



The Grumbler

The Official Newsletter of the Group North Historical Wargames Society



Volume 17 Issue 2

July 2017

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Editorial

Welcome to the July edition of The Grumbler, the official newsletter of the Group North Historical Wargames Society. Well, this issue with 30+ pages looks more like a mini-magazine – many thanks the contributors: David Alva, Mark Cook, Ross Dawe, and Sasha Pushkarov.

As the Editor I must admit, however, that the current portfolio is very low on battle reports for the Rimmer’s War Diaries. Nevertheless, I am absolutely sure every Wednesday night end up in magnificent victories that generations of bards would glorify in centuries to come and no less epic defeats the same bards would mourn about even longer, endlessly embellishing their ballads until no-one could recognise the original story.

So could I humbly suggest the players and the spectators helping the bards by taking pictures of the action and writing an account of the events. Adding strategical thoughts, philosophical reflections, and intriguing details here and there would be more than appropriate. And then, just to preserve the truth for eternity, please submit the manuscripts to The Grumbler.

Your contribution is always welcome.

Sergiy, Editor

Submission guidelines:

Items for “The Grumbler” can be e-mailed to:

TheGrumblerGNHWS@gmail.com

Files could be of any format supported by the Open Office: plain text (.txt), .doc and .docx, .rtf, .pdf, etc. with embedded or attached pictures. Paper submissions (“hard copies”) can be dropped into “The Grumbler” box in the Society’s Library

room. Please feel free to include pictures, maps, drawings, and photographs – these will be scanned and returned to the owner. Finally, paper submissions can be posted to the club mail address (see below).

The September issue submission deadline is 31 August. Don't be stressed if you've missed the deadline – there will be more future issues with enough pages for your writing!

Club address: A. E. Martin Hall (building 36), Penfield Avenue, Edinburgh SA

Mail address: PO Box 1040, Salisbury, SA 5108

Web: <http://www.groupnorth.club/>

Diary

Gaming nights:

Regular: Wednesdays from 19:00.

Subject to members interest: Fridays from 19:00 (must be confirmed with a “key master”)

Date	Event
Sat 12/08/2017	Lightspeed Episode 8
Sun 29/10/2017	GNHWS Open Day
Sun 19/11/2017	Warrior Kings 2017

Other clubs:

The ConCentric Games web-site maintains a list of this year gaming conventions:

<http://con-centric.com.au/tabletop-games/game-conventions.html>

Also, the Wargamers AU forum provides updates on the current and future wargaming events. Go to <http://www.wargamer.au/forum> and scroll down to the Tournaments and Conventions sub-forum. The direct WargamerAU link for the SA 2017 game calendar is:

<http://www.wargamer.au/forum/index.php?showtopic=187630>

Notices and Announcements

The 2017 Annual General Meeting

Thank you to those who attended the AGM on the 28th of June for your support and confidence in the new committee. To those who couldn't attend the results were as follows:

The Club has 44 voting members; the AGM was attended by 21 voting members, with 11 voting members sending their apologies and nominating proxies, which gave 32 votes in total. The quorum was achieved and the meeting was formally opened at 7:40 PM.

The new Committee was elected, please see a separate announcement below.

On the important note, the membership and door fees remain unchanged for the 2017/2018 FY.

Cheers,

Sasha Pushkarov (Secretary)

Congratulations and Welcome to Our New Committee!

Thank you to everyone who was able to attend or send in a proxy vote for the AGM. Our new executives:

President – Lance Holden
Vice President – Mike Allen
Treasurer – Rowland Dickinson
Secretary – Oleksandr (Sasha) Pushkarov

And our Committee members:

Shaun Kearns, Heinz Schroeder, and Nic Cameron.

Regards,

Lance Holden (President)

Painting Tattoo

Thanks to everyone who participated in the Painting Tattoo on the AGM night, and congratulations to the winners:

Army:

1st: Lance H. (*Elf army*)
2nd: Paul W. (*Zulu attack*)
3rd: Lance H. and Ross D.

Monster:

1st: Lance H. (*Orc Winged Slasher*)
2nd: Lance H. (*Giant*)
3rd: Paul H. (*Imperial Knight*)

Skirmish:

1st: Shaun K. (*Guildball*)
2nd: Lance H. (*Female adventurers*)
3rd: Richard C. (*Skaven Bloodbowl*)

Individual:

1st: Lance H. (*Ork Kommando Nob*)
2nd: Shaun K. (*Guildball*)
3rd: Lance H. (*Elf*)

A full-length article about the Painting Tatoo will be featured in the next issue.

Don't forget to join in next year!

Regards,

Lance Holden

Open Day Sunday 29 October

The annual Group North Historical Wargames Society Open Day is running on Sunday the 29th of October this year.

This is our annual chance to show off all the fun and a small sample of the games we play at the club. It is a chance to come and try games you're normally too busy playing your other games to try. It is a chance to show family and friends what you actually do when wargaming (rather than just take over the house with miniatures and paints). It is also a chance to recruit from interested members of the public.

Most importantly it is a day to celebrate the club and all of its members.

We hope lots of people will run demonstration games. These games are great ways to get more people interested in what you want to play more of. There are awards for the best table presentation on the day as voted by the public. We also put our miniatures on display to inspire people so if you have some miniatures you're especially proud of make sure they go into the display case (and again there are prizes for those).

We will need help in organising the event, meeting and greeting visitors on the day, manning the sandwich bar, preparing the venue before and clearing it afterwards. Please see out committee members if you would like to be the event coordinator or consider volunteering to any of these to make the event happen and make it good.

Even if you can't participate in any of the above ways make sure you pop in to say hi and show your support to the other members of the club.

And most importantly: spread the news of the event coming.

Regards,

The Committee

Membership Fees

As a reminder your annual subscription is now due, please see our executives: Rowland, Lance, Mike, or Sasha.

Second Hand Stall

Time to start the reminders for this year's second hand stall at the Group North Open Day on Sunday 29 October. The stall raises funds for the club to spend on useful stuff such as scenery and rule books for use by our members.

The stall is seeking donations of wargames and roleplaying game items that we can sell.

The miniatures don't need to make up full units. We have had customers happy to buy one or two figures to round out a unit or for use as a game character. Don't worry if the figures, books or scenery may be a bit tatty, as some of the stall customers may be on a budget and don't mind if the gaming stuff is pre-loved.

If you have full units or boxes of figures, the stall may also be doing commission sales. For commissions the club takes 10% of the sale price as our fee, the seller keeps the other 90%. When we get closer to the Open Day, I will provide some forms so that people can fill them out beforehand for the commissions.

Donations can be left with me each Wednesday or Friday. If I'm not at the club, please leave the donations with a club committee member: Lance, Rowland, Mike, Sasha, Shaun, Heinz, or Nic.

Please see a full-length article in this issue for more information and a rough price guide for the items.

Regards,

Ross Dawe.

Tournaments and Events

Four Magnificent Men in their Flying Machines

By Sasha Pushkarov

This report is following a Wings of Glory, World War I competition that was run during the Queen's Birthday event on the 11th of June. The competition ran from 1200 to 1600 hours, with four players this year (hoping to increase it next year). The four scenarios that were played: 1) dog-fight, 2) balloon strafing, 3) bomber interception and 4) photo-reconnaissance. Each will be reported in a separate sub-section below. This year, it was decided collectively by the players to not over-complicate the game and disregard the altitude. It made the game more streamlined and allowed for more game enjoyment rather than keeping track of who is higher, who is lower, and who has how many climb counters. Next year though, if this event goes ahead, I think it would be good to prepare some game aides – such that each player had their own personal dial marking their altitude and climb counters.

Anyway, be as it was, the scenarios were played out, and here behold, is my report.

Pre-Game Warm-Up

Before the competition started, and while the two players, Carlos and myself were waiting for their other two opponents to arrive, to avoid sitting idly watching the clouds go by, we decided to have a bit of a warm-up scenario. This was a scenario that I and my university friend wanted to play out for a couple of months already at uni. Each time we kicked it, just because we had only 15 minutes for a lunch break. In those 15 minutes, you can barely fit a blitz-scrap, in which to die you really have to be unlucky (in our past two-three blitz fights none of us got killed, but we did get to move planes around at least).

In this collaborative scenario (this one I have designed on my own), I and my mate have been sent to intercept an enemy double seater returning from a photo-recon mission. Both of us need to shoot it down before it reaches the other end of the table.

The enemy two-seater moves in auto-pilot, while we both plan moves individually from one another.

So here we were, both of us not really knowing what the other had in their mind, we moved into the fray. This could turn out to be really intriguing – one target, and two competitors, are we really allies? Time will tell...

Well, shortly afterwards, we had an accident (I didn't do it... honest!..), we collided, so each of us would shift the blame on the other for no knowing how to fly. And the enemy airplane didn't have the chance yet to open fire at us! Now what a show, the enemy even decided to turn around to get a better view of what was going on! And it wasn't before long, until we had another, and another collision (three in total there were), in each case the enemy did not have the chance to open fire at us, and was lazily onlooking on the grand spectacle of two allies (accidentally, I repeat!) arguing upon who should deliver the "Coup de Grace", while actually delivering these upon each-other. But

even then, in the midst of it all, one of us actually managed to deliver a good shot upon the enemy, putting it ablaze.



A hot pursuit ending in a collision Police Academy – style...

As a result of these accidents, the British airplane was considerably weakened by the lot of structural damages in the ensuing collision evasion hyper critical moves, and eventually succumbed from German return fire (received a total of 10 damages from collisions, plus another 4 from the German double-seater). The Belgian, however, suffered a mere 6 damage points from collisions plus only 3 damages from the enemy double seater (and a whole load of zeros thereafter). Now, that pesky British was done for, it was time to get the kill! Oops, I meant, in my sincere mourning of the accidental death of my one and only ally in this bit of the sky, I decided to avenge this dreadful outcome, by trying to kill that hapless double seater... Gee, what a good set of allies the British and Belgians are here, one costs the other... Anyway, after the British was done in, there was a short sequence of manoeuvring, with the fire doing not much damage to the German, but enough for me to deliver the last couple of shots into that Hun and down it to its' doom. Well, that'll be something to celebrate when we get back to our airfield. As for the British, well, nobody saw these awkward moments, right? At least there will be no witnesses...

On the technical side, this scenario provides an interesting alternative to just bashing each-other out in the sky. It also adds some spice to the game, since, if you both go for the double seater from the same sector, there is just a good amount of chance that you'll have to watch out for danger emanating not only from the enemy, but from each-other as well. Close proximity and complete uncertainty in movements of your ally, you just don't know where he will turn in the last moment. And by the law of the falling sandwich, he will turn exactly to the spot you are turning into, leading to a collision.

In fact, if you read memoirs of pilots of those days, they would generally discuss their tactics of engagement before taking to the air. Generally, each one would know what the other would do and so coordination was extremely important.

As for real collisions, they were rare, but this is not saying that they did not happen. If you read pilot diaries, you will find that they did occur. A mere scrape of planes flying past each other though, in those days, meant almost sure death – planes were very weak structures and were not able to endure the shock from collisions. Anything that could exactly be called a collision would be sure doom to the plane and almost certainly for the pilot. It is important to understand then, that damages from these “collisions” in which bases over-lap, in fact come from the structural stresses that planes were subjected to when their pilots performed extremely tight turns to avoid collisions. Real collisions should be represented by automatic elimination of both aircraft.



The German finally caught fire

As we wrapped up this scenario, and cleaned the board of “wrecks”, the two other competitors (Doug and Gary as they introduced themselves) entered the scene, and as such, the warm-up was over, and the competition was about to begin.

Scenario 1: Dog Fight

Ahh, the most glorious (and simplest) of all scenarios – imagine yourself as a knight of the air; pick your steed, choose your opponent in the midst of it all (maybe say a few obscene curses to each other to fuel up the suspense), and away it goes! To the best man who wins! For glory and all of the knightly virtue nonsense that would usually be manifest in the lunch-time court-yard of some average primary school.

So away it went, each player picked a single-seat airplane of their fancy and took to the air. There were two planes per side – Albatros D.III (Carlos) and a Siemens-Schuckert D.III (me) on the German side, against a Sopwith Camel (Doug) and SPAD XIII (Gary). This scenario was a good introductory scenario to get all the players a bit more acquainted with each other. Not much to say here, photos were unfortunately not taken from this game (too carried away with getting the scoring system to work). The game ended in a spectacular crash for the three of us (with a couple of ensuing “collisions”). To say honestly, my plane, the Siemens-Schuckert D.III, was shot down first. The first damage I got in the game was from shooting from Gary’s SPAD XIII, doing 3 damage points (upon turn 3 of the game), and then subsequently from a collision with him, which dealt me straight up 8 damage points. The next shooting from Doug’s Camel dealt me 2 damage points, which got me to the threshold of 13 hit points, and down I went. The other three faired a bit longer. The Albatros D.III managed to get onto the tail of the Camel, while it was pre-occupied shooting me down, and managed to stay on it to keep of dealing damage to it before it went down to crash. The Camel was killed completely only from the shots of the Albatros D.III. Following that, was quite an epic disposal of the SPAD by the Albatros. Frankly speaking, the damage received by the Albatros was quite minimal due to a combination of good luck and good manoeuvring. So it quite effectively took upon two opponents at once, and won. My poor Siemens-Schuckert acted as a mere distraction! Well, what a good use for an advanced Siemens-Schuckert – it was performing a covering up of the almost obsolete Albatros – Carlos, you owe me that one! (Joking, he did quite a good job in evading the SPAD, while keeping on the tail of the Camel, so well done to him).

The final scores were:

	Damage	Victory Points	Resultant score
Gary: SPAD XIII (American)	24	7	-17
Doug: Sopwith Camel (British)	17	9	-8
Carlos: Albatros D.III (German)	11	31	20
Sasha: Siemens-Schuckert D.III (German)	15	2	-13

The total score here, as in other missions, was determined from the total damage dealt to opponents (victory points) minus the total damage received both from aircraft and ground units (damage points). This required every player to keep a tally of how many damage points they received and from whom. After

each game, the scores were added up and recorded in the victory points section of each player's sheet.

Everything worked smoothly for now. It was time to delve into something more complicated. We were to try some scenario which was a bit more intellectual, rather than just "jousting" in the air. By collective votes, we chose to play out a balloon busting mission, with one team acting as the balloon busters, while the other as defenders called in to intercept and jeopardise the balloon busting mission of their opponents.

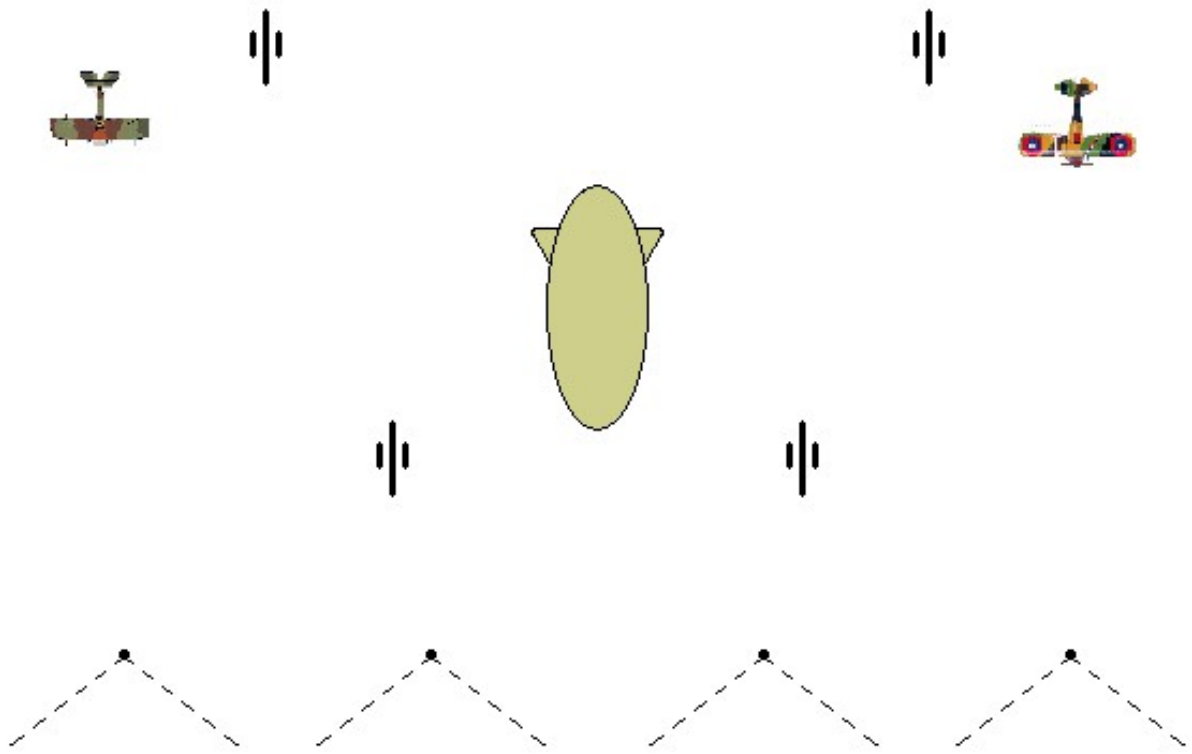
Scenario 2: Balloon Busting

Historically, if you read in pilot diaries, attacking balloons was quite a dangerous feat. Balloons were usually very heavily protected. As a result of these heavy defences, balloon busting was usually undertaken upon dawn – when light just started to break through, and it was still dark enough to get near to the prey almost unnoticed (but there should be enough light for you to see where you were going). Still though, the attacker quite often would need to survive an impressive barrage of anti-air artillery and machine guns after their attack (reading for example "High Adventure" by Norman Hall, or "Fighting the Flying Circus" by Rickenbacker to get good first-hand accounts on how it was done, and what defences they would need to put up against). Even though some pilots would not see it as a glorious feat (preference of the day for some was shooting only at moving targets, not stationary ones), it was nevertheless quite an impressive undertaking to get a balloon down and survive as well. Even Rudolf Stark (in his memoirs "Wings of War") would put a testimony to that fact – they preferred to avoid attacking balloons as chances of dying were really high.

The scenario taken from the Wings of Glory Aerodrome forum called for a defence of the balloon by 4 machine-gun nests and 4 anti-aircraft artillery guns. This sounds impressive at the first look.



The Balloon Busting scenario, turn 1



Legend:

- Machine gun nest
- Machine gun arc of fire
- ||| Anti-aircraft artillery



The balloon defences were set up as follows: The top left corner was Doug's Nieuport 17, the top right corner was Gary's SPAD XIII, and the bottom left was Carlos's Ufag C.I covering up my Fokker D.VII in the bottom right corner.

I and Carlos played for Germans, while Gary and Doug were on the Entente side. By rolling the dice, it was decided that the German team should attack the allied balloon. By the scenario, one of the attackers would need to be designated as the "balloon getter" specialist, and therefore be armed with

incendiary bullets, while the other should act as the cover-up for the strafers. Again, rolling the dice, I got the role of being the balloon strafers (Yay! What fun, I thought, I should probably be the one who goes down first – in style!). So we designated airplanes. I took the Fokker D.VII, while Carlos took the Ufag C.I to fulfil the role of protection aircraft. The balloon protectors chose theirs: Gary continued the use of the SPAD XIII, while Doug took the Nieuport 17.

The scenario rules were played as follows: it takes 9 turns to winch down the balloon. There is a catch though: it can be winched only after the first shot has been fired at one of the attacking planes. This rule has a good reason – until the enemy planes were spotted (and therefore shot at), the operator was not exactly sure of their presence. Unfortunately, it is very difficult to fully simulate this idea on the gaming table. Ideally opponents should have not known where we (the attackers) are, or even if we actually exist – they should not be able to plan against our moves. But, a wargame is a wargame, not a computer simulation. So some realism needs to be put to aside for the scenario to be playable. Next time we could impose that until first shots have been fired, defending airplanes must stay within two ruler distances of the balloon.

My plan was to break through the left edge of the board –there would be less cross-fire from machine-guns. If I would elect to just go straight ahead, I would come under cross-fire of at least two machine guns nests, maybe even three. Combined also with the danger imposed by the AA-guns, this prospect seemed to be the least of attractive. My ally Carlos seemed to decide like-wise, but chose to go to the other edge. So right from the start, the situation played out that my defence was lost, and we went for the balloon from two sides. The defenders correctly guessed that I was the designated strafers (even though we decided in secret who had this designation, it was fairly obvious that the single-seater would take up this job, and not the double-seater). They moved around to meet me head on. As I crossed the front-line, in three manoeuvre phases I received shots from the ground machine guns, they on total inflicted 10 points of damage, from my total threshold of 16, very impressive! I was shaken pretty badly, and that was not me even opening fire at the balloon. My ally fared much better. Even though the Doug's Nieuport 17 was moving towards intercepting me, his first target in sight became Carlos's Ufag C.I. First phase of shooting only did 1 damage point – a scratch. Next phase, he was shot at by the Nieuport 17 and ground defence units (two MG's), but only took up 4 damage points in total, after which Doug's Nieuport 17 turned to intercept me, leaving only ground defence units to deal with the Ufag C.I. They did it seemingly without much of an effect – only 1 damage point in total. So, the Ufag crossed the death-alley of MG nests with only 5 points of damage – not bad! I think I should have given him the incendiary ammunition – it looks like my Fokker D.VII airplane, being yellow, attracted far too much attention than the camouflaged Ufag C.I did.

On the other side, the defenders had mixed bags of results. Doug's Nieuport 17 managed to soak up a total of 9 damage point from the two phases of shooting it out with Carlos, out of its threshold of 13 points – so it took the worse of us all. Turning away from Carlos, and towards my Fokker DVII, it accidentally came too near to Gary's SPAD XIII – and behold in attempting to

evade the collision, it proved far too much for the already crippled Nieuport, so it took another 10 damage points (ouch!). I imagine it completely disintegrated in mid-air, someone will be grilled for not being able to fly properly... The SPAD XIII however only took 6 damage points out of its total 16. So not bad really, some considerable damage was caused, but, it lived. In the end, of course, it turned out that the Ufag C.I did cover one of my flanks, so there was one less plane to deal with.



I was put out of action by going down in flames ...

Now the most frightening of part of the front-line was over – the machine guns, it was up to the scenario objective – down the balloon. “Archie”¹ kept on madly bursting shells here and there during our ensued attempt of slaughtering the balloon. I’ll say upfront, none of the shells managed to hit anything during the fight. This is hardly surprising though. In WWI AA guns were famed for their uselessness. They hardly ever hit any single-seater airplane (another thing was a big bomber though), and the greatest damage they would do was to the pilot morale, which would not be affected too much if the pilot was a veteran. They did however occasionally score hits².

Very quickly, I was put out of action by going down in flames from being shot-up badly by the SPAD XIII. But, not calculating well enough, the pilot accidentally collided with his own balloon after turning away from my wreck. I guess someone will get it bad from HQ when he return to the base!

¹ AA guns were nicknamed as “Archibald” or shortly “Archie”, apparently etymology is from black humour of WWI pilots, every time they dodged an AA shell, they would describe it by quoting a phrase from a popular dance hall song “Archibald, certainly not!” Sounds strange, but more on this will be covered in another magazine entry. – S.P.

² An interesting side-note though, in WWI the Austrians very quickly learned to properly respect Serbian AA guns. Serbians did an impressive job on shooting down a lot of German-Austrian planes – their gunners were by far better trained than their Western Front counter-parts. There was a reason: the Serbians had the Balkan Wars before WWI, so they were indeed more experienced at correctly aiming and using their AA guns, but that is yet another story for later studies. – S.P.

With the three rounds of shooting that I had at the balloon I scored only 1 victory point, with other being zero (so much for having incendiary bullets!). Carlos's Ufag C.I did much better – he dished out a total 10 damage points and managed to collide with the balloon twice, causing another 8 damage points. But seeing me go down, and the enemy SPAD XIII pouncing onto his tail, the Carlos decided that enough was enough, and bolted for it – wise move. That was the end of the scenario.

The tally was as follows:

	Damage	Victory Points	Resultant score
Gary: SPAD XIII (American)	6	7	1
Doug: Nieuport 17 (French)	19	1	-18
Carlos: Ufag C.I (German)	12	20	8
Sasha: Fokker D.VII (German)	17	1	-16

The scenario was not that hard onto the attackers. I feel that the amount of AA guns and MG nests was just right. So I would not agree with some suggestions I found on the Wings of Glory Aerodrome of decreasing the number of AA guns and MG's by two for the two planes. Instead I would introduce some MG nests that have 360 degrees arc of fire – one or two within a ruler distance of the balloon, to represent those MG's sitting next to the truck with the winch to the balloon.

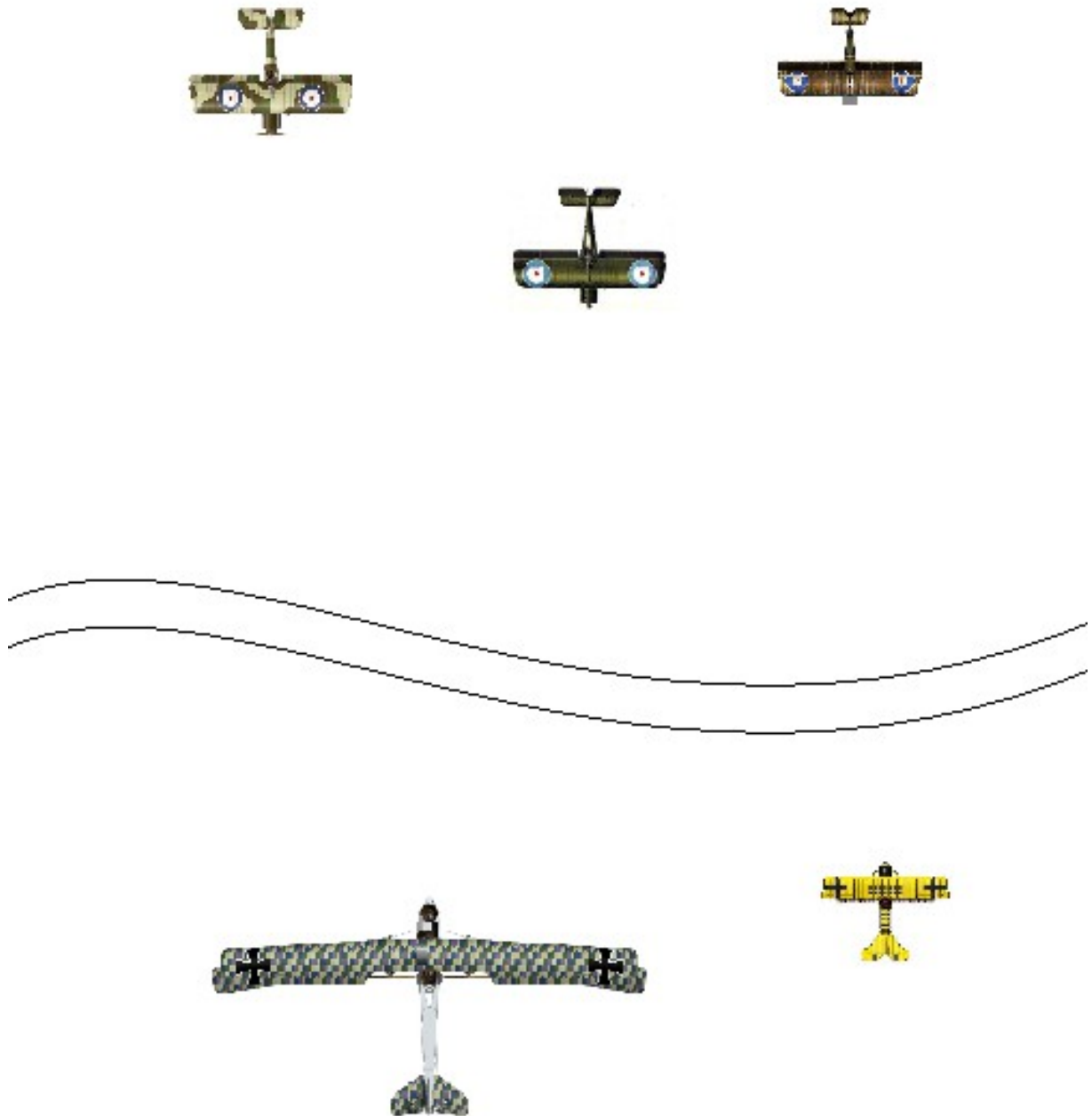
We had collectively decided to run a bomber intercept scenario next.

Scenario 3: Bomber Intercept

This scenario called for a bomber to move on auto-pilot under cover of an escort. The bomber is then attacked by enemy airplanes. The objective of the bomber team is to reach the opposite side of the table and land safely at their airbase, the escort must provide defence at all costs. The objective of the other team is to bring down the bomber at all costs.

We decided that one escort was enough, with three attacking planes being a good flight “wing” sent on interception duty. We decided to use the German Gotha G.IV heavy bomber for this occasion. I volunteered to Die Fliegertruppe flying my Fokker D.VII once again. Doug and Carlos chose to fly the RAF S.E.5a's and Gary chose the RAF Sopwith Camel.

First move, I turned right, surprisingly the bomber also decided to turn right, it was following me. All three in the opposition were going for the bomber; I was occasionally shot at if I got in their way. When we met, there was a quite a gentleman's introduction: I gave 3 damage points with engine damage to the Camel and received 3 damage points from Dough's S.E.5a (in whose way I got into). The others were bashing it out with the bomber. Half way across the board, I had a bad moment – I got carried away and mixed up my left and right rudder (that is, mixed up the card directions), and instead of flying with my bomber I turned away from it. What an embarrassment!



The Bomber Intercept scenario set-up. The top of the image are the Entente airplanes, entering in a regular "V" formation. Left is the S.E.5a that Doug was in charge of, centre – flight commander was Carlos's S.E.5a and the right hand was Gary's Sopwith Camel. Opposing them is the Gotha G.IV (the bigger one obviously) flanked on the right by my Fokker D.VII.

Anyway, eventually I got out of the blunder and got back into the fray, only to find that the bomber downed the Sopwith Camel on it's own... with the help of Dough's S.E.5a (a collision with the Camel dealt out 10 damage points, summing to the 10 already obtained previously).



I got carried away and mixed up my left and right rudder, and instead of flying with my bomber I turned away from it. I later told my squadron leader it was an innovative tactical manoeuvre called “Shake your tail feather at the enemy to show you despise them!”

I got back in time to shoot down a plane of my own – Doug’s S.E.5a. Actually managed to get onto his tail during the last two shooting phases before he was downed, so yes, I can now officially claim (because unofficially it was not so) that I turned away intentionally performing a cunning trick – and it worked!

The bomber managed to get there in the end, with a couple of damage points left. It landed safely, and I didn’t die for a change.

The overall scores from this game were as follows:

	Damage	Victory Points	Resultant score
Gary: Sopwith Camel (British)	20	2	-18
Doug: RAF S.E.5a (British)	20	7	-13
Carlos: RAF S.E.5a (British)	4	13	9
Sasha: Fokker D.VII (German)	4	13	9

Surprisingly enough, the system proposed in the main rule-book for multi-engine machines moving in auto-pilot gives quite logical results – the bomber did move towards the other end of the board, and didn’t try to fly back. No need in “artificial intelligence” – the card system works just fine.

The day was drawing to a close, we picked the last scenario – photo-reconnaissance.

Scenario 4: Photo-Reconnaissance

Here we again rolled the dice to see who would take up the role of photo reconnaissance. The dice determined that Doug and Gary went onto the aforementioned mission, and I and Carlos would intercept the photo-recon team. We picked our planes this time as follows: Doug went with the Roland C.II, Gary with the Ufag C.I, Carlos with the SPAD XIII, and I decided to go with

something peculiar this time, an Italian Macchi M.5. Why the flying boat? Well, it was painted nicely...

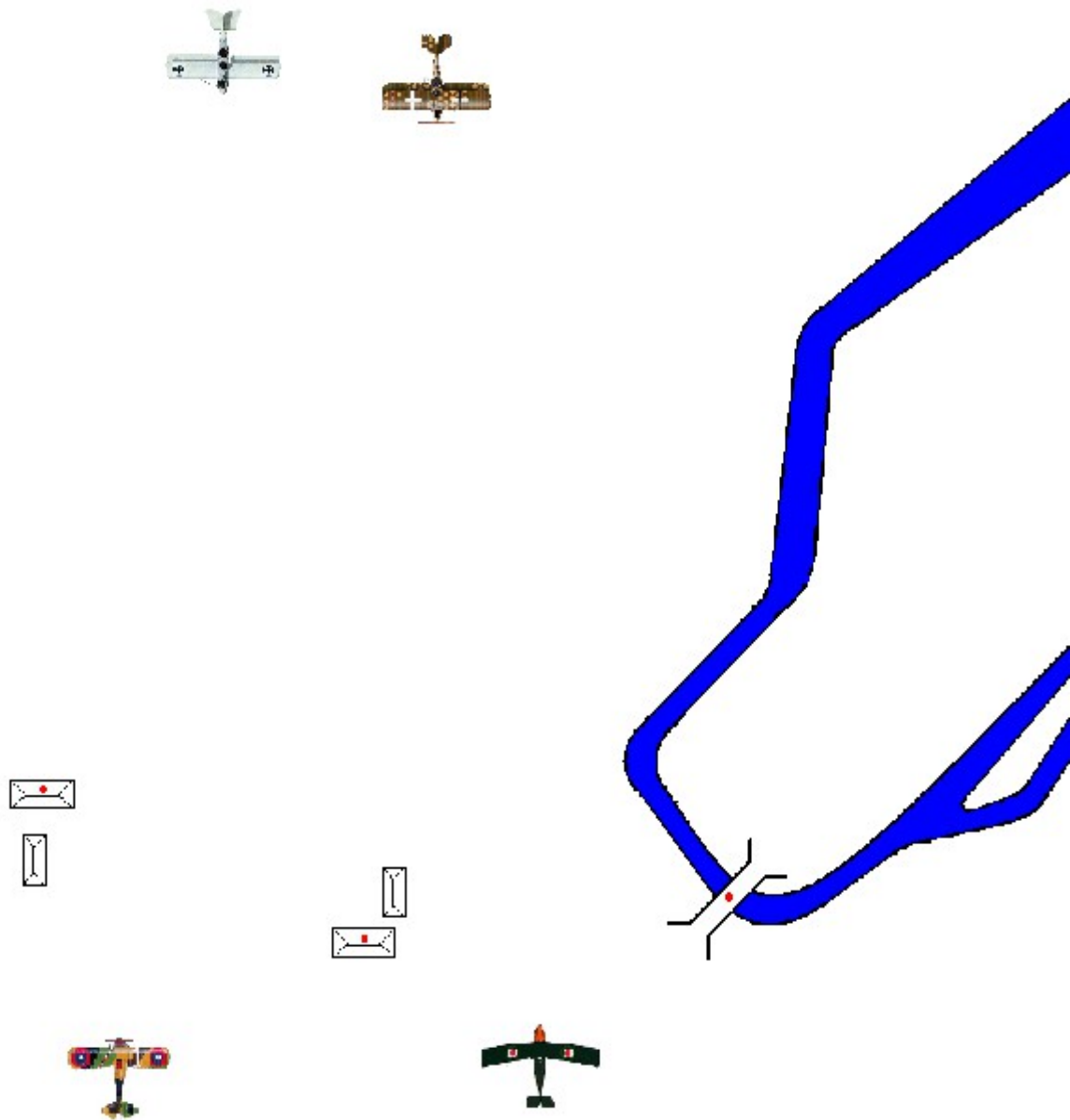


Turn 1 began with the Germans doing some interesting moves... perhaps it was a bluffing manoeuvre? Or was it again a blunder from their side?..

Our job was straightforward: don't let Germans get back with the photos. What was not so straightforward, who should we send to ground. The designated photo-reconnaissance aircraft was kept secret from the interceptors.

This added an interesting twist to the game – we had limited time to bring down the aircraft, but which one should we focus our attention to was a mystery.

We approached Germans cautiously. After observing their behaviour, we noticed that the Roland C.II was sent ahead once the targets were neared to. So Entente players decided that the Roland C.II was exactly the photo-recon aircraft. Both the SPAD XIII and the Macchi M.5 began to pounce upon the Roland C.II. We continued to do so happily, getting carried away, not taking note however that both aircraft continued on, unimpressed, and all flew over the designated targets. More, I got so carried away in trying to get that Roland C.II that I forgot to take serious notice of my damages... with consequences as should be expected... Before I realised it, I went down, completely and utterly destroyed. What a blunder! In all of this, we had completely let off the Ufag C.I, which hardly even participated in the fight. As it passed all the targets and turned for home, the Entente pilots became suspicious that they fell for it – big time! So it was – as the Ufag C.I got to the end of their entry board edge, the Germans have declared a clean victory – their airplane successfully finished the designated mission, and their bluff completely worked! We took the bait, and let the enemy off with the very important photos... HQ won't be happy with that, that's for sure.



The scenario set-up. Top left was Doug's Roland C.II, top right was Gary's Ufag C.I, bottom right was Carlos's SPAD XIII and bottom left was my Macchi M.5. The task was that the designated airplane was to fly over all of the targets (marked in red dots in the diagram), and take the photos (this happened automatically upon flying over the target).

It was time to gather the scores and make a tally:

	Damage	Victory Points	Resultant score
Gary: UFAG C.I (German)	3	0	-3
Doug: Roland C.II (German)	12	10	-2
Carlos: SPAD XIII (American)	9	6	-3
Sasha: Macchi M.5 (Italian)	15	10	-5



Make a mental note: next time, watch for OWN damage as well...

This was the last scenario. It was time to determine who was the winner, and would therefore take the prize: a Fokker D.VII enclosed in a glass dome – a suitable trophy for Wings of Glory players (in my humble opinion, the best trophy is the one that can be used and not only sit there and gather dust).

So, to the results (drum rolls...)

Final Score:

Player:	Total aggregate score
Gary	-37
Doug	-41
Carlos	34
Sasha	-25

Carlos was the unquestionable victor, and the trophy was his.

It was a wonderful day, a good solid four hours of aerial combat. It also raised some suggestions for future scenario consideration. This time I haven't included points for winning the scenario. I think this should be considered for future competitions.

Everyone enjoyed the games thoroughly, and I do sincerely hope that it will be possible to gather players next year to run this event again, maybe even on a grander scale?



The trophy – a Fokker D.VII enclosed in a glass dome

Articles

My Introduction to Tabletop Wargaming

By David Alva

Like many people my first introduction to the world of board games/wargames and miniatures was with a game called Hero Quest in the 90's. In later primary school I would encounter people playing a new game with cards called Magic The Gathering, I gave it a try but didn't like it much and didn't think it would take off... mainly because you had to buy cards in random blister packs that you didn't know what you would get. Later I had a look into a Games Workshop store when they first started appearing and my parents brought me some Black Orcs to paint.

The Black Orcs didn't turn out well and I while I liked the lore and especially the art from the Warhammer fantasy game it was far too expensive for me and complex/time consuming. Add to that no-one I knew at the time wanted to play the game so I turned away from it until high school when I purchased the Skaven army book with some money I had saved. I loved the artwork in the book and the lore was a good read and I played a few games with some people in school on grid paper using paper models. Like me they were all put off by the costs.

A few fun games were played but the group I was with decided to pick Dungeons and Dragons as the game to play and we went in that direction instead. From then on I didn't have any experience playing miniature games other than knowing Warhammer Fantasy was ok but too expensive and overly complicated... but I loved the artwork in the books.

When I first drove by into the Penfield premises it was to try out shooting at the Penfield shooting club on Wednesday night. I had a good time and I was heading home when I decided to check out some of the other places around the rather extensive grounds.

I found a golf club and a lot of people were in a hall playing bingo and a variety of other people were coming and going. On my way out I spotted a sign saying "Group North Wargames Society" or something to that effect. I parked my car with the others nearby and headed in to check it out.

The door was open, and being summer, it was still quite bright outside. I was greeted by a sign-in book and some information to read at the door, and someone friendly gave me an acknowledgement and said hello. I went over and asked what sort of games they were playing: it appeared to be a Napoleonic battle. He proceeded to tell me all the games being played that night.

Everyone appeared to be having a good time and rather involved in their games, so I decided to get a chair and watch a few people playing various things before heading home for my dinner I had cooked the previous night (it needed to be heated up).

From that I looked up the club's website and made a visit every Wednesday night when I went shooting. I wasn't sure if miniatures were for me and I assumed the costs would be high but as I checked out the games and understood how they worked I enjoyed them and decided to give a few games a go, myself playing a role of a co-commander.



A brave group of enthusiastic Japanese rush to secure a petrol depot in the Malaysian Peninsula before the British can secure it and set up there themselves. The British officer in this battle would be daring with his SMG but get taken out by a lucky shot from the anti-tank rifle. (Bolt Action)

I grew bored of shooting as it lacked variety and the license requirements and fees put me off, but I was really interested in these miniature games, especially the game called Bolt Action. Bolt Action was fun and easy to follow and the rules made sense.

Along with playing Bolt Action I discovered Kings Of War and it was everything I liked about Warhammer Fantasy without all the things I disliked about it – simple tight rules, easy to learn and play, far quicker games (some of the old Warhammer battles could go on for 5 hours), most of the armies in one book, and very cheap entry price.

I decided to purchase a membership in the club, ordered a Kings of War rulebook, and plunged into the world of wargaming and miniatures. I was greeted by a massive flood of information about games, systems, and miniatures, and initially it was quite overwhelming, to put it mildly. I introduced myself in a post on the groups wargaming discussion thread so the club members knew who I was and what types of games I liked generally. From there I looked at different systems and what I wanted to try out myself. I found different people at the club who would give me a game and show someone new what they were playing.

In short I had a massive amount of fun trying different games and meeting different people, and even if I didn't want to adopt a game I played as a main game at least I knew how it worked and if it was for me. I would also be open to playing again in the future if people needed another person to play against or just wanted to play against someone else for variety. I also always went into the games I was playing with the hopes that even if I got thrashed I at least gave the other person somewhat of a challenge and they had a good time as well.

I started buying some miniatures and was warned that it is addictive and then soon found out how true that was, and thus brought more miniatures of different types along with finding some great games I was comfortable with. I also purchased a handy container to store all my gaming items neatly in and keep them easy to transport along with some really nice looking sets of dice.

At the time of writing the annual general meeting approaches and while I am still not six months as a member of the club I have had a great time and have been really happy with the hobby. I also wish to acknowledge that I had some great teachers in game systems and had a nice time meeting the people at the club.

Open Day Second Hand Stall History

By Ross Dawe

For the past ten years the club has held a second hand stall as part of its annual open day. The stall has gone from humble beginnings in 2007, having raised just twenty five dollars at its first attempt, to raising over a thousand dollars last year.

The format of the stall has evolved. Our first attempt was commission sales only, and most of the prices set by the hopeful sellers were overly ambitious.

The one success of the first stall was discovering my young daughter Ishtar has customer sales skills. I'd brought her along for company in running the stall and to give my wife Aramant a child-free day to relax.

Undaunted, the following year I tried a new plan for the stall: ask for donations! Nowadays our club members are used to donating spare bits and bobs to the stall, but back then the concept of donating items was unheard of for wargaming. One of the initial difficulties was that everyone I talked with about the stall seemed to be only interested in specific units and specialty character figures to round out an army project, rather than being interested in a few random bits and bobs.

Leading up to that first attempt at a donation stall, I was very worried. I had some figures for the stall, including a crate load of hundreds of spare Mage Knight fantasy figures, so could cover one table. Michael Grant had a tidy up at home and brought in some items, so my initial panic was subsiding. A few other items were donated, so I at least had two tables to work with. Then, on the morning of the open day, extra piles of goodies appeared: Mike Allen was having a tidy up and donated items. Suddenly I had enough reference books, old rule books and figures to make the stall work as a going concern. With Ishtar there to help run the stall and charm people out of their money, the stall raised over five hundred dollars for the club. Thanks to the generosity of club members, the new format was a success!

With the winning format found, our club members have been generously donating items ever since. The stall has been very fortunate, in that it seems each year someone was having a tidy up and used the stall to offload piles of old figures, books and magazines. Thank you! Paul Webb has been a prolific donor, and both Michael Grant and Mike Allen have been good supporters.

The club also had some old wargames stuff that had been unloaded on us years earlier, and which sat in boxes in a back cupboard. Some of it was a collection of old wargames, role playing books and modules, including Battletech and Dungeons and Dragons. For a couple of years we couldn't sell the stuff as individual items. Then I had the idea of simply bundling the items back into the storage boxes and selling the entire boxes for an el cheapo price. I took a break for a couple of minutes. I came back to discover Ishtar had sold the boxes as a job lot!

While the stall is hard work, it has provided some happy memories. On one occasion we had half a table clear after some sales. So Ishtar pulled out the spare Mage Knight figures that were sitting in a crate, sorted and grouped them for display. A couple came wandering over for a browse, towing a little girl who could only just see over the table edge when standing on tip toes. She looked at the Mage Knight fairy figures, then looked at her parents. Mind control powers were evidently being used. The little girl was absolutely delighted with the pile of fairies her parents bought for her!

Another proud parent was browsing the stall with a small boy in tow. It seems the very young lad wanted to paint and play with Dad's figures, but Dad was concerned about trashing his expensive Games Workshop armies. A few dollars at the stall scored some spare Games Workshop plastic figures and Mage Knight figures, so the young lad now had an army Dad wasn't going to have a heart attack over.

After the initial stall success, I felt the need to roll some dice at the open day and arranged for Ishtar to run the stall by herself. It may seem odd leaving a fourteen year old in charge of a stall, but her sales skills are so good she managed to increase the tally made by the stall! I had a major proud dad moment. I also realised it is possible I scare people away from the stall, so now that is my justification for leaving Ishtar in charge while I play a wargame for the day.

Some big wargames conventions such as MOAB had been running successful commission sales, so I thought it was worth another attempt and tried it again for our club stall. With the Cameron family kindly helping with the extra work, the commission sales at the stall were a success this time. It has been a feature of the stall ever since. I want to thank the helpers who have put in the effort supporting Ishtar running the donation plus commission sales: job well done!

Sometimes we get a little confused and occasionally it takes a while to get the sales money to the seller, but we get there. In one case the seller didn't realise anything had sold, and a few weeks later was happy to discover I had some cash for him. Unexpected money is the best money: you don't feel guilty spending it on an indulgence!

I initially followed a rule of club members only for commission sales, so we would have contact details to sort out any issues. I relaxed the rule to help a long time gamer clean out a large pile of stuff that he hadn't painted or even opened. For those of you who remember, that year the stall had massive piles of Games Workshop boxes and blisters, including fleets of Battlefleet Gothic spaceships. The seller was quite surprised when we handed him his share of the commission sales: it was an impressive wad of notes!

The money raised by the stall over the years has certainly helped the club's financial position. Apart from helping keep the cost of membership down, the stall money has been used to buy collections of rule books and army list books that can be shared by club members, and has funded scenery acquisitions. On one occasion the club president used the stall money to buy in a lot of science fiction scenery going at a bargain price. Another occasion saw the stall money used to buy a massive collection of Flames of War scenery, some of which seems to be used almost every week. On another occasion the stall money funded emergency plumbing repairs so that the building could still be used. That last application is not as feel good as the other uses, but the whole point of fund raising is to keep the club functioning and viable.

Over the years the stall has gone from strength, and the number of tables we cover has been steadily increasing. From initially covering two tables, now we fill five tables, the floor underneath and several shelves behind!

The expansion has caused a few changes in how the stall is set up. I try to get it done on the Wednesday or Friday evening before the open day, as it now takes at least a couple of hours. One year it took longer, as we had several visitors on the Friday evening and they were happily browsing each and every box I brought out from the storage cupboard.

To give you an idea of what is suitable for donating to the stall, here is a sample of what we have sold in the past.

- Painted miniatures,
- Unpainted miniatures,
- Unassembled miniatures and sprues,
- Collectible miniatures such as Mage Knight and Heroclix,
- Toys usable as wargame theme scenery,
- Wargaming magazines,
- Books and periodicals,
- Videos,
- Role playing games,
- Board games,
- Scenery items.

The miniatures don't need to make up full units: spare figures are fine. Don't worry if the figures, books or scenery may be a bit tatty, as some of the stall customers are on a constrained budget and don't mind if the gaming stuff is pre-loved.

One thing that does help with the sale is that the figures are complete, so taking a few minutes to repair the figures before you donate them will earn the club extra money. Things like replace missing spears, tidy any breaks or cracks, a few dabs of paint to repair any chipping.

This year we are making another effort to provide sets of themed terrain for sale. I tried it last year with mixed success, but at least the club ended up with some fully functional battle boards and quite a bit of repaired scenery afterwards. It turns out what sells is not the boards, it is hills, trees, obstacles and other scatter terrain that goes on the table.

If you have some spare pieces of terrain, even tatty bits, we can fix them up and include them in themed sets. Trees, bushes, hills, buildings, walls, obstacles, rocky features, water features, they can all be included in the terrain sets. I will be starting the next round of repairs on Friday evenings in July, so you will see progress on the work tables in the corner of the clubroom each week.

I mentioned the commission sales, and I expect we can run them again this year. For commissions the club takes 10% of the sale price as our fee, the seller keeps the other 90%. When we get closer to the Open Day, I will provide some forms so that people can fill them out beforehand for the commissions.

To help out with the commissions, here is a rough pricing guide. Please note that these are bargain prices aimed at selling the items. While the club does take a cut, you don't have to worry about eBay and postage!

- New, still in good condition package: 50 - 70% recommended retail price (RRP).
- New, in a damaged pack: 50 - 60% RRP.
- New or stripped figures, either loose or in a plastic bag: 33 - 50% RRP.
- Second hand figures, painted but need extensive repairs: 33 - 70% RRP.

- Second hand figures, painted to an OK standard, maybe some minor repairs needed: around 100% RRP.
- Second hand figures, painted to an excellent standard, no extra work needed: 150 - 200% RRP.

Presentation of your commission sale goodies also helps. If you can, provide a box or tray for displaying the figures rather than bundling them up inside a tatty food bag.

Pricing donated items has always been a hit and miss affair. I used to try and put labels on everything, but that quickly became a lot of work and labels occasionally fell off due to customer handling. A couple of years ago I was unwell leading up to the open day and hadn't labelled everything. As Ishtar was otherwise occupied for the day, I was back to manning the stall. On the day I gave up marking prices and just asked people what they were happy to pay for the item. To my very great surprise, that actually worked! While wargamers can sometimes be rather watchful with money, it turns out they are willing and happy to pay a reasonable bargain price. Now I don't need to label everything, but just give Ishtar a vague price range for types of figures and let her sales charm do the rest.

When I started the stall as a fund raising experiment back in 2007, I thought of doing it for a couple of years and then someone else could take it over if the experiment worked. Nowadays everyone assumes I am organising the stall each year: I think I have been typecast! On the bright side, Ishtar now usually runs the stall on the day so I can get my dice rolling fix.

I will admit there is one special bonus to organising the stall. I get first look at the donated items, and have on occasion set something aside for me to buy at the stall.

This year's club open day is on Sunday 29 October and the stall will be running again. Before then, do expect to see plenty more reminders from me on the club mailing list and Facebook page.

Stall donations can be left with me each Wednesday. If I'm not at the club, please leave the donations with a club committee member and a box will be provided in the library.

For commissions, please bring them in on the Wednesday or Friday before the open day. First in gets best spot on the table for the customers to look at.

We do accept donation and commission sales at the open day, but please bring them in early. The stall starts selling at 10 am and there is always a crowd of bargain hunters at that time. Bringing items in for sale later in the day misses the buying frenzy period between 10 am and lunch time.

In closing, I want to express my gratitude to all the good folks who have donated items to the stall over the years, and to everyone who has taken the opportunity to offload their spare wargames items for cash with our commission sales. Thanks also go to all the customers who have happily spent cash at the stall. Finally, I want to thank Ishtar for her sterling work at the stall over the years, along with everyone who has helped her.

1775 – 1783: The American Revolution

By Mark Cook

This is the start of an ongoing series of articles, notes and ramblings dealing with my obsession in wargaming, The American Revolution or if you like the American War of Independence.

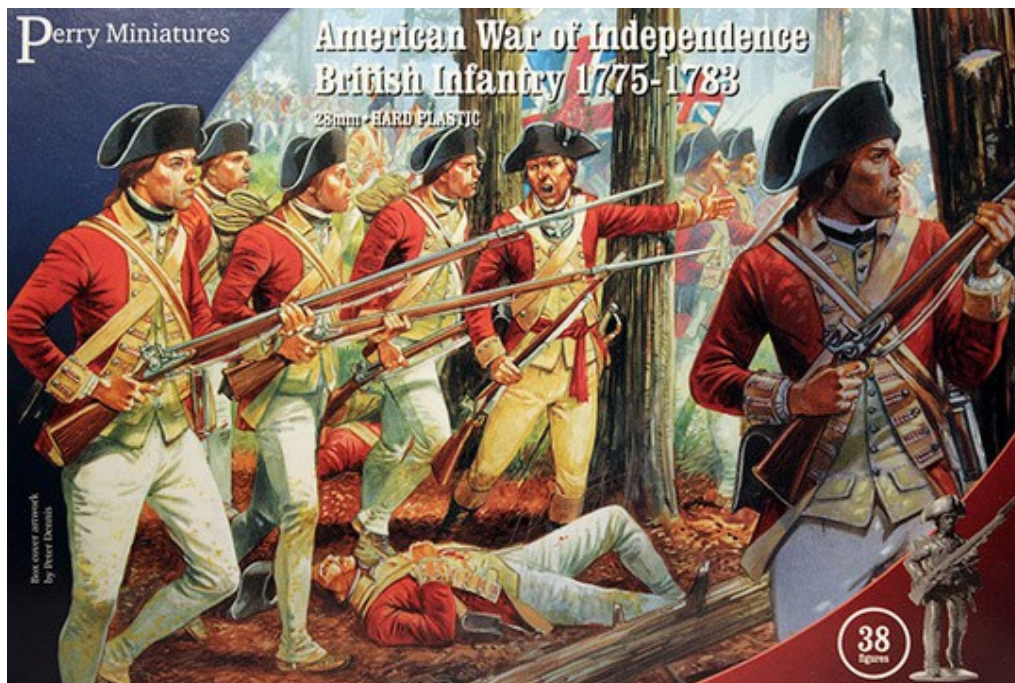
I was introduced to this type of war gaming in the early 1970's. I was invited as a young teenager to a game at a friend of a friend's house in the suburb of Brompton in Adelaide. This old house populated by uni students had the lounge room floor cleared and then entire floor was one big wargaming surface. You had to tread carefully! The American Revolution game was with "home brew" rules and plastic Airfix figures on home-made scenery. I had never seen anything that grand. To my young eyes it was spectacular. I was given a small command and played little part in the battle but I was hooked!

I have now a large library on the subject and I have had figures in all scales. Recently I sold my large 15mm collections for this period and embraced the virus that is 28mm, collecting primarily Perry Miniatures to represent armies in the Southern Theatre of Operations.

So, this time let's talk about those boxed sets of plastic 28mm American Revolution figures. I will not be discussing the merits of the figures themselves: many have done that more cogently than I could. Later articles will include uses for Indians and other irregular types.

I have titled this article:

"So I have spent all this money... what do I do with them now?"



Perry Miniatures: AW 200 American War of Independence British Infantry 1775-1783. Box contains: 36 figures plus 2 casualties, units bases, full painting guide and flags.

Perry's have given extensive notes and pictures of the English and Loyalist Regiments that can be painted from this box set.

The figures are portrayed in shortened regimental coats and long gaiter trousers. This does limit their use somewhat for other than English infantry in America. For that they are almost perfect, but to represent other European nations fighting in other places in the world they are in the wrong uniform. The Continental Army rarely went into cutting their home-made or French supplied regimental coats down. Therefore the use for Continentals and alike is limited.

Hats supplied with allow you to model the regulation cocked hat of the period. The cap was designed by English army in Canada for General Burgoyne's famous campaign in 1777 into New York. And the slouch hat soon to be the most popular headdress of the latter war years. These plentiful spare hats and blanket rolls in the British box set are easily placed onto Continental troop types giving a varied look to the material given in the Continental Infantry box set. A quick reminder that if you're using the British slouch hats on your yanks trim the bow and rosette from the left side of the hat, this adornment was not used by the United States infantry outside of their regulation cocked hat.

Additionally the arm sets can be swapped between the English and Continental box sets giving your English some marching poses and the Continentals some more aggressive poses. For the more adventurous of you the arm sets from the Perry Napoleonic British box set works very well on the Perry English Infantry of the American Revolution, allowing a "skirmishing look" to a unit.

In addition to the Loyalist units' mentioned in the excellent Perry information guide there are many additional loyalist units that can be painted up from the English box set. Probably the quickest and best resource for the myriad Loyalist units is the Osprey Men-at-Arms 450 "American Loyalist Troops 1775-84".

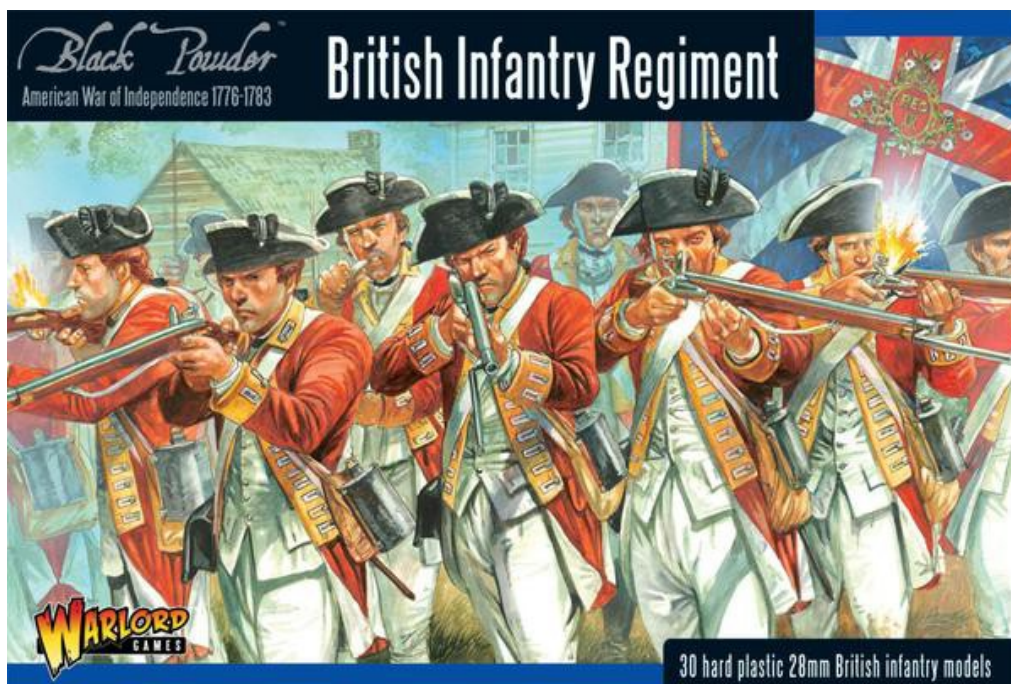


Perry Miniatures: AW 250 American War of Independence Continental Infantry 1776-1783. The box contains 38 Continental Infantry with the option of four to six command figures and up to four Riflemen, full painting guide and flags

Once again the Perry's have given extensive notes and pictures of the Continental and State Regiments that can be painted from this box set.

On the subject of the Continental Army and State based units' uniformity was never obtainable until very late in the war, when supplies from France were extensive. Uniforms, especially made at the local level, which was done prior to the French Alliance in 1777, were cheaply made and wore out quickly. Civilian dress and the enigmatic hunting dress was a common replacement for a worn out regimental coat. So the patchwork look we associate with Confederate infantry in the American Civil War has a similar place in Continental and State units for the American Revolution.

We are fortunate that the Perry's have given the gamer the ability to mix up our yanks with the inclusion of some hunting dress types and multiple types of head dress. The method of short term enlistments also changed the appearance of many units, with furloughed men and re-joining veterans retaining their old uniforms. Uniforms changed from year to year, so having some figures in "last year's uniform" looks right. Many units wore exclusively hunting dress. Buying extra sprues of "hunting dress" riflemen from the Perry's website you can build these different looking units. Hunting dress can be used on Virginia and North Carolina units in the south, Rifle units; militia (particularly in the south) look right in this hunting dress uniform. Add some metal Perry's hunting dress command and they look the part.



The box contains 30 plastic British Infantry: 24 musketeers (including command group of two officers, drummer, sergeant and two ensigns) and 6 light infantry, and also a 4-page background guide including twelve full-colour flags

Warlords have given some quick notes with their box set and a 6 English flag sets.

The 23rd Foot (Royal Welch Fusiliers) flag has only that unit's application, but it was one of the best and fought everywhere. The black flag supplied has only

one regiment suitable that being the 64th Foot. It fought in the northern theatre of operations till 1779; then it was fighting in the backblocks of South Carolina till the end of the war in 1783. The other flags are suitable for many of the remaining regiments in the war with the white flag suitable for white and red faced regiments. There are 24 centre company or hatmen and six light infantry figures. English Light Infantry companies were brigaded together and fought as elite shock infantry, with up to 3 large battalions serving in the northern theatre and a small battalion in the south mainly made up of the light companies of the 71st Highlanders.

All are portrayed in full 1768 pattern regimental uniform, wearing the unmodified regimental coat, breeches and short gaiters. This is the uniform that England started the war in. So from the battles at Lexington and Concord till the end of the 1776 New York campaign, this is the right uniform. Also troops arriving as reinforcements from other parts of the Empire all through the war would enter the country in this uniform. After 1776 the uniform went through many changes and it would be uncommon for a unit stationed in North America to still be wearing an unmodified 1768 uniform after 1776.

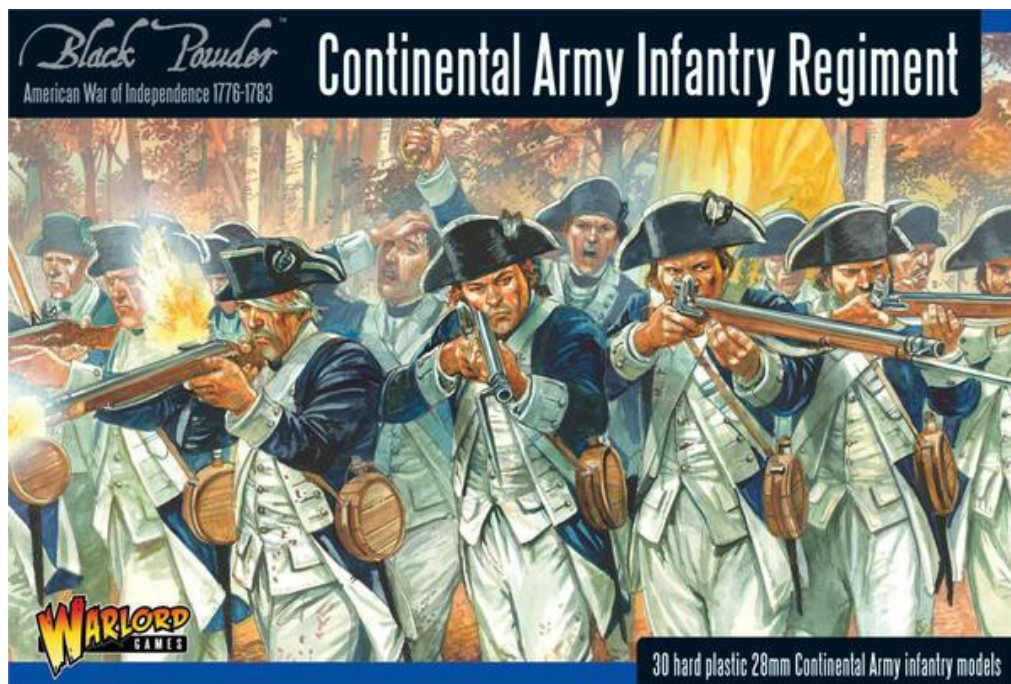
The figures supplied being in full uniform allow them to be used for both French and Spanish infantry regiments. These figures should be the preferred choice over Perry's Americans in doing French or Spanish Infantry Regiments. Again the absence of long thigh gaiters is the compromise you have to live with. See my notes above about France and Spain's involvement in the war.



The box contains: 30 plastic Hessian Infantry: 24 musketeers, fusiliers or grenadiers including command group of two officers, sergeant, drummer and two ensigns, and 6 light infantry Jägers, and also a 4-page background guide including fourteen full-colour flags.

Warlords have given some quick notes with their box set and 7 Hessian flag sets.

There are 24 infantry with the choice of all there troop types and six Jägers. All are portrayed in full mid-17th c regimental uniform, wearing the unmodified regimental coat, breeches and long gaiters. All types of German infantry serving in America can be made from this box set (I will write in a future article who the different German nations were.) There were up to five Jäger companies serving in America and these were the elite light troops for the English Army. Only one German Grenadier Regiment (von Rall) served in America and there were 4 combined Grenadier battalions made up from the German regiments serving in America.



The box contains: 30 plastic Continental Army infantry: 24 musketeers including command group of two officers, drummer, sergeant and two ensigns, 6 light infantry, and also a 4-page background guide including eight full-colour flags

Warlords have given some quick notes with their box set and 8 U.S. flags.

American rarely had two flags per regiment so you can do more regiment with this set of flags. Disappointedly the selection of flags is mainly for the 1777 campaign in the north. But given the diverse nature of American flags it's understandable to concentrate on the most intense campaign season.

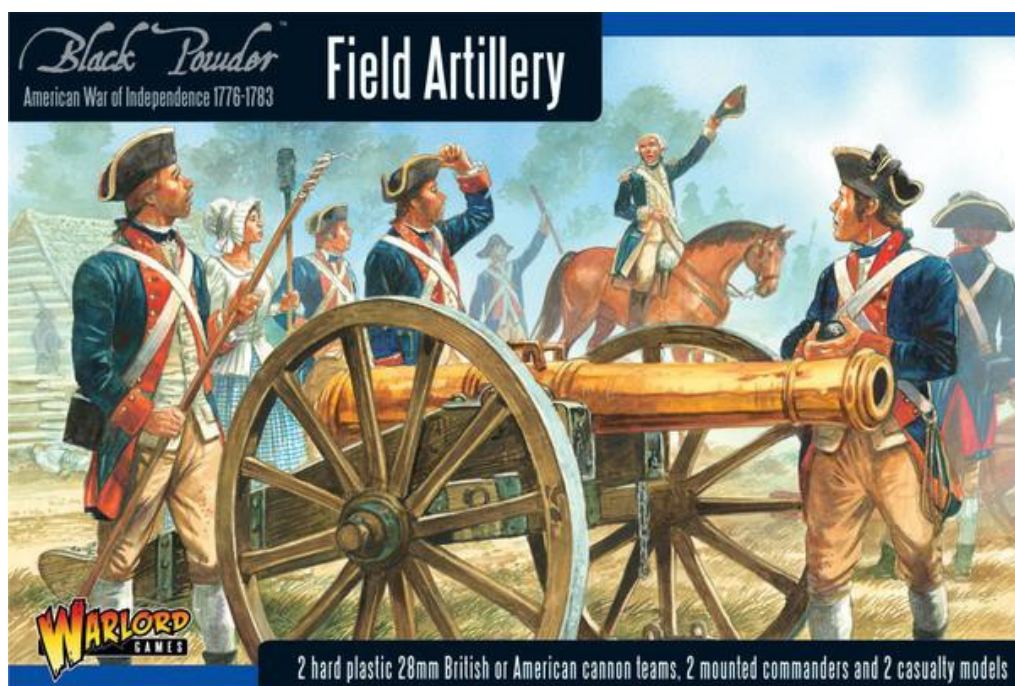
The figures given in the box set are in the late war full uniform with 6 figures in the light infantry cap. They are mostly in gaiter trousers popular from mid to late war period. This will allow most regiment to be modelled and the light infantry can be grouped in a Continental Light infantry Battalion common from 1780 onwards. The light infantry were the elite of the Continental army will the Marquis Layette spending large sums of money to give those flags and fancy metal work.

In many ways the Continental Infantry box set is more useful for repurposing than the English box set. The Continentals come in the conventional late 18th century uniform.

The French Army made several forays into the American War. In 1779 at Savannah Georgia, 1780 at Newport Rhode Island and remaining to participate in the 1781 campaign at Yorktown and lastly in the 1781 siege of Pensacola in West Florida where in support of the Spanish Army a brigade of French infantry was sent from the West Indies. There are some minor uniform differences, namely the French wearing long thigh gaiters and slightly different infantry equipment. The Osprey Men-at-Arms 244 will give you enough info for a French Army worthy of battle.

Spain is the forgotten ally of the United States in the American Revolution, declaring war in April 1779 and forming an alliance with the French and the United States. From its base in Havana (Cuba), Spain was in a good position strategically to help the fledgling United States. It provided money and all sorts of civilian and military supplies throughout the war.

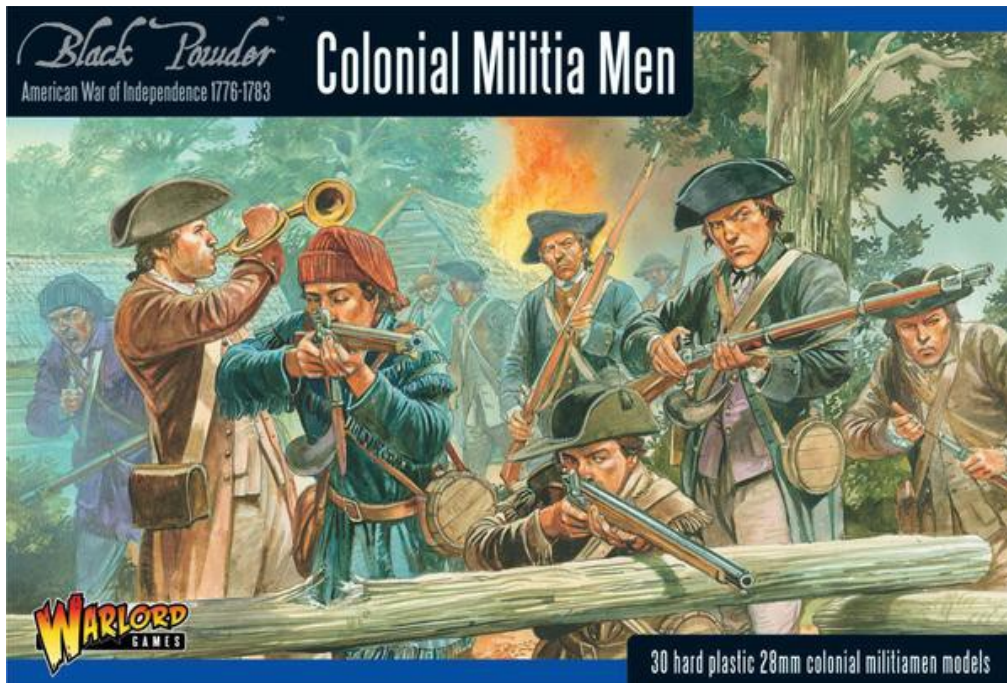
Spain had its Louisiana colony and posts up the Mississippi River basin. Spain's main drive was to regain Florida lost to the English in the Seven Years War. Their metropolitan infantry uniform was similar to that of the French but their regiments did not have labels to their white regimental coats. Spanish grenadiers can be represented by using 28mm Napoleonic Spanish Grenadiers with their distinctive bearskin caps. The excellent Osprey Men-at-Arms 475 "The Spanish Army in North America 1700-1793" is the quickest and best guide.



The box contains: 2 cannon, can be built as either 3-pdr or 6-pdr cannon and with British Royal Artillery Crew or Continental Army gunners; 1 'Molly Pitcher' figure; 2 mounted army commanders with option of 6 heads representing some of the most famous generals of the war on both sides; 2 casualty figures - can be made as British or Continental; and a 4-page background guide including construction details.

Warlords have given two sets of crew with the ability to have them as American or British. The gun carriage is more suited to a light army piece either a British 3-pdr or if you leave the tool boxes off the axles a French or

Prussian 4 pounder. Although a 6-pdr barrel is given the carriage is too small. Molly Pitcher or Mary Ludwig, her real name, is a nice touch. The two general are nice and give your army some commanders. The selection of heads is a superb idea. Two casualty figures are always useful whether you use them as “disorder” markers or scatter them amongst the unit to show the “cost of war”.



The box contains: 30 plastic Colonial Militia figures and a 2-page background and assembly guide.

Uses for the box set are many: Patriot militia, frontier riflemen, Loyalist militia who looked and fought as their Patriot brothers. If fighting scenarios in the southern colonies Loyalist militia are essential. Patriot State raised line units or rifle units often lacked uniforms and these figures can be formed into those state based regular units. Early war units both in the north and south can be formed and mixed in with uniformed types to give a lack of uniformity which plagued the Patriots until regular supplies of French made uniforms arrived in 1779.

Suggested further reading:

American Loyalist Troops 1775–84 (Men-at-Arms 450), by René Chartrand (Author), Gerry Embleton (Illustrator), Samuel Embleton (Illustrator). Osprey Publishing, 2008.

The French Army in the American War of Independence (Men-at-Arms 244), by René Chartrand (Author), Francis Back (Illustrator). Osprey Publishing, 1992.

The Spanish Army in North America 1700–1793 (Men-at-Arms 475), by René Chartrand (Author), David Rickman (Illustrator). Osprey Publishing, 2011.