

**Jack Scruby's *Miniature Parade* (Volume II Number II)**  
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**A Review by Rich Barbuto**

Here's another blast from the past. Over 50 years ago Jack published this magazine. An extract follows:

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## ASIATIC

# "COLONIAL" WARGAMES



TYPICAL FILIPINO INSURGENT



THE BOLO

The new listing of 25mm Scrubby Miniatures of troops who fought in Asiatic colonial wars, opens up a new field in war games, which may be unfamiliar to many of our readers. The period 1880 to 1900 saw many tough little actions that should make for interesting play. We must thank Peter N. Kolosky for the information on the Philippine irregulars.

### THE PHILIPPINE ISLANDS - 1898

#### THE FILIPINO INSURGENT

In general, the actions fought between European troops and the forces of Asiatic countries up for grabs was quite different than wars fought in Africa during the Colonial Expansion period of 1880 to 1900. The Asiatics were usually armed with fairly modern rifles, were better led, and fought guerilla actions rather than open battles. Except for the Boxer Rebellion, much of the fighting took place in jungles.

In the Philippine Islands, four "little" wars were actually fought. These were the Filipino Insurgents versus the Spanish, the U. S. and Insurgents versus Spain, The Insurgents versus the U. S. and the U. S. Army, with aid from the Philippine Constabulary against the Moros.

Due to the confined area of operations, lack of roads, jungle conditions, rugged terrain and the guerilla tactics of the insurgents, the maneuvering of large balanced forces of U. S. troops was impossible. War was waged in the pattern of the Indian wars of the past, with the infantryman playing the leading role, rather than the cavalry.

Because of the shortages of firearms, the Filipino resorted to guerilla war, rather than open battle. Surprise and ambush were easy and artillery and gatling guns played only minor roles. The Insurgents fought with bolo knives as much as with rifles and their attacks were met with small arms fire and the bayonet.



## UNIFORMS OF THE INSURGENTS

The typical Filipino insurgent wore his plantation hat, which was usually straw or soft felt, of white or grey color with black band.

Both officers and enlisted men wore the loose fitting, long Spanish jacket, and long, baggy trousers. Coat was usually white, while the pants could be blue, rust red, gray, green or white. About the only equipment worn was a leather haversack which contained personal items, rations and ammo. Some wore captured U. S. cartridge waist belts, and of course their bolo. This was razor sharp and was a deadly hand to hand weapon in the dense jungle.

### THE MOROS

The Moros were a Mohammedan people in Mindanao who had never been completely subjugated by the Spanish. When the U. S. Army occupied this island, trouble began. Over a three year period the Army dispatched expeditions into the interior to destroy Moro strongholds, and found the Moro warrior to be a tough antagonist.

### MORO COSTUME

All Moros wore turbans, usually of solid colors - red, blue, green, yellow, etc. A vest of colorful light material, beautifully embroidered was common, and most wore colored waist sashes into which their hand weapons were stuck.

All men were barefoot. Some wore loose, baggy long trousers of all colors, and lined and piped with checks and patterns. (Fig. 2) Some wore short tight pants, coming just below the knees, often striped as shown in Fig. 3.

At the beginning of the war, most Moros carried shields and spears, but these were discarded as they captured the American weapons. The Barong was the favorite hand weapon, and when wielded by a "juramentado" - a single warrior off to fight to the death in a trance - it was deadly and these fanatics often had as many as eight U. S. bullets in them before they were stopped in their final, suicidal charge to glory.

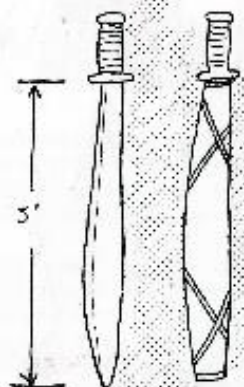
There were over 1000 engagements between the Moros and the U. S. Army - most of them deadly jungle actions in which the barong was very much the equal of the American rifle.



Figure 2 MORO WARRIOR



Figure 3



THE MORO BARONG

## FRENCH INDO-CHINA

From the time the French moved into the main kingdoms of Annam and Tonking (now called S. and N. Vietnam respectively), they were faced with constant guerilla warfare. The Indochinese were closely related and tied in with China, and little appreciated the colonization efforts of the French.

Tonking was the major source of trouble, and in 1883 a long and desperate war began which ended in 1887 with France in full control of the entire area. Bands of local rebels called the Black Flags, laid siege to Hanoi off and on, and great expeditions were sent northwards by the French to attempt to subjugate the country. China openly joined the rebels and dispatched Chinese army regulars and weapons to the conflict.

### THE REBELS

The Black Flags were fairly well armed, gradually replacing their spears with rifles. They wore no uniforms, but fought in their regular costume, much as the Viet Cong today.

The Chinese regular of the 1880's (Fig. 4) had a Russian-type uniform; a slip-over blouse with large shoulderboards (regimental colors probably) and pants tucked into high boots. The uniform was dark blue, with a large white emblem with



Figure 4 - CHINESE REGULAR

chinese writing sewn to the chest. The cap was dark blue, but had no bill. Belts and equipment was of black leather. The army was quite westernized since the days of the Taiping Revolution and the training of General "Chinese" Gordon.

### THE FRENCH

Units of the French Foreign Legion fought in Indo-China and dressed much the same as they always did, with the exception that they wore a high, narrow white sun helmet. Their jacket was dark blue, the full pants were white and were tucked into canvas gaiters. They wore their red waist sash, and all belts and equipment were black except for the white canvas haversack. As usual, the men wore huge packs which often reached higher than their helmets (Figure 5).

Sailors from the French warships did much shore duty and were heavily involved in land fighting, especially around Hanoi. They wore their blue sea uniforms, with canvas leggings, and those who did not wear the sun helmet, wore the beret (dark blue) and pompom (red). (Fig. 6).

Since the Ministry of Marine governed Tonking all white Colonial infantry were called Infantry of the Marine. The cut of the uniform was identical with the Foreign Legion, as was the color with the exception that a blue waist sash was



Figure 5 - FRENCH FOREIGN LEGION



worn, along with rust red leggings. An anchor emblem (white metal) was attached to the sun helmet. A few units are also shown wearing blue pants with red stripe, probably designating them as Chasseurs a Pied.

Indochinese regulars, mostly from Annam, acted as auxiliary troops, officered by French. The uniform was copied after their native costume and consisted of a blue jacket of European cut, white, loose pyjama pants, black leather belts, cartridge box and haversack. Most wore a red bandana on their head, with the straw coolie hat. All wore a loin cover. (Fig. 7)

We have another source which shows this uniform to be all khaki or buff at this period, and it is noted that the loin cover and the head bandana are always the same color - i.e. red or medium blue. It would be a good guess to say these items were of "regimental color". Those war gamers who wish to depict the Black Flag rebels can paint these Annamite regulars for them, since the costume was almost identical.

Algerian Turcos also took part in this war, and wear their Zouave uniform. They had medium blue jackets and shirts, trimmed yellow, white baggy pants, red waist sash, white leggings and black belts and equipment. Any Scrubby Miniature of a Zouave casting can be painted to represent the Turcos troops.

#### ASIATIC TROOPS IN WARGAMES

The reader may well ask, "what can I do with these troops in war games"? And to our way of thinking, one would not get too much fun out of an entire war game army based on any of these "little wars". Since I myself do not fight historically true colonial war games I will have no trouble assimilating these troops into my armies.

What we do with all such "contingents" is to study their fighting capabilities in depth, then base the combat values they are assigned for war gaming on actual historic fact.

Thus, if one added a band of Moros to his "mythical" colonial war game armies these men would have high morale values and no firepower would stop him in a headlong charge. At the same time his ambush qualities would have to be recognized, and any white company of infantry who stumbled over them would have a bad time against the barongs!

Thus, if you happen to drop over at my house on war game night, don't be too surprised to see Philippine Insurgents fighting alongside U.S. infantry, or Black Flags and Foreign Legionnaires being allied. In our game, we are not interested in historic facts as far as geography is concerned. What we are interested in is "populating" our mythical continent of Mafrica with fighting men, whose fighting ability is based on true historic fact. To play a Colonial game in depth, we feel this is the true answer - plenty of men of different caliber, in small or large contingents, added to our major armies as auxiliaries.



Figure 6 - FRENCH SAILOR



Figure 7 - ANNAMITE REGULAR



# Beginner's Notebook

HELP AND ADVICE FOR THE NEW WARGAMER FROM SCRUBY MINIATURES.

To the beginner, the hobby of wargaming appears complicated, a little mysterious and often it is hard to find a comrade to share it with in order to keep one's interest alive. I have met several hundred people who at one time were beginners in wargaming and all have a common trait - a wild enthusiasm at the beginning which peters out if the person is unable to find some direct help to get him started.

Wargaming is in some ways a very complicated hobby, and there are many angles to it that the beginner may not even see at first. The sight of hundreds of military miniatures on a war game table is enough to send him into a wild frenzy of emotion - until he realizes that he himself is going to eventually have to paint and organize his own armies in order to have a setup like this. It is right here that many drop along the wayside, and perhaps this is best, since without a sincere "drive", the chances are that he wouldn't become a true wargamer anyway.

On the other hand, the surface sight one gets of the hobby - the big wargame setup - is only the smallest end of the satisfaction of the hobby. As any old wargamer can tell you, most of the fun is preparing your army for battle, doing the research necessary to make it historically accurate, and in preparing for the wargame itself. The table top action is almost anti-climactic - the work has already been done, and it is this work which is so enjoyable to a true wargamer. Sure, it's great to fight battles, but it is also tough to lose them, and your frustration at losing a war game can be taken out in preparing your army for the next one. I think the true test of a real wargamer is that he can be beaten time and time again, but he still loves the hobby and the other things that go along with it. Frankly, if you're going into this hobby just to win a game, you will not last long, for after the first bloody defeat, you'll probably give it up anyway.

I realize there are many beginners in this hobby who need to know the answer to "how do I get started?", and it is my intention in this column to try and get you started right. In this column I'm not going to pull any punches, and I'm going to try and give you specific advice, not generalities. However you'll have to realize that my knowledge is limited to my own way of playing wargames, so that any advice I give is my own and is not to be considered to be the only "word" on the subject.

When the beginner gets my catalogue, he is suddenly overwhelmed with the fact that hundreds of miniatures, in many sizes and historical periods, are available to him. In trying to figure out what he might want for an army he is staggered by the fact that he must organize and paint an army so that it is "playable" in the space area he has available; that must buy or make terrain pieces; that he must plan out rules of his own. The immensity of the whole project may be just too much, and he may forget the whole thing.

Now, this is where he is making a mistake. For there is a very simple solution to the whole thing - a solution that was not available to us older wargamers when we began. All you have to do is send a self-addressed, stamped envelope to Scruby Miniatures, tell us where you live and what towns are close by (if you do not live in a big city). We will look through our files and if there is any known wargamer anywhere near you, we will send you his name and address.

You will find most wargamers are pleased to help a beginner, and in some cases he may have been looking for an opponent too, and there are other advantages for you besides making a new friend. He may already have a war game army started - or completed, and you can fall right into line, work with him in expanding the army with figures of your own. He can help you in organizing your share of the army, in painting it, and will pass on knowledge he has already gained that might take you years to know.



Thus, by allying yourself with an already established player, half the battle is won, and you can start learning about wargaming as you play. But I must warn you that wargaming is a very personal thing to us old-timers, and if in any way the beginner is the least bit obnoxious, he is not going to be invited back again. Don't be smart or overbearing in any way; don't be a "know it all", or you'll find yourself left out. You have to remember this guy has worked hard for years on this hobby, and he is not going to stand for some upstart coming along telling him his rules are wrong, or that his setup is crude, or that his painting is lousy. My advice to the beginner is to keep his mouth shut and his ears open until he has reached the point of maturity in the hobby at which time his knowledge will be respected.

Now, the beginner who writes me and finds out that there is no one around his town who is an established wargamer, must take a different approach to the thing. He is going to have to go it alone - at least to the point where he has an army started and then he may be able to interest one of his friends into being an opponent. For years I fought two opponents who cared nothing for lead soldiers, nor for painting them - but who loved to fight war games! So I know from experience it is possible to find someone to fight - even if they care less for the work involved in the preparation of the war game.

Assuming then that you are one who cannot find a ready-made wargamer to join, but who still wants to continue onward in the hobby, you must do some serious thinking. **FIRST** - pick the period of military history you like the best; get started with this, and **STICK WITH IT UNTIL YOU HAVE COMPLETED AN ARMY**. If you jump around from one period to another, you'll wind up with nothing accomplished except a empty pocketbook. And there are other things to consider before you buy your first miniatures, and I'll list some questions and give some answers that you should consider carefully before starting up a war game army.

Q. - How much room do you have for your wargame setup and storage of figures?

A. - If you have only a small area to play in and for storage, your best bet would be 20mm or 25mm scale models.

Q. - How big an army do you want?

A. - If you go into 20 or 25mm scale, you'll want a lot of figures in order to make your war game look realistic. If you decide on having only a small army, then go in to 30mm scale, using less soldiers, and painting them to the best of your ability.

Q. - How much can your budget stand in purchasing miniatures and terrain pieces?

A. - Remember, you can't possibly paint a complete army overnight, so by limiting your purchases to match what you can paint, you automatically limit the amount of money you spend each month on miniatures, thus staying well within your budget. It is much easier to receive the number of figures you can paint easily, than to have hundreds of unpainted figures arriving all at once and have to face the task of painting them all at once!

Q. - What scale terrain pieces are available in your local hobby store?

A. - The HO gauge terrain pieces (20mm and 25mm) are more readily available than are 30mm sizes so if you go into 30mm scale you'll probably have to build your own.

Q. - How detailed do you want to paint your figures?

A. - If you like lots of detail, then go 30mm. If you are not that good a painter then go 20-25mm, for they are much easier to paint individually and look good en-masse.

Q. - How detailed do you want to organize your war game army?

A. - If you want merely to play a competitive game, then you need not worry about organization. But if you want your armies to be historically accurate, then you will need to start doing some research on what size regiments, brigades, etc. the army you are duplicating in miniature had. Then order accordingly, using a ratio basis of so many men historically to be represented by one miniature soldier. (Thus a 100 man company would be represented by 10 tin soldiers on a 10 to 1 basis).