

The Occasional Messenger

The official newsletter of the Pacific Southwest Division of the Historical Miniatures Gaming Society

Number 12

April 1993

Napoleonic Tournament

Held at Orcon '93

by Nicholas Cascone

Napoleon's Battles made its tournament debut at Orcon on February 13. We used the excellent tournament rules enclosed in the package; players commanded 400 point armies (about two corps, with a total of four to six divisions), games were eight turns long (four hours of game time). Co-designer Bob Coggins was on hand to lend advice and commentary; your humble reporter served as referee. A field of six contended for a \$25 top prize, \$10 for second place, and a \$5 third prize. Additionally, Something Unusual of Eagle Rock contributed store credit of \$10 for first place and \$5 for second.

Unfortunately, I was unable to record detailed results on all three first-round boards, but here is a brief synopsis:

On board one, Shawn Ledford borrowed my Austrian army to defeat an army composed of a potpourri of Confederation of the Rhine states. Shawn reported that a glorious, but fatal, charge by the Saxon cavalry into the teeth of the Austrian line sealed the German's fate.

On board two, my French troops faced a Waterloo-style Anglo-Allied army. The unfortunate Brunswickers, Nassauers, Hanoverians, and Dutch-Belgians advanced with British bayonets at their backs - but the French cut through the reluctant allies with minor losses. The sun set before the British could cause enough casualties to retrieve victory.

Meanwhile, on board three, Chris Vivo's British Home Army (400 points of pure Brits, including two 12 pounders) held sway against a French army of the 1813-14 period. Severely outnumbered, Chris' superior morale and firepower proved through; the hordes of enthusiastic, but ill-trained, French spent much of the day routing and being rallied.

Originally, I intended to allow the losing player who scored the most points into the next round to make and even four. However, Shawn was unable to commit to playing the next round. I awarded him third place - not bad at all, since he claimed to have read the rules for the first time earlier that week! Since Chris had some work to do for HMGS

(continued on page 3)

"Messages From The Front"

from the editor

Well the Spring Campaigns was a big success this year! We had 33 new members join up! For a full report on the convention see Mark Parker's article. The next game day will be held at Brookhurst Bobbies on July 31st. Starting time will be 10:30 am and run till closing time 7:00 p.m. . The featured game will be a double Tactics battle of Imp. Romans vs. Germans run by Hill Francisco and Tim Daun. Weather should not be a problem for this game day! On the 28th of March SCAMMS (Southern California Area Military Miniature Society) held their annual California Show at the Buena Park Holiday Inn. I stopped by to take a look around. What an amazing exhibit of painting skills! They had figures in all ranges with the most common size being the 54mm range. The vendors had a nice selection of books, figures, models and other services on sale. While inspecting all the entries for the competition it was really hard to pick the best ones there were so many excellent figures/models to chose from. Some of the entries that really impressed me follow. John Rosengrant's 3rd SS Panzer Grenadier with MG was truly impressive! It was a large figure (190mm) painted to the period of fighting around Kharkov 1943. In the 54mm area the figures of Bill Huran were astounding (he had them displayed but not entered in the competition). The best one to me was the Highland clansman circa 1745, the look of the figure's face was a great job! The other figure was an officer of the 10th Hussars (British colonial period). There were many 1/35 scale armor vehicles entered. The one that I liked the most

(continued on page 4)

Table of Contents

1. Napoleonic Tournament at Orcon '93	page 1
2. Messages From the Front	page 1
3. Light Infantry In 1806	page 2
4. Emperor's Headquarters Review	page 2
5. Spring Campaigns Report	page 7
6. Fearless Leader Reports	page 8
7. French Frontier 1870	page 9
8. Calendar of Events and Letters to the Editor	page 10
9. Club News and Want ads	page 10
10. New Members List	page 11

Impression of the Emperor's Headquarters (EHQ)

by John G. Curran

Editors Note: This is a continuation of the article that John sent me for last issue on Luthen day hosted by Jim Purky at EHQ.

For those who happen to be in Chicago a visit to EHQ is recommended. The outward appearances are deceptive, there being no real window display. The building has the appearance of a small office block - which is largely its function. entry is through a canopied doorway up a half flight of stairs to the shop. The retail area occupies the front half of one floor, the rear being a large gaming room. Elevators connect this level to offices above (the companies listed almost all have Napoleonic names!) and to a basement below, the latter packed with an extensive inventory - see The EHQ mail order catalog for details.

The retail shop carries an extensive range of figures, books, games and accessories. The Essex and Battle Honors ranges are very fully stocked, with several other ranges - Minifig, Jacobite, Stone Mountain, Chariot, Thistle and Rose, Skytrex (both Naval & Red Wing V.W.I models) to name a few - also represented. Although impressive I was expecting the selection to be more comprehensive given EHQ's reputation in the hobby press - for example the Last Grenadier or the War House I estimate would both carry more Minifigs. I was also slightly surprised by its size - at a rough guess perhaps half to 2/3 the size of the new Brookhurst Hobbies store. but there is much to browse through.

The book section is very comprehensive - ancient through modern, each era with 2 - 4 shelves - including all the Osprey uniform books you could imagine. The board wargame section, though not exhaustive, is well stocked. 25mm figures are well represented, with several fantasy ranges in stock. There is a fine selection of accessories available including flocking, small scale buildings, several complete ranges of paints and some of the complete modular terrain ranges. All of these items can be supplemented from the basement as per listing in the catalog.

Something Unusual

For the Best in Games, Comics & Hobbies

Michael & Juliette Sarschewsky

4448-E Eagle Rock Blvd., Los Angeles, CA 90041
Phone: (213) 256-3577 Fax: (213) 256-7646

Mon-Thurs 11-7 Fri-Sat 11-8 Sunday 11-6

The merchandise on view at EHQ could not I think be matched under one roof in Southern California, but were you to combine the displayed stock carried by the 3 above mentioned local stores I think you would have a greater range and choice. however EHQ does have its basement where lots of goodies live, and perhaps therefore a greater stock. In one area, painted figures, we are clearly better served. Those on display at EHQ were costly (\$2.00 for foot, \$4.00 for horse) and the numbers on view small. As to painting standard, everyone has his own opinion. I honestly thought the paint job was very good, but not \$2.00 very good.

The gaming area is attractive and well kept. One pleasant feature is the extensive window between the gaming room and the shop, this allows you to slip out front and browse the aisles if your game is moving slowly, with just a glance now and then to be ready to return when needed.

EHQ keeps unusual hours, 12 noon -12 midnight most days. To get there (1) take the subway from central Chicago (the O'Hare Airport Line to Irving Park and then transfer to a westbound #80 bus. Fare with transfer is \$1.50. Bus frequency is about 15 minutes. Journey is 45 -60 minutes or (2) take a cab from the airport (about \$20.00 I didn't do that again). I do recommend at least one visit if you are passing through Chicago. My views are subjective and based on just two days, so I hope nothing I' said puts anyone off!

Light Infantry In 1806

by Chris Heizer

I recently attended the BMGS COLDWARS 93 convention in Lancaster, Pennsylvania, and attended a lecture on "Fighting Light in 1806" by Maj. Wilbur Gray, U.S. Army War Collage. Maj. Gray did extensive research on this topic. He even translated the personal written testimony of Prussian officers present at Jena/Auerstadt.

The main topic was the light infantry tactics of the French and Prussians in 1806 and how they evolved. He did touch on the Austrian, Russian, and British approaches and other periods as well for comparison and in response to questions.

It was a fascinating lecture on a topic critical to understanding the relative capabilities of the various Napoleonic armies. This article will be a review of the highlights of Maj. Gray's presentation. Unfortunately, for those interested in his specific sources or exact quotes you will have to contact him if you want that level of information.

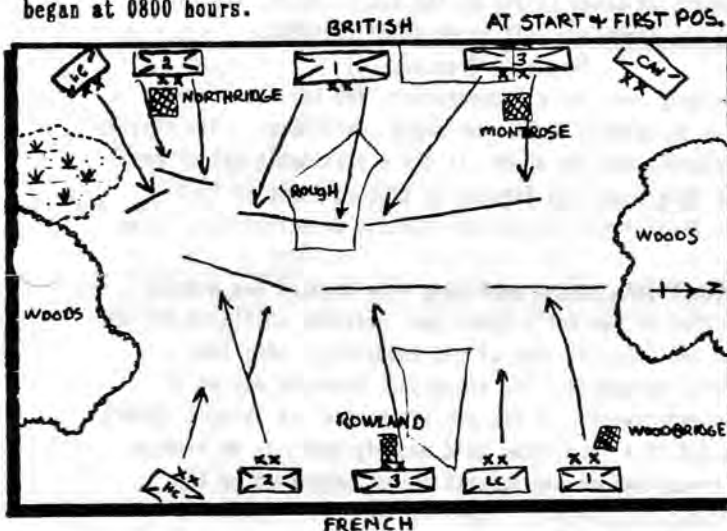
There were several reasons that the French won in 1805 and 1806. Napoleon was one of history's greatest military strategists. In addition, his instrument for waging war, the French army, had developed new and innovative approaches to deal with the challenges of the battlefield. His army, while still using the same weapons as their enemies, was organized in innovative ways that allowed him to use new and much more

(continued on page 5)

(Nap. Tournament from page 1)

meeting to be held that night, we agreed to meet on the 20th to play the final round. Here's a blow - by blow description of the final round.

We generated terrain using Terrain Maps for Competitive Wargaming, a great little booklet that is not too terribly hard to find. I highly recommend it for random terrain to be used in any era. Due to the presence of the British 12 pounders, and the flatness of the terrain we generated, we decided that the battle was taking place in the flatlands east of London. Chris's army was sallying forth to prevent the French advance on the capital. The French (yours truly) lost the initiative die roll and were forced to set up first. The British (Chris) noted that these were no pushover 1813 French. He was facing representatives of La Grande Armee - battle-hardened veterans of the 1809 Campaign. initial setup is recorded on the illustration: the battle began at 0800 hours.



All time references are game time; in real time, the battle took about five hours to set up, play and put away. The first hour of battle saw the French infantry advance evenly across the board in column formation, with the 3rd (Provisional) Brigade, 3rd Division deploying in the town of Rowland, The British committed the bulk of their infantry between the southern marsh and the large area of broken ground in the center of the field. To the north, a brigade of the 3rd Division deployed in Montrose. The French guns won the race to unlimber and began to shell the British as they shook out into line a quarter - mile east of Northridge.

Excellent French gunnery ("Will you stop rolling 10's?!" - C. Vivo) disordered the British light infantry brigade near Northridge and the British 1st Brigade, 3rd Division near Montrose. Though still early in the day, Mansouty boldly launched a brigade of carabiniers at the lights. Meanwhile, a small brigade of maurin's chasseurs a' cheval charged the wavering 1/3 to the north. Neither brigade could form square in time to save themselves. The lights, and their attached horse gun, lost six hundred men in the resulting rout. The carabiniers, blown from their charge,

ALPHA OMEGA GAMES
NEW ! NEW ! NEW ! NEW ! NEW !
BLACKBIRD INTERNATIONAL
MILITARY ART

These beautiful military artworks are available on T-Shirts, Caps, Cups, Sweats, cloth wall hangings! Available now,
 P-51 Mustange, F-15 Eagle, A-10 Warthog, Humvee, M-1 Abrams, P-38 Lightning, M-3 Bradley, AH-64 Apache, b-1 Stealth Bomber, and more!

10050 ROSECRANS AVE. BELLFLOWER.
 CA. 90706 310-867-8723

became the object of much attention from the British rifle brigade, plus most of the 2nd Division. Discretion being the better part of valor, they sounded the *saue qui peut*, streaming to the rear in great disorder.

To the north, 1,600 British light dragoons came to the rescue of the 1/3rd. The light dragoons pounded the French chasseurs, sending them packing. Naturally (for British cavalry), the dragoons ignored the recall signal and charged on into the heart of the French 1st Division. The unfortunate charge never struck home, however, as the light dragoons' ranks were decimated by accurate pointblank fire from the French cannoneers. The entire British Cavalry Division then stood idle as Cotton spent a half hour exhorting the light dragoons to reform. Amazingly, they refused to respond, even to Cotton himself (an 80% chance!). Another blast from the French horse artillery put them to flight again; they remained unrallied until late in the day. The French had drawn first blood, 1 1/2 hours into the battle.

From 0930 to 1000 hours, both sides struggled to prepare a decisive strike. Continued unerring fire from the French artillery ("How many 10's is that now?" - C. Vivo) kept the lead brigades of the British in disorder. By 1000 hours, two brigades of the French 3rd Division formed line and prepared to engage the British in the central broken ground. Counterbattery fire in the south disabled two British artillery batteries; to the north, another blast of French 12 pounder fire convinced the Brits of the 1/3rd to flee the field.

The climax of the battle came at 1030 hours. The guard chasseurs a' cheval, led by Mansouty himself, slammed into
 (continued on page 4)

Historical, Fantasy and
Science Fiction Games

The Last Grenadier

335 N. San Fernando Blvd. 8823 Reseda Blvd.
Burbank, CA 91502 Northridge, CA 91324
(818) 848-9144 (818) 886-3639

16 E. Duarte Rd.
Arcadia, CA 91006
(818) 445-4064

Dragon's Lair
5660 Pacific Coast Hwy.
Long Beach, CA 90804
(310) 494-8366

(Map. tournament from page 3)

the rallied British light infantry. Distracted by skirmishing light infantry of the French 2nd Division, the British lights failed to form square. Once again, the British lights headed for the rear. The high spirited guardsmen continued the charge uncontrolled despite Mansouty's presence. After capturing the Light Division commander, their momentum carried them headlong into the British rifles. The green clad riflemen managed to form the only British square of the day ("Oh sure, I can roll 10's when I need to roll low!" - C. Vivo). A bloody encounter followed, as the guard came within a hair's breadth of cracking the square. In the end, the guard cavalry withdrew in disorder, leaving the rifles shaken, but still standing. Sadly (for the British), the French then raked the square with cannon and musketry; losses in the densely packed formation began to mount.

Meanwhile, the British dragoon guard catapulted themselves at the French 2/1st. But the British heavy cavalry suffered the same fate as the light dragoons, routed from cannon fire before reaching their target. More French fire disordered the British 3/3rd, and Maurin sent a second brigade of chasseurs a cheval to ride them down. Cotton committed the final brigade of British cavalry, the hussars, to attempt a rescue. Again, the French gunnery proved too much; again, the British horsemen routed before striking home. Nevertheless, the British 3/3rd, still in line, fended off the chasseurs at great cost in lives. The French cavalry retired again; but now the British line was reeling all along its length.

The final push came at 1100 hours. Tremendous volumes of fire poured into the rifles' square; finally, the rifles

quit the field. The French carabiniers performed their second charge of the day, riding down the 1/1st, which failed to drop prone in time. Without regrouping, the carabiniers continued uncontrolled into the 1/2nd. After yet another failed attempt to form square ("#@*%?!!!" - C. Vivo), the 1/2nd stood, and the carabiniers pulled back. To the north, the French hussars lunged at the 3/3rd, who received the second charge against them that hour by dropping flat. Again, despite horrific casualties, the Brits refused to flee, and the French cavalry again withdrew in disorder. But, upon standing to receive the charge of the 1/3rd French infantry, the 3/3rd Brits were torn apart by pointblank 12 pounder fire. They had had enough.

The flight of the 3/3rd signaled the end of organized British resistance. The British guard infantry, unengaged all day, covered the retreat as the beaten British army headed west, toward the battlements of London.

Well, that's how it went. I'll be putting on another tournament at Gamex in May at the L.A.X. Hyatt. 400 point armies any questions call me at (818) 762-9661.

(Messages from page 1)

was by Doug Bayer of a Bergepanther. For this recovery vehicle he scratch built the wench compartment, the drivers compartment, and the spade. It was a remarkable bit of work! In the 25mm range the figures by Richard Hayes of 1918 German Strosstrupen by Wargame Foundry were very nice. Also Ben Harper's Franco Prussian 25mm figures were very good as well (both sets looked like they were mounted for a rules set). Also if you don't think your painting abilities are up to the top level of some of the membership, they have a number of categories for those just starting out or of lesser experience. If you are interested in joining SCAMMS it is \$12.00 a year. They hold monthly meetings on Fridays with presentations and demonstrations suggested by the membership and cover all areas of interest (painting techniques, diorama hints etc.). Send your check to Jim Hill 220 Tola Place Anaheim, CA. 92804.

For those of you who might be wondering the page of color was paid for from Steve Verdoliva and my own funds (yes it would be nice if HMGS/PSW could afford it!!) Another note about the photos of the painting contest, after the judging some of the winners picked up their entries before I had a chance to get more than one shot in inadequate light. The pictures printed were mainly the ones that came out. Also Stone Mountain Inc. sent a post card to inform me that they are switching to pewter for their figures with a corresponding price increase of \$.25 per package.

Finally I would like to clarify my position on letters to the editor. I will publish letters to the editor and as I stated in issue 8, please keep the language clean and the discourse civil. To this I would like to add that if what you have to say is such that you do not want your name published (i.e. very critical words) in fairness to those being criticized the letter will not be published. That is to say we should all be able to take criticism but we should be aware of who that criticism is coming from.

(Light Infantry from page 2)

flexible strategic and tactical methods for applying military force. A complicating factor for the Allies was that their social structure make it very difficult for them to adapt and adopt these innovative methods.

the French weren't the only army with light infantry units. Unfortunately for the Allies, their light troops did not use the same tactics. Also, unlike the French, their light troops were only adjuncts to the line units and had only a specialized role on or near the battlefield. While the Prussians suffered the most devastating defeat at the hands of the French, they also learned the most from their experience.

In 1806 the Prussian army was considered the premier army in Europe. They were trained to use the same tactics that had won the Seven Years War. During that war the army was exposed to irregular Austrian troops who fought unformed and harassed formed units. The Prussian army developed the Friccorp as a counter balance to keep the Austrian irregular troops away from the formed units.

Unfortunately they were not very effective and had to be strictly controlled by their officers at all times. Part of the reason for this was that these troops were recruited from the dregs of society, army deserters, or former enemy soldiers. Their main interest was loot, not fighting for the King. Needless to say Frederick was not impressed with this style of infantry. After the war the Austrians even drilled their border regiments as line infantry. All of these factors led the Prussians to ignore the development and use of light infantry.

Prussian army officers were exposed to the French skirmish tactics during the French Revolutionary wars. Sadly for the Prussians only a few officers saw the problems created by this new approach to warfare and tried to get the army to recognize this. For example, one officer, Gen. Scharnhorst, was in command of a city garrison when the town was approached by a French army. He was expecting the French to dig field works and begin a siege, Instead the French deployed a huge cloud of skirmishers and advanced. When the skirmishers got within range of the gunners on the walls they started picking off the gunners. Eventually the artillerymen left the wall and couldn't be persuaded to man the guns. The city fell in short order and the General barely escaped.

The Prussian army and the King were so sure of their traditions and tactics that the warnings of this small group of officers were ignored. As a result there were no significant changes in the Prussian army in the period leading up to the campaign of 1806

Unlike the Prussians, the French had lost the Seven Years War. As a result they began to look for different innovations that could improve the army's performance. Like the British, the French participated in the French and Indian War in North America. They were exposed to the light infantry tactics used by the Indians and the colonists. While this may have influenced the army, the defining event



Pegasus Hobbies

Cars • Planes • Helicopters
Jets • Gas Cars • Boats • Models
Trains • Games • Kits

5505 Moreno Blvd.
Montclair, CA 91763
Sun. 12-4 • M-F 11-7
Sat. 10-6 • Wed. 12-6
(909) 982-6507

6554 Greenleaf
Whittier, CA 90601
Sun. 12-4 • T-F 11-7
Sat. 10-6 • Wed. 12-6
Closed On Mondays
(310) 907-4663

that remade the French army was the Levee en Masse during the French Revolution.

In order to survive, Revolutionary France had to mobilize the nation. Over 700,000 citizens were drafted into the army. Since there was insufficient time or officers to train these troops the army adopted the use of large masses of skirmishers. The main tactic was a high volume of harassing fire. These troops were widely dispersed, which offset the effectiveness of enemy artillery and the trained volley fire of the enemy infantry.

This new style of fighting was based on the reliability and initiative of the citizen soldiers. These new soldiers were strongly motivated with revolutionary fervor and didn't need close supervision to ensure that they performed. The new system stressed individual initiative, not unit performance.

The French never put out a formal regulation on how their light infantry should do their job. There were some provisional instructions put out by some leaders, but these would be like Standard Operating Procedures (SOP's) in the U.S. army. If the essence of the tactic was irregular action on the part of individual soldiers, why try to regulate it with regulations?

By reviewing these provisional orders and writings of the day we can gain some sense of how the French infantry operated. They selected the best shots and they were given target practice to improve their accuracy. They were sent 200 yards ahead of the head of the column. They operated in pairs, one firing and one reloading, 15 to 20 yards apart. The skirmishers' ammunition would be resupplied by groups of dragoons. Some skirmishers were held back as support and to replenish the skirmish line as casualties took their toll.

If they were charged they fell back to restrictive terrain or their friendly infantry columns. If they were caught in the open, they would gather in what the Germans called Clumpen. Small groups of skirmishers would cluster together around and officer facing in all directions. When their columns went on the assault the skirmishers would give way and then join in the assault.

Prussian and Austrian officers were located on the flanks of their units to control fire and movement. If these officers became casualties the policy in the Prussian army was for the file closers, responsible for controlling the

(continued on page 6)



BROOKHURST hobbies

IMPORTED MODEL PRODUCTS FROM AROUND THE WORLD

THE EXCLUSIVE WARGAMES FOUNDRY SOURCE IN THE WESTERN U.S.

RECENT ADDITIONS TO:

20mm WW II
 25mm Northwest Frontier
 25mm Late Romans
 25mm Napoleonic
 25mm Pelopponesians
 25mm Republican Romans

We also carry:

Dixon	Adler
Essex	Stone Mt.
Minifigs	2 Dragons
GHQ	- and many
C in C	others!

The Best Buy in Wargame Miniatures!

Most Foot Figures \$1.10, Most Horse Figures \$1.40

10% Discount on WGF purchases over \$75.00

15% Discount on WGF purchases over \$150.00

Also Available: Sudan Battlegame . \$8.00

Sudan Campaign Wargame \$12.00

12188 Brookhurst St., Garden Grove, CA 92640

Phone (714) 636-3580

(light infantry from page 5)

ranks, were to take the place of the officers on the flanks. This opened the units to rout since the file closers could not ensure the ranks were closed when privates were killed, and they weren't there to keep the infantry from departing for the rear.

This helps explain the instructions for the French skirmishers to fire at the flanks of enemy units. They were also told to fire at artillery men and officers. While the musket of the time was not a precisely accurate weapon, if enough men fired at the ends of an enemy line a significant number of the enemy casualties were sure to be officers. During the Revolutionary wars there is evidence the skirmishers would fire 4-6 rounds for every round fired by the formed troops.

These tactics were mandatory for both line and legere skirmishers. In 1805 and 1806 all French units could perform as skirmishers. The designation of legere units was a matter of tradition, there was no difference in what they could do. This changed as the wars continued and the French became more rigid. As good troops were killed conscripts were more difficult to train since the social fervor of the Revolution was eroded by the constant wars Napoleon waged.

In order for the Prussian army to use the French tactics they needed to change Prussian society and recruit better soldiers. The Prussian army exercised rigid controls over the soldiers and initiative was not highly prized. Their light infantry units were never considered part of the line. At Jena the fusiliers and jagers were deployed near the towns and woods. They weren't out on the field protecting the line troops from the French skirmishers!

At the time, only one Prussian commander had any regulations for his light troops and these were very rigid. His light troops were to advance 27 paces in front of the line. They were to form two lines exactly 3 paces apart and each line was to be offset from the other by 1.5 paces so the men in the rear rank were behind the gaps in the front rank. This was hardly the dispersed formation used by the French. The need for this restricted deployment was that even the light troops still needed to be controlled by their officers!

The Prussians had an 1805 order that talked about peeling off the third line to extend the line. That is all they were supposed to do, extend the normal line, not assume any kind of skirmish order. The light troops were to form in open ground and do nothing unless told to by their officers. This is in marked contrast to the French who used cover and initiative to great advantage.

After the defeats of 1806 and 1807 the Prussian King demanded that the reason for their defeat be found. As a result Prussian officers had to give written testimony on what they had witnessed on the battlefield. The following observations were found in this testimony. When the Prussians advanced at Jena they were surprised that they only saw French skirmishers for a long time. The troops were unsettled because there was no French battleline to fire at, just a cloud of skirmishers! There was an instance of a grenadier battalion being broken by skirmish fire.

These skirmishers streamed into towns, woods and other cover. There weren't enough fusiliers to deal with the tremendous number of French skirmishers. The Prussian lines ended up standing in line and volley firing at the skirmishers who were under good cover behind walls and trees returning fire. They were sure the skirmishers were deliberately firing at the officers!

When the Prussian troops charged the skirmishers they simply melted away. When the Prussians stopped to reform the skirmisher returned to continue their harassment. Extreme measure had to be taken to keep the troops in line. This was even before the formed French troops showed up! It is also interesting that 40,000 French troops that were at Jena were not even used. They weren't needed!

There was even a report of French artillery participating in the skirmishing! Maj. Gray even had a German speaker translate the testimony that discussed this to make sure he had understood what was being said! Individual artillery guns, probably 4 pounders, were on the skirmish line with the skirmishers. When a gun was ready to fire the skirmishers would open up a fire lane until the gun fired and then close in again afterwards. The officer even described artillery being sighted behind the crest of a rise. The crew would run the gun up until the barrel could fire over the crest. When the gun was fired the recoil would force the gun back out of sight for reloading!

The Prussian experience at Jena reflected a complete unpreparedness to deal with the masses of French

(continued on page 7)

(Light infantry from page 6)

skirmishers. Their own light infantry was not deployed for the task and did not have the training for it even if they were deployed properly. In order to adopt and counter the French tactics the basic framework of the allied armies had to change. The Prussians managed this better than Russia or Austria. It was a combination of the tremendous defeat in 1806-7 and the rise of German nationalism that allowed the Prussians to effectively adopt the new light infantry tactics.

While Archduke Charles tried to impose reforms on the Austrian army, he only had limited success. Frequently the new tactics were only employed when he was physically present. The Austrians also took their defeat in 1809 as a sign that the reforms were a failure. Many people are surprised to find out that Charles had an army command in the 1815 campaign. He was the depot commander at Mainz! So much for how they valued his reforms.

The Russian army wasn't much better. An observer in 1810 watched Russian jagers on maneuver. The officer stated that the jagers had to be told to take cover, to load their weapon, to fire, and even to move to a new location. They still operated completely under the control of their officers.

In 1809 the Austrians were better than they had been in '05, but they were still not as good as the French. Their jager battalions were relatively good. Overall they were never as good as the French. The Austrian and Russian societies were never willing to adopt the social changes that were required to effectively adopt the light infantry tactics used so devastatingly by the French.

The only allied army that was able to match the French and possibly surpass them in skirmishing ability was the British army. They, like the French had fought in North America. They gained valuable experience fighting the Indians and the Americans during the American Revolution. The British society was much more amenable to stressing the initiative and independence that soldiers needed to be effective skirmishers. As a result, when the French fought the British their skirmishers found it very difficult to get to the British "Thin Red Line" and harass it and prepare the way for the assault of their columns!

When Maj. Gray was asked what military principle from that period might carry over into current military thinking

his immediate response was the importance of individual initiative. The modern battlefield is one that tends to isolate the individual soldier. The Gulf War was a perfect example of what can happen when individual soldiers on the field don't use their own initiative to direct their actions. When the Coalition forces overran the Iraqi positions they were amazed at how little damage was done. The victory was due as much to the inability, or unwillingness, of the Iraqi soldiers to use their own initiative to respond to rapidly changing battlefield conditions, as it was to the quality and training of the Coalition forces.

After Action Report

The Spring Campaigns

by Mark Parker

The biggest news for the HMGS/PSW is the action at the Miniwars 1993; The Spring Campaigns convention, which was held through the weekend of March 13 - 14 at the Saddleback Inn in Norwalk. I believe it can honestly be said that the convention was a big success. There were many tournaments and competitions, with people playing scheduled games from ancients to moderns, in naval, land, and air scenarios, along with the usual cluster of "pickup" games. Our Exhibitors Room saw the new addition of GAME DRAGON hobby shop from La Mesa. At the registration desk, 33 new members signed up, along with 81 of the "Old Guard" of HMGS/PSW veterans who renewed their membership. (God love'em!) These were the winners of the Award Games and Tournaments held at Miniwars - Congratulations to all!

----- Saturday Morning -----

2nd Day of Gettysburg	1st Place	John Curran
	Gift Cert. from Stone Mountain	
	2nd place	Kurt Weidmann
	Gift Cert. from Stone Mountain	
North Africa 1941	Best Player	David Wollenzein
	Terrain pack from TERRAIN SPECIALTY	
Battle of Rhien 1814	Best Player	Bob Lane
	Book "Poles and Saxons of the Napoleonic Wars"	

----- Saturday Evening -----

Battle of the Frontiers 1914	Best Player	Bob Boyens
	Gift Cert. from Stone Mountain	
Drive to the Vistula 1939	Best Player	Dave Stringer
	Terrain pack from TERRAIN SPECIALTY	

----- Sunday Morning -----

Sudan 1898	Best Player	Glen Frers
	Terrain pack from TERRAIN SPKIALTY	
Last Stand in Mexico City 1846	Best Player	Al Anderson
	Terrain pack from TERRAIN SPECIALTY	

----- Tournament Winners -----

NASAW Southern California Regional Championship national Qualifying heat. Sponsored by STONE MOUNTAIN INC.

(continued on page 8)



The War House

GAMES, MINIATURES & SOFTWARE

630 W. WILLOW ST.
LONG BEACH, CA 90806

(310) 424-3180

(After action report from page 7)

This tournament determined WASAW's Southern Cal. champions as well as sending the winners on to the national competition at Historicon this July in Lancaster, PA.

FIRST PLACE Frank Gilson; Ptolemaic army.
SECOND PLACE Ted Margeson; Aztec army.
THIRD PLACE Robert Parish; Lysimachid army.
FOURTH PLACE Mark Stone; Palealogan Byzantine army.
WORST LUCK Paul Krauss
all received Gift Certs. from STONE MOUNTAIN

Avalon Hill's Napoleon's Battles Open Tournament. Sponsored by SOMETHING UNUSUAL hobby shop.

FIRST PLACE Nick Cascone
SECOND PLACE Doug Kendrick
THIRD PLACE Galen Yee
all received Gift Cert. from SOMETHING UNUSUAL.

----- PAINTING COMPETITION -----

Miniwars and HMGS/PSW was proud to welcome Bob Harper and Ron Souza from SCAMMS; Southern California Area Miniature Modelers Society to our painting competition. This fine organization is made up of craftsmen who specialize in the great art of painting model figurines. Bob and Ron were the judges for the competition. The competition was sponsored by THE LAST GRENADE hobby shop.

20th CENTURY

Single figure;

1st place Chris Vivo; 1:2400 Phantom jet fighter
Gift Cert. THE LAST GRENADE
2nd place Chris Vivo; 1:2400 Mig 23 jet fighter
2nd place ribbon

Group;

1st place David Okamura; 1:2400 American Carrier Battle Group (#1 in photo)
Gift Cert. THE LAST GRENADE
2nd place Rich De Rosa; 15mm WW I Scottish regiment (#4 in photo)
2nd place ribbon
Judges special mention Jose Mendiola; 1:2400 NATO aircraft squadron (#3 in photo)

Award Certificate

HORSE AND MUSKET

Single Figure;

1st place Nick Cascone; 15mm Napoleonic Highland officer
Gift Cert. THE LAST GRENADE (#6 in photo)
2nd place Mike Verity; 25mm Napoleon Bonaparte
2nd place ribbon

Group

1st place Doug Kendrick; 6mm Napoleonic French Corps (#2 in photo)
Terrain pack from TERRAIN SPECIALTIES
2nd place Brian Bradford; 15mm Samurai army (#8 in photo)
2nd place ribbon
Judges Special Mention Bill Heizer; Napoleonic French battalion (#12 in photo)

Award Certificate

ANCIENT

Single Figure;

1st place Mark Parker; 15mm Scythian horse archer (#11 in photo)
Terrain pack from TERRAIN SPECIALTIES
2nd place Dan Gunther; 15mm Carthaginian war elephant (#5 in photo)
2nd place ribbon

Group;

1st place Bill Heizer; 15mm Spartan phalanx (#7 in photo)
Terrain pack from TERRAIN SPECIALTIES
2nd place Mark Parker; 15mm Persian skirmishers (#9 in photo)
2nd place ribbon
Judges Special Mention 15mm Aztec warriors (#10 in photo)

Award Certificate

Note: the painter's name for the Aztecs was lost if you could write the editor I will mention you in the next issue, our profound apologies.

BEST OF SHOW

The judges had a difficult time choosing the best over all winner, there were many good entries!

Best of Show David Okamura; 1:2400 Carrier task force (#1 in photo)
large terrain pack TERRAIN SPECIALTIES

Fearless Leader Reports

HMGS/PSW PRES.

Steven Verdoliva

Hello. This letter should be a little lighter in mood than the last one I wrote to all of you. First off, the Spring convention was a good success with over 120 paying attendees, 33 new members joined and a profit of \$400 (this includes dues collected). Secondly, I attended Vici Con in Daly City as an invited guest (oh the perks of this job) to discuss with them the forming of their own HMGS chapter, tentatively called Central Pacific. This chapter looks like a go to me and they hope to have all their required paper work done in time for Historicon, where they will petition the National HMGS Board. In between my dazzling speeches, I got the opportunity to watch and participate in a number of very nicely done games. The one that sticks out most in my mind is the Japanese Ronin Sippiku Death Poem game, hosted by Dave Love with and incredible Japanese castle. They were also very big on Tactics and Napoleon's Battles. Thirdly, by the time you read this I'll have winged my way back to Chicago, for the Little Wars convention and HMGS National Board meeting. While protecting the honor of our chapter at the national meetings, I will force myself to enjoy all the gaming going on while supporting the dealers to the maximum
(continued on page 9)



(Fearless Leader from page 8)

my Visa will allow. Fourthly, a bit of unpleasantness I wish to nip right in the bud. A letter was sent to the management of the Strategicon Conventions. There were a number of things mentioned but the main point was that persons belonging to Strategicon are trying to put our chapter under so that Strategicon can control it. This is not happening and was never tried. The person writing this letter was not completely knowledgeable of what was going on and I would assume wrote it based upon what he had heard from other people. Now part of this is also a conflict of personalities between different parties. While everyone is entitled to their opinion, DON'T, drag the chapter into it. We are currently negotiating with Strategicon to get a discount at their conventions for HMGS members, people do not want to negotiate with you when they receive letters of this type. I have also done the best I can to leave names out of this, I would appreciate if it stayed that way. Lastly, those of you who do not pay your dues by May 31st, will be dropped as members and this will be the last newsletter you receive. If you received one of my reminder cards and feel that it is an error, call me and tell me so, and we will straighten it out.

Good gaming to all of you,
your President,
Steven Verdoliva
(310) 864-4532

French Frontier 1870

by Mark Parker

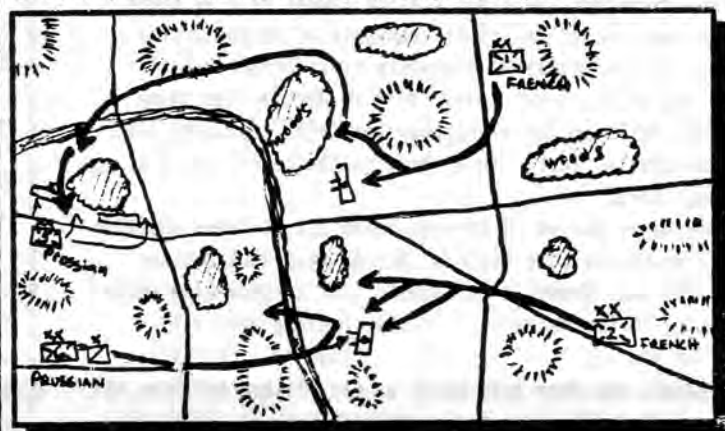
The Franco-Prussian War offers a great opportunity for the wargamer, beautiful uniforms, dramatic cavalry charges, good artillery, and spectacular battles. This game was played at the Last Grenadier hobby shop March 30th, 1993. The battle was a meeting engagement between a Prussian corps, and a reinforced French corps (Both French divisions had 2 mitrailleuse batteries a piece, instead of one) somewhere on the French frontier near Saarbrücken at the very beginning of the war. The rules used were a home variant of the American Civil War rules "Fire and Fury" nicknamed by everyone "Euro Fury". An infantry stand in Euro Fury represents 300 men, instead of the normal 200, although cavalry stands remain at 200 men. The French Chassepot fires out to 12", using the 'Advanced Musket Inf' table, while the Prussian Dreyse fires at 8" on the 'Well-armed dismtd Lt. cav' table. French artillery fires on the 'Good Artillery' table, and the Prussian guns use the 'Advanced Artillery' table. To simulate the advantages of the famous Prussian General Staff, the Prussian players were given brigadiers to attach to their units, while the French players were given only division commanders. This gave the Prussians the added

advantage of more commander modifiers to use than the French.

The Battle;

The 1st and 2nd divisions of Gen. Faily's French 5th corps marched quickly to block the path of the advancing Prussian Second Army. The advanced element of the German attack was the third corps under Gen. Alvensleben.

1. The Prussian 5th and 6th divisions marched north, leading with each division's cavalry brigade, while the French 1st and 2nd divisions tried to concentrate at the crossroads in the center of the table. This they handily did, and quickly deployed their batteries, just as the Prussian cuirassier brigade of the 6th division crested the top of the hill overlooking the river valley. The commander of the 6th division, Baron von Verdoliva, anticipated a good old



fashioned cavalry charge against the French left flank, only to see one half of the brigade vaporize a moment later under mitrailleuse fire. The survivors fled. 6th division then brought up a brigade of infantry and all the division's guns, deployed them on the hill, and began pounding the French 2nd division.

2. The Prussian 5th division was much slower in its action, due to the caution of its commander, and was still marching up the road, when it began to take artillery fire from the French batteries set up at the crossroads. This fire was accurate and deadly, destroying two of 5th division's batteries before they could unlimber.

The commander of the French 1st division, "Jean-Luc" Kendrick, then began a wide flanking maneuver using one brigade of infantry and all the corps' cavalry. Using traditional French methods, their cuirassiers and Chasseur d'Afrique were combined into one cavalry division.

3. Baron Verdoliva, after pounding many of the French 2nd division guns and units into disorder, launched his infantry in a frontal attack. This attack fought its way across the river valley up to the hills on the other side, and carried the French position, but not without taking losses. Local French counter attacks and sporadic, but growing fire from the repositioned French batteries weakened, then halted the Prussian wave.

4. The Prussian 5th division deployed along the road to face

(continued on page 11)

Letters to the Editor

Editors note: this letter was sent to me as "tongue in cheek".

Dear Sir,

There I was, at the recent HMGS convention having a very pleasant time - (a truly enjoyable convention and very well run, my congratulations to President Yelstin, sorry Verdoliva, and the Board) - blazing away, bringing just rewards to the unrighteous, responding to commands such as "A little more grape, Mr. Bragg", when a pause in the action allowed my eyes to wander over the varied scene.

On one table the Rebs were fighting grimly forward over John Hays' beautifully sculpted Gettysburg terrain, on another Frederick the Great's stout troops held on under fierce bombardment behind the ramparts of an impressive Vauban - Style fortress. Elsewhere spike helmeted hordes oozed out of the woods toward Rich de Rosa's Mons canal terrain, while in the nearground beautifully painted Samurai gave no quarter to the enemy beneath the curved roofs of an oriental fort.

Behind me swarms of Germans pored out of dense woods to hack down the waiting Legions. Beyond them Nick Cascone marshaled many Generals (or should that be generalled many Marshals) in the Napoleon's Battles tourney over well finished Geo-Hex terrain. These and many other scenarios were fought out over home built or proprietary terrain, all at least of good and most of excellent quality. These were sights to gladden the soul of any historical gamer. I looked to my right - the Ancients tournament. Yes, well, I too have played with felt woods and tape roads and what must be, must be...

Then I made a BIG MISTAKE. I saw a bare board with troops, but apparently no terrain. I SHOULD have passed on. I SHOULD have averted my eyes. Instead I focused in. On no it can't be! A mist forms, things go dim, waves of nausea, I am lightheaded, They DO have terrain - CIRCLES of STRING! (and NO, I don't know what they represented - woods? hills? bottomless pits?) Is nothing sacred? Are there no depths, etc.? It wasn't even COLORED STRING - you know blue string for rivers, green string for woods, etc. After \$100's and \$100's for troops no \$15 for commercial hills? or do - it - yourself ones (from plaster / wood / whatever)? No, No, guys, COME ON - anything - but STRING TERRAIN? And no, dear reader, I'm not stringing you along....

All strung out in Westwood
John Curran

CALENDAR OF EVENTS

April 23-25th Call To Arms (HMGS); Plumber Union Hall Kansas City, MO contact Dave Grosdeck (913) 384-1250

April 23rd-25th The Napoleonic Society 93 Conference &

antiques Bazaar to be held in Memphis TN. contact at (813) 583-1179

May 22-23rd Enfilade! (HMGS-Norwest); Best Western Landmark Inn Bellevue, WA. (206) 641-6344

May 28th-31st GameX 1993 L.A.X Hyatt Hotel contact Wade Croissant at (714) 539-8180. Sat. night at 6pm HMGS/PSW open meeting in Bombay A everyone welcome.

May 28th-31st Games Caucus Oakland airport Hilton contact Manny Granillo (510) 444-2043.

June 11-13th Ancient Wars 93, Sheraton South Colorado Springs, CO (719) 390-5892

July 4th 2nd day of Gettysburg at Drum Barracks for info contact Stephen Phenow at (818) 982-5002

July 22-26th Historicon Lancaster Pennsylvania HMGS East

September 3-6th Gateway '93; L.A.X. Hyatt Los Angeles CA. (310) 326-9440

November 6-7th Fall Campaigns 93 at Saddleback Inn Norwalk contact Mark Parker at (909) 627-3834

Classifieds

For sale or trade Micro armor many periods and nations call Chuck Duggie at (818) 446-3886

Large amount of items for trade or sale (particularly for 15mm Napoleonic), figures, books, artwork, rules sets, games and more. contact Chuck Vadun at (619) 672-0212 or write for list 14814 Priscilla St. San Diego, CA. 92129

Club News

Arcadia area miniature gamers are invited to our group once a month on Sundays. ACW / Ancients / Navel / Micro armor. Call Chuck Duggie (818) 985-3886 Next meeting is April 11th 25 Renaissance Galleys.

Combat commanders Club

Fridays from 1900 to 2300 at 1938 S. Lancewood Ave. Hacienda Heights 91745 (alt. site 2365 8th St. La Verne, CA. 91750 (909) 593-7444). ACW battles and campaigns, WWI navel 1:1200 & 1:2400 battles and campaigns, WWI air combat scratch built 1:90 planes, WWII navel 1:2400, micro armor (40 - 100 tanks per player), WWII micro armor (40 - 100 tanks per player) 20' x 8' gaming table. contact Joe Struck at (818) 333-8095 or mail inquiries to address above.

Drum Barracks Civil War Group - Civil War campaigns. Starting in April the Vicksburg campaign. At GameX Sat. morning Battle of Brandy Station 1863. Contact Steve Phenow at (818) 982-5502

(Clubs from page 10)

Steven Phenow is looking for anyone interested in doing 25mm ancients using Sarissa and Elephant rules call at (818) 982-5002.

Northridge 25mm Wargaming Club

Meets every 3rd Saturday of the month. 1 to 100 scale Napoleonic pickup games or battles from campaigns. No figures are required come by to play or just watch. Use club rules, people new to the rules generally run divisions, more experienced players run corps or armies. Meetings are generally held at a private residence near Cal. State Northridge. Call to confirm. Games start at 9Am. the full address is : 9025 Rathburn Ave. Northridge, CA 91325. Please call Michael Verity at (818) 993-0803 for exact directions.

SO. California Military Insignia Collectors Society . Meetings are held the last Sunday of the month from 7:30 am to 12:30 pm. Eagles Club, 9816 Cedar St. Bellflower, CA (see map at right for directions). cost is \$2 donation per collector - wife and children under 16 free.

Nick Cascone is looking for anyone interested in doing AH Napoleon's Battles. He has the figures, first timers welcome. At Gamex in May he is running a 400 pt. tourney . Write to 12435 Sylvan St. North Hollywood CA 91606 or call (818) 762-9661.

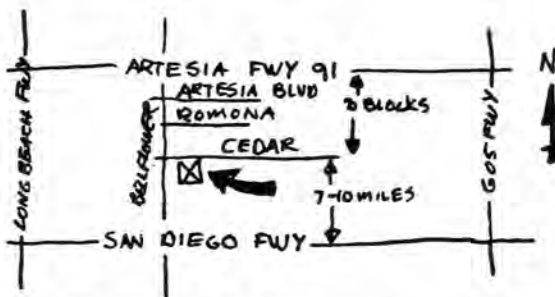
Fairvalley Wargamers are looking for anyone interested in doing WW I in 15mm using "Battles of the Frontiers" rules (home set) call Rich De Rosa at (818) 331-4553.

NEW MEMBERS TO HMGS/PSW

Chris Armstrong, Oxnard: George Allen, San Gabriel:
Keith Byler, Upland: Joe Boeke: Michael Cline, Arcadia:
Larry Clowers, Anaheim: Kenneth Cruz, San Dimas: Paul Dieken
Torrance: Andrew Endsley, Los Angeles: Glendon Prers,
Fountain Valley: C. Scott Gray, San Dimas: Christopher
Hurst, Diamond Bar:
Michael Johnson, Long
Beach: Greg Johnson,
Ontario: Charles
Kinbril, San Diego:
Michael Layton
Glendora: Stephen
Manley, Pasadena: E.
Mike Miller, La Mesa:
Gerald McNamara, 29
Palms: Ted Margeson,
Corona: Joe Nafi,
Long Beach: Tim Noble,
Carlsbad: Adam Postil,
Whittier:

Terrence Parsons, Tustin: Beruhard Rauch, Vista: Brett
Ratliff, Los Angeles: Mark Risch, San Clemente: David
Stringer, Clairmont: George Smithson, Lake Elsinore: Jason
Swenson, Burbank: F. Charles Savage, Escondido: John Telega,
Covina: Kevan Thomas, Rancho Cucamonga

Welcome one and all to HMGS/PSW!!



(French Frontier from page 9)

the French flanking attack, and began to receive casualties from long range chassepot fire. This fire was to wreck havoc on 5th division.

5. The French cavalry division charged out of the woods and into the battered units of 5th division. This charge smashed the first regiment, and swept into the second and third regiments, where the melee ground down to a slugging match, neither side able to rout the other. Eventually, the Prussians got the upper hand and pushed back the French gorse. At this point the Prussian commander, seeing his frontal attack halted, and the growing pressure on his left flank, ordered his 6th division to retreat back across the river and prepare to reinforce the battered 5th . The battle ended as a French victory!

COMMENTS; While "Kuro Fury" is still in the development stage, it makes for a fast and fun game along with reasonably historic results. The Prussians were blasted by French chassepot fire, while the Prussian 6th division's Krupp artillery did damage to the French. The amazing action of the game was the dramatic French cavalry charge. However,

it succeeded only because the French player used the terrain to screen his horses until the last moment, and then his charge was against units already weakened by rifle fire. This smart thinking nearly rolled up the entire 5th Division. If the French had launched their infantry on the heels of their cavalry, they might have rolled up the entire Prussian corps!

The Occasional Messenger is published six times per year for the membership of the Pacific Southwest chapter of the Historical Miniatures Gaming Society, a nonprofit organization devoted to furthering the cause of historical miniatures gaming.

1993 Board of Directors

Steven Verdoliva, Pres. (310) 864 4532 Chris Vivo, vice-pres. (213) 723 3554
Robert Guyton, Secretary (805) 366 2831 Galen Yee, Treasurer (213) 223 4781
Mark Parke, Jr., vice -pres. for Marketing (909) 627 3834

Bill Helzer, Newsletter editor (909) 899 1741

Inquires: HMGS/PSW
P.O. Box 701
Norwalk, CA 90651-0701

Articles: Occasional Messenger
7150 Santa Barbara ct.
Fontana, CA 92336

