

Jack Scruby's *War Game Digest*, Fall 1971, Book 7, Vol. 1

Reviewed by Rich Barbuto

While clearing old files, I've come across a few publications by wargaming father Jack Scruby. Jack started *War Game Digest* in 1957 and it ran 6 years. Then, the venerable newsletter went on hiatus until this issue, published in 1971. Jack tells the story inside, and in doing so, tells us a lot about the early days of our hobby. This issue ran 41 black and white pages on glossy paper. One of the articles was a complete rule set for Thirty Years War, which is included here. I think you will enjoy these pages; they brought back memories for me.





The NEW War Game Digest

September 1969 proved to be a turning point in my life, with a direct effect upon my hobby and my business. A mild heart attack put me on a convalescent trip for a few months during which time I was told that running two businesses, working 12 hours a day and smoking four packs of cigarettes a day, had to come to an end!

In April, 1970, when I signed an agreement with Ambrite Industries of Visalia, I eliminated the really hard work of manufacturing military miniatures. Ambrite took over the manufacturing and marketing of Scruby Miniatures, while I became their designer and casting supervisor. Although I am classed as a Designer, my work at Ambrite entails many other aspects of design and production techniques, and my time is limited as far as actual design of new military miniatures is concerned.

The results of this merger with Ambrite I feel has added a new dimension to war game manufacturing, and as time goes on things should be better and better as new production problems are met and worked out.

The past year at Ambrite has also been a year of adjustment to me, and my thoughts and direction have been too full to cater to other aspects of wargaming and military miniatures; a hobby which I have always loved and enjoyed.

But, several months ago I happened across a copy of a Scruby Miniature Newsletter I had mailed out in September, 1969, just days before I went to the hospital with my coronary. This article ("SOME THOUGHTS ABOUT OUR HOBBY

FROM AN OLD GUARDSMAN") again sparked something in me, and I began to think about this hobby and about the publications now bringing the word to the hobby, and I decided to once again get involved.

I felt, after a two year layoff from publishing a magazine, with a new adjustment to life and the elimination of the hard, grueling work that I used to do, that I was ready to plunge into publishing a war game magazine once again - on my own, under my own supervision, management and financing.

For one thing, now my living is not entirely made from manufacturing miniatures, which eliminates some bias that I might have had in the past. Secondly, I now have no crosses to burn with anyone in this hobby and any editorials I might write in the near future (at least) should not set off any internal wars within our hobby. My experience in publishing soldier magazines has been over a period of some 12 years, and I learned the hard way how to handle all the problems that arose from deadlines, subscription problems and other tensions that came along during that time.

I have seen problems arise in this hobby, have stirred up a couple myself, and have "sat on" others that could have caused arguments and bad feelings. And I have tried in most cases in my publications to let everyone have a chance to say something within their pages if it would be of benefit to this hobby.

With this practical background of actual experience in producing a publication, went some other thoughts.

I am especially proud of the fact that my WAR GAME DIGEST - which appeared in March 1957 - was the first war game publication ever put out on a regular basis. As stated in the editorial in Vol. I Book I, the idea behind this magazine was that it would be devoted exclusively to war game news and views. Considering at the time that there were only 40 subscribers, and that nothing else had been published about war gaming since Well's "Little Wars", this could be adhered to. Gradually, however, it became obvious that a war game magazine needed to devote some time to research of uniforms, and organizations of armies, flags and other items besides rules and battle reports.

By the end of 1962 I felt WGD had done its duty, and in the last issue, December 1962, I closed out WGD with the statement that "I have come to the conclusion that War Game Digest had done its duty in getting this hobby started, and that from now on other types of publications will better answer the purpose.."

The hobby had already begun its headlong growth, and by 1963-64 the handwriting was on the wall for those in the business of promoting and manufacturing military miniatures. It was either "merchandise" your products, or get out, and my publications from then on in reality were "house organs" as I joined the race for supremacy in the business world of military miniatures.

During the next six years of my publishing life, the whole hobby changed. Commercial-

ism took over; everyone got into the game who had a few bucks to buy soldiers wholesale; dealers sprang up over night, and as quickly died, taking along some hard cash from customers.... well most of the older wargamers know the growth problems in this hobby, and as with most anything that suddenly becomes popular, the fun and charm of the entire thing disappeared under a great deluge of commercialism.

In my September 1969 Newsletter, I stated that someday I wanted to again publish a magazine that featured fun with wargames; that would attempt to eliminate commercialism and bring back the charm of our hobby as it was. I said "such a magazine must be produced with enthusiasm... and it should be devoted to the idea of making war games fun, without losing the advancements made in this hobby.. and that its policy should be to lead willing members of this hobby back along the road to real enjoyment in fighting battles with military miniatures...."

That "someday" has now arrived, and I present to my readers the first issue of the NEW WAR GAME DIGEST.. printed by Scruby Publishing Co., an independent and self-owned enterprise. The policy of this magazine is as exactly stated in the paragraph above, and all my talents, experience, money and efforts will be expanded to keep War Game Digest on this road.

WAR GAME DIGEST will be published two or three times a year. There will be NO DEADLINE, no PRINTING DATE, no MAILING DATE.

When each issue is completed and printed, I will then advertise it in various war game magazines, and you can then purchase it direct from me.

The cost of each issue will depend on the expense and time spent in setting it up and printing and distributing it. There will be NO SUBSCRIPTIONS, no billings, nor any mailing list.

I shall probably print 500 copies of each issue, and once they are sold out, there will be no more of that one available.

I want no bookkeeping, no mailing lists and address changes to keep up to date, no "commercial" work of any kind in connection with publishing the new WGD.

In fact, I don't even want to receive any checks (personal) for payment, since this involves a massive amount of work just listing them on bank deposit slips, and I want nothing that will interfere with work time that is not necessary to putting out this magazine.

Cash (or in case of overseas purchasers they can send International Postal Orders) must accompany all orders for WGD, and to those who write letters wanting answers, there will be no answer unless a return stamp accompanies the letter!

This may sound dictatorial, but then it is my choice after all as to exactly how this publication shall work, and I have already been through this route once before, and under those particular circumstances, the only road for me would be back to the hospital once again - and frankly, that is for the birds!

Knowing wargamers pretty well, I also realize there are many who will NOT order their WGD when they first know an issue is ready. About two months later, they suddenly will send off a fast airmail request for it! And by that time, the 500 copies will already have been sold!

Since I refuse to become a typing correspondent as a sideline to this publishing thing, I simply will keep your money and credit it toward the next issue (whenever it is produced).

If suddenly you remember you sent me money and have received nothing in return for it, then all you need do is write again and enclose a stamp or post card (stamped) and I'll tell you what has happened!

I have never as yet knowingly cheated a mail order customer, and I have no intention of starting now. But, to answer ever letter that comes in is impossible with my time limits, and I would only answer anyone now (with the price of postage) when they send along a return stamp.

But, all is not as dark as I make out perhaps, for the reader of WGD should know that he has a very important function in this hobby. And that is as a CONTRIBUTOR to WGD. During the 1957-62 period of WGD, the readers are what "made" WGD tick. And I hope this will be true of the "new generation" of WGD readers! There will be no monetary rewards for writing for WGD, and I have been publishing long enough to know that only a small percentage of readers submit articles.

But, it was the readers of the old War Game Digest that made this hobby go and grow, and I feel it may be the readers of the new WGD who may sift out the commercialism in our hobby now, and who may help readjust things to a saner level. By voicing your thoughts you let others know what is on your mind, and the new War Game Digest hopes to have a hand in letting you do this, and hopes to stay alive and in tune with your ideas.

And I believe that I now have a neutral position in this hobby - enough so that I can act somewhat as an impartial umpire or judge. I shall of course include some news of my Scruby Miniatures that I feel will be of interest to my readers.

But I want everyone to know that the new WAR GAME DIGEST is NOT a house organ of Ambrite Industries, that the owner of Ambrite knows this. This magazine is my business, my publication, and I alone am responsible for anything printed in it.

This, then, is the NEW WAR GAME DIGEST-its background and its policy.

I hope you enjoy reading it, and in contributing to its pages.

I sincerely hope that we can once again bring back the fun and charm of one of the greatest hobbies in this life.

Jack Scruby

Editor and Publisher

The Story of WAR GAME DIGEST

by Jack Scruby

Of interest to many of our old time war game readers will be the following list of names of the original subscribers to the OLD WAR GAME DIGEST, which was first issued in March, 1957.

Our readers will note that many of these people are still active in war gaming circles.

Here then, are the fabled OLD GUARD of the war game fraternity, and the towns in which they lived at that time.

Ackerman, William.....Buffalo, NY

Bard, Bob.....Baltimore, Md.

Cpl. Ken Bastian...Royal Air Force, England

Brom, Larry.....Greensboro, North Carolina

Bath, Tony.....Southampton, England

Chamberlin, A. Newell.....San Mateo, Calif.

Conley, Frank....Visalia, Calif.

Collins, Capt. Ross (USN Ret.)..Annapolis, Md.

Clark, George B.....Baltimore, Md.

Clayton, Allen G..... London, England

Daniels, Lee.....Rockford, Ill.

Denmery, Keith...Toronto, Canada

Delabar, Homer...Tulare, Calif.

Etchells, Arthur III....Philadelphia, Pa.

Flynn, John.....Brooklyn, NY

Foley, Bob.....Berkeley, Calif.

Grant, Charles...Dover, England

Green, Kenneth....Larkspur, Calif.

Greenwood, John.....Broseley, England

Haskell, Ted.....Lansing, Mich.

Kelker, Geoffrey John...London, England

Loescher, Burt.....Burlingame, Calif.

Longlee, Vern.....Tulare, Calif.

Monk, Bruce K.....Ridgetown, Canada

Munn, Orson.....New York City, NY

Patton, Capt. George S....Annapolis, Md.

Perlino, Carl....Buffalo, NY

Price, Dr. Leo.....San Francisco, Calif.

Rogers, Midshipman R.P.....USNA, Annapolis, Md.

Robb, C.J.....Ballynahinch, Ireland

Saunders, A.W. "Ed".....Taunton, England

Schirmer, Friedrich.....Burgdorf, Germany

Schroter, Jeff.....Los Angeles, Calif.

Schuster, John.....Richmond, Calif.

Scruby, Jack....Visalia, Calif.

Snyder, Willard P.....Philadelphia, Pa.

Stonier, Blair.....Upper Darby, Pa.

Sweet, Charles.....Bristol, Conn.

Tarr, Lionel A.....Taunton, England

Thompson, Albert.....Sherman Oaks, Calif.

Tippetts, Frank R.S.Leicester, England

Thomas, Stewart...Stoke-on-Trent, England

Thompson, Capt. Richard...Columbus, Georgia

Walker, John.....Dorking, England

Watts, Edward....Swarthmore, Pa.

Many an old time wargamer would agree that a history of War Game Digest would cover the beginning of "modern" war gaming, for until the first edition of WGD, there was no literature on this aspect of military miniatures except for the long out of print "Little Wars" and a now and then article on war games that appeared in some collector's news bulletins.

At the time of the first issue of WGD (March, 1957) most of us fought miniature battles with 54mm soldiers, and used Well's rules for our base. A few enlightened people, such as J. Sachs of England, had laid down some "new" rules to play by, but these rules were hard to find, were little known, and seldom used except on a local basis.

Thus, until WGD began publication, war gaming was going on in a small, individual way, with little cohesion. During the period from 1952 to 1957 I spent countless hours corresponding with some 30 war gamers and so far as we knew at that time, this was all the players there were in the world!

It was on the foundation of these people in the opposite column, that War Game Digest was started - and at least as far as we were concerned at the time - it was the start of mutual co-operation that helped produce the tremendous growth and popularity of fighting war games with military miniatures.

Men like Don Featherstone, Tony Bath, Joe Morschauser, Peter Young, Ted Haskell and others, pumped out thousands of words into WGD and from many fertile brains, hundreds of new ideas were set down in the pages of this publication.

By the time books began to appear on the subject (by Featherstone, Morschauser, and others) the hobby had already gone through its infancy and had emerged as a lusty, brawling adult hobby ready for commercialism.

The publication time of the early War Game Digest - the six years between 1957 and 1962- was before commercialism seeped into the hobby, and the feeling of many of us is that these were the "golden" years of the hobby. Many objectives were set and reached that developed the entire hobby. Yet, many of the things we felt were necessary to further the enjoyment of the hobby, fell by the wayside.

Of these, the biggest objective in 1957 was to develop a good set of rules so that war games by mail could be fought. These rules were developed, many games were played - and the whole idea died out! The reason? War gamers are strong individuals and war games by mail were no answer to the red-blooded actions where you look into the whites of your opponents eyes across a miniature battleground populated by thousands of colorful lead soldiers!

There were, however, many great "discoveries" and ideas put forth those first six years of WGD, and here I have listed them on a year by year basis as they occurred.

1957

Four mimeographed issues were published in the first year. Each issue took up a particular "type" of war game soldiers - Light Infantry, Grenadiers, Engineers, etc. Many new ideas were expressed for these special soldiers and for the first time war games began to take into account special rules for special troops.

WAR GAMES BY MAIL was developed over this year, finally the rules were published and many of us began fighting this way.

MEDIEVAL WAR GAME RULES were set up by specialist Charlie Sweet, and broke a pattern in rules writing that were to give birth to such ideas as CONTINUOUS COMBAT RULES.

This particular idea was "new" in that "bonus" moves were used as a reward for "winning" combat.

And in 1957, one must pick out the great article by Charles Grant called "Topography, Terrain and Troops" which gave all of us a big lift. And, right from the start, Newell Chamberlin began his series of book reviews which was to last for many years in all my publications.

1958

Four mimeographed issues were published.

This year saw the advent of the new 30mm scale by both SAE and Scruby Miniatures. 54mm and 40mm scale were strong, but the new "small" scale models began to break down the "old" traditions of Wells and Britains.

The first Air War games began in Visalia, but to date they have not proved to be all that popular, although I participated in many a fantastic WWI dog-fight!

The subject of "Troop Morale" began to crop up in each issue during 1958 - the start of a whole new concept in wargaming. Many wargamers contributed to this idea, but mainly Ted Haskell and Charles Grant set the pattern of thought. It was "revolutionary" to suddenly find that your lead soldiers were not as brave as they had been before "morale" rules came up!

A special booklet by Newell Chamberlin, "The Zulu War" was published, and it still is one of the best on the subject and is still in print.

Also, WGD and the hobby recieved a big boost when Mechanix Illustrated came forth with an article devoted to war gaming - the first national magazine story I can remember being published.

1959

Four mimeographed issues were published.

The first INTERNATIONAL WAR GAME commenced, designed and led by Art Mikel. This was the first time war gamers around the world organized themselves into a single war game. The entire year was devoted to it, with some interesting reports being filed in WGD.

Wargaming began to become more complex, and Gerard DeGre's GUNFIRE MATRIX was a beginning. DeGre also pioneered the writing down of moves on paper before a game move on the table started, and many of us adopted this idea during the year.

Naval wargame rules came on strong. Ancient rules (by Tony Bath) and others by Ed Saunders and by myself led the way as interest grew in wargaming with ships.

John Schuster came up with new concepts in playing SOLO WAR GAMES, and the first of many TACTICAL PROBLEMS was introduced for readers to fight out and send in reports on. This feature continued in popularity for many more years.

1960

This year marked the first of the "international" years of WGD. Due to business pressures, I could not continue the work of publishing 4 issues of WGD a year, and thus a "British" WGD edition was put out twice a year by Tony Bath and Don Featherstone. For the year, two mimeographed British editions, and 2 mimeographed "U.S." editions were issued, and for the first time the British war game emerged.

This also was the first year AIRFIX "rubber" soldiers appeared in England, making it possible to get into wargaming inexpensively. A most interesting set of rules for fighting AMERICAN FRONTIER actions (an individual type of game between Indians and Rogers Rangers) was written by John Schuster, and a heavy feature of one issue was a re-evaluation of Napoleonic rules written jointly over a long period of time (and much postage!) by Peter Young and myself.

In December of this year our friend Joe Morschauser had his famous "TIN SOLDIERS" article published in LOOK Magazine, and this brought on a deluge of new readers for WGD!

1961

Two U.S. issues and two British issues. For the first time, these issues were printed, not mimeographed - a big step forward!

This also was the year of the FIRST BRITISH WARGAME CONVENTION held in Southampton under the hard work and guidance of editors Tony Bath and Don Featherstone. This was indeed a milestone in the history of war gaming!

WGD also published the first set of rules for ATOMIC WAR GAMING by Jack Gallagher, and a very good set of rules for MODERN WAR GAMES by Carl Reavley, then a member of England's armed forces, and a real student on war gaming. Jack Scruby also published "The Strategy-Tactical War Game", the first set of rules combining strategy and tactics on a war game table using miniatures.

It was during this year that once again Joe Morschauser set the hobby on its ear by suggesting that you should GLUE your model soldiers on a moving stand, and use the ROSTER SYSTEM! His book discussed this idea casually for the next year, WGD went into great detail (by many writers) on the pros and cons of this fantastic idea!

1962

Two printed US editions, one British edition.

This was the year of the first great "blowup" of the hobby - not the last one I'm sorry to say. Editorial differences between myself and Featherstone ended the British edition, and gave birth to Don's great "Wargamers Newsletter", which continues on to this day.

The final edition of 1962- and the "old" War Game Digest, featured the tremendous "Campaign of La Fere" pulled off by the Dayton wargamers - the first battle featuring thousands of model soldiers, many players, and huge play-in areas. This was to become the end of the old wargaming era, and the start of the new!

ALL ABOUT WAR GAMES

A WAR GAME DIGEST SPECIAL STUDY IN DEPTH ON A PARTICULAR WAR GAME
INCLUDING ORGANIZATION AND RULES..... BY JACK SCRUBY



In June of 1967 in the first issue of "Miniature Parade" I advertised One-Inch scale Scruby Miniatures of the THIRTY YEARS WAR. I included with this listing a couple of stories with ideas for rules for this type of war game.

Since then, as readers of later Scruby Publications will know, I have reported some of the interesting battles we have had using these soldiers. These games proved to be some of the best small scale actions David Rusk and I have ever had, and as a change of pace war game from the standard large-scale (in numbers anyway) Napoleonic battles, it is at the top of our estimation.

As one might suspect, sales of these 30 Year War models did not set the world on fire although those people whom I have met who use my soldiers for war games of this period are wild about their game!

As a result of lack of sales, however, I dropped this line from my 1971 catalogue. This

war is unique however, and rather than designing a whole new series in a smaller scale, I decided to "revive" these particular one-inch scale models.

One reason for keeping to the one-inch scale for the 30 Year War miniatures is that this is not a "large-scale" war game, and one does not need to have thousands of models to make the game right. Historically the armies of the times were small, so that a "scale" representation historically will not fill the average war game table up completely with model soldiers!

Secondly, the uniforms are much fun to paint, and in one-inch scale models, the player can go all out with color to brighten up his armies.

To paint these troops, the best source is Volume I of the Funcken book "Le Costume et Les Armes des Soldats de Tous le Temps", available through any book shop these days.

In full color the Funckens have several pages of soldiers of this war, and we suggest you purchase this book right off if you plan to go into wargaming in this period. It is available at most book shops, or through book dealers.

While on the subject of uniforms, there seems to have been no standard "uniform" as such for any soldiers during the 30 Years War though some sources believe the Swedish soldiers may have been uniformed - at least by regiment. Thus, you can paint your "brigades" as you see fit. I might add that I have found Shining Armor Household Enamel silver, gold and bronze to be the best paints for armor I have yet run across. This brand seems to be available at most hardware or paint stores.

Several months ago, after all these thoughts had traveled through my mind, I began to re-design the One-Inch scale Scruby 30 Year War models. I planned that these figures would be sold through Ambrite Industries as "Ready-Cast" models, which meant they would be stocked ahead for quick delivery, and that prices would be cheaper than the original castings had been. I felt that making these particular figures into our "Ready-Cast" process, would give them a better chance on the market.

In order to prepare models for our Ready-Cast process, much work is involved and each figure must be specially prepared. Despite the work involved, the results are most gratifying, and I believe our buyers will find the new models are much better than the old ones. Being ready-cast, they also are cheaper than the original ones were in 1967!

And one major change is the fact that we now cast the pikes in the hands of the pikemen, where before, the buyer had to solder or glue piano wire pikes into their hands. This can be a hassle if you don't know what you're doing. Of course, tin alloy pikes may bend or corkscrew from handling, but they can be bent back into shape. If they break off eventually, you can solder or epoxy steel pikes on.

Thus our new models of the 30 Years War are cheaper than before; are stocked for quick delivery; are better models physically than the old ones; have little or no flash on them to clean. With all these advantages to start with, lets get you started in wargaming with them by deliving deeper into the subject!

HISTORY

The 30 Years War began in 1618, and during its long course, the transition in warfare and weapons was remarkable. Wargamers tend to ignore the horrible facts of wars and look only at the interesting side, and it is as well for this particular war was probably one of the worst of world history!

Technically, the war began as an "armored" war, fought in much the manner of medieval warfare with heavily armored cavalry, massed pikemen, and with most missile fire being the cross bow, plus a few muskets of horrible design.

Gradually, musket fire power increased, and tactics began to change. Armored knights on horseback dropped some of their armor to get more mobility, grabbed hand pistols instead of lances, and now used the "caracole" fire pattern to sweep ranks of immobile pikemen with pistol fire.

To compensate for this, the ratio of musketeers to pikemen grew more equal, and the addition of this firepower to a pike square could hold off cavalry with long range fire, thus protecting the pikes from the deadly pistol fire. If the going got too tough the Musketeers were trained to dash inside the pike square for safety.

The Sword and Buckler man had been very strong in the early days of the war, but the musket soon proved the equalizer, and these men became the skirmishers, since they could move easier without the cumbersome pike to contend with. They were known as the "lost children" because of the suicide-type work they did on the battle ground.

Under Gustavus Adolphus of Sweden, Artillery came into its own during this war. For the first time mobile artillery was used, and great havoc was wrought on the massed humanity within pike squares by these guns. As a consequence, new tactical formations were used that bunched men up in smaller units so that losses might be held down.

In working up a set of rules for the 30 Years War, it is best not to get too bogged down with all these great changes in weapons and tactics. If you do, you may ruin a good war game. In my own rules, I took the most obvious points of combat during the 30 years period, and incorporated them into my game with happy results. I suspect the purist may protest the fact that my cavalry use caracole fire, whether my battle happens to be fought in 1618 or 1648, when it took quite a few years of action before this type of fire was actually developed.

But, to each his own, and I suggest that those interested in this war get hold of all the excellent books on the subject and study it. I'm certain you'll find it a fascinating subject.

WAR GAME ORGANIZATION

In Visalia we use the Roster System and the Unit Efficiency value, and as a result all the model soldiers are mounted (glued) on balsa wood moving stands. Our armies are modeled along the lines of organization one would find in the middle years of the war, when Musketeers equaled Pikemen in numbers.

Our "brigade" of infantry are standardized at 20 Pikemen, 20 Musketeers and 10 Swordsmen. Movings stands of balsa wood are 4 inches long and one inch wide. Five model soldiers are mounted on each stand, representing a "company" or "band" of infantry.

This type of moving stand makes it possible to maneuver your brigade into squares, column or line with ease. And the T/O makes it easy to form up new "brigades" based on the same standard as time and money will allow. It also is easy to beef up a brigade by adding specialized troops to it, as we shall see.

Our castings also allow for some variety within an infantry brigade. A "heavy infantry" brigade can be formed using the armored pikemen (Castings N-90, 92, 93) and thus are limited in maneuverability as a result.

Light Infantry brigades can be formed using the Halbardier casting (N-108) or the Landsknecht Pikeman (N-110), and since these men are lightly armored, or unarmored, they can maneuver more easily. Swordsmen and Musketeers in the brigade are more agile than pikemen so the term "heavy" or "light" applies to the pikemen within the unit.

We have two types of Artillery; Brigade artillery and Reserve Artillery. Brigade artillery is the Small Cannon and there is one attached to each infantry brigade in our organization.

This small gun can be moved, but it takes one game move to load it, and if it is being moved it cannot be loaded. As a consequence the smart general often saves this firepower for emergency action. Never-the-less it is a fairly powerful weapon on the field.

The Reserve Gun is the Large Cannon casting we advertise, and we generally limit these to two or three per army, depending on the size of your army. These guns have a long range, but must take two game moves to reload, and once set up in position prior to the battle, they can not be moved!

The guns are mounted on a square piece of balsa, but the Gunners (N-101) are not glued to this stand. This is because our rules allow the gunners to fire off a shot, then dash to safety behind a wall of pikemen if the gun is attacked.

Cavalry are mounted on a 4 inch by 2 inch stand of balsa wood. Heavy cavalry have 4 models per stand, Light cavalry 3 per stand. This is done for identification purposes, not for combat purposes. We find it easier to identify cavalry in this manner, and the numbers of the model does not cut down, or enlarge the combat values of the cavalry.

In my organization, two such stands make a "troop" of cavalry. I did this so that I could enjoy a variety of cavalry uniforms, rather than because of any historic reason.

Light and Heavy cavalry should be about equal in your army, and since there were lots of cavalry in this war, we generally have 4 stands of cavalry for each full brigade of infantry.

Thus, with these "standard" troops composing a 3 Infantry brigade army, you'd wind up with 12 stands of pikemen, 12 stands of musketeers, 6 stands of swordsmen, 6 stands of heavy cavalry, 6 stands of light cavalry, 3 small cannons and 2 large cannons. This makes a good, balanced war game army to fight with.

Of course, we have some specialized men, and of these the DRAGOONS are the most interesting according to our rules.

Dragoons were Mounted Infantry at this period, NOT cavalry. They contained both Musketeers and Pikemen, rode to battle, and then fought on foot. In our armies we have 4 stands of these highly mobile troops - 2 Musketeer units and 2 Pike units. This forms up into a very effective small infantry unit that can do glorious work for your army!

Our Dragoons are mounted on a 4 inch by 2 inch balsa stand, which is split in two, and which is attached to a cardboard stand. One part of the stand contains one Mounted Dragoon casting (NC105) which acts as the "horseholder". The other half contains 4 Pikemen or Musketeer models. This half of the stand can be moved off the "mother" stand to "fight on foot" when required.

When the two stands are together on the "mother" stand, we consider the men are mounted and they move at cavalry movement. When they fight on foot, the infantry section is moved off the "mother" stand, the horseholder goes to the rear, while the dis-mounted Dragoons fight onward.

Dragoons on foot have all the prerogatives of "light" troops, but can be totally annihilated if attacked by cavalry when they are mounted!

Special cavalry, firing muskets can be organized (Casting NC-103 and NC-105) as cavalry musketeers, firing at longer ranges than the pistol-packing regular cavalry.

Another special unit is the Landsknecht long swordsmen (Casting N-109). These men, with their 7 foot long swords, were not used much during the 30 Years War, but it is fun to have a small unit of them to counter the ever persistent Sword and Buckler men. One swipe of this huge sword could cut a Cuirassier in half! So we assume the men who swung these weapons must have been brawney, so we use them as a kind of super-elite close-in fighting unit. And, with these swords they could effectively defend themselves against cavalry. Normally we have 4 stands of these men, and they are brigaded with our attack brigades, or are used in independant actions, such as taking and holding farm houses, etc.

The German "Rieter" (NC-107) is a sort of super-pistol man, getting superior firepower over standard cavalry. They are not good at melee, being trained only for "caracole" pistol fire. Generally, 2 stands per army are enough.

The Turkish troops are generally organized in our army in the same manner as the European troops, and we use them as "mercenary", rather than "national" soldiers. History shows that at this time the Turks were not great fighters, being better at missile work than melee. So we class them as Musketeers, giving them good firepower, movement, but little ability with the sword. The Mounted archer (NC-118) is considered a "Light" cavalry man, and his arrows are as deadly as a pistol. The Spahi (NC-119) is another heavy cavalryman, but we give all Turks (as mercenaries) a much lower Unit Efficiency rating than our other soldiers.

RULES FOR 30 YEARS WAR

The following set of rules does not take into consideration the "basic" rules most people use, as we assume these are fairly standard throughout the hobby, and there is no reason to bog down specialized rules for this period with them.

In italics we explain the reasons for the special rules for this game which are based on historic fact.

And of course, these rules are based on the organization of the soldiers as noted above, and use the Unit Efficiency and Roster System as a base.

MOVEMENT

HEAVY PIKEMEN

Closed Order - when moving stands are touching each other.

- 1-Can move forward, or 45 degree only, at 3 inches per move.
- 2-Cannot move backwards in column, but may move backwards in square or in closed line formation.
- 3-In Close order, can only reinforce melees straight ahead of 45 degrees obliquely.
- 4-To break from closed to open order must be done at rate of 3 inches on first game move. Thereafter (in open order) move at regular rates.

Open Order - when moving stands are minimum of one inch apart

- 1-Move 6 inches in open order. May "face" new direction at 90 degrees each move.
- 2-Pikemen may "charge" into melee in open order, but in doing so cannot finish this movement in closed order. A "Closed Order" charge must have been pre-formed on a prior movement.

(A study of these rules later will reveal "closed order" fighting is very important to pikemen, and is the standard position they should be in for everything but movement)

Column formation

- 1-A minimum of three moving stands must be formed to make a column of infantry. In melee fighting, the first 5 stands in a column can be counted in the melee.
- 2-A column may move an extra two inches over normal move.
- 3-Add 1 "kill point" per stand if column charges into a melee. (See Combat Table)

LIGHT PIKEMEN (or unarmored pikemen, Halbardiers, etc.)

Same basic rules prevail as for Heavy Pikemen, except in CLOSED ORDER:

- 1-May move forward 6 inches (same as in open order) and "face" at 90 degrees per game move.
- 2-May break from Closed to Open order at full 6 inch movement.

SWORDSMEN

- 1-May move 6 inches at all times, in any formation, and from closed to open order.
- 2-Add 2 inches extra if in column formation.

MUSKETEERS

- 1-Move freely 6 inches at all times, in all formations. (For artillery "kill" purposes, in "caracole" fire formation are considered in closed order)
- 2-Add 2 inches extra if in column formation.

HEAVY CAVALRY (Includes Dragoons)

- 1- 12 inch normal movement. Add two inches for column or charge movement.

LIGHT CAVALRY (includes German Rieters)

- 1-Move 16 inches normal move. Add two inches for column or charge move

Movement in the 30 Years War wargame is very important, and it cannot be emphasized too much the restrictions on Pikemen in their movement in closed order. Pikemen may not "wheel" around freely, since in closed order they are thigh to thigh and pike to pike. Thus the reasoning in allowing them only a 45 degree "face" when attempting to change front.

The straight ahead movement of a column is fast, BUT, watch out for those flanks! Or the rear! Better keep some Swordsmen handy to guard these vulnerable positions.

And, since Pikemen cannot face around to the rear under any circumstances, it has often happened that cavalry are suddenly upon this rear line, with woeful results. You'll find these restricted movement rules will suddenly change your tactics in short order, and that the vulnerable flanks and rear of any Pike formation must be protected with something!

As you will see later in these rules, you MUST put your pikemen in closed order when under attack, for in Open order, they will be slaughtered. But, a penalty is paid for the protection offered by closed order formations!

MUSKET AND PISTOL FIRE

Firepower is a most important factor for both infantry and cavalry. "Kill" factors are based on the "increasing" kill in that the closer you are to the enemy the more your kill. The Combat Tables at the end of the rule section explain this. Besides the range of killing, the defensive action of body armor is considered also.

"Caracole" fire was one of the big tactics of the period, developing into a kind of "rolling" fire of lines of cavalymen or musketeers. The front line of such a formation would blast away, then peel off to the sides, running to the rear rank, where they commenced the complicated task of loading again. By the time this was accomplished they were back at the front rank once again ready to shoot the enemy.

Thus, to use "caracole" fire in our war game, it is best to line up your cavalry or musketeers in "column", which will allow you to use every stand in the ensuing firefight.

But, remember it takes musketeers one full game move to reload their muskets, so if you let them empty their muskets completely on one move, you'll be helpless on the next! Experience has taught us to hold at least half the musketeers fire for the next move!

Thus, one finds the fire rules for a 30 Year War Game quite different from any other. For one must use fire and movement in this game, and a careful study of the fire rules below should explain the basic ways you can use cavalry and musketeers in fire fights.

MUSKETEERS

- 1-Musketeers may fire on one move, but must reload on the next. They may make a regular movement during this re-loading phase.
- 2-Musketeers may "caracole" fire with as many ranks as you have available (see above).

3-SPLIT MOVES

- a-If the Musketeer does not move, he may use a split move. He may advance 3 inches, fire, and retire 3 inches. The player indicates this to his opponent and cannot change his order

- b-Fire and Retire Move - If they have not been moved on game move, Musketeers may fire, then retire 6 inches. However, if caught in melee in attempting this, they cannot move, and must dice their Unit Efficiency to get off a volley at the attackers.

- 1-If they were placed in front of a pike line, they cannot be meleed except by attacking infantry. In this case, the attacker takes a volley, and if he wins the ensuing melee, he may continue his charge on into the pike line.

- c-During any of these Split Moves, the Musketeers must "take" enemy fire and casualties before retiring.

CAVALRY

- 1-Cavalry are considered to be armed with at least two pistols. They may fire one pistol per game move, and even if moving on the next move, can re-load it.
- 2-Cavalry may fire BOTH pistols on a game move (thus doubling their kill power), BUT, before they can fire again, they must stand motionless one full game move to reload.
- 3-Cavalry Caracole Fire - All cavalry are allowed a split move to perform caracole fire.
 - a-This is done by forming a column, allowing each stand a half move forward, a pistol shot (or two), and a half move to return to original position.
 - b-During this maneuver, if opposing Musketeers had not moved or fired, they are allowed under Musketeer Rule 3-a above, to move out from behind pike ranks, fire at the enemy cavalry, and retire, taking casualties as allowed under the rules

This may sound complicated, so let's set up an example. Four stands of pistol-packing cavalry are firing at a square of pikemen, with Musketeers inside. Basically, the first two ranks of cavalry fire into the pikes; the Musketeers jump out pumping their shots into the last two cavalry ranks moving up to fire, who in turn pump their shots into the musketeers, who in turn retire behind the pike line once again. Simple!

MORALE

You can use your own morale rules for results after fire fights. Normally the loser of morale retires his soldiers behind a supporting line of pikemen, or into a pike square. These troops, under our rules, cannot take offensive action again until they have been rallied, and must continue retiring until rallied. Normally it costs you Unit Efficiency points also when you lose post-volley morale. In our game, post-volley morale is not nearly as wicked as losing morale after loss of a melee.

THE MELEE

Every wargamer has his own rules for Melee, so we do not attempt here to tell you how to fight a melee. Rather, these rules outline various aspects pertaining to melees which portray tactical fighting of the period. Once again, we call your attention to the Combat Table at the end of these rules for "kill" factors and casualties as we use them.

PIKEMEN

- 1-In CLOSED ORDER, cavalry cannot attack them, and only other Pikemen may melee, and in some circumstances Swordsmen can attack (see below)
- 2-Pikemen in Open Order can be attacked anytime by anyone, and flanks and rear of pikemen in both open and closed order are highly susceptible:
 - a-If caught in flank, rear, or open order, pikemen kill only half-their normal quota, and the attacker has double-kill power. The Pike stand thus meleed automatically loses post-melee morale.
- 3-Flanks of pikemen can be protected by a single stand of Musketeers or Swordsmen, but of course can be further attacked by the melee victor on bonus moves.

CAVALRY

- 1-SHOCK POWER - Heavy cavalry add 4 kills per stand; Light cavalry add 2 kills per stand, for catching enemy troops motionless.
 - a-Under our rules, the attacking cavalry always is entitled to shock power, while defenders would dice their Unit Efficiency number to see if they could be placed in motion, or could fire volleys into the attackers.
 - b-Defending cavalry successfully "set in motion" eliminate the attackers shock power, while a volley into the attacking cavalry causes casualties but does not cut out the shock power.
- 2-Dragoons (see rules for Dragoons) are not considered cavalry, and are not allowed to make charges on horseback.

MUSKETEERS

- 1-Musketeers only fight in melee if they are forced to. They are not allowed to attack in melee, nor can they reinforce a melee.
- 2-Use normal melee rules if Musketeers are caught in melee, but if they are more than six inches away from supporting pikemen or cavalry, they are considered to be unsupported, and are automatically whipped in the melee, and must suffer all the losses involved in the rules. The attacker suffers no loss under these circumstances.

SWORDSMEN

- 1-May attack anyone except cavalry. To attack Pikemen in closed order, they must roll their Unit Efficiency number. If they fail, they are moved elsewhere by the player without loss of morale
- 2-Swordsmen have a unique melee function if they are ranked behind Pikemen in any melee.
 - a-Both players roll one dice for high dice. The high throw wins. This means his front rank of pikemen have "raised" up the pikes of the enemy, and this allows his swordsmen to "slip in" UNDER the enemy pikes to get at him with his sword. The results are bad! Double the swordsmen kills if this occurs.
 - b-If both sides have swordsmen in ranks behind pikemen, then the high dice still wins the "double kill" Of course, if the defender wins the high dice throw, it nullifies the action by the swordsmen, or (in b) allows his swordsmen to do the dirty work.

DRAGOONS

Dragoons are Mounted Infantry, not cavalry. When mounted, move at cavalry speed. and when dismounted as infantry, follow all infantry moves as for pikemen or musketeers. The horseholding stand ("mother" stand) has no combat value.

- 1-Dragoons can make a full cavalry move, dismount into CLOSED ORDER on one game move.
- 2-They may mount, move full move, but not dismount on one game move.
- 3-They may move half a cavalry move, dismount, move half an infantry move, or vise versa.
- 4-They can use any of these moves to reinforce melees, seize terrain positions, fill gaps, attack artillery, etc.
- 5-Dragon musketeers and Dragon pikemen follow all combat rules as for regular troops.

THE "SCATTER" RULE

THIS RULE forms a most important function in our 30 Years war wargame, and is used only after a melee, not musket fire.

- 1-The player who loses morale after a melee must throw one die for each defeated stand of soldiers he has left. Each such stand must retire to the rear as a defeated unit as shown below. These units must continue to retire on each game move until rallied by their UE number, or until they retire off the table top.

Dice a 1 or 2...the unit retires to the left
Dice a 3 or 4.... the unit retires straight back
Dice a 5 or 6....the unit retires to the right.

As a result of the Scatter Rule, no "brigade" or cavalry formation will ever retire in one mass, but will be scattered all over the table top.

BONUS MOVES

1-Winning a Melee

- a-The winner of a melee is allowed to continue the attack by moving his victorious troops into further melee with new enemy troops who are within legal move range
- 1-In this event, depending on your own rules, you can fight this new melee out or leave it to be fought out on the next game move.

In our War games, we generally fight this second melee out, allow the victor another bonus move, then get on with the next game move. Thus, one victorious melee may lead to two bonus moves and one extra melee.

2-Pursuit by Cavalry

- a-If cavalry were involved in a melee, or are in "close support" of a melee (within six inches by our rules), the cavalry may take a bonus pursuit move of the defeated enemy who have lost the melee.

- 1-The losing force does not use the Scatter Rule, but retires a normal cavalry move length behind the melee line, and are set with their backs to the pursuing cavalry. The cavalry of course, pursue these poor fellows, giving it to them in the back at a double-kill ratio, without any loss to themselves. It is an automatic defeat for the beaten troops unless:

- a-The retirement of the loser force goes through support troops, who may engage the cavalry, or if the retirement brings the losers force to within the six inch supporting range, at which time the support troops may engage in the extra melee.

Thus, when you lose a melee, you may be in for deep troubles. The Winner has two beautiful choices open to him for Bonus Moves - the regular winners move, or the Pursuit by Cavalry move. Either of these can be disastrous, so it behooves one to never let his opponent outnumber him too much in melee, or a whole army can be destroyed on Bonus Moves alone! I have had this happen to me more than once!

INFANTRY SQUARES

This is an extremely important formation for all infantry, and it takes a minimum of two stands to form a square. Normally it is best to form a 4-stand square and any men who can fit inside this square are protected by it.

- 1-Cannons can form one face of a square, or can be set in a squares corners and are counted as part of the square.
- 2-Men in square have their Combat Value (Unit Efficiency) upped, but are massed and thus suffer heavier loss to Artillery.
- 3-Cavalry cannot attack a square of Pikemen, but can attack Musketeers or Swordsmen squares, but lose their Shock Power kills in doing so.
- 4-A Column of Pikemen lose shock power in attacking a square.
- 5-Squares may move in all directions at a normal 3 inch per game move movement. (Light Pike square can move 6 inch)
- 6-A square is a defensive posture, not an offensive one, and normally cannot be used to attack with.
- 7-Should one "face of a square" be swept away by artillery or musketry, and there be no replacement stand to take its place, the square is "broken" and can be attacked by cavalry with the horrifying results that the other outer faces (if pikemen) are caught in the rear, since they cannot "face" around according to the movement rules. Any stand inside the square can take the place of the stand swept away by fire.

ARTILLERY

LARGE GUNS

- 1-Prior to the beginning of the War Game, the Large Guns can be set up anywhere on your half of the table top, and you are allowed to set up one full brigade of infantry (or cavalry) to protect these guns.
- 2-Thereafter, these guns cannot be moved more than a six inch radius in order to swivel around and fire in any direction.
- 3-It takes TWO FULL GAME MOVES to reload these guns after they have been fired.

SMALL GUNS

- 1-May be moved an infantry move, and if loaded, may fire at the end of the movement.
- 2-Must use one full game move to reload, and cannot be reloaded if it is being moved.

CREWS

- 1-In order to fire or load, crews must be at the gun. Crews may fire the gun and retire immediately behind pikemen (or square) for protection, but must move back to gun in order to reload, etc.
- 2-Crews can be used to man any gun at any time.

COUNTER BATTERY FIRE

- 1-Kill opposing gunners at half the normal rate of kill
- 2-Takes six hits to destroy large gun; four hits to destroy small gun

CAPTURING A GUN

1-Guns are considered captured if held by the player for one full game move. Thereafter it can be moved or worked (only by gunners) as your own.
The Combat Table below shows you our rate of kills for guns, but of course you can set your own as you wish. As for numbers of gunners, we generally use 4 gunners for a large gun and 3 for a small gun. As long as one gunner remains at a gun, it operates at full capacity. If one wants larger crews, he of course can set up fire rules depending on the number of men in the crew, etc.

COMBAT TABLE

Type of Soldier	Muskets/Pistol Fire		In Melee Kill:	Movement	Point Value of a Stand	Unit Efficiency of a stand
	Range 1" to 12" Kill	Range 13" to 18" Kill Ar'md. Unar'md				
Musketeer	6 points	3 4	1	6 inches	30 pts.	4
Heavy Pikeman			6-closed order 2-open order	3" closed 6" open	30 pts	5closed 3 open
Light Pikeman			4-closed 1-open	6 inches	30 pts	4 closed 2 open
Swordsman			4 pts.	6 inches	30 pts	4 closed 2 open
Heavy Cavalry	1 to 6" - kill 3 7 to 12" - kill 2		6 pts.	12 inches	20 pts	5
Light Cavalry	Same		3 pts.	16 inches	20 pts	4
"Rieter"	1 to 12" - kill 4		2 pts.	16 inches	20 pts	3

ARTILLERY

Throw one die per gun. All but a "2" are hits. Miss on "2"

LARGE GUN

Range 20" to 36"
 37" to 48"
 Cannister - 1" to 20"

Closed Order

Kill 10 pts
 Kill 6 pts.
 Kill 15

Open Order

Kill 5 pts.
 Kill 2 pts.
 Kill 7

SMALL GUN

Range 13" to 24"
 25" to 36"
 Cannister 1" to 12"

Kill 6
 Kill 4 23
 Kill 10

Kill 3
 Kill 2
 Kill 5