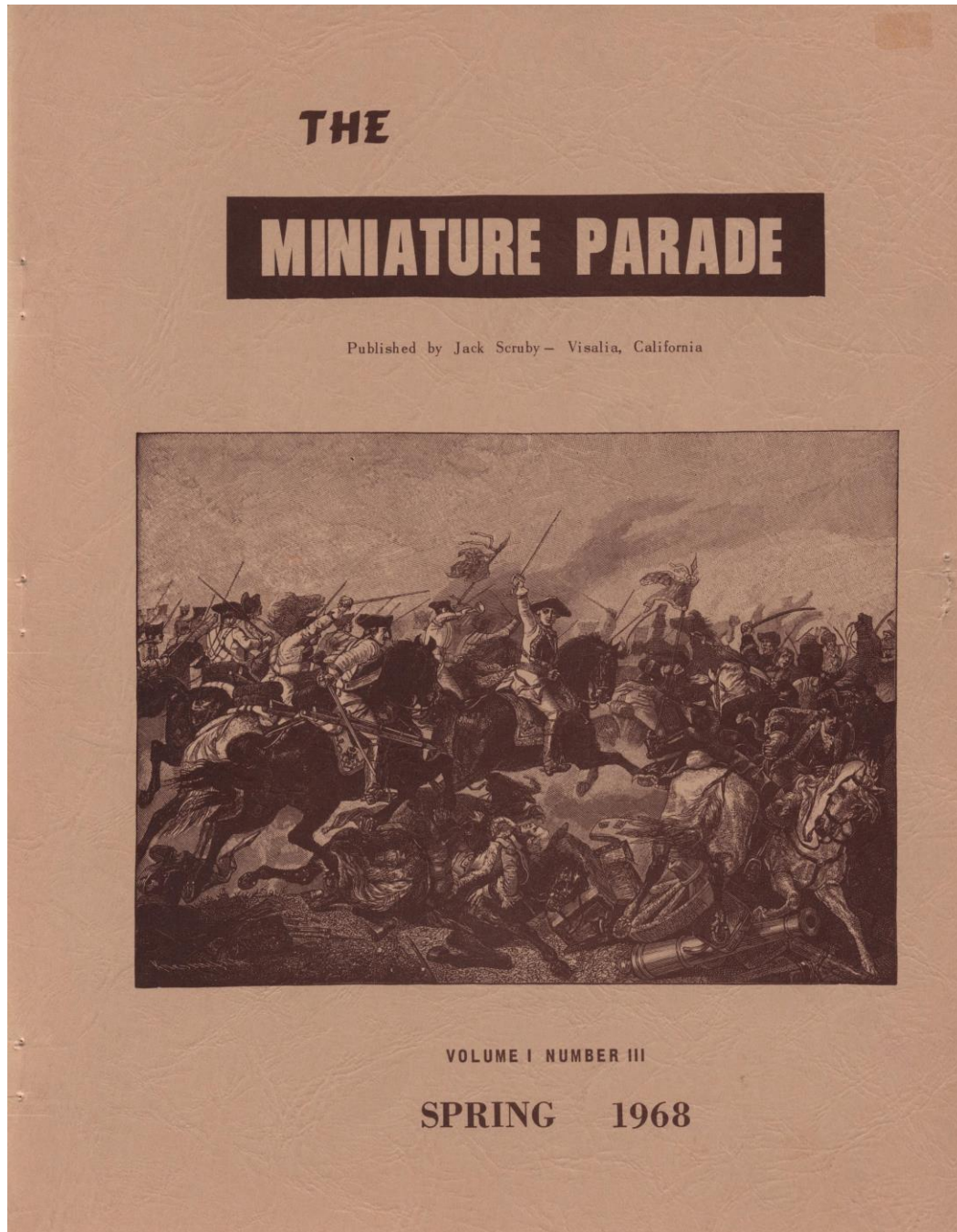


# **Jack Scruby's *Miniature Parade* (Volume I Number III)**

## **A Review by Rich Barbuto**

Jack Scruby is one of the transcendent pioneers of wargaming, whose efforts brought this stimulating and worthy hobby to many. He is one of the greatest influences on my wargaming. When I retired, I moved my work office contents into my home office. That triggered quite a bit of thinning out of materials. I have dozens of wargaming magazines stashed away and I've come across a few from my early years. This one grabbed my attention.



Scrubby made inexpensive figures available for the masses. Even on my paltry income, I could purchase a few dozen at a time and paint up regiments for my Napoleonic addiction. For example, in 1968, 40 infantry figures of the same pose were fifteen cents each. I have about 600 painted figures still in service (and another 120 still waiting patiently for paint). They are certainly not state of the art – far from it. But they are veterans of many years and many games and I continue to find them appealing. Of course, Airfix figures were much less expensive, but I found it difficult to keep paint on them.



Scrubby Prussian Hussars

Anyway, back to the issue at hand. Jack also started *Miniature Parade*. I found it exactly what I needed at the time. I read a lot of history, but I could not readily find articles on wargaming and color schemes for uniforms. Jack solved that. The contents of this forty-six page issue illustrate this point. There was a long article on light infantry. I've included a few pages. There was a narrative of a campaign in the fictional continent of Mafrika, also attached. An article on Saxon Army flags with black and white drawings was followed by short articles on highlanders and light dragoons serving in the Revolution and a three-page glossary of French uniform words. That was useful in translating my Funcken books. An article on troops in the war in Vietnam preceded one on Berdan's sharpshooters. Fred Vietmeyer contributed a short piece on Acts of God on the wargame battlefield. Short articles on artillery in the Boer War and the Italian Army in 1859-60 were enough to spark an interest in those periods. Michael Arnovitz wrote an article on organization of Seven Years War armies. This was a house organ, so the pages were peppered with drawings of appropriate Scrubby figures. Additionally, Jack included several pages updating his figure lines, and introducing new figures for the Northwest Frontier. Scrubby produced figures in 20, 25, and 30mm as well as one-inch figures. Now, for the promised pages.



# LIGHT INFANTRY

IN WAR GAMES

By Jack Scruby



FRENCH SKIRMISHERS, 1870

In wargaming, the term "Light Infantry" has come to mean a little more than what Light Infantry actually were in the historic military sense. For example, Ancient wargamers generally use the term to define unarmored, missile firing troops, and lump them all together, whether historically these particular figures were "light" troops or not.

Most wargamers use their Light Infantry troops as a group of fast-moving model soldiers; men who are given an inch or two more movement than the "regulars", or perhaps have a little better firepower than the ordinary line. Rules that apply to "Light Infantry" generally apply to all such troops, whether they be British, Prussian, American, or ancient Persians or Greeks. In other words even though in the historic sense Prussian Jagers and British light infantry troops of the Napoleonic times may have been trained differently, for different purposes, the wargamer classes these men as "light infantry" and lets it go at that. No doubt there are purists who differentiate between light infantrymen as to country, training, tradition, etc. in their war game rules, but in general, a light infantry soldier is a light infantry soldier, and operate under the same rules in most cases.

In this discussion of Light Infantry then, we will make no attempt to give a history of Light troops, nor the differences in their training, their firepower, etc. on a historic basis. What we are interested in is discussing various rules for their use on the wargame table based on the war game itself, not on historical accuracies.

In general, it can be stated that Light Infantry form an integral and important part in any war game army, no matter what the period. These men are "elite" type troops for the most part, having something different and better than the ordinary mass of line troops in the army. The difference usually is in the movement of the soldiers as compared to the Line or Grenadier types. Some however, give their light troops better and more accurate firepower, or combine both movement and firepower. Generally, if the war game general uses morale factors in his game, the Light troop is no better moralewise than the Line soldier, and often his melee power is lessened on the theory that he was not trained as a "hand to hand" fighter with the bayonet, as were his "heavier" comrades of the Line.

Thus, the Light Infantryman is a "special" man, whether he operates in the war game as a skirmisher, a rifleman, or in a company group, or as a full battalion.



Being a "special" man, which in itself makes him better than the bulk of the rest of the war game army, the player must not "over do" it and have too many lights, or his game will become unbalanced. In other words, if one army has 3 regiments of light infantry, and the opponents army only has 1, in 90 percent of the battles, the Light Infantry will over-balance the game in favor of the man with 3 regiments, no matter how equal the players abilities.

Thus setting the right proportions of light infantry as compared to the total war game army is important. Otherwise it is like having too many cannons so that the guns rule the game. Too many light infantry will mean they will rule the game and the battle develops into a duel between the opposing light infantry companies with the bulk of the army afraid to move out of its tracks and face them!

There are today two schools of thought concerning war games, and these thoughts affect also the light infantry in war game armies. One school of thought is to play a "historic" war game, with model soldiers, in the correct proportion, representing actual strength of historic armies. The men who generally follow this school of reasoning are people who have been in wargaming a long time and who have accumulated a great number of soldiers to do battle with. On a historic basis then, the table top generals will not worry about a "balanced proportion" of light infantry troops in their armies, but will have as many light infantrymen as historically the army they handle actually had. A battle in which these people will participate may have a proportion of 1/6th or 1/4th their army as "light infantry", because historically this is the way it was in the armies their soldiers represent. And their opponent, on a true historic basis, may have only 1/10th their army as light infantry.

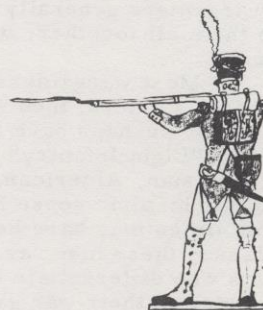
However, there is no real cause for alarm at this "unbalanced proportion" because the men have enough model soldiers (often numbering a thousand or more per side) that the light infantry is not strong enough to "rule" the battlefield.

Now the other school of thought is that a war game is a "game", and that both sides should be equal in "point values", if not exactly in soldiers on a man for man basis. No great attempt is made to follow the historic organization of any particular army and each player will have a "balanced" force of elite troops. Thus, whether it is historically accurate or not, the Light Infantry will not number much more than 10 percent of the army- and usually BOTH sides will have 10 percent light troops to balance each other on a equal basis.

One might add too, that those players with small armies of men, will be better to balance their elite troops on a 10 percent basis than otherwise, for a larger percentage of elite troops on both sides throws the war game out of balance and results in a "duel" between the elite troops in which the line troops are too weak to really get involved

I might add that I personally am kind of an "in-between" type of the two schools of thought. I like huge armies to fight with, yet I like a "balanced" force of elite troops for both sides. I may use as high as 20 percent elite troops in a battle, but my opponent will have an equal number himself, so that each side is balanced out in effect and no player has the advantage of the other because of an overbalance of elites.

In summary then, in setting up light infantrymen for your war game army you should set up some special rules for them, and should set up the light forces dependant on the numbers of soldiers you use in war games, unless you are using a historic organization and have ample troops so that an imbalance will not penalize one player or the other.



S-191 FRENCH VOLTIGEUR,  
FIRING



## SOME BASIC RULES FOR LIGHT INFANTRY

We are basically interested in telling of Light Infantry of the Musket Period war games, since the use of these troops in Ancient war games can better be left to other writers more familiar with them.

The main difference between light troops and regulars is their "speed" of movement. Actually of course, this is merely given the light troops a longer move distance. So the first rule would read "Add 2 inches of movement for light infantry over regular infantry".

The second basic difference would be in maneuverability of the light infantry. This mainly is the concern of those war gamers playing in the early musket period game - and would be ignored by those playing American Civil War and later wars. Generally, in earlier period games, regular infantry must "face" and maneuver rather slowly. For example, a column of regular infantry wishing to deploy into line formation, gets no forward movement during this deployment. With light infantry, there is no worry about all this. They may deploy from column to line, from line to column- to square- to open or closed order with no loss of forward movement.

The second rule then would be "There is no loss of movement, or any penalty for freely moving from one formation to another".

Although these two basic rules may not sound like much, any wargamer who has played many games will know it makes a big difference in having troops that can "free-wheel" around the battleground without restriction.

Now there are several other optional rules one can use for light infantry. One of interest is for those who might use light infantry as "sharpshooters" - for example US or British Rifle Regiments of 1812 would be of this variety.

These people were armed with rifles - not smooth-bore muskets- and could attain much more accuracy at longer ranges with this weapon. However, the rifle was much slower to load, and this is taken into consideration in the following rule:

"Add 6 inches longer range for rifles than muskets, but it takes one full game move to reload the rifle"

Here again, the subtleness of this rule will be understood when one considers he can stand out of musket range and pop away at enemy musketeers- but he cannot fire those rifleman on each game move. David Rusk, who uses this rule, does it the smart way. His British Riflemen are glued on single line moving trays, and while one line fires, the other line - standing right behind it - is loading! No matter how you do it, you always come up with half-fire, but at least those Riflemen can be awful pests as they fire on you and you can't return it!

Those of you who have read my booklet "Fire and Charge!" know that in my Napoleonic games we actually use two types of light infantry. One is our line company Voltigeurs (or Jagers, or light infantrymen), while the other is our elite Guard Light Infantry. There is no necessity to go into detail on these two types, as it is obvious that the basic difference between these troops would be in their morale factors- not their movement, firepower or maneuverability. In other words, enemy bullets will cut down a Guard light as quickly as a Line light infantryman, but in a stand up fight, the Guardsman would hold his own morale-wise better than a Line light infantryman.

The Skirmisher is something else again. I have tried many, many rules to get a realistic thing going for skirmishers, but as yet I have failed to be happy with any of my rules. I have tried skirmishers in games from Napoleons time to the 1890 African colonial wars, and in every case have eventually eliminated them as just complicating the game too much without getting a realistic use from



S-46

BRITISH LIGHT INFANTRY, 1779



them. I know one can do better with the skirmisher problem if one plays the individual type war game and not the unit war game. In the unit war game- where one uses moving trays full of soldiers (rather than moving individual soldiers) you have to set up special stands for skirmishers, leading to more roster system troubles than they are worth.

However, for what it is worth, the main rule concerning skirmishers is that enemy fire against them is always cut in half. The reason for this of course, is that the skirmishers are operating in wide-open order, are spread out, and take cover as much as possible. Naturally, a "stand" of such "spread-out" skirmishers does not have the firepower of a "shoulder to shoulder" company stand either. As a result - at least in our games - we come up with many extra stands, and little firepower in or out of a skirmisher stand - and it just doesn't seem worth while.

In our 1890 African Colonial War Games we have used this same idea, but have eliminated a small "skirmisher" stand. In effect this idea has made all our European regulars more or less of light infantry status perhaps, but since by this time the light infantryman had been eliminated anyway - and the regular was better trained- it doesn't make too much difference.

What we do in the 1890 game is to give ourselves an "open" and "closed" order formation available to all regular infantry. If the moving stands are placed stand to stand, this is considered to be "closed" formation, with firepower being delivered from all ranks on the stand (the front rank of course being considered to be kneeling). Firepower from this formation is normal, with the morale factor also being normal.

When the stands are spread apart and are separated by at least one inch, this is considered to be "open" formation. In this formation, the men are "spread out" in more or less skirmish lines, and only the firepower from the front rank can be delivered. (This means of course at only half the normal fire power of the closed order formation). At the same time the morale factor is lowered, since the men are not "shoulder to shoulder" and are not prepared for melee because of the open order formation. Enemy fire INTO the open order stand is at the rate in which they are formed - i. e. open or closed.

At the same time, men in open order move 2 inches "faster" than when in closed order.

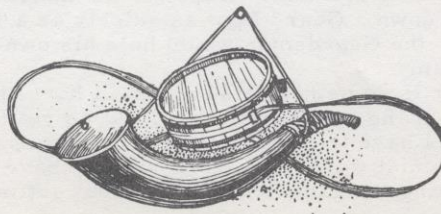
As you can see then, the 1890 formations are similar in some ways to the earlier musket period light infantrymen and skirmishers, yet when in closed order, give the solidarity of the shoulder to

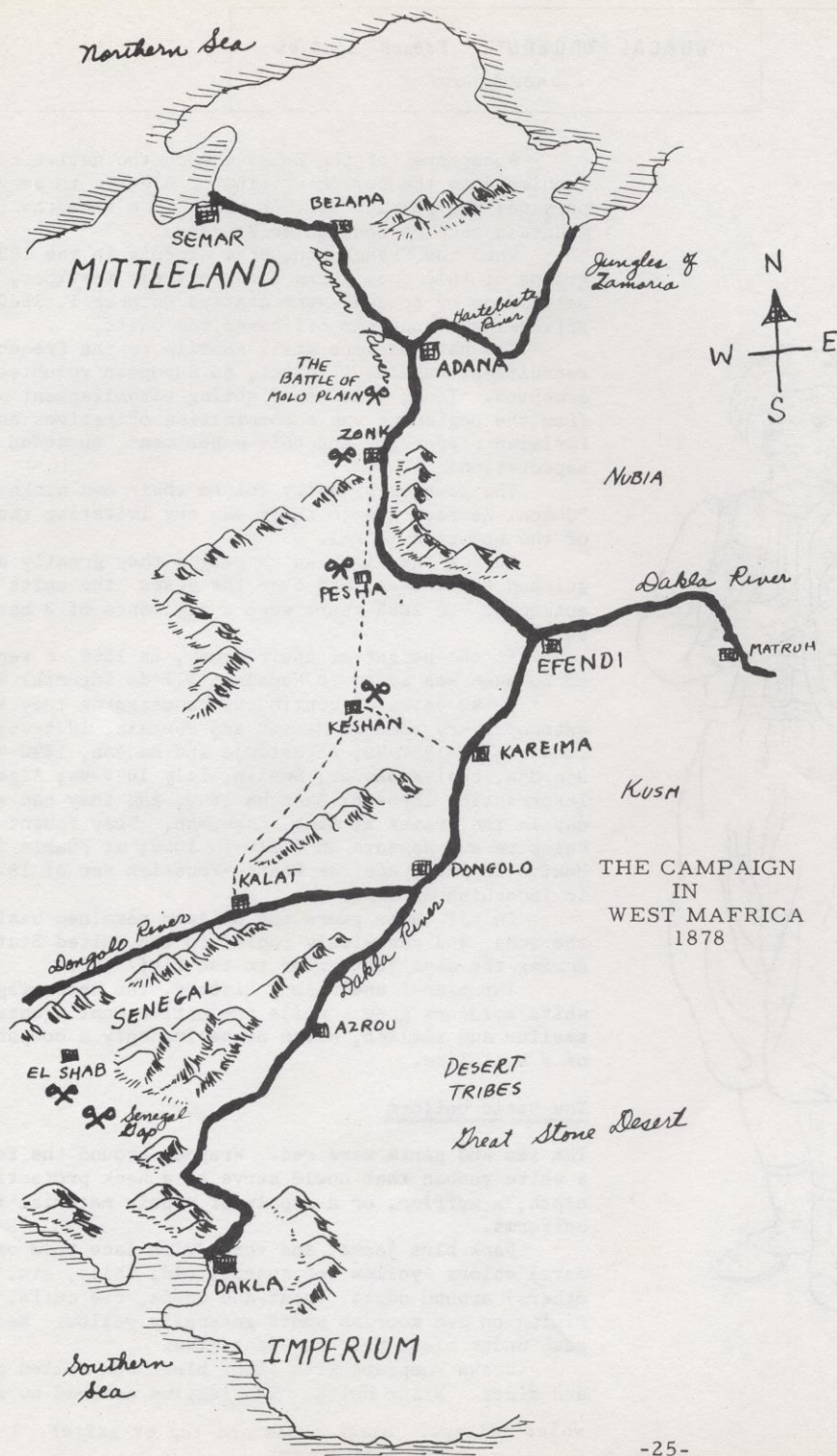
formation of the regular infantryman of the Napoleonic war game period.

In summary, as far as rules are concerned, the Light Infantryman operates much the same as the regular line infantryman with the exception of his "speed", and maneuverability - and if you so desire, his sharpshooting abilities. In all other respects he is a regular infantryman capable of being killed as quickly as a militiaman. His morale - unless a Guard type soldier - is the same as a regular, and of course, once killed, he cannot be replaced, since these men are limited in each army.



N-25 AUSTRIAN JAGER, 1860







## THE DAKLA RIVER CAMPAIGN - 1878

JACK SCRUBY

(EDITOR'S NOTE: This campaign was fought with Jack Scruby's 25mm 1890 African Colonial war game army. The first two battles (the Conquest of Senegal) lined up a pure native army versus a Regular force with no natives. The natives outnumbered the white troops about 2 to 1, but of course had little firepower. The rest of the battles had more or less even sides, consisting of 3 Battalions of white regulars (24 stands), a battalion of 12 stands of Askari troops, 4 companies of white Mounted Infantry, 24 stands of mixed white and native cavalry, about 20 stands of various native infantry, including both those with rifles and spears, and a number of Maxim guns and field artillery.)

In early January, 1878, the commander of the Imperium Colonial Field Force, General David Rusk, landed unopposed at DAKLA, the only seaport of the Senegal nation, situated at the outlet of the great DAKLA RIVER on the southern coast of Mafrica.

Within a few months the position had been consolidated, colonists and officials had arrived, and Dakla became the first Imperium colony in West Mafrica. It had been determined by the General that the nation of Senegal must be conquered first in order to secure the flanks of his advance to DONGOLO, a strategic native city located at the confluence of the Dakla and Dongolo Rivers. Senegal was a rich and prosperous nation, led by King El Schmer (played by Jack Scruby). Two Imperium Divisions were ordered to march upon the Senegalese capitol, EL SHAB, and the Imperium river fleet escorted them northwards to march through SENEGAL GAP into the interior.

El Schmer appealed to his people and raised two large armies. One was to harass the advance of the Imperium columns, and the other was to protect the capitol. At SENEGAL GAP the Senegalese leader sprang an ambush, catching the marching white troops in a narrow valley from all sides. The Imperium 1st Division fought bravely, but after a bloody battle were annihilated, only a few cavalymen escaping to warn the 2nd Division, marching some 3 days behind the 1st.

For the first time in Mafrican history, natives had to face the terrible firepower of white regulars, and El Schmer's first army group was cut to ribbons, even though they had destroyed the hated invaders.

Marching through the bodies of their dead comrades at Senegal Gap, the 2nd Imperium Division vowed to avenge the massacre, and met headon with the Senegal army some 10 miles outside EL SHAB. This time, the white troops formed in an open plain, where they destroyed wave after wave of attacking Senegalese, and before sundown, the entire native army had been destroyed with little loss to the 2nd Division. Senegal lay prostrate before the conquerers and General Rusk quickly took over the entire country, and moved his advance forces up the DAKLA RIVER to DONGOLO.

As one can see by the map (which is a parcel of Map 3 available to war gamers) the Dakla River, combined with the Semar River, forms an open road through the heart of West Mafrica. Control of this great waterway opened up the entire interior of this area from coast to coast. DONGOLO, EFENDI AND ADANA were key strategic cities along the great river, and control of these towns meant control of the entire area.

This fact had not escaped the early Mittleland explorers, and when word of the successful conquest of Senegal reached GOTHA (the Mittleland capitol), von Scrubitz, chancellor of the Mittleland Empire, ordered an expeditionary force to be fitted out for colonial action immediately. For SEMAR, located on the outlet of the Semar River on the norther coast, had long been friendly with Mittleland, and it was here that 5 Mittleland divisions of the Colonial Expeditionary Forces landed in April, 1878.

The Mittleland forces, led by General Jack von Scruby, moved swiftly southwards along the Semar River, taking ADANA without a fight, for the Nubians were friendly and wanted protection from the Imperium, who by May had moved northwards and taken EFENDI.

ADANA became the major supply base, with ZONK the forward post of the Mittleland army, and plans were laid to outflank EFENDI and DONGOLO by moving along the great inland caravan trails that paralleled the river system.



The Mittleland battle plan was to move 2 Divisions into Nubia, east of the Semar River, cross the Dakla River and capture MATRUH, outflanking EFENDI from the east. Three Divisions were to move through PESHA, KESHAN and KALAT, outflanking the Imperium positions to the West.

Word of this movement reached General Rusk at EFENDI, and he immediately marched a column westward to KESHAN to counter this thrust. The 1st Mittleland Division no sooner arrived at KESHAN, than a battle began, and the advance to KALAT was halted as the Imperium troops massed along the KAREIMA-KESHAN trail ready to hurl back the Mittleland threat. Meantime, also, at MATRUH, the 5th Imperium Division dug in and the Mittleland divisions were unable to cross the Dakla, and eventually retired back to ADANA.

Two great battles were fought at KESHAN. In the first action, the 1st Mittleland Division defeated the 3rd Imperium division and destroyed it. However before the victors had time to rest, the 4th Imperium division launched an attack over the dead bodies of their comrades, and drove the Mittlelanders from KESHAN.

Following up the hasty retreat of the Mittleland remnants, the 4th Imperium moved against PESHA. At this point, General von Scruby took up a good defensive position in the hills south of KESHAN and his 2nd Mittleland division administered a sharp defeat upon the enemy. Time after time the Imperium troops, now strengthened with a large native contingent, pressed the attack, but could not force the Mittlelanders from their position.

A week later, the fresh 6th Imperium Division arrived upon the scene and began a attack upon the Mittleland troops. *(Our campaign rules state that if a Division is defeated in battle, it is retired back to "home base" and cannot after that re-enter the campaign. The victorious Division is reconstituted at full strength and is available to fight again anywhere)* After a bitter battle, the Imperium troops took the position and drove the Mittlelanders out of PESHA.

Both sides now paused for several weeks to contemplate the situation. No doubt about it, the Imperium seemed determined to chase the Mittlelanders back from where they came, and their next attack upon ZONK was to be important. For this was the forward base of the colonial empire of Mittleland, and must be held at all costs.

It was at this battle that the first trenches appeared in the campaign. General von Scruby dug in his left flank entirely, manning it with native riflemen and Askari's, and for hours it held off the entire mounted arm of the Imperium division. However, on the right flank, there had not been time to entrench, and a fierce open field battle was fought out. A key hill in this sector was finally taken by the Imperium troops after bloody loss, and they held firm under a tremendous attack by native warriors and Mittleland cavalry to regain it. The right flank was now turned, and at about the same time, the Imperium cavalry, backed by fierce native riflemen, turned the trench system on the left. The remnants of the Mittleland division gallantly fought back to back, but in the end were overwhelmed, and ZONK fell to the Imperium.

Thus, three of the five Mittleland Divisions had been destroyed in five fierce battles. The 7th and 8th Mittleland divisions had been recalled from MATRUH, and now formed the defenses of ADANA, all that was left to the Mittleland effort.

The 7th was ordered south towards Zonk to attempt to recapture that city, but met up with the advancing 5th Imperium Division at Molo Plain, and there a great battle took place in almost flat terrain, with the exception of a large ridge dominating the center to the battleground. The Imperium regulars, 3 battalions strong, backed by their Askari and native warrior contingents, moved to capture the ridge, but the Mittleland troops reached there first, held the ridge throughout the battle despite tremendous assaults, and after a seven hour battle, defeated the Imperium force.

In the meantime, as the casualties of battle became so staggering, both sides sought peace. At Gotha, a truce was signed between the two Empires with ZONK allotted as the northern most outpost to the Imperium, and ADANA allotted as the southern outpost of Mittleland.

It is doubtful if this uneasy peace would last long, for many troopships were noted pouring into both DAKLA and SEMAR, and great expanses of territory lay east and west of the Dakla River open for exploitation. No doubt the future would see many more colonial wars being fought over this rich land of Mafrica!