

A-D-C

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



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of an era

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SOUTH BAY GAMES CLUB

All articles and content
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WELCOME TO ADC

Welcome SBGC members to the 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.

This might be our best issue so far with details on how to battle the end of the Samurai era, reports on two amazing big games and a detailed how-to on making flags.

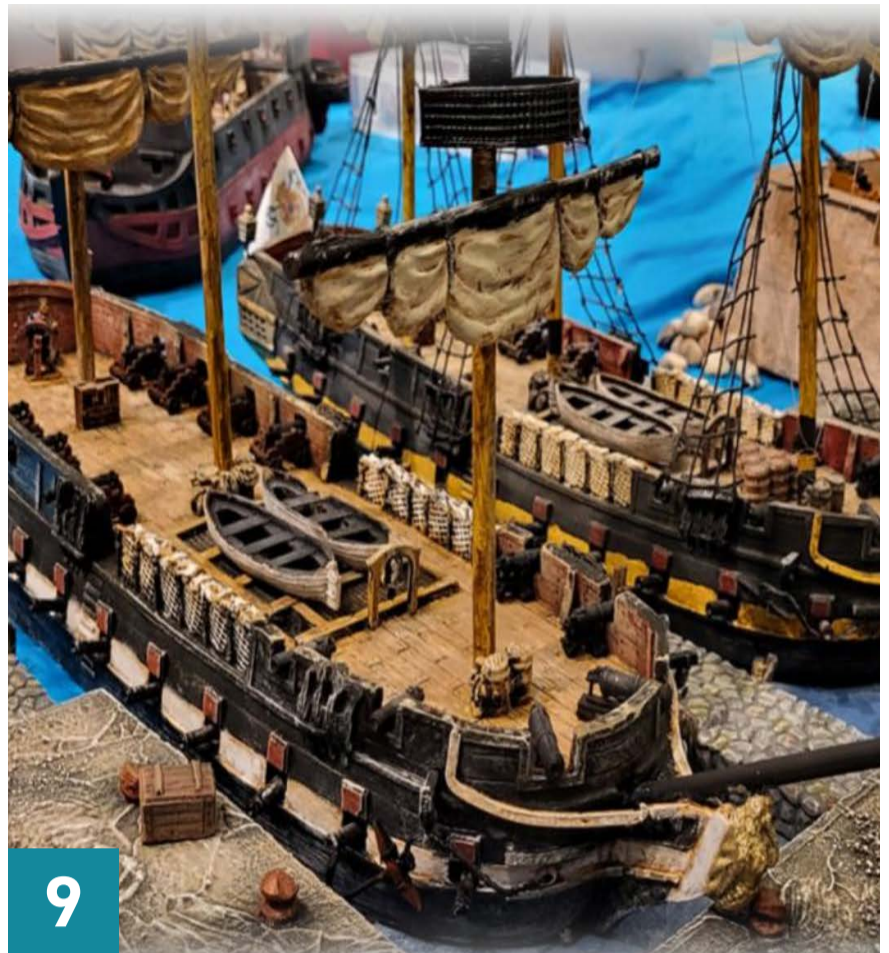
Our goal is to put an issue out every quarter so please support our efforts by contributing an article yourself. Anything works fine from tips, to After Action Reports, to scenarios you've designed to rules reviews to pictures of minis you've painted. Submissions should be sent to magazine-submissions@sbgc.groups.io

Thanks for your support,
Geoff



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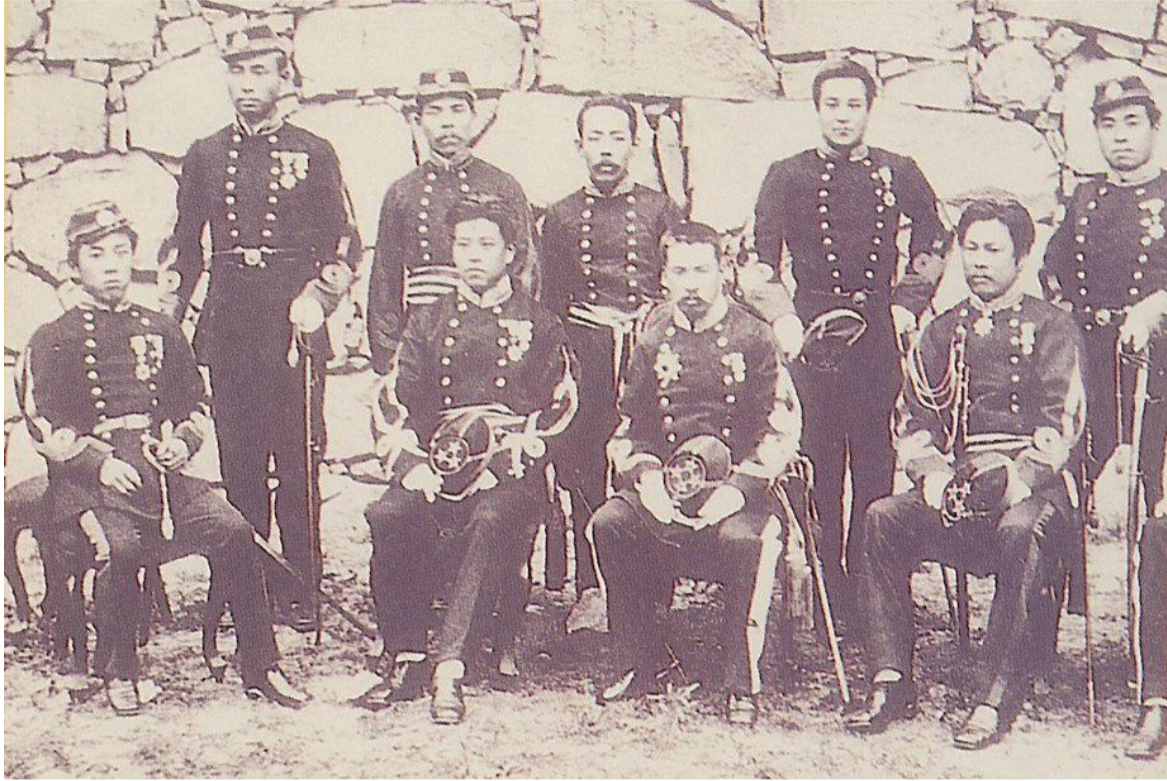
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CREDITS

LAYOUT & EDITING : GEOFF BARRALL
EDITING : BOB BURKE & STEPHEN FREEDMAN

The Last Samurai Rebellion of 1877

By Bob Burke



As everyone who wargames with me knows, I love obscure periods of history. I started researching the Satsuma Rebellion (aka the Last Samurai Rebellion) over 30 years ago, long before the Tom Cruise movie. Speaking of the movie, it's fun to watch but in terms of history "fudgetaboutit."

I hope to someday wargame this period of history so I researched the organization and weapons of the Imperial and Satsuma armies.

After the Meiji Restoration of 1868, one of the top priorities of the new Imperial government

was the formation of a national army under its control. On October 2, 1870, one month after the French defeat at Sedan, the government announced that its army would be modeled after the French Army (the announcement also stated that the new navy would be modelled after that of Great Britain). One of the major considerations in choosing the French system over that of Prussia was that more Japanese military men spoke French than German.

By the time of the Satsuma Rebellion, the Imperial Japanese Army numbered over 34,000 men and consisted of both line and Imperial Guard troops. The line infantry was divided



IMPERIAL INFANTRYMAN



IMPERIAL OFFICER

Wargaming the Satsuma Rebellion:

In 2022, Osprey published "The Men Who Would Be Kings-The Last Samurai Rebellion" by Daniel Mersey. Naturally, it is a skirmish based set of rules. A description of other potential rules sets for the period can be found here <https://cohortsofthedamned.blogspot.com/2024/04/comparing-skirmish-rules-for-boshin-war.html>.

I hope someday to publish a supplement to my rules, "They Died For Glory," to cover the Satsuma Rebellion.

In terms of miniatures, I have unpainted 15mm armies for both the Imperial and Satsuma armies. For the Imperial infantry I used Franco-Prussian War French Garde Mobile from Rank and File miniatures (currently available from 19th Century Miniatures). These figures have a short jacket and a horse shoe backpack. With the 15mm scale, you can ignore the Napoleon III mustache and goatee on each figure.

For artillery, any Napoleonic, Crimean War, or Franco-Prussian War 12lb single trail artillery piece should work. Franco-Prussian War French artillerymen in kepi will pass muster as Imperial artillerymen.

If you are inclined to include a regiment of cavalry, then 15mm American Civil War Rush's Lancers in kepi should work.

into 14 regiments of 3 battalions each. Each battalion consisted of 4 companies. In peace time, each company had approximately 160 privates and 32 officers and non-commissioned officers. During war time a company's strength was to be increased to 240 privates. A battalion had 640 men in peace time and was supposed to have 960 men in war time.

There were two "regiments" of line cavalry and one "regiment" of Imperial Guard cavalry. The two line regiments each contained 120 men in peace time and were to be increased to 150 men each during war time. Contemporary illustrations show the cavalry armed with lances.

The Imperial Artillery consisted of 18 batteries divided into 9 battalions, with 120 men per battery during peace time. During war time, the mountain artillery was supposed to have 160 men per battery and the field artillery was supposed to have 130 men per battery.

Due to the suddenness of events in Satsuma, the line units of the Imperial Army seem to have taken the field at their peace time strength.

The Imperial Guard (most of whom were former samurai) was always maintained at war time strength. The guard infantry was divided into 2 regiments of 2 battalions each. A battalion was 672 men strong and was organized as per the line battalions. The cavalry regiment consisted of 150 men. The artillery battalion was divided into 2 batteries with 130 men per battery.

The Japanese Army did not have a brigade or corps system like the French or many other European armies. Japan was divided into six military districts: Tokyo (Yedo), Sendai, Nagoya, Osaka, Hiroshima and Kumamoto. There were

usually two or three regiments of infantry, plus artillery and other auxiliary troops, assigned to each district. The Imperial guard was assigned to the Tokyo district.

The uniforms of the Japanese Imperial Army resembled those of the French Garde Mobile in appearance. Japanese infantrymen wore a dark blue kepi, a short jacket with French style field pack, and dark blue pants (in summer, the uniform was white). They were armed with breechloading Snider rifles and could fire approximately six rounds per minute. I have also seen a reference that stated that the Imperial infantry had Martini-Henry rifles.

The cavalry wore red kepis with a small white plume in the front, dark blue jackets, red pants with a yellow stripe, and black boots. At least one illustration shows their saddle blankets as being red with yellow trim and their lance

pennants were red over white. Artillery consisted of over 100 artillery pieces, including 5.28 pound mountain guns, Krupp field guns of various calibers, and mortars.

In addition to the army, the central government also used marines and Tokyo policemen in its struggle against the Satsuma samurai. The police were primarily comprised of former samurai (many of whom were from Satsuma) and were armed only with wooden batons and swords (Japanese police did not carry firearms until the Rice Riots of 1918). The police were mobilized in units ranging from 300 to 600 men.

The Satsuma samurai army was led by Saigo Takamori. He had been one of the leaders of the Meiji restoration (Boshin War) which resulted in the end of the Shogunate and the restoration of power to the Emperor.

For the Satsuma Army, Two Dragons Miniatures (now available from Minifigs UK) has a line of 15mm Ronin and armed Peasants that will work for the Satsuma Rebellion. A figure armed with a naginata becomes an artilleryman with a plunger once you cut off the blade. A peasant with a bamboo staff or yari can also be modified into an artilleryman.

For policemen, I used Minifigs ACW artillery officers armed with a sword. They do not have a backpack.

I have found fewer choices in 25/28mm. Bac Ninh Miniatures makes a 28mm line of figures for the Boshin War, which occurred almost a decade before the Satsuma Rebellion. Some of their figures might work as Satsuma Samurai. Unfortunately, they do not make figures that will work for the Imperials. I contacted them a couple of years ago and asked if they were considering making figures for the Satsuma Rebellion now that Osprey had published "The Men Who Would Be Kings-The Last Samurai Rebellion." They responded by saying they had no plans to produce such a line of figures.

"The Men Who Would Be Kings-The Last Samurai Rebellion" does give some suggestions for suitable figures for the period.

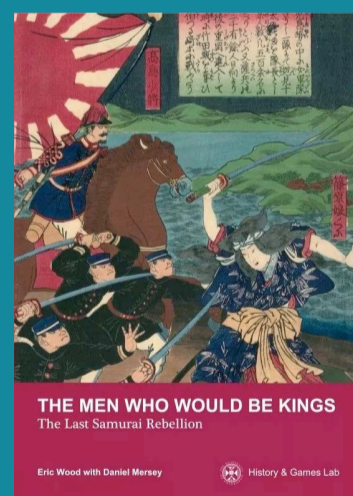
The Imperial Army changed their uniforms in the early 1880s. For that reason, Japanese infantry for the Sino-Japanese War of 1895 or the Russo-Japanese War of 1905 are not entirely accurate for 1877. I hope that someday a company will manufacture figures for the Satsuma Rebellion.



TOKYO POLICEMAN



SATSUMA SOLDIERS



The Satsuma army was initially organized into six battalions (or regiments) of 2,000 men each. Each battalion was divided into ten companies of 200 men, which were further divided into four platoons of 50 men. On its march to Kumamoto Castle, the Satsuma army was divided into three divisions; an advance guard of 4,000 men, another division of 4,000 men, and a rearguard of 2,000 men. There were 200 artillerymen and 1,200 laborers in the army. In April 1877, Saigo reorganized the army into nine infantry units of 350 to 800 men each.

The samurai attempted to dress in a similar manner to give the appearance of uniformity. Their dress consisted of their own clothes and armor was not worn, except by a few officers who wore a breastplate. Saigo and some of his officers wore their military uniforms. Each samurai wore a white cloth on his upper arm so that they could identify themselves.

The samurai were armed with Enfield muzzle loading rifles and could fire approximately one round per minute. Their artillery consisted of 28 mountain guns, 2 field guns (15.84 pounders), and 30 assorted mortars.



When the students raided the Kagoshima armories a large number of sword blades were seized. Many of these blades were of inferior quality and were fitted with blackened iron hilts. The hilts were bound with rough braid or canvas. Some samurai who later joined the Satsuma army may have carried yaris (spears).

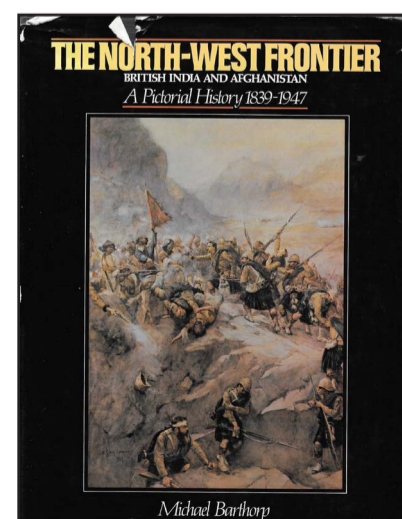
Although the Satsuma Army did not contain any cavalry, a few officers, such as Saigo, were mounted.

Lt. Hastings Demise

Original Artwork by Nick Stern



It's a drawing I made during COVID when I play a remote game with an online friend in Dublin Ireland. We played the Assault on the Dargai Pass using TMWWBK. It's based on the attached painting and illustrates a dramatic moment in the game when Lt. Hastings, leading the Gurkhas was killed just as the Gurkhas took the Afghan position.



NICK'S INSPIRATION

The Siege of Alesia: After Battle Report

by Stephen Freedman

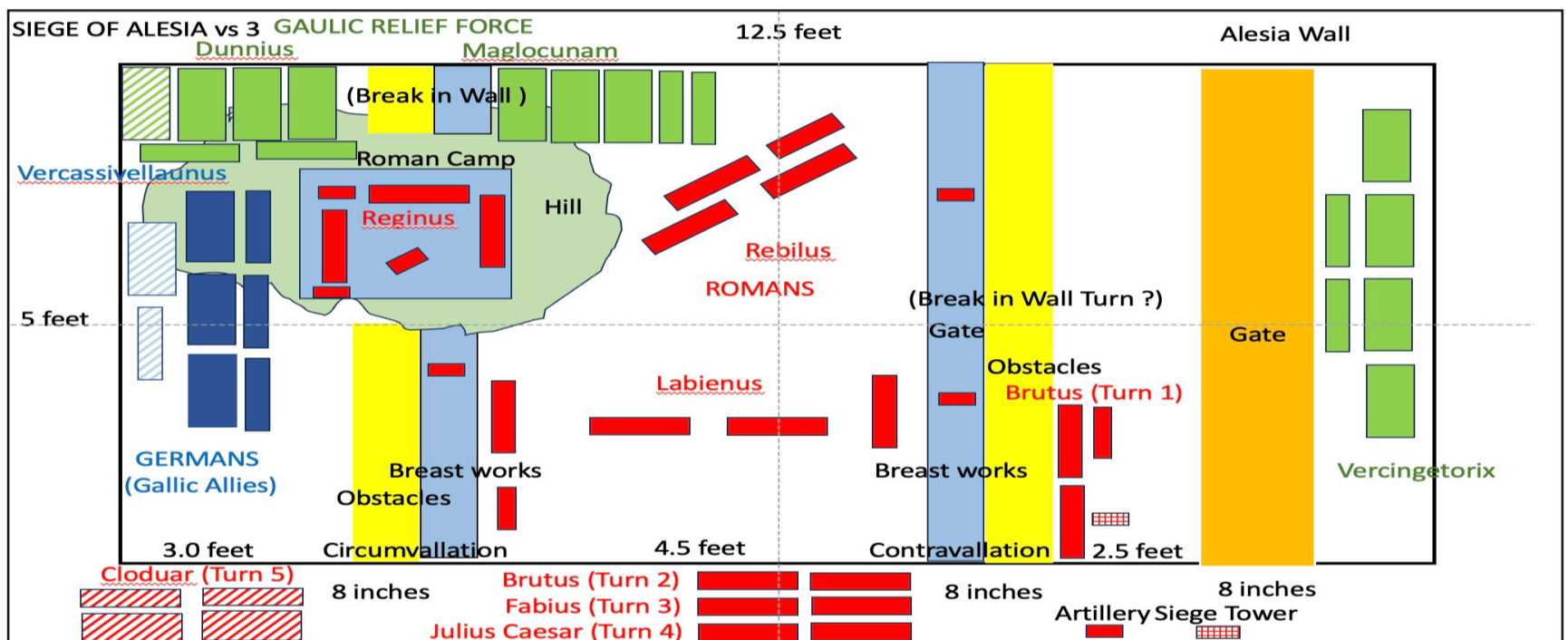
The scenario was set in 52 BC, the armies of Caesar (Jacob Monterrosa) have subjugated most of Gaul and his legions have been molded into a fearsome force. The last alliance of Gallic tribes has formed under the Avern leader Vercingetorix (Bob Burke). After a series of battles the Gallic army retreated to the fortified city of Alesia and prepared to withstand a siege. Cavalry was sent out throughout Gaul to call for reinforcements to relieve the siege. In response Caesar built two concentric rings of fortification around Alesia, one facing inwards to prevent Vercingetorix from escaping (Circumvallation), and a second facing outwards to fend off the relieving army (Contravallation).

even though his forces were theoretically outnumbered. The fighting was vicious and bloody, with the Roman troops pushing the Gaul's backwards for much of the early turns.

The Battle: Initial Contact

German Gallic allies led by Arminius (Manny) launched a massive all-out attack on the Roman camp forcing Richard to defend at multiple points. It was an epic fight, with Manny being held initially, but always looking potentially dangerous as each melee could have turned the tide at any point.

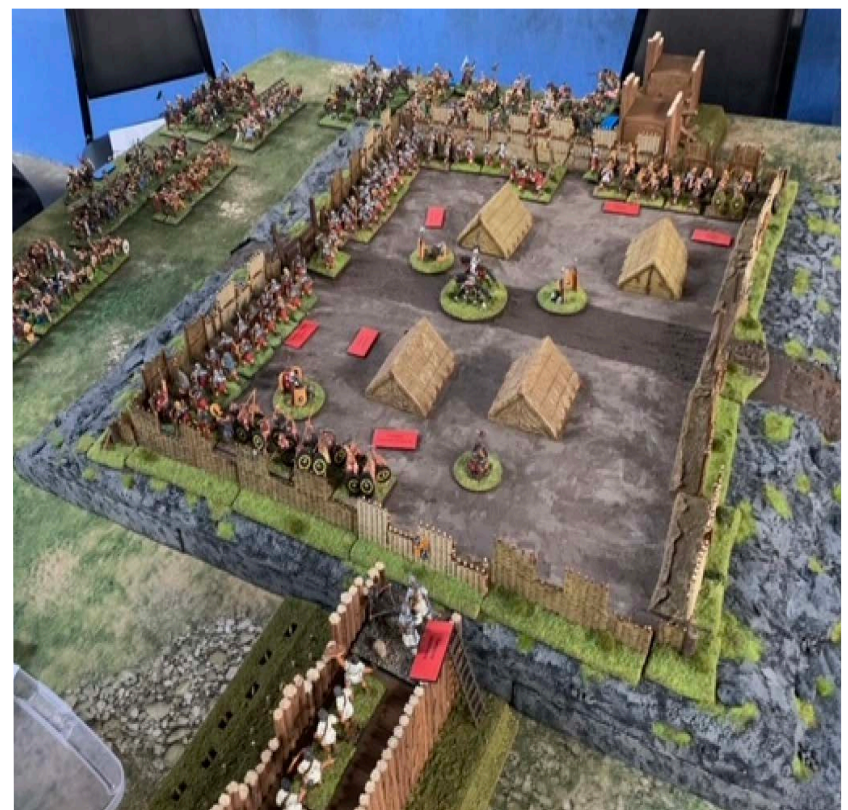
At the same time the Roman forces of Brutus (Tribune Stephen) advanced



After several unsuccessful attempts to break the siege, the Gauls made a final attempt and focused on a single area of weakness in the lines. At one point the steepness of the terrain did not allow a continuous wall to be completed and so a legionary fortified camp has been placed in this gap, under the command of Reginus (Richard Di Giacomo).

The scenario represented the final phase of this battle, and was designed to closely follow the historical event. The relieving forces Gallic (Alan Sissenwein) and Germanic (Manny Granillo) managed to breach the outer walls adjacent to the camp and poured into the gap between the walls. The Germanic allies under Manny immediately threatened the camp with a vicious all-out attack. At the same time Vercingetorix (Bob) had been observing the fighting and advanced half his forces out of the city and attempted to link up with the relieving forces. All of the Gallic forces were aggressive from the start and aimed to overwhelm the Romans before Caesar (Jacob) was able to fully mobilize additional Roman legions from other parts of the siege.

The Roman legions in the immediate vicinity of the attack (Rebilus) were initially in danger of being overwhelmed in the breach area and Jacob aggressively attacked the lead Gallic contingent of Maglocunam (Alan) as they poured through the breach in the wall. Alan was unfortunate that his forces failed to activate in the first turn and was a little on the back foot as a result. The second Gallic force under Dunnus was caught in the resulting traffic jam as well, allowing Jacob to try and focus on numerical advantage



THE LEGIONARY CAMP

with elan from the Contravallation, with the Roman engineers ensuring a steady advance of the Roman siege tower towards the massive walls of Alesia, together with two ladder carrying legions and associated auxiliary units. Vercingetorix (Bob) rushed out to meet this threat with half his army, and peppered the advancing troops with arrows causing early casualties.

The Battle: The Mid Game

Jacob started to see the arrival of reinforcements from the southern camps and continued his successful attempts to parry the Gallic advance in the center and limit the damage caused by the breakthrough.

At the Legionary camp, Manny was finally able to storm the walls as the Germanic hordes took out two legions in as many minutes as Richard desperately tried to plug the gap with auxiliary units and artillery. Manny was also able to breach the main wall with a unit. Additionally, Alan was able to redirect some of the Gaul's to open up a second flank attack on the Roman camp which also provided an additional breach. At this point it was looking dire for the Roman commander.

At the walls of Alesia, Bob was throwing some evil dice rolls and led



ROMAN LEGIONS ATTACKING THE CENTER

fresh units and so prevent the Gaul's from breaking out of Alesia.

Outcome

The stated Gallic objectives were to defeat the Romans before reinforcements can get into play, and link up with the forces within Alesia. A key objective was to break into the area between the Circumvallation and Contravallation. If Vercingetorix could escape the siege it would count towards a strategic victory

Roman objectives were to slow down the relief forces advance and as additional Roman units arrive push the Gallic and German forces back outside of the fortifications. Romans may also decide to attack the walls of Alesia, in which case having units established within Alesia would count towards a strategic victory

The fighting in the camp and the center inner area were clearly strategic Roman advantages, and although Vercingetorix was able to stop the Roman assault on Alesia, this stalemate was effectively a positive Roman outcome, as the Gaul's were not able to assault the Roman lines and link with the relieving forces.

The Romans win again!

Comparison to History

There were many remarkable similarities with both the course of the battle and the historical outcome. In both the historical battle and this refight the barbarians clearly had the early advantages, but Roman military skills and the aggressive strategy of Caesar (Jacob was an animal!) led to the eventual



GAULS SWARM THROUGH THE GAP IN THE WALL

his famous and fully loaded Gaesatae against one of the flanking Roman legionary units that almost destroyed one of the attacking units by registering 11 hits in a single melee. Those nasty barbarians have an evil clash value! But the Romans are nothing but dogged and the siege tower made it to the walls and a unit of auxiliary forces managed to put up ladders to attempt to breach the Gallic city walls.

The Battle: End Game

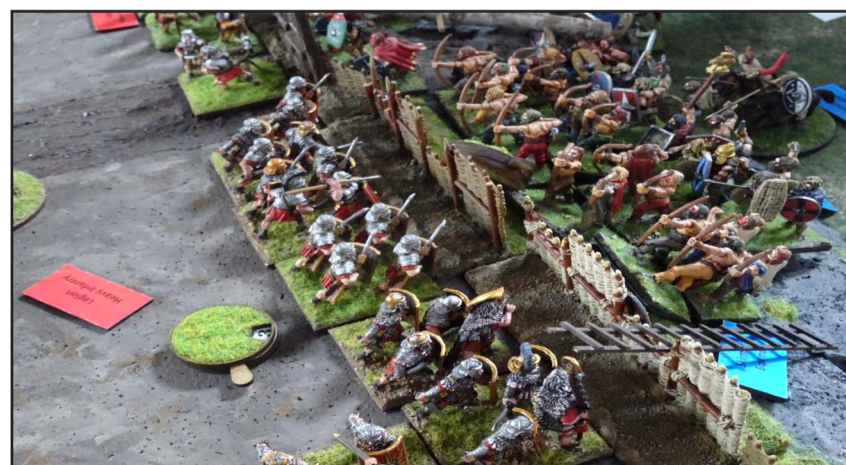
At the final phase of the battle, things were looking dire for the Romans. Although they were winning the battle on the center, the Camp was being overrun and the attack on the city walls was stalling in the face of the fanatical Gauls.

Significant Roman reinforcements were arriving in the center and if given time were clearly going to give an advantage to the Romans. The question remained whether they would have the time!

The Battle: Turning Point

In the camp the two remaining auxiliary units (including a fierce contingent of German-Roman auxiliary's) made fanatical charges into the Germanic forces of Arminius and the encroaching Gaul's. In both cases, they defeated the relieving forces and within the space of 5 minutes had turned the desperate Roman position and completely routed the attacking relieving force.

At the city walls, the auxiliary assault on the ladders dramatically failed and the unit was destroyed, but the remaining Romans still were able to block any advance by Vercingetorix towards the siege lines. Additional legionary forces were also advancing from the Roman lines to provide additional



GERMANIC ATTACK ON THE CAMP

Roman victory. In this refight we only used the first round of Roman reinforcements as the battle was nicely balanced. This is a scenario that was designed to encourage an aggressive strategy on both sides in order to gain the advantage.

Gamemaster Thoughts

The game was two years in the preparation and required extensive terrain building and reorganizing armies. Thanks to Jeff for encouraging me to put this together and discussing the plan at its earliest stages. The players were very patient with me as we were playing a lot of new ideas in the rules, which for many of them was for the first time with Hail Caesar, 2nd ed. Manny, Richard, Jacob, Alan, and Bob were terrific leaders and embraced the aggressive strategy needed for victory. A huge thank you to Geoff Barrell, who was very patient with me and allowed me to run many ideas by him. Geoff knowledge of the rules really helped make this happen and he was valuable helping make the game run smoothly.

What worked

The terrain and spacing between the walls were important and seemed to encourage the type of aggressive battle that actually occurred. The time spent on making ladders, battering rams, siege towers, covers for the Roman traps was well worth it. I think the new casualty markers made that aspect of tracking much easier. The battle orders and army lists helped the flow, especially given how new everyone was to the rules. The battle field was 12.5ft by 6 ft, and we needed every inch of it! Setting it up the night before was a terrific help in starting the game at a reasonable time.

What Could be improved

An expanded command structure for the Galus and Germans would allow for less draconian activation throws. This would remove the hit or miss aspect that occurred on a couple of throws leading to the barbarians losing a whole turn from a single failed activation throw. We discussed shifting the legionary camp south by at least 8 inches in order to allow more maneuverability on the northern part of the battlefield. Alan's command unfortunately suffered because of this narrow space and as a result he had to deal with a traffic jam for his second division. We will likely adjust some of the melee modifiers associated with the walls of the city and camp in order to smooth out the casualties and ambiguities. I was surprised how ineffectual the Roman artillery was, but that may also be related to the spacing between the walls and ranges. We had wanted to encourage



ASSAULT ON THE WALLS OF ALESIA

fast engagement and so the set up encouraged early contact.

Future Plans

It was a fun project and required a lot of effort and planning. I would love to play it again in a rematch with the changes suggested by the game. Finding the right venue might be a challenge given the size of table required. Geoff had also suggested a weekend version of the game! I am open to suggestions.



BRUTAL FIGHTING IN FRONT OF THE WALLS OF ALESIA

Miniature Gallery

Miniatures owned by club members

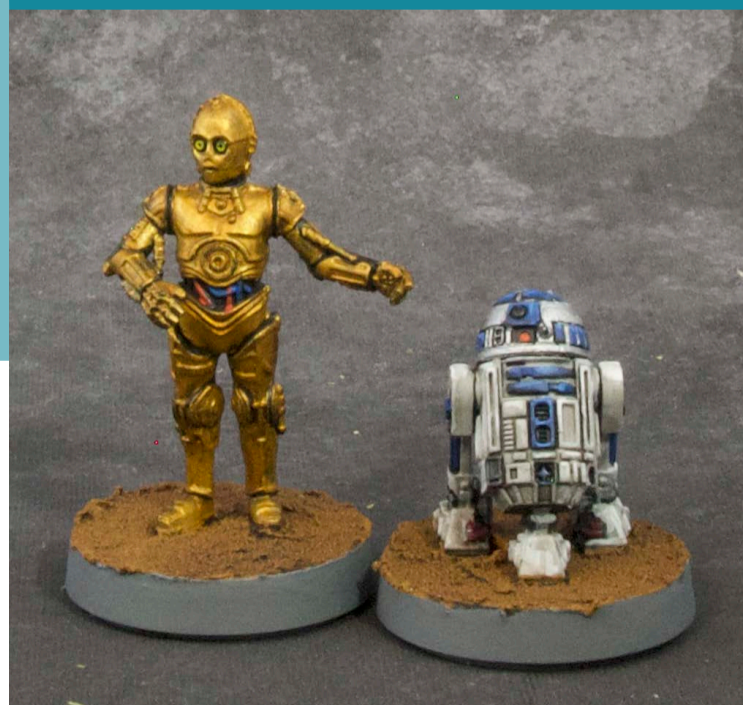


*Vietnam US
by Kevin Van*

*Seven Years War Wagons
by Manny Granillo*



*R2D2 & C3PO
By Geoff Barrall*



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Siege of Toulon

December 18th, 1793

By Manny Granillo (HR Games)



A often ignored battle, the Siege of Toulon was a very important engagement in the nascent life of the revolution. By showing that a nation can fight a coalition and survive, France began to cultivate a confidence that would allow it to survive the various obstacles to its existence. A key element was the elevation of an able artillery officer by the name of Napoleon Bonaparte

Toulon will go down in the annals of history as Napoleon's first achievement which enabled his path to power and eventually be named First Console of the Republic and later its Emperor.

Representing this herculean siege can be daunting, but possible with some preparation. Key elements are the amount of fortifications and the number of large ships required to closely represent the port in 28mm.

Once the battlefield is populated, the challenge for the allies is to choose their initial defensive positions and attempt to predict where the main thrust of the Republican attack will come from. As the allies had already been taking losses and had begun the evacuation process, it did not have enough forces to adequately defend every position from attack. The situation on the morning of December 18th required an intelligent defensive strategy.

The Republican forces under Napoleon will enter the battlefield on turn one at 6am and can elect to attack from East, West or Northern flanks of the bay. The French players will determine their angle and direction of their assault to achieve their goals: To force the allied ships from the Bay as soon as possible.

Background

Arriving to a confused and deteriorating situation in Toulon 1793, Napoleon was dismayed at the apparent lack of a cohesive strategy. A strategy that seemed to hit Napoleon in the face at first glance as the obvious solution. Not wasting any further time, Napoleon received approval for his plan and convinced the reluctant commanding General of the Republic Dugommier to agree. The siege had been ongoing for several months and Napoleon's fresh take on the problem was sorely needed.

Napoleon's plan was simple. Remove the safety of the harbor to Allied shipping and the Allies will have no choice but to evacuate. That is exactly what Napoleon intended to do. By focusing on a strong attack on the most recent fortified position on the entrance to the smaller bay followed by several simultaneous attack on the primary fortresses around Toulon, he hoped to prevent the allies from reinforcing each other. With a little luck and the force of

Napoleon's "will", he hoped to capture the fortified position and some of the other minor battery positions. Similar attacks at various points in and around Toulon had failed because of well prepared fortifications. Napoleon knew that his best chance of victory was to try and take the new position at the bay entrance that was not fully completed.

The Allies, which were led by Admiral Hood on his flagship in the small bay, had been growing weary of the siege and had started a slow evacuation of Toulon and taking any supplies and resources that they could use. The populace had started to panic for word had spread of the various atrocities that the "Sans Coulette" were committing to towns and cities loyal to the French Crown. Sheer pandemonium engulfed Toulon as people jammed the ports and routes to escape into Italy. Rumors of refugees being wiped out by roving bands of revolutionaries spread and only made defending and reinforcing the defending Allies more difficult.

Although the British claimed that Lord Hood was in command, the Spanish and their allied minors had the most troops by far and an almost equal amount of ships as the British deployed in the area. General Valdez took over command of the land forces after Admiral Gravina was heavily wounded.

After heavy fighting with an unwavering bravado, Napoleon led his force to capture the fortifications and force Lord Hood to sail from Toulon Bay. The rest of the city collapsed and the city saw great destruction with many of the French ships taken by the retreating British and Spanish navies. Those that were not to be taken, the British were determined to not allow them to fall into French hands. After having sent a Fire Ship to destroy the remaining fleet, the French managed to destroy the Fire ship and save the remaining fleet for future action against the British.



Scenario

Beginning at the 6am Day Segment, the French must engage the Allied army and force it to withdraw from Toulon.

Weather Conditions: Clear

After the Battle

The battle was General Bonaparte's first victory and will forever change the face of global history. He defied the odds and led to the recapture of Toulon and the beginning of one of the most amazing careers in world history. The French managed to hold on to a number of key ships in port and avoid the complete destruction of Toulon as a naval asset.

The Battlezone

• Toulon town sections are Heavy Cover

• Road does give a road bonus for formations in March Column.

• The scenario lasts only 1 complete battle day and begins at 6am Day Segment.

• Allied Forces are deployed first with each Command occupying a Fortress.

• Hills are level 1 and are not rocky.

• Any entrenchments (non-Stone) are Heavy Cover.

• All Fortresses which are stone are Super Heavy Cover

• All French Frigates are considered at anchor and cannot be moved during the day. If the French fail to force the Allied ships VICTORY and REINA LUISA to sail, the British will capture the ships and move them out the next day.

• FIRE SHIP—They can be burned only after the VICTORY or REINA LUISA have left. A FIRE SHIP appears on the following Day Segment

headed to the moored ships. If it takes 9 Casualty Factors before it reaches the moored ships, the FIRE SHIP will explode and sink. It enters at the point shown on the map AFTER the VICTORY and REINA LUISA have exited the bay.

The FIRE SHIP travels at 12 inches per turn toward the French Ships at anchor.

• Smaller craft—Any smaller boats are available for use and will carry one battalion each. These represent a collection of smaller craft. They move at a speed of 8 inches per turn and can only take 3 Casualty Factors before sinking. Follow the rules for causing damage on structures for all Casualties on ships or buildings.

Fortress Notes

All fortress batteries are manned by Spanish and British Sailors and as such will have a morale of Veteran and Crack respectively. Any

BRITISH ORDER OF BATTLE

Britain

General O'Hara E Career

Line Regiment Crack
Line Regiment Crack
Line Regiment Crack
Line Regiment Crack
Marines Elite
Marines Elite
Foot Artillery: 6pdr Medium Grenadier
Foot Artillery: 9pdr Heavy Grenadier

Naples

General F Despicable

Line Conscript
Line Conscript
Line Conscript
Line Conscript
8lb Medium Battery Veteran

Spain

General Valdez D Gallant

Line Conscript
Line Conscript
Spanish Grenadiers Crack
Irish Line Crack
Walloon Guard Crack
Swiss Line Crack
Spanish Dragoons Veteran
12lb Heavy Battery Veteran
8lb Medium Battery Veteran

Sardinia

General H Unreliable

Line Conscript
Line Conscript
Grenadiers Crack
8lb Medium Battery Veteran

Deployment—Allies deploy first. Place each command in a Fortress and its fortifications. Spanish and British Commands may split their forces into Two Fortress positions. These are subject to the normal out of command rules.



General O'Hara



General Valdez

FRENCH ORDER OF BATTLE

C-In-C

Général Napoleon Bonaparte A Superior Fanatic

1st Heavy 12lb Battery Veteran
2nd Heavy 12 lb Battery Veteran
3rd Heavy 12lb Battery Veteran
National Guard Battalion Militia Fanatic
National Guard Battalion Militia Fanatic
National Guard Battalion Militia Fanatic
Line infantry Conscript
Line Infantry Conscript

Divisional General Massena C Inspirational

Provisional Line Conscript
Provisional Line Conscript
National Guard Battalion Militia Fanatic
National Guard Battalion Militia Fanatic
Provisional Line Conscript
Line Infantry Conscript
8lb Medium Gun Battery Veteran

Divisional General Dugommier E Career

Seasoned Line Crack
Provisional Line Conscript
National Guard Battalion Militia Fanatic
9th Dragoons Veteran Medium Cavalry
Line infantry Conscript
Line Infantry Conscript

Divisional General Carteaux F Despicable

Seasoned Line Crack
National Guard Battalion Militia Fanatic
Line Infantry Conscript
Line Infantry Conscript
8lb Medium Gun Battery Veteran

Divisional General Gullot F Despicable

Provisional Line Conscript
Provisional Line Conscript
National Guard Battalion Militia Fanatic
National Guard Battalion Militia Fanatic
National Guard Battalion Militia Fanatic
Line Infantry Conscript
Chaussures Regiment Veteran Light Cavalry
8lb Medium Gun Battery Veteran

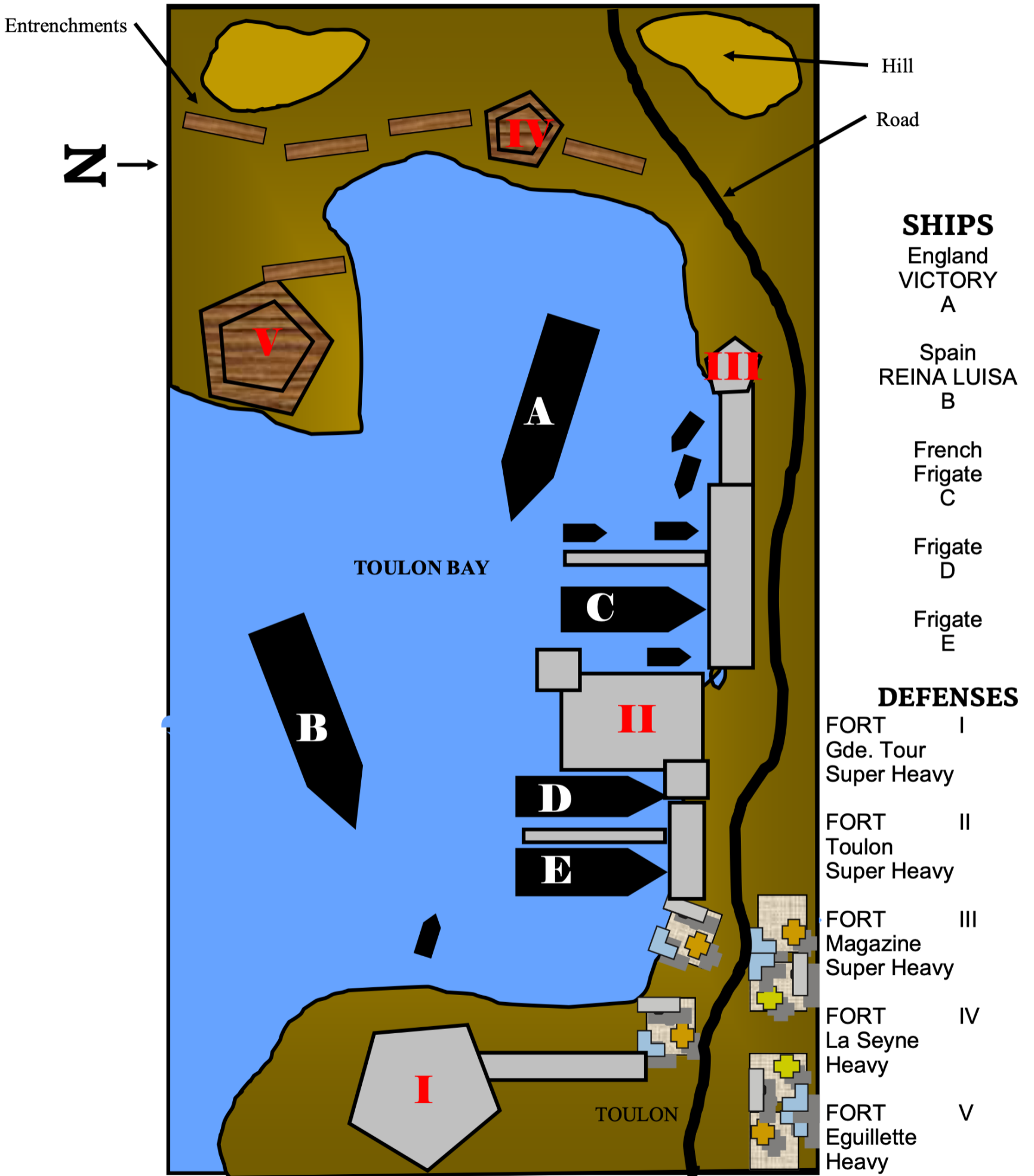
Deployment—French forces will ENTER the battlezone along any side of the battlefield except the South side. They automatically have the Initiative on Turn 1 of the 6am Day Segment. There are 3 turns in the 6am Day Segment. Napoleon's Heavy Artillery can be placed and deployed in the Battlezone before the battle starts.



General Napoleon Bonaparte



Playing Area 8 feet x 5 feet 15mm 12 feet x 6 feet in 28mm





position initially defended by either British or Naples will be classed as (British Sailors) Crack. All other positions will be classed as Veteran for morale purposes.

Fortress Morale

Each Fortress and its environs are subject to a morale check when either 4 fortress guns are silenced/destroyed or any section of the fortress wall has been captured by an opponent. Failing a mandatory morale test will force the fortress to surrender and raise the white flag.

Rules

Although the scenario is designed for the Corps level rules CORPS COMMAND IV which offers a wide range of morale classes, troop types,

leader variables and orders as well as strategic and tactical maneuver elements, other Corps level rules can be used.

Getting Underway

Once a player determines that the VICTORY or the REINA LUISA must get underway, it will take one complete turn (not Day Segment) to raise anchor. On the subsequent turn, each ship can move 12 inches forward or 8 inches to turn respectively. The ships can travel at a speed of 16 inches per turn thereafter until they exit the Battlezone. The ships are not allowed to fire a broadside but must leave the Bay immediately.

Victory Conditions

The French win a Major victory if they capture La Seyne and Fort Eguillette. This would force the VICTORY and REINA LUISA to leave the Bay. They must also prevent the FIRE SHIP from burning the ships at anchor otherwise it's a minor victory.

The Allies achieve a Major victory if they deny the French objectives and kill or capture Bonaparte.



Applying Paper Flags

by Pete Michels

(This DIY article was originally published in MWAN. I am the copyright holder. It is the earliest, and original, written article describing this technique), although I do not claim others might have been using it.

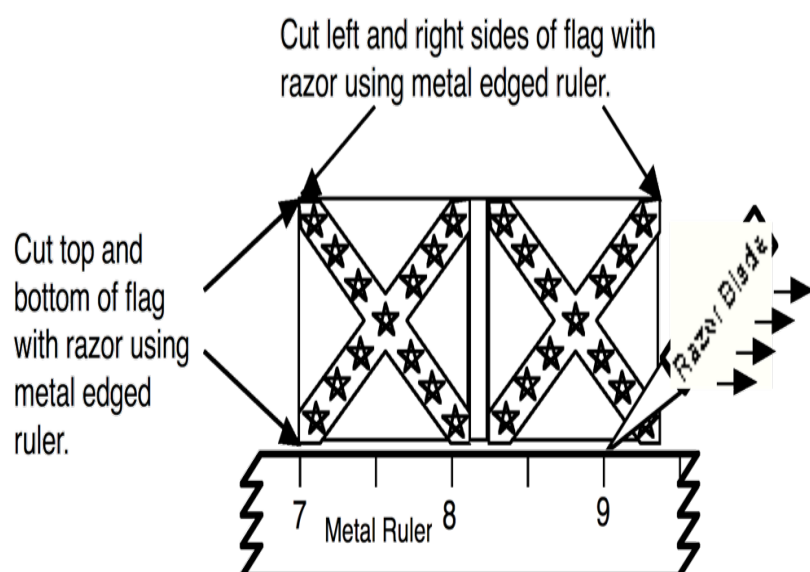
I have used this method to apply paper flags from various paper flag vendors, some flags that I have drawn myself with my computer graphics software and some flags downloaded from the web and printed on my printer. I have refined this method over a couple scores of flag mountings and use it for multiple scales; 6mm, 10mm, 15mm, 20mm, 25/28mm and 54mm figures. I have used this method successfully with the thicker paper stock some of the flag vendors provide, inkjet and laser printer paper, and standard copy paper. For additional brilliance of color, I suggest using laser color photo paper.

You will need the following materials:

- The flag
- A razor blade to cut out the flag(s)
- A metal ruler to make sure the flag edges are cut cleanly
- The figure with a flagpole
- White glue (I use Elmers)
- Some water
- A round toothpick. You can use an old paint brush or dowel as an alternative.
- A tweezers. I use electronic or medical tweezers that I got in an electronics store, but any clean tweezers will work.
- (Optional) A damp cloth for wiping glue off your hands and tools. I recommend this, particularly if you are doing this for the first time.

Prepare the Flag

Cut the flag out of the paper sheet using a metal straight edge and a new or at least very sharp razor. This gives a reasonable guarantee that the flag will have parallel opposite sides. Some people cut on the outside of the flag color and some people cut on the inside. This seems to depend on whether you like to paint the edge of the flag black or try to edge the flag in a paint color similar to the color of the flag that borders the edge. I always paint the edges in the color of the flag, or as close to the color as I can. It gives the flag a much better appearance in my opinion. It requires a little patience, but makes the flags stand out on the table-top. The edge of the paper flag will be sort of porous, so consider watering down the paint a little. Experiment.



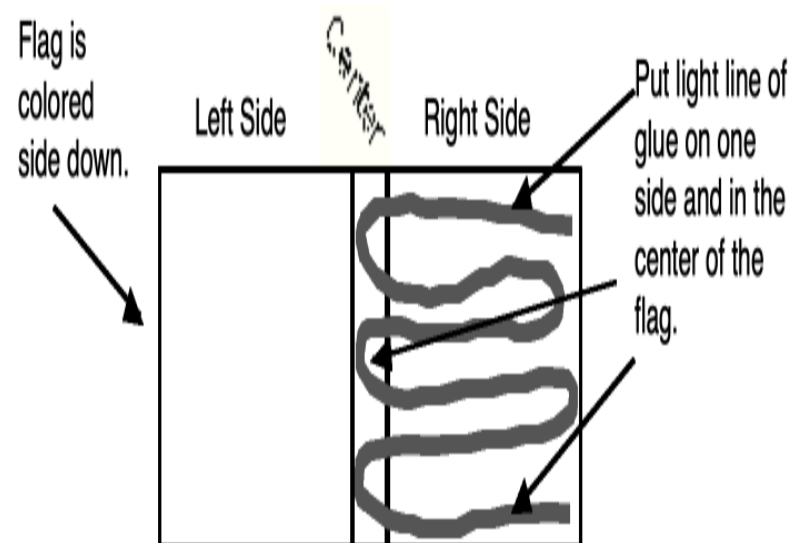
Get the standard bearer or flagpole that you are going to mount the flag onto. I prefer to paint the figure first, including the flagpole. Take the flag that you just cut out and check that it fits the flagpole. Bend the flag at the center point before you do this. I usually use a piece of dowel or rod to do this or the handle of a paint brush, so the flag doesn't crease and I don't accidentally harm the painted figure.

Make sure you have the flag in the correct orientation. This seems obvious, but there's a reason the hair dryer has a label that states not to use it while showering (go figure). At the same time, check where you want to put the flag, for instance, closer to the eagle, if there is one, or closer to the standard bearer's hands, etc.

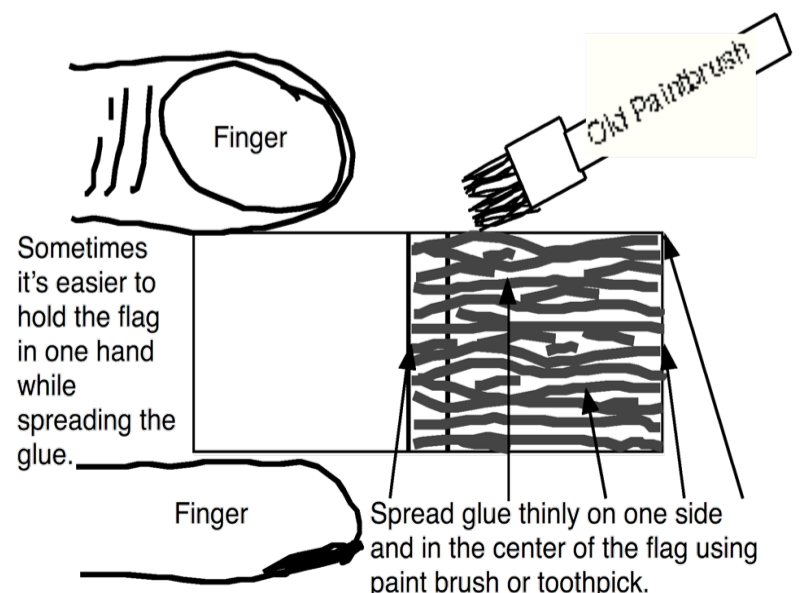
Apply the Glue

Put the creased flag face down on a clean surface. You will be spreading glue on the backside of the flag. I use Elmers glue with no dilution. I use very little glue, but that's where the toothpick comes in handy.

Apply the glue across 1/2 the flag and the center section, where the flag wraps around the flag pole, of the non-colored side of the flag.



Spread the glue around. Some of my friends use an old paintbrush to do this. I use an old paintbrush or a craft toothpick. If you have spread too much glue on the flag, use the toothpick horizontally across the flag or the old paint brush and evenly distribute the glue, making sure you get the edges and the center, but not too much. If you have applied excess glue, wipe some of it off the toothpick and run the toothpick across the flag again. Repeat this until you have a very thin layer completely covering the flag center and one half.

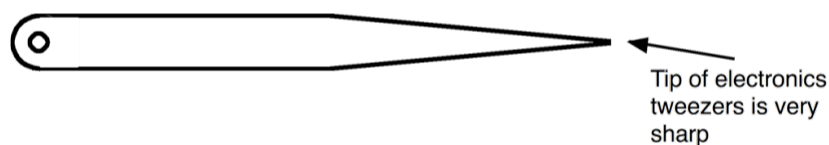


Now you have the back of the flag lightly coated (reminder... it doesn't take much glue, but if you wait too long, the paper will absorb the moisture), place the flag around the flagpole using the center of the flag as a guide for matching up to the flagpole. Remember to make sure the flag is oriented correctly, meaning it is not upside down (laugh while you can... it happens to the best of us). Press the flag sides together, taking care to meet the corners on the top and bottom of the flag as evenly as possible. Depending on how much glue you applied earlier, how long you have waited to press the flag sides together and what type of paper the flag is printed on, you may have some time to move the flag around by just sliding it between your fingers to get the corners correct. I suggest you do this as carefully as possible as a habit. Later, you may want to leave just a tiny bit more glue on the flag or speed up putting the flag onto the flagpole. The glue will have some slipperiness to it and you can use this feature to adjust the flag.

Attach the Flag

It is a common practice to smooth the flag out at this point and squeeze out air bubbles and excess glue. Given the convenience of your fingers being already attached to your hands, most people will find these adequate tools to do the job. Over applications of many flags, though, I have found the occasional one that gets the color portion ripped off as it sticks to some tacky, almost dry glue that has inadvertently gotten on my fingers while I was pressing the air bubbles out. This resulted in ruined flags and having to remove the damaged flag and starting over.

Instead of my fingers, I use an electronics tweezers.

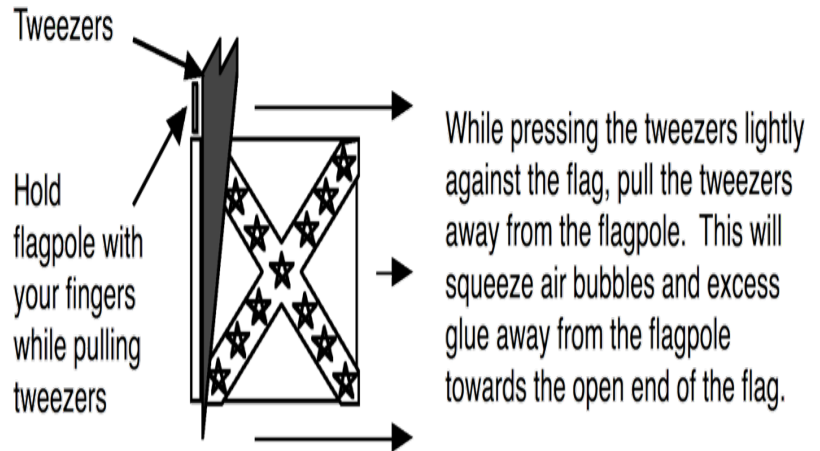


The steel of the electronics tweezers is very flexible and the tip is very sharp. This allows you to press the tweezers against the flag and get a very straight edge sliding along the flag as you press the air bubbles and excess glue out to the sides. The sharp tip allows you to get at the small pockets at the top of the flag near the flagpole and at the bottom of the flag near the flagpole, just above the standard bearer's hands.

Take your tweezers and slip it along both sides of the flag with the flag loosely between the tweezers arms. Start at the flagpole. Simply pressing down with the tweezers squeezing right next to the flagpole will fix the flag at the center point. If glue squeezes out at the top or bottom of the flag, remove the glue with your toothpick or other scrap, like a bent paper clip.

Hold onto the flagpole with your one hand and while gently squeezing the tweezers evenly along the length that is in contact with the flag, pull the tweezers away from the flagpole. The air bubbles and excess glue will move away from the flagpole and be squeezed out the open end of the flag. Wipe any excess glue from the edge of the flag. Make sure and check the top and bottom edges, as well as the edge furthest from the flagpole.

Now that you have glued the flag in place, and the paper is still mildly damp, you may bend the flag so that it will dry in any position you wish, with waves or overlaps, etc. I find using a round dowel or other; smooth, rounded object helps with this. I lay the dowel along the flag where I want a mild fold in the flag and gently wrap the flag to conform to the dowel.



Final Comments and Hints:

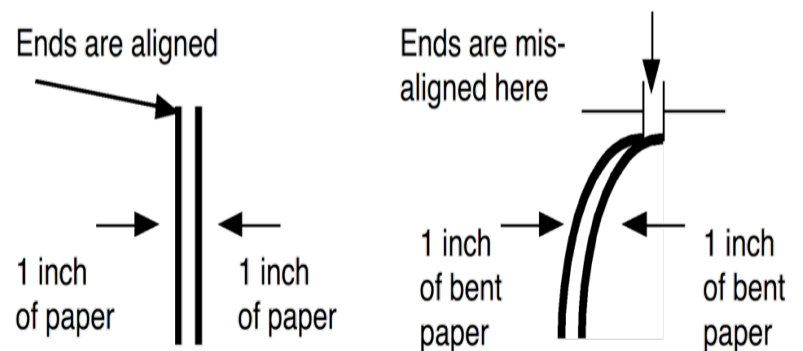
Hint 1: Be careful to wipe any glue off your hands while you are applying the flag and smoothing it so you don't wind up with the colored part sticking to your fingers or the tweezers as the glue dries.

Hint 2: If you used the "right" amount of glue, there will be very little glue "bleed out" as you smooth the flag. If you do get bleed out from the edges (which happens to me all the time with the tweezers), wipe it off then wipe off the tweezers and your fingers quickly. It helps to keep a damp rag near your work area for this activity.

Hint 3: While the flag is still damp, quickly bend it with the ripples you want (or whatever). Thicker paper will make this more difficult and may cause the paper flag to crease, rather than fold nicely. The round dowel, pencil, toothpick, etc. can help if you have big fingers, like me.

Hint 4: While bending the flag, be careful not to misalign the flag edges. If the glue is very wet or the bend in the flag is too severe, the flag will misalign at the edges that are parallel with the bend.

Think about which way the flag should go over the flag bearer's shoulder

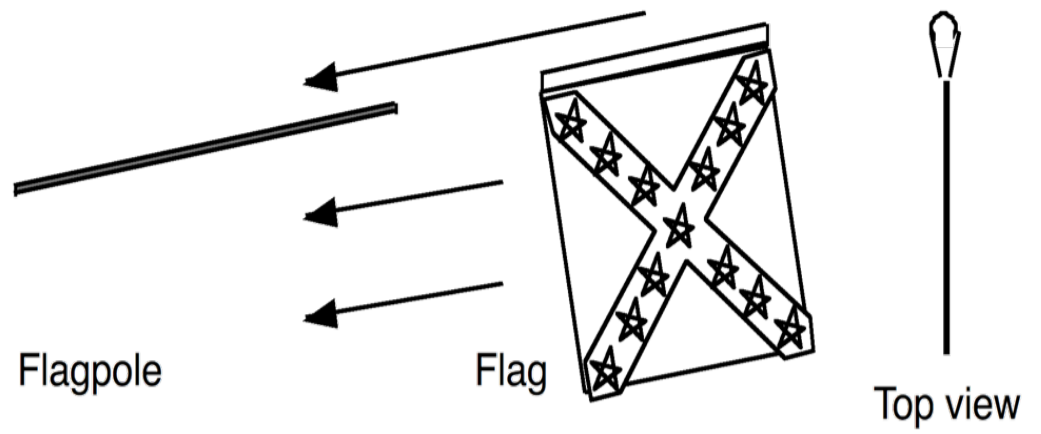


or side depending on what other figures will be mounted near the flag bearer. If the flag is large or you mount figures tightly on a base, the flag may block or rest on the surrounding figures.

Hint 6: Once dried, consider painting the edges black with a watered down paint. I usually use a 50/50 solution of water to paint. For a nice, bright flag or flags with only one color fields (i.e. all red with an internal design), consider edge the flag in the field color, rather than black. I do this with the British Union Jack flags and they seem to stand out much better than just the flag edged flag.

Hint 7: Pay special attention to the flag at the flag post closest to the figures hands. This is the hardest place to see and the flags (in my experience) tend to separate there. I usually turn the figure upside down and use the tweezers to re-squeeze this part to make sure it's bonded. In some cases, I have had to re-squeeze this particular section 2 or 3 times. It will sometimes come loose after squeezing the excess glue out or after bending waves into the flag.

Hint 8: Instead of folding the flag around the flagpole, as suggested earlier, I find it easier for me to fold the flag while still unattached to the flagpole. This seems easier for me to get the corners and sides properly aligned. This requires that you do a pretty good preparation fold at the center. The flag will look like a teardrop when viewed from above. After aligning the corners, I put the flag over the flagpole through the tunnel of the flag near the flag center.



Pete Michels can be contacted at petermichels50@gmail.com.

By God, That Man Does War Honor!

A Waterloo Battle Report By Kevin Van



This year marked the 209th anniversary of the Battle of Waterloo, which took place June 18th 1815. I celebrated this event by replaying the battle using General d'Armee 2 with the Fremont wargamers and a few SBGC members.

After a lot of bathtubting, Keith was able to design a Waterloo scenario that would fit a majority of the battle in 15mm on a 15ftx6ft board.

The French objective was simple, to capture the Charleroi road within 15 turns. There were also 2 tactical objectives that the French could've captured.

If the French captured one of these objectives than the British would receive a negative to

their initiative roll. There were also a few special rules meant to recreate some of the conditions of the battlefield as it was in history, such as no artillery bounce through due to heavy rains that occurred the night before the battle making the ground muddy.

I took the side of the Alliance, controlling a brigade of Dutch on the left. I had 3 other allies and against us were 3 French players.

Knowing that we were on the defense, and that the French had a major artillery advantage, we decided to keep everyone deployed on the opposite slope of the ridge, demarcated by the road in the above picture.

Everyone, of course, except for me, who had to deploy on the other side of the ridge, facing the wrong direction, because historically, the Dutch had screwed up their deployment.

Placing our brigades on the other side of the hill would keep us protected from the French Grand Battery. Not only did it keep us out of line of sight from the cannons, but artillery could not make long or effective range shots within 12 inches of a friendly unit, so we could pop out from behind the hill and reach the opposite edge of the ridge in 1 turn and the French artillery would not be able to fire at us because their friendlies were too close. This strategy would basically nullify the French artillery for the entire game.





Per the deployment rules, I had to garrison one battalion in the village of Papelotte, I also supported them with 2 battalions of skirmishers. This was not a tactical objective so holding it was not very important to us, but I did want to use it to tie up as many French as I could. The more French distracted here, the less there would be going for the main objective. The plan worked out quite well, the one Dutch Battalion stationed there managed to keep 4-5 French battalions out of the fight for most the game, and delayed the French right's assault on our left flank.

I don't know for certain what the French players were planning, but from what I saw, their strategy was simple, bypass the fortified farmhouses/villages with whatever they could, and just attack our center. They must've deemed the tactical objective benefits they received were not worth it. They almost completely ignored La Haye Sainte, diverted most of their forces away

from Hougoumont, and beelined straight for the Charleroi road

For the first turn or 2, it seemed that the French were poised to attack Hougoumont, but they must have changed their minds because the French left took about 2/3s their force outside Hougoumont, marched out of the forests, and headed for our center. Luckily their advance was slowed down by the terrain and a large force of our cavalry right of La Haye Sainte. When the French center made contact with our line, the French left was still several turns away. We got quite lucky in the center, we had a lone artillery battery near La Haye Sainte that managed to badly maul a brigade of cavalry that believed it to be easy pickings. By the time they rallied and tried to attack again, we were able to meet them with our own cavalry and fight them off.

The French decision to bypass the Built Up Areas and go straight for our center was a good one, instead of being tied down and taking casu-

alties fighting for the villages, they were able to commit several battalions to a small frontage of our lines, gaining a local superiority in numbers. Because our lines were so thin, if they were successful they'd create a hole in our lines that they could exploit.

Unfortunately for us, these assaults were successful in creating 2 gaps in our line and they moved to flood the opening with cavalry and infantry. This led to a kind of cool moment straight out of the history books, where the French cavalry, upon seeing the British retreat from the ridge, raced to pursue and found themselves met on the other side of the hill by several British infantry battalions in square formation.

The cavalry that made it into the gap found themselves checked by the infantry squares, the infantry that made it into the gap were checked by the reserves that we bought onto the table.

We got really lucky at key points in these last





turns. Another French cavalry charge along the Charleroi road was defeated by infantry squares, and 2 more charges were repelled further down the left flank. If any of these assaults had been successful, that would've opened more gaps in our lines at a moment when we were still attempting to plug the last 2.

At this point we had played about 5 hours and many of us had to leave, so we decided to call it here and determined that it would probably be an Allied victory. We had mostly stabilized the gaps in our line and I was able to defeat the heavy cavalry that had managed to make it behind our lines, other French assaults had been repelled, taking many casualties in the process, and a counter charge by one of our Guard cavalry units was able to wipe out a French battalion and falter it's brigade as it withdrew.

This was a very close, tense game, especially on our left and center where the main French assault occurred. It was an absolute mess with en-

emy cavalry and infantry running amok among our ranks and us doing our best to stop them while still holding the line. We were very lucky that certain key dice rolls near the end went our way, because if any of them hadn't, we would be in a dire situation.

It was neat seeing the rules replicate several historical outcomes of the battle, with the odd deviation here and there due to player decisions. I also like how the rules represent the command and control difficulty of coordinating large, multi-brigade assaults. It never felt like there were enough ADCs to go around, forcing players to make trade-offs and concentrate on key areas.





magazine-submissions@sbgc.groups.io