tissue paper in between. Thus, when ready for battle, its merely a question of picking out the "regimental boxes" you want for the game, and placing the soldiers on the table. Its much easier also, putting "casualties" away in boxes during the heat of battle, than standing them up on shelves.

You'll find by seperating your soldiers into regiments, or types, its easier to find what you want when preparing a battle, rather than digging through a mass of figures looking for some special troops.

Chapter Five

ORGANIZATION OF YOUR WAR GAME ARMIES

The proper organization of war game armies is as important as a good war game setup. The beginner is smart who plans out ahead the kind, number and type of troops he wants before ordering them. This will lead to a lot of fun in setting up a Table of Organization for the two armies you will need to fight with.

Since dice are used to determine casualties in most cases, most volley firing in war games is done with volley groups of six men. Thus it is best to organize your Regiments in multiples of six. However most war gamers find they like to have a few more men in case of casualties, so the best bet may be to figure your Regiments in multiples of 10 men. Many experienced war game players, using 10 men as a basis, make a regiment consist of 30 men - 10 to a Company, 3 companies to a Regiment. Usually they add from 1 to 3 officers.

My suggestion is that the beginner start with 15 men per Regiment of infantry. This gives you "firepower" of two dice throws per regiment, with replacements for casualties. Later, if desired, the regiment can be built up to 30 men. You'll find too its less tedious to paint 15 men at a time, than 30.

As in history, each Regiment should be distinctive from another so that you can spot immediately what regiment is in action and will know its approximate fire power. In the old days, each regiment had its distinctive facing regimental colors, and most players of the musket period era follow this procedure.

Besides the Regimental facing colors, there is another way to easily build regiments for easy distinction. That is by placing all men in a certain position in the same regiment. For example, one regiment may be marching, one charging, one firing. In designing war game soldiers for sale, I follow this principle so that the buyer has a wide choice of action poses which enables him to better distinguish his regiments on the battle field.

In the modern war game, it is not important to follow a regimental organization, and special troops, such as machine gunners, bazooka men, etc. can easily be distinguished by the weapons they use.

In all war games, most players have some special troops - light infantry, commandos, para-troops, etc. Wherever possible these should be either painted distinctively, or be in distinctive poses so that both opposing players can quickly spot them. In your T/O for your armies, these special troops will comprise only a small proportion of the total, based roughly on a 10 percent basis. For too many of these powerful men will ruin a war game. Later on in this booklet, we'll take up more detail on these special troops.

It is not essential that cavalry figures be painted differently except as the player desires to portray various famous outfits. However with gun crews it is important that they differ from the other soldiers since they should be distinguishable at all times.

When picking out your special troops, such as light infantrymen, try and stick to historical facts. For example, Grenadiers would not be used for light infantry, but Jagers, Voltigeurs, Riflemen or dismounted cavalry would.

Now, presuming that you are lucky enough to have a nice 8ft by 4ft table, how many troops should you have for such a setup? Lets take the 30mm figure as the ideal scale to use, and you then can adjust your own armies up or down depending on what scale models you will be using.

For a Musket Period army, each army would consist of 9 regiments of 15 men each - a total of 135 infantry soldiers. There would be one regiment of light infantry - 15 men. At least 30 cavalry should be used, and a minimum of two cannons with crews of 4 to 6 men each. This totals 192 men per army, or a grand total of 384 figures.

This probably sounds like a lot of soldiers, but you'll be suprised how little area on the table they will take up. Using this many troops, a normal battle should be fought out in four hours time. Any more than this - at least until you have gained more experience - will be too much. Any less will cut down on the fun. Later, when you've played lots of games you'll be able to handle up to 300 soldiers per side with no trouble.

Now, if you're a modern war game fighter, you wont need so many infantry troops, and can make up firepower with machine gunners, tanks and mortars. And of course you'll need no cavalry. A total of about 150 men per side is good, with about 6 of these being machine gunners, 6 bazooka men, a couple of mortar teams, and 3 or 4 tanks. The tanks will take the place of cannons of the musket period war game, and paratroopers will take the place of the light infantryman.

In the ancient war game, the beginner will find the numbers suggested for musket period armies about right. Infantry will be divided into archers, pikemen and swordsmen, with the cavalry being pretty powerful as armored knights. In this type game, archers or bowmen usually assume the power of the light infantryman or para-trooper, and they should thus be limited in proportion to their power.

Once your T/O is completed, you'll find much fun in further organizing your armies for the actual battle. For example, if you plan an attack upon your enemy, you may want to organize your regiments into Brigades of two or more regiments; perhaps using a three regiment Brigade for the attack, and a two regiment Brigade for holding at another point. The combinations are endless, and a tremendous amount of pleasure can be derived from it.

You'll also soon find you will develop Regiments that will have special elan, or esprit de corp. These undoubtedly will become your favorites, and will be used to do the tough work on the miniature battleground!

Chapter Six

BASIC WAR GAME RULES

It would be too involved to go into too much detail on war game rules in this booklet, for one would have to write about the Ancient, Musket Period and Modern warfare, with all their variations. Suffice it to say that by using the basic rules here outlined, you can adapt them to the historical period you play your games in. I might also suggest that you subscribe to War Game Digest (PO Box 6, Tipton, California) for within its pages there is a constant source of ideas and rules being presented by outstanding war game players from around the world.

The beginner had best start slowly using only the basic rules, and as time goes on gradually add to your rule book the variations you think of, or read about, that will make your game more realistic and interesting. One word of advice - dont complicate your games too much with rules - keep them simple and easy.

Starting the War Game

If possible, set up a curtain between the two opponents, down the center of the table, so that troops may be set up in secret.

Each player then sets up his troops along his Base Line (about an infantry move out from the edge of the table).

Remove the curtain, roll one dice to determine who starts the first move, and you're off to the races !

Basic Types of War Games

There are several different types of war games one can play. Each is a little different from the other, and produces different results. We suggest the beginner start with the Alternate Move game, and then advance to one of the other types as experience is gained.

1-Alternate Move Game

a-Player Number One moves all his troops, fires his volleys and cannons (known as COMBAT) while his opponent remains passive.

b-When Player One has completed his entire play, then Player Two has his turn while the opponent is passive.

2-The Combination Game

a-Player One moves his troops while Player Two is passive.

b-Combat is then judged on a simultaneous basis (i.e. each opposing force fires upon one another simultaneously).

c-Cannons are then fired alternately, with Player One having first shot.

d-Player Two then makes his troop movement, while Player One remains passive. "b" and "c" above are then repeated.

3-The Simultaneous Move Game

- a-Both players move their troops at the same time, each man starting from his left and moving to his right.
- b-When all troops on both sides have been moved, Combat of the two forces are judged on a simultaneous basis, and then each side fires his cannons alternately.

4-The Move-Countermove Game

- a-The Player rolling high dice (before each game move) may choose whether he wants to make the Move or Countermove.
- b-The Move player then moves all his troops.
- c-The Counter-Move player then moves all his troops.
- d-Combat is judged on a simultaneous basis.
- e-Cannons are fired alternately, with Move player firing first.

Moves and Ranges

- 1-The Foot Move -or Infantry Move - is the length one infantryman can be moved on each player's turn. The length of this move is determined by the scale of the figures used and the size of area being played on. On an 8ft by 6ft table this is usually 8 inches, so we'll use this as a basis for our tabulation below.
- 2-The Cavalry move is twice the length of an infantry move - thus it would be 16 inches. Generally cavalry, light infantry, tanks and vehicles use the cavalry move length.
- 3-Rifle range - in musket period war is usually a cavalry move (16 inches). In modern war it is increased to perhaps 20 inches. This means that any opposing troops 16 inches (or 20 inches) away from the man firing is eligible to be killed. Measurements are usually made on a stand to stand basis.
- 4-Artillery Range - is generally 4 to 5 infantry moves in length - that would be 32 to 40 inches long. Range is always measured from the muzzle of the gun, and all men within this range can be killed.

Combat

After all troops have been moved by the player (or players) the Combat between the troops within fighting range of each other is then judged. Only troops within combat range of one another can fight one another.

There is generally a definite order of combat to be judged in all games, as follows:

- 1-All melees (hand to hand fights) are judged and casualties removed.
- 2-Rifle volleys are measured, firing commences, and casualties removed.
- 3-Artillery ranges are measured, targets picked, and cannons fire, with casualties being removed.

The beginner will find it best to choose a suitable Order of Combat in judging combat, and stick to it, rather than make a helter-skelter thing of combat judging. It matters little whether you want cannons to fire first, or last, but once a decision is reached, stick to it for the entire game.

Now lets take each form of combat and explain it fully:

The Melee (or hand to hand combat)

1-The Melee occurs at the discretion of the player making the move. To cause a melee the player places one soldier within half an inch of an opposing soldier, and announces that this is the melee point of contact. The player then may move in all troops within legal range, around this point of contact. From the point of contact a melee circle (360 degrees) is measured, which is an infantry move in diameter. All troops within this circle (whether friendly or enemy) are "caught" in the melee, and must stand and fight. Troops outside the circle are not in the melee.

Now there are many different rules for melees - offhand I can think of eight different kinds - each different from the other. Some are technical, some are simple, and most use a roll of the dice to add an element of chance in determining the winner. For the beginner, I think however, one of the best rules was originated by the late Captain Sachs of England.

The Sachs Melee Rule

1-After the men involved in the melee have been determined the players count their troops who are involved.

2-First, deduct from the inferior force as many men as it is inferior. Remove these men as casualties from the table. Then, starting with the weaker force, every second man on both sides is killed.

3-The player left with the most men is declared the winner, and the loser must retreat one infantry move. The winner may reorganize his men, but cannot pursue.

4-Cavalry and infantry count as equals.

5-If both sides are equal in combat, half the men on each side are killed, and victory will depend on which side can bring up reinforcements first on ensuing moves.

We players of the musket period game however object to Sach's idea that cavalry and infantry are equal in melee's. So, most players use a "point" system, whereby cavalry equal 2 points, and infantry 1 point. Thus, in Sach's rule, the count of men would be changed if on a "point" basis provided one side was loaded with cavalry. Our suggestion is that you use the Sach's rule, but apply the point system to it. However, if infantry can be formed in a hollow square, the point basis is always 1 to 1 against cavalry.

Another objection many of we old timers have to the Sachs type melee is that the stronger force always wins. If a dice is thrown the element of chance gives the inferior force a chance to win.

Lets take a melee rule which gives this element of chance, as originated by Homer Delabar of California.

The Delabar Melee Rule

- 1-Unless in square, infantry count 1 point, cavalry 2 points.
- 2-Each player counts the "points" involved in the melee
- 3-Each player rolls one dice, multiplying the number rolled by the number of "points" involved in the melee.
- 4-The highest total wins the melee, and holds the ground.
- 5-The low total loses the melee, and loses 50 percent of the "points" as casualties. The remnants retreat a cavalry move.
- 6-The winner loses 50 percent of the points that the loser has lost. (If the loser has lost 40 points, the winner will lose 20)

One other point about melee's must be brought to your attention. No friendly or enemy troops may fire into a melee, or into men who have fought in a melee. For melee's are theoretically going on while all the other combat is going on in the battle, and neither side dares fire into a melee for fear of hitting their own men.

The beginner must remember that fighting a war game is much like watching a motion picture which is stopped at various points by the operator to show a "still" shot. Thus, a war game is temporarily "frozen" when the combat is judged, but we must base our rules on the fact that action never ceases, and that there is continual fighting and movement going on at all times. By basing your rules and ideas on this assumption, you will more readily obtain realism than if you think of war games as a series of "stop and go" fights, rather than a continuous flow of action.

The Volley

The rifle volley is perhaps the most important part of the combat action of war games. There are no real hard and fast rules for volley firing, and players determine casualties by dice, by fire tables, or by percentages. And many players bring in the morale factor wherby a dice throw determines whether men will move into volley range of an opposing force, or whether once a volley is fired, if they will stand or retreat after taking losses.

The simplest method for volley firing is to use one roll of the dice for each six men firing. This is known as a volley group and a line volley may consist of one, or several, volley groups. Thus, for each volley group in line, you would roll the dice once to determine the casualties. The more volley groups you have the more firepower you bring to bear on the opponent.

The technical question then arises; who can fire, and who cant? Generally, in musket period wars, we allow only front ranks of troops to fire upon one another. In the modern game, where men are not usually in formation, and are spread out, any man is eligible to fire provided he is within range of an opponent.

If you decide to use fire tables, set them up realistically for the type of warfare you are fighting. Thus, in musket period games, we suggest for every 10 men firing, they could kill 4 enemy troops. For modern battles, this could be raised to 6 casualties.

And by all means, if possible, use some type of morale factor to determine a winner of each volley, for otherwise the fighting will go on along one line throughout the whole battle as each player brings in more troops to support his volley lines. However, morale of this kind can only be used in games where simultaneous fighting occurs: It would be difficult to use it in the Alternate Move Game. Let's look at two types of Morale that you can use:

1-Pre-Move Morale

Before regiments of troops can be moved into combat, a dice throw is made. If a throw of "1" is made, the regiment will not move into combat, but stays where it is.

2-After-Combat Morale

a-After the casualties have been removed from the volley, each player counts his survivors.

b-Each player rolls one dice, and multiplies this number by the number of survivors he has.

c-Highest total wins, and holds his ground. Lowest total must retreat a cavalry move.

Thus, with the morale factor added, troop formations can be broken up, ground gained or held, and a change in the entire scope of the battle is possible. Without the morale factor, each side will hold his position indefinitely, bringing up reinforcements as fast as he can and fighting at the same spot all evening long until one man is defeated by losing all his men.

It is always a rule of thumb also, that only men whose head and shoulders can be seen can fire, or be fired at. Rifle fire is always "direct" fire, and if a man is hidden cannot fire or be fired upon.

Since horses were generally unsteady platforms to fire from, cavalry usually have less firepower than infantry when it comes to volleys. Fire tables should take this into consideration, or if dice are used, they should be reduced. Some players allow cavalry no firepower whatsoever, using them only for the melee. Your own judgement of the situation here will answer this problem as you see fit.

The Greenwood and Ball cavalry figures are one solution to this problem. All riders are dismountable, and by soldering wire "skis" to the feet, the riders will stand up when dismounted. Thus, a cavalryman built like this might have no firepower from the saddle, but has equal firepower when dismounted and fighting on foot.

Artillery

Artillery rules are basically similiar, but many variations exist. Some players actually shoot spring loaded model cannons, while others use dummy guns, measuring sticks and roll dice to determine casualties..

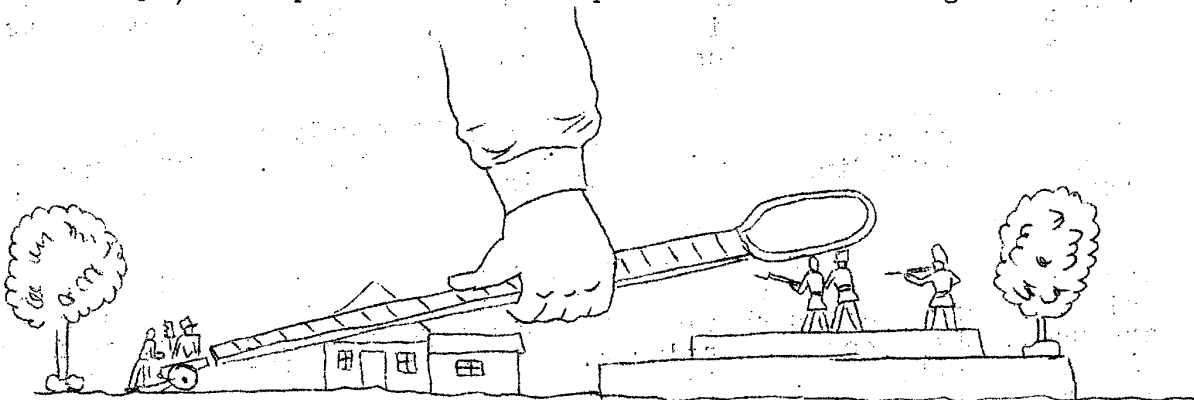
Lets first look into the basic rules aboutartillery, then we can digress into ideas on firing the guns.

Basic Rules

- 1-A cannon can move or fire on any game move, but cannot do both.
- 2-Cannons can be moved an infantry move if not fired, but must remain stationary to fire (some players "hedge" a little on this rule and allow the crew to "hand push" the gun a few inchs and still fire)
- 3-The gun crew are generally "marked" men, and if they are killed cannot be replaced.
 - a- if a gun crew is all dead, the gun can be serviced by infantry, but kill only half the casualties they would if serviced by regular artillerymen.
- 4-All guns, except howitzers, are direct fire weapons. If you cannot see the opposing target over the gun barrell, you cannot fire at it.

Firing the Cannon

- 1-A measuring stick is made, which is as long as the range of the gun. On the end is tacked, or glued, a round cardboard. This is the burst pattern, and should be scaled to the troops you use. (for 30mm, a 3 inchs pattern is about right)
- 2-The player firing the cannon, points out the target, checks for range, then places the burst pattern over the target.



- 3-He rolls one dice, the number thrown specifying the casualties of the troops caught under the burst pattern.

There are several other ways of using the measuring stick and dice method. One method is to mark off the measuring stick in inchs. The player firing the gun must guess at the correct number of inchs from the gun muzzle to the target without measurement.

He then places the stick at the correct number of inches from the gun muzzle to the target, to see if the burst pattern covers the target. If it does, he is allowed full casualties of the men under the pattern. If not, he must throw the dice to determine casualties.

The beginner may want to use Cannister fire and Roundshot. Generally the Cannister stick is built in the form of a "v", with the small end being placed at the cannon. Enemy troops caught inside the "v" can be killed. Cannister is usually the same range as rifle fire.

Roundshot is usually a long range projectile, and is also used for destroying objects on the battle field. A piece of 3/8 inch dowel, cut the length of the range, is made. This is then divided off into 8 inch sections. The ricochet of the shot will kill any men the stick touches. However it will kill only with any given section on the stick, so that if one man is killed at the beginning of a section, the ball comes to rest at the end of that particular section.

Howitzer (or mortar) fire is indirect fire, and targets hidden from other guns can be shot at with howitzers. As a general practice howitzer range is shorter than direct fire cannons, and howitzers cannot fire round shot or cannister. The burst pattern stick would be used to determine casualties.

If you use a spring loaded cannon to shoot with, it is best to use a cotton tipped swab so as not to harm your soldiers. Generally a burst pattern is placed over the point at which the projectile finally lands and casualties are assessed. Some players also kill any soldier the swab happens to hit while in flight, before it comes to rest.

Cannon Crews

Generally four to six men serve one cannon. Two men must at all times be right at the cannon, but the remainder may be scattered around the gun, so long as they are not over an infantry move away. Thus, if the gunners at the gun are killed, two more may be brought up on the next game move.

A captured gun must be physically taken by the troops, and cannot be fired on the first move it is captured. Here again, if regular infantryman capture the gun, it has only half fire capacity.

Counter-battery fire

Since most artillery fire is done on an alternate basis, counter-battery fire is of importance to silence or destroy enemy guns.

In general, the player firing the gun, must call out his target- either the gunners or the gun. To destroy the gun he must roll a "6" on the dice. If he calls for the gunners, and kills the two serving the gun, that gun is silenced and cannot fire until new gunners reach it.

Firing on other objects

Cannons can destroy objects such as houses, bridges, fences, and breach walls. The players generally arrange the destruction cannons can wreak before the battle. Thus, light objects such as wooden houses or fences might be destroyed with a roll of 4, 5 or 6 on the dice, while heavier objects - stone walls of a fortress for example - would require a roll of 6. It is best to have a complete understanding before each game so that no arguments will arise during the game.

Special Troops

The Basic Rules described above take into consideration only the foot soldier, the cavalry and the artillery. Most players, after experience on the miniature battleground, like to add special troops, who either have special moves, or special fighting power. Briefly such troops would be Commando's, Para-troops, Light Infantry, Grenadiers, Sharpshooters, Engineers, Signal Men, First Aid men and others who perform special duties on the battlefield.

War Game Generals usually outline rules for these special troops, depending on what type of "work" they do in battle. Obviously Sharpshooters are better shots than the average infantryman, and likewise Commando's or Light Infantrymen move faster than the regular line infantry. We suggest the beginner draw up his own rules for these special troops based on a realistic approach to the type of troop involved.

One should however remember that special troops should be limited in number, that they be easily distinguishable from other troops (by uniform or action position) and that once they are killed they cannot be replaced.

One thing to remember is that the addition of too many rules, special moves and special types of troops, adds too much confusion to the games, so limit yourself to one or two types and keep the rules and game simple.

The Solo War Game

Dont be ashamed to "go it alone" if you can find no opponent to play war games with - many of our best Table Top Generals play solo games. There is no limit in Solo Games, and here the player can allow himself to go all out with special rules, moves and troops.

The element of chance is all important in Solo Games, and one should use chance cards, and depend heavily on the dice to break up any favoritism you might show for one force or the other. Solo Games are excellent as a proving ground for new ideas, and many battles may be fought "historically correct" in this manner that is not possible when playing against an opponent.

It might be said that chance must rule the Solo Game, while simplicity should rule the game when you have an opponent.

Chapter Seven

PAPER WORK

Most war game generals get as much kick writing about their war games, as playing them. For almost everyone writes up some kind of a battle report after a fight on the miniature table. Notes are usually kept during the battle of major moves or actions, and from this running account one can easily make his finished report.

Even the great Robert Louis Stevenson - who was a war game addict - spent many pleasant hours writing up pre-game propoganda, historical background, and reports on the fighting of his lead soldiers.

Through this paper work, there are many ways of making war games more interesting, and pre-game planning is one of them. A week or so before the battle, sit down with your opponent and draw out the terrain of the forthcoming battle. This can be a simple map showing the major hills, roads, houses, etc. you plan on building on the table top.

Each player takes his copy of this map and plans out in secret and at his leisure during the week - his strategy or tactics for the coming action. Many of us work out an entire series of battle plans before games - for both a defensive and offensive battle - and some even go so far as to detail out each move of the game. Although most battle plans go awry, still and all often a successful pre-game plan will bring you victory. In any event, its lots of fun, and certainly will key you up for the big event when it finally arrives.

Pre-game planning also helps speed up the game, especially in setting up the troops on game night. For generally the armies are set up behind a curtain which divides the table, and hides the players from one another so that neither knows where the other's force is being started from.

If you hav'nt done any pre-game planning you'll hesitate countless times in setting up your soldiers, thus elongating the setup time. The player with a battle plan, however, knows exactly which regiment goes where, and requires only a few minutes to spread his force out in pre-arranged positions.

Campaigns

Now, any war game is fun, but it is much more so if you can arrange a Campaign; a series of battles which can be played towards an objective, the winning of which determines the winner.

All kinds of make believe historical data can be made up to get a campaign started. The players then draw out an area map showing the major roads, hills, towns and rivers involved in the area the campaign is to be fought over. Each player has a "head quarter" city, the capture of which means the campaign is ended. Then, by using grand strategy, with a whole series of battles being

fought. The winner of the previous battle gets the choice of where the next battle is to take place, and gradually one player or the other will draw a noose tight around the enemies headquarter city, and will eventually beseige it for the final battle

Campaigns create a great amount of interest, and keeps the tension high at all times. Each battle seems to be your most important in your overall strategy, and a loss is sometimes disastrous, throws your plans out of kilter, and allows the opponent a chance to recoup his fortunes.

Great realism can be added in campaigns too if each player strives to be realistic in his strategy, considering supply routes and all the varied details necessary to keep an army in the field.

This realism, for example, makes it mandatory that any river crossing must be fought for, since this is a natural defensive spot. Villages or hamlets present a problem to the attacking player, and must be outflanked or fought for. Forces may be cut off and surrounded, and be forced to surrender after a certain period of time due to lack of supplies. Thus, by attempting to stick to the facts as they present themselves on the area map, great realism can be achieved. And both players should work together in facing the situation in a realistic manner when planning for the next battle of the campaign.

The area map need not be too highly detailed, and some attempt should be made to co-ordinate the size of the table top in scale with the map. Thus if your area map shows a 50 square mile section of land, your table top might be considered to be a half mile square section on which battles occur. In transposing the terrain then from the area map to the actual table top, details of terrain must be added to the table top that do not appear on the area map. For example, if a battle was to occur in mountainous regions, the table top might only have one of two hills on it, rather than be a mass of mountain peaks as it would appear on the area map.

The player who is keeping written account of the battles can tie them in together with the campaign. Eventually you'll wind with a booklet on one campaign, complete with maps, battle reports, pre-game plans and "news releases". These, if desired, can be summarized in an overall picture of the entire campaign, so that you not only have detailed battle reports on each action, but have a "historians" viewpoint of the overall campaign and the strategy that was used by the winner.

Wars

Many war game players - including myself- set up entire wars between two countries, either historic or make believe in origin. This is perhaps the ultimate for those who like the paper work involved in war games.

For here not only the military factor, but the political factor may be introduced, and strategy takes on a grand aspect that covers entire countries, including such things as war production, mines, agricultural areas, and even sometimes involving naval forces.

Chapter Eight

Finale

That about completes the basic ideas for war games. Here's hoping this booklet has helped the beginner to get started on the right foot so as to derive the fullest enjoyment from miniature mayhem possible.

It is only fair to acknowledge that many of the ideas in the section on Basic Rules are not my own, and that I have the "Old Guard" of war game players around the world to thank for most of the ideas herein presented. To name but a few, thanks to:

Ted Haskell, Ed Saunders, Charles Grant, Orson Munn, Larry Brom, Blair Stonier, Homer Delabar, H.G. Wells, Capt. J.C. Sachs, Pat Gorman, Vern Longlee, Ken Bastian, Charlie Sweet, John Schuster, and all the many, many others who contribute to WAR GAME DIGEST, from which publication many of the ideas brought forth in this booklet have sprung.

