

# The Occasional Messenger

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

Number 11

February 1993

## "Messages From The Front"

from the editor

Well here we are in a new year! You will find a variety of articles in this issue of OM, from seven years war to modern armor! My thanks to those contributing articles, especially Dan Gunther, and John Curran!

Now the important news that will have an effect on all of us in the hobby. For those of you unaware of the events that took place during December in New York State the following is a summation of the information I have been able to gather. First, the commissioner of the NY State Health Department banned figures that contained lead. See the article Crisis of Lead on page 5 for the scoop from back st. GAMA stepped in and paid for a lawyer and expert witness to get an injunction against the order. This effort was successful, but I do not have any info on how long it will last. Even this will have no lasting effect, as of 2 April 93 the NY State Health Commissioner will have powers to ban toxic material (which lead is) by executive order (the NY legislature passed a law in 92 giving the commissioner the power). The commissioner has also sent a letter to all the other 49 states urging the same type of action. In response to a request from GAMA the president of HMGS (national) agreed to donate some money towards the legal fees incurred and those that might arise because of this. The National is asking for donations from all the locals. Our HMGS/PSW board of Dirs. is asking our members for \$2.00 donations towards this cause (to be sent to the HMGS/PSW address). Now all this does not mean the elimination of miniatures but it is going to cost more for manufactures to produce non lead content figures (yes Virginia that means higher prices!) Lead has run from \$.30 to \$.50 a pound in the last 15 years which made it a good and cheap filler. Tin (which there will now have to be more of in the figures) has a relatively high price of \$7.00 a pound. One bright spot (at least for the manufactures) is that by eliminating lead they will have a lot less paper work to do! According to Dave Babb of Stone Mountain Miniatures his base material cost will increase almost 100%

(continued on page 8)

## SOMALIA 1993

by Mark Parker

This modern - era scenario was created using COMBAT COMMANDER in 1/285 scale; however there should be enough information to allow you to adopt other rules sets. Scenario: It is February, 1993. United Nations forces have marched into Somalia the truce between local war lords has broken down. Renewed looting and anarchy has turned the situation in the town of Hoddur desperate. Hoddur is 400 miles northwest of Mogadishu, and the U.N. has decided to send a large convoy to it's aid. This is the monsoon season in Somalia (yes they really DO have a monsoon season). All aircraft are grounded, including helicopters.

**ALLIED COMMANDER:** You are in command of a task force taken from units of the 3rd battalion, 9th regiment U.S. Marines. Your mission is to safely escort the U.N. food convoy. The situation in Hoddur is getting desperate. You must get at least 10 trucks through.

**ALLIED FORCES; UNITED STATES MARINES**  
6 LAV-25'S: 3 10 man squads mounted in 3 Humvees each. Each squad contains 6 LAWs; 1 HQ element mounted in 1 Humvee: 1 Humvee with 1 .50 cal MG; 2 Humvee with 1 90mm recoilless rifle each; 15 food convoy trucks.

**SOMALIA WAR LORD:** You are Mohammed Rahman, local war lord in the Hoddur area. It looks like you are going to be squeezed out of any role in Somalia's future politics by the U.N.

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# Dicemanship

by Dan Gunther

Good sportsmanship requires good dicemanship. Whether we are playing a pick-up game with strangers or for the millionth time with our best wargaming buddies, the spirit of sportsmanship dictates that we use the following dicemanship guidelines:

- 1) Roll the dice where your opponent can see them. The middle of the table is good. Way back on your table edge where the woods screens your opponent's view, is not.
- 2) Make sure your opponent sees you roll. If they are not paying attention, get it.
- 3) Give everyone time to read the dice before you pick it up. Your opponent's cries of anguish are the best indication that you got the six you needed, not your word.
- 4) If you think a die is cocked, reroll it. If you are not sure, ask your opponent and follow his decision with a smile.
- 5) Use dice that are easy to read. If you really love the black dice with the maroon spots, at least regularly follow the first four guidelines.

Good dicemanship shows our good sportsmanship. Good sportsmanship will ensure that our games are fun and that we always have folks willing to play fun games with us!

# Painting Horses

by Mark Parker

Painting wargame figures is very much of an individual art form, all of us have our little tricks of the trade. However, at times, we have all wanted to know how to handle some items differently. here we are talking about the care and refinement of horses... these marvelous animals come in a variety of colors and shades, and this chart list some of the more common types.

TYPE	COLOR
Light Bay	Body reddish brown, Mane, tail, and legs below the knees are black.
Dark Bay	Body dark brown. Mane, tail and legs below the knees black.
Light Chestnut	Body yellow brown, or more usually reddish brown. Legs, same color as body. Mane and tail light brown.
Brown	Body, dark brown, or black. Mane and tail black. nose, black.
Gray	Body, cream, or off-white. Gray dapple over body, mostly on neck and flanks. Legs below knees gray. Mane and tail gray, or white.
Blue Roan	Body gray with black dapple. Mane and tail black. Legs below knees black.



The War House

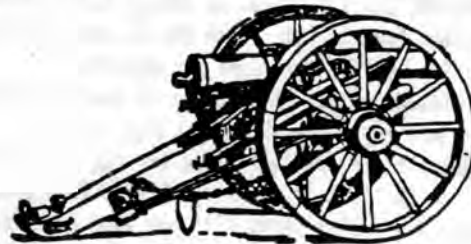
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Type	Color
Black	Body, tail, mane are black. No socks, or blazon on forehead. This is a rare coloring.
Dun	Body, grayish brown. Mane and tail are black. Legs below knees black. A black stripe down the spine. This was a common type among Cossack ponies.
Piebald	Body white with irregular patches of black. Mane and tail are black.
Liver Chestnut	Body dark brown. Mane and tail yellowish brown, or reddish brown. Legs below knees are brown.
Strawberry Roan	Body reddish brown dappled with gray. Legs below the knees are dark brown. Mane and tail are gray.

All horses except the Black, Piebald and the Dun are most likely to have a white, or cream colored blaze on their foreheads, as well as white, or cream socks just above the hooves. When painting socks remember that they came up mid way to the knee, at maximum. The great majority of horses have 2, or 3 socks and a blaze. A horse with only one sock, or all four socks was a very rare beast indeed. The following two types of horses will be found only in the U.S. The Palomino was first developed as a breed in the United States in 1883. The Appaloosa was first developed in the U.S. in 1937. There are other coloring that would not be found circa 1796 - 1815, such as Pinto, Tobiano, and Navajo. The colors given in the chart represent the breeds and colors common for the European area up to 1815.



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# On Terrain - Part 1

(continued from last issue)

by Bill Heizer

Now let us look at slopes and their steepness. As a base of information on steepness I'll quote from Bruce Quarrie's "Napoleon's Campaigns in Miniature"

Hills The following extract is from a 19th Century British army manual:

'Slopes up to 5 degrees are practicable for all arms. Cavalry will charge more effectively up hill than down. Artillery fire is more effective down hill than up.

'Between 5 and 10 degrees close movements for infantry are difficult. Cavalry may only charge up hill short distance. Artillery moves with difficulty; its effectual and constant fire ceases. A slope of 8 degrees will almost stop baggage wagons without extra horses.

'Between 10 and 15 degrees infantry can only move a very short distance in order. Cavalry can only trot a short distance up hill, and walk down. Artillery moves with great difficulty; fire ceases entirely.

'Between 15 and 20 degrees infantry cannot move in formed bodies, and can only fire singly. Cavalry can ascend at a walk, and descend obliquely.

'Between 20 and 25 degrees infantry can only move in extended order. Light cavalry may ascend and descend obliquely one by one.

'Between 25 and 30 degrees as before, but very slowly. Cavalry as before, but with great difficulty.

'Slopes over 30 degrees may be climbed up by men using their hands.

'15 degrees is the extreme limit of slopes admitting of maneuvers' (p. 175 - 176)

I generally treat any slope of less than 1.5 as flat. Up to 2.5 is treated as a undulation (if the particular feature affected line of sight this is where the undulation terrain would be placed.) Over 2.5 is where the person constructing the terrain for the game will have to make judgments based on the rule set being used and the period being gamed (i.e. for WWII slope will have less effect on infantry movement but the climbing ability of vehicles will need to be considered).

To find the slope, divide the vertical distance by the horizontal distance. This gives you the Tangent (TAN) of the slope angle. Use a Trig table to look up the angle or use the TAN function found on most math or scientific calculators (a slope rises 45 yards over a distance of 300 yards.  $45/300 = .15$  which yields 8.5 degrees).

When considering what level to classify a slope, if doing a historical battle, keep in mind any pertinent comments from eye witnesses (also noting if they are trying to justify something that happened i.e. the "ditch" at Waterloo). Needless to say when attempting to recreate historical terrain a contour map of the site is a must (if at all attainable). If doing a battlefield where no contour or detailed maps are available keep in mind the period of the fight along with the type of formations employed. This should help you determine if the slopes would be of a more severe angle. For example; the fighting in the Ardennes in WWII, loose infantry formations with armor. The infantry will be able to cross most terrain but the tanks and trucks will have problems. During the early part of the 19th century and earlier, difficult terrain was avoided due to the nature of the formations employed.

So how does one represent this on the gaming table? Here are some suggestions based on what I have seen and used over the years. For 5-6mm scale and micro arm or, thick felt or indoor outdoor carpet can be used to represent elevations. This has the advantage of being light weight and you will be able to represent a lot of elevations for a relatively cheap price. One of the drawbacks though is that it might be hard to get it to lay flat if it is not stored flat. There is also the commercially available "Terrain Maker" for micro armor that will work for 5-6mm fig. as well but it is a lot of work to make. What I am currently using on my garage table is 3/8ths plywood covered in green indoor outdoor carpet. This has the advantage of working with 15mm figures as well, and being able to take punishment (vers Styrofoam). Disadvantages are that it cost money to construct enough elevation pieces that you will limit how much to put down, also it can be a problem to store and transport. For 15mm fig. I have also used foam board covered in carpet. This however (like GROHEX) can not take a lot of punishment, it also is a pain to make. I feel GROHEX is a bit too big for 15mm (not to mention it's cost!). Another option is that of terrain boards. I have seen these for the micro armor and  
(continued on page 8)

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# 4th Annual Leuthen Day at the Emperor's Headquarters:

December 5th, 1992

by John G. Curran

Work related reasons took me to Chicago at the beginning of December. I had noted in the Seven Years' War Association Journal that the annual multiplayer battle commemorating Frederick the Great's victory, was to be held that Saturday. I duly postponed my return by a day, signed on with Jim Purky, the editor and organizer, and made my way to the Emperor's Headquarters (EHQ). This report is in three parts - a description of EHQ, the organization of Leuthen Day including the rules used, and an account of the battle. (ed. note: The first part of John's article will be in the next issue of the Messenger due to space considerations)

Leuthen Day

The battle took place using 25mm troops mostly RMS, Hinchcliffe and Front Rank with some contingents from other manufacturer's ranges. A variety of painting styles and of basing were evident. The Austrians I faced were based on transparent plastic which initially seemed unattractive but as the battle evolved the transparent bases seemed to blend with the terrain. Buildings were mostly scratch built with some items from Ian Weekley's Battlements. The terrain consisted of green felt secured over blocks to form contours, with flocking and randomly placed Geohex fields to add variety. The roads were very attractively hand built with an irregular line of stones at their margin. The spectacle of a large battle at this scale is superb, but



Hear ye. Hear ye

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equally 25mm takes up space! One sweater box, which could easily fit a 15mm army, took only 6-8 battalions of these figures.

The table was suitably large; in fact there were 2 of them arranged with their long axes in parallel, divided by a central aisle. Each table measured 24' long x 6' wide! The center aisle was "imaginary" in game terms; in other words you moved back and forth across the abyss as if it did not exist. In practice this worked out fairly well after initial

(continued on page 6)

## A Question of Standards

by Bill Heizer

During my years of reading and research on the uniforms and tactics of the Napoleonic armies I have come across a somewhat puzzling question. What kind of standards did the French army carry into battle? At first this may seem rather elementary. The revolution saw a number of designs. By the time of Austerlitz, and to 1812 the colors were the familiar diamond flag of the first Empire. White center with alternating red and blue corner triangles. In 1812 the flag changed again to the now familiar tricolor pattern of blue, white, red vertical bars. Some authors state that the flags were left with the depot battalion during campaigns to prevent damage and or capture and went into battle with bare poles with only the eagle on the head of it.

So what's the problem? A couple of years ago I acquired a reproduction of a print by Jacques Swebach (1769 -1832) of the battle of Ratisbonne (23 April 1809). In this print there are two well defined French flags but they are not typical. They are red, white, blue from the top down. I had a chance to see quite a few of his other water colors and in the other ones the pattern is repeated (i.e. from top to bottom) but not the order of the colors. For example in his picture of the battle of Eylau the flags are blue, white, red from top to bottom. At first I dismissed this as a technical error on the painter's part due to the other seeming errors in the details of the pictures (like representing the French still in bicorne during 1809).

(continued on page 5)

(Standards from page 4)

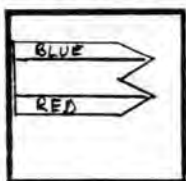
Well recently I was looking at a picture of Baron  
jeune's painting of the assault on the Great redout at  
rodino and what do I see? In the right center of the  
painting there are two mounted officers and in front of them  
is an infantry man holding a eagle, but the flag that is  
attached looks wrong! The familiar colors are there but they  
are blue, white, red, from top to bottom! This I could not  
dismiss as an error due to the amount of apparent accuracy  
in the rest of the painting! Now I really started to  
question the typical assumptions of what French flags looked  
like.

I went back through the books that are in my possession  
trying to find information on this matter along with taking  
another closer look at all the pictures provided looking for  
flags. Unfortunately not much is said about what the flags  
that the French actually took into battle looked like. Few  
of the pictures showed flags and the ones that did were  
almost always by Swebach. This prompted me to make a stop at  
the Cal Poly Library to see if they had anything on flags  
from this period.

In Eric Inglefield's book "Flags" he mentions and shows  
a picture of the French national colors that were adopted in  
1790. This flag was blue, white, red from top to bottom but  
with a swallow tail. He goes on to say that this flag was  
superseded by 1794 by other flags (although the basic  
pattern was retained by the 2nd bn flags in the upper left  
quarter), but by the early 1800's the diamond shaped flag  
perseded these.

Unfortunately nothing else seemed to have any  
information concerning this question. I then went looking  
through all the books the library had on Napoleon and the  
French for this period. Finally after exhausting all the  
books I looked at Jackdaw no. 73 (Jackdaws are a series of  
folders with reproductions of articles, pictures, newspapers  
from the time of a covered event) dealing with the retreat  
from Moscow in 1812. And what do I find? A painting by an  
unknown French soldier of the battle of Smolensk. In this  
picture there are numerous flags shown on the French side  
with the top to bottom pattern! The reproduction was in  
black and white so it was not possible to tell what color  
was at the top or bottom. Another facet of all this is that  
the flag staffs all have eagles on the top. This leads me  
to believe that the flags that are represented are not unit  
guidons of a substitute for the eagle. Needless to say all  
this has made me wonder if all the work I put into painting  
the French flags for my miniature armies have the right  
pattern flag. I would be interested in our  
memberships comments or insights on this  
matter.

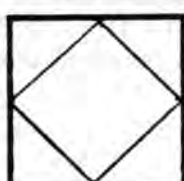
1790 color



1794



diamond



Tri Color



French Battle Flag?



## Crisis of Lead

From HMGS EAST

by Dick Sossi Pres.

Some of you may have heard rumors concerning the State  
of New York banning lead figures. Well it was more than just  
a rumor they did it, but a subsequent hearing overturned the  
ruling, at least for now. Since this is a very serious  
subject for most of us I didn't want to wait until our next  
newsletter to bring you up to speed on the details.

Following this note are copies of the New York State  
press release describing the Ban, my letter to the hearing  
Judge on our Society's behalf and an AP news item reporting  
on the decision of the hearing Judge. As a nonprofit, for  
Educational purposes corporation we are restricted from any  
lobbying efforts. We can, however by definition educate. On  
the other hand various manufactures, such as Emperor's  
Headquarters and Minifigs, and trade organizations such as  
GAMA can lobby.

Our, HMGS, educational efforts take two primary roles.  
One, such as our letter to the hearing judge, provides our  
expertise from an end user/collector view point. The other  
is to continue to keep you informed as to "what's going on".  
You, as an individual citizen are free to lobby all you  
want. In other words, when and if this ill-conceived plan  
becomes a bill before the New York State legislature you  
must take a moment to write or call that body to voice your  
opinion.

Although you may think that not being a N.Y. resident  
would preclude you from expressing your opinion, it's just  
not so. Politicians are very sensitive to citizen import. no  
matter the location. Some of you may feel that what goes on  
in N.Y. is of no concern. Let me assure you that if this  
kind of legislation becomes law anywhere, it is just a  
matter of time before the proponents will be knocking on your  
door.

Just as we will be prepared to advise you of any further  
threats to our hobby, we need you to keep us informed of ANY  
similar efforts in your town, county or state. Remember,  
knowledge is power!

Sincerely

Dick Sossi

(ed. note this letter was in the HMGS Cold Wars 93 pamphlet  
as with the following information that I have transcribed  
from the copies in the pamphlet )

(continued on page 8)

(Leuthen Day from page 4)

suspension of disbelief - measure to the table edge, immediate transport to the corresponding point across the center aisle and measure your remaining move from that point. The only slight distortion I noted was that you could "hide" your troops to some extent by withdrawing just enough to put you back on the other table. Relatively few people fired across the abyss even though, being nonexistent in game terms, it did not affect the actual range measurement. The flow of players up and down the aisle served as de-facto "concealment".

The rules were Rusty's Rules for Horse & Musket. These have two outstanding virtues. They are relatively simple and definitely cheap, costing \$4.95 from RSN in Kentucky. Movement is by card draw. If for example, red is drawn, each subordinate commander on one side moves a single unit from his individual command; on black the individual commanders on the opposite side each move a unit. Since each command consists of 5 - 6 units, once that many cards of a single color have been pulled, and all eligible units on one side have moved, the other side simply phases out - moves all unmoved units. Firing may precede or succeed movement. The overall effect is something of a hybrid between simultaneous and alternate movement.

It isn't always desirable to move first - the last battalion may swing it, so often you need to keep back a reserve for later in the turn. In crucial situations, where a subordinate commander needs the first move, the C-in-C has the option of playing a "stopper", which negates the drawn card and forces a new draw. The overall effect can be quite realistic with ding-dong struggles surging back and forth. My neighboring Prussian brigade commander, Tom Tuck, fought back and forth over a central farmhouse. Early on in one turn Tom threw in a regiment to capture the structure, only later to be ejected by a counterattacking Austrian unit, which in due course he evicted with another Prussian regiment on the last card of the turn. Firing is fairly straight forward with the result in percentages - 198 means one definite casualty and a 98% chance of a second. Better quality troops (e.g. Prussian infantry & Austrian artillery) fire at an advantage. They also have better morale. Morale is crucial. A morale check is taken after every casualty based on the initial quality of the troops modified by

casualties and by the current situation. There is a chance - in normal circumstances about 8% for Austrian infantry - of a unit breaking. If not rallied at the end of the turn, the unit is gone for good. This is how the Prussians win the infantry fight. They fire better and stick around longer. But its not a overwhelming edge because the 50% larger Austrian battalions can fairly pound away. The Prussians will be left standing but wrecked, if an extra Austrian unit turns up, or if Austrian artillery (lethal at close quarters) is in action - well, ciao Frederick baby.... Overall things are fairly evenly balanced.

On the down side the movement sequence can get a bit sticky when dealing with events theoretically happening simultaneously within the same time period as units leapfrog each other, sequentially masking and unmasking each other, I am rather sensitive on this point as one of my fine regiments took a heavy blow from an Austrian artillery battery, only to be further pummeled later in the same turn by a leapfrogging Austrian infantry battalion. The latter unit marched up in front of the already fired Artillery, ignored the hail of shot and shell from behind them, and venomously blazed away at my brave lads. Terminally detrimental and chronologically impossible. In general these rules work quite well however. I, as with several other participant, had not previously played them and found them easy to get into after a couple of moves.

Full marks must go to the organizer, Jim Purky. Not only was everything ready to go at the venue, but each participant received 3 mailings prior to the day culminating in a small booklet with the "historical" background to the battle, tactical and strategic maps and special rules in force for the day. Running a major battle with 20 - 30 participants can be an ignominious failure, Jim fulfilled all his goals, viz.: (1) reach a conclusion in a single day's gaming, (2) get everyone into action and (3) avoid game stopping rule controversies.

The Battle of Parchwitz

It is 1760 and Frederick has resurrected an army to replace the one lost at Kunersdorf in '59. He defeats the Russians, and expecting the beaten foe to retreat into the frozen wastes of Mother Russia, turns to attack the Austrians at Breslau in Silesia.

However Loudan, the Austrian commander, learns that the Russians, contrary to expectations will not pull back, but will march to join him. He therefore moves forward to Parchwitz Ridge, a good unflankable defensive position, and awaits attack, hoping the Russians will join him before his army is crushed by Frederick.

This then was the background to our conflict. It was in fact a so-called "disguised" scenario. In this technique a relatively balanced battle from another era is transposed to the desired time period. The particular model Jim Purky used is not difficult to guess, but I'll hold off on revealing it until the end of this account.

(continued on page 7)

## Something Unusual

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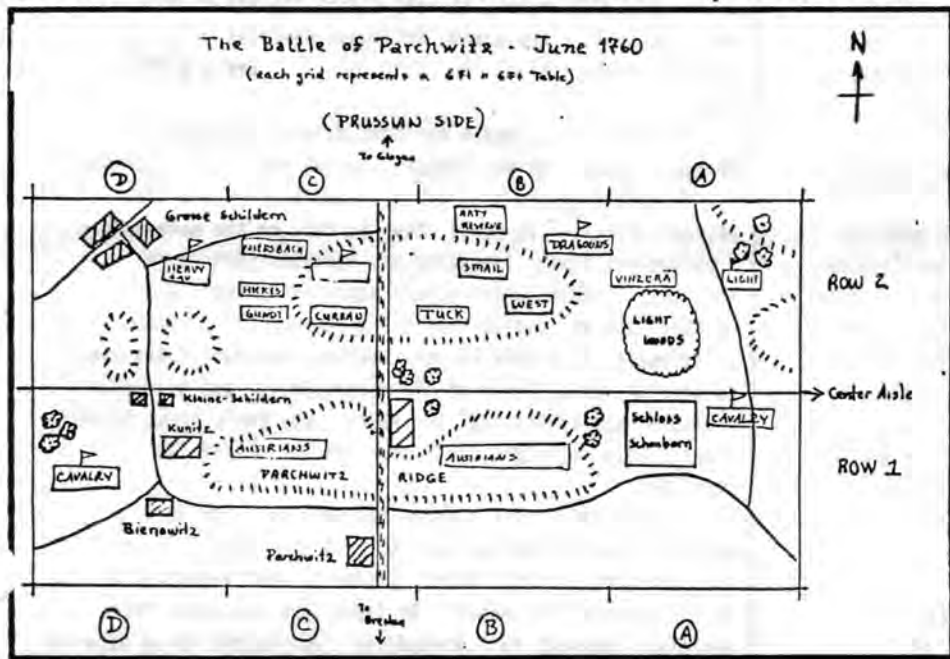
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(Leuthen from page 6)

The map indicates the deployment of the opposing forces. Since I was Prussian all references to left/right are from my perspective. Our job was to defeat the Austrians before the Russians arrived on our right flank. The Austrians were defending a long ridge with forward positions in a village on the right, a small farmhouse in the center, and a large massive farm on the left. Yours truly commanded an infantry brigade of 5 gallant regiments and a 12lb battery (a typical sized command) in the Prussian right center. Denis Small, the owner of RSN, was Frederick. His general orders to all

Austrian reserves. (The effect was reminiscent of the magnetic effect of the struggle for Oberglaue village at the battle of Blenheim. At the critical moment Marshal Tallard looked around for his infantry reserve and found "quel horreur" they had been sucked into the cauldron.)

On my right, two of our infantry brigades advanced to the attack backed by cavalry, and as the fighting developed, their advance was enough to pin down local Austrian artillery and supporting cavalry. Being the beneficiary of good work by my neighboring colleagues, I arrived within a move of the ridge in compact deployment, undamaged and with close artillery support.



My advantageous position soon translates into results. Metaphorically sweeping downward my sword, stout ranks of Prussians began volleying into the Austrians. The enemy had 6-7 battalions in a double line, each of them 30 strong to the 20 strong Prussian battalions. We are locally outnumbered almost 2 to 1 - but we're Prussians, right? (I was distinctly skeptical of this theory but let the story unfold)

The pounding of the skilled Prussian fire is balanced by the numerically greater Austrian volleys. (Skilled fire allows you to move 1/2 and fire full or Vice versa.) I close in, 1/2 move by 1/2 move, blazing away. My men begin to take casualties. However the lower morale of the (continued on page 8)

commanders - attack! The drums rolled and we marched.

I shall describe the events on my sector first, and later fill in what happened elsewhere. I was expecting some damage as we crossed the open ground toward the ridge, but in fact the Austrians held fire. Ammunition was limited and they wished to make every round count. I was fortunate in two ways. The right half of the Prussian line was in sufficient density to allow us infantry commanders to deploy our brigades in double lines, so when we hit we packed more punch. Our colleagues on the left were more strung out. Secondly, events to my immediate left and my immediate right permitted a straight up fight between my stout musketeers and the Austrian main line.

On my left my colleague Tom Tuck determinedly assaulted, and re-assaulted, and re-re-assaulted the central farmhouse. In consequence I was able to deploy my guns in the road beside the farmhouse and open fire on the Austrian main line. My artillery was undisturbed as the farmhouse garrison had their hands full with Gen. Tuck. He eventually won the struggle and pushed on up the ridge, but not unscathed. Some of his units were near the dreaded 50% mark (units below 50% were removed at the end of the turn). Gen. Tuck's gallant efforts were not in vain, as the fight drew in the local

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Long Beach, CA 90804  
(310) 494-8366

(Messages from page 1)

for a non lead alloy vers what he uses now, I have also heard rumors that the same effort is going on in England, that is to get lead banned from consumer products.

Now on to some better news. On Sunday Jan. 17th the Game Day was held at the Burbank Last Grenadier. Considering all the torrential rain and driving conditions the turn out wasn't too bad. Kevin Slimak put on a Johnny Reb game. Each person ran two brigades and batteries. All those who played had a great time, with the Rebs winning a decisive victory (both Union flanks were turned and the Union assau't in the center was stopped cold). HNGS/PSW would like to extend thanks to Rocky for donating the table space, Kevin for sponsoring the game and all those who showed up to play!

(Terrain from page 3)

they look quite good. Again these will take a fair amount of effort to construct and an effort should be made to make them geomorphic. I have also seen terrain boards used for 15mm games with the same pleasing effect. For 25mm figures the lager GLOBEX works well. Finally is a table with some minimum widths for 5 and 15mm figures when using a ground scale of 1" = 100 yd for the 5s and 1" = 50 yd for the 15s.

1.5 degrees to 5 degrees	1.9" - .95"	3.9" - 2"
5 degrees to 10 degrees	.94" - .50"	1.9" - 1"
10 degrees to 15 degrees	.49" - .32"	.95" - .65"

Next time Part II built up areas and ground cover.

(lead continued from page 5)

From the State of New York Department of Health  
for release: upon receipt, Thursday, December 3 1992

#### Lead Toys Banned

Albany, December 3 -- State health Commissioner Mark R. Chassin today issued a summary order banning eight companies from selling or distributing, in New York State, figurines made primarily of lead. This action follows an advisory issued last week to parents not to purchase or allow children to play with lead toys. (copy attached)

The summary order was served on the following manufacturers: Citadel Miniatures, Baltimore, MD.; GBQ, Shorewood, MN; Grenadier Models, Springfield, PA; Lance and Laser Models, Inc., Columbus, OH; Miniature Figurines, Ltd., Pine Plains, NY; Rafm Company, Inc., Cambridge, Ontario, Canada; Real Partha, Cincinnati, OH; and West End Games, Honesdale, Pa. In addition, 39 distributors of lead figurines have been notified of the Commissioner's order.

"Health Department laboratory experiments have documented that lead easily rubs off toy figurines. It may be ingested by young children, who are the most vulnerable to lead poisoning," said Dr. Chassin. "This order guards against new lead toys finding their way to homes this holiday season."

(continued on page 10)

(Leuthen from page 7)

Austrians shows as their Achilles heel. First one battalion, then another, cracks and takes to their heels. The Prussians close up. The Austrian second line stands firm. I take a chance and when a Prussian card comes up first, order forward the von Kleist regiment at full speed. Our reduced fire produces only one casualty. Austrian morale check - they love it. Fortune smiles on the Fatherland however, when another Prussian card comes up. Another gamble with full movement / reduced fire and - \$\$\$! - just one casualty on the Austrian unit. Austrian morale check - oops, "what are we doing in Godforsaken Silesia anyway instead of home with the Gluhwine?" - and almost untouched Austrian battalion sprints to the rear of the ridge. Great, I see a glimmer of hope.

Another mass of white uniforms marches into the gap. Musketry blazes, my men stagger, but do not break. (if you fail a morale check, you roll a second time to see the effect - disorder or rout). Time to call on the undervalued Prussian artillery. (Normally the Austrian gunners get all the kudos - their higher morale improves firing). A full barrage from my road battery sends several lederhosen types to Valhalla. It's good enough - another busload of Austrians go touring the backside of the ridge. Donner und Blitzen ("thunder and lightning" for those who don't speak French) I definitely see light now - some one has opened the curtains.

I "sprache" - ed too soon. Yet another large unit wearing bleached hose appears to my front - and I do not like the look of their pointy headgear. What happened to decent Austrian Tricornes? My fears are realized. These Austrians turn out to grenadiers - equivalent to my boys in morale but 50% larger in number. We set to again, volley for volley. They shrug off their losses. My guys take hits. My artillery is reloading. Out of nowhere the Prussian reserve artillery commander turns up. "Do you need a spare battery? - I've got one on the road behind you." Now that's what I call superb artillery tactics - have a Pour Le Merite or whatever medal is going. The fresh artillery goes into battery on the road beside my guns. Dogged pounding, round upon round. The Austrian grenadiers are shaken. I leapfrog in my second line of infantry. The Austrian grenadiers reconsider their position and take a hike.

A new line forms with rallied Austrian units. But they have previously taken the "back of the ridge tour" and their hearts are not in it. My unflinching Prussians smile - they've been here before. Advance up the slope, volley, and the backs of three enemy units are seen fleeing. Sacre blut! (Frederick's court spoke French after all) there is a break in the line - a bone fide humongous hole, Forwards! a la Gen. Blucher.

Oh dear - what's happening? air quality deteriorating - am I back in LA? No, the pollution is flying metal - round shot, firing on my flank. Two of my fine battalions are hit in the flank on the same turn suffering severe damage.

(continued on page 9)

(Leuthen from page 8)

Austrian artillery to my right, which until now had been fully engaged with forces to their front, has suddenly found themselves at a loose end. Lo and behold, I have generously put a end to their ennui by providing a target. My advance is stopped cold. There is no way to exploit the "great hole". The opportunity of a lifetime, etc., etc.,....

One of the main attractions of a multi-player game is to see how a group of rational individuals can cock up a perfectly good plan. It is always illuminating how many people cannot follow orders or stick with the program, just as you often read in accounts of historical battles. Although it is an interesting phenomenon to observe in a non-involved sort of way, it is also totally infuriating when you are the guy who gets dumped on. So it is with decidedly mixed feelings that I will outline the activities of our right wing cavalry commander. To protect the guilty I shall call him Gen. Grouchy. As I marched forward in the right center, Gen. Grouchy persuaded Gens. Bickes and Gundt, the other Prussian right wing infantry commanders, to soften up the Austrian line and to 'screen' his advance, until when, close to the enemy, he would unleash the massed cavalry might of Prussia, and roll over the weak-kneed Austrian line. He accompanied this with confident reminiscences of previous Armagaddons he had engineered, and calm assurances of his intimate knowledge of the rules, the SYW, cavalry tactics, etc..

My infantry colleagues got stuck into their task. They were lined out in single battalion depth across the front of the cavalry, and so had little opportunity to relieve units taking punishment. One battalion, then another were chewed up. An artillery battery was blown to oblivion. However the Austrians were being softened up. Suddenly an Austrian cavalry unit charged and eventually overran one of our battalions. How was this possible? Where was the cavalry countercharge? What about the vaunted Prussian cavalry?

Simple. The vaunted Prussian cavalry and their self-vaunted commander had re-vaunted backward all the way across the central abyss to the board we had come from. They appeared to be engaged in complex parade ground maneuvers - miles from the front line. "Why didn't you charge as per the agreed plan?" "I changed my mind." "Why didn't you stick around so as to at least threaten and tie down their cavalry?" "Look, I know a helluva lot more about cavalry tactics than you guys.... etc. etc." The inevitable followed. Pounded by a combination of Austrian infantry, artillery and cavalry, already weakened and without support, the brigades to my right had to pull back precipitously before they were completely carved up. This exposed my flank, and under artillery fire, my advance stopped. The real tragedy for Prussia was the gap to my front. Had Gen. Grouchy been at hand, I could have covered the guns and he could have led his squadrons forward to roll up and smash the main Austrian line. There was no cavalry, my guys could not advance alone... alors, finis.

The infantry commanders of the right agreed that Gen. Grouchy was "ein total dork, 1st class". and demanded his immediate appearance before a firing squad. Afterwards an Austrian foe endorsed him as "the best Prussian general Austrian money could buy". Gen. Grouchy shortly afterwards transferred to take command of some Austrian forces whose commander had to leave. He stated that he wished to be on the winning side. I close the curtain on this sorry tale.

This has been something of a grunt's - eye view of the battle as there was not much time to circulate. On the Prussian left a seesaw cavalry battle raged, with the advantage swinging one way, then another. Finally, in a crucial blow, the Bayreuth Dragoons, a large Prussian regiment, folded after only a few casualties. The left was lost. Also on the left was the Austrian stronghold of Schloss Schonborn. It remained strong as we did not mount a serious assault.

In the left center our attack could not be pressed hard as our troops were more spread out. The Guard infantry brigade, the main strike force on this side, was initially under movement restrictions. When they finally reached the Austrian line, support was limited as our adjacent forces were now weakened. A stiff struggle ensued whose outcome was unclear. The right center I have already described.

On the right flank the Russians had a 10% chance of appearing on the second turn. So - you guessed it - they came on. It was all downhill from there as substantial Russian forces saturated the small Prussian flank guard. By the end of the game they were threatening our line of retreat. Overall Parchwitz was not Leuthen. (In case you hadn't guessed it, the scenario was Waterloo adapted to the Seven Years' War.)

I must thank again the organizer, Jim Purky, who did such a fine job in putting this together. It was fun. I must also thank the players, both Austrian and Prussian, particularly, "Frederick" - Denis Smal, and also BHQ for making their game room available. I'll conclude with some addresses:

The Emperor's Headquarters,  
5744 Irving Park Road  
Chicago, IL 60634

The Seven Years' War Association  
c/o Jim Purky  
9415 Drake Ave.  
Evanston, IL . 60203  
(Journal is quarterly - \$20.00 subscription)

RMS  
188 Woodland Ave.  
Lexington, KY 40502  
(Rusty's Rules are \$4.95 post paid - there is also a French and Indian War variant, also \$4.95)

(Somalia from page 1)

peace talks. You desperately need a big, flamboyant military victory to show the world that you are indeed a major player in Somalia. The U.N. food convoy is the perfect target. You have pulled out all the stops on this one!

SOMALIA FORCES: 2 T-55 tanks: 15 "Technicals" these are cheap Toyota pickup trucks mounted with an odd assortment of cannibalized hardware. This group is comprised of; 5 mounted with 1 SS-10 ATGM each (1 reload per truck), 1 mounted with 1 SS-11 ATGM (2 reloads), 4 with 1 12.7mm MG each, 5 with 1 23mm AA gun each (can be used on ground targets). In addition to the mounted armaments, each Toyota has one poor fool in the bed of the truck armed with one RPG-7.: 5 10 man squads, each equipped with one RPG-7 per squad: 3 6" X 6" antipersonnel mine fields. Density 8. These are secretly placed anywhere on the table before the game starts and may not be moved.

GAME NOTES: The Somali units may be placed secretly anywhere on the table before the game starts. The Somali "Technicals" may conduct overrun attacks. Somali "Technicals" are unarmored targets. Move 9" x-country, 5X on road. The dry river bed rule: Because it is the monsoon season there is a good chance for a flack flood roaring through the dry riverbed. At the start of turn 3, roll 1 6d add 1 to the die roll each turn thereafter. This increase is accumulative. So, on turn 4 you add 1, on turn 5 you add 2 etc. On a 6 the flood has started. A wall of water begins at the north end of the riverbed and flows south at 15" per turn. ANY unit caught in the flood is destroyed. Further, the small bridge is destroyed once the water hits it. The only crossing after this happens is at the ford. Good Luck. See page 12 for game map.

(lead continued from page 8)

Other materials, such as plastics and non-lead metals, are possible substitutes for the lead in figurines. The Health Department will work with manufacturers to identify suitable alternatives. - more -  
Contact: Peter Slocum, Director, Public Affairs (518) 4747354

The following is the letter sent by Dick Sossi to the court about the ban. ED.

Administrative Law Judge  
The Honorable Jonathan Brandes  
Office New York State Department of Health  
Empire State Plaza  
Corning Tower, 25th Floor, Conference Room 2509  
Albany, New York 12237

Dear Judge Brandes:

I am writing you on behalf of the many thousands of historical miniature gamers throughout the United States. It has come to our attention that the Commissioner of Health for the State of New York has issued an order which forbids the distribution or sale of figures which contain lead. I

must admit that I have not seen the actual order nor am I familiar with the intent of the order, vis a vis public health. We have only just been made aware of the situation and of your hearing, slated for Tuesday the 15th of this month. My attempt to get more information from the appropriate agency was unsuccessful because of their attendance at a "lead" convention, this week, in Atlanta.

I assume that the intended purpose of the order was to somehow protect children from lead contamination, much like the European Common Market Toy regulations. However, the New York regulation does not seem to make exclusion for adult hobbyist and collectors. Our organization, and the hobby in general, is comprised of primarily adults, but my observation, in the almost 30 years that I have been in this hobby is that there has NEVER been a case of an individual manufacturer or consumer, adult or child suffering any detrimental effects from the handling of "lead" soldiers. The figures that we use are in no way toys and thus their misuse by very young children is no more likely than those same children obtaining and playing with cleaning solvents, guns, matches etc.

If, on the other hand the intent of the order is to diminish the existence of lead in the environment in general, then we are being asked to pay a steep price for a rather questionable goal. First, there is the question of already existing "toy soldier" military miniatures and historical figures, some worth thousands of dollars, are they no longer to be sold? New York State boasts many businesses which specialize in just such figures. If new figures are to be restricted to non-lead alloys the cost increase to the consumer is conservatively estimated to be 20%. The cost to other collectors could be even higher. Highly detailed European made ship models, containing lead, would no longer be available to residents of New York. Finally, I have been told that replacement alloys are far more dangerous, in terms of casting fumes, to the manufacturer, OSHA inspection of lead figure casting facilities typically find that the lead contamination levels are far below the accepted levels found in a self-serve gas station.

In closing, I again admit that my comments are made without possession of the actual Health Department order. I do suggest that because of this "short notice" and the lack of any emergency, that you consider putting this order aside and allow sufficient time for expert evidence to be gathered. Then if legislation or a Health Department order is needed it will be based on all the facts and at least provide sufficient safeguards for those of us who rely on the availability of lead based figures.

Sincerely

Richard A. Sossi  
President, HMGS

The following AP article, "Newark Ledger", Dec. 20 1992, reported on the results of the hearing.

(continued on page 11)

(lead from page 10)  
JUDGE LIFTS BAN ON LEAD TOYS

ALBANY, N.Y. [AP] - A state judge has lifted the ban on lead toy soldiers, ruling that the sale and distribution of the miniature figurines did not constitute a health danger to the public.

The ruling Friday by State Supreme Court Justice Edward Spain cleared the way for retailers to immediately resume selling the toy soldiers.

State Health Commissioner Dr. Mark Chassin ordered a ban on the sale of adventure figurines on Dec. 2. Chassin said the replicas of Aztec warriors and Spanish conquistadors could cause lead poisoning in children.

The ban caused an uproar from manufacturers and retailers of the collectibles, as well as hobbyists who claim the toy are favored by adult collectors, not children. Two industry representatives from Pennsylvania also testified in a state hearing on the ban last week.

Spain's ruling upholds a request by attorney Andrew C. Rose, who represents the industry. Rose asked for a preliminary injunction that would keep the state from enforcing the commissioner's order pending a resolution of the case.

Spain's ruling also reverses Supreme Court Justice Joseph Harris's refusal to temporarily restrain Chassin's order.

CALENDAR OF EVENTS

FEBRUARY 12th-15th Orcon 16 at L.A.A. Hyatt. HMGS meeting Sat. night 8pm in Bombay A.

February 27th-28th VEI CON Daily city contact Bob Burke (415) 992 0401

March 5th-7th HMGS Cold Wars 93 at Lancaster Host Resort Lancaster PA. contact Bob Watts, HMGS Cold Wars '93 pre reg. (410) 761 0627

March 13th-14th Spring Campaign HMGS/PSW at Saddleback Inn Norwalk (annual membership fee renewal due)

March 19th-21st Twister Con '93 Norman, OK. write to Tornado Alley HMGS P.O. Box 20863 Oklahoma City, OK 73156

April 23rd-25th The Napoleonic Society 93 Conference & antiques Bazaar to be held in Memphis TN. contact at (813) 583 1779

May 28th-31st GAMES CAUCUS Oakland airport Hilton contact Manny Grandilo (510) 444 2043

IN MEMORY

of Don Solberg, 43  
Passed away on the 8th of Jan. 1993. Is survived by his parents and a brother. Don was the first Treas. of HMGS/PSW and was active in HO armor gaming

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.

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CLUB NEWS

Arcadia area miniature gamers are invited to our group 2 Sundays each month. ACW/Ancients/Navel/Micro armor. Call Chuck Duggie (818) 985 - 3886. Next meeting is Feb. 28th ACW On to Richmond rules. March 28th ancients.

Combat Commanders Club

Fridays from 1900 to 2300 at 1938 South 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 to 100 tanks per player), WWII micro armor (40 to 100 tanks per player)

Coming Attractions:

Napoleonics winter 93 1/76 scale, also in January 93 Alamo 1/76 scale fig. with 1 fig. = 1 man. 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, Ancients (Sarissa and Elephant rules). In April Vicksburg campaign we need divisional commanders. At Orcon in Feb., we are doing the first day of Gettysburg complete. At the Spring Campaign in March we are doing the 2nd day of Gettysburg Longstreet's attack. Contact Stephen Phenon at (818) 982 - 5002

Northridge 25mm Wargaming Club

Meets every 3rd Saturday of the month. 1 to 100 scale Napoleonics 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. Meeting 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. please Call Michael Verity at (818) 993 - 0803 for exact directions.

Nick Cascone is looking for anyone interested in doing AH Napoleon's battles. He has the figures, first timers welcome. At Orcon Feb. 13th Sat. morning 400 pt tourney. Call ((818) 762 - 9661. 12435 Sylvan St. North Hollywood Ca. 91606



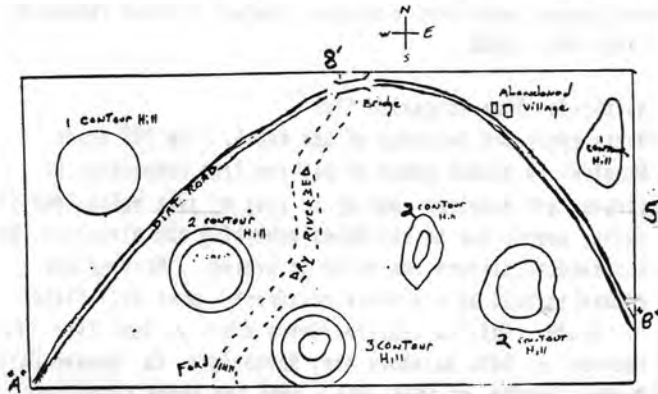
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 9025 Rathburn Ave.  
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① Allies MUST ENTER AT "A".  
 They MUST EXIT AT "B".

GAME MAP  
 FOR SOMALIA 93



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The Spring Campaigns 1993 Pre Registration Form

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