

QUEENSLAND WARGAMER

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EDITORIAL.

Well, dear reader, here is the first full-size issue of Queensland Wargamer for your delectation. It is also the last issue for 1979, as the "December issue" will be part of our double-size February 1980 issue. Nevertheless, we hope you will find something of interest in these pages.

Remember - the journal is only as good as its contributions. So if you have something to say, or information to share with others, don't forget that QW is your journal. UQWS expects every man to do his duty! On the other hand, we may consider articles from non-members - especially if the expected flood of high-quality material doesn't eventuate. In other words, UQWS members had better support their editor, or he will start reprinting sections of Georgette Heyer's The Spanish Bride.

David Bugler.

LETTER TO THE EDITOR.

Sir,

With reference to assertions in your article on Napoleonic organisation, that only Russian forces had combined grenadier battalions: I wish to inform you that this was also standard Prussian practice. In fact, there was a Combined Grenadier Battalion for every four line musketeer battalions. They were of normal size (12 figures on the table); although not appearing in many Orders of Battle, the wargamer should be entitled to field one Combined Grenadier Battalion for every two line regiments - bearing in mind that they count as elite units.

J.L. Sandercock.

HARANGUE

In this issue, I was going to give you all an ear-bashing on the laws concerning the sale of lead-based figurines in Queensland. Owing to a severe lack of material and time, this is not possible now. Instead, I shall say more on this topic in our February edition.

With exams approaching rapidly, the amount of wargaming being carried on is diminishing. Thus we could say that the wargaming year is almost over. Now we should be looking towards February and Orientation Week. With some luck we should be able to hold some sort of display during that week; you are all invited to give your suggestions to the Secretary or myself. These should be in writing if possible and as concise as you can make them.

Also, as David has previously stated, we need cover artwork for the journal. It is up to you budding artists out there to provide the material for this, so GET TO IT.

At this moment in time our club has 31 members, all of whom receive the journal. As well, both hobby shops in town (Challenge Games and Brisbane Hobby Centre) are going to stock the journal. It seems to be very popular, and I hope that in the future it becomes more than just a Brisbane magazine.

In conclusion, I would like to state what is required if our journal is to survive. We need CONTRIBUTIONS. Articles on any topic connected with wargaming are needed. David will probably publish a lot of Fantasy stuff if pressured enough (oh will he? - Ed.), but if we want the mag. to be a really successful wargaming-oriented one we should keep down the fantasy aspect to a reasonable level (damn right - Ed.).

The quality of our production will be high. Articles must be well-written and give a reasoned view of the topic under discussion. If we keep these precepts valid, then our journal will become highly rated in all circles.

Das Führer.

"WAR IN EUROPE" - A PRO-GERMAN VIEW.

Kevin Flynn

The following article is a collection of comments by myself on how the German war effort should be directed. Lacking the time and effort to provide in-depth coverage, my article is very basic, and requires the reader to be familiar with the game system. German production has been only slightly touched on, as the multitude of options available in it would require a dozen pages.

To start with, the German player's worst enemy is the optional rule. Most of the options work against him and he should not play with them if possible. The worst is the exchange of air points for U-boats; the allied player can swap French air points for German submarines in a way that totally unbalances the game. The German player can cancel the effect in two ways: he can insist on a historical set-up and the historical first German move; or he can allow the allied player a Free French set-up in exchange for dumping the U-boat rule. If the allied player doesn't agree then I wouldn't play with him.

None of the Russian rules should be played. They are meant for the "War in the East" game, and unbalance any campaign game - the game is after all a simulation of World War II with a historical basis.

From the start of the war until the invasion of Russia, the German player should not lose one single unit; or at the worst only lose infantry. Any German player who loses a precious armour unit before Russia should be shot. Not only is it expensive, but it is also indicative of mistaken play and bad planning.

Poland can be taken in three moves using a historical Polish set-up, which should be used. Clever use of air interdiction will slow the Polish retreat and prevent transportation of units into Warsaw itself.

From Poland, the player has two options - one only barely worth considering. First, he can rush units over to France; with the remaining clear turns he takes Belgium and Holland and begins his advance into France. This tactic should not be commenced until a fair-sized force has been accumulated to counter the French/British advance. Capture of Belgium and Holland will be easier if paratroops are used, and several of these units should be produced straight away. During snow a slow, selective advance should be

undertaken.

The second option is to leave France until the next clear turn and during winter attempt to take Yugoslavia and Greece ahead of schedule. This option has some advantages; it will allow more time for the invasion of Russia in '41, and might draw British troops away from France and North Africa. However, the invasion itself will be very difficult. Armour will be of little use except for its mech. move; most of the fighting will have to be done with infantry. Speed is still essential to stop the Yugoslavs getting their units into stacks, which are hard to eliminate as cadres. The advance through Yugoslavia must be quick, in order to reach Greece before it can consolidate behind rivers and receive British reinforcements. A good remedy to British intervention is sea interdiction; however, this requires a supplied clear hex in the right position. Actually, the best thing to do as the German player is to sea-interdict the western front box and stop units leaving Britain itself.

In Greece especially, the allied and Axis supply lines will be critical - the German player should build several Mobile Supplies if he is going to pursue this option; the German player gains the advantage as winter sets in if he has the Mobile Supply units.

As clear weather blossoms upon the German player, France should crumble in around ten moves; with a non-historical set-up possibly longer if you have a few unlucky die-rolls. The thing to remember is that a retreat is much more favourable than an exchange, and unless 8-1 can be had then 3-1 is preferred (remember your +1 for air power). Careful use of the combat tables will yield preferred results. Vichy should be accepted as soon as possible; only a fool will try to crush the rest of the French army when this much easier way is available.

Apart from these activities, a few minor excursions should occur during this time. Two units should capture Denmark - one marching through, the other sailing into Copenhagen. Norway should be threatened, but not necessarily attacked. Naval transport points (at least 5 of them) should be accumulated, and the required 15 divisions should wait in port. If the British player looks like jumping the gun and invading Norway itself - let him; next turn, you can land to help defend the place. This will, however, probably mean the loss of Narvik and the resource centres there. An aggressive German player will take Norway when the time arrives, sailing a unit (whether it is attritioned or

not) into each port, and in the next turn using sea supply (a naval transport and a fleet) to rebuild the units. In this action at least three divisions should be landed on Narvik.

All these actions effectively wind up the first segment of the war. German production from the clear turn of 1940 onwards should be geared towards the Russian campaign. Careful examination of the scenarios will give the Axis player an idea of the historical army the Germans had; the numbers in this should be exceeded. By the time of the Russian invasion, the German player should also have built all the paratroop units available; these become essential as the war goes on.

At the beginning of '41 the German player must conquer Greece and Yugoslavia if he has not done so already. As Italy and Bulgaria are now in the war this should be a piece of pie. Use of air interdiction from Italy will stop reinforcements from England, and Greece (the harder of the two to crack) should fall easily.

Now the real war begins - Russia. The Russian attack must begin exactly on time, or if possible earlier; however, it must have sufficient numbers and absolute planning. A careful, slow and thorough German player will have far greater success against Russia than the bold player.

Using at least three pincer movements, the German army MUST destroy a good two-thirds of the Russian army in the first few turns - thus achieving the "Arms Disruption" rule. Should too much of the Russian army escape, it will hit back at the Germans later in the war. To put it simply, either the German player destroys the bulk of the Russian forces in the first clear season, or he may as well forget it. There are exceptions to this - where a German player may succeed in slugging his way to victory, but it would be a hard battle. Note - the more 13-8's you have, however, the easier it will be, bless them.

After two clear seasons in Russia with no victory, the German player must turn to the defensive. By this I don't mean retreat or stagnation of the line; attacks must be maintained but they should all be conservative, aiming at high combat ratios for maximum effect and minimum loss. This method of attack should help slow the Russian offensive of '43 and possibly '44; in 1045 it is fairly well all downhill.

The worst part of the Russian campaign is winter - that dreaded time when tanks freeze up and supply dwindles. To counter this,

the German player should aim at a high infantry-armour ratio. In winter the infantry should replace all front-line armour units, so as to avoid the loss of armour which is too expensive to throw away. In fact, it is probably good practice to keep your armour out of the line at all times unless it is attacking. This keeps the Russian player on his toes, trying to guess where you will mass your armour for the next thrust.

It goes without saying to those familiar with the game that supply lines in Russia are absolutely critical. At least six railroad repair units should be built, and a dozen Mobile Supply units wouldn't go astray. A German army in supply is 300% more effective than one out of supply.

Apart from Russia the war is piddling. The German player's moves consist of shuffling units around, waiting for occasional bursts of Allied activity, until the Americans arrive. Then the Germans wait further until enough amphibious units arrive, and then fight a slow retreat into Germany as the allies advance. The aggressive German player may try to repulse the initial invasion, but if unsuccessful must concentrate on delaying the allies as much as possible.

The change in the game is drastic, and the German player must change with it. Offensives will generally get nowhere unless massive reserves are held - though I wouldn't say an offensive is a waste of time. An attack on the allied player can have gratifying effects on his karma. Extensive use of paratroops over the initial attack move (requiring a turn of slaughter for the Axis air forces) will have even more ego-boosting effects.

A few other areas remain unmentioned. North Africa: a friend of mine once ignored the North African campaign in one of our games, and this resulted in the British securing Sicily and Sardinia in late '42 - this being nine tenths of the surrender terms for Italy. This point alone reinforces my belief that North Africa is essential - if merely for the fact that it will give the British player something to do. "The Devil finds work for idle hands" is quite true in this area.

Britain. You're kidding yourself. As far as I can see, only a very rash and silly German player will consider attacking Britain. If you decide to do so (my comments notwithstanding), then don't pussyfoot around with it. Dump the U-boat programme and build up the air-force and navy; you're going to need them. Forget Russia

until the conquest is guaranteed - and it had better be before 1942 or you are really in trouble.

Turkey: I read in a recent Moves magazine an article suggesting an invasion of Turkey, followed by an invasion of Russia from the south. To say the least I'm not very impressed with the idea. It has some interest, but Russia is hard enough to crack as it is, without diverting forces to Turkey.

Editor's note

Being editor has its privileges - like appending comments to unsuspecting contributors' articles. In this case I would like to say firstly that if Mr. Flynn doesn't contribute another article speaking for the Allies then he's in real trouble. Secondly, it would be useful if someone were to write a general analysis of the sideshows - i.e. secondary theatres, which can be critical to the conduct of the war as a whole but are, naturally, only briefly mentioned in the above article. DB

WARGAMES RESEARCH GROUP - ANSWERS TO QUERIES.

compiled by D. Bugler

This is an edited compilation of all the rules queries sent by UQWS members to WRG for clarification - all the ones I know of, anyway. Most of them are concerned with Ancients, but there are a few referring to Napoleonics; these are in a separate section at the end. I have arranged them in a straight question-and-answer form with no attempt at thematic subdivision.

1. You mention Roman mixed Dromedarii units; which armies have them, and what are the compositions of these armies?
 - Dromedarii units are so rare that they were left out of the competition lists. They occur in all Imperial periods in Egypt as "D" class auxiliaries - but only 1 camel figure per cohort. (Note: they also occur in the Near East, as a future article will describe. Ed.)
2. What is the composition of the first Roman army to include heavy cavalry with kontos?
 - One unit in the entire heavy cavalry of a Trajanic army.
3. And the composition of a Late Imperial Roman army using a long thrusting spear instead of throwing weapons?
 - This is the Belisarian Byzantine army; evidence for earlier use is no longer considered acceptable.
4. Do Aurelian's legionaries have Spiculum and Javelin together?
 - Historically arguable, but the list says No.
5. Does the auxiliary Lancea count as a long thrusting spear as well as a throwing weapon? What about the Spiculum?
 - No, in both cases. Nor does the Spiculum count as short spear.
6. Can later Roman archers be light, instead of light medium?
 - Unlikely; the list says not.
7. Can later Roman cavalry have Kontos instead of Javelin?
 - Some can; they are stated in the lists.
8. Was there a time when later Roman cavalry was armed mainly with Kontos and legionaries armed with spear?
 - No.
9. Causes of disorder. Do ditches disorder troops crossing them; can a general be disordered; do caltrops have the same morale and melee effect as defending a linear obstacle?
 - Yes; a general is disordered if the troops he is with are disordered; and no.
10. When chariots or elephants run over caltrops, the tactical factor of caltrops is 2. What do you use for the other

parameter?

- (a) the number of horse figures, (b) the number of elephant models.
11. Does an armed or unarmed elephant driver count as a crew figure when determining whether the elephant has one casualty per crew figure inflicted on it for push-back?
 - The value is 1 per model; disregard the crew.
 12. In a Trajanic Roman army, does a back rank of legionaries count as half-effect for the first period of melee if armed with javelins when the front rank has throwing-spear?
 - They count as 1 rank pilum, $\frac{1}{2}$ rank javelin.
 13. Flank marches: when both regular and irregular troops are flank-marching together at the speed of the slowest unit, which dice are used for (a) regular and (b) irregular generals?
 - (a) average dice, (b) normal dice. A general dices for all.
 14. In view of the Roman interest in Sarmatian cataphracts after the conquest of Dacia, could you describe their numbers, armour and armament when hired as Roman auxiliaries?
 - A number of Sarmatian prisoners were recruited, sent to Britain and stationed at Ribchester. A tombstone showing a standard-bearer has him on an unarmoured horse, in scale shirt and spangenhelm helmet, without shield, carrying a dragon standard.
 15. If elephants or chariots charge into melee and are repulsed in the first period, are repulsors disordered? If not, what does the phrase "or during the period following such fighting" (clause 8 of the disorder rules) mean?
 - (a) no; (b) repulsors are not disordered next period either.
 16. If a body of troops in melee is charge by more enemy troops, does it halt to take the charge or break off the melee, on receiving the reaction result "halt to hold present position if charged, break off if in melee"?
 - It breaks off.
 17. Why do irregular infantry armed with javelins do fewer casualties against a Cataphract charge when they throw their javelins than when they ignore them?
 - Because javelins bounce off. However, they must still use them in the first period and cannot ignore them. Swords become effective if the melee continues, hamstringing the horses.
 18. Do turf ramparts one inch long see over enemy front lines?
 - A one-inch rampart is such a fiddle that no umpire should

allow it or player accept it. I would be ashamed!

19. When will your 6th edition Ancients rules and accompanying army lists be released in Australia?

- Certainly not before Christmas 1979.

20. When will WRG publish army lists covering early feudal and Turkish armies?

- To coincide with the 6th edition of the Rules.

Napoleonics Queries.

1. If you are defending inside a wood against an infantry charge, do your troops count as defending an obstacle?

- No.

2. Did Prussian cuirassiers wear a breastplate after 1809?

- Unlikely; it was authorised in 1814 but apparently not worn at Waterloo.

3. Do irregular American cavalry figures of the period 1775-1815 really cost 48 points each as the Napoleonics rules say?

- Yes. They were very, very rare.

SUGGESTED ALTERATIONS TO W.R.G. ANCIENT RULES

J. Sandercock

Some people, including myself, have occasionally become the victims of other wargamers who stretch a point in the rules. In particular I am referring to the misuse of turf ramparts, and the danger of overusing them in wargames.

One of the most frequently abused rules is the one stating that turf ramparts see over the enemy's lines - as I discovered to my misfortune. Thus unscrupulous players can put one inch of turf rampart on the board purely in order to look at their opponent's full deployment.

Furthermore, field fortifications can be used to hide mistakes. In the UQWS Ancients competition, some players - noticeably our revered Führer - having realised that they could not win a game, paid for a turf-rampart fortification to hide in, thereby gaining a very dubious draw through no skill of their own.

To halt these abuses I present the following ideas (as suggested in the Milgamex Army Lists):

- (a) Without having to advise their opponent, players may expend 2 to 5 percent of their points on field fortifications.
- (b) Players may expend 10 to 25 percent of their points on field fortifications if they advise their opponent of their intention to do so.

Another modification I would like to implement is the abolition of order-writing, and the adoption of an alternate-move system as in WRG's Napoleonic rules; this would quicken the game, save the vast expenditure on wasted ink, and countless other advantages our Führer will provide on request.

Here is my suggestion for the system of phases within each bound:

1. Response Phase

- the phasing player dices for arrivals and returns, performs compulsory moves, declares charges and tests to initiate them;
- the opponent declares counter-charges in response to this, and tests reaction for units being charged;
- both players move charging and evading units in accordance with the reaction tests.

2. Manoeuvre Phase

- the phasing player now moves any other units he wishes.

3. Opponent's Phase

- the opponent performs both the above phases with his own troops, in the order shown.

4. Combat Phase

- both sides shoot;
- both sides react to shooting casualties;
- both sides melee;
- recoils and breaks from melee are determined;
- end-of-period reaction tests are taken;
- both sides make compulsory moves caused by melee.

Also, priority orders (e.g. for shooting targets) may be interpreted as being at the player's choice.

The above is by no means perfect and final, and any constructive criticism is welcome. Hopefully my phasing system will receive enough support to help its progression beyond the present basic level.

Editor's note.

Any correspondence relating to this article (or any others) may be addressed to the author c/- the Editor; alternatively, a Letter to the Editor may be submitted for publication in the next available issue. As one of the aims of UQWS is to consider any worthwhile suggestions for rule modifications, I hope this article generates considerable interest and provokes further comment. DB

SMALL-UNIT ORGANISATION IN NAPOLEONIC WARGAMING

David J.W. Bugler

This article is intended to help the newcomer to Napoleonic wargaming, by discussing the actual and model sizes of units up to Brigade level. By and large I will consider only French and British organisation; these are the most popular armies for wargamers, and they provide a guide to other armies of the period (Hanoverian and Portuguese as for British, most continental armies as for French). The figure scales are taken from the second edition of Wargames Research Group's Napoleonic Rules - known as WRG2; these are 50:1 for infantry, 40:1 for cavalry, 2:1 for guns and wagons.

The smallest grouping to concern us is the COMPANY. This infantry sub-unit has up to 100 men in a British army, or 100 to 150 for the French. Since WRG2 uses a system of "combat elements", whereby four figures are mounted together on a common base, the infantry combat element can simply be said to hold two companies. However, rifle and light infantry elements are only two figures strong - representing a single company per element.

Equivalent to the infantry company is the cavalry SQUADRON, again generally of 100 to 150 men; Russian squadrons were exceptional in having 200-210 officers and men. The WRG2 combat element for cavalry has three figures on a common base, so one element represents one squadron neatly enough. However, it should be borne in mind that these sub-units (company and squadron) are not used directly in the WRG2 rules; so any odd numbers can be taken into account when calculating the overall unit strength.

The standard tactical unit for infantry is the BATTALION. In the British army this had an official strength of 1,000 men in 10 companies - one grenadier, one light, eight "centre". Actual strength in the field varied considerably; some battalions were down to about 350 effectives before they were sent home. Veterans are likely to be at the lower end of the scale, with new or elite units closer to full strength. British Guards regiments had a larger establishment of twelve companies per battalion.

The French battalion was on a smaller establishment: six companies (grenadier, voltigeur, 4 fusilier) of 100 to 150 men each.

In model form, a battalion's size will depend greatly on the

degree of authenticity required. One can say, for example, that in May 1812 the Nth Foot's 1st Battalion had 348 men present by actual return - therefore in model form it will have 7 figures. Or it is possible to use standardised complements; 12 to 16 figures for most battalions (8 to 12 for the French), with fresh troops and elite units at 16 or 20 figures.

Equivalent to the infantry battalion is the cavalry REGIMENT, which varied considerably in size according to nation, troop type and historical period. British cavalry regiments officially had 3 or 4 squadrons, but were notoriously under strength on campaign; the best approximation is to say two or three combat elements (squadrons) per regiment. It was not at all unknown for a regiment to have only one squadron in the field. French cavalry units were generally larger: light cavalry (chasseurs and hussars) fielded up to 8 squadrons, though usually not more than six; heavies (cuirassiers and carabiniers) had four squadrons per regiment; other types generally five.

Russian cavalry regiments usually had five squadrons at this period, though hussars and uhlans had ten. As the Russian squadron was larger, this gives a regimental strength of up to 24 figures in the field - or double this in light regiments!

The infantry regiment was not a tactical unit in the British army. Regiments had one or two (occasionally three) battalions, but generally only one at a time was on active service overseas while the other acted as a recruiting and training unit. On the rare occasions when two battalions of the same regiment were serving in the same army, they were placed in different brigades. However, French regiments were rarely split up like this; the usual arrangement was to have all three battalions serving together, while a nominal fourth battalion acted as recruiting cadre at home. Therefore in continental armies, the regiment is the tactical unit.

Russian organisation was slightly different. Each battalion had four companies (grenadier, three fusilier) of 250 men. The first and third battalions served together in the field, while second battalions remained in depots to form the Reserve Army. A regiment therefore had two battalions, each 16 to 20 figures strong. Unique to Russian forces was the Combined Grenadier Battalion, composed of the grenadier companies from six 2nd battalions; this elite unit therefore has 20 to 24 figures.

At this point we should mention artillery, whose tactical unit was the BATTERY - sometimes in horse artillery called the TROOP. A British battery had six guns, French and other armies more usually eight; the practice was for one gun in every battery to be a howitzer. In model form a British battery has three guns (with limbers and horse teams) and a crew of three to five figures per gun. In all armies the artillery had a regimental structure; this was however purely administrative, and had no functional effect in the field.

The "standard" gun varied from nation to nation, being a 9-pounder in the British army and an 8-pounder in the French. Other calibres, as well as howitzers of various sizes, were also used; as a rough guide, the usual mix for a model army might be 50% standard guns, 25% heavier guns and 25% howitzers. Horse artillery should form up to half of the total, remembering that the British were far more devoted to this arm than other nations.

The highest grouping covered in this article is the BRIGADE. A British infantry brigade had three, or sometimes four, battalions plus attached light units - usually one or two companies of riflemen. Cavalry brigades had three regiments officially, but quite often were down to two and on rare occasions contained only one regiment!

The French pattern, followed throughout the Continent, was to have two regiments of line infantry and one light battalion brigaded together. Cavalry brigades had two regiments each.

Brigade level is the point at which we first encounter generals. The arrangements in WRG2 obviate the need to have separate figures for regimental officers (colonel and below), but each "higher grouping" - brigade, division, corps - must have its commanding general represented by a figure on the table.

All the values given above are useful as general guides, but a wargamer who is interested in researching his period will soon find instances where particular units varied widely from the given figures. When building up an army, it is a good idea to start with as much information as you can reasonably acquire; this provides a sound basis to work on. For example, orders of battle will usually specify the particular regiments present on a certain date; and knowing which regiments you intend to model will allow you to use the correct facing colours. And so it goes.

I hope this article encourages others into the Napoleonic period!

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