



The Occasional Messenger

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The New Occasional Messenger is a publication of the Historical Miniature Gaming Society – Pacific Southwest chapter. HMGS-PSW is a non-profit organization dedicated to the promotion of historical miniature gaming and the study of history.

www.hmgspsw.com

Table of Contents

Dispatch from the President 1

Club Business - Convention Economics 2

Upcoming Events 2

June 22 The Second World War!

Submissions 4

US Army Vehicle Camouflage & Markings in WWII – Part 1 4

Battle of Gettysburg "The Second Day. Longstreet's Failure?" 8

Strategicon Gamex 2013 Convention Review 13

Panzer Puzzles 14

Dispatch from the President

HMGS-PSW Inc. has been in operation since December 2012 and has taken over all operations of its predecessor organization HMGS-PSW. When the current administration took over from the past administration we effected a relief in place between October-December 2012. After the October 2012 elections, the new officers reviewed documents and found no documents indicating that HMGS-PSW had any outstanding financial or other liabilities prior to the date of incorporation. Since no claims have been submitted to the officers in the past six months for the period prior to incorporation, we are closing the books on HMGS-PSW. From this date forward HMGS-PSW Inc., will not honor any outstanding debt or obligation of the predecessor organization HMGS-PSW.

As of December 2012 HMGS-PSW Inc. is a registered charity of the State of California. We are still waiting on the Federal Government for its final approval. My tax consultant indicated that it would take 8-10 months for the IRS to process the documents. With luck we will have this issue resolved by our October convention.

As a final note, since I have retired from the California Army National Guard, I have been primarily participating in Flames of War events despite my primary interest in gaming in the Classical and Late Antiquates periods. (or Dark Age, Fall of the Roman Empire etc.). As a result of missing ancient gaming, I am planning to host at the family ranch, starting in the fall, an ancient war game day. The ranch is located in the mountains near Santa Clarita (i.e. Magic Mountain Area). I am looking at these events to be bi-monthly or quarterly depending on interests and my travel calendar. The events would be period related. The first period would be a Peloponnesian War game with one team being the Peloponnesian League another team the Athenian League. Since most players of this period have some hoplites and Greek light infantry finding the troops should not be the problem and would allow the players to get to know each other. The advantage of

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this period is "generals fight in the front rank." No developing a battle plan and then hiding in the rear in the middle of a reserve battalion. Those interested drop me a line and let me know whether Saturday or Sunday is preferable.

Good gaming to all this summer, and see you in October if not before.

-John S. Harrel

Club Business - Convention Economics

Recently there have been a number of discussions about HMGS-PSW putting on a two or three day convention at a hotel.

The reason we aren't currently doing so is simple economics. The total cost to put on our March Forward convention was just under \$1,500. The total income was just under \$1,700. This leaves us with an approximate profit of \$200.

For a multi-day convention, our costs almost double for a two day con (or triple for a three day). That leaves us with only two real options; increase attendance dramatically or increase the entrance fee. Given the numbers from March Forward, we would have to charge \$20/\$30 admission (two day/three day) for members in order to stay "in the black" at the armory. If we move to a hotel the admission fee would have to be even higher.

The idea is to get us into a multi-day convention as soon as it makes sense. If you want to help reach that goal, there are two things you can do that will help. The first is to recruit new members. The second is to volunteer your time to help with the conventions.

-Tim Keennon

Upcoming Events

June 22 The Second World War!

On Saturday June 22, HMGS-PSW, we'll be putting on a World War II themed event at the Knights of Columbus hall in Anaheim. The entrance fee is \$2 at the door for members and \$5 for non members.

Flames of War Tournament: run by Frank Vassallo (late war 1050 points) With prizes provided by Aero Hobbies and The War House.

Board Games: A plethora of board games of all "levels" – operational, tactical, etc. – will be run by the War Games Boot Camp folks.

Check Your 6!: The air component of WW II is covered with this popular set of rules. Multiple scenarios, drawn from a campaign book to be released next spring. Run by Steve Reid

Bolt Action: Infantry skirmish gaming in NW Europe in 28 mm, run by Phil Abramowitz

General Quarters 3: Several historic battles between cruisers and destroyers run by Harmon Ward

Food: Lunch will be served @ 1 PM and dinner @ 6 PM. The usual fare (burgers, hot dogs, etc.) at the usual prices.

Raffle: There will be a raffle in the afternoon. We've got lots of raffle prizes; they'll be on display behind the bar to whet your appetite. Raffle tickets are \$2 for one, \$5 for three, and \$10 for seven. Spend a few dollars to help your club and get a chance to win something cool!

This is a great example of a grass roots effort to put on a special event. Our two large events each year try to meet the needs of as many people as possible, but a games day like this event can be more focused in the type of games and in the geographical region. I know that there are some people who miss the somewhat rustic charm of the Boy Scout house in Glendale and I think a similar event based on the model of this mini con at that location would be well received. So if you have an idea or a desire on how you'd like things to be, organize and let's make it happen.

knights of Columbus Hall
1127 North Anaheim Blvd.
Anaheim, CA 92801

For more information, look here:

<http://www.hmgspsw.com/announcing-our-next-mini-con>

HMGS- PSW October Offensive

This will be our second major event for 2013. We'll be at the same excellent location in Manhattan Beach. This is still quite a bit in the future but it's still not too early to start planning what games and events you want to organize.

National Guard Armory
3601 Bell Avenue
Manhattan Beach, CA. 90266

The following vendors have helped support HMGS-PSW at our conventions in 2012 and 2013. Please think of them when you consider your next gaming purchase.

The War House

Our long-time HMGS-PSW supporter! Purveyors of miniatures, terrain, rule books, dice and more Ospreys than you can shake a stick at!

Phone (562) 424-3180
www.thewarhousegames.com

Scale Specialties

Norm Harms and wife Pen bring tons (literally!) of historical research material in the form of books and CDs as well as miniatures, rules, and the most detailed sets of war gaming decals (based on 65 years of research!) you've ever seen.

Phone: (714) 535-7486
www.ss-sms.com

1st Sundays Aero Historical Day

This continuing event features four to six historical games every month. Look on the new website forums section for the events list each month. Run by Adam Hammer this is a great way to spend a Sunday.

Aero Hobbies
2918 Santa Monica Blvd. #3
Santa Monica, CA 90404

2nd Saturdays St. Crispin's Irregulars Hobby Day

Led by Harmon Ward, the Hobby Day is one of the best all around monthly gaming experiences in Southern California. With numerous Historical, RPG, SciF, Fantasy, Board and modeling tables available there's something for everybody. An affordable lunch and raffle support this worthwhile endeavor.

The Knights of Columbus Hall in Anaheim
1127 North Anaheim Blvd.
Anaheim, CA 92801

Submissions

As part of our club's reaffirmation to promote and share the knowledge of history and miniatures gaming, submissions are very much encouraged. Besides the various club business and informational content we'd like to have at least two articles about our hobby in each issue.

We're looking for any historical subject or a subject related to miniatures gaming (not necessarily historical). Please send your ideas and or finished work on to the editors and we'll get them into a future issue. Like all of our club activities this only works if we all participate.

We are lucky to have some very knowledgeable members and I look forward to seeing all of the submissions.

US Army Vehicle Camouflage & Markings in WWII – Part 1

Vehicle Color

Olive drab was designated as the standard color for tactical vehicles of the American Expeditionary Force in November 1918. This practice remained in place until the 1970s.

Victory Point Games

Founded by Alan Emrich, Victory Point Games publishes games of all sorts – from traditional and digital board games to card games to family games. They have something for everyone, from the hard-core historical to zombies, possibly even a game written by YOU!

Phone (714) 957-4066
www.victorypointgames.com

Brewers Brothers Model Kit & Hobby Expo

Goodies for wargamers, model builders, historians, and movie buffs! Stocking a plethora of 1/72 and 1/87 scale die cast armor, 1/72 and 1/44 scale armor and aircraft model kits, and a treasure trove of historical movies and documentaries on DVD – many of them of foreign origin and difficult (if not impossible) to find elsewhere in the U.S.

Contact: Chris Brewer
modelkitexpo@hotmail.com

Between WWI and WWII a glossy version of olive drab was introduced. The glossy color looked darker and resisted wear better than the lusterless (matte) olive drab and was more suitable for peacetime formations. In 1940, realizing that war was coming, the Ordnance Department directed that all new tactical vehicles be painted once more in lusterless Olive drab. From 1940 until the end of WWII, vehicles were delivered from the factory painted lusterless olive drab (QM Color 22 and later AN 319).

Camouflage

It may surprise some that the U.S. Army had regulations for camouflage of its vehicles. Vehicle camouflage was not that common in the U.S. Army for a couple of reasons. Unlike most other armies, individual vehicle crews were not expected to apply camouflage paint. That was the job of the Army Corps of Engineers. The Engineers would generally do one unit at a time, with replacement vehicles being delivered in olive drab. There was also a feeling in the U.S. Army that camouflage was ineffective after a short time in the field. The dust and grime which cover a vehicle in combat generally obscure the camouflage pattern, rendering it useless.

When used the camouflage generally involved a base color, black, and a contrasting color.

Under ideal circumstances, the Army Engineers had twelve colors available to camouflage equipment with.

#	Color	Tamiya	Gunze	Vallejo	Humbrol
.1	FS: 34151 Light Green	—	H58	—	86
2	FS: 34102 Dark Green	2:1 XF61:X F65	H303	888	117
3	FS: 30277 Sand	XF 49	—	988	187
4	FS: 30118 Field Drab	XF 52	—	873	142
5	FS: 30099 Earth Brown	—	—	826	98
6	FS: 30257 Earth Yellow	XF 59	—	977	63
7	FS: 34086 Loam	1:1 XF62:X F13	H319	889	66
8	FS: 30117 Earth Red	—	—	—	186
9	FS: 34087 Olive Drab	XF 62	H304	887	155
#	Color	Tamiya	Gunze	Vallejo	Humbrol

10	FS: 37038 Black	XF 1	H12	950	33
11	FS: 34079 Forest Green	XF 58	H420	893	116
12	FS: 30279 Desert Sand	—	H346	—	250

FM 5-20B recommends specific base, secondary, and tertiary colors for different climates:

Temperate: Olive Drab; Field Drab*; Black.

Desert: Sand or Earth Yellow; Earth Yellow or Earth Red*; Black.

Arctic: White; Olive Drab; Black.

*Or other light color to match terrain

North Africa

The 1st Armored Division landed in Morocco with a complete set of regulation markings. No bumper codes were used. They were replaced by a complex set of geometric markings. Many of the vehicles had paper American flags pasted on in the hope that the French would not fire on Americans. No camouflage painting was used. Very quickly, mud and other improvised forms of camouflage were used to try to break up the dark outline of vehicles against the light-colored desert landscape.

Many tankers overpainted their conspicuous star markings, as experience showed that they provided too good of an aiming point for German gunners.

North Africa	Tamiya	Gunze	Vallejo	Humbrol
FS: 34087 Olive Drab	XF 62	H304	887	155
Mud	XF 57	H336	976	168

Sicily

In March 1943, the 1st and 2nd Armored Divisions were ordered to begin applying pattern-painted camouflage to their vehicles. Generally the camouflage was a base of olive drab with large areas of either earth yellow or earth red.

Sicily	Tamiya	Gunze	Vallejo	Humbrol
FS: 34087 Olive Drab	XF 62	H304	887	155
FS: 30257 Earth Yellow	XF 59	—	977	63
FS: 30117 Earth Red	—	—	—	186

Italy and Europe

It is difficult to assess the number of vehicles that were camouflaged in Italy and Europe. Some vehicles invaded Italy still wearing their camouflage from Sicily. A number of photos show tanks in olive drab with bands of black or earth brown. Tonally the three colors are so similar that only a clear high-quality photo would show the difference.

It would be reasonable to find vehicles in Italy camouflaged using the following colors with an olive drab base.

Italy	Tamiya	Gunze	Vallejo	Humbrol
FS: 34087 Olive Drab	XF 62	H304	887	155
FS: 30257 Earth Yellow	XF 59	—	977	63
FS: 30117 Earth Red	—	—	—	186
FS: 30099 Earth Brown	—	—	826	98
FS: 37038 Black	XF 1	H12	950	33

Europe

A number of pictures show Sherman tanks camouflaged with a base of olive drab with bands of field drab and black.

One of the most active units assigned to camouflage paint tanks was the 602nd Engineer Camouflage Battalion in northwest Europe (1944–1945). Its records indicate the most common patterns painted were an olive drab base with black or earth brown bands (sometimes both colors were used together).

In winter 1944 many vehicles were hurriedly covered with whitewash, which was just as hurriedly removed when the snow melted.

In Germany, most vehicles were camouflaged by using branches of the ubiquitous pine tree.

Europe	Tamiya	Gunze	Vallejo	Humbrol
FS: 34087 Olive Drab	XF 62	H304	887	155
FS: 30118 Field Drab	XF 52	—	873	142
FS: 30099 Earth Brown	—	—	826	98
FS: 37038 Black	XF 1	H12	950	33

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All views expressed are those of the authors and do not necessarily reflect the opinions of the Historical Miniatures Gaming Society – Pacific Southwest chapter as a whole

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Battle of Gettysburg "The Second Day. Longstreet's Failure?"

Part two

James Longstreet saw correctly that with Thomas Jackson gone from the Army and Jackson's II Corps broken up into two new organizations, he as the ranking Lt. General, was indispensable. He may have been right. With Robert Ewell, newly returned to the Army after his severe wounding at 2nd Bull Run, being unsure of his abilities, and A. Powell Hill with the new III Corps suffering from a bowel ailment, neither would be on top of their game. So Longstreet believed that Lee would listen to him, and even expected for Lee to agree with him. To understand how Longstreet could be so misled, this would be a good time to review Robert E. Lee's command practices.

Prior to WWII a Pulitzer Prize winning four-volume study of Robert E. Lee was written by Douglas Southhall Freeman (1886-1953) that gave Lee his "marble man" status as the greatest American soldier in history and blackened the name of every officer that crossed him, failed to carry out his orders in a timely fashion, or defied him. This would be especially the name of James Longstreet. To quote Freeman: "Nine qualities, then, gave eminence to his (Lee's) strategy - his interpretation of military intelligence, his wise devotion to the offensive, his careful choice of position, the exactness of his logistics, and his well-considered daring." Midway between these five strategies and tactics stood four other qualities of generalship that no student of battle can disdain. The first was his sharpened sense of the powers of resistance and of attack of a given body of men; the second was his ability to effect adequate concentration at the point of attack, even when his force was inferior; the third was his careful choice of commanders and troops for specific duties; the fourth was his employment of field fortifications.

As mentioned before, at Fredericksburg Longstreet had held the Union 1st Grand Division (three corps) in check using Cobb's Brigade of 2,000 men behind a stone wall strongly supported by I Corps artillery. The Federals never got within 50 yards of the wall, losing hundreds of men, and forcing at least a division to ground, where it stayed prone exchanging fire with Cobb's Brigade behind the wall until it withdrew under the cover of darkness, a clear success for Longstreet's tactics.

On the other flank Jackson, because of poor reconnaissance, allowed a gap in his lines that Gen. Meade's division of Pennsylvanians exploited, giving Jackson a fright. He was forced to request troops from Longstreet's I Corps reserve to restore his lines. Lee was with Longstreet's command, the implication here being that Jackson could look after his own, but Longstreet needed assistance. It turned out the opposite was true.

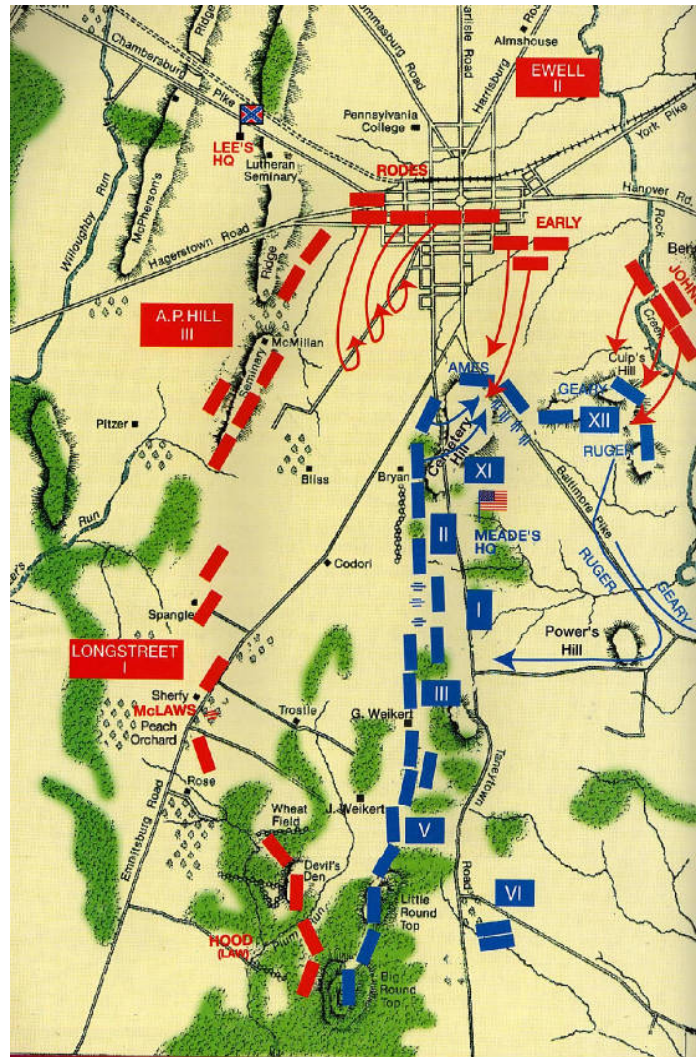
After the victory, it was the South Carolinian Longstreet's two divisions that were sent off to Suffolk County with their chief. In my opinion this was Gen. Lee's greatest failing, his focus on Virginia and Virginians to the exclusion of all others. As a result of this move, during the battle of Chancellorsville only McLaws' Division of I Corps was present, and he was stationed at Marye's Heights opposite the Union VI Corps at Fredericksburg. He fought little during the battle which had Stuart commanding II Corps after the loss of Jackson. Longstreet not only missed the battle, but also missed its implications. This would have serious complications later.

As stated in Part I Longstreet was against the invasion of Pennsylvania. He went along with it believing that Lee would follow, as Freeman said, "...his careful choice of position...careful choice of commanders and troops for specific duties; the employment of field fortifications."

This now was a different Lee than the one Longstreet thought he knew. This Lee had won Chancellorsville with what Freeman would call "... his interpretation of military intelligence...his wise devotion to the offensive ...his careful choice of position ...his well-considered daring ...his sharpened sense of the power of resistance and of attack of a given body of men ..." So both

Generals entered the battle with both believing their tactics were the correct ones, based on their recent experiences.

This brings us back into the morning of the 2nd day of Gettysburg. Now that we have dismissed Gen. Gordon and Gen. Pendelton's "Sunrise Attack" as a pure fabrication, let us examine Lee's and Longstreet's thought processes on that morning. While he never admitted it, Lee believed that he could best the Army of the Potomac in a morale contest. He correctly assumed that Chancellorsville had lowered their morale, and yesterday's fighting had eliminated the Army of the Potomac's best corps, the I, as a fighting force. With arguably the best General in the Army (Reynolds) dead and his Corps reduced in fighting ability, the time was ripe to strike. It was to be Chancellorsville all over again, and the Army of the Potomac, with its latest new general, would retreat once more.



Based on faulty recon information Lee's determination that the Federal position was open for a move from his right had no basis in fact. In the swampy area below the Emmitsburg Road was Maj. Gen. Daniel Sickles' III Corps protecting II Corps' left. Apparently no Confederates were aware of this. This was a major failure of Confederate scouting and was the fault of Lee's poor utilization of his remaining horse. Lee had become spoiled by Stuart's attention to detail. When he thought of cavalry commanders he only saw Stuart. So the use of the two brigades of Robertson and Imboden, some 1800 horsemen, was ignored. Longacre's seminal work "The Cavalry at Gettysburg" is very critical of Lee's misuse of his horse at the beginning and the middle of the battle.

Using this bad reconnaissance Lee was ordering his best and freshest corps, the I, to turn the Federal flank and dislodge the Union II Corps from Cemetery Ridge. The Federal army with its high ground lost would retreat, likely towards Washington, which was Lee's plan. Lee was sure he was facing the remnants of I Corps and XI Corps, both of which he had defeated yesterday; the Confederates had also taken prisoners from Slocum's XII Corps and Hancock's II. He also had to assume that Sykes' V Corps, Sickles' III Corps and Sedgwick's VI Corps were on their way. Haste then was important.

To understand Longstreet's attitude we must remember that he had assumed that after Gettysburg's first day the ANV would move off, find good ground, and interpose themselves between Washington and Meade. This would force Meade to attack, and the result would be Fredricksburg once again. Longstreet's inability to accept that Lee would not do this because of the success of Chancellorsville, caused Longstreet to act rather unprofessionally. He balked. Lee had no time for such nonsense and he did the logical thing - he took command of the troops for an assault of which Longstreet did not approve.

On paper the attack makes sense: As Hood and McLaws attack the left flank of the Army of Potomac, Hill's III Corps would hold the center and Ewell's II Corps would make spoiling attacks on the I, XI and XII Corps on the Union's right to prevent them from sending reinforcements to the beleaguered II Corps.

Now the one important fact missing from Lee's plan is if Longstreet carries out this attack the undiscovered Union III Corps will be squarely on Longstreet's flank. This means the attack is doomed before it even begins. Sickles however does a remarkable thing: He disobeys orders and moves forward right into the path of the proposed Confederate attack.

Longstreet is unhappy about this attack. Lee expects Longstreet to attack even though Gen. Pickett, with Longstreet's third and largest division, has not yet arrived. Desperate, Longstreet asks to wait for his reserve artillery and for Hood's Division's last brigade (Law) to join his force. Now that the die is cast, Longstreet intends to attack with the best force possible. Law's Brigade arrives at 11AM, the reserve artillery shortly after that, and Longstreet is ready to move into position. His force must now march to the Union's flank, but in order to surprise the enemy, the Federals must not be aware of Longstreet's movement. The guide takes McLaws' Division on a path where the rise of the ground on Herr Ridge is such that it will ensure that Longstreet's column will be spotted by a signal station on Little Round Top on the far left of the Union Army. McLaws realizes the station will be able to semaphore the news to II Corps and all chance of surprise will be lost. In order to preserve the surprise, Longstreet orders a countermarch, sending scouts to find an alternate route hidden from the Federals.

Luck now swings to the side of the Confederates. Sickles is unhappy with his ordered position, even though he is on II Corps' flank. There is a reason for this. At the battle of Chancellorsville, III Corps was forced to occupy low ground, and when the Confederates seized the high ground of Fairfield opposite him, his Corps suffered many artillery casualties. For some reason he thinks history is repeating itself. As Longstreet's skirmishers start to deploy, it is apparent that once again the enemy is about to seize the high ground, just like the previous battle. Not this time! Without orders he marches with his two divisions one half mile to take higher ground around Sherfly's Peach Orchard and the Wheatfield of farmer Rose. He anchors his flank in front of the rough ground at Devil's Den.

As Longstreet begins his pivot up the Emmittsburg Road his lead division, McLaw's, runs into the III Corps on the Trostle Farm plateau. Surprise, there is a Union Corps in a place where Longstreet was told there were no Union troops! The commander of the Union Artillery Reserve, Gen. Hunt, realizes that Sickles will be out-gunned and orders his 1st Brigade of reserve artillery forward to assist. Gen. Meade also realizes that Sickles will be beaten unless he is re-enforced and orders the first division of II Corps, under Caldwell, forward off Cemetery Ridge to support III Corps.

With Lee's attack plan in shambles, Longstreet tries to pick up the pieces. Hood, commander of 2nd Division, realizes that he cannot turn and must attack the enemy in front of him. He balks, as the ground of Devil's Den is formidable, and sends this information to Longstreet.



The Devil's Den

McLaws is upset. Nevertheless, Longstreet orders an immediate attack. He knows the chance of surprise is lost, but III Corps doesn't have a good defensive position, being out of supporting distance from the rest of the Union army. If they are overwhelmed quickly enough there is still a chance that I Corps can take Cemetery Ridge. Longstreet also knows from this morning that Gen. Lee is expecting a flank attack and if he was to cancel the movement now he would face Lee's wrath. He takes solace in the fact that he is under orders and will not be responsible for the results. He orders Hood's Division to dislodge de Trobriand from the rocks of Devil's Den and take the Rocky Hill, which will allow artillery to enfilade Cemetery Ridge (the Rocky Hill is Little Round Top), while MacLaws is to push through Humphrey's Division and turn the flank of Cemetery Ridge.

Hood refuses, preferring instead to move around the enemy and take them in the rear. He sends a request to Longstreet to come up and survey the situation. Three times Hood requests that Longstreet let him move around III Corps' flank, and three times the commander replies no. Finally Longstreet is forced to ride up and confront Hood. Longstreet explains to Hood why Hood cannot make the proposed movement: First, he has no cavalry to scout the way, and second, it will take him too long to get in position. Darkness will fall in less than three hours. Hood begrudgingly agrees and attacks, but he swings wide anyway.

The battle now turns in favor of the Federals. Sykes' V Corps is hurrying forward to fill the hole left by III Corps and the 1st Division of II Corps is hurrying into the Trostle Farm area.

The Rocky Hill is saved for the Union by Maj. Gen. G.K. Warren, who has climbed up it to watch the battle below. When it becomes apparent that the Confederates are on their way up to capture Little Round Top, Warren grabs a brigade of Barnes' 1st Division of V Corps, Vincent's, (by happenstance his old command) and orders them to defend Little Round Top. Caldwell arrives in time to blunt Barksdale's Brigade's attack towards Cemetery Ridge. The defenders of the stone wall at Fredricksburg are exhausted and fall back.

While Hood and McLaws wreck III Corps, fresh units from V and XII Corps keep them from exploiting their gains. The additional brigades arrive in time, and after several repeated fights Hood's division, with 50% casualties, falls back. Hood, severely wounded, is near death so Law now commands the division. Barksdale is dead, his brigade ruined. McLaws' other brigades hold onto the ground of Trostle Farm. Law cannot coordinate his attacks but by what Longstreet calls "the best fighting ever done in three hours by American troops" clears the Den and the valley of Birney's troops, and captures Big Round Top. But the Yanks continue to hold the key position to Cemetery ridge, Little Round Top.

What about the rest of Lee's plan? Remember, there were to be spoiling attacks to keep the enemy reinforcements fixed in place. Anderson's Division of A.P. Hill's Corps advances in support of McLaws with two brigades, under Lang and Wilcox, but it is too late. Wilcox's Brigade is counter-attacked by a single regiment, the 1st Minnesota. The regiment is destroyed but it gives the Union time to rush reinforcements into the threatened area, stopping Anderson's advance. Ewell's attacks on Culp's Hill are half-heartedly launched and with the fighting done at Trostle's Farm the Union troops sent as reinforcements are returning to the hill as Ewell advances. Ewell's attack bogs down and he does not accomplish even close to what Lee sent him out to do.

So, to repeat the original question, did Longstreet's delay lose the second day of Gettysburg for Lee as many Confederates claimed? Based on the evidence, not at all.

First, without Stuart, poor reconnaissance and staff work created an "opportunity" that did not really exist.

Second, Generals Hill and Ewell failed to cooperate with Lee and with each other, making Longstreet's job next to impossible.

Third, Lee was blinded by his own successful campaign at Chancellorsville. He believed he had a morale ascendancy over the Army of the Potomac which was not true.

Fourth, Meade out-generaled Lee that day. While Lee was reprimanding Stuart in his tent, Meade was sending reinforcements to his embattled areas and kept his eyes on the pulse of the battle, something that all Commanders in Chiefs are supposed to do.

Robert E. Lee lost the battle for the Confederacy. Lee's proper exercise of those nine qualities aforementioned by Freeman had made him a superb general. But when they were absent, as at Gettysburg, defeat was almost certain. Lee did not seem to be able to grasp that Gettysburg was a battle altogether different from the ones he had fought previously. He did not appear to realize the problems inherent in his offensive-only tactics without recon elements. If he did, he would have withdrawn after the second day, reunited with Stuarts' cavalry to interpose his army between Meade's army and Washington. It was the only strategy that made sense at this point. A Napoleonic-style infantry column charge up a hill against a stone wall in the teeth of heavy artillery fire made no sense. Lee had been at Fredericksburg. He had seen the results. Yet he did it anyway.

-Stephen Phenow

Strategicon Gamex 2013 Convention Review

On May 24-27th Strategicon held their Gamex Convention at the Sheraton Gateway Hotel near LAX. The miniatures room was attractive with lots of different genres represented. HMGS-PSW was well represented with quite a few historical games during the weekend. The dealer's room has improved over the last 12 months with many smaller vendors as well as the expected favorites like The War House. The flea market is always popular and although Fantasy/Science Fiction tends to dominate there's always some historical stuff for sale at rock bottom prices.

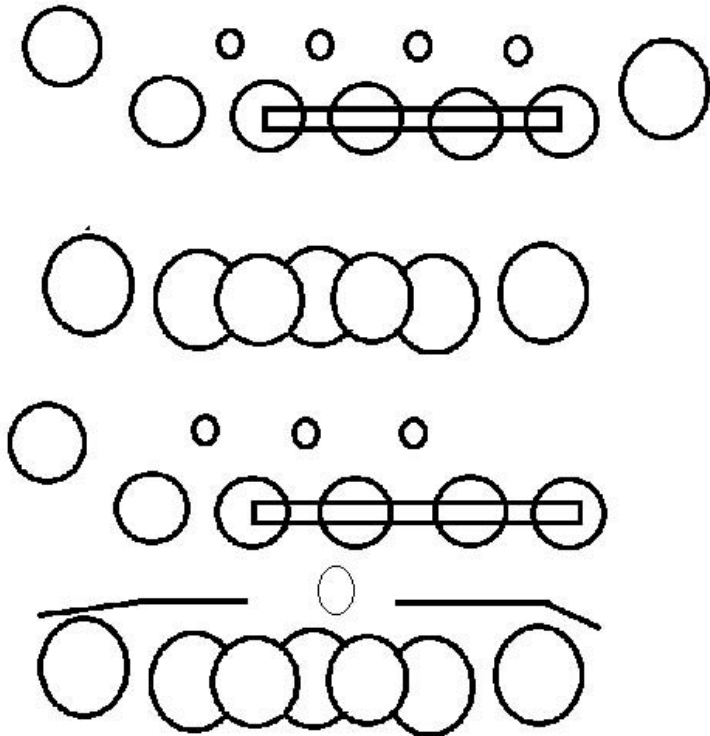
Our Frank Vassallo runs the large Flames of War tournament on Sundays which is well attended. He also organizes a fun Flames of War game on Friday nights that pits good sized teams against one another on large and well crafted terrain. At this Gamex the scenario was loosely based on Stalingrad, listed under the fitting nickname "Frankograd", because of his excellent and extensive destroyed city models. The Friday night game is recommended for less experienced players and especially for father/son teams (two of us had our son's with us this time). Although I tend to view the Friday night game as a warm-up to the "real" convention, it's become one of the parts I really look forward to.

Steve Phenow ran a very large and particularly attractive American Civil War game. His game boards do seem to get better each time. There were also several other Civil War games as well as a very nice 28mm WWII game featuring bridges between separate playing tables. Steve Reid ran Check Your Six and this is always well attended at these events. I also ran a demo 28mm Ancients game using a new ruleset (War and Conquest) featuring dark ages armies (see the pic below). These games and many others do a good job of representing historical games to a larger convention audience that has a varied set of interests. Our own conventions are great and offer more historical games but these types of events are important to expand our hobby and bring in new members.

-Harold Hildebrand



Panzer Puzzles



Panzer

Puzzles

Do you know your Panzer I running gear? Match the correct model with the graphic. Hint: the choices are Ausf A, Ausf B, Ausf C, Ausf F.

Answer:

B, C, A, F