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EDITORIAL

As you can see from the cover, QW now has an International Standard Serial Number. ISSNs are allocated by the National Library, to whom we send a copy of each issue for copyright registration. Now that we have an ISSN, QW is registered on the ISDS computer in Paris for all the world to see! Anyone interested in finding out more about ISSNs should come and see me in the Physics Library, where I have a booklet on the system.

As for wargaming, the first half of 1980 seems to have been a washout as far as figurines are concerned. Everyone in Brisbane seems to be building or contemplating a 15mm metal-figure army, which means that few 25mm armies are now being organised. It has also meant a large-scale revival of interest in Ancients, with Napoleonics taking a back seat.

The relatively low cost of 15mm figures has enabled many gamers to organise a metal army, where previously they would have used plastics or nothing at all. It is also allowing them to start work on "Saturday Night Specials" - smaller second or even third armies in different periods or nationalities. However, it looks as though nobody will have a 15mm army ready to field before the latter part of the year.

This trend is of course admirable, but I would urge readers not to abandon 25mm completely. Irrespective of cost, the larger scale has a useful role where prime concerns are range of poses, figure detail and overall effect. It also seems as though 15mm will have few Napoleonics figures for some time to come, so wargamers in this period are likely to stay with 25mm. It certainly costs more - six or seven times as much - but the end result is worth it!

Meanwhile, let's not forget plastics. Airfix are contracting their range of 1:76 figure sets, but they are still the best way to introduce the young and the poverty-stricken to wargaming in Napoleonic and Modern periods. I suspect there are quite a few neglected plastic armies lurking in people's cupboards, and these could perhaps be put to good use among beginning wargamers. I'd like to hear readers' ideas on this subject.

David M. Budge

COMPOSITION OF A MONGOL ARMY

John Sandercock

The army that swept out of Mongolia under Temujin conquered the largest land empire ever, in the amazingly short time of twenty years. It experienced only one defeat in that time: it was inflicted by the Khorezmian Shah Jalal-al-Din, with his Persians and Turks, on Shiki Kutuku, an adopted son of Chingis Khan.

Even after Chingis' death the Mongolian expansion kept on going, under Batu against the Kievan Rus; Hulagu against the Seljuks and Mamelukes; and Ugudei against the Chin.

Initially the forces sweeping out of Mongolia were entirely cavalry, and purely Mongolian. The first auxiliaries were picked up from among the eastern Turks during the initial attack on the Chin. Again these were all cavalry; infantry only fought under the yak-tails (Mongol standards) after the conquest of the ancient, highly-civilised areas of China and Persia.

The Mongols themselves were, of course, all mounted. They had two 'lines' in battle, one positioned behind the other. The first 'line' consisted of two ranks of heavily armoured cavalry (both rider and horse in metal or more extensive leather armour, probably equivalent to EHC). They were armed with lance and bow, or perhaps only a lance, as well as a sabre, lasso and dagger; a shield completed defensive armament. Concerning whether "shock" cavalry had a bow or not, it is far more probable - considering the Mongols' opinion of it as their main offensive weapon - that it was carried.

Operating behind this was the second 'line', consisting of three ranks of unarmoured or leather-armoured horse archers. They moved through sub-unit intervals in the first 'line' to weaken and demoralise the enemy with an arrow-storm (? though the front 'line' had its own bows) before the shock troops charged to finish the foe. Others also worked their way around the enemy's flanks.

After the defeat of the His-Hsia in 1209, auxiliaries formed a large part of the Mongol armies. First to ally themselves - and undoubtedly the most reliable - were the eastern Turks or T'u Cheh. Later, after the conquests, more varied auxiliaries could be drawn from subjugated races; after the Empire's split on Chingis' death in 1227, only the Mongol army which conquered a people could use auxiliaries from it.

The Mongol armies can basically be split into four areas:

- 1) the Golden Horde of Batu and successors in Russia,
- 2) the Il-Khanates in Persia and Turkey,
- 3) the Jagatai Empire in Central Asia, and
- 4) the Great Khans in China.

The first two armies can have western Turks or Iranians as allies, whereas the other two draw upon eastern Turks. The only other auxiliaries of the Golden Horde would be terrorised Slavs. The Il-Khanates, however, could draw upon Persian, Indian and Chinese (possibly) foot, and Christian auxiliaries.

The Jagatai Empire could, unfortunately, draw only on the native Turkish, Sogdian, Tibetan (and so on) tribes, which it is very convenient - though incorrect - to lump under the general heading "eastern Turks".

To put all this in terms relevant to wargaming, a Mongol force would have:

Mongols - 40% EHC/kb Reg.B (up to 20% of this EHC may be Reg.A)
60% LC/jb Reg.B

and allies, who must comprise at least half of the army.

Iranians/Turks: HC/kb or LC/jb or MCm/kb Irreg.C

(no more than 30% of Iranians or western Turks, or 60% of eastern Turks, may be HC; no more than 10% of Turks may be MCm and Iranians may not have any).

Slavs: MI/j or LI/b Irreg.D

Persian/Indian/Chinese foot: MI/sp.b or HI/jb or LI/b Reg.C

Border Tribes: LC/kb (no shield) or MC/j, HI/j or MI/j Irreg.C

Korean Foot: MI/sp.b or HI/jb or LI/b Irreg.D

Christians: (Georgians) HC/kb Irreg.B or C, LC/jb Irreg.C

(Armenians and Franks) ECH/k or HC/k Irreg.B or (Hospitallers) Irreg.A, LC/kb Irreg.C

Artillery: two-man light bolt-throwers in an Il-Khan or Great Khan army; a Great Khan army may also have rockets.

Concerning training and morale ratings, I class Turks etc. as "C" class as they are not a nobility, but a general levy accustomed to warfare. Slavs and Koreans are "D", as they were used as cannon-fodder to cover the Mongols from bow-fire, and considered good for nothing else. Persian/Indian/Chinese foot are "Reg.C" as they were relatively well-trained troops; the Mongols used them to make up for their own lack of infantry.

Most Christians are "B" class; the only state to be actually conquered was Georgia, as the Armenians under King Hayton

surrendered without a fight and then used the Mongols for their own political ends. The Franks from Cyprus (the only large Frankish holding by that date) seemed eager to join the Mongols in their campaigns against the Mamelukes when requested to do so.

The Mongols themselves I have made Regular status because of their strict discipline and constant training, and "B" class for obvious reasons.

Mongol armour was originally nearly all leather, but this was used in copious quantities for armoured cavalry, thus counting as "men in rawhide armour on similarly protected horses" i.e. Heavy Cavalry. But with the conquests, and the Mongols' policy of stripping the vanquished dead, more and more metal armour became available - especially in the Near East (courtesy of the Christians and Mamelukes especially) and the Far East (from the Sinoized Turks of China). Thus by the time of the Il-Khans and Great Khans, the Mongols had plenty of metal armour.

Organisation of the units of an army would be in multiples of 100 (5 figures), which would hold for the auxiliaries also. Only Christian auxiliaries would have their own sub-general, which would be compulsory.

Using available descriptions, I have tried to create a list which is reasonable for the Il-Khanid army.

General mounted on horse @ 100	1
Mongols Reg.B EHC; Kontos, bow, shield @ 15	5 to 40
extra to upgrade EHC to Reg.A @ 1	up to 8
Mongols Reg.B LC; javelins, bow, shield @ 11	10 to 60
(must be more Mongol LC than Mongol EHC)	
Turks Irreg.C LC; javelins, bow, shield @ 7	20 to 100
Turks Irreg.C HC; kontos, bow, shield @ 9	up to 10
Turks Irreg.C MCM; kontos, bow, shield @ 6	up to 10
Georgians Irreg.B HC; kontos, bow, shield @ 10	up to 30
Armenians Irreg.B EHC; kontos, shield @ 11	up to 30
Turcoples Irreg.C LC; kontos, bow, shield @ 7	up to 10
Franks Irreg.B EHC; kontos, shield @ 11	up to 10
extra to make Franks Reg.A Hospitallers @ 1	all or none
Infantry Reg.C MI; long spear, bow, shield @ 5	up to 40
extra to upgrade MI to HI with javelin instead	
of long spear @ 2	up to 20
Archers Reg.C LI; bow @ 3	up to 40
Two-man light bolt-throwers Reg.C @ 20	up to 4

(Note: if Georgians, Armenians or Franks are used, they must have their own sub-general.)

In this list Mongols are a very small proportion, but this was so during the Il-Khanate period; most troops were drawn from the Turks, Iranians, Cilician Armenians and Georgians, as the list doubtlessly shows. For people who like the unusual, the Franks could be classed as Hospitallers, and hence made Irreg.A class.

Turcoples are an interesting point. If the Franks joined the Il-Khanids, they would doubtless have brought their Turcoples, especially campaigning Hospitallers. The Armenians might also have used them, adopting feudal structures and weapons off the Franks "next door" as it were.

The Christians are all at normal morale - for their own armies - as they were fighting their normal enemies the Moslems. The Turks, being Moslems themselves, weren't particularly happy about this, but seemed reasonably eager to do some looting of their Moslem brothers - thus not being merely levies.

Artillery I have classed as light ballista; the Mongols depended on speed in their campaigns, and would only have used the larger stone-throwers in sieges. Rockets are a possibility, but I think they are far more likely to have been found in the Great Khan's army.

That's about it; this article is based on all the information available to me. Any criticism of the army list will be welcome, if the critics can find a decent source of new information. But beware - there is very little modern work available on the Mongol armies of the 12th and 13th Centuries!

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THOUGHTS IN REPLY

Kevin Flynn

This article is a reply to David Bugler's frontal assault in the March issue of the magazine. David is a friend of mine (and hopefully remains so), but his article stirred me up quite considerably - mainly due to David's ignorance of what he is talking about. Therefore I have taken upon my shoulders the enormous burden of enlightening him as to the facts about other fields of wargaming. This article is also an expression of my opinion of wargaming and the future prospects of the club.

Real wargames include any form of simulation dealing with conflict; the three forms that exist today are Figurines, Board-games and Role Playing Games (RPG). All varieties have their pros and cons, and none is superior to the others except in the eye of the beholder. Each has elements of the other, each begins and continues under the creator's presumption that he knows how things are/should be. The trouble with this is that the author generally doesn't know everything, and also that a simulation game can only go so far in its recreation of reality.

By far the greatest attraction to figurines is the splendour of the final product (to most people), and the personal attachment one develops for one's figurines; but a pretty army isn't wargaming, nor is research in the history of the era (although this is an important by-product). Actual wargaming is getting down to the nitty-gritty and playing the game. This is what I do. When I start a game I am usually trying to win (that's the idea of any game, isn't it?), and to this end I pay much more attention to ratios, factors, movement rates etc., than than I do to whether the third figure on the left has lost a bit of paint.

Enjoyment of the game includes appreciation of the appearance for sure, but when it boils down to it, the game mechanics are the most important thing. People who sit back with beautifully painted figurine armies and never play with them are not wargamers, they are hobbyists.

It is a simple fact that even though figurines may be the elite style of wargaming, it is probably the least practised; whereas fantasy gaming is probably the most highly played. Large numbers of people will play a fantasy game simply because you can sit down anytime you like and play it. You don't need to know the rules (or

have a degree in semantics to back you up) or spend vast sums of money or time to start - though a full RPG campaign will probably require more time than any other style of gaming to prepare.

This ease of access is its big advantage; only one person need have a copy of the documentation for all to play, whereas with figurines it is positively essential to have two (or an even number of) players, each with his own army - and you can't play solitaire either. Figurines may have visual pleasure and deep personal involvement (due to the exercise of painting them), but a true wargamer looks for the mechanics, how the game runs, what the rules feel like, etc. The true key to a wargame is its rules, because that's what you play with; if you don't have good rules then it doesn't matter how good your painting is.

David suggests that there is no skill involved in producing a cardboard army or a character in a fantasy game - but what if you buy your figurines prepainted? The comparison he makes is absurd; with boardgames you are buying a finished product, how can you do more? Of course if we were all rich we could develop our own games from scratch, which would require considerable skill and a tremendous amount of research. Production is not wargaming.

As for the spectacle, that is in the eye of the beholder; several boardgames I know of look pretty impressive when set up (Bataille de la Moskowa for one), but it is the way the thing is set up that decides how it looks - a box crowded full of figurines looks as horrible as a Medusa (gaze-reflection spell?).

Actual skill in playing is best tested on a boardgame; the present figurine rules pale in comparison when it comes to detail or complexity (Highway to the Reich, for example). With figurines you know what each troop type can do (by studying the tables as in any game), and so you just line them up and attack those units you can hope to beat; a die roll then decides your fate - and if you play a 1000-point game it is dice that completely dominate the game. Whereas with the larger boardgames there are so many counters and die-rolls that no particular one will swing the balance of the game, thus actual strategy comes into play.

David goes on to say that non-figurine games do not promote research into history, which is definitely not true. My first wargame (Panzerblitz, which fortunately is an excellent game: I wonder how many people have been put off by buying the wrong game to start with?) sparked a deep interest in World War II; and

nearly every game I bought after that has inspired some form of research about the subject matter. Several games come with data you would have trouble finding elsewhere (eg. Panzerblitz and Panzer Leader include info booklets with breakdowns of divisions into their basic units - something David used, I might add).

RPGs are a different kettle of fish. Most RPGs today are fantastical in nature and therefore have little obvious research potential, but those who have bothered to try have found hours of interest studying mythology, chivalric codes, the Dark Ages, etc. Chivalry and Sorcery in particular delves deeply into chivalric codes and behaviour; David's statement that fantasy games are unhistorical is easily countered by asking: what is so historical about Alexander the Great fighting Charlemagne?

To finish off, I will say that wargames and their players are totally dependent on personal opinions. I disagree with David's views and say so here. However, the UQWS as an organisation (or the magazine) should not fall into this trap. The business of both club and magazine is to spread and enlighten the masses as to the true race of men, we shall one day rise up and strike down the scum bourgeois pigs who exploit the proletariat ...? Sorry about that. Seriously, the UQWS and its magazine should exist for the uses of the members and to provide a central forum for those whose interests are similar. The magazine is to reach those members and to try to educate or stimulate their involvement, not to propagate a single field because of the priorities of the Editor.

Well, that's about all I have to say for this diatribe. Being a hardened egomaniac self-publicist is time-consuming and I have other things to write.

-oo0oo-

Editorial note:

Any further correspondence about this subject (including mine) will have to wait until the August issue. DB

ANGLO-SAXON WARFARE. Part 1 - Weapons and Tactics

David Bugler

The English people whom we call Anglo-Saxons can, for wargaming purposes, be divided into two groups on historical lines. Firstly we have the early mercenaries and colonists of the fifth and sixth centuries - the men that Arthur fought. Then, after a period of insular consolidation, growing continental and Scandinavian influences produced the English of Harold Godwinson's day. This article deals with the weapons and tactics of both groups, though paying more attention to the later one.

As far as weapons are concerned, the early Saxons, Angles and Jutes had changed little from the Germanic tribesmen described by Tacitus. The sword - about three feet long, double-edged and sharply-pointed - was still a rich man's weapon, and most warriors carried a sheaf of javelins. These were about six feet long with a lozenge-shaped iron head, used for both throwing and thrusting.

As an alternative to the sword, some warriors carried a battle-dagger called the *scramasax* (illustrated at the end of this article). This was a single-edged blade nine to eighteen inches long with a sharp point, produced by the same pattern-welding technique as a sword but at probably a quarter of the time and cost.

The shield was round, thirty to thirty-six inches in diameter, made of lime-wood covered in leather and bound with iron. It had a large conical boss, and the front was decorated with elaborate abstract designs or stylised animals.

Early English helmets were conical and brimless, with an iron frame covered in leather. Sometimes plates of horn were used instead of leather. By about 950 the common practice was to have iron plates over the framework; with a nasal added, this is the standard helmet of the Bayeux Tapestry, and the pattern lasted into the twelfth century.

Body armour was originally confined to the better-off warriors, and consisted of a leather tunic - the *byrnie* - reaching to the knees with wide sleeves covering the upper arms. By the middle of the tenth century this had developed into the *hauberk*, of similar design but covered by iron plates or rings, and slit between the thighs. There are four patterns of scale arrangement shown in the Bayeux Tapestry (illustrated at the end of this article). Type 1

is most commonly used by the English, with a few using Type 2. The Normans are shown wearing all four types.

Also shown clearly on the Bayeux Tapestry is the coif, a balaclava-like covering for the head and neck, of the same material as the hauberk. The armoured warriors of both sides wear coifs under the helmet. As the illustration shows, the hauberks appear to have a reinforcing structure on the upper chest, which has been interpreted as a double thickness of mail forming a gorget or breastplate. My own opinion is that it represents the front part of the coif, which is laced across the throat under the chin and may well have had a strengthened edge of metal plates.

By the middle of the eleventh century, a general rise of living standards in English society had led to more widespread use of the sword, which by now had a rounded point. However, as the pattern-welding of the blade took about 75 hours, a good sword would probably have been ten to fourteen days in the making - which would explain why they were not owned by all and sundry.

Spears were still in general use, but the more widespread use of swords meant that most of them were used as missiles rather than as thrusting weapons. There is no evidence that the Normans or English had developed the long cavalry lance.

Soldiers of all classes used the mace - by 1066 a three-foot wooden shaft with an iron trefoil head - which was often used as a throwing weapon. Poorer men, certainly in the earlier period and perhaps at Hastings too, used a hardwood club instead. The throwing-axe or francisca had never been in general use among the English, and by the eleventh century had disappeared completely. Instead many warriors used the Danish battle-axe, a two-handed weapon with five-foot shaft; interestingly, at least two English axemen in the Bayeux Tapestry retain their shields - one is using his axe one-handed, the other (who is the only one with a Type 3 shield) has the shield slung on a strap around his shoulder.

Light infantry on both sides at Hastings used the so-called Danish bow. Though not as effective as the later long-bow (for example, it could not pierce a shield), modern experiments have shown that it could penetrate scale armour at fifty yards in a flat trajectory. Maximum range was about 100 yds for harrassing fire. Interestingly, some heavy infantry are shown using this bow at Hastings; the most likely explanation is that they have run out of javelins and have acquired bows from dead or wounded comrades. It

does suggest that all fighting men had some generalist training in archery.

In the tenth century, the English round shield had generally been replaced by the kite shape, which all Normans used. However, some Englishmen on the Bayeux Tapestry are shown with round shields - the most obvious explanation is that they are replacements for damaged kites, picked up from Norwegian dead after the battle of Stamford Bridge.

Typical shield designs from the Bayeux Tapestry are included in the illustrations. Type 1 is a common English design, though the cross is always arranged differently. Type 2, with or without a border, is the most popular of all on both sides. Type 3 only appears once, and its bearer is one of the few bearded warriors in the Tapestry. As he seems to be fighting on the English side, he is probably a Scandinavian or British ally. Type 4 shields are not very popular; the designs are all much the same, they are used mainly by unarmoured unfantry, and they mostly appear as litter in the Tapestry's margins.

So much for weapons. By the way, the Bayeux Tapestry is probably better evidence than one might think for English weapons and the battle of Hastings generally. Modern opinion is that it was made by English workers in the southeastern counties soon after the battle; there would probably have been plenty of ex-warriors on hand to ensure accuracy.

As for English tactics, the early mercenaries were a pretty simple bunch. Their enemies in Britain - Picts, Irish and British - all used attacking manoeuvres, and the Saxon response was to form the defensive shield wall. This was a line of warriors, only two or three deep, standing side-by-side with shields to the front. Over this wall they would hurl a volley of javelins while the poorer warriors (who couldn't afford to lose their javelins) skirmished ahead in loose formation. It was, of course, quite feasible to advance in this formation, but the whole army had in effect to move as one, retaining the integrity of the wall but unable to march at any speed.

Because of the lack of tactical training, the Saxons could not manoeuvre within or behind their shield-wall; as the enemy came to close quarters, the battle became a cut-and-thrust melee across the line of shields. Early Saxon battles thus involved little tactical skill other than the careful choice of ground.

However, the later English development of mailed cavalry (following continental developments) allowed the use of considerably more fluid tactics. There is now no doubt that the Saxons did have heavy cavalry - the arguments are set out in Glover's article - and a reference in the Heimskringla suggests that bodyguard units may even have had partial horse armour as well.

This development gave Harold the decisive victory he needed at Stamford Bridge, where the Norwegian army was largely ridden down after the collapse of its shield-wall. This collapse was brought about in the main by missile fire; the English cavalry made rolling charges against the shield line and released showers of javelins to which the invaders had no reply.

We have here a good description of late English practice, and it shows a very effective combination of arms. Light infantry with bows and javelins skirmish in front of the enemy, keeping the flanks clear and tempting him forward. The lights are supported by heavy infantry in hauberks with swords, battle-axes and javelins, who compel the enemy to close up in defensive formations. The armoured cavalry then come forward to attack with javelin volleys and mow down an enemy who is either stationary or an unshielded charging mass.

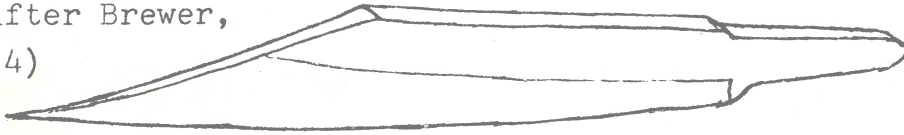
A shield-wall formation could do little against such a combination simply because it lacked mobility. Wherever it could go the heavy cavalry could follow - if they were not there first! And any attempt to charge at and crush their attackers would result in cavalry hacks, followed up by heavy infantry exploiting weak spots in the shield-wall.

In later articles I will discuss the social and military organisation of the English states, and describe some of the battles relevant to our subject.

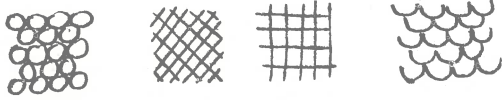
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The Scramasax
(after Brewer,
p.4)

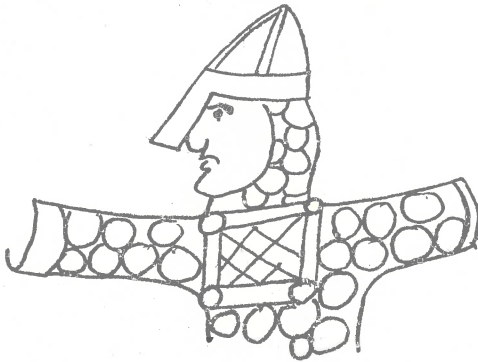


Patterns of Scale Armour

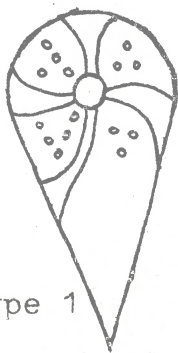


Type 1 2 3 4

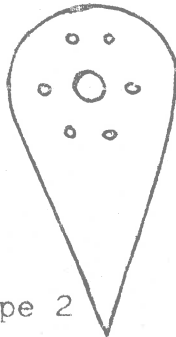
Hauberk, Coif and Gorget



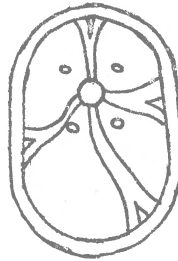
Typical Shield Designs



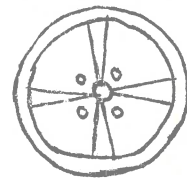
Type 1



Type 2



Type 3



Type 4

The illustrations are copied from C.H. Gibbs-Smith "The Bayeux Tapestry" (London 1973). Apologies for my freehand draughting!

