

SPARTAN
International
Monthly

FEBRUARY 70



Chancellorsville

EDITORIAL

Well, here it is, the seventh photo-offset issue of this Monthly, and the fourth consecutive issue under my Editorship. I thought this might be an opportune time to state a few things about the magazine in terms of where it might be headed.

As you may have noticed, a large percentage of this issue is devoted to the Battle of Chancellorsville. This is no accident; but the first step of an evolution which I hope you readers will approve of. Every issue will have a major theme - usually a games-oriented historical study - which might lead to game variants or a new mini-game (S&T style). I am trying to evolve from hit-or-miss contributors to a core of dependable writers which I can work with to turn out well-planned, well-written essays. Of course, I will never turn down a good article - there will always be a place for variety.

For the July issue, this Monthly is planning to become 25% reduced. A minimum of 24 pages will be maintained, but actual material contained will be equivalent to 30 pages - and much more legible than 50% reduced copy!

My apologies to those of you who were irked at the non-appearance of the second parts of certain articles. These will be printed the moment I can get them from the authors. Needless to say, I will not print multi-part articles until all installments are delivered into my hot little hands!

If anyone desires to become a permanent contributor, please contact me and we'll see if things can't be worked out.

Next month, two regular monthly columns will begin: one by Tony Morale and one by Hans Kruger. A strange combination, to be sure, but one that should prove interesting.

Your comments on any and all of these statements would be appreciated.

Dan Hoffbauer

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CONTENTS

CHANCELLORSVILLE: THE BATTLE.....	One
by Forrest Crain	
CHANCELLORSVILLE: A CRITIQUE.....	Five
by Gary Rummele	
PHROGPOND CROAKS: The People of Vietnam.....	Ten
by Ivan Travnicek	
THE SOLDIERS OF LONDON: The Household Division.....	Thirteen
by Tony Morale Part II	
TIMETABLES.....	Fifteen
by Arthur Dempsey	
ARMOR & ANTI-TANK Part III.....	Sixteen
by Dan Hoffbauer	

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CHANCELLORSVILLE:

The Battle

by FORREST CRAIN

After the battle at Fredericksburg, which had cost the Union some 12,000 men in casualties and the Confederacy only 5,500, the Army of the Potomac resumed its position on the north side of the Rappahannock River. The Army of Northern Virginia, commanded by General Robert E. Lee, was dug in on the southern bank of the river opposite the Union forces. Both armies remained so for months during a time of recuperation and reorganization.

Because of the humiliating defeat at Fredericksburg, General Ambrose E. Burnside was relieved of his command of the Army of the Potomac at his own request. General Joseph E. Hooker took Burnside's place as commander of the Union army and raised the morale of his troops under the nickname "Fighting Joe".

Hooker reorganized the Army of the Potomac by making a cavalry corps, which had never existed before in that army. Previously, the cavalry units were scattered among the infantry formations, which limited their capability. The infantry corps were organized as shown below with the number of men in each.

ARMY OF THE POTOMAC Hooker

I Corps --- 16,908	XI Corps --- 12,977
II Corps --- 16,893	XIII Corps --- 13,450
III Corps --- 18,721	Cav. Corps --- 11,541
V Corps --- 15,824	<u>Other Units --- 3,887</u>
VI Corps --- 23,667	<u>TOTAL: ----- 133,868</u>

At the end of April 1863, the Army of the Potomac was the largest and best-equipped army ever assembled on the American Continent.

The Army of Northern Virginia was organized with troop numbers as shown below.

ARMY OF NORTHERN VIRGINIA Lee

I Corps --- 17,755	II Corps --- 38,199
Cavalry --- 2,500	Reserve Arty -- 480
<u>TOTAL --- 60,892</u>	

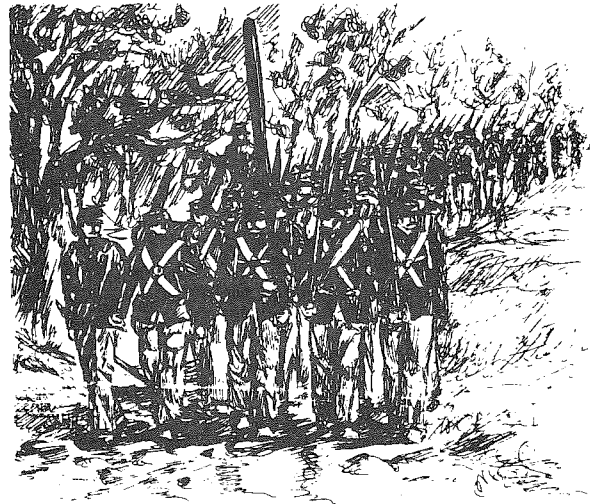
The Southern army was short on rations but was still fit for battle despite several other shortcomings such as supplies and manpower. As you may have already noticed, the Union army outnumbered the Confederates at more than 2-1 in overall manpower.

Hooker felt that the situation at that time must be reversed. It was proven impossible to make a frontal assault across the Rappahannock with any success, and it was practically impossible to outflank Lee to the south due to the width of the Rappahannock toward its mouth and the open terrain by which one's movements could be easily seen. Therefore, Hooker looked to the north. It was in this direction that he took his Chancellorsville campaign.

Hooker sent Major General George F. Stoneman, commander of the cavalry, on a raid to cut Lee's lines of communication with Richmond and Gordonsville. At Fredericksburg, the I and VI Corps, under Sedgwick's direction, were to make a feint below the town across the Rappahannock. If Lee was to fall back because of Stoneman's raids, Sedgwick was to pursue. Meanwhile, Hooker, with Meade, Howard, Slocum, and some cavalry would march east to Kelly's Ford, then turn south via Ely's and Germannia Fords to Chancellorsville and defeat Lee there. The III Corps would remain at Stafford Heights and later join Hooker at Chancellorsville. The II Corps would cover the north side of the Rappahannock at Falmouth and Bank's Ford and later join Hooker at Chancellorsville via U.S. Ford along with the III Corps.

On the 30th of April, 1863, Hooker's forces were at Chancellorsville. His plans were executed as far as that point.

Meanwhile, Lee had received word from Stuart that there were several corps at Chancellorsville. Lee sent Anderson's division toward it to take up strong positions. Anderson was pushed back by the oncoming Union forces and Lee decided to attack one of the two wings of the Union army. He chose the wing at Chancellorsville and set his plans in motion. He left Early's division reinforced to hold the positions at Fredericksburg and contain Sedgwick. The rest of the army was to march toward the neighborhood of Chancellorsville. Lee had managed to conceal his movements for several reasons. Hooker had sent all of his cavalry with Stoneman except for one brigade. He believed that this would draw Lee's cavalry from the general area. However, Stuart detached only two regiments to watch Stoneman. This gave the Confederates the advantage of intelligence as to what the Yankees were doing while Hooker's brigade was worthless in this respect. Also, the forest that separated the two armies, coupled with the fog, helped hide the movements of Lee.

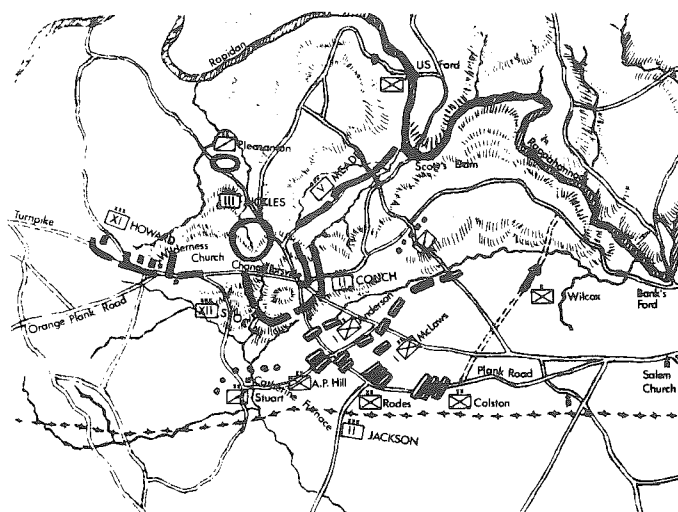


Move out!

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On May 1st, 1863, Hooker started his advance. Meade's V Corps was to advance along the river road, Howard's XI Corps and Slocum's

XII Corps advanced along the Plank road, Hancock's division along with Syke's division (of the II Corps) marched forward on the turnpike, and Sickles' III Corps was left in general reserve at Chancellorsville. Sykes first made contact with McLaw's division at the same time that Slocum ran into Anderson. At this moment, Hooker ordered his forces to withdraw to Chancellorsville despite his corps commanders' objections. The Union army then took up positions that stretched about five miles in length from Scott's dam on the Rappahannock to Tally's Farm, curving around Chancellorsville. The Union line was formed as drawn below. The situation is dusk, May 1, 1863. Note that Wilcox has been despatched to cover Bank's Ford and Lee's flank from attack.

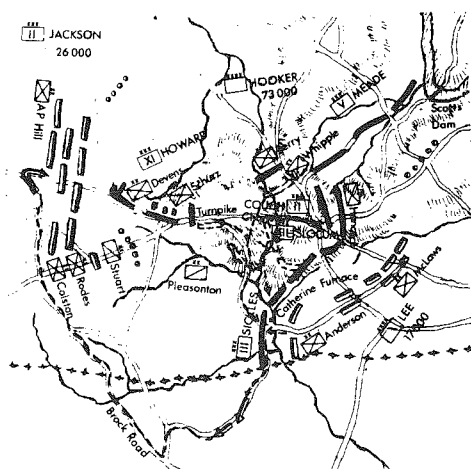


Maas from the
WEST POINT ATLAS
of the CIVIL WAR

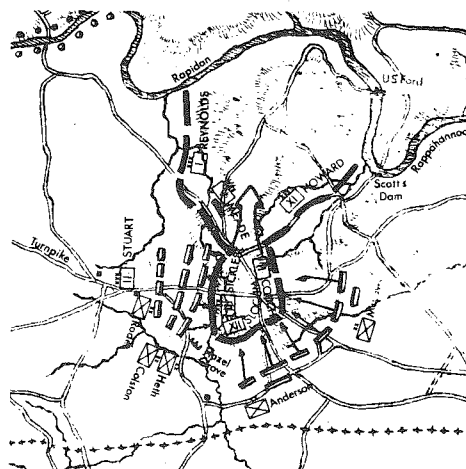
Lee noted that the entire area was full of undergrowth and would be very hard to mount any kind of an attack in except along roads and clearings - of which there were few. The only assailable part of the Union line was its right flank. This was Howard's XI Corps, whose position was impenetrable from the front. However, the security of its flanks was a different matter. It was in this direction Lee decided to attack.

Jackson was given command of the turning assault. He took 26,000 men from his corps (three divisions) and advanced along the Brock road to the Turnpike. This left Lee with 17,000 men to make feints and draw attention away from the Union right flank. Jackson's movement did not go unnoticed, though. At about 8 AM, Sickles' III Corps detected enemy movements along the road near the Catherine Furnace and was ordered to attack. Sickles did so and advanced to the furnace, threatening to cut the Confederates in two. Anderson's division opposed this thrust so well that it was soon checked. At approximately 6 PM, Jackson had reached the intersection of Brock's road and the Turnpike. His troops were put in battle formation perpendicular to the Turnpike, with Rhode's division forming the first line, Colston's the second, and A.P. Hill's the third.

Hooker by this time had decided that Jackson's column was in retreat and had summoned the I Corps from Fredericksburg, anticipating an attack from Lee in the afternoon. Hooker was now confident that victory was within his grasp.



6:00 PM 2 May



Early 3 May

Jackson attacked at 6 PM and within an hour had advanced past the Wilderness Church. At the other end of the line, Lee had attacked Meade's Corps to draw attention from Jackson, so soon the entire line was engaged. Jackson's advance was finally checked at Hazel Grove by Sickles. The 2nd of May ended in confusion and uncertainty.

May 3rd revealed Hooker to be in bad shape. His III, XII, and II Corps were in danger of being cut off from the rest of the army. To cover the retreat of these corps, Hooker moved Howard's XI Corps to the position previously occupied by Meade, and shifted Meade's V Corps and Reynold's I Corps to form a line from the Rapidan to Howard's right flank. The III, XII, and II Corps retreated between Howard and Meade to reinforce their lines.

Lee disengaged from this battle because of an attack made by Sedgwick at Fredericksburg. At the close of this campaign, nothing had been gained by either side, although Hooker was replaced by Meade as a result of his lack of success. The South was credited with the victory despite the casualties, which were as follows:

ARMY OF THE POTOMAC:

1,612 killed, 9,591 wounded, 6,232 missing. TOTAL: 17,435

ARMY OF NORTHERN VIRGINIA:

1,665 killed, 9,081 wounded, 3,626 missing. TOTAL: 14,372

Despite the defeat of the Union forces, Lee suffered a great setback at the loss of his skilled general, "Stonewall" Jackson. Jackson was mistaken by his own troops for a Yankee and shot. He later died of pneumonia as a result of his wound.

Chancellorsville was the predecessor of Gettysburg, where the Army of the Potomac turned the tide of the war. Nevertheless, this is the only battle ever fought on the American continent to be considered as a perfect battle; and Lee was the only American to fight one.

CHANCELLORSVILLE :

PART I

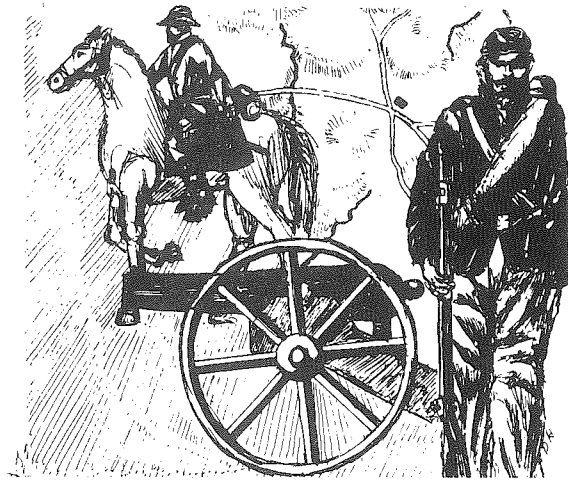
by GARY RUMMELE

A Critique

I have been interested in the Chancellorsville Campaign for some time now. When Avalon Hill its game on the market, I was very pleased. I purchased it, hoping it was what I wanted, but alas, my hopes were left unfulfilled.

After playing several games, I found that Chancellorsville failed to simulate the actual campaign, and, in fact, becomes rather stagnate in play.

Why? Why does the game fail to accurately reflect the campaign?



There are many reasons for its failure.

The playing board lacks accuracy and realistic artwork. The Rappahannock and Rapidan Rivers are far out of proportion and the artwork depicting the forested areas is grossly inaccurate.

The rules governing the use of units in the game are far from satisfactory. Headquarters units are useful for no other purpose than for delaying advances or retreats. No provision is made for the mass confusion in infantry units because of bad terrain; a major factor in the incredibly dense undergrowth of the Wilderness. Artillery in the game is nothing more than infantry with longer-ranged weapons. There is far more to artillery than that!

Cavalry, like artillery, is not accurately accounted for at all. The only factor reflected is its speed. Such uses as battle reconnaissance, army flank security, and exploitation of local successes are not provided for at all.

The rules governing the use of fortification counters are ridiculous. These are supposed to be field fortifications - the rules make them full-blown fortresses.

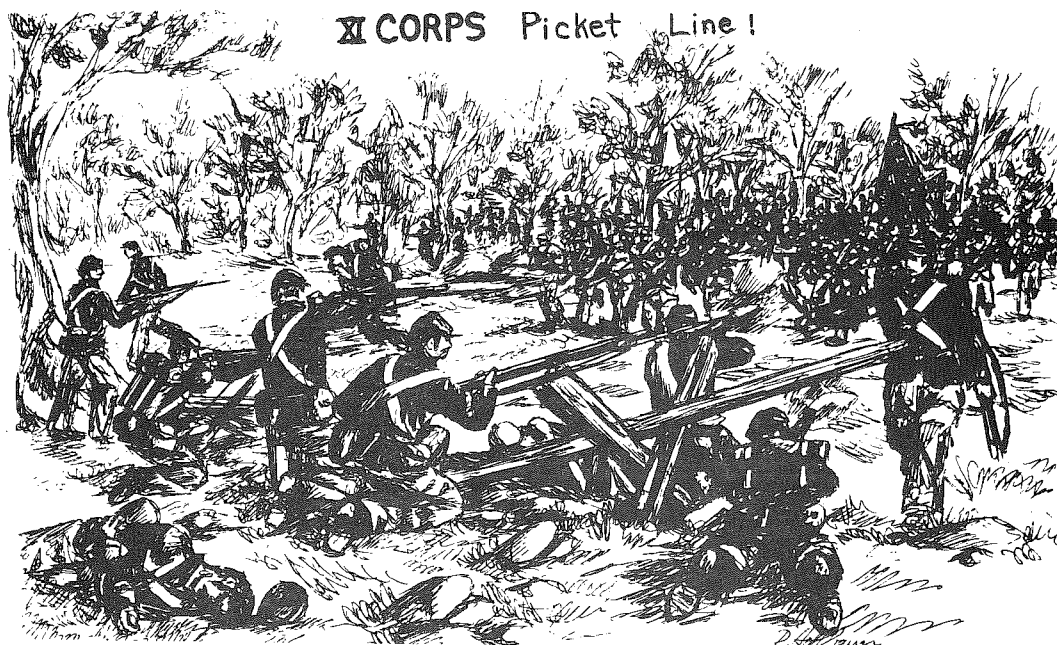
What of the rules on river and stream crossing? What system of logic dictates that it takes the same length of time to cross a stream as it does to ford a river?

I could continue to present objections to the game and its rules in this shotgun fashion; however, I would accomplish nothing but a superficial listing of things which are wrong with the game. Instead, I will select two or three points and go into detail with them. In this way I might be able to give the reader an insight into why the game is inadequate.

Yet, I can't simply criticize - that would solve nothing at all. Therefore, I am obliged to present my solutions to the problem. This I will do at the conclusion of my article.

The problems I am going to discuss are those involving infantry, artillery, and cavalry. I suppose the best way to handle these is to begin with infantry and integrate the other two when the opportunity presents itself.

The first point to consider with infantry is the physical condition of the fighting men. Exhaustion played a major role. Men cannot fight day and night for days on end - they must rest sometime. This is one reason why battles in the Civil War were seldom fought at night. After fighting all day, the men were fatigued. Night time presented an opportunity to rest, eat, and replenish supplies.



Jackson marched all day to get his men in position to attack Hooker's right flank, which was ill-prepared for the assault. At 6 PM Jackson struck. The attack continued until shortly after dark before it was halted. It was stopped for a number of reasons.

First, it was dark and the men could not see. Secondly, after a long day of marching the men were tired. They needed to eat and replenish their supplies of ammunition. Darkness also afforded an opportunity to reorganize the units. Jackson had made his attack through the Wilderness, which consists of second-growth pine and oak tangled with undergrowth. Movement for individuals was difficult; movement for large formations of troops was next to impossible. By the time a halt was called to Jackson's attack on Howard's XI Corps, Jackson's troops were almost as confused and disorganized as Howard's.

In the game, what provisions are made for these factors - exhaustion, confusion, supply? None. As far as that game is concerned, men can fight continuously without becoming tired at all. They are plentifully supplied with everything they require. They never run out of food or ammunition.

After Jackson's troops had attacked Howard's positions, the Union XI Corps fell apart. The men turned and ran into other units, causing a great deal of panic and making it very difficult to put up an adequate defense. But with that game, it could never happen.

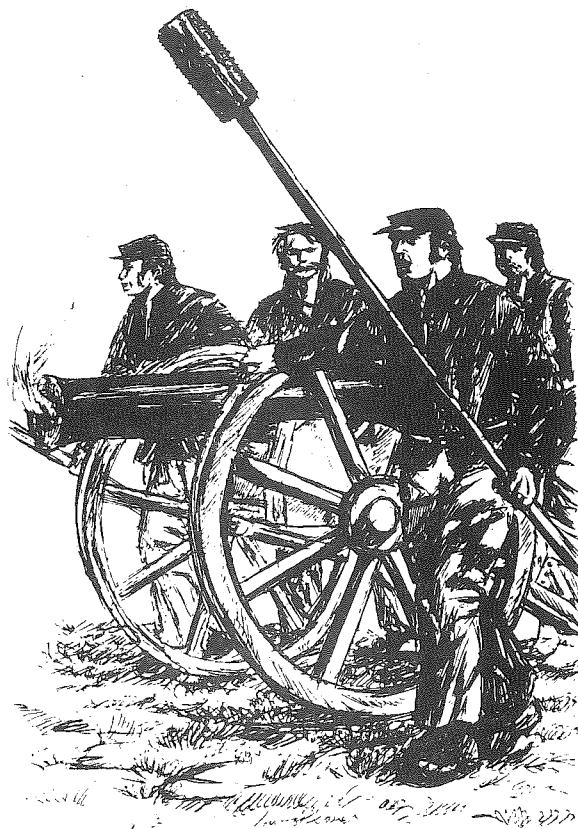
I hope the reader can see what I am trying to say. There are many factors which had a great influence on the battle situation, but very few of these are accounted for in the game rules.

Artillery is another area where this happens. The major function of artillery is to lend support to infantry - either defensively or offensively. This is done primarily by counterbattery fire or interdiction fire. As infantry advances it is subject to enemy infantry and artillery fire. Your own artillery attempts to silence the opposing cannon to make the advance of your infantry easier and to increase its chances of success. Following the successful completion of this task, your artillery fires on enemy infantry positions to decrease the effectiveness of their defensive fire. If all goes well, your attacks succeeds, and the enemy is dislodged from his positions.

When defending, your artillery first attempts to silence the enemy's. When this is accomplished, it turns its fire on the advancing enemy infantry in an attempt to break up the attack. If all goes well, your defense succeeds and the enemy is repulsed.

This sounds a lot easier than it really was. Batteries could only carry limited amounts of ammunition with them. Hence, accuracy became all the more important. The only person who could lay in the guns properly was usually the battery commander. If he was killed, the effectiveness of the battery's fire necessarily suffered. Another factor which influences the effectiveness of your artillery fire is the range the guns are firing at. The shorter the range, the more accurate the fire became. The smoothbores of the period had an effective range of perhaps five hundred yards. In the game, these guns have an effective range of several miles. This is not at all realistic. The tactics of artillery are not accurately reflected, while the supply factor is totally ignored. In the game, artillery can fire for days on end without ever having to worry about running out of ammunition.

As an example of pure illogic, consider the fact that artillery suffers no deficit when crossing a stream or river under fire. Artillery is extremely vulnerable when crossing water of any kind - as a matter of fact, it could not even be set up to fire. Yet the game rules would have you believe that artillery could fire effectively while crossing a river. Artillery was also useless in forested areas. In that era, a piece had to be aimed by sight. If the gunnery officer couldn't see his target, how could he aim his gun?





Perhaps the reader may recall some of the circumstances surrounding the fatal wounding of General "Stonewall" Jackson. Jackson and a number of his staff officers had undertaken a scouting mission after a halt had been called to the early evening attack on Howard's XI Corps. Upon returning, Jackson was wounded by one of his own sentries who had thought the mounted party of officers to be a body of Federal cavalry.

The reason the Confederates were so jumpy about cavalry was that earlier a Federal cavalry detachment under command of Major Pennock Huey was moving from Hazel Grove to Wilderness Church to meet General Howard. On their way they happened to run into General Robert Rodes' infantry division. A short fight resulted, with the cavalry losing and returning to the Chancellorsville clearing near Hazel Grove.

Insignificant as this encounter seems, it was probably the cause of Jackson's death. The Confederates knew the Yankees had a lot of cavalry but they didn't know where. Consequently they were very jumpy; infantrymen were always afraid of cavalry attacks.

Here you have one of the greatest assets of cavalry - shock. Just the fear of an attack made the Confederate outposts nervous enough to shoot their own commander.

The main uses for cavalry are battle reconnaissance (intelligence), army flank security, and close-in exploitation of local successes. If the cavalry had been used properly by Hooker, he would not have been surprised by Jackson's flank attack. He would have been informed by his cavalry of what was going on.

Following an attack, infantry is disorganized and very vulnerable to counterattack by cavalry, yet not in the game! Provision is made only for one of cavalry's attributes - speed. Shock value, intelligence, security, and exploitation are all ignored. Indeed, in the game the only good use to which cavalry can be put is soaking-off because of its speed and small size.

In all three of the foregoing examples - infantry, artillery, and cavalry - the same problem appears. The rules governing their use present them unrealistically. Factors which should be emphasized are completely ignored. However, the problem goes much deeper than this.

What is really missing is the interaction between the various types of units. For instance, the effect rough terrain can have on an organized body of troops is ignored. No account is taken of the confusion that can result in the advance over densely forested terrain. No account is taken of the effect artillery can have on an advance by infantry. None is taken of the effect of artillery on artillery or of cavalry on infantry.

The solutions to these problems is not an easy task. There is a variety of possible solutions.

You could add more rules and more tables which would increase realism. You can approach the problem by saying that the rules don't function properly because they tend to oversimplify things. This does possess validity in varying degrees, but you must realize that the game should be kept playable. "1914" has a maze of historically accurate rules - and it is probably one of the most unplayable games ever marketed. It is much too complex because there is too much to do and too much to remember.

A game can be kept playable so that it proceeds smoothly and quickly without becoming involved in a mass of details while at the same time be kept historically accurate and realistic. This can be done by making the rules to more accurately reflect the capabilities and limitations of the different units involved.

As I'm sure you realize, this is not as simple as it sounds. In fact, it can be quite difficult.

As the game stands now, it needs a lot of work. Most of the rules should be either dropped completely or drastically revised. But, the game must be kept playable. After all, who wants to play something that takes you forever? Chancellorsville as a game is poor. It does have the potential for being a much better game.

If you remember, I said that I would offer a solution later in my article. I shall - in part two of this article next month.

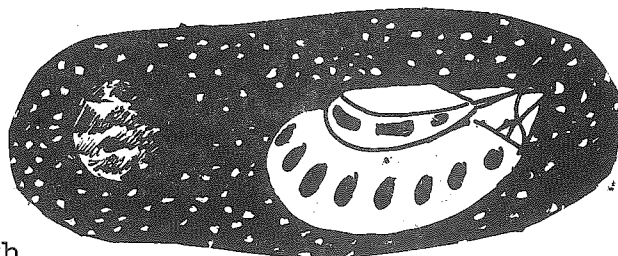
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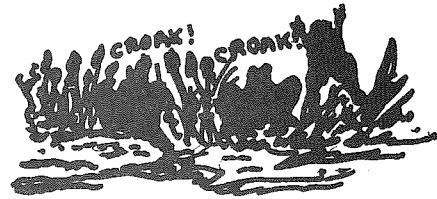
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Phrogpond croaks

By IVAN TRAVNICEK



THE PEOPLE OF VIETNAM

As your jet airliner drifts across the empty skies toward Saigon's Tan Son Nhut Airport, you can see endless miles of green rice paddies glistening in the sun. This is the Mekong Delta and it is one of the major rice-producing



areas in Asia. Writhing and interconnecting with itself, the Mekong River subdivides the delta into innumerable jewel-like bits of watery land. Dividing the rice paddies and jungle into even smaller units are numberless, and usually nameless, canals that range from major shipping channels for large junks down to canals little more than vegetation-choked rivulets that at times will not allow passage for even the smallest sampan.

Along these water courses lined with banana trees, coconut trees, and thick bushes live the fishermen . . . and the Viet Cong. Since the initiation of operations, the U.S. Navy's PBRs (Patrol Boat, River) have steadily made the river and the river banks more secure to the peaceful, but oftentimes uncaring Vietnamese fishermen, and more and more dangerous for the Viet Cong to move their war supplies via the water routes.

The fisherman who has long lived exactly as he does now has seemingly always been the epitome of poverty in Vietnam. He owns a small sampan in which he rows to and from his fishing area. He may be one of the lucky ones who has been able to save up enough piastres to buy a U.S. Handclasp "one-lung" gasoline engine from his province chief, the same man who should have given it to the fisherman free in the first place.

On the wide and muddy rivers of the Mekong, the fisherman tends his fish traps all day until sunset. His traps are a triangle of close set stakes driven into the river bed, the stakes having tree branches and brush secured within their confines. This slows the current enough so that the fish hide behind it. Just downstream of this trap the fisherman expertly casts his net. His catch usually consists of small fish, eels, or a type of hard-shelled creature that resembles a small gray-white lobster. If he is lucky, his net may bring up a large fish a foot long or more. Then he and his wife will have a feast to share with their children. His wife will dry her husband's catch in the sun before preparing the fish for eating, or else will make "Nuoc Mam" from their juices.

When the fisherman gets home in the evening he will be greeted by his hopeful brood of bright-eyed children and his wife, a woman grown far too old for her age. To a westerner, the fisherman's wife can appear supremely ugly. Though she may be only 35, she will appear to be 60 years old. She will have skin tanned

to a leathery chestnut brown and her teeth will gleam of gold, which will give her a Chesire Cat smile. Where some of the original ivory of her teeth still exists, it will be stained brown from betel nut, a cocaine narcotic, which will dribble from between the corners of her loose lips. She will wear black pajamas and a thin, nearly transparent blouse of poor cloth. Through the thin cloth the color of one breast will show through, while her other will have her most recent baby attached. But, ... this is life, and her eyes will be clear and the man loves her deeply.

A fisherman's children are invariably numerous. They scamper about, some wearing pants, some wearing shirts, and a few wearing either both or neither. They chatter to each other in a language that makes them sound like a group of Brown Thrushes in a tree. The children turn their big black eyes in amazement upon the giant Americans and hold out their hand and say: "you-youyou, gimme 5 P man!" (Five piastres equals about four cents), or they shout, "Okay! Okay!" as you pass by. When the U.S. Navy skims along the rivers and canals in their fiberglass PBRs, which must look enormously fast and powerful to a child's eyes, the children dash to the river's edge and wave. Their eyes grow round at the ominous, fully-armed machine guns reaching skyward, and they point at the strange and gaudy American flag. Everything an American sailor does strikes the children as funny. If a hapless sailor should stumble or drop something, the children laugh and point. These children are the hopes and life of the poor fisherman . . . and of his country.

In the delta towns, life is a little different - perhaps more like what an American is used to - but the pace of living is no faster than that found in the country. People move about on bicycles, motor bikes, in the strange three-wheeled pedicabs, or in an occasional shabby car. Along the well kept city streets vendors hawk their wares and teenagers gather in noisy groups by the soft drink stands or at the movie theatres.

Going to the movies, which are usually in French or English with Vietnamese subtitles, is a favorite entertainment in the night life in My Tho. Just as in America, the teenagers restlessly move about, constantly circling the block in first one direction, then in another.

In Vietnam the favorite transportation is motorbikes or motorcycles and the long-haired boys use their new motorbikes as a status symbol when they stop and talk to the diminutive Vietnamese girls. The boys wear tight pants, polished shoes, and wear hair styles just like the Elvis Presley Generation used to wear. The boys stop and pick up lissome girls in their Ao Dai's who sit side-saddle on the idling, then nervously racing engine of her escort's motorcycle.

The Vietnamese woman's dress, the Ao Dai (pronounced Ow Zai), is a filmy transparent dress whose skirt is split to the waist on each side and is worn over either white or black pants that look like nothing more than silk pajamas. For shoes she will wear wooden high heel sandals painted with flowers or else she will wear modern leather shoes. Much like other oriental women, she will never appear outdoors without an umbrella, so as to preserve the whiteness of her face from the sun.

The Vietnamese are a perplexing people. They feel it is bad manners to argue and if an American insists on making his point, the Vietnamese will only smile and avert his eyes from the frustrated westerner. The Vietnamese use firecrackers to scare the dragons out of their houses and complain of the dragons in their typewriters which cause the typist to make mistakes. In my case, I must have half the dragons in Vietnam infesting my typewriter. (Ditto - Ed.) The Vietnamese go to a street corner combination witch doctor/herb doctor to have a headache cured. Dragons cause this too!

The Vietnamese military operates amidst a sea of paper work, and the fact that they operate with any efficiency at all is amazing. That each province (equivalent to a state in the U.S.) is virtually a feudal kingdom creates further difficulties. Rare diplomacy is necessary to secure immediate permission to go from one province to another, even though an army may be in hot pursuit of the Viet Cong. The whole war is fought amidst a weird set of social rules that must be conformed to in order not to lose face. Moments of comedy and moments of deadly sincerity blend together with such bewildering inseparability that an inflexible western military leader can be reduced to babbling frustration or a complete mental rubbish heap in short order.

To a person who retains his objectivity, this far-off land of fiery dragons and strange customs can be a wonderfully broadening and tremendously enriching experience. I have found it to be all of this for me . . . but the Viet Cong fight on, and it is up to me and those who follow me to join hands with our Vietnamese brothers and hold together the pieces of this fiery dragon.

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Win a \$15.00 first prize, \$8.00 second prize, for recruiting the most members. To receive credit, be sure that your recruit lists your name on his application as the person who recruited him. A minimum of 10 new members is needed to be eligible for either prize. Contest ends February 1, 1971.

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Dan Hoffbauer, 4749 Denny Ave./N.Hollywood, Calif./91602
Publication date: before the end of August, 1970.

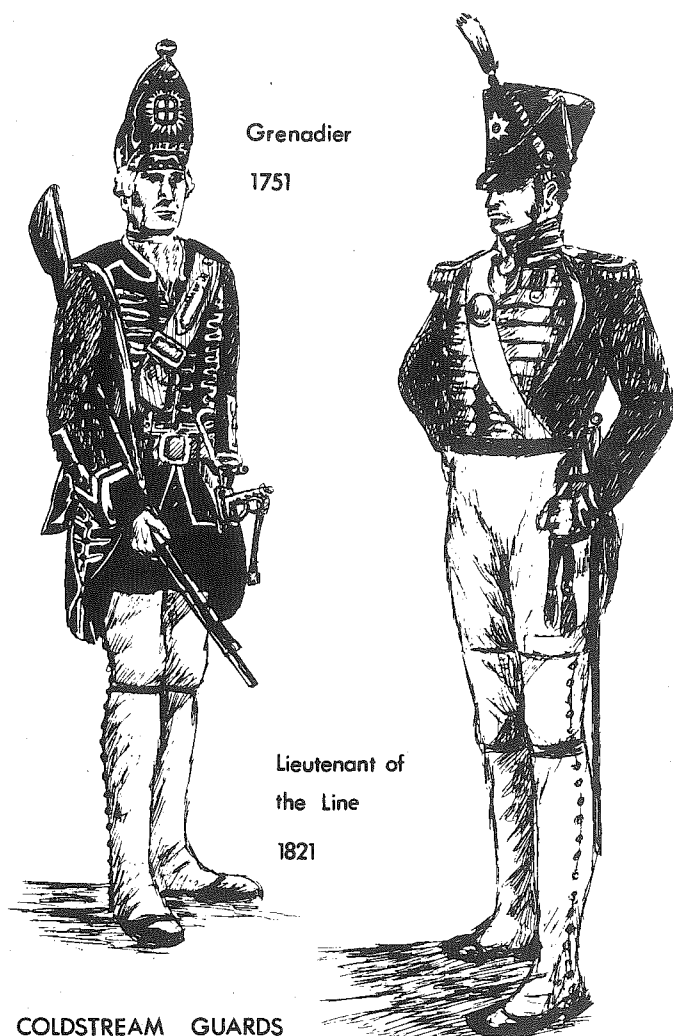
The Soldiers of London:

By TONY MORALE

PART II

The Household Division

THE SENIOR REGIMENTS



The three senior regiments of the Foot Guards - the Grenadiers, the Coldstream, and the Scots - have their official birthdays in 1660. Actually, though, all had been in existence before this date and all have undergone many changes during the unsettled years of the English Civil War.

The history of the Grenadier Guards begins in 1656, with the formation in the Netherlands of His Majesty's Regiment of Guards, then usually referred to as Wentworth's Regiment. This unit distinguished itself in the Battle of the Downs, at Dunkirk in 1658, where it was the only regiment, out of the entire Spanish and British force, to hold its ground against the French and Cromwellians. Finally, being cut off and with no supplies, it surrendered, but was later reformed, and, at the Restoration

in 1660, was in garrison at Dunkirk.

The Grenadiers served with distinction in most of the campaigns of World War I, participating from 1914 to the end of hostilities. The Second World War saw them at Dunkirk, Africa (22 Gds. Bde), Tunisia, Italy, and Normandy. After the war, they were part of the occupying force in Germany, and they also saw action in Malaya and Korea.

During the Police Action in Korea, a company of Grenadiers was marching up to the front line during the night to relieve a partially surrounded company of the U.S. 1st Cav. to the tune of their regimental march, "The British Grenadiers", played on the bagpipes of the company pipers. Never having heard the shrill sound of the pipes before, the Chinese battalion surrounding the 1st Cav. broke and ran in complete disorder!

The origin of the Coldstream Guards was quite different. It is unique in having been a Parliament regiment which was taken over - lock, stock, and barrel - to become a regiment of Royal Guards. 1659 saw the raising of the Coldstreamers at a small village called Coldstream. This regiment at first supported Cromwell during the Civil War, but later switched sides and supported Charles II.

The Coldstream Guards also saw most of the campaigns, serving in World War I in its entirety. During World War II, they formed the armoured infantry brigade of the Guards armored division. Their regimental march is "Milanollo".

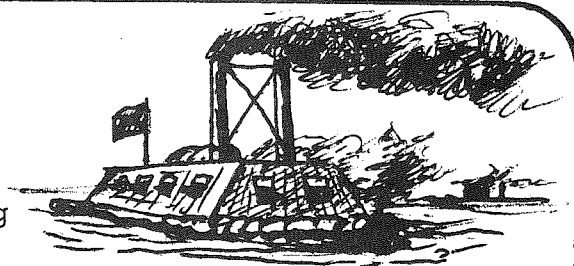
The Scots Guards trace their descent from the Argyll's Regiment, raised in 1639. That regiment became Charles II's personal bodyguard during his coronation in Scotland in 1650.

Since that date, the Scots Guards have gained a reputation for hard fighting and loyal service to the Sovereign through most of the major campaigns in which the British Army was engaged. The defense of Hougoumont by the Second Battalion at the Battle of Waterloo was an incident famous in military history, and the gallantry of the Colour Party of the First Battalion at the battle of Alma won for them the first Victoria Crosses ever awarded to the British Army!

In World War I, both battalions were engaged from 1914 up until hostilities ceased. During World War II, they formed part of the 201 Guards Brigade, and saw action at Tobruch, Knightsbridge, Gazela, and later Tunisia, Italy, and France. Since the end of the war, the Scots have seen service in Malaya, Kenya, Cyprus, Palestine, and the Suez Canal Zone. Presently, a part of the Scots Guards make up the Guards Independent Parachute Company. Their regimental march is "Hielan Laddie" and their nickname is "The Kiddies", as they were the last, or junior, of the Senior Guards Regiments.

CIVIL WAR NAVAL RULES

Photo-offset rulebook including all information necessary for play in Civil War river boat miniature action.

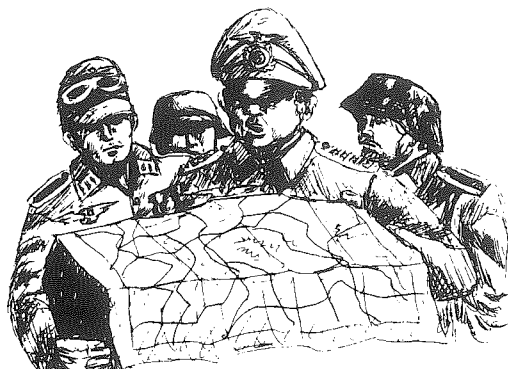


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TIMETABLES

by ARTHUR DEMPSEY



Just how important do you rate timetables? Do you follow, as closely as you can, the established ones or do you create your own? How do you react mentally when you fall short or go ahead of the

timetable? These are a few very important questions which should help you in your over-all strategy and planning.

Undoubtably you have read about all sorts of timetables for the various AH games. In effect, they state, "you should be across a certain river by a certain date" or "you should have taken a particular town by a certain A.M or P.M. turn" or "you should be in some area at a particular date". Then the writer implies that if you should fail to reach these particular milestones you are, in all probability, doomed to failure!

Nonsense! You should remember a very important fact. A timetable should be tailored to: (1) the various conditions under which you are playing, (2) your own ability and the strategy you are going to use, and (3) the changing face of the battle (your advances or defeats). As you see, there are just too many factors to be considered to allow certain individuals the pleasure of creating "standardized" timetables.

Now don't go out and entirely ignore these timetables: that would be foolhardy. Instead, plan your own with these stated plans in mind. A wargame can be almost like the real thing - you can be doing extremely well and, at the drop of a hat, you are fighting for your very life. Therefore, to allow yourself to be psyched out because you are one, two, or three moves behind some printed timetable is hardly an intelligent approach to wargaming. The opposite is also true -if you are ahead by a few moves and let up, your reward could be a loss instead of a victory.

What I would like to suggest is a plan of generalities which, coupled with your own plan, could serve you well as a guide, in order that you can gauge your own progress.

(1) Consider your final objective and plan your milestones so as to achieve victory at least one move before the game ends.

(2) Consider the timetables which have been printed in the various wargaming magazines, according to the game you are playing.

(3) Create a timetable that would bring you victory somewhere between plans # 1 and 2.

Now, instead of one plan, you have three, and they are all alternates! If say, you are ahead, then gauge your progress according to plan # 2. If your advance slows and you cannot reach the next

milestone according to plan # 2, you can readjust your strategy, while keeping in mind always your final objective. In this manner we can try to keep emotion as far away from the plan as possible and thereby allow ourselves a more intelligent approach to the confusing world of timetables.

Part III

DAN HOFFBAUER

Armor & Anti - Tank

As the reader may recall, the attributes of anti-tank weapons were discussed in Part II of this series (December '69). In this concluding article, I shall analyze the characteristics (both good and bad) and the tactics of armored units, and the application of these to board gaming rules.

Armor has several characteristics:

1) Firepower: The flat trajectory and high velocity of the main armament on tanks makes such weapons particularly effective in dealing with light to moderately-heavy field fortifications. Such weapons are superior to any other mobile pieces on the battlefield locality - only long-range artillery support or heavy weapons emplaced in bunkers or fortresses can effectively counter tank fire.

2) Protection: The heavy armor on tanks protects the gun crew from all but the largest infantry weapons, and allows the gunners to concentrate on the larger and more dangerous targets. Since they carry their protection with them, armored vehicles may often take the shortest and fastest route to an enemy - a route which would be impossible for infantry.

3) Mobility and speed: Because of the caterpillar tracks on which a tank moves, it has a high degree of maneuvering capability. A tank can operate over soft ground and can cross obstacles impossible for conventional wheeled vehicles. With all-around protection, mobility, and a 360 degree traverse for its turreted gun, a tank can operate and fight at continuous speeds of 30 mph or more.

4) Shock value: Armored forces can often force their way through infantry positions with relatively little fighting. With thick steel hides, churning tracks, high speeds, a powerful gun mounted in a revolving turret, and various machine guns, tanks often intimidate infantry by their mere presence; thus making a powerful show of force suffice for actual combat.

5) Exploitation: Because of the above-mentioned attributes, the armored unit is admirably suited for the exploitation of any breakthrough. Once past enemy lines or localities of resistance, an armored force can split up, using speed, mobility, shock value, and firepower to paralyze enemy supply lines, replacement facilities, and centers of command and communication.

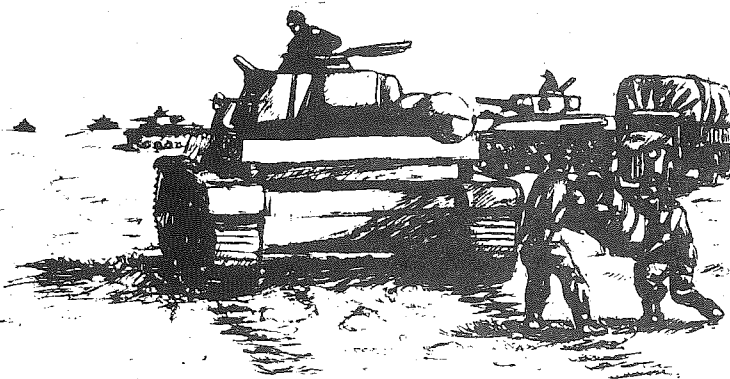
Not all characteristics are favorable, however.

1) Terrain limitations: Despite the high degree of mobility the tank attains through the caterpillar track, it nonetheless cannot operate in certain types of terrain. Notably, these are: dense woods, rough, rocky terrain, mountains, swamps, and extremely soft areas (such as muddy river banks or sand seas). The increased driving power and traction from caterpillar tracks is offset by the heavy weight of the tank.

2) Supply and replacement: An armored unit, especially in heavy combat, consumes tremendous quantities of fuel. Gasoline can be a very bulky item to transport, not to mention other incidents such as ammunition or supplies for the tankers.

Through mechanical wear-and-tear and a characteristically high rate of battlefield attrition, the armored unit is dependant upon efficiently-functioning field workshops to repair worn-out or destroyed parts, and to return the rejuvenated vehicle to the combat units. This puts an added strain upon the supply services because of the increased manpower, vehicles, and equipment.

3) Vulnerability to counterattack: Because of armor's dependence upon a steady flow of supplies to maintain its combat strength, it is curiously the most vulnerable to enemy action when performing its most valuable function: exploitation. The moment an armored force over-extends itself during the pursuit; scattered, tired, and worn, with an erratically-functioning supply service; is the time for an enemy to unleash a fresh reserve of troops to crush the armored spearhead.



Keeping in mind these characteristics, and applying known experiences of armor in combat, we can list some very basic tactical principles which the tank force must conform to:

1) The principle of concentration: The armored unit works best as a pack. In the assault, a mass of tanks,

supported by infantry, artillery, and air, can put their good qualities to the best advantage - primarily those of shock and firepower. To be most effective, an armored force must be concentrated during the attack, and must remain so if there are any enemy units of sufficient size and mobility to constitute any threat.

Once an enemy's front lines have been pierced, and it is reasonably certain that there are no reserves available to him in the area, then the armored spearhead can split into several directions, spreading confusion, terror, and paralysis in the enemy's rear.

2) The principle of mobility: An armored force must retain its freedom from static defense to be effective. Armored divisions on the offensive should be able to move to any number of points in several directions so that the enemy will be kept guessing. Once committed to an assault, the objective is to break through as quickly as possible so as to recreate that multiplicity of routes - in the enemy's rear. As long as armor is not tied down to any one area, the enemy must spread out to anticipate possible actions - thus allowing you to pick your own point at which to concentrate.

This works equally well on the defense - a mobile force should be stationed in the rear so as to be available against any enemy penetration. Unless the attacker has a preponderance of strength, the mere presence of a concentrated armored force compels him to concentrate his own armor - thus presenting a target to counterattack. The ideal tactic is to wait until his armor is exhausted from fighting and pursuing your infantry elements, then pounce upon and destroy it piecemeal, and rolling back his follow-up units. The Germans used this time and again against Russian spearheads.

3) The principle of support: Armor cannot fight alone. As in Chairman Mao's principles of guerilla warfare, in which the guerilla army needs the support of the people, so armor needs all of the other arms to operate effectively. Infantry is essential to protect tanks in restricted terrain and to safeguard their lines of supply. Artillery and/or aerial bombing contributes to the shock effect of an armored assault. Engineers are needed to deal with obstacles and fortifications. Aerial superiority or equality is desirable to prevent enemy air from restricting armor's mobility.

The translation of these characteristics into gaming rules is difficult, and, indeed, would take several more parts to describe in full. Let it suffice to say that there are three salient points to keep in mind when trying to revise armor rules:

1) Differentiation between fresh and exhausted troops should be made. The use of an uncommitted reverse is one of the basic tactics in warfare.

2) Strength fluctuations should be reflected. The more violent attrition rate of armor, and the need for constant replacements, are major considerations in any tank battle.

3) A more accurate reflection of terrain restrictions upon armored units is needed. Particularly, the effect of "bottlenecks" (roads, bridges, valleys) and impassable terrain should be emphasized - bringing out the value and necessity of support from other arms, notably infantry.

I won't go into any more detail, because much depends upon how much complexity you wish to have. If, through the ideas included herein, I have stimulated some of you into some serious thinking about the accuracy of game rules in general, this article will have served its purpose.

\$300 TOURNAMENT!

The \$300.00 Tournament deadline has been extended until June 1, 1970. Entrants will be accepted up until that date. The tournament will be scheduled and will begin at some time during June.

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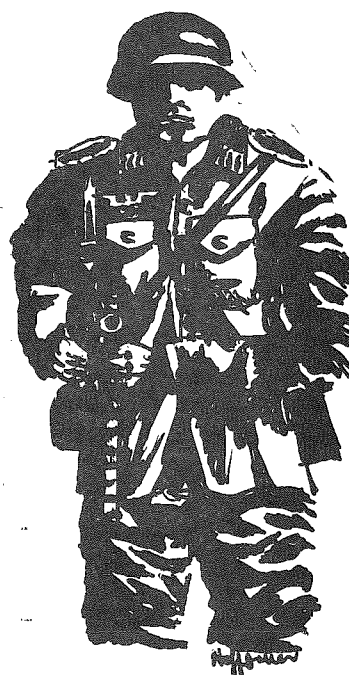
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