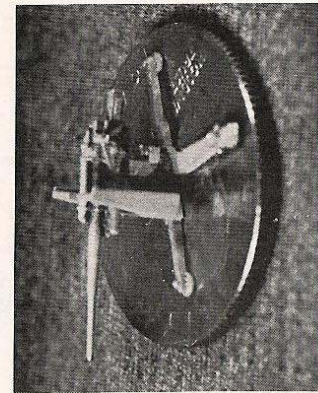
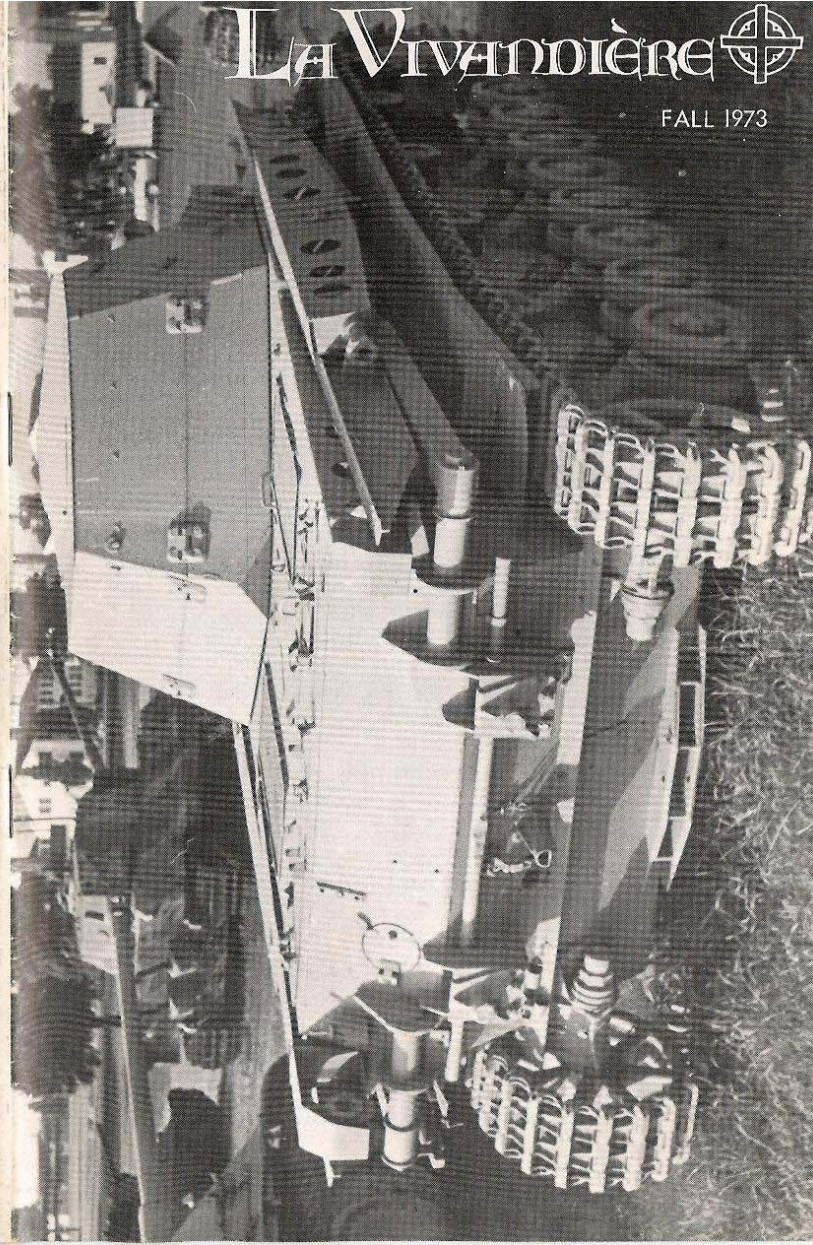


La Vivandière Magazine
2634 Bryant Avenue South
Minneapolis, Minn.. 55408



FIRST CLASS

GHQ FLAK 88 on a quarter!



La Vivandière

FALL 1973

EDITORIAL

GHQ's LA VIVANDIERE Magazine has arrived.

La Vivandiere's purpose is to give people interested in war as a concept an opportunity to become interested in wargaming as a concept and by this means enable them to learn more about war.

This first issue is an introduction comprised predominantly of the 1973 GHQ Catalog and related articles. Future issues will announce new additions to the GHQ micro-armour and Napoleonic lines as well as other manufacturer's products.

Realism in table top wargaming is the objective. It is GHQ's intention to provide new approaches and rule concepts for wargaming. Concentration will not only be on playability, but also realistic performance of man and vehicle, actual historically accurate scenarios and wider scope in equipment used in table top battles.

Information services will include complete catalog information on GHQ products, new additions to the GHQ line, vehicle profiles, organizational charts and occasional detailed conversion articles will be featured. Vivandiere will therefore be a constant source of useful wargaming data.

The 1:285 scale of GHQ micro-armour is a breakthrough in table top wargaming. By use of the micro scale, macro battles can now be staged with much more equipment on a smaller playing surface area. Vehicle and figure detail are important to GHQ and we are dedicated to producing quality miniatures.

Future issues will introduce novel innovations in wargaming rules with realism stressed, a constant update on catalog data and many interesting informative articles. The visual nature and color of many miniatures make table top wargaming the most exciting of the military hobbies. Vivandiere hopes to act as a catalyst for new ideas, greater realism and playability in wargaming. GHQ hopes you will subscribe to Vivandiere Magazine.

EDITORIAL SUBMISSIONS POLICY

La Vivandiere does accept freelance submissions, but with the following procedures. First a query letter is a must. We will indicate if La Vivandiere is interested in the article by what you outline in your letter. If, after examining your article, we decide to publish it, payment for the accepted published piece will be \$50.00 worth of GHQ products. Articles should run no more than 1,500-2,500 words maximum and preferably shorter if art work, maps or pics are used. All submissions should be accompanied by a s.a.s.e. and related to military hobbies.

La Vivandiere
2634 Bryant Avenue South
Minneapolis, Minnesota
55408 USA
Attn: Submissions

Publisher Gregory Dean Scott
Editor Dennis P. O'Leary
Ass't. Editor Lorraine Scott
Photographer Tom Sweeney

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Cover: German Grasshopper from La Vivandiere collection.

PANZERBLITZ IS NUMBER ONE!

Hummel from La Vivandiere
photo collection.



MINIATURES VS BOARDGAMES

The war game with the greatest acceptance according to a poll published in SPI's Strategy and Tactics Magazine (Issue nr. 36) is an Avalon Hill Co. game called Panzerblitz. In fact over 71% of S & T readers have played Panzerblitz.

Why has this game, a relative late comer in board games, shown so much commercial success over all other rivals? The answer is simple. Panzer Blitz is a board game attempt to capture the flavor, essence, and simulation of miniature table top wargaming. The larger pieces with tank silhouettes and other vehicle profiles, the concept of range and armor and cavalry vs the slow moving infantry - all these things are attempts to capture the esthetics of miniature wargaming.

The attempt has many flaws, but by giving the illusion of miniatures and 3D in a board game, Panzer Blitz has cleaned up on the market and may well continue to do so. This is good in one way because it shows the vitality and continuing popularity of the style and color involved in miniatures, but it is unfortunate that Panzer Blitz is the game that so dramatically demonstrates this interest.

Panzer Blitz is a slick packaged board game with many psychological ploys such as grey and brown pieces, the tank silhouettes etc., but as a representative of miniature wargaming it is definitely inadequate. The game cuts across too many levels and tries to do too much in some areas thus ignoring others.

The tanks lose individuality in the game, the rules are such that a cardboard counter game of hide and seek usually occurs for five or ten turns and draws are very likely. The use of infantry is slow and trying on one's patience and there is a definite flaw in the way you can't see a Hummel hiding in the little clump of trees to the side of the road.

The solution to this is simple. Use miniatures for miniature wargaming and not only do you have the 3D effect Panzer Blitz tries to portray, but also the satisfaction of participating in the art of miniature painting, seeing your own work used and enjoyed, building a fine collection and participating in a therefore more personalized hobby.

Painting in the moustache and black tie of a German Officer, or the white uniforms of a winterized unit, or the individual treads of a tank track, may take longer than breaking out the pieces to a board game, but the entire operation is your own individual one and the satisfaction is more fully realized.

Miniatures remain the most colorful military hobby. Not only for WWII tank warfare, but for Napoleonics and all other periods as well. Look over the GHQ Catalog and examine a few of the rarer tanks in the line. Make your collection a personal asset by giving it your personal touch. Games are games. Miniature wargaming is also an art.

TANK PROFILE

PzKw VI Tiger I (SdKfz 181)



Tiger I from La Vivandiere photo collection.

The famous "Tiger I" produced by Henschel & Sohn Company was the direct result of the lessons the Germans learned on the Russian front in 1941. It took no great intellect on the part of the German High Command to see the effectiveness of the Russian T-34 and KV vs. the inadequacies of the PzKfw III & IV's, with their short 50mm and 75mm guns.

It did take an effort to convince Hitler to concentrate on production of the Henschel Tiger, however. Among the obstacles were Hitler's fantasy weapon - the "Mauschen or Mouse" - a 100 ton monster which threatened the production of the Tiger, the Porsche Ferdinand another version of the Tiger without a machine gun and the Ram-Tiger. These distractions were finally ruled out by the High Command and mass production of the Henschel Tiger was decided on in 1942.

Unfortunately, the first Tigers to see action were employed on bad tank terrain in the Leningrad area and suffered high losses with little gain. Thus, the Germans had revealed the secret of the Tiger prematurely and the Russians were better prepared to defend against it in the future.

Major General F. W. von Mellenthin stated: "...the Tiger was the most successful tank in the world until 1945...". He rated it higher than the Russian Stalin tanks. The data given here covers some of the more important statistics on the Panzerkampfwagen VI "Tiger I" Ausführung E. The Tiger I is available from GHQ micro-armour at \$2.45 for a box of five.

Armament.....	1 - 8.8cm KwK 36, L/56 + 2 MG 34
Armour.....	Turret.....Hull.....
	Front.....100mm Front.....100mm
	Rear.....80mm Upper sides.....80mm
	Gunshield.....110mm Lower sides.....60mm
	Sides.....80mm Rear.....80mm
	Roof.....26mm Roof & floor.....26mm
Ammunition.....	92 rounds 8.8cm, 392 rounds 7.92mm
Engine.....	Maybach HL 210 P 45
Cylinders.....	12 "Hv"
Top Speed.....	38 km/hour
Range.....	60km Cross Country, 100 km on Streets
Width of Track.....	725mm (Narrow track-520mm)
Overall Length.....	8241mm
" Width.....	3547mm
" Height.....	2880mm
Crew.....	5
Produced.....	1942-1944
Purpose.....	The standard heavy tank of the German Army.

GHQ micro-armour \$2.45 @ Box of Five

FRANCE 1940 ARMOR COMPARISONS

1940 Armour Comparison

In 1940, The Allied Armies had more tanks than the German Wehrmacht. Because of poor deployment, piecemeal usage and lack of modern tank tactics the French armoured units fared very poorly in the 1940 campaign and, as a result, their tanks were quickly forgotten.

In reality many of the French tanks were superior to the German Panzers and had they been employed correctly the deep penetration of the Germans from Sedan might not have been possible. The effect of this poor performance on miniature development has been significant. Few models of the French and early British tanks are available for purchase, the H0 size models seem hard pressed to produce the Sherman and anything on the Allied side earlier than the Sherman has been seemingly ignored.

GHQ micro-armour produces the Somua, Renault and Char B1 Bis for anyone interested in French tanks. To clear the air on 1940 armour, Vivandiere Magazine has collected the following quotation and statistical data so you can make your own comparisons of 1940 Armour!

Some difference of opinion exists on what the ratio of tank strength in 1940 was. GHQ has included the following quotes for your examination.

"The German Army was actually inferior to the Allied Armies, not only in numbers of divisions, but particularly in numbers of tanks. While combined Franco-British forces had about 4,000 tanks, the German Army could field only 2,800. Nor did we have any real advantage in quality...But the decisive factor was...the breakthrough between Sedan and Namur we had massed seven of our ten panzer divisions...By dispersing their armour along the whole front ...the French High Command played into our hands and have only themselves to blame for the catastrophe which was to follow."

Major General F. W. von Mellenthin in Panzer Battles

"Hitler was...in position to deliver his onslaught on France with...the whole of the immense armour weapon of ten Panzer divisions, comprising nearly three thousand armoured vehicles, of which a thousand at least were heavy tanks...To meet such modern forms of war the French deployed about 2300 tanks, mostly light."

Winston S. Churchill in Their Finest Hour

"There was...approximate equality in numbers of armoured fighting vehicles...In general the French tanks were superior to the enemy's (German) in ruggedness and fire power, but this advantage was offset by limitations of range which restricted their mobility."

Basil Collier in The Second World War: A Military History

FRENCH DIVISIONS

Name & Number / Tanks:

6TYPE	R35	H35639	FCM36	D2	B.1	2-C	FT17	S35
Division								
Cuirassée								
1st D.C.R.		90			66			
2nd D.C.R.		90			66			
3rd D.C.R.		90			66			
4th D.C.R.*	135			45	66			

Division Legeres

Mecaniques								
1st D.L.M.		87					87	
2nd D.L.M.		87					87	
3rd D.L.M.		147					87	

Division

De Cavalerie
1st - 5th D.L.C. 110

FRENCH TANKS ATTACHED TO ARMIES

(Battalion size units)								
1st Army	90	90						
2nd Army	45		90					
3rd Army	180				6	126		
4th Army	90					63		
5th Army	135					63		
7th Army	90							
8th Army	90					126		
9th Army	90					63		
Armee Des Alpes						63		
Independent								
Companies		30		40	57		30	
Grand Totals	945	821	90	85	311	6	534	261

Notes: The French D.L.M. divisions had an establishment strength of 400 officers and 10,000 other ranks with 475 tracked and 1,200 wheeled vehicles also 1,500 motorcycles.

*The D.C.R. (Armoured Divisions) came into existence in January 1940. The 1st and 2nd D.C.R. divisions formed on January 16, 1940, the 3rd D.C.R. on March 14 and the 4th D.C.R. was a scratch formation commanded by Colonel De Gaulle. It was formed between May 16 - 28 and did not follow normal official establishment. The strength of the D.C.R. division was 310 officers and 6,200 other ranks, with 1,400 vehicles of which 550 were tracked.

The French also used obsolete tanks to guard airfields. The 70 ton "C" tanks were caught on a railway in June and destroyed. The FT had a maximum speed of 8kph and the Hotchkiss and B.1 bis had a radius of only 5 1/2 hours so these facts should be considered when comparing the various orders of battle.

ALLIED & GERMAN TANK COMPARISON STATISTICS-1940

Nation & Type	Weight (in tons)	Armour (thickest MM)	Speed (in kph)	Crew	Armament
French AFV's					
AMD Panhard	8	18	30	2	1-25mm 1-MG
Armoured Car					
D.1	11	30	40	2	1-47mm 2-MG
D.2	22	30	20	3	1-47mm 2-MG
FCM	12	40	24	3	1-37mm (1916) 1-MG
Renault 35	11	14	18	2	1-37mm (1916) 1-MG
Hotchkiss 35	12	15-18	15	2	1-25mm or 37mm 1-MG
6 39			40	2	1-MG
Somua	20	40	40	3	1-47mm 1-MG
B.1	33	40-80	40	4-5	1-75mm 1-47mm 1-MG

British AFV's

Light	4-5	12-14	48	3	1-LMG 1-MG
Cruiser	12-14	14-30	40	4-5	1-2pdr
Infantry	11	60	13	2	1-7.9MG
Heavy	25	78	24	4	1-7.9MG 1-2pdr

German Panzers & Czech Skoda

Pzkwf I	5.7	14	51	2	2-LMG
Pzkwf II	9	15	44	3	1-LMG 1-20mm
Pzkwf III	18-20	30	44	3-4	1-3.7cm 2-LMG
Pzkwf IV	22	43	49	5	1-7.5cm 2-LMG
Skoda	11.5	25	35	3	1-3.7cm 2-LMG



Char Bis I



Hotchkiss



Somua

PANZER DIVISIONS

(Establishment Strengths)

1940

Division & Commander / Tanks:

	Mark I	Mark II	Mark III	Mark IV	Skoda	Total
1. Kirschner	30	100	90	56	-	276
2. Veiel	30	100	90	56	-	276
3. Stumpff	140	110	50	24	-	324
4. Stever	140	110	50	24	-	324
5. von Hartlieb	140	110	50	24	-	324
6. Kempff	10	40	36	-	132	218
7. Rommel	10	40	36	-	132	218
8. Kuntzen	10	40	36	-	132	218
9. Hubicki	100	75	36	18	-	229
10. Schaal	30	100	90	56	-	276
TOTALS	640	825	564	258	396	2,683

Notes: Each division also had 56 wheeled armoured cars.

All ten German Panzer divisions were concentrated on the Northern Front. With some 2,683 tanks the Germans faced 1,520 French tanks scattered from Northern Belgium to Sedan and the piecemeal deployment of some 600 various AFV's the B.E.F. eventually committed.

The decisive blow was dealt by Panzer Group Kleist which comprised two Panzer Korps with the 1st, 2nd, 6th, 8th, & 10th Panzer Divisions. These 5 panzer divisions were the spearhead units which broke through French lines at Sedan and made the dash across France cutting the Allied forces in two, but more importantly, demoralized and confused the Allies.

The German Panzer Divisions were better organized, trained and concentrated. The Germans also had a definite speed advantage over the slower Allied tanks.

The British deployed the 1st Armoured Tank Brigade before May 10 and later added the 2nd Armoured Brigade and 3rd Armoured Brigade. Thick armour of the British Matilda proved to be the only positive aspect of the British AFV participation. The inability of the German tanks to penetrate the thick armor of the Matilda was the only main shortcoming of the Panzers in 1940.



Panzer I



Panzer II



Panzer III



Panzer 38t

HALFTRACKS WHAT EVER & HAPPENED TO? ARMORED CARS

The table top battle is set. One side has amassed ten JSIII Stalins, five Shermans, and five M48's. Against this powerful array of Allied armor, ten Jagd Tigers, five Panthers and five Tiger I's are lined up neatly. Several rugged wargamers assume their places at the battle table and temporarily abandon eating their Snickers to take turns moving their tanks.

No one, of course, dares to mention the fact that the opposing sides possess very un-representative tank types, no infantry and not a single non-tank vehicle. No one participating dares to mention that the game battle is unrealistic and lacking any degree of sophisticated adult wargaming techniques.

Finally, the first blow is struck as one former Snicker eater has rolled a 2, 4 or 6 with the die representing his Sherman and has thus knocked out a Jagd Tiger. He makes a muffled noise with his mouth similar to someone clearing his throat then puffing air to simulate the sound of an anti-tank shell being fired from a muzzled barrel. The battle goes on...

The satire above points out one glaring shortcoming of table top wargaming—the over concentration on tanks especially rare ones (i.e. Jagd Tigers). The average American armored division has 269 tanks true, but also 4,000-5,000 other vehicles. Trucks, half tracks, jeeps, cars, self-propelled guns and infantry were also used in World War II.

Undiscerning toy buyers occasionally penetrate the ranks of table top wargamers, but they are quickly discovered because their collections are top heavy in "glamorous" tank types and exclude anything resembling a balanced collection.

With the fantastic growth of wargaming both miniature and board variety, the time has come to progress and mature. Playability is always desirable, but a much higher standard is easily possible. It only takes a little imagination to use five Renaults, Matildas or PzKfw's II & III instead of the Stalins, Jagd Tigers and Panthers commonly seen in miniature battles.

The wider variety in your collection the more scenarios you can try in your table top battles. Instead of Battle of the Bulge and 1945 equipment why not try 7th Panzer Division vs. the British Matilda in 1940 or the KV against the PzKfw III and a German 100mm gun battery like Greece with tough tank terrain making it a challenge to use tanks tactically not simply as a piece represented by a die roll.

Table top battles have an unlimited area to explore, by employing many more factors such as armor penetration, speed, range, terrain, tactics as a few examples. Simultaneous movement also comes to mind, but without the "I won't move until you do," hangups. The movement method in Diplomacy is a good working example of simultaneous movement. It's quick and no lengthy arguments occur.

GHQ and Vivandiere advocate realism in wargaming and will provide ideas and products that hopefully will be a catalyst for better miniature wargaming. Next time you line up those tanks, have a few supply trucks, half tracks, infantry squads and jeeps cluttering the board and if you're extremely radical let one side have a bazooka man or two!

GHQ 1973 PRICE LIST

1:285 SCALE MICRO-ARMOUR

Micro Scale means Macro Battles!

All items in the GHQ micro-armour line are unpainted metal castings of the highest quality. They are all in a constant 1/285 scale designed specifically for wargaming. The line is sold in 5 packs only, 5 of each type in a box. New items are continually being added to the GHQ line including tanks and other vehicles from all nationalities. Ultimately, to allow a balanced collection, the line will include soft skins and support vehicles from all theaters of operation in WW II.

In the last ten years the number of military models, miniatures, and hobby products placed on the market has grown tremendously. Few of these products, however, are designed for wargaming usage, few are dedicated to quality detail and even fewer still have been designed at the outset to be a definitive series of miniatures for use in battlefield wargaming.

GHQ micro-armour in the 1:285 scale meets the demands of quality, product diversity and size necessary for efficient employment in armoured conflict simulation battles.

The 1:285 scale is large enough to enable you to recognize the sub-type of vehicle you are using, yet it gives you 9 times the scale area on your present wargaming table - much more than the smallest plastic models. Thus extremely accurate tank battles can be fought without covering the table with ponderously sized pieces.

The GHQ catalog provides price and statistical data on each piece in the GHQ line. GHQ micro-armour has a reputation for excellence in detail and accuracy. The 1973 catalog will hopefully allow you to diversify and improve your miniature collections. All prices in the catalog are for five pieces, and unlike other military miniatures, GHQ prices have remained constant since 1970 and we do not anticipate any price increases in the near future.

GHQ micro-armour can be obtained from your local hobby store through William K. Walther's Company, Inc. or Coulter-Bennett, Ltd. and by mail through Scale Models International, Inc., or directly through GHQ micro-armour 2634 Bryant Avenue South, Minneapolis, Minnesota 55408 USA.



GHQ Stuart and infantry in comparison to a paper matchbook match.



G1 PzKpfw 1b Light Tank \$1.95
Weight 5.7
Crew 2
Armament 2-7.92mm MG34
Ammunition 1525
Endurance 95/70 miles
Maximum Speed 25MPH
Armour 15-6mm

G2 PzKpfw 11B Light Tank \$1.95
Weight 10
Crew 3
Main Armament 1-2cm KWK38
Secondary Armament 1-7.92mm MG34
Main Ammunition 180
Secondary Ammunition 2550
Endurance 125 miles
Maximum Speed 30MPH
Armour 15-10mm



G3 PzKpfw 111E Med Tank \$2.20
Weight 20
Crew 5
Main Armament 1-37mm KWK45
Secondary Armament 2-7.92mm MG34
Main Ammunition 150
Secondary Ammunition 4500
Endurance 108/60 miles
Maximum Speed 24MPH
Armour 30-10mm

G4 PzKpfw 111F/G Med Tank \$2.20
Weight 20
Crew 5
Main Armament 1-5cm KWK42
Secondary Armament 2-7.92mm MG34
Main Ammunition 99
Secondary Ammunition 2000
Endurance 108/60 miles
Maximum Speed 24MPH
Armour 30-10mm



G5 PzKpfw 1VD Med Tank \$2.20
Weight 20
Crew 5
Main Armament 1-75mm KWK 24
Secondary Armament 1-7.92mm MG34
Main Ammunition 80
Secondary Ammunition 2700
Endurance 125/80 miles
Maximum Speed 26MPH
Armour 30-10mm

G6 PzKpfw Tiger I, E H Tank \$2.45
Weight 56
Crew 5
Main Armament 1-8.8cm KWK36
Secondary Armament 2-7.92mm MG34
Endurance 73/42 miles
Maximum Speed 23MPH
Armour 100-26mm



G7 PzKpfw 38t Med Tank \$1.95
 Weight 10
 Crew 4
 Main Armament 1-37mm KWK(A7)
 Secondary Armament 2-7.92mm (T)
 Main Ammunition 90
 Secondary Ammunition 2700
 Endurance 200 miles
 Maximum Speed 26MPH
 Armour 25mm



G8 SdKfz 251/1 APC \$1.95
 Weight 8.5
 Crew 12
 Armament 1 or 2 7.92mm MG34 or 42
 Ammunition 2010
 Endurance 190
 Maximum Speed 33MPH
 Armour 14.5-8mm

G9 SdKfz 231/1 Arm Car \$1.95
 Weight 8.2
 Crew 4
 Main Armament 1-2cm KWK30
 Secondary Armament 1-7.92mm MG34
 Main Ammunition 180
 Secondary Ammunition 2100
 Endurance 200 miles
 Maximum Speed 60MPH
 Armour 14.5-8mm



G10 PzJag 1B SPAT \$1.95
 Weight 6.5
 Crew 3
 Armament 1-4.7cm PAK(t)
 Ammunition 86
 Endurance 90/60 miles
 Maximum Speed 25MPH
 Armour 13mm

G11 PzJag Elephant TD \$2.45
 Weight 68
 Crew 6
 Main Armament 1-8.8cm PAK43/2
 Secondary Armament 1-7.92mm MG34
 Endurance 95/55 miles
 Maximum Speed 12.5MPH
 Armour 200-80mm



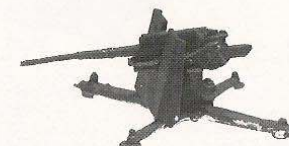
G12 105mm Gun Model 18 \$1.95
 Type Medium Artillery
 Muzzle Velocity 835m/s
 Rate of Fire 6
 Range 19,000m



G14 88mm FLAK 18-36 \$2.20
 Type AA and AT Gun
 Muzzle Velocity 770m/s
 Rate of Fire 15-20
 Range 14,680m



G13 150mm How Model 18 \$1.95
 Type Medium Artillery
 Muzzle Velocity 520m/s
 Rate of Fire 4
 Range 13,325m



G15 SdKfz 222 Arm Car \$1.95
 Weight 5
 Crew 3
 Main Armament 1-2cm KWK38
 Secondary Armament 1-7.92mm MG34
 Main Ammunition 180
 Secondary Ammunition 1050
 Endurance 220 miles
 Maximum Speed 50MPH
 Armour 14.5-8mm

G16 Marder II SPAT \$1.95
 Weight 11
 Crew 3
 Armament 1-75mm PAK40/2
 Ammunition 37
 Endurance 120 miles
 Maximum Speed 25MPH
 Armour 35-10mm



G17 StuG IIID SP Artillery \$2.20
 Weight 22
 Crew 4
 Armament 1-75mm KWK L/24
 Ammunition 44
 Endurance 102/59 miles
 Maximum Speed 25MPH
 Armour 50-11mm

G18 SdKfz 250/1 Scout HT \$1.95
 Weight 6
 Crew 6
 Armament 1 or 2 7.92mm MG34-42
 Endurance 200 miles
 Maximum Speed 40MPH
 Armour 14.5-8mm





G19 Panther G \$2.45
Weight 49.9
Crew 5
Main Armament 1-75mm KWK42
Secondary Armament 3-7.92mm MG
Main Ammunition 82
Secondary Ammunition 4200
Endurance 124
Maximum Speed 28.39MPH
Armour 80-15mm

G20 Wespe \$1.95
Weight 11.5
Crew 5
Main Armament 10.5mm LEFH 18/2
Secondary Armament 1-7.92MG
Main Ammunition 32
Maximum Speed 48km
Armour 10-20mm



G21 GW.L.R.S 150mm \$1.95
Weight 8.36
Crew 4
Main Armament 150mm L/17
Main Ammunition 8
Maximum Speed 21MPH
Armour 10-5mm

G22 PzIV/F2 \$2.45
Weight 23.6
Crew 5
Main Armament 75mm KWK40
Secondary Armament 2-7.92mmMG
Main Ammunition 87
Secondary Ammunition 3150
Endurance 200
Armour 80-10mm

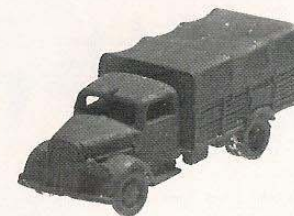


G23 75 StuG-F \$2.20
Weight 22
Crew 4
Main Armament 75
Secondary Armament 1-7.92MG
Main Ammunition 44
Secondary Ammunition 600
Endurance 164
Maximum Speed 40km
Armour 15-90

G24 105 StuH-F \$2.20
Weight 23
Crew 4
Main Armament 105
Secondary Armament 1-7.92MG
Main Ammunition 36
Secondary Ammunition 600
Endurance 169
Maximum Speed 40km
Armour 15-90



G25 3T Opel Blitz \$2.45
Weight 1.75
Crew 2-3
Endurance 250
Speed 53MPH



G26 Jagdpanther \$2.45
Weight 45.5
Crew 5
Main Armament 188mm PAK43/3
Secondary Armament 17.92MG
Main Ammunition 60
Secondary Ammunition 600
Endurance 140
Maximum Speed 30MPH
Armour 80-17mm

G27 PzIIIM \$2.20
Weight 22.3
Crew 5
Main Armament 1-5cm. KWK39
Secondary Armament 2-7.92MG
Main Ammunition 98
Secondary Ammunition 2550
Endurance 93
Maximum Speed 25MPH
Armour 90-14mm



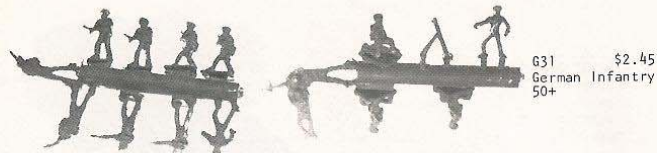
G28 PzIIIN \$2.20
Weight 22.3
Crew 5
Main Armament 7.5 KWK24
Secondary Armament 2-7.92MG
Main Ammunition 64
Secondary Ammunition 3450
Endurance 93
Maximum Speed 25MPH
Armour 90-14mm

G29 Flamm PzIII \$2.20
Weight 22.3
Crew 5
Main Armament Flamethrower
Secondary Armament 2-7.92MG
Main Ammunition 1000 litres
Secondary Ammunition 3450
Endurance 93
Maximum Speed 23
Armour 90-14mm



G30 Marder III 76 \$1.95
Weight 10.8
Crew 4
Main Armament 1-76mm
Secondary Armament 1-7.92
Main Ammunition 30
Secondary Ammunition 1500
Endurance 113
Maximum Speed 26MPH
Armour 52-8mm

Flamm PzIII not pictured.



G31 German Infantry
50+ \$2.45

IT1 M13/40 Med Tank \$1.95
Weight 14
Crew 4
Main Armament 1-4.7cm
Secondary Armament 3-8mm Breda
Main Ammunition 87
Secondary Ammunition 3048
Endurance 125 miles
Maximum Speed 19MPH
Armour 40-14mm



IT2 M11/39 \$2.20
Weight 10.8
Crew 3
Main Armament 1-37mm
Secondary Armament 2-8mm MG
Ammunition 84
Secondary Ammunition 2800
Endurance 124.3
Maximum Speed 20.51MPH
Armour 30-6mm

UK1 Crusader I Cruiser \$2.20
Weight 19
Crew 5
Main Armament 1-2pdr.
Secondary Armament 2-7.92mm Besa
Main Ammunition 110
Secondary Ammunition 5000
Endurance 125 miles
Maximum Speed 26MPH
Armour 40-7mm

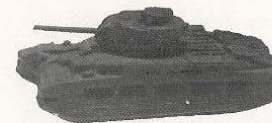


UK2 Crusader II Cruiser \$2.20
Weight 19
Crew 4
Main Armament 1-2pdr.
Secondary Armament 1-7.92mm Besa
Main Ammunition 110
Secondary Ammunition 5000
Endurance 100 miles
Maximum Speed 26MPH
Armour 40-7mm

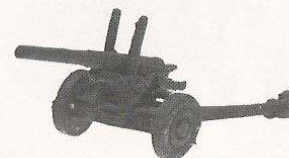
UK3 Crusader III Cruiser \$2.20
Weight 20
Crew 3
Main Armament 1-6pdr
Secondary Armament 1-7.92mm Besa
Main Ammunition 65
Secondary Ammunition 3750
Endurance 100 miles
Maximum Speed 27MPH
Armour 51-7mm



UK4 Matilda III Inf Tank 1.95
Weight 27
Crew 4
Main Armament 1-2pdr
Secondary Armament 1-303in.
Main Ammunition 93
Secondary Ammunition 2925
Endurance 70 miles
Maximum Speed 15MPH
Armour 78-20mm



UK5 Daimler Armoured Car \$1.95
Weight 8.5
Crew 3
Main Armament 1-2pdr
Secondary Armament 1-7.92mm Besa
Main Ammunition 52
Secondary Ammunition 2700
Endurance 252/144 miles
Maximum Speed 50MPH
Armour 16-14mm



UK6 5.5 in. Gun/How \$1.95
Type Medium Artillery
Muzzle Velocity 510m/s
Rate of Fire 2
Range 16.630m



UK7 M3 Grant Med Tank \$2.20
Weight 28.5
Crew 6
Main Armament 1-75mm+1-37mm
Secondary Armament 1-30in
Main Ammunition 65+139
Secondary Ammunition 4000
Endurance 144 miles
Maximum Speed 26MPH
Armour 57-13mm



UK8 25# Gun/How \$1.95
Type Field Artillery
Muzzle Velocity 450m/s
Rate of Fire 5
Range 12.253m



UK9 17# AT Gun \$1.95
Type Anti-tank Gun
Muzzle Velocity 950m/s
Rate of Fire 20
Range 10,520m

UK10 Churchill III "I" Tank \$2.45
Weight 39
Crew 5
Main Armament 1-6pdr
Secondary Armament 2-7.92mm Besa
Main Ammunition 84
Secondary Ammunition 9450
Endurance 120 miles
Maximum Speed 16MPH
Armour 88-16mm



UK11 Honey \$1.95
Weight 13 1/2
Crew 4
Main Armament 1-37mm
Secondary Armament 3-30in MG
Ammunition 103
Secondary Ammunition 8270
Endurance 70
Maximum Speed 36MPH
Armour 43-16mm

US1 M4 Sherman Med Tank \$2.20
Weight 30
Crew 5
Main Armament 1-75mm
Secondary Armament 2-.30in
Main Ammunition 97
Secondary Ammunition 4750
Endurance 85
Maximum Speed 24MPH
Armour 76-12mm



US2 M3 Lee Med Tank \$2.20
Weight 31
Crew 6
Main Armament 1-75mm+1-37mm
Secondary Armament 4-.30in MG
Main Ammunition 41+179
Secondary Ammunition 8000
Endurance 146 miles
Maximum Speed 22MPH
Armour 50-13mm

US3 M3 Half Track APC \$1.95
Weight 10
Crew 13
Armament 1-.30in MG
Ammunition 4000
Endurance 215/180 miles
Maximum Speed 45MPH
Armour 13-6mm



US4 M3 Stuart Light Tank \$1.95
Weight 12.5
Crew 4
Main Armament 1-37mm
Secondary Armament 2-.30in
Main Ammunition 103
Secondary Ammunition 8270
Endurance 70 miles
Maximum Speed 36MPH
Armour 38-12mm



FR1 Char BI Bis H Tank \$2.20
Weight -
Crew 4
Main Armament 1-75mm+1-47mm
Secondary Armament 1-7.5mm MG
Main Ammunition 77+50
Secondary Ammunition -
Endurance 280(?)
Maximum Speed 18MPH
Armour 60-20mm



FR2 Lorr.Ch.38L \$1.95
Weight 5.5
Armoured Personnel Carrier and
Munitions Supply Wagon, Unarmed
Endurance 170 miles
Maximum Speed 22MPH
Armour 6mm



FR3 H-39 \$1.95
Weight 13
Crew 2
Main Armament 1-37mm
Maximum Speed 22
Armour 45mm



FR4 S-35 Somua \$2.20
Weight 22.1
Crew 3
Main Armament 1-47mm
Secondary Armament 1-7.5mm
Ammunition 118
Secondary Ammunition 1250
Endurance 161/80
Maximum Speed 23MPH
Armour 55-14mm



R1 T34/76B \$2.45
 Weight 28
 Crew 4
 Main Armament 76.2mm L41.2
 Secondary Armament 27.62mm MG
 Main Ammunition 77
 Secondary Ammunition 2394
 Endurance 280
 Maximum Speed 31
 Armour 60-15mm

R2 T34/85 \$2.45
 Weight 31.5
 Crew 5
 Main Armament 1-85mm L51.5
 Secondary Armament 2-7.62mm MG
 Main Ammunition 55
 Secondary Ammunition 2394
 Endurance 220
 Maximum Speed 31
 Armour 60-15mm



R3 KV1 \$2.45
 Weight 46.35
 Crew 5
 Main Armament 1-76.2mm L24
 Secondary Armament 2-7.62mm MG
 Main Ammunition 111
 Secondary Ammunition 3024
 Endurance 140
 Maximum Speed 22
 Armour 106-30

R4 KV2 \$2.45
 Weight 53
 Crew 6
 Main Armament 152mm 40 L/20
 Secondary Armament 2-7.62mm MG
 Main Ammunition 36
 Secondary Ammunition 3087
 Endurance 100
 Maximum Speed 16
 Armour 105-35



SHAZZAM!

These items are so new there are no pictures yet--next issue--but they are available.

G32	Tiger II	heavy tank	\$2.45
G33	SdKfz 251/10	halftrack	1.95
G34	SdKfz 250/8	HT-AC	1.95
G35	Hummel	SP howitzer	2.45
R5	JS II	heavy tank	2.45
R6	SU 85	TD-SP gun	2.45
R7	KV 85	heavy tank	2.45

DIVERSE SUBJECTS

The next issue of La Vivandiere will include photos of the new items in the G.H.Q. line, a special profile on a rare vehicle, and an article on painting and detailing among others.

The newest military miniatures shop to open in the G.H.Q. home area is Dick Winther's La Belle Alliance, St. Louis Park, Minnesota. Located in the R.W. Music Store, La Belle Alliance carries a complete range of wargame and collectors miniatures.

Note: Sci-Fi articles should be submitted to Fanzines(Yuck!), La Vivandiere will not accept them because they are too... warped!

La Vivandiere is interested in publishing any a.f.v. photos you might have to offer from your own private collections. Letters of reaction or comment from the readers are encouraged and may well be read.

As always, requests for new vehicles are the basis for new additions to the line.

La Vivandière Magazine

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 Minneapolis, Minn., 55408

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