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AIDE-DE-CAMP: THE OFFICIAL MAGAZINE OF THE SBGC



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SOUTH BAY GAMES CLUB

All articles and content
produced by the SBGC
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WELCOME TO ADC

Welcome SBGC members to the new Adie-de-Camp magazine, the latest quarterly incarnation of the SBGC club magazine! In its pages you'll find articles written by our members for your entertainment.

It's been my great pleasure to serve as a regent of the SBGC for the last two years and I'm happy to have the opportunity to help keep the club magazine going. I've been meaning to learn how to use Adobe InDesign for many years and this has been my chance to do just that.

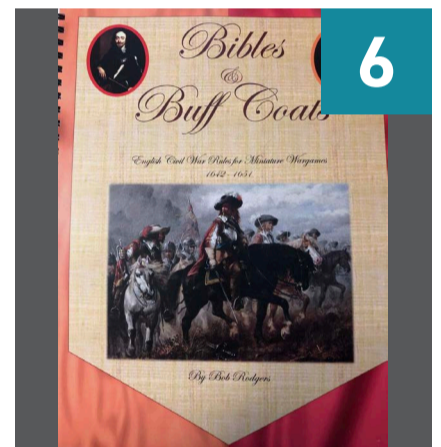
Our goal is to put an issue out every quarter so please support our efforts by contributing an article yourself. Anything works fine from tips, to After Action Reports to scenarios you've designed to rules reviews to pictures of minis you've painted. Submissions should be sent to magazine-submissions@sbgc.groups.io

Thanks for your support,
Geoff



GAMES FROM THE DECEMBER 2023 MINICON





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Wargaming the French and Indian War

By Stephen Freedman



The French and Indian wars are an underappreciated conflict that started in 1754 and lasted until 1763. Although it may be considered a local conflict it was an important part of the Seven Years War which involved many of the major powers in Europe and led to considerable changes for the balance of power in Europe and far-flung colonies. At a superficial level it was the war that resolved the ambitions of France and Britain to control the new world leading to the eventual dominance of Britain in the American colonies. However, at least two other consequences can be attributed to the conflict.

- Emergence and appreciation of light infantry tactics

- Removal of a French threat that allowed American grievances against the Crown to grow, a cause of the American War of Independence

The Disputed Lands

The British colonies were more densely populated with close to 2 million settlers, whereas the French population was around 60,000 at the start of the conflict. The British had significant aspirations to advance Westwards whereas the French wanted to maintain communication between Quebec and Louisiana. Newly built forts along this narrow communication line and along the Great Lakes became a focus of the war; as did building alliances with the Native American tribes in this part of the country.

Wargaming the Period

Figures

Although not one of the most popular periods for wargaming, a fair range of figures exist and a little research from one of my British buddies, Phil Heath, came up with a lot of useful information. I decided to use 28mm Wargames Foundry as my core source of troops which are very well defined, easy to paint, but are on the slim size. The Casting Room (off shoot of Foundry) produce nice figures, but they are a bit chunkier than Warlord. Similarly, Old Glory fit on well but the range does include some unusual figures and not of the same quality, but the Indians are very nice. Crusader have a limited range and although somewhat chunkier they can fit in well. Perry's and Eureka have appropriate figures but rather slim in stature. Other ranges tend to be larger than Wargames Foundry, Redoubt are giants as are Kings Mountain and Front Rank. North Star are very

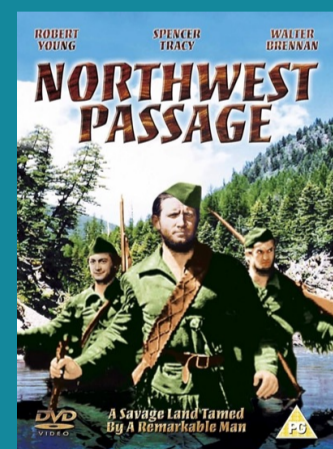


Background of the Project

My first exposure to this war was from one of my favorite wargaming books, "Wargames Campaigns" by Donald Featherstone. As a young boy looking for a hobby and focus, this book exposed me to a whole new world of model soldiers with one particular section, chapter 15, describing the formation of two balanced forces fighting the French and Indian War. It describes a campaign where the two forces battle for the borders and control of the French and British territories. The armies include formal regular infantry, light infantry, small units of cavalry, some artillery, the enigmatic Rogers Rangers, and hordes of native American Indians. It has all the essence of exciting wargames, regular vs irregular troops, great potential for interesting terrain, including ruined villages, frontier forts, lakes, besieged frontiers, settlers, and canoes.

There are multiple books and associated films that are a must for those interested in exploring this area.

"Northwest Passage", a 1937 historical novel by Kenneth Roberts that describes the actions of Roger's Rangers and a campaign leading to the assault of St Francois-du-lac, Quebec, occupied by French troops and the allied Abenaki tribe of native Americans.



Spencer Tracy starred in a magnificent, but dated film, that is a really good watch from start to finish describing much of the brutal fighting that took place at that time.

A second classic book to read is the "Last of the Mohicans," part of a trilogy of books by James Fenimore Cooper, describing wonderful characters such as Natty Bumppo (Hawkeye, or La Longue Carabine), the Mohican warriors Chingachgook, Uncas

nice figures but they are also big. Irregular Miniatures has a French and Indian War line in both 15mm and 28mm as well. Although guns do not play major roles as in later periods there are some figures available without having to borrow from the American War of Independence ranges. I settled on AW miniatures as they had



some range of caliber for both the British and American artillery.

Terrain

Terrain is rather easier to obtain with a multitude of frontier cabins, forts, and other buildings available. Good examples are The Miniature Building Authority (<https://www.miniaturebuildingauthority.com/products.asp?cat=Log+Cabin+Buildings>), Iron Clad miniatures (https://www.ironcladminiatures.co.uk/ourshop/cat_870020-French-and-Indian-Wars-28mm.html). I should also mention trees!!!! Most scenarios will come with a good amount of forest.

Scenarios

Apart from the obvious skirmish possibilities, there is lake transport of troops by canoes, the exploits of Roger's Rangers, and the stealth of the Indian allies etc. They all add spice and novelty to this period of warfare. Two famous battles will also obviously spring to mind from this period, the raid of St Francis by Roger's Rangers Oct 4 1759 and the Battle on Snowshoes Jan 21st, 1757.

Three wargaming scenarios have been well described from the following sources: War Game Campaigns, Featherstone, Chapter 17. The border invasion of Canada and America during the French and Indian War p 126-138.

The Last Argument of Kings, Black Powder Warlord Games. French Indian Wars p 90-96.

Black Powder, 2nd Edition. Raid on Fort Ligonier p 126-131.

The essence of the French and Indian Wars are skirmishes, bloodthirsty hand-to-hand combat, Ambushes, and the use of river transport. In the movie The Patriot, the Mel Gibson character, Benjamin Martin, describes an encounter from the Fort Wilderness encounter in the French Indian war.

"The French and Cherokee had raided along the Blue Ridge. The English settlers had sought refuge at Fort Charles. By the time we got there, the fort was abandoned. They'd left about a week before. But what we found was... They'd killed all the settlers, the men. With the women and some of the children they had... We buried them all, what was left of them."

"We caught up with them at Fort Wilderness. We took our time. We cut them apart slowly, piece by piece. I can see their faces. I can still hear their screams. All but two. We let them live. We placed the heads on a pallet and sent them back with the two that lived to Fort Ambercon. The eyes, tongues, fingers, we put in baskets; sent them down the Asheulot to the Cherokee. Soon after, the Cherokee broke their treaty with the French. That's how we justified it. We were heroes."



The 2024 French and Indian War Project

The initial phase will be to build a large 28mm French and British Regular regiment as core units, and then add to them a large contingent of Roger's Rangers and Indians. As the collection grows, highlanders and French Compagnie de la Marine will be added. The British 44th Regiment of Foot, a French regular regiment, Woodland Indians are shown above:

The previous history of my projects suggest that this scope will grow significantly over the next few months.

Additional Reading:

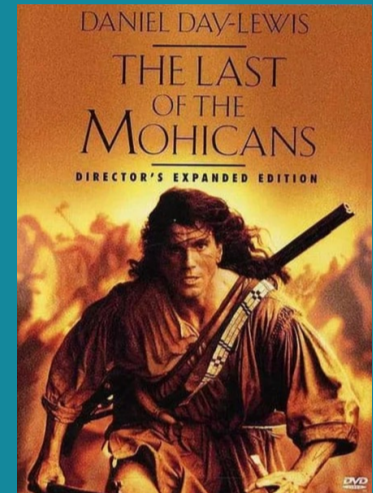
"Empires Collide: The French and Indian War 1754-63". Shepperd, Fowler, Osprey Publishing 2006.

"Crucible of War: The Seven Years War and the Fate of Empire in British North America, 1754-1766". Anderson, Vintage 2001.

"Fort William Henry 1755-57: A battle, two sieges and bloody massacre" (Campaign) Castle, Osprey 2013.

and their enemy, Magua, from the Huron tribe. It describes a number of clashes between the British and Native American forces interspersed with various romantic undertones.

Although a number of films have been made from the book, the most recent version (1992), starring Daniel Day-Lewis is a wonderful rendition with some very visual battle scenes that are very inspiring.



Bibles & Buff Coats Review

By David Partak

If you're anything like me, (or Nick) you like collecting rules. One of these days I swear that I am going to catalogue them all and post them to the group. I'm always in search of that perfect rule set. What is the perfect rule set? That's different for each individual, but here are some of the criteria I look for.

1. It fits a time period. I want my Civil War rules to be focused on the Civil War and not some generic rule set that encompasses all of 19th Century warfare.
2. I want period flavor.
3. I prefer skirmish games at 1 to 1 ratio or larger battles at regimental scale and preferably 20 to 1 ratio.
4. I like rule sets that can accommodate 15mm to 28mm scale miniatures.
5. A set of rules that allow some form of force balancing or points system.
6. Rules that encompass some sort of random actions that can either be played upon an opponent or yourself.
7. A set of rules that are easy to comprehend and well laid out. They should include examples of play along with illustrations.
8. Rules that a beginner will be able to pick up quickly. This is usually the result of a good Quick Reference Sheet (QRS).
9. Rules that have meaningful diagrams and pictures, not just eye candy.
10. Rules that can be played in a few hours. Of course, this can change depending on the number of players and the size of the forces, but rules that take an hour or more for one turn. They also must not have players sitting idly by while the other side is taking actions.

So recently, I have picked up several rule sets that I hope to review. These include: Gettysburg Soldiers and it's supplements, Saratoga Soldiers and Soldados de Alamo; La Cucaracha; Big Bloody Battles in India; This Very Ground; Blood and Plunder; Viva la Revolution, Viva Mexico; Eagles Prey 2nd Edition; Dawn of Iron the American Civil War at Sea; and Bad Roads and Poor Rations which I believe Nick Stern already reviewed. One of the problems I have is that to really give them a good review, one must play them. There in lies the problem for me as my gaming audience has severely shrunk. So,

these reviews will be my initial thoughts and whether I will dismiss them out of hand without ever having played them or give them a thumbs up for further review with actual gameplay.

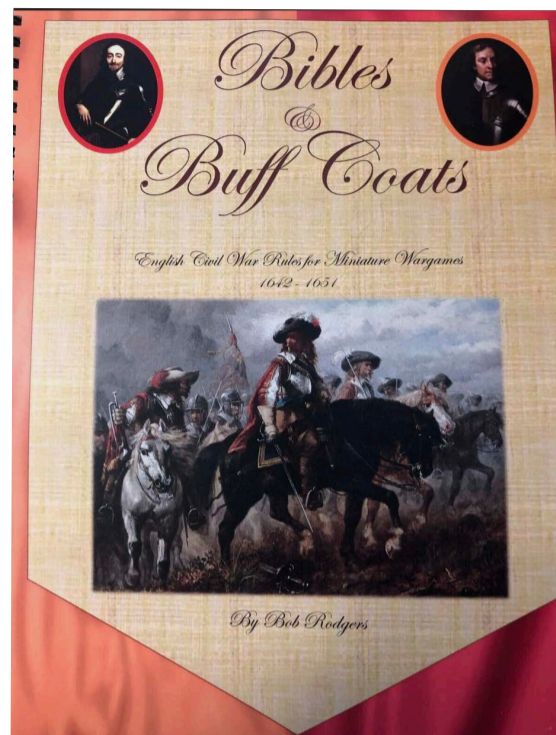
This review is going to focus on Bibles & Buff Coats: English Civil War Rules for Miniature Wargames 1642-1651, authored by Bob Rodgers and published by Winged Hussar Publishing/On Military Matters in 2022. Cost was \$38 from On Military Matters. I will give you a break down of my thoughts based upon my ten criteria listed above.

... overall I have hit 9 out of 10 of my criteria for a good rule set ...

Overview

The rule set is standard 8 1/2" by 11" and spiral bound. There are 80 pages, not including the front and back cover but the rules themselves are only 32 pages in length. There are four pages of QRS's which are back printed and duplicated so you essentially have a set for both sides. The rest of the rules are made up of various appendixes, which include game markers, army lists, scenarios (3), leader ratings, formation chart, indexes, and designer notes. More details on some of these items later. It is interesting to note that the author is a member of the Table Top Gaming Society out of the Phoenix/Mesa, AZ area. They may have very well played with Al Revere and some of our other friends from Arizona. The proceeds of the sales of the rules sets go to their gaming club who helped the author in playtesting and developing the rules. Bob freely admits that much of the inspiration for Bibles & Buff Coats (BBC) came from Forlorn Hope and 1644 and some of the concepts of those rules' sets can be seen BBC:

1. BBC concentrates on only the English Civil War although I am sure you could adapt it to other pike and shote periods.
2. BBC has rules for reverends and preachers, pike and shote formations, all the various types of cavalry, differing guns, baggage and artillery guards, snipers, as well as covering the six various contingents of armies during the ECW.
3. The scale is set so the GM can tailor the figure ratio depending on the size of the battle from 10-1 to 50-1. The three scenarios included are all set at 20-1 ratio.
4. The author assumes that the players will be using 28mm figures but states that the rules



**BIBLES & BUFF COATS
BY BOB RODGERS**

can be used for down to 10mm without changing movement or firing ranges.

5. There is an appendix that allows to custom build forces based on historical unit type ratios for early and late Royalists and Parliamentarians, as well as Montrose and Covenanters Scots.
6. There are no random action events in the rules.
7. The rules follow a simple sequence of play and are laid out in the same manner. Organization of units is first with diagrams. Followed by the Administration Phase. Next is the Movement Phase to include charges, Fire Combat Phase, Hand to Hand Phase, and Morale Phase. All of these have written and pictorial explanations.
8. Although this is not an overly complicated set of rules, I don't believe it would be a good set for a beginner. A seasoned miniature gamer should be able to pick these up relatively quickly, however. The two pages (back printed) of QRS is relatively straight forward. One page alone consists of the melee and firing casualty chart. The other page has your sequence of play, movement, morale, charge, firing, and officer charts. These consist of 14 separate charts so it can get a little complicated.
9. The rules have good examples of play with both text and diagrams. There are a goodly number of color pictures and some of them

serve useful for showing the various formations, but others are just for show. The quality of the figures and pictures is something akin to what you would find in Miniature Wargames and not Wargames Illustrated.

10. The game is an IGOUGO sequence of play but there is a leadership roll for which side will take the first move action, but all other phases are conducted simultaneously so should keep all the players involved. Since I have not yet played these yet, the jury is still out on the playability.

So overall I have hit 9 out of 10 of my criteria for a good rule set. The rules are laid out in sequential order of events. Leaders play an important role in command and control, activation, bonuses for fire combat and melee, and the rallying of units. As such, it is important to keep your leaders with command range and hence a brigade formation. Leaders that assist in combat modifiers suffer a higher probability of becoming a casualty. Unit formations are standard for this time period and they include the various types of horse units and specific tactics employed by them. Artillery is covered from very light guns such as your frame guns to large siege guns which are immobile. Fire combat is not as deadly as melee so getting stuck in with the push of pikes is the way to win quickly. Overall I would recommend these rules.

Refighting the Battle of Minden

1 August 1759

By Tom Valeri



A little introduction is in order as I don't believe any of you know me. I think I've been to only 3 conventions over the years and the last was pre-Covid. I've been gaming for roughly 50 years (Avalon Hill's "Waterloo" was my introduction when I was 12) and first delved into miniatures in the '80's courtesy of Dave Partak's store. Initially I focused on ancients, the ACW and Napoleonic and believe the Seven Years War was a not terribly interesting period where armies slowly crawled into position facing each other and then marched forward and volleyed until someone ran away. A random chance read in the early 2000's of Duffy's "Frederick the Great, a Military Life" was an eye opener with regard to how interesting the battles of the period actually were.

So why refight Minden. My initial interest in the SYW centered around Frederick and his main opponents Austria and Russia and have refought numerous battles from that theater. Eventually, as I read more about the other theaters of the war, I became interested in

understanding how France with their massive army proved so ineffectual. This led to Minden which looked to me as one of those battles filled with possible outcomes that were missed for various reasons. As I'd decided to paint up some Allies and French I choose Minden as the basis for the forces I'd collect.

History of the Battle

I'll make this fairly brief as there are much better online references available specifically over at Kronoskaf (1759-08-01 - Battle of Minden - Project Seven Years War (kronoskaf.com)) or Wikipedia (Battle of Minden - Wikipedia). Minden came about after the Allies under Ferdinand of Brunswick had failed in their spring 1759 offensive. Ferdinand had attempted to steal a march on the French however in April his army was repulsed at Bergen. The French under Contades, now reinforced, pursued Ferdinand northwards and by early July had occupied the town of Minden on the Weser and occupied strong defensive positions. At this point they paused in order to regroup before continuing his advance. During this lull Ferdinand, who believed that the

French were too strong to be defeated, devised a plan to disrupt the French communications by operating against their supply lines. On August 1, 1759, Contades, believing that the Allies were over-extended, advanced his army to engage Ferdinand's army. His goal was to cross over in the early hours of the day and attack the Allies left with Marshal Broglie's corps in order to disrupt the Allies and to provide cover for the rest of the French army to deploy into position. Deserters brought the news of the advance to Ferdinand which allowed him to cancel his previously scheduled movements and to ready his army for the coming battle.

As Broglie advanced he came under fire from Wangenheim's artillery. He then halted his advance to await Nicolai's arrival. The French then spent the next several hours in a mostly ineffectual cannonade of the Allied line. His own troops suffered to a greater extent and ultimately, this side of the battle ended up as a stand-off with little to no impact on the results.

As the Allies deployed, Ferdinand observing that the French deployment was incomplete and rather a shambles ordered von Sporcken with his mixed force of British and Hanoverian foot to advance. This movement however was more rapid than Ferdinand had intended and he sent messengers to order the advance to halt. Initially the units halted however as the French cavalry, atypically deployed in the center of the line, finished their arrival, von Sporcken's units advanced on their own volition. The French cavalry then charged the advancing Anglo-Hanoverian infantry but were shattered by well delivered volleys. Multiple charges occurred, much like at Waterloo 56 years later, but none came close to breaking the foot. It's noteworthy that in this period infantry generally did not bother with squares when facing cavalry. Even when the cavalry lapped around the left flank of the advancing infantry and French foot arrived to threaten the right the Allied foot maintained their composure and repulsed all attacks.

Notwithstanding an attempt by the Saxon regiments, in reserve of the French line, the Allies held firm until cavalry under Holstein arrived to complete the discomfiture of the French who began their retreat. Of note was the behavior of General Sackville who commanded the best cavalry Ferdinand's army. For reasons still debated today, he refused multiple orders to advance and his

force remained spectators for the duration of the battle.

The Scenario

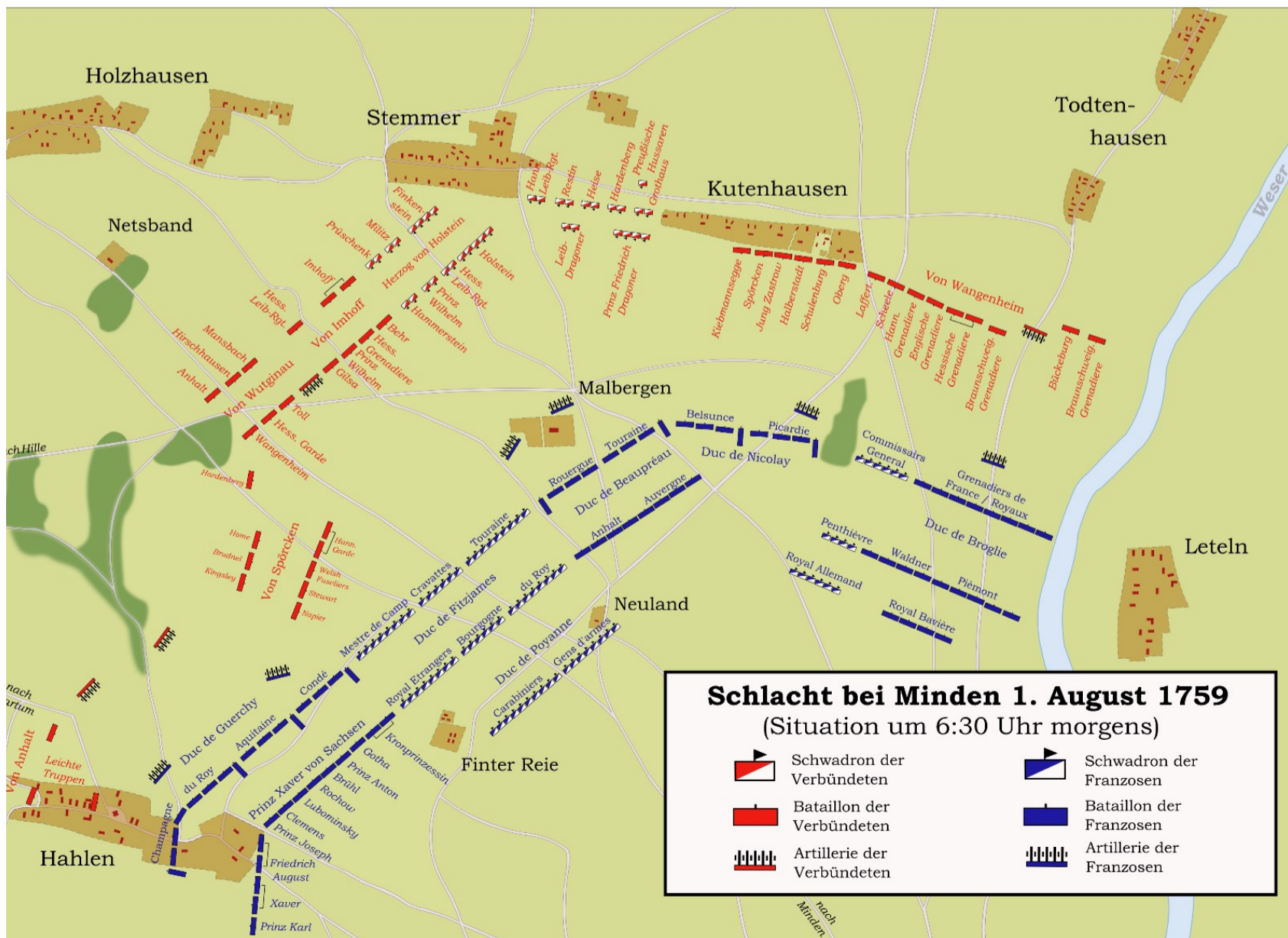
I use Might & Reason from Sam Mustafa as my "go to" rules for SYW battles. I like that they allow for refights of major battles of the period on a reasonably sized table. There are over 2 dozen scenarios available either in the rulebook or, mostly, as free downloads off of his site.

Deployment for the scenario is shown on page 10. Although it calls for a 9' table it can be easily squeezed into an 8' by ignoring the left hand 12" most of which is poor terrain.

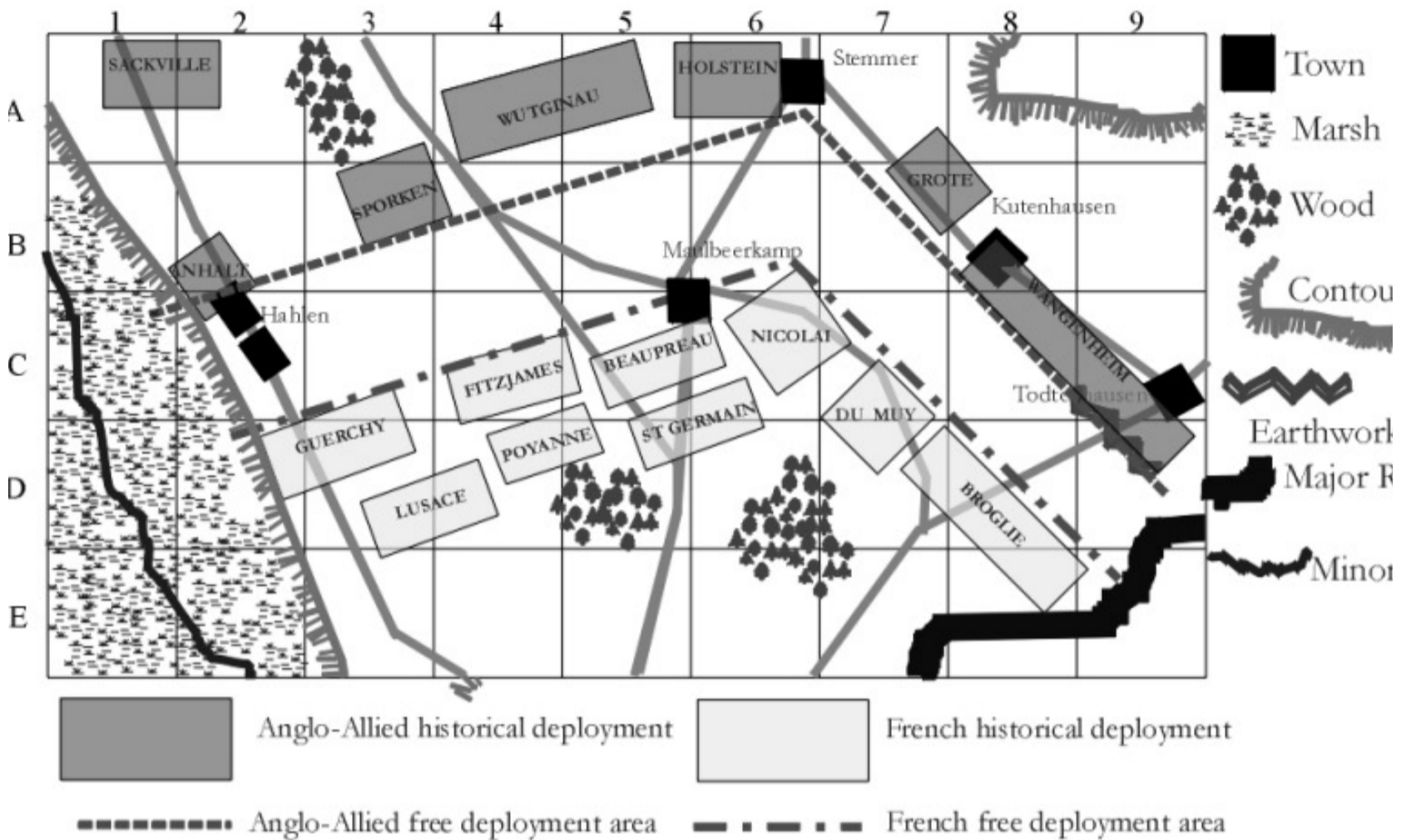
When will it be Ready?

Currently I have everything I need for the Allies. I'll use some of my Prussian forces for the Hessians, Brunswick and Prussians. The French are almost complete. I need to paint Fitzjames 4 cuirassier units and the 3 cavalry units of Du Muy and I'll be done. I'm hoping to run this at the club in either January or February. I'm thinking 2 players a side would be reasonable given my inexperience at running convention games.

Here's a teaser showing my pile of SYW figures. This was before painting most of the French so it's grown since then!



The Minden Battlefield



Minden Orders of Battle

The French Army
Commander: Contades (Poor)
Break Point: 10

3 x Heavy Artillery

Guerchy +1
 2 x Vieux French Infantry
 2 x French Infantry

Lusace +1 (V)
 4 x Saxon Infantry

Fitzjames 0
 4 x Cuirassiers

Poyanne 0
 2 x Elite Cavalry

Beaupreau 0
 1 x Vieux French Infantry
 1 x French Infantry

St Germain +1 (V)
 1 x Vieux French Infantry
 1 x Foreign Infantry

Nicolai -1
 1 x Vieux French Infantry
 1 x French Infantry

Broglie -1 (V)
 2 x Grenadiers
 1 x Vieux French Infantry
 2 x Foreign Infantry

Du Muy -1
 2 x Cuirassiers
 1 x Hussar

The Allied Army
Commander: Ferdinand (Great)
Break Point: 8

4 x Heavy Artillery

Anhalt +1
 1 x Hanoverian Musketeers
 1 x British Light Artillery

Sackville -2
 1 x British Guard Cavalry
 1 x Hanoverian Cuirassiers
 1 x British Dragoons

Sporken +3 (V)
 2 x British Foot
 1x Hanoverian Guard

Wutginau 0
 1 x Hanoverian Musketeers
 1 x Hessian Guard Infantry
 1 x Hessian Musketeers
 1 x Brunswick Infantry

Holstein +1 (V)
 1 x Prussian Dragoons
 1 x Hessian Heavy Cavalry (as Hanoverians)

Wangenheim 0
 2 x Hanoverian Musketeers
 1 x Hessian Grenadiers
 1 x Hanoverian Grenadiers
 2 x Heavy Artillery

Grote -1
 2 x Hanoverian Cuirassiers
 1 x Hessian Dragoons

A Use for Removable Plastic Adhesive

by Chris Roberts

On the chance there are still some novices reading this ezine, here is a “pro-tip” I just discovered.

I used UHU HOLDiT Removable Plastic Adhesive (or some similar product) to hold your object to be painted on something bigger than the object to be painted. Now this seems to be a no brainer but I have been painting for over 40 years and just came upon this idea. I cannot take credit for this being original. It was a combination of seeing an ad for a figure holder from Citadel Paints and Clif Castle and a bit on my own.



The first picture is of soldiers mounted on a variety of used medication bottles (something good comes from having to take bp meds) and old 35mm film canisters. The soldier is on its final base and is attached to the bottle/canister lid with the “removable plastic adhesive”. We recently had a couple of mild (at my house) earthquakes here in the North Bay and from now on, I will put some counter weight in the container to lower the center of mass and prevent the soldiers from diving off the table. Ah. A use for all those extra coins. I will remove the figure from the container and mount it, along with a multitude of other figures, to the bottom of a cardboard box for the clear coat using the same “removable plastic adhesive”.



The second picture shows a peanut butter lid with a ring of “removable plastic adhesive”.



The third picture shows the ring of Dark Ages shields I was painting attached to the lid. I found I could rotate the shield I was working on so my brush strokes were all going the **same** direction. Not shown is the back. I painted all the backs first since they go up pretty close to the soldier’s body and don’t need the same attempts at detail as the fronts. I did get paint on my fingers painting the backs.



The fourth picture is of the product. Note that it is about the size of a 3x5 card.

Did I say that it’s reusable?

So. All you pros out there probably already knew this one. For those that didn’t, here’s a use for the old film canisters and pill bottles.

As an addendum. Clif pointed out that when you have to glue something you can use it to hold the parts together until the glue/epoxy dries. Like an arm to a body. I have not tried this.

Game mechanics

I use the WRG WW2 1988 rules modified by the late Stephen Bown's draft updates (personal communication) using Player Initiative Points to replace some of the more clunky "orders and modes" C&C aspects of WRG WW2 1988. (Stephen Bowns was a board member at WRG and sadly died unexpectedly last year, his draft modifications substantially complete). For solo play I use and strongly recommend Martin England's Threat Generation System (TGS) as a simple AI system to direct the actions of my "opponent". The TGS was published in *Miniature Wargames*, Issue #373; copies of the article can be found on the internet. The system uses a dice- and card-driven "Where is it? What is it? What is it doing?" mechanic to bring opposing units into the game in a random and often surprisingly destructive way, that can be adapted by the player to fit their favorite rules set and the scenario being played. Without going into details, for this game I allowed the Germans to bring TGS-driven "ambush" elements such as Panzerschrek teams, mine clusters, and defensive mortar fire missions onto the board in a "forward defense zone", with larger platoon-sized units appearing in a "main defense zone" further back. This was an attempt to represent German defensive doctrine in use in Normandy in 1944. I also adapted the TGS to deal with the effects of preparatory and suppressive fires.

With C Company at Vertefeuille Farm

Solo WW2 AAR using Martin England's Threat Generation System



This is an AAR of a solo game covering part of a successful fictional attack, described in Kenneth Macksey's book *Battle; Normandy 1944: Life and Death in the Heat of Combat* (Grub Street, 2001) by the (also fictional) 1st Battalion East Hampshires, supported by the Shermans of A Squadron of the 1st Pentland Yeomanry, on Vertefeuille Ridge, somewhere south of Caumont, as part of Operation Bluecoat in 1944. Macksey provides a fine description of an all-arms attack by a British infantry battalion flanked to the west by a US formation, through the bocage against a depleted German infantry battalion, dug-in but close to disintegration. The battalion-level battle figured in an "O Group" wargame in the February 2022 [466] issue of *Miniature Wargames*, in which accumulated FUBAR points eventually caused the British battalion to break off their attack. This AAR covers the experience of C Company under Captain John Codrington, tasked with taking Vertefeuille Farm on the left or eastern flank of the attack, supported by the four Sherman 75's of 3 Troop commanded by John McBain.

The battlefield

The terrain, taken from an illustration in *Battle*, is shown in the accompanying map and table photo below; the British are attacking from the north, from the left edge of the map/table, into dense bocage country. Note the density of the bocage hedgerows and small copses, breaking the battleground into small fields with limited

visibility and fields of fire. Buildings and roads by Paper Terrain, trees and hedges by Timecast. For this game all hedgerows interrupt line of sight except at gates/gaps, but troops and vehicles immediately beyond a hedgerow and not dug in are considered visible but in cover. The buildings are not prepared for defense. It is daytime; the weather is temperate summer; wind direction as shown.



British Forces

C Company has HQ and 3 platoons at full strength, each with 3 sections of 1 4-man rifle element and 1 Bren+rifle element, with HQ and a 2" mortar team; the 3 PIATs provided to the company are distributed one per platoon. 4 troop consists of 4 75mm Shermans each with co-axial and hull VMGs and roof-mounted HMG. After the 60-minute preparatory bombardment (against 1-2 registered aiming points of the British player's choosing), from two batteries of 25-pounders (2 x 8 guns), C Company and 4

troop are on their own with regard to mortar and artillery support, which was dedicated elsewhere.

German Forces

4.Kompanie, consisting of HQ with 2 tripod MG-42's and 2 Panzerschrek teams; 3 under-strength Zugs each of two full sections (1 rifle element and 1 rifle+SFMG element each), all considered to be initially in slit trenches in HOLD mode. 4.Kompanie has access to 3 defensive fire (DF) missions from the battalion mortar platoon (6 x 81mm mortars), and has laid 2 unmarked 50m-diameter mine clusters considered mixed anti-personnel and anti-tank.

The Game



The British No 1 platoon and McBain's Sherman troop line up on the start line, Codrington to the right beside McBain's tank. In this Apple-pen retouched view, the preparatory bombardment on the farm and points west is ongoing, with smoke rising from the Allied bombing runs behind the lines that were a part of Operation Bluecoat, and a smokescreen laid by the British battalion mortar platoon along the wooded ridge line. Figures are Adler 6mm, vehicles GHQ, vehicles expertly painted by SBGC's own Geoff Barrall.

Bound 1



The British preparatory fires fell on the farm and to its west, destroying the northern of the two farm buildings. As the British No 1 platoon advanced towards the next hedge line on the British left supported by heavy suppressive MG fire from the Shermans, the TGS throws

up an ambush by a section of entrenched Germans with rifles and LMG, and a MG-42, which neutralizes the British platoon leader and suppresses one of his rifle/Bren elements, pinning the platoon for the next bound.

Bound 2



While No 1 platoon, now gone to ground, and the Shermans are dealing with the German ambush with MG and HE fire, the Germans have other plans, drawing a TGS mortar DF card, and bringing down mortar fire from all 6 of their battalion mortars on No 1 platoon, knocking out the PIAT team and an LMG group, and suppressing the platoon leader, his 2" mortar group, and a rifle group. Codrington looks on with dismay at his attack stalling before his eyes, ten minutes after it had begun - he needs to take action to get things going again...

Bound 3



Codrington shouts up to McBain in his turret to keep firing on the Germans in the field with two of his Shermans and use the other two to lay down suppressive fire to cover the advance of another platoon on the right. He sends his second platoon forward on the right with instructions to use their 2" mortar to cover the advance with smoke in addition to the suppressive tank fire, which sends tracer streaking into the hedge and wood line by the lateral track running west of the farm 200-300m distant. The German ambush is

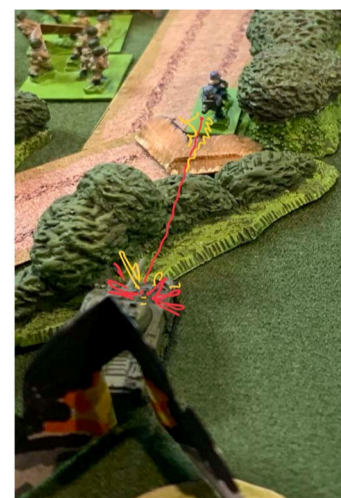
now wiped out by Sherman HE and No 1 platoon grenade fire. The Germans draw a TGS "mine" card that they set aside to use should McBain's Shermans care to move forward...

Bound 4



Both leading British platoons resume their advance, No 1 on the left through, and No 2 on the right towards, the hedgerows, covered by 2" mortar smoke. The Germans pull and reserve a TGS card for a Panzerschrek, a card for another mortar DF mission that they play on No 2 platoon, and the TGS also dices to place the remaining elements of a rifle /LMG group in Vertefeuille Farm, which suppresses elements of No 1 platoon as they advance over the road. The mortar DF on the British No 2 platoon in the field knocks out a rifle element and neutralizes another element so the platoon is pinned next turn.

Bound 5



The British No 1 platoon on the left advances further towards the farm, returning the German LMG fire and suppressing the German LMG in the farm, and shaking out along a hedge to their right to begin a co-ordinated advance. A Sherman on the British left breaks through the hedge towards the next hedge line beside the road to the farm, intending to support No 1 platoon. No 2 platoon is pinned but the remaining Shermans pour suppressive fire into the copse and hedge line to their front. The Germans dice for their reserved TGS

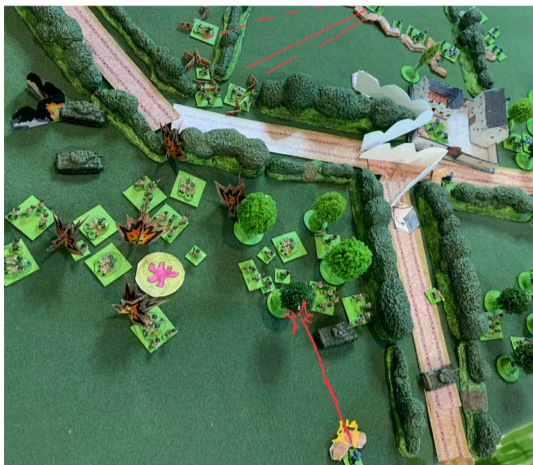
PzSchreck and to their delight it places within range of the advancing British Sherman on the British left, shoots and destroys it! They also pull and reserve a TGS card for a MG-42 and their 2.Zug.

Bound 6



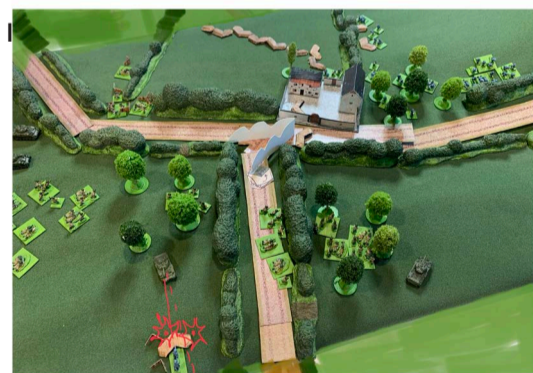
The British No 1 platoon and a Sherman knock out the Panzerschreck on the left, then launches its attack on either side of the hedge line towards the farm, under cover of 2" mortar smoke. No 2 platoon is consolidating in the copse to his front, so Codrington decides to send another Sherman to support 1 Platoon on its attack on the farm, and to advance his remaining platoon and his own HQ, supported by 2 Shermans, in a hard push on his right.

The Germans pull and reserve another TGS Panzerschreck, and, in a lucky series of TGS dice throws 1.Zg and 2.Zug, along with the remaining MG-42 "come to life" from slit trenches dug in in the tall grass in the field overlooking No 1 Platoon, advancing both in the open and also still partly visible behind the hedge, towards the farm. In another extraordinary series of dice throws these troops devastate No 1 platoon with rifle and MG fire. They also pull a mine cluster card that they play on one of the Shermans on the British right, but the tank rolls through the cluster without activating any mines.



Barely aware of the destruction of No 1 platoon, Codrington continues to push No 2 platoon forward on the right along with their Sherman support, and starts laying 2" mortar smoke on the farm with a view to outflanking it and attacking it from the west and rear, and he diverts no 3 platoon towards the road.

The Germans pull their last TGS cards, dropping mortar DF on the British No 3 platoon, knocking out a rifle element and neutralizing one other, so pinning them next turn. They also draw a mine cluster card but the advancing Sherman rolls over without damage. Finally, an ambushing PzSchreck appears on the extreme British right, fires at the Sherman driving over the field, and misses! The German Kompanie commander, torn between an aggressive counter-attack through the destroyed British No 1 platoon, or a more prudent move back into good covered positions around the farm to avoid being outflanked, decides on the latter.



Like a scorpion the British Sherman blasts back at the PzSchreck, neutralizing it. At this point, the Germans' antitank options are a busted flush and there is little to be done to stop the British tanks. To the west, in Macksey's narrative, the rest of the German battalion is disintegrating under overwhelming artillery fire. For this German Kompanie commander, time to bale and save most of his command. He is helped by astonishingly low PIP throws across all British units that, along with the mortar fire-induced pinning of No 3 platoon, virtually paralyzes the British this bound, helping him to jump-start a rapid escape.

This was a tense, interesting, unpredictable and enjoyable solo game. The TGS resulted in a game with evolution, many tense moments, and a final position for both players with room for some interesting traditional "play the best for both sides" solo game options through to the end. It was also enormously involving, and a very realistic portrayal of the historical realities. Although the British appeared to have "won", of the 5 officers and 93 other ranks in Codrington's C company, a tragic 29, including one officer, were killed or wounded in the roughly 2 hours of combat this game represented. And the Germans escaped almost intact.

Although for future interest I will play through the "counter-attack" option as being the most likely based on German doctrine, which could seriously unbalance the British and even cause them to break off their advance, any such attack would run immediately into strong and covered British infantry and, more importantly, devastating tank fire. Indeed, it was the German persistence with such tactics that on the one hand made them such fearsome opponents in Normandy, but on the other hand bled their forces to death in a disastrous over-prolonged and over-aggressive forward defense.

Miniature Gallery

Miniatures owned by club members



*Marshal Ney
by Geoff Barrall*



*Dragoon riding a Dragon
submitted by Bob Burke*

*Vikings commissioned and de-
signed by Stephen Freedman*



*Bob Abra's 6mm Baccus AWI fig-
ures for C&C Tricorne*



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They Call Me Buckshot

July 14th, 1872

By Manny Granillo (HR Games)



On July 14th 1872, two companies of US Cavalry were sent out to meet a wagon train with the much needed ammunition and supplies for the newly formed outpost. The Comanches had moved south and were not an imminent threat...or so it seemed.

Scenario

B and C companies have left Fort Smith and are on their way to the meeting point. The meeting point is an old abandoned Spanish Hacienda, an early victim of the Comanche law of the west and is known to still have a functioning well. The troopers are to wait for the wagon train's arrival. The Comanches, led by the notorious slow speaking chief Tose Siwa, are looking to secure the rifles and ammunition for themselves.

Weather Conditions: Clear

Victory Conditions:

The US player must arrive and await the wagon train and successfully escort it off the map to the east. Any other result is a Comanche victory.

The Battlefield

- The Hacienda is considered heavy cover.
- There is a well in the courtyard of the old hacienda
- There is a tall mesa with a stream just next to the old hacienda. Follow normal rules to climb

to the top of the mesa

- The game begins on turn one and will go for 24 turns (sundown)
- US Weapons (3 wagons) train can begin to roll a d6 after turn 7 (out of the 24 turn day) for arrival on the northern edge of the map. The Wagon train will appear on a "6" with a +1 added to the roll every turn after the first arrival roll. It must link up with either company and escort it down the gravel road to the west off board. Each wagon has 1 driver with pistol and 1 Lt. Michael Davis on horseback with pistol, and sabre. They are class C
- Comanches will roll on the following table when any US Trooper or Scout appears within 6 inches of a Terrain Feature.

Anxiety Chart: D10

- 1-2: 1 Warband of 10 Comanches on foot appear on the terrain feature closest to any known US Cavalry in the rocks with medium cover
- 3-5: Tose Siwa signals to a Warband to move onto the map from the East at any point mounted.
- 6-8: Some Tumbleweeds blow on by the terrain feature.
- 9-10: US Column decides that there is something nearby and will stop for two complete turns/ it can defend itself and deploy in any formation.

Comanche Forces:

Tose Siwa (Rash) Pistol, Tomahawk, Repeating Rifle, Personal Standard

Tose Siwa is a true warrior with a quick sense of reality with an edge of insanity. He speaks slowly so all his warriors listen closely. Armed with bows, pistols and repeaters, his warriors number is unknown but before the game begins, the Comanche player rolls a d10 twice to determine the number of warbands that follow Tose Siwa. Once that number is determined, it is only known to the Comanche player. Each Warband has 8 warriors with half armed with bows and the other half armed with repeating rifles. Any warband appearing in a terrain feature will not have horses. Those warbands entering the board from the east will have horses.

Roll for quality of a Comanche warband when it is their first time to test morale or their first time to fire their weapons.

On a d6, a roll of 1-3 makes them D Class, 4-5 C Class, and a 6 they are B Class. Only B Class are Fanatics (Tose Siwa's own bodyguards)

United States Cavalry
Major Joseph P. Collingwood (Cautious)



Commanding B Company

1 Major, 1 Sgt, 8 troopers

Capt. Jack M. Worth (Bold) Commanding C Company

1 Captain, 1 Sgt. 8 troopers

Ben "Buckshot" Williams Scout Pistol, repeating rifle, Horse (Moves on his own and can enter at either entry point with or ahead of any company.

The US Cavalry will enter the board from their designated entry points. US Player will roll a d6 to determine where B Column will appear with a 1-3 at Point A or otherwise at point B.

All units can either enter in March Column or deployed in Line. C Company of the US Force can be withheld off board and brought on at any time.

Game length is 24 Turns with the US having the initiative for the first turn.

All US forces are B troop grade with Pistols and repeaters.

Playing TERRA INCOGNITA

TERRA INCOGNITA (TI) was a long time in development (ten years) and in that time, many concepts were perfected and improved upon. The reason for the rules was to serve the need for a fast playing rules that has enough detail to satisfy most gamers that were looking for a company level game.

Each model is approx. 5 to 10 men, and 1 vehicle (wagon, boat, etc.). Game flow is very straight forward with a game limited to 24 turns, players rolling for initiative and then going at it.

The leaders take on a roll but are not overbearing to the events of the day. Players move units as a body measuring from the center of the group or formation to their destination.

A unique aspect to the rules is the lack of STAMINA

(Morale) tests. It is assumed that combatants are prepared to what they are about to engage in and do not have to constantly be reminded that they might not want to be there. In TI, you only test morale when a formation is within 12 inches of a friendly formation that falls back based on a failed STAMINA check. The STAMINA check is only caused by losing a melee, see your C-in-C killed or wounded or seeing Army standard captured or destroyed.

Natives falling back twice will force them to disperse, but all others simply continue to fall back as they fail a Stamina Test or are dispersed by pursuers.

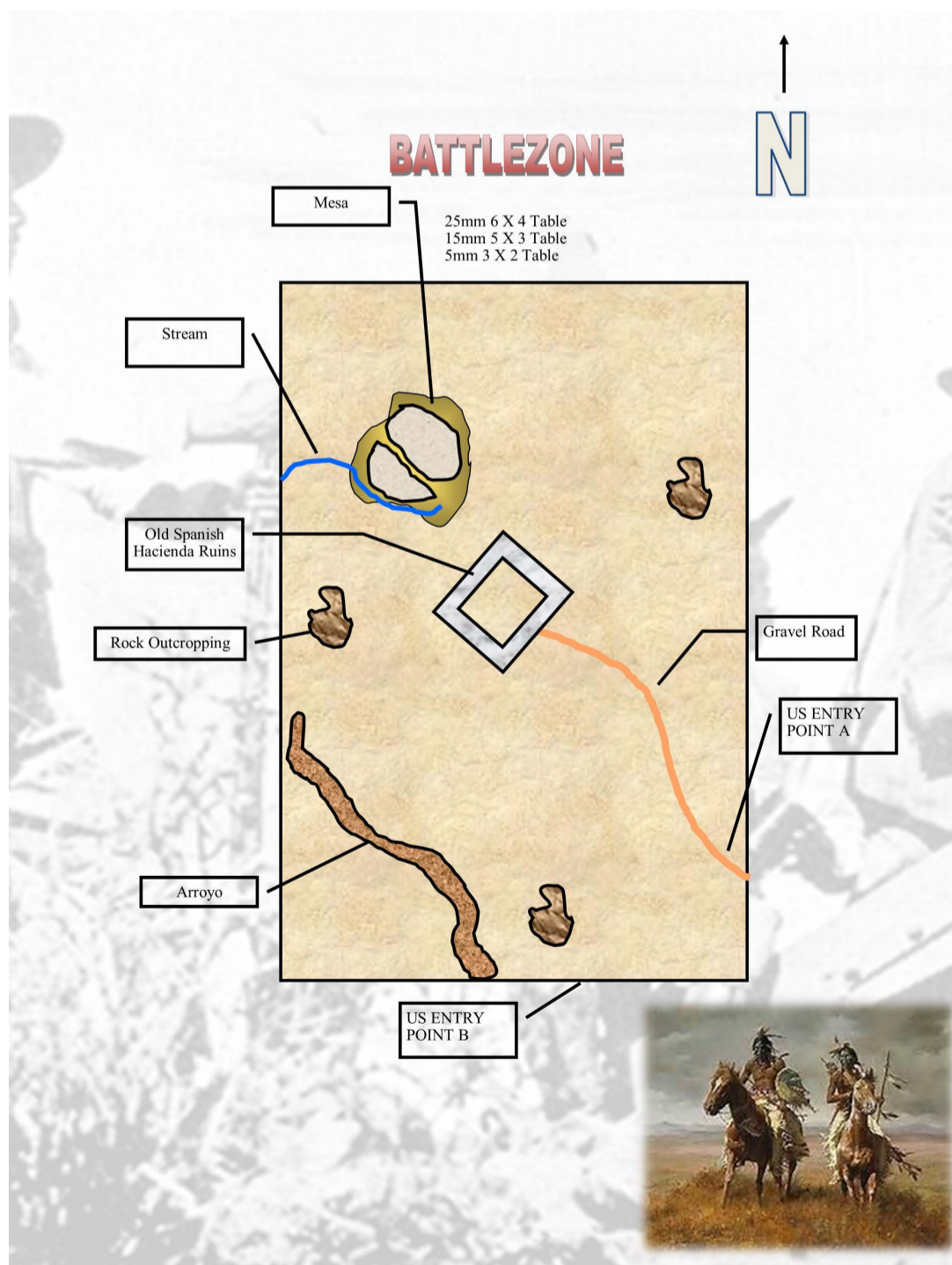
Natives move very well in this sort of ground and often to do not suffer penalties for the terrain. Their natural ability to maneuver. They are automatically in skirmish mode and if they try to evade, will have some special abilities to lose their opponents.

The innovative Quick Reference Card has a unique and fast way to present the factors and information needed to play the game. Using a

"spoked wheel" design, the information is cross referenced quickly and easily. We hope that you will find it useful.

This scenario places a lot of pressure on the US Cavalry as they do not know how many, and where they will be hit. The scenario lends itself to SOLO play as well. Shooting is resolved easily with the Class of warrior determining their FIRE DIE and range of weapon. Both players are involved in every turn as one player rolls one die per model and the defender rolls their COVER DIE per model to determine if they are hit. Hits will only would a model, but a second hit will kill the model.

Give the scenario a try and download the Quick Reference Chart from the TERRA INCOGNIA Group site and get those wagons home soldier!



Bob's Corner of Obscurities

By Bob Burke

As everyone who knows me can attest, I love obscure periods of history and obscure wars. I love the challenge of researching them and I especially enjoy researching hard to find miniatures and uniforms. Sure, researching Napoleon's Imperial Guard can be fun, but with all the references that are available about it, how much of a challenge is it?

However, researching whether the Seleucids used howdahs on their elephants at the Battle of the Elephant Victory in 275 BC (they didn't), the Imjin War (the Japanese invasion of Korea in the late 16th century), the Pope's Army in the 1860s, or the real last Samurai Rebellion of 1877 (forget the Tom Cruise movie), now those are fun challenges.

I also enjoy finding figures suitable for these obscure wars. At a recent Minicon Kevin Van asked me if I knew of anyone who manufactured 28mm mounted Sohei (Japanese monks). I found several companies that made them.

In case anyone is interested, here a more complete list of companies that make 28mm Sohei figures:

1st Corps Curteys Miniatures: Has both mounted monks and infantry with assorted melee weapons.

Grey for Now (carried by Footsore Miniatures): Makes prepackaged sets of figures for Test of Honor. One set contains a mounted monk but gamers cannot order mounted monks individually.

Kingsford Miniatures: Makes a mounted monk and Sohei infantry. They also make Ikko-ikki figures (peasant allies of the Sohei).

North Star: Makes a Sohei Monk Buntai suitable for use with Ronin. But none of the figures are mounted.

Old Glory 25s: Makes one pack of fighting monks (all infantry).

Perry Brothers: Makes several packs of armed monks (all infantry) and several packs of Ikko-ikki (including figures armed with arquebusses).

The Assault Group (TAG): Has both mounted monks and infantry with melee weapons and bows.

Zenit also makes Sohei but they are larger figures (33mm)

Trevor Brabyn asked me for a list of Ottoman

books from the Renaissance period through the Napoleonic period. Here is a list of some of the books in my library:

Renaissance period:

Guerre Polacco-Ottomane (Polish-Ottoman Wars 1593-1699), 2 vols. Vincenzo Mistrini and Luca S. Cristini. Italian text but color illustrations have English translations. Available on Amazon.

Der Lange Turkenkrieg (1593-1606), 2 vols. Bruno Mugnai and Chris Flaherty. English and Italian text with color illustrations. Available on Amazon.

L'Esercito Ottomano Da Candia A Passarowitz (1645-1718), 2 vols. Bruno Mugnai. Italian text but illustrations have English translations. I found some used copies on Addall (a great website for used books).

Wars and Soldiers in the Early Reign of Louis XIV, vol 3 – The Armies of the Ottoman Empire 1645-1718. Bruno Mugnai. English text and captions. Some of the color illustrations from L'Esercito Ottomano Da Candia A Passarowitz are also in this book. Available on Amazon.

Napoleonic period:

The Crescent Among the Eagles, by William E. Johnson. This is my "go-to" reference (and not just because I'm listed in the credits).

It's available from Nafziger <https://nafzigercollection.com/product/the-crescent-among-the-eagles-the-ottoman-empire-and-the-napoleonic-wars/>.

Chris Flaherty has three books.

"The Napoleonic Ottoman Army"

"Napoleonic Ottoman Army, Universal War-game Rules Supplement"

"Napoleon's 1798 Pyramid Campaign and the Egyptian Army".

"Nizam-I Cedid: New Order Army Infantry & Artillery 1792-1807."

The first 3 books are available from On Military Matters <https://onmilitarymatters.com/dfsearch.php?term=author&data=flaherty&submit=Search>. The fourth book is available on Amazon.



**SOHEI MONK WITH NAGANITA
FROM ALTERNATIVE ARMIES**

There is also "The Ottoman Army of the Napoleonic Wars, 1784-1815" by Bruno Mugnai. Available from Amazon.

A related book that some of you might find interesting is "The Persian Army of the Napoleonic Era Qajar Dynasty 1779-1857" by David F. Brown. It's available from Wargame Vault <https://www.wargamevault.com/product/168892/The-Persian-Army-of-the-Napoleonic-Era>.

So, if there is any interest, I am proposing a series of columns in our club's newsletter entitled "Bob's Corner of Obscurities." Anyone can email me directly at burker1@aol.com and ask me to find miniatures for specific period or a hard to find uniform reference. I have a large military library at home and I'll do my best to find what you are looking for.

No guarantees except that I'll give it my best shot.

Happy wargaming.



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