**HMGS Fall-In:** Host Hop for a Day

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Snappy Nappy Campaign-In-A-Day 2022: North Flank of 1812 Russian Campaign

Snappy Nappy 2022 Communications Chronology: Messages of Russia 1812

**A Quintet of Dominion:** A Festival of Cards

What's C.S.? WWII

**Soviet Bears:** Armed Cosmonauts

#### **Books I've Read**

**Porsche Tiger and Ferdinand** Tank Destroyer **The Seleucid Army** of Antiochus the Great **Bloody April 1917:** Air Campaign 33

Charles X's Wars: Volume 2 (Cent Sold 87) Tanks in Battle for Germany 1945 (NV 312)

Roman Plate Armor: Elite 247

The Cactus Air Force: Air War Guadalcanal The Erewan War: Vol 2: CIA in Laos 1969-74 Identifying Cap Badges: Family Historian Guide

Warship 2022: Variety of Articles

Chobham Armour: Cold War UK Tank Develop.

McDonnell XP-67 Moonbat: XPlanes 17 F6F Hellcat: Philippines 1944 (Dogfight 5) Foreign Panthers: 1943-1958 (New Vangd 313) The Hunt for the Storozhevoy: 1975 USSR

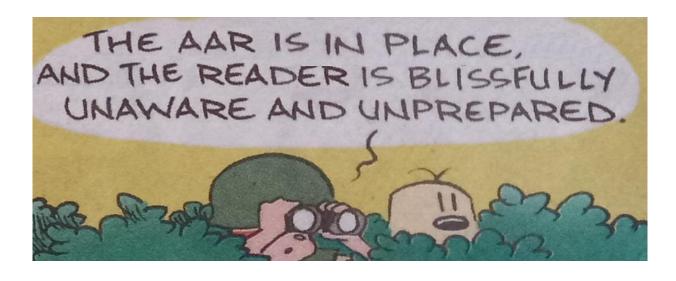
Japanese Conquest of Burma 1942: Campaign 384 North American T-6 Harvard/Texan: Duke H C02 The Real Gladiator: Maximus Decimus Meridus

Maritime Strike: UK Navy and Libya 2011
The Venlo Sting: MI6's Deadly Fiasco

A Mighty Fortress: Lead Bomber Over Europe







# **HMGS Fall-In:** Host Hop for a Day

By Russ Lockwood

Once again, HMGS held a convention at the Host, or as it is now called, the Wyndham. Driving up was like meeting an old friend for lunch -- full of delight and expectations. The parking around the hotel was full, but the auxiliary lot was only about half full on Saturday morning.

Excellent set up. John (white shirt), Pat, and I stopped to ogle the board. The Wyndham stretches into the background.

Alas, I had but time for a one-day jaunt, but I squeezed in as much as I could. Neither I nor gaming buddy Dan has signed up for a game. So, it was off to see the games, and more importantly, the gamers around them.

As I was pressed for time, my knowledge of exactly what the title of a particular game is incomplete. I just absorbed the ambiance of the gamers and the often brilliance of the terrain.

The set up coming and going.

#### Extrava-gang-sa at the Port

"Keep building more -- it's fabulous!"

Somebody deserves a medal for the 1920s/30s set-up on the ground floor, dominated by a cargo ship. Wow! Never mind the brilliance of the port and the incorporation of a railroad near the warehouses, the ship was fantastic! No game was being played when I strolled by, but just awesome. This seems to be an ever-expanding set-up, and all I can say is

**Another Port** 

I believe this next port action is an adaptation of a Historicon set up that I praised. Again, I don't know the set up or game, but what a fun crowd. Something good must have happened on one side or the other.







# **WAMP Viking Fest**

Spoke to Pat a little bit about his Viking set up. He painted 3,000 figures for a game centered around storming a city and it shows. I've played in a couple WWII WAMP classics, and all the hallmarks are here: massive amount of figures in an epic clash. Friendly and fun game. Fantastic.

Viking glory,,,or downfall.

A closer look.



## Little Wars TV Stalingrad

Stopped by to talk to Greg (off photo to left) about Little Wars TV while gawking at the hex-based terrain set up for Stalingrad.

Nice ruins. We need to give more encouragement to ruins as just about any WWII attack into a contested large town or city meant artillery barrages. Good for *Squad Leader*, too.

Open hexes can't be good for any attacker.



#### **Gnome Is Where The Heart Is**

I'm thinking this is in the HAWKS room, but I can't be sure. What I am sure of is that these cute little fellas are armed with arquebusiers, unless a leader with a halberd or a fellow pumping out Riccolo soundtracks.

The train is a nice touch, too...

# **HAWKS Table**

This is definitely a table in the HAWKS room, with an ACW battle in progress. It seems to be winding down, but the middle seems to still be in contention.





#### **Zinta 1697**

An Age of Honor game in progress, with Bill Gray (seated in front of banner) as GM. You'll have to google Zinta to see who's who, or where's where for that matter. In the background, to the right of the banner, is Frank Chadwick's WWII Breakthrough game in progress.

The game practically runs itself. Bill in front of the banner.



#### **Orsha** 1941

The East Front beckons in WWII with the map for the Battle of Orsha in 1941, with the Soviet 5th Corp and 1st Moscow Division facing off against the German 17th and 18th Panzer Divisions.

After years of playtesting, Chadwick's *Breakthrough* rules are ready to be published, likely with a Kickstarter. How soon? Hard to say. They are investigating the process. I mean, I first played this back in 2018 (see my Feb 5, 2018 AAR).



I've been involved in six Kickstarters, five of which were successful. They need to balance expectations of goal rewards with the reality of funds received. Kickstarters also require considerable attention to detail and daily communications with backers.

Granted, given the years of playtesting and Chadwick's expertise in WWII game design, this battalion-per-stand rule set will likely sail through KS. Hopefully, it will also be released through stores, as I like to support my FLGS.

Frank Chadwick's WWII Breakthrough and a close up of the 18<sup>th</sup> Panzer Division.



# Beneath the Lily Banners

It's been a long time since I saw a *BtLB* set up. I was passing by and snapped a quick pic.



## Dan Murowski Memorial Game

Although there was nothing left but the wreckage, the Hoth set up was in memory of the long-time Fall-In HMGS director and gamer Dan Murowski.



#### Rommel Rules Modern

Pete Panzeri runs another armor-heavy game, this one apparently a modern game with a basis in Rommel Rules. With one of the gamers wielding a yardstick, there must be some serious distances involved.

Pete (right) GMs the battle as a commander (left) uses a yardstick.



# **LADG** Tournament

I snapped a couple of photos of the *La Art de la Guerre* tournament. As you might expect, tournaments are serious affairs filled with the gnashing of teeth over every point on the Army List. But if you want to pit yourself against the best players...

Phil on Left, Jeff on Right



Unknown on left, Allan on right



Jay on left, Dennis on right



I'm not sure if this is part of the LADG tournament or not, but is seems in the right place. The colored squares usually indicate available pips for activation.

## Flames of War Tournament

The FoW tourney in full swing.







#### Warhammer 40K

My discovery of the day!

What, I've never seen *W40K* before? Of course I have. What I've never seen is the spool on top of the big tank (a Baneblade, I think).

Hey, stop staring at the great paint job!

Look at the spool. Actually, it's not a spool, but a "Stitch Counter" sez the owner of the tank. Found in quilting or stitching stores, it's a twisty gizmo that you can use as a counter for something -- game turns, ammo, morale points, whatever. I can see it goes at least up to 20. Maybe to 99?

Dunno, but seems more stable than using dice that can be knocked around.

I was so enamored of the stitch counter, I forgot to take a photo of the game in progress. Sorry, guys.





## **Victorian Flying Ships**

Now, these are cool. A little aether, or whatever keeps the ship up in the air, combines with steam to offer a steampunk scenario pitting the British against...um...forgot who they were fighting.

Doesn't matter. The enemy flew ships just as clever and cool as the Brit ships. I'm guessing the guy with the sword is a Marine.

#### **PELA Winners**

I snapped a photo of the winners of PELA awards on Saturday afternoon. Full list will be on the HMGS website.

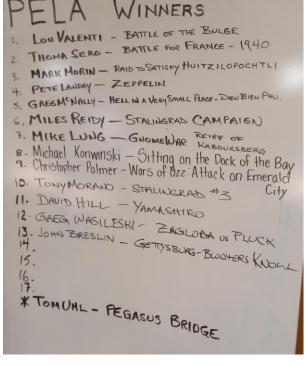
#### **Dealer Area**

Indeed, I didn't have anything on my to-buy list, but I headed into the dealer area and spent most of the time chatting. I'm sorry, but I didn't take a single photo.

#### Flea Market

The Lampeter Room housed the flea market. I wandered around, but given the unpainted lead and in progress projects at home, I had nothing on my list. Still, you never know...

I bought a mouse.



Really?
Yes.
Spell
correction turned
the word into
"mouse," but I
really bought a
"Maus" -- two of
them in a GHQ
pack. Why? To go
with the other
GHQ 6mm tanks
and figs that await
painting...

Lampeter Room 4:47pm Saturday. Flea Market along top of photo.



#### **Dinner**

I went out to dinner with *Against the Odds* magazine publisher Steve to chat about upcoming projects. While we were there, WWII GIs walked in. Apparently, there was a re-enactment going on at a nearby train station. I asked to take their photo in a scene that could be out of the 40s...except for all the plastics...

# **And Away**

So went a single day of Fall In...and an enjoyable, if brief, day it was. See you at Cold Wars 2023!



# Battle of Kolín (June 18, 1757): Command and Colors Seven Years War at Fall-In

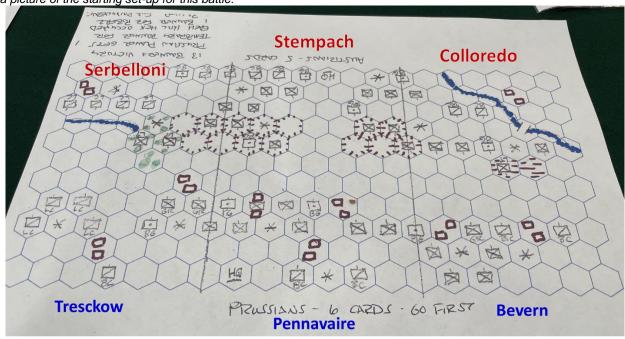
by Daniel Burkley

I managed to play in one game during my Saturday visit to *FALL IN 2022*. I ran across Russ in the Distelfink Ballroom and we both saw Richard Borg with Paul Millar setting up a Seven Years War game using *Command and Colors* rules. After we finished our conversation, I came back to see if they had a full complement of players, and they had room for one more. "Sign me up." "OK, you play Frederick the Great."

It had been more than 10 years since I've played *Command and Colors*, but fortunately six players had already assumed the battlefield roles for Left, Center, and Right on each side, so the position of C-in-C was open, which I gratefully accepted. All I had to do was manage the Command Cards and allocate them to the players on my side each turn and let the battlefield commanders use them as best they could on the tabletop. This was a relatively new "Epic" set of rules specifically designed for eight players.

I was not that familiar with this battle, other than it was Frederick the Great's first defeat against Marshall Daun. As the role of Frederick the Great, I would hold a hand of 6 Command cards, while the capable Marshall Daun would hold 5 Command cards. The GM said I was "slightly smarter" to justify holding 6 Command cards, to which I replied "That might change by the end of this battle."

I took a picture of the starting set-up for this battle:



I do not recall all the players' names, so I will use the historical commanders' names as I've indicated on the starting set-up.

The Prussians are actually outnumbered, but have the burden of attack. To win, the Prussians need to get 13 "victory chips" before the Austrians can. "Victory chips" are earned for:

Eliminating an enemy unit – 1 victory chip

Eliminating an enemy Leader – 1 victory chip

Prussians occupy each elevated hexes on the Austrian side of the table – 1 victory chip\*

**Prussians** occupy each town on the Austrian side of the table – 1 victory chip\*

\* If the Austrian re-capture an elevated hex or town, Prussians lose that victory chip.

So, while both sides get "victory chips" for eliminating enemy units, only the Prussians can get "victory chips" for occupying certain terrain features (but can subsequently lose them if re-captured).

As an extra "wrinkle" *nobody* knew about except Richard Borg, Richard had added some new Command cards to the deck, so even the GMs were in for a surprise! Good thing he was there to explain some of them.

Before the first turn, there is a bombardment phase: Starting with the Prussians, each side fires an artillery unit. Dice are rolled and the Prussians suffer more than the Austrians do in this initial exchange.

#### **Prussians Go First**

The Prussians go first: I have to choose a Command card from my hand to assign to a sub-commander and I must choose a card from a shared pool of 5 Command cards that both overall commanders can see (but not the sub-commanders).

Looking over the battlefield, I see that the Prussians have a slight local superiority on the right, but I only have one card in my hand that can be assigned to the right flank (*Line Command*), so I give it to Bevern. I choose a *Probe* command card for Pennavaire. Tresckow has no Command card assigned to him, so he rolls two dice to determine what type of units he may move this turn, so he is not completely inactive.

The Prussian sub-commanders then choose which units to move as permitted by the assigned Command card or dice rolled. The Prussians move forward to advance their units closer to the enemy. Units that were activated can then shoot (unless prohibited by the Command card). Frederick draws a new Command card.



Early Moves: The Asst GM helps the Prussians execute initial moves and fire as Richard (checked shirt) looks on from the far corner.

Marshall Daun then assigns one of his Command cards to a sub-commander and selects a Command card from the shared pool of Command cards to assign to another. Then the Austrians execute their turn and fire any activated units. The Prussians lose an artillery in the Center. "First Blood" to the Austrians, who gain a "victory chip".

One challenge as overall commander was choosing the Command card from the shared pool. The *Counterattack* card copies a Command card last played by the opposing CinC, which I used to good effect the first time I saw it. It kept showing up in the shared pool of cards and I felt it necessary to choose it to deny it to the opposing CinC, as I often had very good cards to use in my own hand of Command cards.



A little later in the action: The Austrians advanced to occupy all of the high ground as the Prussian infantry advances to attack them.

By the third turn, Pennavaire has advanced to within a hex of the Austrians on the heights and Tresckow has kept his infantry in-line with Pennavaire's infantry. This seems like a good time to have them launch an attack, so I assign *Fire and Charge* to Pennavaire and *For King and Country* to Tresckow. Pennevaire's infantry can fire first and then charge, while Tresckow's units get a bonus in their attacks.

Sadly, the rolls from the sub-commanders were far below expectations, having minimal impact upon the Austrians on the hills. The hilltop bonus allows the Austrians to ignore a "Flag" result, while support on both sides or being next to a Leader allows them to ignore a second "Flag" result, so despite rolling a number of "Flag" results, the Austrians held firm. The Austrians rose to the occasion, rolling casualty results and damaging several Prussian units.

During the Austrian turn, reinforcements are hastily sent to fill in any gaps. The Austrian left starts to attack the now dormant Prussian right. Both sides suffer some casualties and one Prussian unit is forced back.

While my best cards have been spent, I still have good cards to give the Left and Center to continue the attack, but this leave the Right minimally active. An Austrian artillery unit on the heights is eliminated and an Austrian commander is cut down during the follow-up, but it is only a solitary victory for Tresckow's Prussian infantry, as the rest of Pennavaire's infantry are stymied.

The Austrians continue to give as good as they get. Serbelloni's *Grenzers* in the woods inflict a casualty on Tresckow's Grenadiers, while Colloredo inflicts some casualties against Bevern's cavalry.

Now I start to get some cards that lets a sub-commander activate 6 units and I give this to the Right to help him respond to the Austrian attack. I use a *Counterattack* card from the "shared pool" for the Center to copy the Austrian Command card *Dress Ranks*, which allows him to bring up more of their troops and reform his battleline, but he can't fire or melee. Tresckow tells me that the Prussians on the high ground are doomed because of this card play, but I wanted to use the *Counterattack* card so Marshall Daun couldn't use it against me. Soon the Austrian left is heavily engaged, but the Austrians fight hard and both sides suffer casualties.

As predicted by Tresckow, the brave Prussians that captured the high ground are now in peril. They are flanked on both sides and attacked. The Prussian unit is eliminated, but the Leader escapes to an adjacent cavalry unit, which then executes a *Retreat and Rally*, pulling back two hexes, but must rally or rout off the table. Pennavaire plays a Combat Card to add two more dice to the Rally roll for a total of 8 dice and scores a single "Flag" result, but one is all that's needed! Our brave commander has made a dramatic escape.

The Austrian counterattack has eliminated most of the Prussian infantry in the Center, leaving a significant void between the two armies at that point. The Austrians now have 9 "victory chips", while the Prussians drop to 7 after losing the hard fought high ground and most of the infantry that fought there. It could have been far worse if the commander and cavalry failed their recent escape attempt. Tactically, the Prussians look beaten and even Frederick is wondering how this can be turned around.

But fortune favors the bold, and Frederick has drawn some new Command cards to help him seize it. The Left and Right still have some fresh units and Frederick gives Bevern *Line Command Right* and Tresckow *Leadership Left*. This allows both wings to use most of their units to attack (and gives Treskow's units an attack bonus). Both wings surge forward and even Pennavaire's roll allows him to assist Bevern's attack.

On the left, Tresckow charges the Austrian cavalry in the stream, eliminating the first unit. The victorious Prussian *Hussars* execute a breakthrough and cut down the Austrian wing commander! This causes the next Austrian cavalry unit to test. Serbelloni plays a Combat card to add two dice to the Rally roll. It's a full-strength unit, so he rolls a total of 7 dice, but scores NO Flags! The Austrian cavalry rout off the table, exposing the corner town that's worth another "victory chip" if occupied. Treskow's cavalry also attack the *Grenzers*, damaging one, but routing the other. The Prussians gain 4 "victory chips" for Tresckow's well-executed charges.

In the center, Pennevaire's support eliminates another Austrian unit – and on the Right, Bevern's attacks succeed in eliminating another Austrian unit while losing a Prussian unit as well – but that's two more "victory chips" gained and that brings the Prussians to 13, winning the game in a huge final effort.

This type of scenario really requires teamwork and good generalship through assignment of the Command cards. Both sides exercised both through good dice and bad. I had a great time in the C-in-C role assigning the Command cards each turn, seeing how the sub-commanders used their assigned Command cards, and *especially* enjoyed the GMs trying to figure out how some of the new Command cards worked. Fortunately, Richard was there to explain them. A challenging scenario for the Prussians, to be sure, but a well-organized and executed game. Kudos to the GMs for a well-run game and the players with experience with *Command and Colors* that helped those few not as experienced.

In the post-game discussions, this Seven Years Wars version of *Command and Colors* has not been released, yet - so this might be considered a trial run of the final iteration of these new rules.





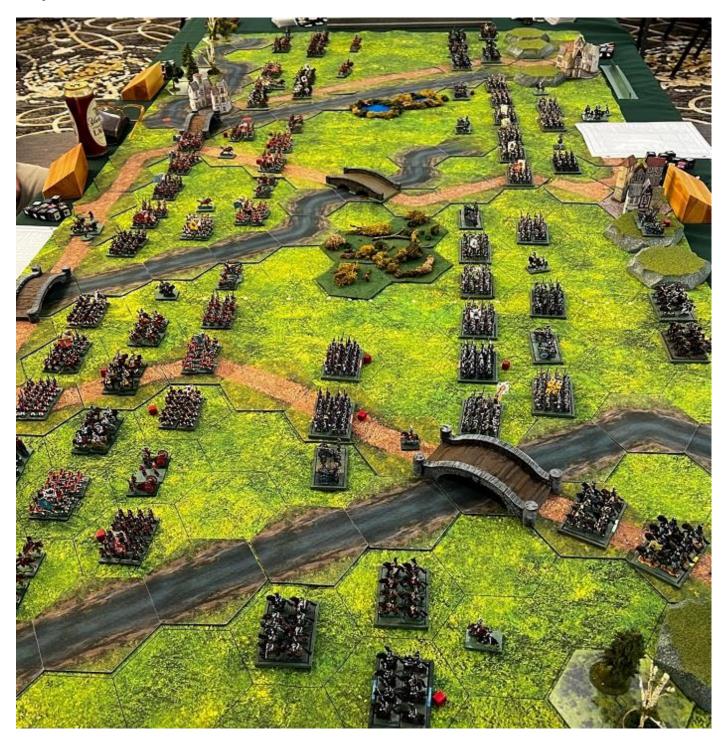


Above: pre-game C&C photo by Russ.

Left: Warrior Tournament photo by Dan.

# Kolin: A Game's Photojourney Photos by Renaud (and one from Richard Borg). Captions by Russ.

Some excellent photos of the Kolin game. Imagine that, two sets of photos for the same game! Great lookin' set up. – Russ



Pretty close to the starting position.



Richard Borg (hands on chair) extolling the virtues of Pig Pile...er, that's just a bunch of hogwash. He's explaining the finer points of Command and Colors.



Above: Game in progress.

Right: It's unanimous – everyone wants to go first.

Below: The attack presses on.





Borg makes the call.





Why did the Hussars cross the stream? To get to the other side. Why did the commander cross the road? He was glued to the Hussars.

The kumbaya moment at the end of the game shows what gaming is all about: crush your enemies, drive them before you, and hear the lamentations about the die rolls... er, I mean good cheer, good sportsmanship, and a great time. Photo by Richard Borg.



# Roar of the Russian Bear: Snappy Nappy 1812 Campaign in a Day

by General Russ 'Kazatchkowsky' Lockwood

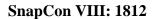
Northwest of the town of Polotsk and just east of the village of Drissa, General 'Kazatchkowsky' Lockwood did not ponder the map overlong. While Napoleon led the French eastward, a force under Oudinot split away to the north, heading for the city of St. Petersburg. Russian overall commander, Wittgenstein, needed to stop the French from capturing the city and if possible, recapture Polotsk.

It would not be easy, but it must be done.

Scouts and spies aplenty criss-crossed the land between the two main forces, probing away for lines of march and poking around for perceived weaknesses.

At Russian HQ, the cloak and dagger proved opportunistic at times, while our cavalry patrols pushed forward against French cavalry when possible and hit and ran when not. Gradually, the map filled in with more and more information, dutifully passed down the chain of command.

Kazatchkowsky joined his fellow commanders in offering comments and suggestions, nodding in agreement with some speculations while adopting a wait and see approach on other opinions. It all came down to executing Wittgenstein's plan to contain and punish the French. Orders finally arrived and Kazatchkowsky started his force on the road to destiny.



Once again we gathered at The Portal, a gaming store in Manchester, CT, with a large back room with about 20 tables where we have held previous SnapCons. The staff is universally friendly and knowledgeable about the plethora of games and other products on the well-stocked shelves.

Mark set up the *SN* Campaign in a Day scenario based on the northern part of Napoleon's 1812 invasion of Russia. He spread the battlefield across 14 tables to represent the area roughly between Polotsk, Drissa, and St. Petersburg.

#### Snappy Nappy Campaign in a Day

Snappy Nappy is a Napoleonic miniature rules set I created as a simpler and larger scale version of Napoleonic gaming. While I designed it to play on a two-by-two foot table, I really wanted to create these big, swirling operational battles full of maneuver and movement on a larger table. It was an easy step to recreate whole campaigns based on multiple tables and a one-day event.

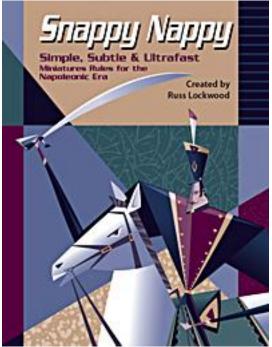
I've been running campaigns in my basement since 1993 (and those of you who have held on to your *MWAN*s can find recaps in the back issues) and On Military Matters convinced me to let them publish a proper rules booklet in 2009.

Peter and his Connecticut gaming group decided to give a *SN* campaign a whirl years ago and it was so successful, they have run one every year (except covid years) and have brought some to the big show at Historicon. You can find all the previous OOBs, maps, and a QRS on his blog: Blunders on the Danube.

Little Wars TV ran a *SN* Marengo Campaign and Tom and Greg gave the rules an 8 and 9 for playability while offering the classic LWTV-style video recap of the campaign. That video later inspired an Australian gaming group to try a Marengo campaign with SN (and they created their own YouTube video).

#### Campaign in a Day Concept

My idea: simple mechanics and lots of separate gaming tables to reduce that 200-foot-general eye-view of a tabletop battle. Sure, you know who's on your team, where he's supposed to be, and what table he's standing next to, but since you can't usually see across a room, your main concern is doing your part on your own table. You have to



trust that your C-in-C is issuing orders to move troops to just the right spot at just the right time and your fellow commanders are carrying them out.



Turn 2: GM Mark coordinates all tables for turns 1 and 2. After that, each table goes at its own speed.

Until you've played in a multi-table game like this -- and I know space is often at a premium except at clubs and conventions -- you cannot experience the doubt of what might be coming on that road to your flank. So, you have to think more like a commander in the field. Flank support, lines of communication, and sending and processing information all become part of your calculations as you move and battle from table to table.

To me, this generates great game tension as you face unknowns...

I can hear your first question: How does a GM coordinate the turn sequence across so many tables?

The answer is: For the first two turns, all tables follow one single turn sequence. That gives everybody a peek onto the next table (almost every player is usually one move away from a table 'deployment zone' that regulates movement between tables.

It also gives GM Mark and assistant GMs Peter and Dan time to move players onto the next table without anyone stealing a march, so to speak.

However, starting turn 3, all tables revert to their own sequence of play, regardless of what any other table is doing. This keeps the overall game moving.

#### **Roll Until You Pass or Rout**

The key mechanic in *Snappy Nappy* revolves around the morale check. Each unit has six Morale Status Levels, from Bold to Routed Off Table.

When required to take a morale check from a hit (or hits) from enemy fire or via melee, you roll a d10 (plus a couple modifiers) versus the Morale Quality Number of the unit. If you pass, no harm comes to the unit, but if you fail, you drop one Morale Status Level, say from Bold to Firm, apply effects of the new level, and then roll again. You keep rolling until you pass the morale test or rout.

The better the quality, the higher the percentage to pass. Guard is going to have a better chance to pass morale than Militia. If you have a mix of unit quality among your force, you have to think about which unit goes where in a battle line. Lines can melt quickly and even the Guard can recule. It pays to think about keeping a reserve.

#### Message For You, Sir!

As for communications, if players are on the same table, they may talk freely. If a player wants to communicate with his C-in-C or another player on a different table, he needs to send a message via the GM, who delays delivery of a message for a certain number of minutes based on distance (number of tables). Next table over: a few minutes. Four tables over: 10-15 minutes. GMs can vary the time by scenario.

It's another aspect of Napoleonic warfare to deal with a C-in-C order to do something that makes little sense or is too late to implement! But that's how it goes when you're not on the same table.

#### **Prep Work**

GM Mark deserves praise for creating the table maps and sending them out to some of us via e-mail so we could create them at home for quick set up at the show. Quick may be a bit of an exaggeration.

Mark started setting up at 6:30pm on Friday night. Dan and I joined him an hour or so later. James joined us an hour after that. We had 11 of the 14 tables set up by around 10:30-11pm, with Peter coming early Saturday morning to set up his tables.

But the ultra-cool part was Mark's GMing of the pre-game scouting and spy movements coordinated on a map. Not only did he have to track scouting forces and spies individually, he calculated the results and returned them to us with short write-ups. Luv the purple prose! I find it adds to the ambiance of the pre-game prepping for battle.

#### The Commanders: French

The French players were: Kevin C, Steve T, Robert P, Mark H, Frank N, Alex O, and Nick M.

I never got a good photo of all French commanders – just the ones I faced. From left: Mark, C-in-C Steve, and Nick. This is Turn 7 at the Jokoubowo table.

The French started:

C-in-C Marshal Oudinot (Steve T): at Polotsk, with light cavalry, engineer unit near bridges, and a spy.

General Legrand 6th Division (Nick M): At Borovka. General Verdier 8th Division with Castex's 5th Lt Cav Brigade attached (Mark H): At Oboiarschina. Castex is just below Siwochina.

General Merle 9th Division of Swiss with Corbineau's 6th Lt Cav Brigade attached (Kevin C): The Swiss are just north of Disna with the artillery and Corbineau's cavalry while the Croats and Dutch are garrisoning Disna just south of the river.

General Doumerc 3rd Cuirassiers (Steve T): At Polotsk. Two Cuirassiers are northwest with 1 battery, 1 Cuirassier north with 1 battery, 1 light cav west, and 1 light cav northeast.

Bavarian commanders. From left: Robert, Frank, and Alex.

General Von Deroy 19th Division of St. Cyr's Bavarian 6th Corp (Alex O): Not in the region yet.

General Von Wrede 20th Division of St. Cyr's Bavarian 6th Corp (Robert P): Not in the region yet.

General St. Cyr with the Bavarian 6th Corp (Frank N): With Von Wrede, but not in the region yet.

#### The Commanders: Russian

The Russian players were: Karl N, Russ L, James S, Peter V, Brendan S, Mike S, and Dan B.

Russian commanders: From left: Mike (best dressed award), Karl, C-in-C Peter, and Brendan.

The Russians started:

C-in-C General Wittgenstein (Peter V): Drissa, behind Kakhoffski just south of town with







engineer, light cavalry, and a spy.

General Kakhoffski 2nd Line Command of Berg's 5th Division with Balk's Cavalry Brigade attached (Brendan S): At Drissa, just south of town

General Kulnieff Vanguard/Rearguard will start away from the Russian army (James S): Infantry and foot artillery with Depot Guard cavalry at Swolna and Hussars and Cossacks with horse artillery at Mamonitchina.

General Kazatchkowsky 1st Line Command of Berg's 5th Division (Russ L): East of Drissa, artillery between town and the Drissa river, infantry east of the river.

General Sazonov Reserves (Mike S): At Pokajewsky just south and east of the town.

Prince Repnin Cavalry Reserve (Karl N): At Pokajewsky covering all approaches to town and screening the infantry and artillery.

Count Steinheil Russian reinforcements (Dan B): At Ratitzy, not on a table at start.

#### **Pre-Game Scouting and Spying**

This magnificent addition to SN must have been a ton of work and I was only privy to the Russian half. While all players suggested locations to scout and spy, C-in-C Wittgenstein had the final word and did a great job of dispersing results and soliciting feedback. I'll leave it to GM Mark to compile the full mechanics and scouting and spying results (which will be posted on the Blunders on the Danube blog), but let me offer a couple observations.

Each side received the campaign map and the scouting force (each side had three, with each representing half squadrons of cavalry) and spies (each side had one) could move "one dots" (a town a dot, mostly) per movement point

and each had two MPs in a turn. Scouts gather info and bounce backwards when contacting an enemy force (including scouts). Spies don't bounce back from enemy force, but remain in place gathering information and can bypass the enemy force.



Our fearless GM Mark (in blue checked shirt) addressing the Russian commanders.

#### **Example of a Russian Scouting Report**

Contact At Danowiczy ...

Blue coated Grodno Hussars, and green coated 20th Chasseurs faced off at a distance, the irony of the two colors being reversed for what one would usually see as being French and Russian was not lost by either of the Captains who commanded these two scouting groups. Both commanders also noticed that the roads in the area weren't good, even though they all led into Danowiczy.

The older and experienced Captain of the Hussars had arrived on a slight rise above the small village to it's northwest after having just come from an intersection much further back. But as the low hill had been crested, it was noticed that the French cavalry had just arrived on the southerly side of the bridge that provided for a crossing over the slow moving Drissa River.

It was obvious there was not enough time for the Hussars to keep the Chasseurs from the crossing point, and so the grizzled looking Captain arrayed his troopers where they were, sort of making a show of force all in row, and to see what happened next. With it being close to noon, and the sun behind the backs of the French Chasseurs, it wasn't tough for the French scouts to see the bright blue uniforms of the Russian force up and behind the village, and so the Captain of the Chassuers slowed his men to think, and decide what to do next.

And so ... the two groups of enemy horsemen stared at each other from quite a distance away, and for quite some time.

However, the French captain finally decided that he didn't want to risk not being able to report to his superiors the force that had been encountered. With a quick and sharp order, the Chasseurs turned and rapidly moved off and back towards Disna from where they had arrived.

The Hussar's captain saw a slight advantage in what had occurred, although he was wise enough not to push his luck without back up. He also knew there were those who would want to know of this stand off, and shortly after

the French had left, away the Russians moved off with confident posture, and dust rising as they went back up the road accordingly.

Now, isn't that far more creative and atmospheric than a plain "French scout at Danowiczy" report? I believe there were four scouting/spying phases.

Russ checks the table map, for he feels lost on the Swolna table. Photo by Dan.

# HI MANUAL THE PARTY OF THE PART

#### Let the Campaign Begin

We gathered at around 10am for a briefing along with copious quantities of coffee and doughnuts. At 11:15am on Saturday, GM Mark proclaimed the game was on. Let us also praise the assistant GMs, Dan and Peter, for helping get the game rolling and keeping everything on track.

The usual chaos of shifting players' forces across tables soon settled down.

Close up of Russ' troops entering the Swolna table on turn 2.

As for me, starting in Drissa, my C-in-C Wittgenstein sent me via Kochanowichi, Katerinovo, and Jakoubowo to try

and place myself across the road to St. Petersburg.

That was my first confusion. I left Drissa and ended up at Swolna! I could see the smaller hamlets in the area of the village of Swolna, but Kochanowichi was nowhere in sight.

Russ' troops heading to Katarinovo (upper left corner) on turn 4.

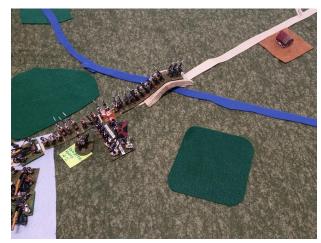
Fortunately, General Kulnieff showed up on the table as well, also in some confusion, but pointing me in the direction of Katerinovo. I was beginning to think I was marching in circles.

I didn't run into any French on the

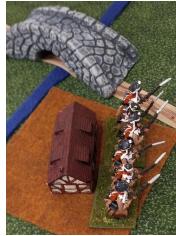
Katerinovo table, which puzzled me. Hey! At least I found the village. Nothing worse than a Russian commander with no sense of direction.

With no enemy forces on the table, I rolled initiative -- and won every time! I left a weak unit, quality wise, as a garrison of Katerinovo to protect my lines of communication. I exited the table and the GM brought me to the Jakoubowo table.

 $My\ garrison\ at\ Katerinovo.$ 







# Uh-Oh. The French Humbugged Us

Russian Prince Repnin and his cavalry command was just in front of me, having driven the French out of Jakoubowo.

Prince Repnin (left) meets the French at Jakoubowo. Photo by Dan.

The French retreated halfway to Kliastitzy, where they set up a line of artillery and infantry opposite me and

screening cavalry opposite Prince Repnin. He was slowly grinding his cavalry through the woods on our left flank trying to get across a minor river.

The troops of Kazatchkowsky (Russ) arrive on table as Prince Repkin's cavalry force clears out Jakoubowo. Photo by Dan.

But wait! Cavalry and Artillery cannot enter woods except on a road. Mea Culpa! I admittedly forgot my own rule... Good thing Asst GM Dan was there to sort that out.

Sheesh, and what is the first thing I tell players? Read the QRS. And there it was... Doh!

Anyway, the French set up a deucedly clever line.

Woods on our left flank and woods on our right flank channeled the cavalry and horse guns of Repnin. Worse, a big patch of ugly bog-like terrain was smack in the middle of the two woods, which also barred the movement of artillery and cavalry. Effectively, cavalry and artillery had two paths of clear terrain, each small in frontage.

Turn 12. The troops of Kazatchkowsky (Russ) enter the table from the top of photo and swarm in and

through Jakoubowo. 'Kazatch' climbs to the top of the tower for a better view.

The French had set up to cover those paths when I showed up. I had infantry that could push (slowly) through the woods, but just as I arrived and started to fan out from Jakoubowo, a French command arrived on the main road and cut off any flanking efforts by Repnin.

Then a third French command arrived via the main road and was quickly headed off table towards St. Petersburg.







Turn 14. Up top, the French foil Prince Repnin's plan to turn the flank. One battery and one brigade of Kazatch's force skirt the tan bog, ever watchful for a French cavalry charge out of Kliastitzy (right). One Russian battery had taken damage as the Russian infantry begin to filter into the forest and bog.

My personal morale dropped. I conferred with Prince Repnin. No way we could pound our way through the French forces guarding the minor river.

The arrival of Sazonov behind me gave us Russians a slight edge as we watched the French disappear north to St. Petersburg.

We had made some suppositions...but first...



It wasn't exactly like the movie *The Duel*, but in a bit of gaming unknown to me, and I suspect many of the commanders, the two spies continued on missions for the C-in-Cs. Amazingly, they met at Drissa.

Our spy was in the town. Across the bridge, the French spy advanced and challenged our spy to a duel. With umbrage at French audacity, our spy agreed.

While a garrison of Opolchenie watch, the spies face off. Two spies enter. Only one leaves.

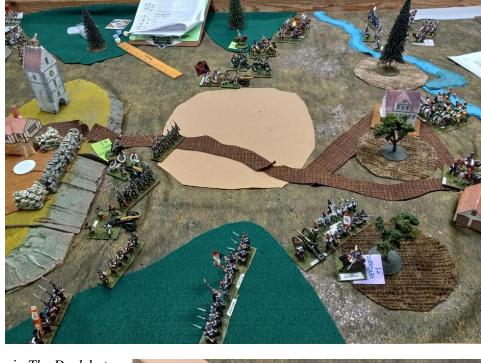
Onto the bridge they advanced, neither man willing to shoot at long range. Closer they came, step by step, their pistols primed and ready. Finally, both judged the distance optimal and both fired. Nerves must have played a part, for both missed.

They reloaded, each filled with determination. Both fired again. The Frenchman was quicker. He drilled the Russian between the eyes.

In game terms. Both players rolled 1d6 and on

the first roll, both rolled a '6'! On the second roll, the French spy rolled a '6' and the Russian rolled a '1'.

This was also a good time for a welcome pizza break. Thanks, Mark for another year of pizza generosity!





#### Back at Jakoubowo and Kliastitzy

The only thing I could think of was perhaps smashing the French at Kliastitzy or somewhere on the river line and cut French communications to St. Petersburg. Otherwise, the French had a major victory.

Then Sazonov turned around and left. Wait. Where are you going? Too late, he was off table, ordered somewhere else by our C-in-C Wittgenstein.

I was completely in the dark. If Prince Repnin knew, he didn't mention it. Multi-table confusion!

All of a sudden, the French that had marched towards St. Petersburg returned. Had they looted the place already? Why are they back?

Then we got word...A reserve force under Count Steinheil had interdicted the French outside St. Petersburg just in time. Also, Sazonov's force had marched hard to get there as well. The two overwhelmed the French and shoved them back towards Kliastitzy.

Count Steinheil and Sazonov appeared on table in high-speed pursuit. The French north of Kliastitzy peeled back towards the town and headed off table to the south.

All of a sudden, it was rush hour for the French to head south from Kliastitzy.

Turn 16. Just as fast as the French exited to St. Petersburg, they came back. Steinheil (Dan with hat), Sazonov, and Repnin join forces to chase the French back down the road. Legrand (Nick at right) crafts a rearguard along the road.

#### French Rearguard

I pressed forward as quickly as I could, using a central path to slowly work my artillery forward. At one point, I had limbered a battery to pursue, then thought better of it. I could see in my mind's eye that initiative could turn in a heartbeat and my pursuers might become the pursued from French cavalry.

I was right. How the French shook their fists at my artillerymen, unwilling to chance a hail of canister, but they withdrew just the same. Not that they had much worry, my initial

shots were apparently all gunpowder and no shot. Later I would find some marks, but initially, my three big, bad batteries were ineffective.

A running gun battle outside and through Kliastitzy chased the French, but I was too slow to catch any of the enemy. Nor could I close the retreat route fast enough.

The cavalry of Steinheil, Sazonov, and Repnin did all the damage. The French got away fairly intact, but they were a defeated force.

Turn 18. Kazatch's troops clear Kliastitzy as the rest of the Russian force chase the French south (upper right corner of photo). The gray felt represents the deployment zone of temporary safety for the French forces.





#### **Brilliant Rearguard**

I have to give a tip of the hat to Verdier (Mark) for his tactical acumen in forming an infantry rearguard of two brigades in line. The front brigade about faces and moves through the rear support brigade and ends facing away from enemy. The rear support brigade remains facing the enemy. They have switched spots.

The next movement, the rear brigade facing away from enemy does an about face to now face the enemy. The front brigade performs an about face and marches through the rear brigade, and ends up facing away from enemy.

As *SN* specifically says you can voluntarily move through friendly troops without a problem, this switching places allows for a two-brigade rearguard to always have one brigade facing the enemy. It's a slow process, but especially retreating through woods, an effective tactic. Well-conceived and executed!

The Disna table. The timestamp says 12:30pm, which would correlate to about Turn 10 or so on the Jakoubowo table. Russian James (red shirt) tries to press the Swiss. Photo by Mike.

## The Big Battle at Disna

One fantastic attribute of multi-table gaming is you never really know what's going on with your fellow commanders on other tables. You have to learn through

messages, and quite frankly, the battle of Jakoubowo and Kliastitzy was so intense, I had no time to worry about Disna.

As I didn't see any French entering the table behind me, I suspected that my line of communications was secure. Indeed, I believe GM Mark checked LoCs at the top of the hour. I wasn't worried since I left a garrison back at Katerinovo and also had a direct road to St. Petersburg.

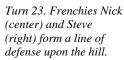
Disna table at 4:10pm at the end of the game. Photo by Mike.





#### The Pursuit

The French set up a defense just south of Golovichitsa with a flank settled on the small village of Ivanovo and the rest of the force defending a hill. French cavalry held their left flank at Dvor, although it seemed a bit isolated.





Steve's cavalry at Dvor (bottom right corner) is repulsed by Repnin's cavalry attack. Dan (Count Steinheil, left in hat) forms up for an attack upon the hill. Kazatch (Russ) is entering the table trying to fill in the center between Steinheil and Repnin.

Count Steinheil headed left opposite Ivanovo while Repnin headed right towards Dvor. I was last and filled the middle. Repnin sent the French cavalry packing while Steinheil kept up a steady bombardment of the French around Ivanovo.

Steinheil was just about to press his attack when the sun started to dip below the horizon and the campaign came to a close.

The sun sinks on the Golovichitsa table, just as Steinheil is ready to launch a frontal attack as Repnin curls around the French flank. Photo by Dan.



# Campaign Wrap Up

GM Mark called the campaign over about 4:15pm -- so that was five hours of battle.

As for my command in specific, I had taken some lumps at Jakoubowo and Kliastitzy, but had rallied my lads by the time I reached Golovichitsa. Sure one or two were a tad less than pristine, but that was acceptable. With the exception of the one unit I left to garrison Katerinovo, my entire force was ready to support Steinheil's storming of the hill.

From what I could see, Steinheil and Repnin were in similar good shape. Last I saw, Sazonov was in fine shape as well.

The French facing us were in reasonable shape, although they lost a few units of their rearguard at Kliastitzy.

I had no idea what occurred elsewhere, although a big battle brewed up between us Russians and a combination of French and Bavarian forces. But that is the best part of a multi-table *SN* game -- like your historical counterparts, you don't really know what is happening elsewhere across the landscape other than the area around your troops.

GM Debrief, with GM Mark (blue checked shirt) slumped with satisfying umpire fatigue. If only we had played another hour...or two. I'm not sure about Disna, but the Golovichitsa table would have seen an epic Russian assault upon the heights.

During the GM Debrief, Mark noted that a battle was indeed historically fought in the area of Jakoubowo and Kliastitzy.

The other major game battle was at Disna, where the Russian forces held off the French.

Overall, I consider it a minor Russian victory, for the French suffered a bloody nose in terms of casualties on my front, the Russian forces around me were virtually intact, and the Russians foiled the French from taking St. Petersburg.

The table layouts and how the tables were connected. Polotsk is in the bottom right corner. Road to St. Petersburg is the topmost map.

#### **Clever Twist**

GM Mark added a St. Petersburg table that wasn't apparent on the main map. Outstanding idea! The more you can spring a surprise on players, the better.

#### **Table Envy**

The Swolna table, for me, proved to be the most confusing. I could not orient myself correctly on that table. It's a good thing James was there to point me in the right direction of Katerinovo and GM Mark soon put that aright in any case.

I understand from the debrief that folks to the south of





me would have liked to have another table to spread out. I think it was the same idea as me -- the main map had a

village that we thought we had marched to, but it turns out those villages were not on any table we entered, although smaller hamlets were on table.

The famous graph. Image from web.

#### **Another Great Campaign**

Thanks to all the gamers for making this another enjoyable SnapCon and especially for Mark for creating an entertaining, historically accurate, and challenging scenario.

I don't know how much time the pre-game scouting/spying took, but it was fun to participate. I recall Mark saying he enjoyed creating and running the campaign in a day, but if he did it again, joked he would likely skip the pre-game scouting/spying aspect. I hear you, but man that was entertaining and served to goose the anticipation of showing up tableside.

The red box highlights Mark's Campaign in a Day scenario.

# Blunders On The Danube and SN Campaign Videos

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Peter runs the Blunders On The Danube blog. You will find OOBs, maps, and recaps of every *Snappy Nappy* Campaign in a Day we're run up in Manchester, CT. and at Historicon. You'll also find the *SN* QRS on his blog, too.

Smorgoni

My account, which you just read, will be posted on Peter's blog. He will also post other players' game recaps, full OOBs, maps, and the most important account: GM Mark's recap (including the pre-game scout and spy results). I don't know the timeline for this, but I recommend you check back early and often.

#### **SN Campaign Videos and Reviews**

For those interested in other *SN* comments posted online (that I know of):

Little Wars TV:

SN Review: https://www.littlewarstv.com/snappy-nappy.html

Marengo Campaign video: https://www.littlewarstv.com/videos.html

Marengo Campaign from Australia: https://youtu.be/UxUMrXIJNqM

No Dice No Glory: Quatre Bras Replay and Review:

https://nodicenoglory.com/2021/01/25/snappy-nappy-quatre-bras/

Sgt Steiner Review, then lots of photos:

https://sgtsteiner.blogspot.com/2015/09/snappy-nappy-happy-game-pic-heavy.html

Bridge to War Review:

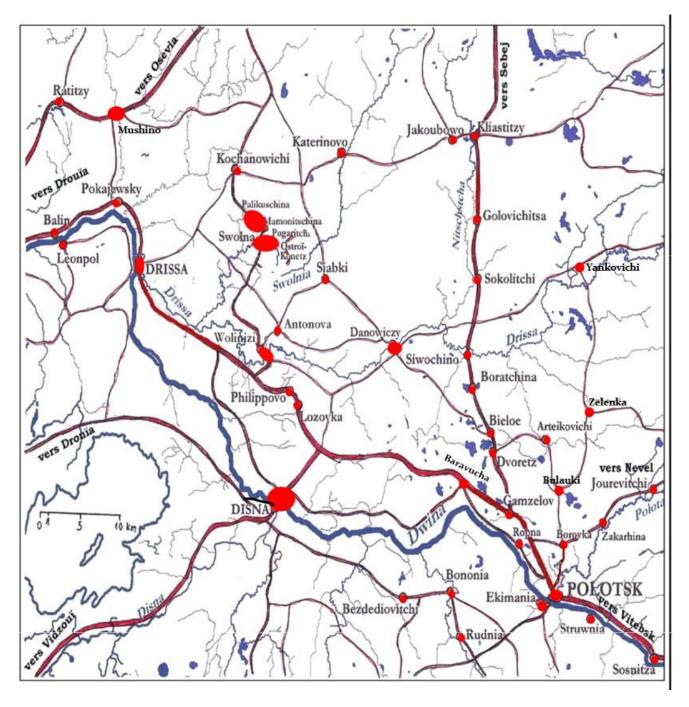
https://amsterdamwar.game.blog/2021/12/11/snappy-nappy-multiplayer-not-two-player-napolonic-wargame-nappy-multiplayer-not-two-player-napolonic-wargame-nappy-multiplayer-not-two-player-nappy-multiplayer-not-two-player-nappy-multiplayer-nappy-mul

The Miniatures Page has a number of entries over the years.

#### **One Last Plug**

rules/

And if you don't mind one last plug: If you are inspired, *Snappy Nappy* is available in print form from On Military Matters (www.onmilitarymatters.com) in the US (ships worldwide) and from Caliver Books (www.caliverbooks.com) in the UK. A PDF is available from On Military Matters for those who wish to save postage or like electronic editions.



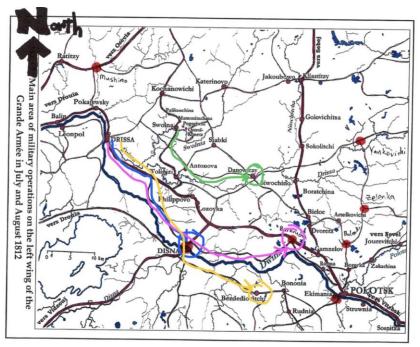
The campaign map used by players. The red dots were used during the pre-game scout/spy phase.

# **Snappy Nappy Campaign-In-A-Day 2022:**

North Flank of 1812 Russian Campaign

An assistant GM's experience and the account of Count Steinheil's service to the Tsar. by Daniel Burkley

I've enjoyed participating in these "campaign-in-a-day" events in any capacity, having been a player, event organizer, GM, and this time as an assistant GM and player. The scenario Mark presented was something I've known about, but not that familiar with. I volunteered as an assistant GM for this Snappy Nappy event, so I did not pay close attention to the pre-game set-ups and opening moves that would determine starting locations for the French and Russian commands - but appreciated the detail and effort Mark put in to allow the players the opportunities to scout and use the accumulated reconnaissance to formulate a strategy (as well as foster some team-building before the game).



Russian scout/spy routes in the pre-game phase.

#### Assistant GM

Having assistant GMs turned out to be a significant asset for the opening of the event, providing increased "throughput" to answering questions, explaining rules to players at several locations, and facilitating the transfer of troops from table to table to keep the play more dynamic. When not directly engaged in these activities, I was able to migrate from table to table to see the players play and be available for any "strategy discussions" to clarify rules and terrain.

On the "JK" table, the French forces consisting of LeGrand (Nick), Verdier (Mark H), and Oudinot (Robert) wanted a "strategy discussion" on what to do about the Russian forces of Kazatchkowsky (Russ) and Repnin (Karl) advancing towards them. The Russians graciously left the table to let the French players strategize, but I joined them to offer any basic information they should be privy to.

the synchronized turn to be over.

Nick (Legrande) consults the main map while waiting for As they discussed their options for

where they might want to fight on the table, I

pointed out the terrain features and what benefits and restrictions each offered: the three woods straddled across the two towns would prevent the artillery and cavalry from entering, effectively channeling any attack, and the towns would add +1 to morale rolls.

I asked them if they knew what type of water feature was on the table and they all thought it was a river that was impassable except at the one bridge present and I said "Are you sure about that?" They called over Mark, who informed them that it was fordable, but would cost 2/3 of the crossing unit's

movement. That information forced the French to reconsider their whole situation, but now they had all the

facts available they should have known about to make informed decisions on how to fight the battle based on all the facts known to them.

Sazanov (Mike in period garb) joins the battle at Jakoubowo. 12:51 pm is the timestamp. Turn 13 or so. The Bavarians are getting organized on the background tables. Photo by Dan.

When I returned to the JK table about 20 minutes later, I saw



Repnin (Karl) moving his cavalry through the woods and I called him out on it. Mark was called in to rule on it, but I pointed out in the reference charts that artillery and cavalry are not permitted in the woods. Even the author, Russ Lockwood, overlooked that one, as he was the other Russian player on Table JK and thought nothing of it. That battle could have gone a lot differently if I had not showed up on those two occasions.

# **Morphing Into Count Steinheil**

At 1:30 PM, Mark asked me if I could assume command of Count Steinheil's command as a reinforcement to the Russian side. This command would counterbalance the Bavarian reinforcements the French received at 12:30 PM (St. Cyr's commands).

Count Steinheil's command was rather impressive: 6 x Line Infantry, 2 x *Jagers*, 1 x 6 Pdr Artillery, 1 x 12 Pdr Artillery, and 1 x Hussars, most of them veterans. My orders were to head to Budke-Sebej and interdict any advance towards St. Petersburg. Although I had no map, the GM had me place my force in a specific deployment zone and told me the target deployment zone to head for to reach my destination. Fortunately, this table was completely empty, so every turn was *my* turn. I formed up my troops in roadmarch and down the road I went.

It took me 4 turns to reach the target deployment zone and that led me to Table S where the towns of Budke and Sebej were present. The cavalry unit exited first, followed by the rest of the command. *That wasn't so difficult*, I thought to myself, but just as I finished placing my main force in the Table S deployment zone after moving out the Hussars, a French force appeared in the deployment zone on the opposite corner from mine. The Hussars moved once again and then we rolled for Initiative, which the French won for the next 5 turns. This French force was a pair of light cavalry units (Lancers and Hussars), but no supporting artillery.

After writing off a message to Count Wittgenstein, letting him know about this French force and that I would block this force and drive them off, I divided my force into two equal forces of 4 Infantry and 1 artillery down the two roads from Sebej to interdict any approach from the south.

The French paused to consider their options. The opposing forces were greater than 12" away and Robert asked about "backing up". I said that only artillery can really do that, but cavalry and infantry have to turn around and that takes half their movement, so you would end facing away – but if that's what you want to do, NOW is the time to do it safely, since I would have no chance to catch them while facing away. So he turned the Hussars around, but advanced the Lancers, trying to run the gap between the two roads I was advancing down.

This prompted the infantry and artillery to turn to face the Lancers as the Hussars moved to flank them. The French failed to win the Initiative, allowing the Russians a double-turn. The Russian Hussars charged the Lancers in the flank with devastating results, dispersing them beyond rallying.

Instead of continuing their withdrawal, the French Hussars turned around and advanced. I cautioned against this move, citing the fate of the Lancers, but the French Hussars charged the Russian

Hussars, meeting a hail of bullets and smoke as the Hussars scored a '10', forcing the French Hussars to test, which failed twice, ending their charge and leaving them helpless as the Russian infantry and artillery opened up on them, scattering them to the winds.

# **Incoming Orders**

As Count Steinheil gathered his forces, a new message from Count Wittgenstein arrived and General Savarov's Russians arrived on Table S: Savarov would relieve Steinheil of protecting Budke-Sebaj and Count Steinheil was to destroy any French encountered and pursue them relentlessly. As I read these orders, a new French force arrived in the same deployment zone as the previous force: 2 x Infantry under General LeGrand (Nick). *Destroy any French and pursue them,* that's pretty clear. It was clear to LeGrand that what he was reinforcing were dead, so he turned around and headed back to where he came from.

It took 4 more turns for Steinheil to gather his men, put them in the proper formations, and enter the deployment zone as a complete force. 10 minutes later at 2:12 PM, Count Steinheil arrived at Table JK, where the Russian forces of Kazatchkowsky (Russ) and Repnin (Karl) were still engaged with LeGrand (Nick), Verdier (Mark H), and Oudinot (Robert). The appearance of this new Russian force on the flank of the French *behind* the water feature prompted an immediate withdrawal as Prince Repnin's cavalry attacked across the water.

The French managed to retreat in good order, but lost four units in the process. By the time the Russians eliminated the last French rearguard and sorted themselves out for the pursuit off-table, the French were found on the far side of the next table they has escaped to, but it was clear they would make a stand.

Steinheil (Dan in hat) arrives on the Jakoubowo table.

#### The French Make a Stand

The new position was on a large hill, protected on their left by a stream and two cavalry units. The main French line consisted of 4 x artillery and 6 x infantry. Roughed-up a bit, the French line still looked strong. Count Steinheil's command arrived first (1 x Hussars, 2 x artillery, 8 x



infantry), advancing on a wide front. The French cavalry advanced to threaten Steinheil's right flank, forcing him to unlimber his artillery and anchor them with infantry squares. This forced the French cavalry back as Prince Repnin's force (4 x cavalry, 2 x horse artillery) formed up on Steinheil's right. Kazatchkowsky (Russ) came up the center with 3 x artillery and 6 x infantry, allowing Steinheil to pull his artillery to the left while leaving 2 *Jagers* to escort Repnin's horse batteries and form squares when they unlimbered.

The French cavalry pulled back initially, but charged at Repnin's cavalry as some tried to maneuver around the French. The first charge was stopped by pistol fire, but the French tried again with their 2<sup>nd</sup> unit, which charged home. Despite a small victory, the French position was perilous, as the horse artillery and *Jagers* flanked them and riddled them with musket fire and cannister at point blank range.

As the French cavalry met their fate, Count Steinheil formed up his infantry, supported by his artillery, and advanced against the French right, which was anchored in a town. The supporting French artillery unit was slowly forced back by Russian artillery as the Russian line infantry maintained their advance through successful French artillery fire each turn.

As Steinheil was ready to order the final charge which would send 5 Russian line infantry against one French line in the town and the supporting artillery unit, the game was ended. *Damn, I would have liked to see that attack go through* – but having eliminated 5 French units without suffering a single failed morale check is about as bloodless a victory as can be achieved.

# **Snappy Nappy 2022 Communications Chronology: Messages of Russia 1812**

by Everyone

When you scatter gamers across multiple tables, you reduce the "200-foot general syndrome." That is, a gamer can't see the entire battle and react to every event on the tabletop.

Instead, gamers tend to concentrate on the opportunity or debacle at hand. They don't know and can't really see what's happening on the other tables -- and that's great for increasing fog of war. The more tables, the more fog of war.

Mark's *Snappy Nappy* 1812 North Flank of Russia Campaign in a Day scenario used 14 tables. If two gamers were on the same table, you could talk freely. However, if you wanted to talk to the C-in-C or other commander on a different table, you had to use a written message.

This would be time stamped and handed to Umpire Mark, who would deliver it in a certain number of minutes depending on how many tables the "courier" had to travel. Mark noted it was only two minutes if going to an adjacent table and up to 10 minutes if far away.

That sounds fast and it is, but remember that Umpire Mark is a busy guy during the game, so no matter how attentive he is to such timings, some messages likely were delayed until he found a break in the umpiring to hand them out.

Following are transcribed messages that we could collect, in chronological order. It's probably helpful to look at the main map to figure out the movements, warnings, and other info. Note that the times are real times. Multi-table *Snappy Nappy* games use a coordinated sequence of play on only the first two turns. Starting turn three, each table follows the sequence of play independently of other tables.

Note that the 14 tables represent major terrain points among the entire area and that lots of "travel space" exists between tables. This "travel space" has no tabletop, it's just an abstraction of the areas between important terrain spots.

Of course, hastily written notes can be partially illegible and gamers can misspell locations. Sometimes gamers' names are used, sometimes their commanders. No rules, just gamers adding their own fog of war!

The game officially began at about 11:15am and ended about 4:15pm. Remember that the time indicates when the message was SENT. Many messages likely went home in pockets, but this is what we collected.

# Chronology

#### **Format:**

Time: To: From: Location: Message

[xxx?] is as close as I could discern from the scrawl.

11:05 to Oudinot from Merle at DI: As ordered, Infantry will hold in Disna, cavalry will scout to Drissa South of river

11:08 To Oudinot from Legrand at Borovka: Should I advance to Dvoretz then North, or parallel the main rd by taking the road further East?

11:15 To Oudinot from Verdier at Map G: South of Golovichitsa, there is NO ROAD IN DANOWICZY. Table empty.

11:28 To Oudinot from Merle at Table DI: Russians have moved on North road, Inf and Cav

11:30 To Oudinot from Verdier at Golovichitsa: Moving North to Kliastizy

11:30 To Verdier from Oudinot at Polotsk: Move to Antonova!

11:30: To Merle from Vordice (Verdier) at Golovichitsa: There is no road to Danowiczy. Headed North to Klicstizy.

11:35: To LeGrand from CinC at Polotsk: Move North to Golovichitsa.

11:35: To Wittgenstein from Kulnieff at Dissa. Am engaging Swiss at Disna.

- 11:35 To Oudinot from Verdier at JK-4: Located Repnin Kliastizy! Orders?
- 11:36: To Wittgenstein from Prince Repnin (Karl) at Jokubowo: Have found French at Jokubowo and [Waddy? Probably Gvozdy]. Infantry, cavalry, and artillery. Send help or order me to withdraw.
- 11:40: To Wittgenstein from Branden at Drisna. James and I met small force, cavalry and artillery, heading west of river.
- 11:41 to Oudinot from Merle at (table) DI: Addition Ru Div. appear on small road from North
- 11:41 to Oudinot from Legrand at Arteikovichi: waited for orders, proceeding to Arteikovichi. 2 supplies in Borovka turned French.
- 11:42: To Verdier from Oudinot at Gamzelov: Move 1/2 of your forces to Katerinovo.
- 11:45 To Oudinot from Verdier at JK-4: Kliasitzy: There is no route to Antonova. Battle in Progress.
- 11:50: To Wittgenstein from Kaztachkovsky: Just arrived at Katrinanovo. Crossing to Jackobowo.
- 11:51: To Kaztachkovsky from Wittgenstein at Philipporo: French at Jakoubowo. Cav Res engaging.
- 11:51: To Mike from Peter at Philipovo: French at French at Jakoubowo, Katchcow at Katerinovo
- 11:53 To Oudinot from Verdier at Kliastitzy: Fully engaged with Repnin's cav. Katzatchowsky has joined table.
- 11:55: To James and Brendan from Peter at Philipporo: Take Disna. Garrison with Berg. Move to [Danowuzy? Probably Danowiczy].
- 11:56 To Oudinot from Legrand at Kliastitizy: Let us know if there are enemies to the North

#### Noon

- 12:00: To Kaztachkovsky from Wittgenstein at Philipporo: Go to Jakoubowo to support Cav Res. Route the French.
- 12:01: To Verdier from Merle at Disna. 2 RU division. 1 from North, 1 from West.
- 12:07: Wittgenstein to Sazonov: Move to Katerinovo Be prepared to support Katchtochkowsky at Jakuobowo
- 12:08: To Wittgenstein from Kaztachkovsky at Jokubowo: At Joku. French set up defense of Kal -- one bridge only. It will be tough to advance. No pontoon rive.
- 12:20: To Wittgenstein from Sansonov: I have arrived at Jakabowo. Will engage French with Repkin and Kaz. 2 French Div here 6th + 8th Korps.
- 12:20 to Oudinot from Legrrand at Kliastitzy: river is fordable; position less defensible
- 12:29: To Wittgenstein from Kaztachkovsky at Jakubowo: FR LeGrand showed up. FR (Steve) also showed up. FR show up at Klyastitsky. Minor river IS fordable.
- 12:30 to Marshal Oudinot from General St. Cyr at Bononia: von Deroy, St, Cyr, and von Wrede are currently in Bononia per orders of the Emperor Napoleon. What would you like us to do?
- 12:40: To Jakuobowo Forces from Wittgenstein: Send Sasanov to safeguard St. Petersburg, will eventually be reinforced by Steinhall, Kaz and Rephin continue mission.

- 12:52: To Steinhall from Wittgenstein: Let me know when you are established at Sebej.
- 12:59: To Wittgenstein from Steinhall at Budke-Sebej: Arriving at Budke. French cavalry approaching from South. Will block roads North.

#### 1:00pm

- 1:04: To LeGrand from Doumerc, Send troops up the road. Follow my light cav.
- 1:14: To Wittgenstein from Steinhall at [Budke-Sebej]: Only 1 French cav brigade. I'll chase it off.
- 1:14 To Oudinot from Legrand at Kliastitzy: Enemy sending 3 inf and 1 canon North from Jakoubowo
- 1:15: To Legrand from Doumerc at Budke. Russian infantry in my location, I need support! 4 or 5 turns until [contact?].
- 1:16: To Steinhall from Wittgenstein: If the French disengage pursue South.
- 1:21: To CinC at Disna from Wrede: Permission to re-route Wrede via Polotsk & Gamzelov. Faster to Disna board.
- 13:22 (1:22) To Sasanov from Wittgenstein: Steinhall will meet you in Sebej, leave your units, tell him to move south.
- 1:25: To Wittgenstein from Kaztachkovsky at Jokubowo: Stalemate!
- 1:25 To Oudinot from Legrand [no location]: sending 2 inf up, 10 minute delay + 1 turn
- 1:28: To Wrede from St Cyr via Marshal Oudinot: Yes, go to Polotsky + Gamzelov
- 1:41: To Verdier from Merle. Acknowledged.
- 1:52: To Wittgenstein from Steinhall at Budke-Sebej: French cavalry eliminated. Some French infantry is approaching unsupported.
- 1:55: To Wittgenstein from Samsinov: Sebej in under Russian control. Steinhiel to join battle at Jakawobo. Samsinov to garrison Sebej with militia. Remainder going South.
- 13:57 (1:57): To Steinhall and Sazanov, from Wittgenstein, I want you to destroy or rout anything on Sebej, then push south to break the French at Jakuobowo.

#### 2:00pm

- 2:03: To Wittgenstein from Kaztachkovsky at Jokubowo: French slowly withdrawing to Klyastitsy.
- 2:08: To Kaztachkovsky from Wittgenstein: Pursue French as they withdraw. Continuous pressure. Steinhall to move South from Sebej to assist the fighting. G.W. [or 6.W.? probably G.W. meaning Gen. Wittgenstein]
- 2:10: To Kaztachkovsky from Wittgenstein: Pursue as they withdraw.
- 2:30-ish? (no time noted): To Kaztachkovsky from Wittgenstein: Take Klyastitsy after Jakoubowo. Update to commanders: Heavy fighting at Disna and Jakoubowo.
- 2:50: To Wittgenstein from Kaztachkovsky at Jokubowo: I've taken Klyastitsy.
- 2:56: To Katz from Wittgenstein: Pursue South. They have to be continuously engaged so they don't reinforce the French in South.

### 3:00pm

3:37: To Wittgenstein from Kaztachkovsky: Dan (Steinheil) captured Golovichitsa. Prince Repnin (Karl) took Dvor. French on hill defending main road.

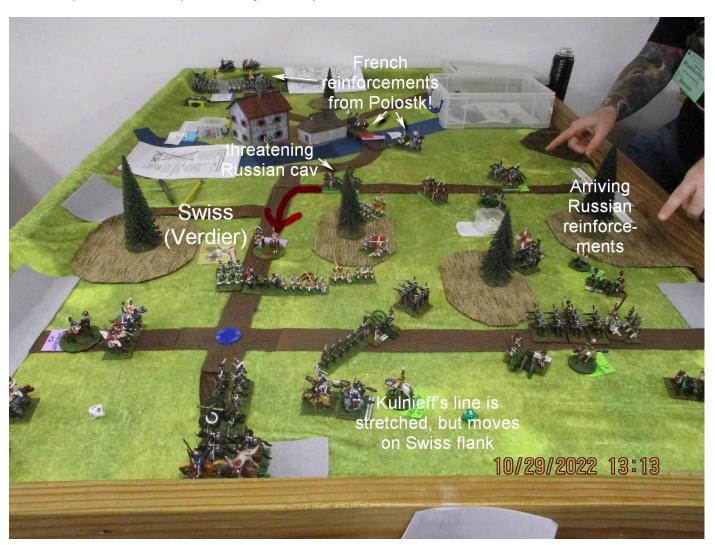
### With a View to History

One thing you'll notice is that spellings of individuals and locations vary from gamer to gamer, and that includes my messages. The Russians dominate the message writing, perhaps because French messages were burned to prevent capture by the Russians. Or maybe they were just stuck in pockets...Russ collected 33, Mike collected 5, and Peter collected 16 for a total of 54 messages.

You'll notice that the messages tend to peak early to mid game, as the maneuverings and finding enemy morphs into battles and gamers' attentions are riveted to the battle at hand. To save you the counting: 21 messages (11-noon), 11 (noon-1), 14 (1pm-2), 6 (2pm-3), and 1 (3pm-4 end game).

The timing helps provide a sense of the campaign. Without even looking at a map, you get a sense of two big battles and a slow French withdrawal from at least one.

Hot and heavy action at the Battle of Disna at 1:13pm. Photo by James.



## A Quintet of Dominion: A Festival of Cards

By Daniel Burkley

By now, Russ is a familiar opponent when playing *Dominion*. In fact, every time I've played *Dominion* in the past three years, it's been with him. It's a favorite "short" game of ours. He came over mid-afternoon and we did two games before dinner and three more after dinner.

This session, we tried out a few more of the "recommended" sets of 10 Kingdom cards I've collected over the past 15 years, including some from various tournaments:

- **454.** *2020 Quarantine Cup #4*: Blessed Village, Ducat, Faithful Hound, Farming Village, Haven, Horse Traders, Mine, Navigator, Research, Watchtower, Boon, Will O'Wisp, Event: Expedition
- **133.** *Everything in Moderation*: Enchantress, Forum, Legionary, Overlord, Temple Cellar, Library, Remodel, Village, Workshop, Event: Windfall, Landmark: Orchard
- **315.** *GokuDom III #5*: Conspirator, Duke, Minion, Warehouse, Horn of Plenty, Horse Traders, Menagerie, Develop, Fool's Gold, Candlestick Maker
- **331.** *2016 "Survival" Online Tournament #8*: City, Feast, Hunting Grounds, Messenger, Merchant Ship Overlord, Rats, Sage, Scout, Transmogrify, Event: Inheritance

Russ Picks One from Each Box: Archive, Crossroads, Festival, Gladiator/Fortune, Magpie, Mystic, Settlers/Bustling Village, Storyteller, Town, Village Green



Dominion uses the "ABC" Sequence of Play: Action, Buy, and Cleanup. Actions come from the text box. Most provide some sort of drawing cards from your deck, getting gold, and adding actions so you can play another or multiple cards. If you look at the above, you can start to see patterns of card combos to maximize the cards in your hand to play and the gold available to buy more of these cards, or money cards, or victory cards. The value in the bottom left is the amount of gold needed to buy the card. -- RL

As a departure from the usual first two random hands of 5 cards, we each had the choice of how to spend the 7 coins between the first two hands (giving us the choice of a 5/2 or 4/3 split). We then added the two purchased cards to our 10-card starting hand, shuffled, and proceeded with normal play.

After playing 454, we both thought I had the lead when I bought the last Province. Russ was ready to concede but I wasn't *that* sure I had won, so I insisted we count them up. We both had the same number of Provinces, but I had trashed three Estates during the game, and Russ had trashed two Estates, so Russ won by 1 point.

While playing 133, I snuck in a purchase of a Duchy to make up for trashing two Estates. At the end, it mattered, as we both had the same number of Provinces again. Russ had his original 3 Estates, but I still had one Estate and the Duchy, so this time I won by 1 point.

For 315, I got some good deck synergy going towards the end where I

gained a Province during play through *Horn of Plenty* and bought a Province in the same turn, winning by 15 points. 331 was the first time I used *Rats!* It allowed me to trash a few cards (but added more *Rats!* to my deck). *Transmogrify* allowed me to get rid of the *Rats!* I had accumulated *and* draw a card when *Rats!* is trashed. *Sage* also proved to be a wise card to use. The strategy worked well enough for a close victory.

For the last game, I had Russ choose a Kingdom card from each of the 10 boxes of *Dominion* and expansion sets, using whatever criteria he wished. I had re-organized them in alphabetical order about 2 years ago, but the last two sets I picked up I just started with "A" again – rather than re-organize alphabetically across all 10 boxes. Most random selections often leave several Kingdom cards unused during play, but not this one. Russ made good use of the *Magpie* followed by *Mystic* combo, while I tried to buy *Gold* as often as I could. *Gladiator/Fortune* was the only Kingdom pile not used by either player. The different strategies offset each other, as we both ended up with the same score.

## What's C.S.? WWII

Bv EK

In my write up of the passing of my father-in-law, I didn't know what CS stood for. I had suspicions, but Ed kindly e-mailed me a definition. And thank you all for your kind comments via e-mail and at Fall-In and sharing your reminiscences of your own relatives' WWII service. My father-in-law, appropriately, was buried on Veteran's Day.

"C.S." usually means "Chicken Shit" -- people that focus and perseverate on nonsense (shiny boots in the field, for example), or assert their authority over trivial and unimportant things, or make references to rules or refs that are unimportant or absurd.

## **Soviet Bears: Armed Cosmonauts**

By GP

I may read lots of books to learn about a battle, campaign, commanders, or an entire time period, but I'll also be the first one to tell you there is so much I don't know. Fortunately, AAR readers are quick to fill in the gaps of my reviews.

"From 1986-2007, cosmonauts carried a Makarov PM and a special three-barrel TP-82 Cosmonaut Survival Pistol. The top two barrels were 40-gauge shotguns and the bottom fired a 5.45mm round." -- From my book review of Soviet Pistols (Weapon 84) in the 11/03.2022 AAR.

On a previous flight, the capsule landed way off course to the north. Rescuers needed a while to get there. This is the Soviet Union. There was a bear.

Its perspective was "Crunchy on the outside. Smells tasty on the inside."

Fortunately the rescuers arrived in time, as cosmonauts with heavy wrenches make poor hand-to-hand combatants against large bears. For future flights, the aforementioned safety device was carried.

Ah. The Wikipedia entry for the TP-82 Cosmonaut Survival pistol says the same thing, only adds wolves. G's answer reminded me that the USSR landed its capsules on land. -- RL



### **Books I've Read**

By Russ Lockwood

**The Porsche Tiger and Ferdinand Tank Destroyer.** by Michael Frohlich. Hardback (9.3x12.3 inches). 496 pages. 2022.

Subtitle: VK 4501 (P) Porche Type 101 and the Panzerjager Ferdinand/Elefant

Wow. What an incredibly detailed examination of the design and development of two German monster armored vehicles of WWII: The Porsche Tiger tank and the Elephant (nee Ferdinand) tank destroyer.

Most of you know the general story. The Army needed bigger, badder tank and tank destroyer models to defeat the Soviet tanks. These two fit the bill, but not many were produced and they all seemed to have teething problems.

Now you get to know the detailed history of pressures arising from the war, limited resources, and infighting between companies and within companies trying to engineer and produce such armored monsters. The coordination required to consolidate all the necessary subsystems and products into one vehicle will amaze you. This story is more than just nuts and bolts, er, rivets and welds, although the text includes plenty, but about offerts to troublesheet and reconsinger systems that failed on the

but about efforts to troubleshoot and re-engineer systems that failed on the text track.

Design work started back in 1939 and requirements were refined over the next few years until Prof. Porsche's initial Tiger prototype debuted Feb 24, 1942 (p44) -- with an ersatz turret. Material delays, skilled worker shortages, and unexpected engineering problems were dealt with by the time Armaments Minister Speer, on June 23, 1942, scheduled industry to produce 285 Tigers by May 1943 (p96).

One example of teething pains: The initial design had problems sucking gases out of the turret after firing the main gun (p93).

Meanwhile, Henschel was also developing a Tiger model. After side-by-side testing of the prototypes, Speer chose the Henschel design in November 1942. Yet, ultimately, about 100 Porsche tanks were built using the preproduction Tiger chassis and turret. Waste not, want not.

The Ferdinand, later called the Elefant, receives the same in-depth treatment within the context of German industry, Allied bombing, and Fuhrer demands.

The book contains 371 black and white photos, 335 black and white illustrations (mostly technical drawings), six black and white maps, 130 color photos (many of the two remaining Elefants -- one in US and one in USSR), and 29 color illustrations.

A couple non-fatal points: some lines of text are inexplicably in a larger font (p 31, 101, 164, 240, 305, 329, and 333), one line is in a smaller font (p183). They read fine, it's just some sort of DTP glitch. You'll find these only if

you read the book closely...and the history of these armored monsters is so compelling, you will read closely.

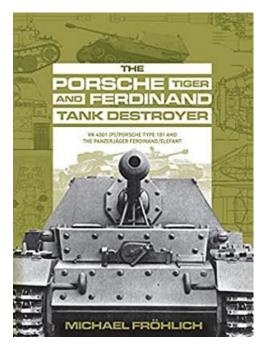
Frohlich has a knack for inserting and explaining the technical factors of tank production within the realities of a crumbling German economy. Well done. Whatcha say, Michael, how about covering the Panther and JagdPanther next? Enjoyed it.

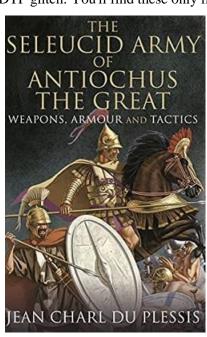
**The Seleucid Army of Antiochus the Great.** by Jean Charl Du Plessis. Hardback (6.5x9.5 inches). 340 pages. 2022.

Subtitle: Weapons, Armour and Tactics

This excellent examination of the Seleucid army reads well for an expanded PhD thesis -- a rare feat. Troop type by troop type, from light slingers to heavy infantry phalanx to elephants, you get an extensive education as promised in the subtitle.

Interesting tidbit: biconal lead sling stones big weighing up to a mina (0.5kg) and big as a man's fist (p199) had more range than archers firing arrows (p198). That bit, aided by archeology and modern reconstructions and experiments, is something you don't see in ancients rules. Also, the bronze breastplate of the time was only 1mm thick and helmets only 1.2-1.5mm thick.





Matching some ancient anecdotes in texts to modern experiments helps define weapon effectiveness. My counter: if slingers were so effective, how do you explain the preponderance of bow-armed troops in battles? Better PR?

Once you understand the strengths and weaknesses of each type, the numerical analysis of various battles (Molos insurrection, Raphia, Mt. Labus, Arius River, Panion, Thermopylae 191BC, and Magnesia) and how the troop types performed generates an understanding of period warfare.

The book contains 54 black and white images.

This book makes a great pairing with *The Battles of Antiochus the Great* (see my review in the 06/29/2022 AAR or up on hmgs.org). I'd even add *An Invincible Beast: Hellenistic Pike Phalanx* (see my review in the 11/03/2022 AAR or up on hmgs.org) for a trifecta of fantastic period research and analysis. Enjoyed it.

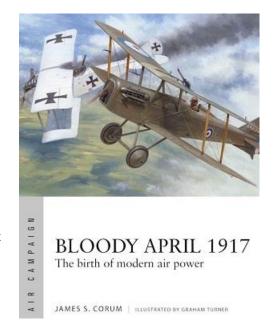
**Bloody April 1917: Air Campaign 33.** by James S. Corum. Softcover (7.25x9.75 inches). 96 pages. 2022.

Subtitle: The Birth of Modern Air Power

Another volume in the excellent *Air Campaign* series covers the WWI Nivelles Offensive's air battle at the operational level. The usual coverage of capabilities and aircraft provides the introduction while the analysis at the end discusses the effectiveness of German and Allied measures.

You can always pick out interesting data for scenarios from these books. For example, artillery observation balloons usually operated at 3,500-4,000 feet and had a viewing range of up to four miles (p36). Artillery observation aircraft had crude one-way radio sets that could transmit Morse code back to HQ up to 20 miles (p36-38).

For production-minded readers, the Germans built 44,000 aircraft during the war, while the French built 51,700 (9,800 sold to Allies, like USA) and the British 55,092. However, while the British and French generally standardized on particular models and mass produced, the German aircraft industry was more hand-crafted. Indeed, the Germans built 610 prototypes and put over 200 models into production (p42-43).



The booklet includes 57 black and white photos, two color photos, two black and white illustrations, seven color illustrations, eight color maps, and three two-page color action illustrations.

You won't find descriptions of tactical one-on-one dogfights, but I especially enjoyed the analysis of new tactics employed during the month and altered after the battle. Indeed, the entire chapter of Lessons Learned (p87-92) explained how the outcome of this battle was applied to late war offensive.

Enjoyed it.

**Charles X's Wars: Century of the Soldier 1618-1721 Number 87.** by Michael Fredholm von Essen. Softcover (7.2x9.8 inches). 228 pages. 2022.

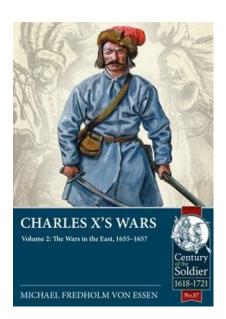
Subtitle: *Volume 2 - The Wars in the East 1655-1657* 

This continues from Volume 1: 1655-1660 (see my review in the 04/02/2022 AAR or on hmgs.org) and provides another excellent overview of the armies in Eastern Europe, including Sweden, Russia, Poland, Lithuania, Prussia, Transylvania, and Cossacks.

A total of 67 black and white illustrations, six black and white photos, 24 black and white maps, and five pages of color plates with two flag and standard illustrations per page supports the text. Volume 3 will continue with the addition of Danish and Holy Roman Empire forces.

The text contains a wealth of numerical troop information, tactical battle maps, and a multitude of geopolitical plotting, diplomatic efforts, and double-crossing. Battles small (couple hundred per side) and large (several thousand per side) provide excellent fodder for tabletop scenarios. Lots of tables, OOB info, and background make this a wargamer's delight. Exceptional.

Enjoyed it.



Tanks in the Battle for Germany 1945: New Vanguard 312. by Steven J. Zaloga. Softcover (7.25x9.75 inches). 48 pages. 2022.

Subtitle: Eastern Front

As predicted, this is the East Front version of the West Front booklet Tanks in the Battle for Germany 1945: New Vanguard 302 (see my review in the 01/31/2022 AAR or on hmgs.org). As such, it offers overviews of German and Soviet tank forces, including tech specs and uses. All the top tanks are covered with text descriptions and lots and lots of numerical tables.

The booklet contains 40 black and white photos, three color photos, one color two-page action illustration of an IS-2 in Posen, and 12 color tank profiles.

Nothing new here except continued competence that makes Zaloga a subject matter expert.

Enjoyed it.

Roman Plate Armor: Elite 247. by M. C. Bishop. Softcover (7.25x9.75 inches). 64 pages. 2022.

If you wanted an excellent overview of Roman armor, especially what we know as lorica segmentata, here's the usual Osprey treatment. The term was coined during the Renaissance (p8) -- your first clue that there's more to understanding the process of arming a Roman soldier than first believed.

The second? Roman plate armor had to be constructed for the individual (p48), which makes a lot of sense once you think about the different sizes of soldiers.

The 36 color photos and 23 black and white illustrations (some of these have up to 20 or so individual drawings of specific parts) highlight the text. Like other Elite series booklets, this contains eight color plates, seven of action drawings and one containing five sets of lorica segmentata armor found or pieced together from archeological digs.

This may not change your idea about what protection factor a legionary unit would get on the tabletop, but it does present a lot of background information about those units.

Enjoyed it.

**The Cactus Air Force.** by Eric Hammel and Thomas McKelvey Cleaver. Hardback (6.5x9.5 inches). 352 pages. 2022.

Subtitle: Air War Over Guadalcanal

While the subtitle is more accurate than the title, the book covers the entire WWII Solomon Islands naval campaign, including recounting Battle of Savo Island, carrier Battle of Santa Cruz, other ship vs ship battles in "Iron Bound" Sound, bombardment of the field by Japanese BBs, and even a little of the land battle on Guadalcanal.

The Cactus Air Force does indeed get attention, especially the early days with primitive infrastructure, as coastwatchers warn of Japanese air strikes and US fighters claw for altitude.

Jeffrey Cox had written a marvelous trilogy of the Solomon campaign: Rising Sun Falling Skies, Morning Star Midnight Sun, and Blazing Star Setting Sun (I reviewed the last book -- see the Nov 2, 2020 AAR or here on hmgs.org).

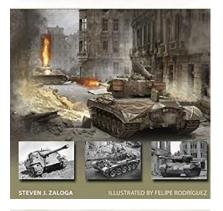
The book contains 24 black and white photos and seven black and white maps (with scales), including one of Edson's Ridge land battle.

Consider *Cactus Air Force* is a naval-centric view on one volume. It's quite good at defining the action, including analyzing aircraft victory claims and counterclaims.

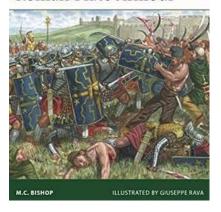
Enjoyed it.

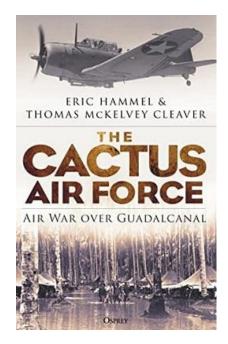
# TANKS IN THE BATTLE OF GERMANY 1945

Western Front



### Roman Plate Armour





**The Erewan War: Vol 2: Asia at War 28.** by Ken Conboy. Softcover (8.3x11.8 inches). 78 pages. 2022.

Subtitle: The CIA Paramilitary Campaign in Laos 1969-1974

The second volume picks up from the first (see my review of *Erawan War: Vol. 1 - Asia at War 24 -* in my 12/23/2021 AAR or up on hmgs.org) as the CIA continues its support for military operations in Laos and into Vietnam. Mostly, these small-scale guerrilla-style forays were annoyances to North Vietnam. When annoyed enough, regimental NVA units put in an appearance to capture this valley or that, this hilltop or that. Plenty of small-scale scenarios can be pulled from this volume, all sporting troops with miserable morale -- lots of routs from nothing at all, or from events like a commander was killed and his battalion fled the field of battle.

In your next scenario, include a USAF BLU-82 bomb for air support: "massive steel barrel on a wooden cradle dropped from C-130. At 1m above ground, it exploded the slurry in the tank...it leveled a mountaintop and incapacitated communist troops for several hundred meters" (p13).

Or how about a Laotian battalion refusing to advance after a USAF air strike because they said they saw ghosts! The bombing churned up the chalky

sail into an airborne dust cloud that coated the North Vietnamese defenders (p20). Put that in a wargame!

Got mines? The North Vietnamese used water buffalo to clear the minefields -- and probably got a little BBQ in the bargain (p22). Lots of these battlefield events can make for an interesting guerrilla game.

The booklet contains 72 black and white photos, one black and white illustration, 29 color photos, 36 color photos of unit patches, and three color aircraft profiles.

Plenty of fascinating tidbits within an overarching narrative of the war. Enjoyed it.

**Identifying Cap Badges: A Family Historian's Guide.** by Graham Bandy. Hardback (6.5x9.5 inches). 310 pages. 2022.

I've got to hand it to the author. He is fascinated from military cap badges and created one of the definitive visual guides for collectors.

Most pages contain six or seven black and white photographs of badges. I counted 1,341 black and white photos of badges and uniforms with a bell curve of quality. These showcase one aspect or another, depending on troop types.

Of note is what I would call a reverse look up. Instead of organizing the photos by unit in Order of Precedence, he organizes it by the main icon on the badge -- lion, crown, star, castle, and so on. The idea is that if you have a badge in hand (or in a photo), you zero in on the icon and look up the section, then page through until you find a match. Then, you learn the unit.

For example, Chapter 2 is birds and wings, chapter 3 is bugle horns, and so on. A short text intro describes what birds, bugles, and so on represent.

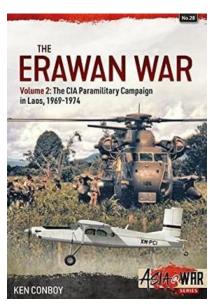
I don't collect cap badges, but I can appreciate the immense amount of effort that went into compiling this tome. If you are in need of identifying such badges, here's a great place to start.

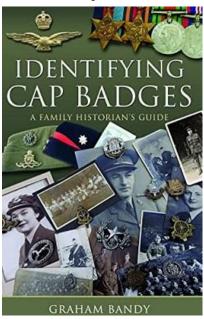
Enjoyed it.

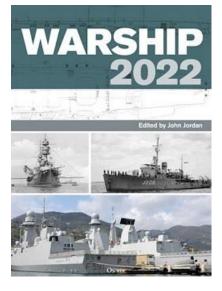
**Warship 2022.** Edited by John Jordan. Hardback (8.0x10.8 inches). 224 pages. 2022.

A collection of 13 main articles, some shorter notes, and book reviews and all about warships from just before WWI to modern eras as well as a history of the Yokosuka Navy Yard in Japan (began 1865).

I find most of them interesting, although the one about modern topics, such as Modern European Frigates, France's C65 prototype Ocean Escort and Post-WWII radar development in the UK Royal Navy, lie outside my interests. I quite enjoyed the Yokosuka article and how the Japanese built the aircraft carriers Soryu and Hiryu.







The book contains 186 black and white photos, 106 black and white illustrations, and five black and white maps.

The hunt for the Orzel (Polish submarine which escaped internment at Talinin on Sep 17, 1939) would make for a WWII tabletop version of the hunt for the Bismarck while Operation Tunnel in the English Channel would make for a good tabletop scenario.

Enjoyed it.

**Chobham Armour: Cold War British Armoured Vehicle Development.** by William Suttie. Hardback (7.8x9.9 inches). 320 pages. 2022.

This is an intense and highly technical examination of British tank and armored vehicle development from 1946 onward and up to and including the Boxer.

It includes lots of specifications -- indeed, Appendices B through K offer specs of individual tanks and armored vehicles -- and variants, including guns and other equipment and systems designed, installed, tested, and ultimately added or ignored on production vehicles.

The book contains 89 black and white photos, 166 black and white illustrations (often technical drawings), 66 color photos, and one color illustration.

The tone of this book is far rosier than *The Dark Age of Tanks: Britain's Lost Armour 1945-1970* (reviewed in the 05/19/2020 AAR). If you're interested in this topic, you may also be interested in *Before the Birth of the MBT: Western* 

Tank Development 1945-1959 (in the 01/29/2019 AAR), Chieftain: British Cold War Main Battle Tank - TankCraft 15 (08/23/2019 AAR), and Tanks at the Iron Curtain 1960-75: New Vanguard 308 (06/29/2022 AAR). These four book reviews are also available up on hmgs.org -- as are over 900 other reviews.

Not being a modern or ultramodern buff, although I define modern as post-WWII and ultramodern as post-2000, technical discussions as detailed as within often leave me somewhat glassy eyed. If you're into the currently trendy what-if WWIII miniature battles, here's a serious contender for your attention. And if you are a tried and true modern treadhead, you're gonna love this book.

For me, I can appreciate the level of detail and system analysis as I skipped around the text. That's good enough for ties to go to the author.

Enjoyed it.

**McDonnell XP-67 Moonbat: XPlanes 17.** by Steve Richardson and Peggy Mason. Softcover (7.25x9.75 inches). 80 pages. 2022.

This booklet offers a detailed development history of the twin-engine XP-67 built around new Continental I-1430 engines and unusual contours. It was an experimental plane that took years to develop and only one prototype was made, which flew in January 1944 and crash landed on fire in September 1944. It was a total loss.

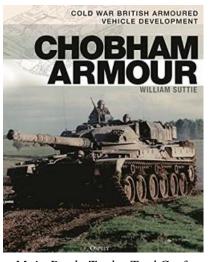
Oddly enough, it wasn't the problematic engine that caused the crash, but a broken rocker arm that felled the plane.

As the 50 black and white photos, 20 black and white illustrations, two color photos, nine color illustrations, and nine color aircraft profiles show, it never entered production or combat. A pair of two-page color action illustrations show a bit of what-if.

Of interest was the changing armament, from original six 50-caliber MGs to four 20mm cannons (p25) to six 37mm cannons (p26).

Other experimental planes, including some that used the same Continental engine, were being prototyped at the same time -- perhaps Osprey will bring them out in future. You never know -- maybe these would be worthy additions to a *Luftwaffe 1946* tabletop game.

Enjoyed it.





**F6F Hellcat: Philippines 1944 (Dogfight 5).** by Edward M. Young. Softcover (7.25x9.75 inches). 80 pages. 2022.

Covers the ascendency of the Hellcat over the Zero, starting with extensive training regimen that saw US fighter pilots graduate with 330 flying hours plus weeks of ground instruction before even getting into operational training on the Hellcat itself. Then, it was on to carrier training.

Indeed, the training chapter was the best as the authors distilled the information into a most readable overview section. Ditto for the Art of War chapter that explained tactics. Excellent.

Alas, the combat chapters relied too much on first-person pilot memoirs and Aircraft Action Report excerpts that tended to eventually all sound the same...and accounts that any aviation buff had read before. A few personal accounts can accent the text, but I count on authors, especially for Osprey books, for their interpretation and expertise, not just retyping reports.

It's in the excepts that you'll find mentions of Japanese piloting -- from an American viewpoint. Be nice to get a Japanese Zero driver viewpoint about

dogfighting the Hellcat. Also be nice to verify US pilot claims about the number of Japanese aircraft shot down -- 224 claimed on Oct 12, 1944. If there's one thing that the Michael Claringbould books explain, claims and reality are often two different numbers when checked against each sides' records.

The booklet contains 47 black and white photos, three black and white illustrations, one color photos, three color illustrations, one color map, and three color "ribbon" illustrations providing a graphical view of an encounter.

Overall, some excellent research and too many excerpts without critical analysis. Ties go to the author: Enjoyed it.

**Foreign Panthers: 1943-1958 (New Vanguard 313).** by M. P. Robinson and Thomas Seignon. Softcover (7.25x9.75 inches). 48 pages. 2022.

Subtitle: *The Panzer V in British, Soviet, French and Other Service* 1943-58

An interesting compilation tackles German Panthers that were used in Allied service, as well as a minimal number in Axis service. Many were used for technical target practice to see how to destroy them, but some were used as part of Allied front-line forces.

Logistics and maintenance proved to be difficult, although the French used many Panthers, especially post war as their own tank design and production had long been eliminated by the German occupation. Of note, the US refused to release its hoard of captured and destroyed Panthers to the French so spare parts could be available to the company or so of Pz Vs the French cobbled together.

The booklet contains 38 black and white photos (mostly evaluation photos of AT hits), two black and white illustrations, and 15 color illustrations of the tanks (including one buried by the Bulgarians on their border with Greece).

Competently done.

Enjoyed it.

**The Hunt for the Storozhevoy: Europe at War 19.** by Michael Fredholm von Essen. Softcover (8.3x11.8 inches). 58 pages. 2022.

Subtitle: The 1975 Soviet Navy Mutiny in the Baltic

It isn't exactly the hunt for *Red Oktober*, but a 1975 mutiny on the new Soviet anti-submarine warfare ship *Storozhevoy* sparked a Soviet search mission and an edict to sink that ship, even if it took a nuclear bomb.

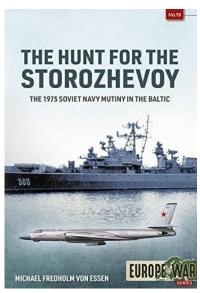
The odd part: the leader of the mutineers was heading to Leningrad, not a Western port, to start a Communist revolution because the existing Communist government wasn't Communist enough for his die-hard Communist ideals. Somehow, he thought that he'd gain USSR Navy support in Leningrad, sweep into power, and fix the economic woes of the country.

Loyal Soviet ships and aircraft swept the Baltic Sea, eventually finding the *Storozhevoy*. A TU-16K was ordered to fire its anti-ship missile, capable of









carrying a nuclear warhead, at the ship. The pilot faked a radar problem and the missile was not fired.

The booklet contains 44 black and white photos, three black and white maps, one color photo, three color aircraft profiles, 15 color illustrations of uniforms, two color ship profiles, and one color map.

Loyal Soviet sailors on the ship overpowered the mutineers and returned the ship to Soviet control.

One conundrum for me: it's not clear what happened to the ringleader, Captain Third Rank Valerly Sablin after his arrest. Imprisoned? Executed? Released in a cover up? I read the end of the mutiny multiple times and I just don't see it.

As time passed, Gorbachev rose to power and ushered in the glasnost reform movement. Maybe this could be turned into a *Bismarck*-style game? Enjoyed it.

## **Japanese Conquest of Burma 1942: Campaign 384.** by Tim Moreman. Softcover (7.25x9.75 inches). 96 pages. 2022.

Subtitle: The Advance to the Gates of India

Another excellent addition to the *Campaign* series of booklets, this one concerning the rapid advance of Japanese troops into Burma and up towards China and India.

The overview covers British troop withdrawals and routs as the Japanese infiltrated small units into the jungle and around flanks. As Allied morale plummeted, panicked destruction of war material and infrastructure added to the sense of doom.

The booklet contains 59 black and white photos, four color photos, six color maps (with scales), three two-page color action illustrations, and three of the 3D color maps that I find to be the weak point of the *Campaign* series.

Kudos to the text that is as fast-paced as the Japanese advance. It provides a sense of the British despair and Japanese ardor, even as combat conditions deteriorated for both sides at the end of dodgy logistical lines.

This would be a great title to pair with the Netherlands East Indies

Campaign: 1941-42: Campaign 364 booklet (see my 7/28/2021 AAR or upon hmgs.org). A little land action. A little amphibious action. And a whole lot of Japanese success in the initial stages of WWII Pacific combat.

Enjoyed it.

## **North American T-6 Harvard/Texan: Duke Hawkins Classics 2.** by R. Pied and N. Deboeck. Softcover (9.4x9.4 inches). 113 pages. 2022.

Once again, Duke Hawkins delivers excellence in photos along with a few caption typos. The usual format of close-ups of wings, fuselage, cockpit, landing gear, and so on is maintained. No need to change what's working.

To wit: missing space between the period and The (p23); colourscheme (missing space, p27); "either..of" (should be either...or, p63); "around 2104" (year is likely 2014, p105); and "aircfaft" (aircraft, p113).

On the plus side, I learned about embedding a penny on the engine, perhaps for luck or perhaps to date the aircraft (p10). You can always pick up something from a photo book.

As for my favorite photos: Original USAF colors on a T6 (p7); a Corsair, Avenger, and T6 flying in formation (p111), and a T6 flying in formation with a Dutch PBY (p100).



JAPANESE CONQUEST OF BURMA 1942

The Advance to the Gates of India

As for the typos, I get production deadlines, but it's just sloppy publishing. There's not that much text in the book. Of course, you don't buy this book for the text, you buy it for the uber-comprehensive photos of the plane. Enjoyed it.

**The Real Gladiator: Maximus Decimus Meridus.** by Tony Sullivan. Hardback (6.5x9.5 inches). 191 pages. 2022.

The author hit on an interesting premise: use the movie *Gladiator* to highlight its accurate and inaccurate portrayal of historical gladiators, with a focus on comparing and contrasting Russell Crowe's character Maximus Decimus Meridus with historical commander Marcus Valerius Maximanus.

Alas, the commander comparison is all too short (mostly p43-44), while an overview of the Roman Empire is all too long if, and I emphasize if, you are seeking information about gladiators (p122-140).

That's not to say it isn't a nice recap of the Empire at the time of Emperor Marcus Aurelius -- the summary of economic disparity (p8-9) is excellent and the military budget works out to 0.1% of GDP (p9). Of course, slave labor didn't need much cash...

The explanations of Roman Army organization, weaponry, equipment, and so on that runs through the book offer reality checks. About the only quibble I can make about this is about the archers in the opening movie battle. Only because I know a guy who worked on the movie do I know that the archer panoply used in the film came from the TV movie Masada.

But that's Hollywood. And quite frankly, while an excellent movie, *Gladiator* is lousy history. Emperor Commodus most definitely did not perish in the arena, but was drowned in his bath. I'm not an expert on Punic War history, but I'm almost 100% sure the Romans didn't attack the Carthaginians (the prisoner-gladiators, including Maximus) with chariots. I'll let you read about the real Marcus Valerius Maximanus, but Emperor's sister Lucilla did indeed marry a commanding general, albeit hated him, and she was later executed for trying to foment a coup.

Speaking of battles, why the Romans abandoned a nicely fortified camp in favor of advancing (sans pilums), as well as a magnificent cavalry charge through the forest, is quite Hollywood. FYI: The forest was scheduled for a modern day controlled burn when Ridley Scott decided that would be a great idea for an opening dance number.

The book contains 46 black and white photos and eight black and white maps.

I think the well-researched approach is brilliant, especially if trying to co-opt movie enthusiasts into reading real history. Maybe Sullivan will do another Russell Crowe movie-vs-reality check...how about *Robin Hood* and the medieval warfare of Richard the Lionhearted. The research alone about Prince/King John would be fascinating.

Enjoyed it.

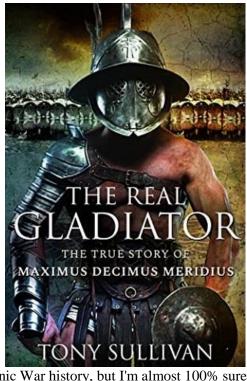
**Maritime Strike: The Commander's Account.** by Rear Admiral John Kingwell. Hardback (6.3x9.3 inches). 184 pages. 2022.

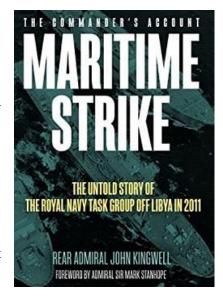
Subtitle: The Untold Story of the Royal Navy Task Group Off Libya in 2011

For 170 days, Commodore John Kingwell commanded a British naval task group that launched helicopter strikes against Gaddafi's Libyan land and sea forces as rebels overthrew the dictatorship. This account focuses on his role and the decisions he made while the group carried out 22 strikes without losing a helicopter...or ship. The perspective worries less about cockpit-level attacks and more about video conferences within the UK Navy structure and in liaison with NATO operations.

On the minus side, Kingwell maintains this overly positive attitude about everyone and every process, including, and I kid you not, being relieved of command (p85) in the middle of operations. For the record, it was more about press coverage and internecine fighting within UK command structure and not at all about performance. Granted he did write about expressing bewilderment and anger, and in any case the sacking became an ignored suggestion since Kingwell carried on through to the end.

The book contains 35 color photos and three black and white maps.





On the plus side, you will appreciate the day-to-day activities of commanding a task group. Most seem to be about video conferences with UK superiors and NATO equivalents and the conversations of the man in the command chair.

As to that: "Apart from the reduction of risk to aircrew I probably spent most of my time considering logistics related issues revolving around how we might sustain the Task Group. This ranged from stores and support to medical and personnel issues" (p137). You get a little of logistical analysis within the main text, but I would have liked to read more about this particular topic.

The most valuable chapter was chapter 7: Lessons Learned (p135-152). Not only is this a succinct recap of the book, it can help rules designers emulate Task Group command functions and decisions.

I guess that pointing fingers does no good a dozen years later, but understand this recap is on the rosy side. Know that and enjoy the command-seat perspective.

Enjoyed it.

**The Venlo Sting: MI6's Deadly Fiasco**. by Norman Ridley. Hardback (6.3x9.3 inches). 207 pages. 2022.

This haphazard account is much ado about nothing. The Germans kidnapped two British agents on the German side of the Dutch border in 1940. The British were hoping to foment a coup against Hitler. The Germans laid a trap and captured them. And that's mostly it.

The book contains 25 black and white photos and one black and white map.

The text meanders from WWI to the Cold War, including interwar spying in the Netherlands, where both countries had spy HQs. Some good information is within, but scattered and needs more cohesion across the pages.

**A Mighty Fortress: Lead Bomber Over Europe.** by Charles Alling. Softcover (5.0x7.8 inches). 163 pages. 2022 reprint of 2002 book.

This mission by mission recap of a WWII B-17 pilot describes training in the US through the end of the war. The anecdotes fly as fast and furious as the aircraft, including flying the *Memphis Belle* B-17 for training and to Cuba on a goodwill tour (p12) and also the Red Cross gals handing out shots of whiskey to the crew upon their arriving in Britain after a nerve-wracking icy flight across the Atlantic (p34).

Of note: Several near misses for him as B-17s formed up over Britain and required evasive action. Some planes crashed into each other and killed the crews. You don't often read about this aspect in the bomber offensive, but they are a continuous concern throughout the book.

The book contains 52 black and white photos, two black and white maps, and one black and white illustration.

You can feel the plane shudder from AA bursts as some just don't make it to the target due to direct hits. The chance of getting hit by AA was small in the aggregate, but mighty personal in the individual. He had lots of close calls during his 27 bombing missions across Europe. The "Lead Bomber" moniker resulted from a number of AA hits to formation leaders that catapulted him to the lead spot.

It's an easy and informative read. Enjoyed it.

