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ISSUE 410  
FEBRUARY 2022  
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**HISTORICON 2021**  
How was it for the King of Prussia?



**SAVING PRIVATE RYAN**  
Comic book style painting



**WARGAMES ILLUSTRATED AWARDS**  
The 2021 results are in!

NAPOLEONIC BATTLES: EPIC PAINTING, EPIC GAMING, AND TABLETOP TACTICS

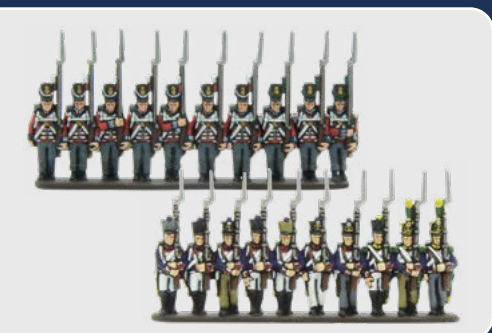
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*illustrated*

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## FROM THE EDITOR

All hail the 2021 *Wargames Illustrated* award winners! Whether you voted for them or not, I am sure you will be interested to read about the winners and runners-up in the eight categories that made up our annual awards, as voted for by *Wargames Illustrated* magazine readers and social media followers. Turn to page 52 to check out all the podium finishers.

In tandem with your bagged freebie frame\*, our magazine theme for this month sees us return to the battlefields of the Napoleonic Wars. In *Frame Focus* on page 58 we present a guide to painting your newly acquired Waterloo Campaign Epic British or French Infantry - the frames have been bagged randomly - only Lady Luck (or you rooting around on the shelves) can decide which frame you will get with your magazine. We also provide you with a guide to making bases for the figures on page 78. Don't feel obliged to paint your figures, you can have great fun gaming with them *au naturel*, as proved by our Epic scale newbies on page 32.

We will be providing you with freebie gifts again throughout this year, and whilst I'm not going to spoil the surprise by telling you what lies ahead (partly because I don't know some of them yet!), stick around and I'm sure you won't be disappointed.

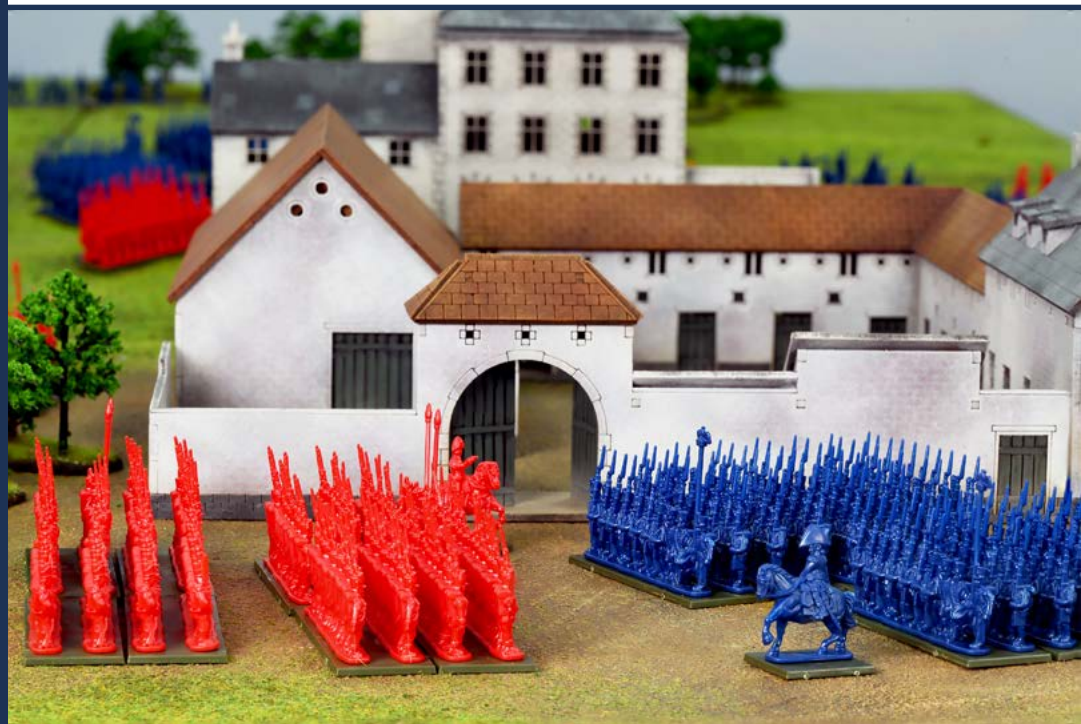
Happy reading and gaming.

Dan Faulconbridge  
Owner and Editor

*This month's cover artwork is British Riflemen at La Haye Sainte by Chris Hook, from WAR47 British Rifleman 1797 - 1815 © Osprey Publishing www.ospreypublishing.com.*

*Below: Warlord Games Black Powder Epic British and French infantry clash in front of a Sarrissa Precision MDF La Haye Sainte.*

*\*Unfortunately not available to EU subscribers.*



## CREDITS

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3x Panzer IV Tanks

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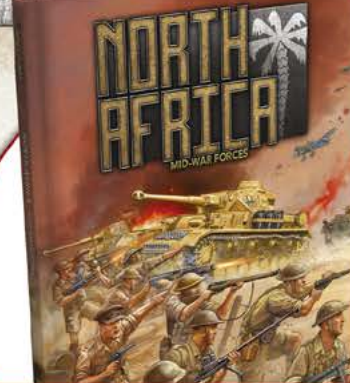
Shown here the contents  
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# QUICK FIRE!

Short, quick-read posts from *Wi* readers about their hobby projects, notes, news, and observations.

## STALINGRAD GOES BIG!

By Matteo Pasi

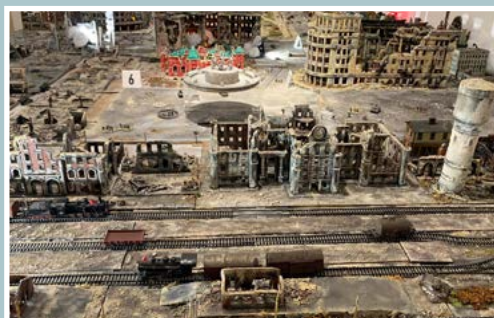
Sam Mustafa wrote an article about playing big battles in *Wi408*; while the most obvious options were the ways the miniature count on the table can be reduced, there is also the opportunity to enlarge the battlefield to fit many figures. Alberto Ciabattoni of the GMBS Faenza (Scale battles and modelling club Faenza) opted for the second choice to accommodate his large WWII Russian Army.

The battle of Stalingrad is one of the most iconic of World War Two, and offers terrain making options galore for the hobbyist. Alberto decided to recreate the centre of the city in 1:100 scale for his ambitious project that ended up taking more than ten years to complete.

Alberto and Carlo (a former interior architect) studied historical photos, then projected the most important buildings of the city and made them from scratch using a wide range of materials.

All the main buildings from the battle have been reproduced exactly as they were, and other peripheral terrain has been constructed in a more generic style to match the rest of the city. The largest buildings can be opened to house miniatures.

The central diorama represents the Red Square with its big department stores. Other quarters of the city have their own dioramas, with the rail station, granary storage, Pavlov's House (to take just this fortified house, the Germans lost more men than in the whole battle for Paris), and Red October tractor factory.



## MORE **QUICK FIRE!** PLEASE!

Send us your Quick Fire! pieces and get yourselves a FREE magazine or Giants in Miniature figure.

Please get in touch with a photo or two and less than 500 words of text about anything similar to what you have seen in this column: so that's painting or modelling projects, rules, wargaming notes, and observations.

Send your emails to: [wi@wargamesillustrated.net](mailto:wi@wargamesillustrated.net)

Use the subject title 'Quick Fire!'.





Above: Real grain elevator.  
Below: Grain elevator model.



Above: Real steam mill.  
Below: Steam mill model.



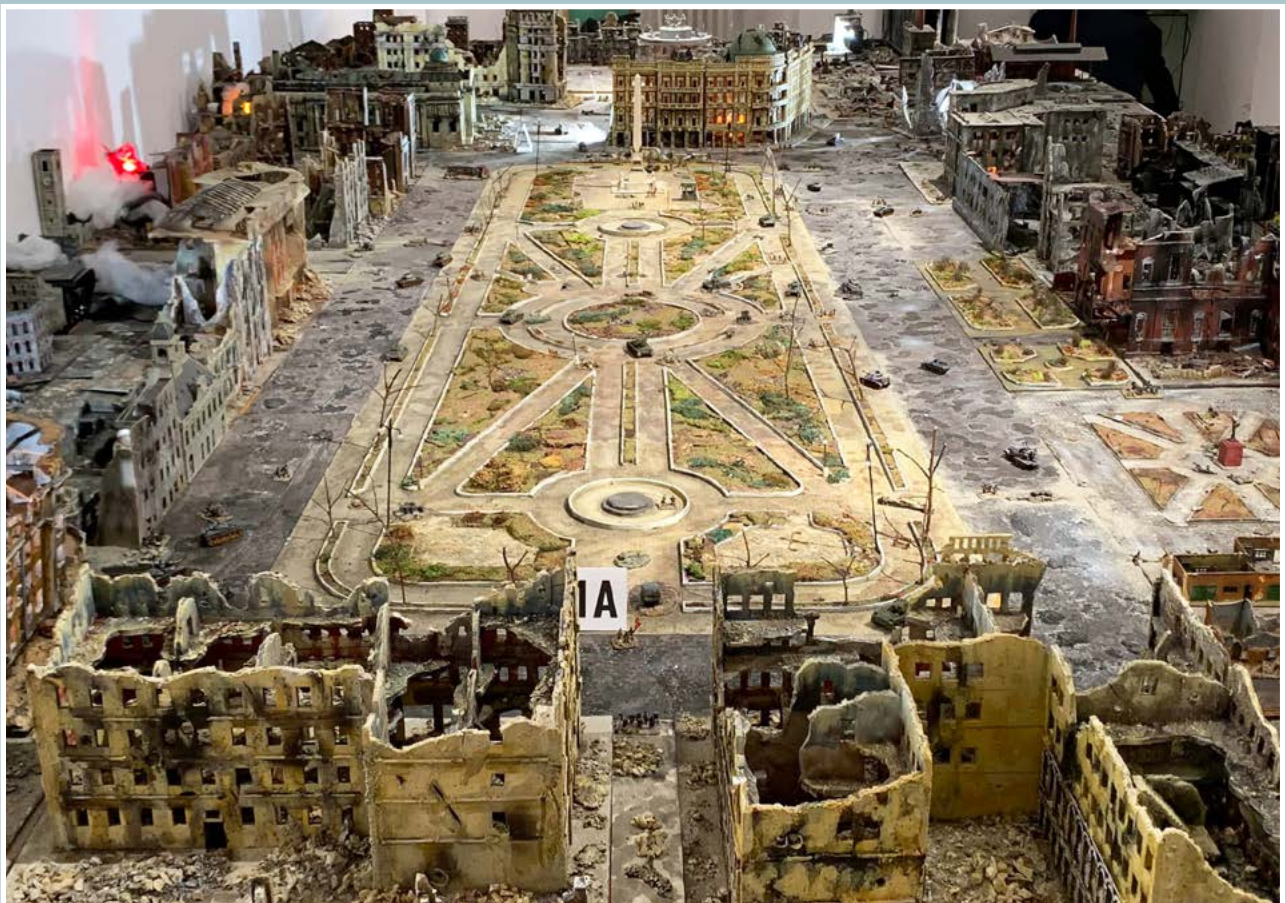
Above: Pavlov's House in reality.  
Below: Pavlov's House model.



A special place was reserved for the famous fountain of the dancing child and crocodile. The fountain itself was made in 1:100 and in a larger scale to help the viewer better see the details.

Alberto made a system of movable tables with rails. It is possible to lift them off, enter in and move miniatures, before closing again. This means that, yes big games can be played on the table!

With Stalingrad almost finished, Alberto is planning to create a new, equally ambitious project: ancient Rome, so stay tuned. By his current rate there will be news around the end of 2030!



## CONSTRUCTING A TOWERING 28MM STORAGE SHACK

By Rich Murland

My latest terrain piece has been several weeks in the making but now stands tall and proud on my gaming board. The idea behind the piece was to create a large central structure for narrative gameplay that can be used in a variety of tabletop games.

The main structure comprises of solid wooden pieces clad in XPS foam. This supports the height and weight of the rest of the build. The foam is glued in place and carved with a foam cutter and craft knife to create a layered rock effect full of cracks and crevices.

Creating the main buildings was the next task; I used thin sections of timber to manufacture a framework into which planks and doors could be fitted. The planks were individually cut from lollipop sticks and scored with a craft knife to give the timber a rough sawn appearance that drybrushing would show off.





The pipes are old pieces of plumbing pipe, and the roof details were added through painstaking hours gluing individually cut cardboard tiles in place.

Once the construction was finished, the painting could begin. Spray primer was not used as the propellant would melt the foam; so, with black brushed on, I began to apply increasingly lighter shades of grey on the rocks, ending with a white drybrush. Each building was drybrushed in brown wood and blue for the tiles, and I used rust effect paints from Games Workshop on the pipes - Typhus Corrosion drybrushed with Ryza Rust and finished with a subtle drybrush of a bright orange to pick out the edges.

Finishing details such as scatter grass, moss, and liquid ooze seeping from the lower pipe, are a fun way to finish off a build like this.



*Rich has got lots more 'builds' in his portfolio, including The Twin Dragons Inn; a derelict tavern, seen here.*



You can see more of my work at my terrain building website:  
[redrockscenery.squarespace.com](http://redrockscenery.squarespace.com)

## WHAT NO SHERLOCK?

By Gerald Scase

Like many wargamers of an advanced age, I've got quite a large collection of figures and terrain. For a while I've been looking for an excuse to start on something new because I never get rid of the old stuff. For over a decade I'd toyed with the idea of buying some of Wargames Foundry's Victorians, but never quite pushed myself over the gain line, so to speak.

Then, following an unexpected early retirement, I turned my hand to writing and became a published author. My latest crime novel, *Fatal Solution*, was published by Seren Books in May 2021 and was the impetus to buy more figures. I write late Victorian crime, so why not have a little collection to brighten up my writing environment?

I am fortunate to be a member of one of the longest running wargames clubs in the country - Shrewsbury Wargames Society - formed in 1969. Once the figures were painted, I was keen to show them off. I'm a decent painter, but these were done by club member Tom Corbett and photographed by club member Paul Tittley.

It's amazing how much fun you can have with less than thirty figures, a few buildings, and negligible terrain. The scenario I devised had two police squads searching for a serial killer. They had to interview members of the public to get information (based on a dice roll).

The three pieces of information revealed how the killer would arrive on table, where, and when. Each piece of information could only be revealed once, so the police squads were in competition for the glory. To make things difficult the killer had a gang of toughs protecting the streets to allow him to carry out his evil deeds. I also included a bank of fog that moved randomly each turn.

The villain eventually arrived by hansom cab, which was leapt upon by a plucky constable. A foot chase ensued but eventually the killer was overpowered and brought to justice.

The rules used were the wonderful *Mad Dogs with Guns* by Howard Whitehouse and Roderick Robertson, which I use for my prohibition collection; though I also regularly use Foundry's free *Rules With No Name* from their Western collection.

Shrewsbury Wargames Society welcomes experienced wargamers and beginners. Formerly an entirely historical wargaming group, we now cater for fantasy and science fiction as well. Please look us up on our internet page [shrewsburywargamesociety.org.uk](http://shrewsburywargamesociety.org.uk) and on Facebook.



## THE ULTIMATE MACEDONIAN REPELLENT

By Owen Chow

My first exposure to the Ancient Indians were the gaudy, stampeding elephants in *Alexander* (2004). While the merits of the film are debatable, the Battle of the Hydaspes is still a cinematic spectacle, showcasing the power and momentum of an elephant charge. Many summers later, I wanted a new 1/72 ancient army and I wanted something with elephants because elephants are amazing. I decided to keep the Seleucids for next time and recreate an army from the Mauryan Empire instead. The Ancient Indians are relatively unexplored in wargaming; their customs and culture, manifesting in their appearance and colour palette, are so different from many other ancient armies.

After making the four 'arms' or categories of the Ancient Indian army - infantry, chariots, cavalry, and elephants - I've got some painting and modelling tips for any aspiring rajas attempting to hurl the Macedonians back from whence they came. Indian peoples come in a variety of skin colours; they range from a very light skin to a very dark, so it's possible to have a very diverse looking army. For visual consistency I've found that having a unifying tone, such as a particular brown as a basecoat or a shade, helps tie the army together. I tried depicting some of my figures

with very light skin, but they stood out too much from the rest of the army, so I gave them a brown wash to help them fit in.

Nearchus said that the Indian wore white linen garments; so, apart from being very easy to paint, this is also great for linking units under the same army. Together with the large areas of bare skin, you end up with a strong two-colour palette; hues of brown and white, which looks great on the tabletop.

In terms of armour, I've found bronze works better than iron because it matches better with the warmth of Indian skin tones. Arrian noted that wealthy Indians dyed their beards in a variety of colours, such as white, green, purple, and crimson. I think that's a great opportunity to have some unconventional looking leaders - historically accurate kings with green beards!



## TANKS FOR THE MEMORIES

By James Glen

I've been working on new techniques since my last pictures of British WWII tanks were shown in Quick Fire, and I wanted to share my progress. These are all Battlefront *Flames of War* miniatures which I purchased already painted (badly!) from eBay.

I stripped them all back to bare plastic before priming with Army Painter Brush-On Primer to start from a smooth first coat. The M26 Pershing was basecoated with Humbrol Olive Drab, and the Tiger and Panther were basecoated with Vallejo Field Grey, then Panel lines and other shading was done with Army Painter Dark Tone.

A coat of varnish went over the top of this before decals were applied and sealed in with another coat of varnish.

The Tiger and Panther got Vallejo Hull Red sponged onto high-wear areas, then Humbrol Dark Earth weathering powder was liberally applied to all three. I finished off the Panther with lots of Citadel Stirland Mud and gave all three another coat of varnish to finish them off.

When I look at my latest models and compare them to the *Team Yankee* Brits I'd painted (*Wi399*), I can see how far I've come.



Above: One of James' Brits from *Wi395's Quick Fire*.



One final observation I have is that there are some great opportunities for unifying symbols in Indian culture, which would be completely different from most western armies; Ancient Indian banners depicted the stars and moon, while some warriors wore garlands of flowers and tiger skins. I've used the lotus flower as a recurring symbol in my army, painting it in freehand on my elephant and on a chariot.

For a video guide of the Ancient Indians, please visit my YouTube channel: [youtube.com/CenturionCommodus](https://www.youtube.com/CenturionCommodus)





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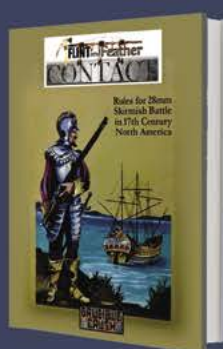


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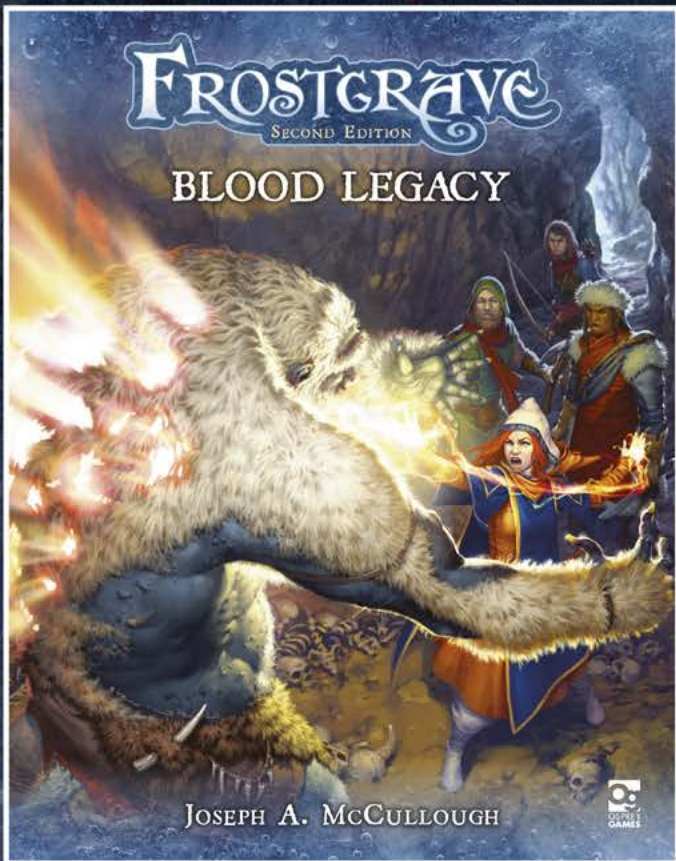


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The destruction of the old city has brought one other boon to the vampires – giant's blood. While giants used to live out of reach to the far north, in the intervening millennium, they have descended on the city in large numbers. Their blood is like an elixir to the vampires, filling them with strength and magical power.

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# OBSERVATION POST

New and forthcoming wargames  
stuff you need to know about

## RULES, SUPPLEMENTS, FIGURES, TERRAIN, HOBBY GEAR, AND MORE

### ARTEMIS WARFARE - BATTERING RAM AND SIEGE TOWER

Artemis Warfare is a new company venturing into the already packed realm of MDF kits. Thankfully it is one trying to do things a little differently with a focus on the elements of siege warfare and 'do it yourself' kits or finished models available.

We wanted to build our models and took on two kits - a smaller Battering Ram and the impressive Siege Tower with Ram. Both come in packs containing the various MDF and thick paper sheets, dowels, and strings required to make them, along with instructions. It's an intimidating amount of stuff at first, more complex than many MDF offerings, but that complexity means more detail. By following the thorough instructions, you'll find yourself able to build the kits without too much confusion, but some parts are rather fiddly; we'll get to them shortly.



*Loads of bits and this is the simpler, smaller of the two kits!*



### UNDER THE MICROSCOPE

#### ARTEMIS WARFARE?

With over a decade of experience making dolls houses and accessories, the husband-and-wife team behind Artemis are now translating some of the skills used in that realm to the world of wargaming accessories and terrain. This is primarily the passion project of husband Paul, and currently the kits reflect his fascination with Ancient and Medieval technology and siege warfare.

Both kits are listed as Assyrian, but that's primarily because their designs are based on relief images from Assyria made around the 9th to 8th Century BC. The models will comfortably represent anything from the later Bronze Age to the late Iron Age, so that covers the Trojan War (a Trojan Horse is also available from Artemis Warfare, though it's possible that the 'Horse' itself may have looked more like these kits do) to the fall of the Assyrian Empire.



*Above: The Battering Ram, following our paint job.*



*Above: The Siege Tower, with paint applied.*

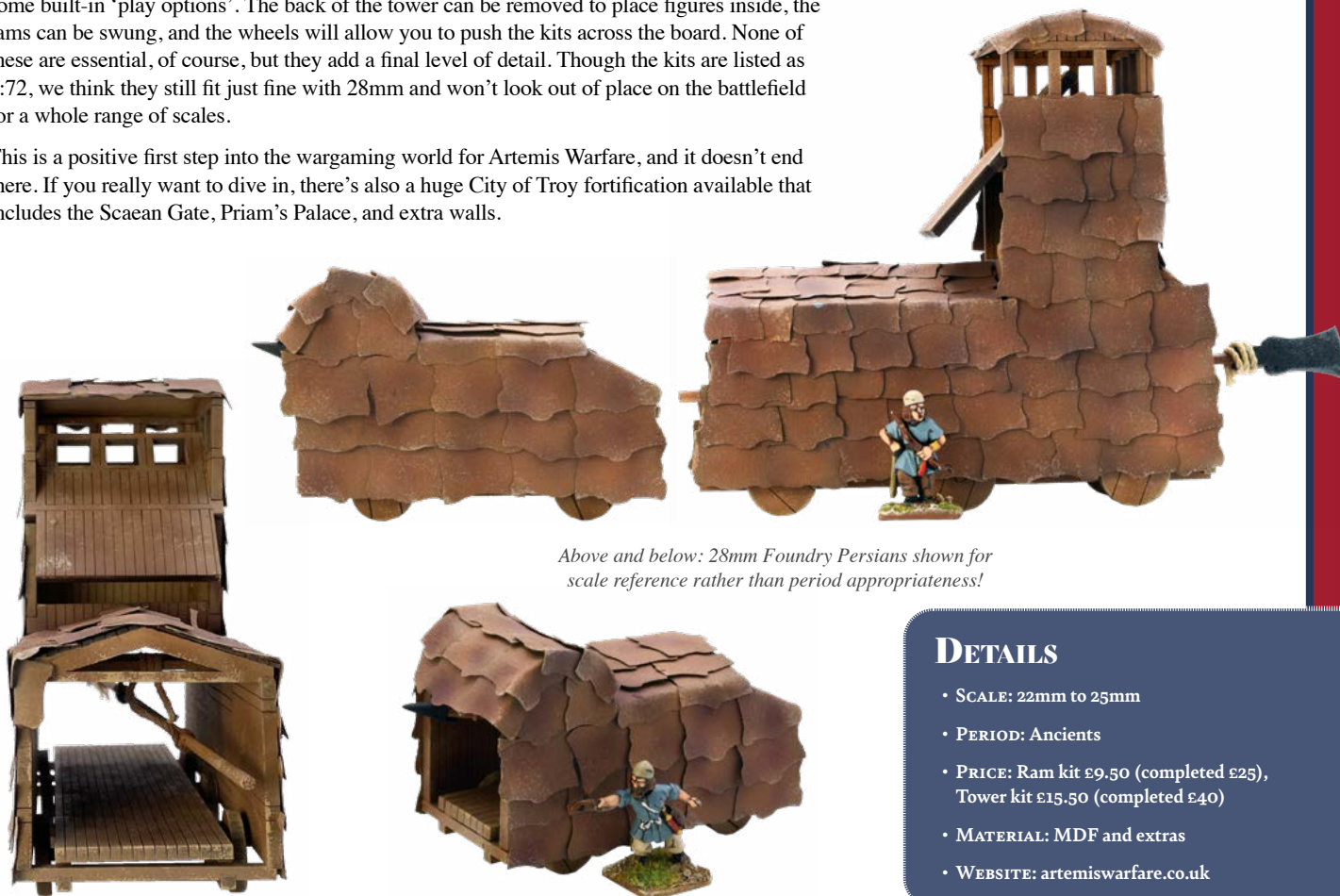
Both siege engines are wheeled and covered in protective hides. The smaller ram is pointed to gouge at mud bricks while the large ram on the Tower kit is particularly distinctive - a blade-like shape that would have found weaknesses between the blocks of walls.

If building isn't your thing, you'll be as happy as Alexander when Tyre fell to hear that these siege offerings can also be ordered as completed models. You will have to pay extra, of course, but considering the complexity of these kits, the prices seem to be, if anything, a little too reasonable. The finished Siege Tower, which took our in-house painter Marc a good few hours to build and paint - will cost you just £40 (\$55 US). We can't speak for the quality of Artemis Warfare's finishing on the completed pieces as we were only sent the kits, but the photos of them on the Artemis website certainly look good.



When you've got your finished Ram or Siege Tower on the tabletop, you can have fun with some built-in 'play options'. The back of the tower can be removed to place figures inside, the rams can be swung, and the wheels will allow you to push the kits across the board. None of these are essential, of course, but they add a final level of detail. Though the kits are listed as 1:72, we think they still fit just fine with 28mm and won't look out of place on the battlefield for a whole range of scales.

This is a positive first step into the wargaming world for Artemis Warfare, and it doesn't end there. If you really want to dive in, there's also a huge City of Troy fortification available that includes the Scaean Gate, Priam's Palace, and extra walls.



*Above and below: 28mm Foundry Persians shown for scale reference rather than period appropriateness!*

## DETAILS

- SCALE: 22mm to 25mm
- PERIOD: Ancients
- PRICE: Ram kit £9.50 (completed £25), Tower kit £15.50 (completed £40)
- MATERIAL: MDF and extras
- WEBSITE: [artemiswarfare.co.uk](http://artemiswarfare.co.uk)

## HOBBY CORNER



The build begins with the MDF frame on both models, and the instructions won't steer you far wrong for their construction. We felt that some bullet points would make the steps easier to read, but the illustrated diagrams were particularly helpful throughout the build. There are 'when to paint' moments suggested, but Marc, who built our kits, threw caution to the wind and fully constructed the kits before touching a paint brush; he found that option was absolutely fine.

Wooden dowels support strings that suspend the rams; these fit into the MDF frame. This is the trickiest part of the build and will require some patience to bring together. If you got your knot tying badge at Scouts you might fare a little better than we did! Our main tip is to trust that gravity will gradually pull the suspended rams into a more natural looking sitting angle if they at first seem to be pointing in an odd direction. Perhaps leave the string lengths a little longer than we did too; our rams sit a tad higher than we'd have liked. It's worth pointing out that one of the doweling lengths for the Siege Tower is listed incorrectly in the instructions. Use what's provided as is - it is all cut correctly (at least it was in our pack) and will work 'out of the box'. Don't be tempted to cut the dowel down.

We used superglue to put the kit together, and if you do the same, you'll need to use quite a lot of it. For the ease it adds to the build process we think the glue tax is worth paying!

When the frame's made, it's time to cover it in protective hides. The exact placement is down to you, but you'll help yourself out a great deal by wetting the paper (do a bunch at once) before application and of course working from bottom to top for the overlap.



*Above: Hanging the tricky ram on the smaller Battering Ram kit and stringing up the large one for the Siege Tower.*



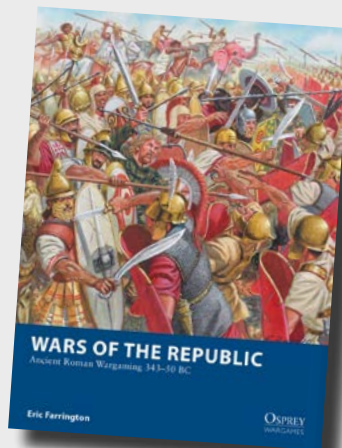
*Above: Covering the tower took us a while but it was quite a relaxing and rewarding experience once we found our flow.*

## OSPREY GAMES – WARS OF THE REPUBLIC

*Wars of the Republic* is the latest in Osprey's blue book range of wargames rules and covers the battles and campaigns of the Roman Republic, its enemies, and its allies. The book's author, Eric Farrington, previously penned Osprey's *Men of Bronze* rules; they focused on Greek Hoplites, so this could be considered something of a follow up. Central among the events of the *Wars of the Republic* (*WotR*) rules are the wars of unification and conquest in Italy and 'of course' the Punic Wars against Carthage.

The book follows the usual blue book format by focusing on the gaming of the wars; there is little in the way of history, but as the author points out in the introduction, there is an already intimidating library's worth of books out there from which to study the background.

What follows is a set of rules that is familiar and uncomplicated in many ways, yet has depth to its systems thanks to some modifiers. This depth could either enrich and enhance your gaming or confuse and mangle the accuracy, depending on your perspective! It is designed to be scale- and model-agnostic, and therefore it is an accessible introduction to gaming the period and its campaigns, yet it gets a little trickier to play because of this openness. Intrigued? Read on!



### THE COMMANDER'S EYE IS ON YOU!

The book sets out the basics - a D6 system of troops fighting as units with relatively few restrictions - before getting into the meat of the rules and the game's main method of command modification, the 'Commander's Gaze'. This is *WotR*'s unique selling point - each unit in play generates a point of Commander's Gaze at the start of each turn, and this pool of tokens can then be called upon to use as a modifier or interruption during gameplay.

Unlike other many other Ancients rulesets, where the general must command all that their units do very specifically, in *WotR* units can activate, move, and fight without any direct input from the general. Commander's Gaze tokens can, however, be discarded to generate additional effects such as rallying, changing formation, re-rolling, etc. They can also enhance actions, such as boosting your move into combat, changing it to a charge and improving your chances of victory.

Things get more interesting when the Gaze is used to interrupt; you can spend tokens to seize the initiative from your opponent or interdict their moves. Seizing initiative can hamper your enemy's plans, but with a limited amount of Commander's Gaze each turn that may leave your supply short for a vital reroll or rally later. This system makes for a more unpredictable game than the common *Igougo* rules where the play order is set in stone; it will allow experienced commanders to balance the risk of each action and boost units where they see fit.

### The Commander's Gaze

The commander was the heart and soul of the ancient army. If the commander fell, the army would fall. Therefore, the fate of each commander had significant impact and influence on the outcome of the battle. The commander would personally direct troops in the Mediterranean military tradition. Many ancient commanders died in battle with their peers and rivals.



### UNDER THE MICROSCOPE

#### DISCOVERING ANCIENT FOOTPRINTS

The game's design philosophy is that units have a footprint rather than a formation and the leader of the unit becomes the Focal Point from which all measurements are taken. This leader should be in the front and centre of the unit to determine facing, but beyond that it is a loose system; troops can be generalised into generic types, which allows the rules to cover all armies and battles. This means that players can abstract forces from any period not covered and use them within the framework of *WotR*'s rules.

### DETAILS

- SCALE: Any
- FIGURES PER SIDE: Very scalable but 50 to 100 is a good start
- PERIOD: Ancients
- PRICE: £12.99 (eBook £11.69)
- FORMAT: 64-page softback book
- AVAILABLE FROM: [ospreypublishing.com](http://ospreypublishing.com)

### SIMPLE AND ACCESSIBLE?

*WotR* doesn't follow any scale or base size restrictions, and after a quick playtest or two the mechanisms work well together considering that versatility. The game flows along quite quickly and is relatively easy to pick up, but we did find some areas of confusion. Formation choice dictates how units move and perform on the battlefield, but this can create some dissonance as those same units don't specifically have to be ranked up in formation on the tabletop (see *Under the Microscope*). The rules do their best to clarify things here, but it took a little time to wrap our heads around.

Overall, however, *WotR* is a straightforward introduction to the period and more accessible to players because it has no basing or figure restrictions. The systems and special rules give something of the flavour of the wars of the Roman Republic and its neighbours. Results of your ranged and melee attacks are determined by basic D6 rolls, and you'll get extra dice if you're in a certain formation or attacking the side or rear. All standard stuff, as is the 4+ successes being compared to armour.





The variation comes from the 'oddities' in gameplay that spending your Commander's Gaze enables - throwing pila, charging, counter charging, and a vast number of extras are not directly available to the units in play, you'll need your Commander to 'unlock' them. If you have rashly squandered tokens or been forced to play them to bail out other units, then a particular unit can be severely handicapped in combat through no fault of their own. This makes for dramatic gaming possibilities, but on the flipside, that can mean gameplay uniqueness comes at a sacrifice to the period feel, with some units not getting to do the things they are known for!

Legion and Phalanx are formations that certain troops can form up into having moved previously in open order; they aren't permanent formations or organisations. While this works as a game mechanism, using the Commander's Gaze to switch to them, it's perhaps a little less historically accurate, particularly since both formations can only advance straight forward. Hoplite Drift could come in here - an advanced rule that allows the various Roman lines of Hastatii and Principes to interpenetrate in a way some other rules do not but also allows hoplite formations to operate in broken ground.

**Pursue**

- If the attacking unit has movement left, it may continue to move as though...
- If they are no longer in contact with the enemy, the troops are scattered.

**Move and Shoot**

- Skirmishers and other light troops are required to move rapidly to avoid being flanked...
- The following rules apply to units with the Move and Shoot special rule:
- If the unit uses a Commander's Gaze token, they will move in the Movement phase...
- The shooting phase is omitted for a unit.

**Skirmisher**

- Skirmishers are able to engage rapidly through rugged terrain. This ability allows them to go where heavier units cannot and provide a tactical layer of protection to the battlefield. In a friendly battle of low-intensity and light-armed units...
- The following rules apply to units with the Skirmisher special rule:
- The unit may use a Commander's Gaze token to activate this special rule, or may lose their Gaze token.
- This rule allows a unit to engage quickly through difficult or dangerous terrain.

Unit Name	Points	Move	Shoot	Special Rules
Legion Regulars/Principes	10	1	1	Shield, Spear, Pike, Gaze
Legion Cavalry	15	2	1	Spear, Pike, Gaze
Legion Elephant	20	1	1	Elephant, Gaze

**Minion Legion (Masses)**

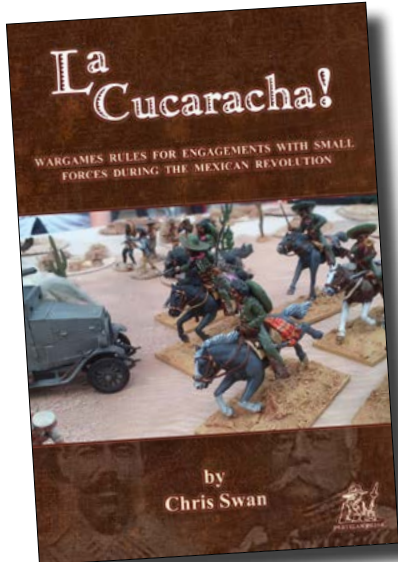
The Minion Legion is a unit of Roman heavy infantry that is used in the Legion Period. They are equipped with a spear and shield and are used to form the core of the legion. They are the most common unit in the legion.



### FORMING THE LINES OF BATTLE

The lists are quite boiled down and units are initially defined within one of six categories: Legion, Phalanx, Pike Block, Infantry, Cavalry, and Support Troops. Within those categories are variants - Cavalry gets Light Cavalry, Lancers, Heavy Cavalry, and Elephants - and these bring differing costs, stats, and special rules options. This simplicity matches well with the rules and covers most of the options required for historical play, as evidenced by the many periods covered in the sample forces. Within the Lines of Battle section, 48 forces cover hundreds of years of combat. It would be straightforward to tweak these for any added nuance too.

There are scenarios for several historical battles as well as random generators for non-historical scenarios. 'Complications' can modify the gaming further by determining the time of day the battle takes place, if animals stray into combat, how hungry an army may be, and more. These would fit well in campaigns and linked battles and there are rules for these too.



**PARTIZAN PRESS - LA CUCARACHA!**

Chris Swan has far surpassed the humble subtitle that adorns the cover of his latest book: 'Wargames rules for engagements with small forces during the Mexican Revolution'. *La Cucaracha!* is a compact but comprehensive release that not only provides all the rules required to play this period, but goes further, acting as a fine overall introduction and guide to this less commonly known conflict.

We've probably all seen a film or two set within it, but the Mexican Revolution will be fresh gaming ground to most players; it's certainly a setting that we at *Wargames Illustrated* have enjoyed learning a lot more about through *La Cucaracha!* Lasting from 1910 to 1920, the Mexican Revolution started with 19th Century technology and ended with aircraft, machine guns, and much that would be familiar in WWII, so that provides a great bit of scope for your tabletop battles.

The structure of the book is straightforward; there's an introduction, the history and forces, the rules (which take up much of the book and have a lot of tables to reference), and things round out with scenarios that will help you to learn the rules and refigure the campaign. There are two appendices covering additional rules and event cards, which can be used to add colour and variety to the game. Fast play and unit reference sheets complete the book.

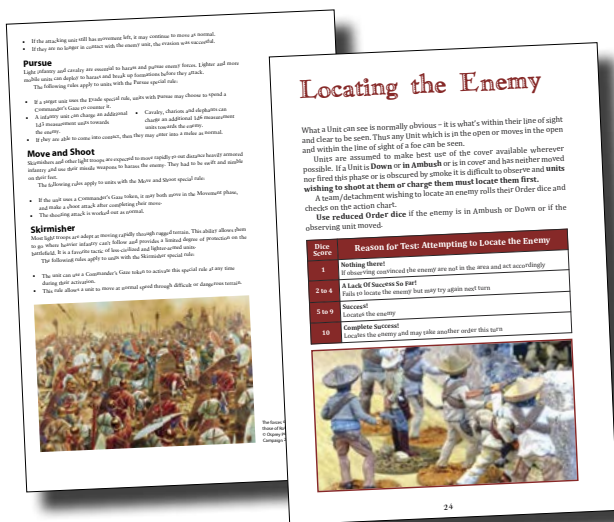


**WARGAMING THE MEXICAN REVOLUTION**

The game plays with random activations that are determined by the drawing of cards; this makes planning a turn more complicated and reactionary but adds realism. These are battles where the protagonists, even the Regulares, are not necessarily that regular - certainly not as reliable as some contemporaries - so this randomness brings much needed and appreciated richness to proceedings and will keep players on their toes.

When units do activate (a unit could be a group, detachment, weapon and crew, vehicle and crew, and so on), they use D10s to determine the results of a vast array of actions; these are ultimately split into two groups: Order Dice and Combat Dice.

Order Dice success is required before your unit will act as you wish: moving, attacking, rallying, reloading, locating the enemy, and more. Over the course of the game, a unit may become shaken and take damage (hits), which can reduce the unit Cohesion and lead to it rolling Reduced Order Dice, making their actions less likely to succeed. Happily, you can bolster units with the arrival of a character to rally them and bring more Cohesion. Part of the gameplay challenge of *La Cucaracha!* is working out where a unit may be close to ineffectiveness and doing your best to either gloriously go down fighting or rally them back up to increased effectiveness.



**CROSS-REFERENCE THOSE TABLES!**

The Combat Dice are rolled with more abundance to determine shooting and melee; there are various tables to check here to determine the results. There are quite a lot of different tables through the book, in fact, for the varied activities happening. We suspect your like or dislike of cross-referencing results in columns will largely determine how much you connect with the play of *La Cucaracha!* Over time you'll learn what many of the different rolls result in for the major actions and your gaming will speed up, but it can be quite a bit of busy work at first. Thankfully the dice result banding remains universal across all checks: 1 is a disaster, 2 to 4 a failure, 5 to 9 a success, and a 10 is an outstanding success.

Where the writer certainly succeeds is in the clarity of the explanations, with examples given, and the all-encompassing nature of the rules. The basics get covered first, but everything you'll need to fight this campaign is included, with intriguing details such as badly maintained vehicles, air attacks, heroes, and special characters. This is a bold attempt to bring a lot of granularity and richness from the period to a ruleset that can be played with just a few figures or a far larger force.

The rules are chock full of flavour and have been written from the ground up to reflect the conflict, they are certainly not just another set of skirmish rules wearing a different hat, as can be all too common.

**DETAILS**

- **SCALE:** Playable at any but perhaps the larger the better
- **FIGURES PER SIDE:** Variable from 10 to 100s
- **PERIOD:** Early 20th Century
- **PRICE:** £18.50
- **FORMAT:** 100-page softback book
- **AVAILABLE FROM:** caliverbooks.com



## AN ABUNDANCE OF EXTRAS

For those who want to bring more context to their battles, there are rules covering post-battle recovery and linking engagements to turn the various scenarios into campaigns. Orders of battle for the forces and factions are included, and while the scenarios are fictitious, they are typical of the actions of the conflict. The author has even gone for completeness and included a scenario for German interventionists had they gone ahead with their offer in the Zimmermann Telegram [See W340 for more on this fascinating 'what if?' - Ed]. This covers a potential invasion of Tejas by the Mexicans with German assistance and the US response. Quite what a staff college trained Prussian junker would make of his allies is best left to the imagination!

Throw in some of the extra rules if you want to bring even more variety - there's night fighting, fire and smoke, sentries, poor quality shells, even lassoing and dragging artillery and served weapons. Tactical and Event cards add another layer of detail and narrative positives to your forces (convince the men the enemy are poor shooters and get a boost to Courage Tests caused by shooting), negatives to your opponent (force them to stop and drink, essentially wasting a turn), or randomness such as wild animals, venomous reptiles, and mirages.

There's so much depth in this book that we'll forgive the somewhat intimidating density of reference tables. Many of these won't be used in the general moment to moment gameplay beats; where the more unusual tables do come in should add a richer narrative event than you'll get in a lot of other wargames.

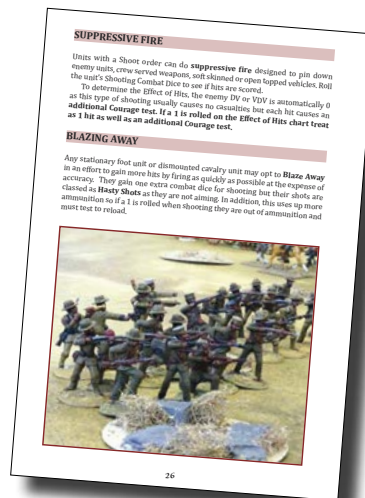
If you've always fancied delving into the Mexican Revolution, there's never been a better place to start!



## UNDER THE MICROSCOPE

### BUILD A MEXICAN MOUNTAIN

This book is far more than just rules, it has force organisations, illustrations, and everything you need (other than figures) to play the game. Fear not, those figures are available from a variety of sources. Peter Pig, for example, have just brought out a range in 15mm and both Outpost and Old Glory have ranges in 28mm. 54mm figures are used for the photos in the book, and these are largely conversions made from Britains, Armies in Plastic, Tin Soldier, and others. Many Wild West, colonial, or even ACW figures can blend in with a minimum of kit bashing and some smart paint solutions. The small scale of the actions means this, in theory at least, would not be a huge investment in a new period, but we all know where such thinking can end up!



## GRUMBLER MINIATURES - MOUNTED NAPOLEONICS

It's always a treat to get hold of new 6mm figures, and this small selection of Grumbler's mounted Napoleonics (mostly French but with a smattering of others for comparison) was met with much enthusiasm at *Wi Towers*. After searching out our magnifying glass to get a better look, our initial response can be summed up in one word, crikey!

These are impressive and somewhat intimidatingly detailed 6mm figures that show off just how far sculpting and casting has come over the years. You need only look at the photos of the instantly recognisable characters scattered around this page to see what a fine job Grumbler have done in somehow translating the personalities and visual traits of these legendary men across to the tiny scale.

The most eye-catching set is Napoleon and his Marshals. The characters here are stunning in the way they've been represented. Amongst others, Napoleon is suitably serious and moody, Ney rides to battle with his baton raised, Davout looks fine in his bearskin, and Murat shows off all the bravado and confidence you'd expect from him while looking particularly chic with his animal skin saddle cover.



*Above and below: Napoleon and his Marshals.*

Andy Callan and Steve Wood were over for their game of Epic Napoleonics (see page 32) and it was fun to challenge them with a game of who's who as they peered, squinty eyed, at the models. "They remind me of Heroics and Ros" said Andy in a very favourable comparison, while others in the office could see similarities between these characters and the Napoleonic personalities in far larger scale ranges, such as the Bicorne ones painted by Paul Mackay in *Wi408*. This comparison feels particularly apt when looking at the Blücher figure from Wellington's Command Pack. He looks dramatic holding his pipe aloft; we'd be tempted to say that the realism conveyed in this 6mm sculpt is easily a match for the similarly posed Bicorne model despite massive scale differences.



*Above: French Line Infantry and French Guard Chasseur a Cheval.*

### DETAILS

- SCALE: 6mm
- PERIOD: Napoleonics
- PRICE: See Under the Microscope
- MATERIAL: Metal
- AVAILABLE FROM: [grumblerminiatures.com](http://grumblerminiatures.com)

The detail continues through the packs of French Guard Chasseur a Cheval Cavalry and Cuirassier Cavalry. These sets come with commanders, flag holders, buglers, and troops, and we're particularly impressed by the variety here, with horses having varied poses. Likewise, the Austrian Dragoons have great detail and their helms are particularly distinctive with their tall 'Roman' combs.

We were sent a few infantry stands to use as a comparison to the mounted troops, and these are smashing too. The French Line Infantry at attention are smartly made so their bayonets run flush to their shakos, which is a well-considered way avoid bad casts or damage to tiny parts (other options in the range do have more exposed bayonet tips, such as on the Infantry in Greatcoats and the Old Guard) while the British Line Infantry at attention hold their rifles lower.

There's little to criticise on these excellent models. Perhaps the only problem comes from the level of detail that's been achieved; it makes for models that feel rather intimidating to paint! Where we can easily get our heads around 6mm units as a few blocks of colours to represent a great looking whole, the thought of doing justice to the detail on each of these little gems is rather scary. We fear we'd end up treating each individual as a single miniature to do it justice. It's hardly fair to hold that against Grumbler Miniatures though!



*Above: Wellington and Blücher.*



*Above: Austrian Dragoons.*



## UNDER THE MICROSCOPE

### WHAT YOU GET IN THE PACKS

Each cavalry pack consists of four commanders, four flag holders, four buglers, and 28 troopers and costs a very reasonable £6.99. The character packs vary across the nationalities. The British one contains Wellington and four each of the three other commanders for £3, while the French pack has (deep breath): Napoleon seated, Napoleon mounted, Soult standing, two Colonels standing, Ney mounted, Murat mounted, Berthier mounted, Davout mounted, Bessieres mounted, two Colonels mounted, and four ADC. That varied lot is £8. The infantry works out at about 10p per figure, though they come on combined stands, not individually.

# FOUNDRY

## ANIMALS



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# RELEASE RADAR



Dom Sore's back to report on the hobby goodies that have made a blip on his release radar.

## THE OTTOMAN TURK CONTINUUM

You may think they are one and the same - and in some ways they are - but the Turks replaced the Ottomans in 1922, and one company has decided to show off figures from both sides of that continuum. Khurasan Miniatures has releases for the 17th Century Ottoman Empire and modern-day Turkish forces ([khurasanminiatures.tripod.com](http://khurasanminiatures.tripod.com)). The modern offering has two four-man teams, including an LMG and twelve Ottoman spahi with pistols and carbines, all in 15mm. The Ottoman Empire range is 15mm white metal too and includes some spectacular cavalry figures.



Top right: 17th Century Ottoman Empire cavalry.

Bottom right: Modern-day Turkish figures.

Right: Crocopig ridden by an Ourk.

Below: Banjo playing Boglin.



## NEW OLD SCHOOL FANTASY FIGURES

Into the realm of fantasy now to look at 28mm resin Ourks from Warp Miniatures ([warpminiatures.com](http://warpminiatures.com)). These are some incredibly characterful sculpts and, while the range is 28mm, you'll find a variety of model sizes, from the diminutive banjo playing Boglin to the imposing Ourks. Fantasy aficionados may feel a sense of familiarity here - that could be because Warp Miniatures were previously called Warploque Miniatures. On the other hand, it could be that the figures harken back to the less serious early days of fantasy figures, as seen from companies such as Games Workshop. As well as the infantry models, I'm a fan of the animal mashup crocopig ridden by an Ourk.



**ON THE OFFENSIVE IN WORLD WAR TWO**

There are, as always, a plethora of new ranges coming out for all areas of WWII, especially in 28mm, which is great for me as it allows for increasingly diverse and nuanced armies. If Germans are your thing, then look at the new Offensive Miniatures figures that have finally hit the digital shelves ([offensiveminiatures.com](http://offensiveminiatures.com)). If some of these SS figures look familiar that's because the *Wi* team got their hands on them months ago and reviewed them in Observation Post, the lucky sods! Us 'normal' folk can now get hold of these detailed white metal tank hunters, armed with Panzershrecks, Panzerfausts, and Teller Mines. There's also a four-figure pack that allows you to form two LMG teams, one deployed and one moving.



Above: LMG team.

Right: Waffen SS with Teller Mines.



To support the SS, and follow on from last month's Italian bounty, there are Italian allies from Forja3D ([forja3d.es](http://forja3d.es)) who produce 3D printed figures and vehicles. Their large range includes the Sahariana vehicle, AB40, infantry, Paracadutisti, and artillery for the Italians. They also have many Soviet forces to face the Germans and Italians, with Katyusha, T-34, KV-1, SU 100, BA-64, artillery, infantry in summer and winter uniforms, support weapons, and transports. All the Forja3D offerings can be purchased at 28mm or 15mm scale. You could easily build an entire army from just the figures in their ranges.



Above: The Sahariana.

Right: Katyusha rocket launcher.



**NEW AND NICHE NAPOLEONICS**

It's back to Offensive Miniatures, but for a different period. The latest addition to their Napoleonic range sees the French acquire some new Line Infantry in 28mm metal ([offensiveminiatures.com](http://offensiveminiatures.com)). There are 18 figures in total - command, centre, and flank - representing the uniform changes brought in under the Bardin uniform regulations of 1812. You can pick up a battalion pack to get all you need.



Above: Offensive Miniatures' new Napoleonic 28mm figures.



Also in 28mm are a number of new figures from Steve Barber Models ([stevebarbermodels.com](http://stevebarbermodels.com)); the Hesse Darmstadt Chevaux Leger (seen left) may be the most niche of their new releases. There are also Berg Napoleonic 2nd regiment, Caped French Carabinier Standard Bearer, Russian Musketeers/Jagers in Greatcoats with 1809 shako, and British Line Infantry centre company for the Peninsular Campaign. How they manage to produce so many new figures so quickly is beyond me. They probably got another new figure sculpted and online as you read that sentence.



### A WINNING FIGURE RANGE

Warhost via Footsore Miniatures must have known they were onto a biggie; hot on the heels of [spoiler alert! - Ed] winning Best New Ruleset in the 2021 *Wi Awards*, they've added a massive 26 packs of figures to their Barons' War range ([footsoresminiatures.co.uk](http://footsoresminiatures.co.uk)). Sculpted by the infamous Paul Hicks, these figures cover villagers, outlaws, templars, sergeants, nobles, and clergy. These are supplemented by a new



Above: *The Sheriff of Nottinghamshire.*

campaign book, *Death and Taxes*, for their *Barons' War* skirmish game.

It brings a scenario-driven campaign to the game; the forces of the Sheriff of Nottinghamshire take on some local outlaws. It's always a pleasure to have the option to go 'all in' on a new release and get into the gaming straight away. Included in this 28mm range are fine looking Outlawed Noble and Philippe Marc figures to recreate the battles between Kevin Costner and the late, great Alan Rickman from the early 90s classic *Prince of Thieves*. There are some outstanding villagers here, with a ton of character, and these will be useful for many period settings in your gaming.



Above: *Village characters.*



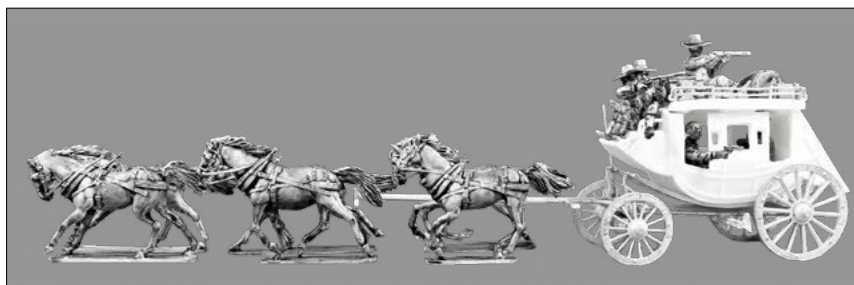
Above: *The Outlawed Noble.*



Above: *Outlaws.*

### WILD WEST AND THE REST

You don't see too many Stagecoaches in Wild West games even though they are one of the most iconic visuals of the genre. If you do want one look no further than Empress Miniatures's new release ([empressminiatures.com](http://empressminiatures.com)). This nicely executed stagecoach combines metal and resin to produce a 28mm kit comprising of six horses, a coach, and five figures (seen right).



Warbases ([warbases.co.uk](http://warbases.co.uk)) have brought some new additions to their 28mm post-WWII Commando range. This time it's two vehicles: a Forward Control Land Rover and a Green Goddess. These will be useful for modern wargaming or to bring into something like *7TV*. The Green Goddess is an interesting choice that looks readily convertible into something with a water cannon instead!



I'll finish by suggesting you keep your peepers on the new to market Wiglaf Miniatures ([wiglafminiatures.com](http://wiglafminiatures.com)) who are set to release some 18mm Anglo-Saxons. This is Daniel Mersey's new venture and the sculpts are by Mark Copplestone. It will be very interesting to see what those industry stalwarts are up to in the coming months.

It is shaping up to being another 'interesting year', so stay safe and perhaps indulge in some online spending if further pandemic restrictions keep you away from communal hobbying. Until next time, fare thee well, and happy gaming!



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# FULL PAPER JACKET

## NEW BOOKS FOR THE DISCERNING WARGAMER

BY NEIL SMITH

Regular readers of this column will know that the month's new publications are separated into common wargaming periods. They will also sympathise, hopefully, with how imprecise a science that is when it comes to both wargaming and indeed history. That struck me this month more than most; however, given the number of new publications hitting the market in February, I do know that we still live in the Age of the Book. I'll settle for that.

### ANCIENT

We dive straight into the ancient world with Jean Charl Du Plessis' *The Seleucid Army of Antiochus the Great: Weapons, Armour and Tactics* (Pen & Sword). This is an in-depth study of an important army built on up-to-date archaeological and historical finds along with reconstructive archaeology, a fancy way of saying 'making replica gear'. The 'So what?' of this is that if I was to start another Ancients project, I'd look hard at the East where the most interesting experiments and developments in warfare were taking place - scythed chariots, elephants, phalanxes among others - and there were major power struggles taking place, meaning big wars, big armies, and big battles. Antiochus would be a great place to start.

But, of course, visit the ancient world, and you will undoubtedly encounter the Romans. And at the risk of kicking over the hornets' nest, arguably the greatest Roman, at least in terms of conquest, was the Emperor who is the subject of Nicholas Jackson's *Trajan: Rome's Last Conqueror* (Greenhill). Trajan fought on many fronts with such success that Rome built a column for him. This is more of a contextual book than a straight military history, but how many times have you seen a lovingly painted Imperial army on the table and their owner has no real clue who they were or what they did? On a night away from the table, maybe kick back with a bottle of Chianti and read what it was all about.



### ARTHURIAN

Another biography takes us into the post-Roman Arthurian period. Keith Coleman narrates the life of *Aedán of the Gaels: King of the Scots* (Pen & Sword) who was king of Dal Riata in modern Scotland during the 6th Century CE. Like Trajan, Edn pushed the boundaries of his domains in every direction he could, up into Orkney, down to Northumbria, and across to Ireland, and he enjoyed a good fight in the process. He was the stuff of legend, though not myth because we know he was killed at the Battle of Degasston in 603CE. Edn's exploits should be grist to the mill for our Arthurian wargamers, prompting lots of different potential scenarios against a variety of enemies, and perhaps a campaign with a purpose behind it. So, break out the Early Tartan paint and have at it.

### MEDIEVAL

Medieval times were the age of chivalry, right? Fair play, honour codes, all that wholesome stuff? If you thought that then James Titterton might have a few surprises for you in *Deception in Medieval Warfare: Trickery and Cunning in the Central Middle Ages* (Boydell Press). Titterton expands upon some of the more famous examples from a list of over four-hundred. These include the feigned flight of the Normans at Hastings and the 'phantom' division of Scots at Bannockburn. Titterton also studies the reaction of medieval society to such subterfuge, which seems to depend as usual on whose side you are on. How to apply these shenanigans in our wargames, however, is the issue for us. Surprise is the hardest thing to achieve in wargaming, and tricks are at the extreme end of that spectrum. Even if you introduce a house rule, the reason for it is clear to everyone. I guess making the trick a possible reality might work; maybe that is an actual division of Scots, or those bushes Macbeth sees are just bushes? I must get this book and ponder some more.

### AMERICAN REVOLUTION

Suppressing revolutions is easy; get there the fastest with the mostest then crush the upstarts for their impertinence. David Smith's *The Revolutionary War: The Northern Strategy, 1776* (Casemate)



follows along those lines, describing British victories at Long Island, White Plains, and Fort Washington once they organised a sizeable force and sent it across the pond. A certain George Washington, clinging onto his command and his army, had other ideas. When the British were done with the campaigning season, or at least thought they were, Washington hit them hard at Trenton and Princeton then withdrew to reorganize and train his army. If you're not yet on board with the American Revolution as a wargamer, where have you been? It has fascinating battles of various sizes, and colourful armies fighting over some wild terrain. It is also perfect for campaign games. If you need any help with figures and uniforms, try Si Sheppard's *Patriot vs Loyalist: American Revolution 1775-83* (Osprey) for inspiration.



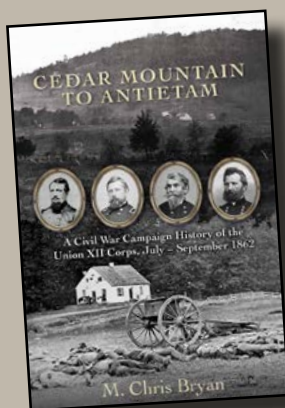
### FRONTIER WARS

Where to put this next book? Donald Hickey has written *Tecumseh's War: The Epic Conflict for the Heart of America* (Georgetown University Press). This was fought during the War of 1812 during the Napoleonic era, so you decide where you want it. Tecumseh was a Shawnee chief who led a coalition of tribes with the support of the British against early American expansionist efforts in what was then the northwest, now the midwest. As in all Native American efforts to stem the tide of European migration, Tecumseh's warbands had some initial success but succumbed to numbers and firepower, and then the British abandoned them

to their fate. This is an often overlooked war when it comes to Native American conflicts for wargamers, but there is much to recommend it; skirmishes, of course, but also some larger battles in the forests to get your teeth into.

#### NAPOLEONICS

For proper Napoleonic action, look no further than Tim Saunders' *Salamanca Campaign 1812* (Pen & Sword). The Battle of Salamanca was the culmination of a brief campaign where the French Marshal Marmont had seemingly outmanoeuvred the Duke of Wellington when the latter had taken the offensive. Marmont thought he had Wellington over a barrel, then he made a mistake, over-extending his army in full view of the incredulous Duke who immediately ordered an attack. The result was calamitous for the French. Saunders takes a fresh look at this battle - my personal favourite of the entire period - and examines the modern site of the battle for clues with the help of various primary sources. The Peninsular War has become a bit unfashionable amongst wargamers, though I'm not quite sure why. It has everything that makes the period exciting: big battles full of dramatic action, colourful troops, a cast of great and not-so-great characters, and it looks the part on the table. What's not to love?



#### AMERICAN CIVIL WAR

And speaking of nicely self-contained campaigns, mosey on over to the disunited States of America with Chris Bryan's *Cedar Mountain to Antietam: A Civil War Campaign History of the Union XII Corps, July - September 1862* (Savas Beatie). The XII Corps was one of the smaller Federal corps, but its men underwent some hard fighting; first as II Corps at Cedar Mountain when they had Stonewall Jackson on the ropes, then the near total disaster of Second Manassas, before becoming the XII Corps in the Army of the Potomac and advancing to Antietam where they cracked the Confederate line, though in a wasted opportunity for the Union side. Bryan follows them through all this, analysing who they were, how they were commanded, and, importantly, who they

were up against. That makes for compelling wargaming material. Many of the most exciting Civil War battles were huge affairs and difficult to wargame in anything over 6mm but following a Corps into battle or on the campaign trail should be workable in a reasonable scale. This book might be my excuse to do that.



#### THE GREAT WAR

The most intriguing book this month is *Chasing the Great Retreat: The German Cavalry Pursuit of the British Expeditionary Force Before the Battle of the Marne August 1914* (Helion) by Joseph Robinson, Sabine Declercq, and Randal B Gilbert. Most of us know the story of the initial German juggernaut-like offensive that began World War One, which ground to a halt in the face of a British army that had retreated but then turned to give the Germans a bloody nose. It was a great British victory in the face of overwhelming odds, right? Maybe not. The authors in this book argue that not only was this a defeat, but that it should have ended the war if it wasn't for some conspicuous German cavalry errors. They therefore follow the German cavalry to see what went wrong and why - who doesn't want to read about and wargame that? This is probably the best phase for wargaming WWI with both armies mobile and obstinate defence against a seemingly relentless assault. Now we have a clear role for the German cavalry, this becomes even more interesting.

#### WORLD WAR TWO

I've delved into a couple of unsung theatres for this month's WWII ration. The first is something that I confess I knew nothing about: David Sutton explores *Syria and Lebanon 1941: The Allied Fight against the Vichy French* (Osprey). This was the fight to keep the Germans away from the Iraqi oil fields by closing the landward route to them. The problem was that the Vichy French held it, and they had more of everything: artillery, tanks, aircraft. Nevertheless, the Commonwealth Allies fought over often severe terrain to oust the French. This would make for a nice change of pace from the arid desert warfare we've become accustomed to, and with lots of

smaller actions to fight. Now we have a book to help us get started on that. If you want a new book on the desert fighting, by the way, check out Ben Skipper's *The Battles of El Alamein: The End of the Beginning* (Pen & Sword).

What about the so-called 'Forgotten Army'? Christopher Kolakowski takes us into the jungles of southeast Asia with his *Nations in the Balance: The India-Burma Campaigns, December 1943-August 1944* (Casemate). This was the period of the great fightback by Commonwealth forces who had spent most of the war on the back foot in the face of the rampant Japanese. If you don't know this theatre, you are in for a treat because it has a memorable cast of characters, a variety of forces, and a wide range of battles and skirmishes to choose from. It is also great fodder for wargamers with some serious jungle fighting. You might want to hold onto that jungle terrain for our next book.

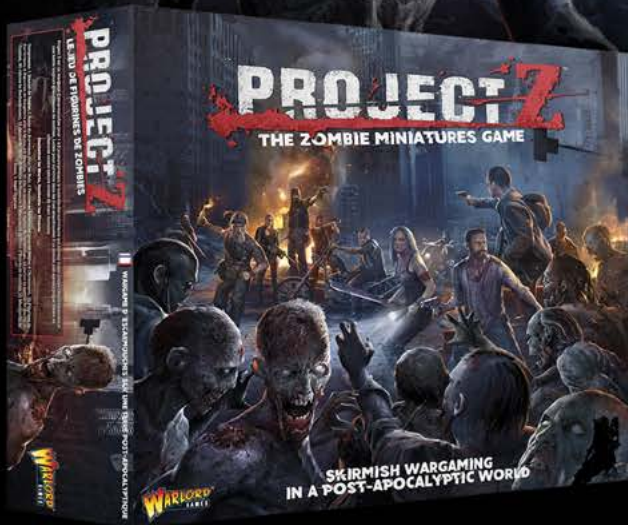
#### VIETNAM

William Hiestand's *Tanks in the Easter Offensive 1972: The Vietnam War's Great Conventional Clash* (Osprey) takes us to arguably the last major turning point of the Vietnam War when the US had almost completely skedaddled, leaving behind lots of military hardware for the ARVN to defend themselves with, and the North Vietnamese decided to play a big hand full of tanks, about 1,200 of them! The resultant fighting was ferocious and contested across both jungle and urban terrain. The ARVN just about held their own this time, but the writing was clearly on the wall for them. They would lose the war just over two years later. The wargaming potential in this should be obvious, with lots of toys on both sides but no need to paint lots of figures. Indeed, if you are a Cold War gamer then there is no great leap of imagination needed to transfer your toys into the jungle and have at it.



And that is that for this time: I wish I could include more of the excellent books out this month, but if you want to keep up with reviews on the new military history books hitting the market, sign on to my Facebook page, Full Paper Jacket. Until next month, happy wargaming!

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# GOING EPIC

**Wi Editor Dan reports on two *Black Powder* veterans playing their first game in Epic scale.**

The plan was simple: find two experienced *Black Powder* gamers, bribe them with bottomless cups of coffee and a Tesco Meal Deal, and invite them over to the salubrious surroundings of WiHQ to play a game of *Epic Battles: The Waterloo Campaign*, using the figures and scenery from the British and French Starter Sets. The objective was to gauge their reaction to this first taste of Epic scale battles and report back to you, dear reader, on their findings.

The Warlord Games Marketing Team were on the case when it came to supplying all the relevant models for the game (thanks Alister!), and when our two eager volunteers were presented with a 6' x 4' gaming table and two boxes containing all the 'naked' troops from the Starter Sets, their initial reaction was one of misty eyed nostalgia, with thoughts turning to games of toy soldiers played out using Airfix figures in the early 1970s. As a spritely 50 year old myself, this was lost on me (my gaming began with *Warhammer First Edition*), but clearly the unpainted red (British) and blue (French)

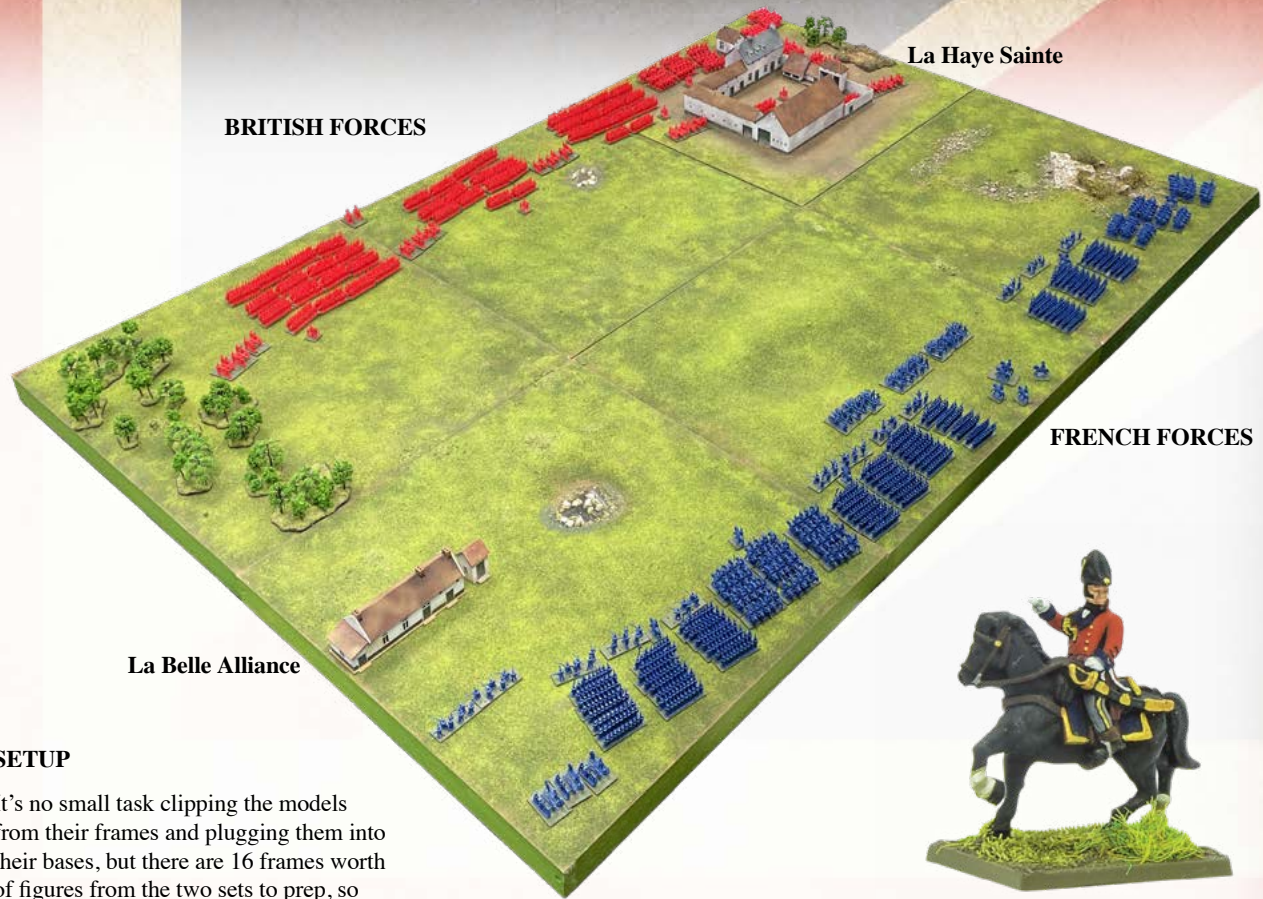
coloured plastic models are going to put people of a certain vintage in mind of their introduction to the hobby. Having said that, one of our gamers, Andy Callan, did go on to say his early Napoleonic army was pieced together by clearing out all the local second hand shops of copies of *Risk*, and using the pieces from that game to form to Epic(ish) scale forces!

Andy Callan was joined by pal Steve Wood to do Epic battle in the noble cause of research. As previously mentioned, both came to the table as self-confessed

*Black Powder* fans, but neither had yet sampled Epic scale *BP*. They were keen to give it a go, however, and Andy had even done some homework: "Did you know the frontage of a Standard Unit in Epic scale is actually the same as that in 28mm? Four bases form a Unit, with a frontage of 240mm, that's the same as the recommendation for 28s". Much frowning of brows and measuring of bases confirmed his observation. So we had all learnt something before we threw our first dice.







BRITISH FORCES

La Haye Sainte

FRENCH FORCES

La Belle Alliance



Above: Epic British Infantry Brigade commander.

**SETUP**

It's no small task clipping the models from their frames and plugging them into their bases, but there are 16 frames worth of figures from the two sets to prep, so that's no surprise. The Warlord guys had the welcome task of doing that for us - all Andy and Steve had to do was decant their forces onto the tabletop. As well as the resplendent red and blue infantry, cavalry, commanders, and artillery, we had also been provided with scenery in the form of N-Gauge trees and the Sarissa Precision made (and expertly painted) MDF buildings that accompany the Waterloo Campaign range.

Our game was going to be a no-nonsense, bog-standard, 'meeting engagement'. We didn't go for any scenario or historical refight. In laying out our battlefield, we gave a nod to Waterloo - positioning the Sandpit near La Haye Sainte - other than that, we went with something that would suit an open battle, with plenty of space in the centre and La Belle Alliance erroneously placed on the French left.

"I'm struggling to fit all my forces on the table", was the plaintive cry from British Commander-in-Chief Steve. Having squeezed as much onto his baseline as possible, I made the Games Masterly decision that he could place one Brigade in and around La Haye Sainte. Over on the other side of the table, Andy's French were a little more compact in their Column formations, but it is worth noting that if you arrange the entire contents of both Starter Sets on a 6' x 4' table it is going to be a tight fit. Any reasonable GM would have allowed some of the British forces to come on a turn later, but as I said, "This is show business, Steve, make sure you get all the toys on the table, it's what the public want to see".

**HOW WAS IT FOR YOU?**

Fast forward almost exactly three hours, including a break for two sandwiches, a packet of crisps, and a soft drink - aficionados will recognise the aforementioned Tesco's meal deal - and it was time to reflect on a battle well fought (except by Steve), and a game well played. Please do read how the combatants fared in the boxout over the page, but the purpose of this article is not to recount the battle, but reflect on the findings of those involved. To that end I posed my first question to the gamers:

**Dan:** Going with the aesthetics first, how did you find the 'look' of Epic Napoleonic?

**Andy:** A Battalion looks and feels much more like 640 men (the average strength of a Battalion during the Waterloo campaign). It's not of course, it's still only 80 men/figures, but at 28mm that would only be 24 figures and generally that doesn't really come close to feeling 'right'.

Similarly, the big artillery battery I fielded looked great. A 'grand' battery of three guns in 28mm just doesn't cut it, but nine guns is a fine sight.

Visually, the overall appearance of the table is much closer to what a Napoleonic battlefield would have looked like.

**Dan:** Once you got into the cut and thrust of the game, from the spectators perspective at least, it seemed very much like a normal *Black Powder* game.

**Steve:** That's how it felt to me. The rules are exactly the same as *Black Powder*, albeit that they bring in some of the elements from the *Albion Triumphant* supplements. We chose to go with standard 28mm measurements and distances. There is an 'Optional Rule' for converting inches to centimetres, but one of the joys of *BP* for me is you can play a big game in an evening, or in this case an afternoon. Using centimetres rather



Above: Epic Waterloo - British Hussars in Busby hats.



### WOOD VERSUS STEEL

As C-in-C of the British Army, Steve Wood chose to spurn any lessons learnt from amateurs like the Duke of Wellington and decided the best form of defence was attack. Later claiming he wanted to “gain some room” because he was “trapped between the buildings on his left and woods on his right”, Steve used his first turn to push forwards, massing most of his cavalry on his left flank and his veteran Foot Guard regiments on the right.

Andy Callan would have obliged by marching his French to meet the British somewhere in the middle, but a couple of poor early Order rolls meant his brigades in the centre and on his left decided to stay put.

However, it wasn't long before first blood was drawn when Andy's French cavalry charged forward on both his right and left flanks. And whilst the British Guard square initially repulsed the French Cuirassiers, they didn't have as much luck repulsing the French cannon balls - taking heavy casualties from *La Grande Batterie*.

In order to quieten his opponent's cannons, Steve decided the best course of action was a Heavy Cavalry charge across the open ground and down the barrel of the guns. It didn't work. In what Andy dubbed the “Inniskilling Skedaddle”, these brave boys of the Union Brigade were sent packing, and the rest of the British cavalry didn't fare much better when they charged the French right flank infantry, which had swiftly formed square.

Despite it going badly for the British on their left, it was now going ‘badly-er’ on their right. The Guards were not only being buffeted by artillery fire and waves of French cavalry, the Line Infantry had now joined in the fun and were pouring musket fire into the British trapped in Square.

The final indignity came when His Majesty's Foot Guards were seen off by a combination of grapeshot from the artillery and skirmisher fire from the French Voltigeurs, forcing the British forces to brake and Steve to concede.

“If I had any plan at all”, said Andy, “it was just to pile pressure on the Foot Guards in the hope I could shake them and make Steve's bottom lip begin to tremble”. Well, tremble it did Monsieur. *Viva La France et allez les bleus!*



Above: Steve Wood on the left, Andy Callan on the right.



Left: British Hussars with Shako.

Below: British 95th Rifles.

than inches for our Epic armies might have been more realistic, but we probably wouldn't have finished the game, so it would have been silly to do so.

I second Andy regarding the look of the game, particularly when you have mass formations. I'm looking across the table now at the neat columns of Andy's French, all still standing [audible growl at this point - Ed] and they look great. And it does make you feel you are commanding a brigade ... in so much as we are playing with toy soldiers!

**Dan:** What do you think of the figures we played with?

**Andy:** Well of course this was straight out of the box, we were playing with unpainted figures, a sacrilege for *Wargames Illustrated* I would have thought (?), but once you get used to it it's fine.

You can go on to paint the armies as slowly or quickly as your personal circumstances allow, but the blue coloured French and red British mean that you can play as they are, and it might even be quite fun to see your forces transform into Technicolor the more you paint and play.

**Steve:** The only difficulty you might have is differentiating specialist units, like Guard regiments.

**Andy:** It's a bit easier with the Cavalry. As long as I had my glasses on, I could tell a Lancer from a Dragoon, but that would be easier with a dab of paint, or indeed labels.

**Steve:** When it comes to the painting, I for one am going to have to re-think my approach. Particularly with the 'strip' infantry; rather than tackling each figure individually, as I do with my 28s, I think I'll go for a much simpler 'batch' system. As long as the line infantry are generally red and the Rifles are green etc. I'll be happy.

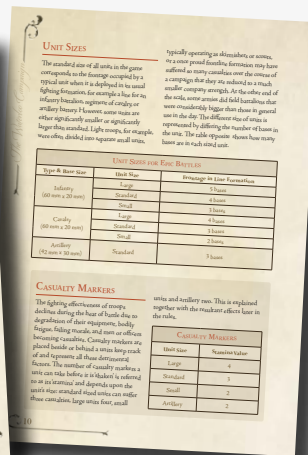
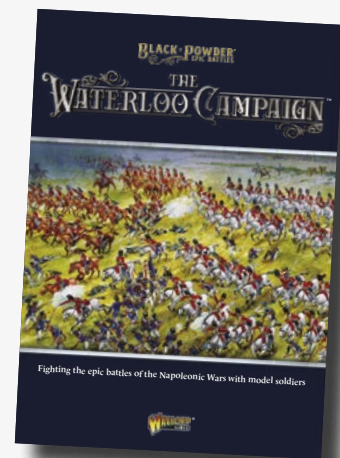
**Dan:** Would it be fair to say you have enjoyed your first experience of Epic Napoleonic.

## NEW RULEBOOK?

The pithily titled *Black Powder Epic Battles: The Waterloo Campaign* comes with its own unique rulebook. It's predecessor in the Epic series: American Civil War, came packaged with a unadulterated (A5) *Black Powder* rulebook, plus a 32 page ACW background and scenario booklet, this time around Warlord have decided to strip everything non-Napoleonic from the rulebook and supply Starter Set buyers with a 'new' set of rules.

We're using 'new' in the broadest sense of the word here because the *Black Powder Epic Battles: The Waterloo Campaign* rulebook is essentially just the core *Black Powder* rules, but with extras added from the *Albion Triumphant* supplements, and unnecessary taken away.

It's good to have everything in there only pertaining to Epic Battles and models. So for example, the pages on Organising The Army and Unit Sizes are Epic specific. There are other subtle text changes as well, along with all the photos being of Epic battles. This is a nice touch by Warlord and should be particularly welcoming to new gamers who might find details of The Zulu and Crimean Wars in their Waterloo Starter Set confusingly off-putting.



**Steve:** Oh for sure. Even for grizzled *Black Powder* veterans like us this was fun, and if you are new to Napoleonic this is a great place to start.

**Andy:** Commercially the Napoleonic Wars are a challenge, there's so many nations and troop types involved that it would be unrealistic to expect Warlord to tackle everything, particularly in

plastic. But these Starter Sets are, to state the obvious, a great starting point and have the potential to both introduce new players and reinvigorate existing ones.

**Dan:** Thanks very much fellas. Now Steve, if you could just sweep all your dead back into the box please.

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**MEDIEVAL**

# HISTORICON 2021 A PHOENIX RISES



Colonel (Retired) Bill Gray reports on the return of Historicon to North America after an almost two-year hiatus.

Historicon is THE historical miniatures wargaming convention for North America, but Covid-19 led to a move from Historicon's traditional July timeframe and Lancaster home to King of Prussia, PA, in November, replacing Fall in! - another Historical Miniatures Gaming Society convention. This was a gamble but one that seemed to work; despite pandemic related restrictions leading some to stay away or cut their participation short, the show had 1,696 attendees - nowhere close to the 3,000-person event of years back, but the right amount at the right time for Convention Director Joby Miller and his scaled back staff.

## GAMES GALORE

The overwhelming focus of Historicon is games and gamers, with traders and other events playing a supporting role. Nearly all games, along with those for tournament play, are participation games, and despite the very dispersed nature of the Valley Forge Casino Resort (with gaming areas split between two hotel towers, each with its own staffing problems), over 400 events were registered.

Cancellations were higher than normal, with 93 events - not just games - declining an appearance, but there were also 12 tournaments on the bill. These ranged from the North American Society of Ancient and Medieval Wargamers ancients to *Flames of War*, both the traditional and *Team Yankee* variety. A newcomer this time around was Firelock

Games, purveyors of the popular *Blood and Plunder* age of piracy rules and minis, who ran an Ironman tournament. This event not only covered the original rules, but separate outings also covered *Oak and Iron* for large battles in the age of sail, and *Blood and Valor* depicted World War One combat (Spanish Flu dice roll modifiers optional).



A: *Flames of War*, Team Yankee Tournament.



The most popular gaming period for the non-tournament games was no different than usual - World War Two was represented in 95 games. The big surprise, however, was that the number two and three slots were Ancients (36 games) and Science Fiction (28). These dethroned the traditional giants Napoleonic and American Civil War (20 and 18).

These tabletop contests demonstrated that while US and Canadian gamers can stand toe-to-toe with anyone from Europe with regards

to quality of figures, we still have a little catching up to do when it comes to terrain. Nevertheless, there were some fine-looking exceptions; thankfully, the number of great looking boards seems to be growing. Two excellent examples were Martyn Kelly's 28mm Italian Wars, Battle of Biccocca 1522, which took the Best of Show award, and Adam Wine's 15mm Brazen Chariots, The Battle for Tafaraoui Airfield series of games, which took Best of Theme.



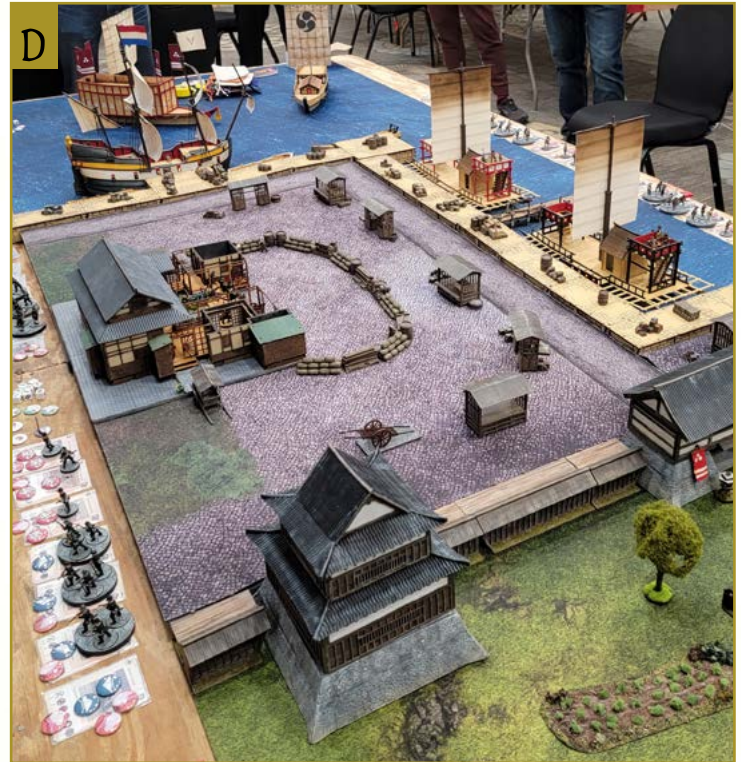
*B: Battle of Biccocca 1522, 28mm. Martyn Kelly 'Best of Show'.*

*C: The Battle for Tafaraoui Airfield, 15mm. Adam Wine 'Best Theme'.*





D: *Test of Honour, Return of the Yamashiro*, 28mm.



**AWARDS WITH A DIFFERENCE**

HMGS has the same awards typical to most conventions, such as the two noted previously, but there is also the PELA (*Pour Encourager Les Autres* - to encourage the others). Fifteen of these awards were given out, decided by the judges based on far more than the tabletop visuals. A cavalcade of color counts, but so does the quality of the rules being played, the gamemaster, and most importantly, whether everybody around the table is having fun. One can have a Smithsonian quality layout with figures that rival the vaunted St Petersburg product line, but if everyone is sitting around, bored, trying to look up that one persnickety rule that ground the game to a halt ... PELA? Not bloody likely!

I had my own game to run, so I couldn't drop by all the winners, but David Hill's 28mm *Test of Honour, Return of the Yamashiro*

Samurai contest was exquisite. So too was Dave Burton's 16-player 20mm Colonial replay of the Italian defeat by the Ethiopians at Adowa. Unlike a lot of games, Burton's emphasis is the custom-made terrain he builds, not necessarily the army he deploys on top of it, and it really shows. He flies his whole setup from his home in Texas to the east coast every Historicon.



E: *Adowa*, 20mm.







F: *Mortimer's Cross, Carnage and Glory Medieval Beta, 28mm.*



### GAMING VARIETY

There were plenty of games that had excellent gameplay, laughing players, and stunning visuals that did not make the PELA cut. Unfortunately, there are only so many judges to go around, and with games running from nine in the morning until after midnight, a lot of folks and their work simply got missed. Games that made me stop and look for more than a few minutes included Nigel Marsh's *Carnage & Glory* computer moderated rules used in both English Civil War and Napoleonic Peninsula battles, as well as a playtest of the system governing the breaking of lances and the cleaving of heads for a new Medieval variant. There was also World War One dogfighting, age of sail cannonades, Polish Hussars trampling their foes at Berestechko using *Pike and Shotte*, and a super detailed setup covering the final hours of the defense of Berlin during World War Two.

### OTHER PELA WINNERS

- French Invasion of Belgium, 1815, by David Mattison and Carnage and Glory - 28mm Napoleonic.
- Red Eagles on a Rampage, by Andrew Frantz and LARD America - 28mm WWII.
- Escape from under the Pyramids, by Annemarie D'Amato - 25mm Pulp.
- Rorke's Drift, January 22nd, 1879, by Edward Harding and LARD America - 28mm Colonial.
- Charlie Company: A Tour of Duty, by Tom McKinney and Little Wars TV - 15mm Vietnam.
- Assault on Aachen, October 1944, by Jerry Frazee - 20mm WWII.
- Chatterton Hill, 1776, by Richard Mentch and Carnage and Glory - 28mm AWI.
- CLASH of Spears, War in Sicily, by Francisco Erize - 28mm Ancients.
- The Siege of Covid Castle, November 1187, by Michael Fatovic and HMGS Next Gen - 54mm Medieval.
- Kunoichi Hime - Princess of Ninjas, by Tom Vielott - 28mm Renaissance.
- Wars of Ozz, by Scott Hansen - 28mm Napoleonic (sorta).



G: *Battle of Saguntum, 28mm. Carnage and Glory.*



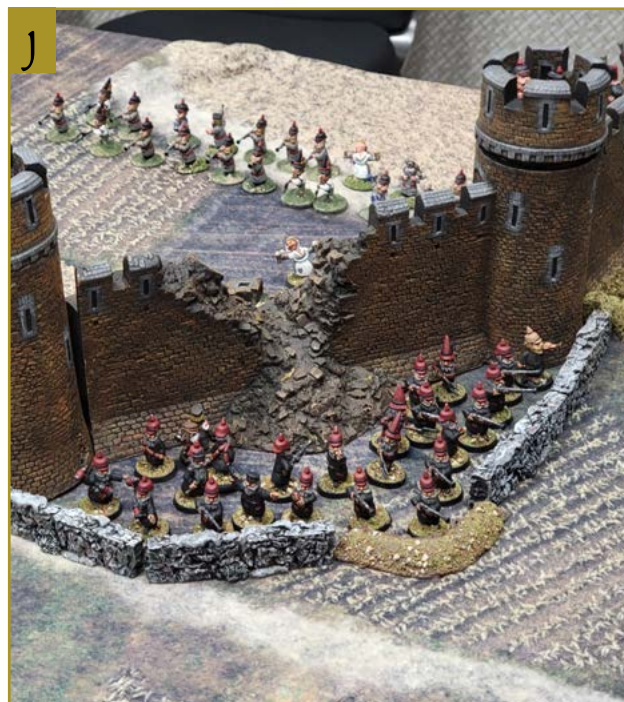
H: *Carnage and Glory, Napoleonic.*





I: Battle of Berestechko, 1651, 28mm.

Last, but most certainly not least, there were Gnomes. In what has become an HMGS tradition, a gamemaster will host a game where 28mm Garden Gnomes, decked out in accurate military attire and hailing from various Gnome nations, will march to the sound of the drums and fight. This year a railway station near Tanga had British and Indian Gnomes attacking, German Gnomes defending, and gamemaster Jim Stanton making sure all had a jolly time.



J: Gnome Wars, Battle of the Bees, 28mm.

Overall, attendance at these games was a little spotty; they were mostly full for the first couple of days, but then tapered off. On Saturday night, usually a rocking time in days past, the Grand Ball Room was pretty much devoid of players.

It all seemed unpredictable, and this happened to me; I usually have all my games overbooked, but my (non-award winning, ahem!) game 1864: Storming of the Danevirke had only two players registered out of a possible eight for Friday and only one showed. I canceled that game and reasoned my Saturday session was doomed as nobody had registered at all, yet I filled the table with walk ups. Dave Burton, of Adowa PELA fame, had all 16 slots filled for his first game, but only four people showed for his second and none for this third. Color me confused!



Above: My 15mm 'Storming the Danevirke' game that actually happened.

## CHRISTMAS COMES EARLY

Attendees taking a break from pushing pewter could turn to retail therapy, for medicinal purposes only of course! Wally's Basement, named after one of HMGS' founders Wally Simon, is a hobby flea market where folks can sell their spare hobby stuff for cash, and there's the Dealer's Hall, which sees hobby shops, publishers, and manufacturers competing for your credit card.

The number of dealers was smaller, as expected, with several long-time heavy hitters missing, including ESR Napoleonics, Old Glory Miniatures, Sash and Sabre Miniatures, Brigade Miniatures, and Eureka. Firelock Games was a newcomer and traditional biggies such as Battlefront, Casemate Publishing, Your Hobby Place, and Doug Kline's Battlefield Terrain Concepts did make the journey.

I am happy to report that the vendor's area was full most of the time, with steady sales throughout. Every dealer I talked to said this was one of the best conventions they've had financially. Great news for them, not so my bank account!



## MEANWHILE BACK AT HEADQUARTERS

Other regular events that made it into the convention program were the Toys for Tots Christmas charity and the HMGS Hobby University, where recruits and Grognards alike are instructed on how to paint models, build scenery, and so on. The HMGS War College looked more at real history, rather than reproducing it on the tabletop.

Capping off everything was the HMGS Annual Membership Meeting, of which there were two things of note. The Society has entered a partnership with an organization named HMGS Next Generation (Jean-Luc Picard is cringing), which hopes to develop wargaming programs and events specifically designed to draw in younger folks to the hobby. Also discussed was the status of the next HMGS convention, Cold Wars 22, which is scheduled for 1 to 3 April 2022 at Ocean City, MD. Cost, distance, and uncertain attendance have become valid concerns, so decisions have been made, but it could very well be that Cold Wars might move to a different location, or not happen at all [the event was unfortunately cancelled after Bill sent us this article - Ed]. This would leave Historicon 2022 as the next HMGS rodeo, moving back to July at the Downtown Marriott in Lancaster, PA.

### SEE YOU NEXT TIME?

Of the 1,696 attendees this time around, 1,185 had preregistered for the convention and 377 had purchased one-day tickets. Yet the numbers are only part of the story, as from what I could



Above: *Battle for Berlin, 6mm.*

see there seems to be a dramatic shift in gamer personality; a move away from the 'play until you pass out' paradigm of the past. As evidenced by the wonky game attendance reported by various gamemasters, today's convention goer is one who very well not might attend all four days of Historicon. Many, instead, may only participate in the last couple of days, or only the last day of the convention.

These folks are looking at day trips where the primary focus is shopping and meeting up with old friends they've not seen in months. Gaming is regulated to events of two to three hours in duration, not the six-to-eight-hour contests of the past. On the front end as well, some gamers will come only for the first couple of days, bugging out for home on Saturday afternoon, the very day where gaming halls in the past were full until the wee hours of Sunday. This last oddity has been happening for several conventions now.

This would seem to at least partially explain why games in the early part

of festivities are full, then dwindle to nothing as time moves on, and why games of shorter duration seem to be doing a better job of attracting players. The real question is whether behavior such as this, perhaps because of the pandemic, becomes the default when things return to some kind of normal. Until then Historicon was a much needed 'shot in the arm' and a successful one at that, regardless of how the numbers look.

Miniature wargaming is a social event and at its best when the focus is what's happening around the table as much as on the table, as people joke, banter, and debate the impact of the Minie ball rifled musket on infantry tactics. Miniature wargaming is people, and these people have not had a decent chance to be around the table with friends and colleagues for 20 months. Sure, the venue had medical countermeasures in place, but nearly everyone said even if they had to wear full hazmat gear it was still well worth it. Director Joby Miller, HMGS, and all the volunteers should be proud they pulled off an enjoyable show in trying circumstances.

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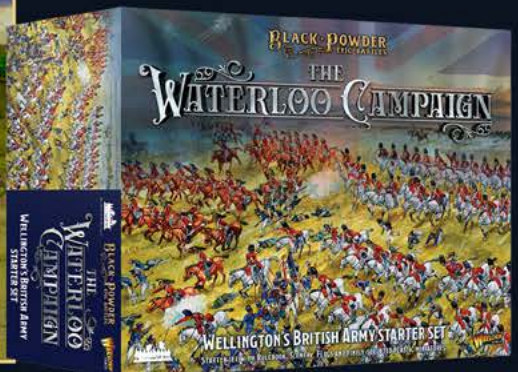
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# REFIGHTING NAPOLEON'S BIG BATTLES



**Colonel (Retired) Bill Gray provides some practical advice for umpires and players looking to refight Napoleonic big battles on a modest tabletop.**

The Napoleonic and French Revolutionary Wars can be described in many ways, but for tabletop wargamers one of the best is 'era of big battles' and I mean really big! We're not talking Molwitz, 1741, with its 40,600 men and 77 guns total for both sides. No, we're talking Leipzig, 1813, with 560,000 combatants and 2,200 guns.

Let's assume you play *Empire V* or similar in 15/18 mm, where each figure represents 60 combatants and each table inch is 40 yards - that's about 9,333 miniatures on a table width of up to 36 feet - a push for even the most dedicated wargaming obsessives.

Sad really, because Napoleonic deserves a way of playing uber battles in their entirety. The eye candy on offer is a real draw, with thousands of brightly attired troops in mass and serried lines of bayonets, but there are historical considerations as well. While these conflicts did see low-level tactical innovations, such as new light infantry techniques, the most profound changes in warfare happened at higher levels of command. These included formal organization and staff operations, and the massing of cavalry and artillery for decisive employment, things only evident in very large engagements.

What's a gamemaster to do?

## **WE'RE GONNA NEED A BIGGER BOX**

Let's define what 'big' really means. Sure, it's easy to make the distinction between Molwitz vs Leipzig, but what about those battles in between? Yes, earlier conflicts did see big engagements occasionally (think Malplaquet, 1709), but they were the exception, not the rule.

While a big table with lots of toys is an indicator, for me the ways to determine a large battle are all about gamemaster/umpire control and the number of units each gamer plays with. I arrived at such sage wisdom through my own personal gaming experience, which started in 1977, but also in my 24 plus years in the US Army. The personal part of the equation produced the so called 'school solution', but my military experience provided the irrefutable supporting documentation.

What I learned from forty plus years gamemastering was there were limits to how much a GM can control. This means, regardless of scale, the game should be on a table not more than six feet deep and no more than eight to ten feet wide. There should be no more than eight to ten people playing (four to five on a side with one gamer as commander), and each player should push around no more than 12 to 15 miniature units. As I pontificate why, remember we're talking games in 15mm here, where the basic unit is an infantry battalion. Regardless of the growing popularity of brigade-based rules, this still seems the standard, and some people swear that if you are not using battalions, it's simply not Napoleonic.

## **WHY THESE LIMITS?**

The obvious reason that the table should not be bigger is a very practical one - it's almost impossible for the averagely limbed gamer to reach the middle of the table to move units on anything deeper than six feet. Likewise, I have found that a table over ten feet wide is about the limit I can project my voice without screaming and scaring the neighbors half to death. Furthermore, eight to ten players is about the limit I can manage, and I have found that if any individual player runs too many units it slows the game down considerably.

What is fascinating is how the real US and NATO military thought seems to be in lock step agreement with the Napoleonic era. The lowest position in these armies whose exclusive function is personnel management is the Squad Leader (Fire Team leaders have this as an additional duty) - controlling eight to ten soldiers. Likewise, this same military doctrine dictates commanders should be able to directly impact two command echelons below their own. Thus, a division commander deals with brigades and battalions.

For a Napoleonic infantry division, this translates into 12 to 15 units segregated into 12 infantry battalions (four regiments of three battalions divided between two brigades) and two artillery batteries. Coincidence? Well, this is a generic perspective that does not always match, but its similarity has never been lost on me.

The bottom line is that if I am playing battalions and I can't meet said parameters, then the game becomes a 'big' battle in my book. It's at this point that some extra accommodation must be made, and the first thing that comes to mind is ....



Above: Going big, going Leipzig.

### OPTION ONE - DIETING

Here the bottom line is that battalion games (like the aforementioned *Empire*) are not the only baseline from which to play Napoleonics. In the last several years there has been an enormous growth in miniature wargame rules where the infantry or cavalry brigade, rather than a battalion, is the base unit for play. Accept a little bit of flexibility here too, because these so-called brigades may well represent very small divisions (nearly

everything French in 1814) or very large regiments (the Austrian 4000-man behemoths at Hanau, 1813). Such games include my own *Age of Eagles*, and other fine rules such as *ESR (Et Sans Results)* and *Blucher*, are similar in many regards.

For the battle of Dresden, 1813, in *Empire* scale you need at least a 29-foot table and 5,800 plus figures to represent the 349,000 troops that fought. Assume a brigade level contest, where a figure equals 100 actual troops and an inch equals 120 yards, and



Above: One of the large Austrian battalions at Leipzig.

your turf problem has been shortened to my 10-foot maximum. Also, instead of 5,800 figures, you now need only 3,490 tiny men, something any Napoleonic gamer worth his salt should have lying around ... ahem!

This may be an option where the 'dieting' tradeoff is just too great for some gamers. The first factor here, despite what all rulesets proclaim, is that you will likely have to rebase your figures; that's a chore. More importantly, many gamers play rules with a battalion baseline because they like playing with battalions: they enjoy detaching individual skirmish companies and moving them around the board; they enjoy placing formations into square, line, columns of companies, and columns by 'division'; and God forbid you take away their *ordre mixte* or nuances like 'fear of impact' morale tests ....

None of which brigade games have! Instead, a lot of these details are abstracted into the sequence of play and other procedures or are 'factored in' (do I hear shuddering?) to dice roll modifiers for fire and melee. It's not that such design techniques do not work or are historically accurate, but for some the appeal just is not there, and wargaming is a pastime that should be fun rather than a compromise to accommodate some of those 'big' battles.

Even brigade games flounder at Leipzig too, failing to encompass the expansive challenges put forth by this supposed rite of passage when a Napoleonic gamer can move from Maria Louise to Grogard status. The game will fit on a 12-foot table if you are playing a scale of 120 yards per inch, which is stretching it, but this battle was fought on three fronts simultaneously. That means that the depth of a single table set-up, to hold the entirety of the battle, easily breaks my six-foot depth rule like a dropped chandelier.

Thus, we come to ....

## OPTION TWO - PORTION CONTROL

In lieu of the day that we can afford a 30-foot gaming table (and, more expensively, the gaming room in which to place it), we can split each of Napoleon's biggest battles into manageable sections, making each one a game itself.

At Dresden the Russo-Prussian attack against the Gross-Garten and its environs could be a game, then consider the French attacking the isolated Austrian left wing across the Weisseritz River. True, lots of gamers love the research aspect of our hobby, but this means a lot of time to organize and set up. You have arrival times, orders of battle, and real estate to consider, plus the pesky issue of how you treat notional, off the board activities, impacting your own game. This gets tricky, particularly if you're of a more 'distinguished' age, pursuing a more ... leisurely outlook on gaming.

So, I turn to two of the most robust, yet overlooked, supporting tools for our brand of wargaming. These are hex-counter board wargames and computer wargames. To be clear, I'm not talking about actually playing such games, but their contents can be used to create miniature wargaming scenarios. For dividing big battles into manageable sections, this is a good way to set up a game on the cheap, at least as far as time and research goes.

## BOARDGAMES

Back in 1975, Marshal Enterprises rocked the hex and counter world with the release of *La Bataille de la Moscowa* (Borodino, 1812). The game was one of the first, if not the first, 'monster game.' It had 1,440 counters representing infantry battalions (cavalry regiments, etc), four maps, a scale of 100 meters per hex and 20-minute turns. The product was really a miniature wargame transported to a hex and counter format. It spawned 38 games as part of the *la Bataille* family, plus replicas such as SPI's *Wellington's Victory* and GMT's *Austerlitz*.

The designers not only provided the great battle in total, but also several smaller scenarios for shorter play. Thus, in *La Bataille de Moscowa*, a day of battle action includes scenarios for Uvarov's diversion, the morning attack on the Great Redoubt, the afternoon attack on the Great Redoubt, Bagration fleches, and Utitsa Forest. Some 25 years later the GMT *Austerlitz* game followed in tandem with a learning scenario covering the northern flank of the engagement, plus scenarios for Bagration's battle, the struggle along the Goldbach, and the battle for the Pratzen Heights.

### BOARD GAMING FOR BRIGADES

While this article's emphasis is on tabletop battalions a la *Empire*, even brigade pewter pushers might do well to consider Keven Zucker's *Napoleon at Leipzig* game. Unit counters are brigades, it splits the conflagration into Wachau and Mockern scenarios, and the simplicity of the rules, with low counter density, provides an unexpected bonus. It is entirely feasible to play, say, the Mockern scenario (particularly if you use the Random Event cards in the newest edition) in cardboard and then secretly record its impact on the second, unused counter map, making them part of a tabletop Wachau.



Above: *The Battle of Dresden.*



Below: La Bataille de la Moscowa.

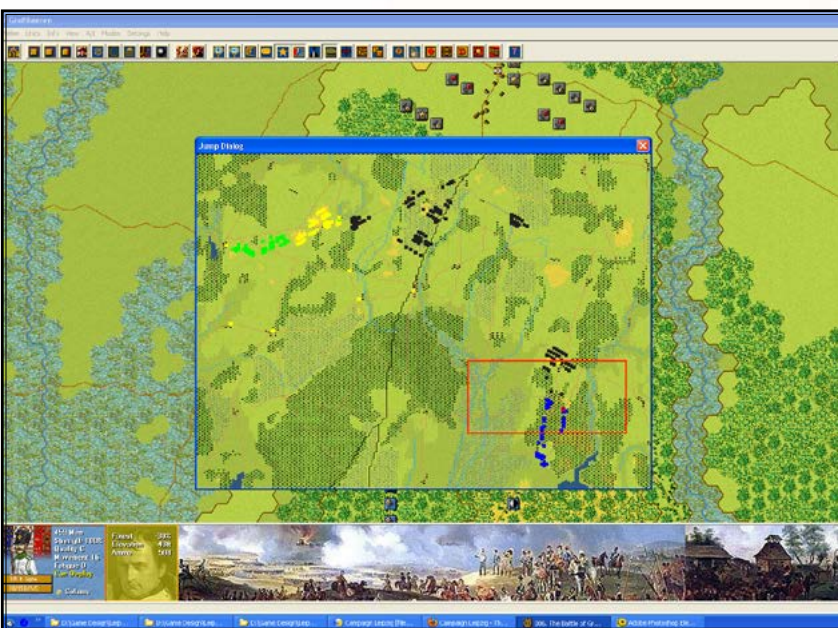


What does this mean for those of us who like moving lead and pewter battalions around the tabletop? We now have a bunch of well researched, detailed, one-stop-shop scenarios to slap on the tabletop with little modification. It's all here in a format where time and ground scales are easily convertible from cardboard to tabletop. Unit counters that specify unit strengths and effectiveness are easily transferable to your chosen ruleset, reinforcements are scheduled, and weather plus terrain is defined. I personally love the maps because they are wargamer simple. All the extraneous roads and terrain features you see on historical maps from Blackwood and Sons, or the German General Staff series, have been eliminated, making them perfect for the wargames table.

But life isn't perfect. Paper takes up space, often a premium for many folks, particularly in Europe where residences trend smaller with fewer basements. Also, there are the issues of availability and cost. Few of these games are currently in print, but fortunately, places like eBay or Noble Knight Games have used copies for sale. Gently worn items are not that costly, which is fortunate as the latest edition of Zucker's *Napoleon at Leipzig* has an RRP of about \$100 US.

### VIDEO GAMES

Right now, this is my preferred tool to support my lead and pewter proclivities. Again, this assumes your picked poison is playing with battalions. If you make this dive you will have a lot of economical options that will do the same as cardboard and more.



Above: Campaign Leipzig.

There are Napoleonic riches here thanks to the recently deceased wargaming giant John Tiller, who started his own software company in 1996 after working on Talonsoft's famed *Battleground* series. John's company produced 14 Napoleonic battle software packages in the Tiller series, ranging from the French Revolution (*Republican Bayonets on the Rhine*, as in the battles of Valmy, Fleuris, Jemappes) to the final stand at la Belle Alliance.

They almost duplicate the hex and counter fair from which they took inspiration and are tactical contests where the primary units are infantry battalions. Cavalry, however, is divided into squadrons, and each hex represents 100 meters across.

### FROM MONITOR TO TABLETOP - AN EXAMPLE

Let's take the small engagement at Markleeburg and see how we can go from video to tabletop game. It was fought on 16 October on the southern portion of the Leipzig battlefield; defended by Marshal Poniatowski's Polish VIII Corps, the village finally fell to the Allies after hard fighting and multiple counterattacks.

We're using *Empire* scale here, and in the computer scenario there is a map 22 x 24 hexes large. With each hex equaling 100 yards, that converts to each hex representing 2 1/2 inches in lead land. This means a table of only about 4 1/2 x 5 feet total. At turn one the Poles count eight line infantry battalions, two Vistula Legion battalions, one cuirassier regiment, one Krakow regiment, and eight batteries of artillery. They receive four additional line infantry battalions as reinforcement.

The loyal opposition include eight battalions of Russian line infantry, one hussar regiment, and two artillery batteries, but throughout the game five Prussian Landwehr infantry battalions, two Reserve infantry battalions, an uhlan regiment, a foot battery, and four Russian cuirassier regiments arrive as reinforcements.

The game is 12 turns long with each representing 20 minutes of time.

Yes, other slices of Leipzig will demand more units, more tabletop space, and more players, but the concept and the practicality should be clear. From one of the biggest battles in history, we've drawn a scenario that will fit onto a table a little less than five feet square with a total of 24 battalions, 11 artillery batteries, and eight cavalry regiments. These are units a la *Empire*, and the game could easily be fought by one person per side. Thanks to our software, we have had the hard work done for us and can focus on our tabletop tactics and our inevitable victory ... well, hopefully! It's simple, it works, so now it's off to Mockern, Wachau, and Lindenau!

These games do everything their cardboard cousins do - perhaps a little more as units are marked as to both facing and formation while strength is given in actual number of soldiers, not strength points - but the big plus is the number of scenarios and battles supplied in each package. Thus, *Campaign Leipzig* also lists Kulm, Katzbach, Grossbeeren, Dennewitz, and the equally mammoth Battle of Dresden.

There are over 400 solo and head-to-head scenarios in total, with multiple Leipzig scenarios that split the battlefield on each day of fighting to include Mockern, Wachau, Lindenau, Markleeburg, the Austrian attack on Liebertwolkwitz-Kolmburg, the northern and southern sectors of the battle on the 18th, plus the final attack on the city of Leipzig. Many scenarios have variations to account for such things as a more aggressive Swedish army or the Saxons remaining loyal. Another plus for *Campaigns Leipzig*, *Waterloo*, *Russia*, and *Eckmühl* are the hand drawn 3D maps that essentially serve as snapshots of a miniature wargaming tabletop and are easily replicated.

And the price? Well, *Campaign Leipzig* costs \$40 US for the whole shebang. Given the format is digital it is easily saved to cloud storage and thus always available, completely at odds with the many disasters that can befall lots of paper-based gameplay extras.

I play brigades, have authored a set of rules at that scale, and I buy and use this stuff for my own brigade level scenario play - they can put that on the box ... well, they could if video games existed outside of the realm of digital downloads these days!

#### DESSERT AND FINIS

There are other ways to fight big battles, of course. Sam Mustafa covered 'bathtubbing' in his own big battle article in *Wi408*, but I will cover it in brief here for a game such as *Empire* or similar. It involves switching down a scale to expand the battlefield; so, each battalion would be declared as a regiment of three battalions and terrain would be at the 40-yard scale, then the game would be played as normal. Historically there is an issue here, of course, since regiments operated differently to battalions on the battlefield,

but it could be a compromise that takes you toward gaming those biggies.

You could use a legitimate set of rules that have been designed with the base unit as a division, but you lose so many painted figures from your visuals at this point that I'd suggest you might as well simply play a board or video game directly.

What about those true devotees and old school aficionados who crave figure scales of one to 20 and think no other size exists besides 25/28mm? Well ... it can be done, but here I must bow out, such calculations make my head hurt!

I'll close with a thought for gamers who are absolutely not into Napoleonic and never will be. Just remember that GMT has a complete *Great Battles of the American Civil War* product line, worthy descendants of the classic *Terrible Swift Sword*. Likewise, John Tiller Software has a matching American Civil War series to its Napoleonic series as well. There are similar games on the 1859 Italian Risorgimento, the Mexican-American War, and more. Maybe it's time to take the hint and GO BIG!

Below: The French at Leipzig. Photo by Barry Hilton.

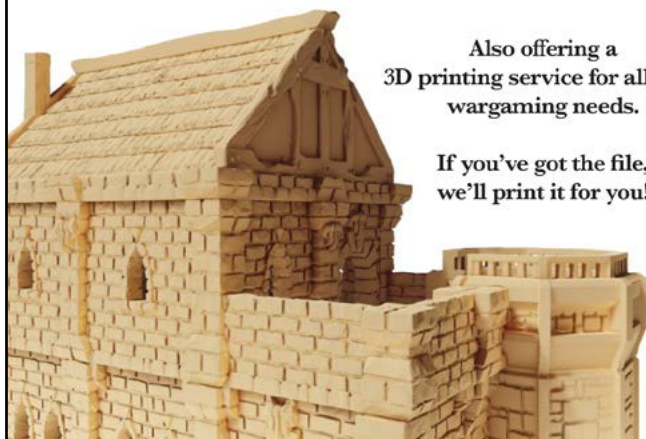




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# The WARGAMES illustrated® Awards 2021

Trumpets please! It's time to announce the winners of the prestigious 2021 *Wargames Illustrated* Awards.

As we all *hokey-cokeyed* in and out of government restrictions regarding Covid-19 in 2021, we few, we lucky few who call wargaming our hobby kept ourselves busy and entertained with on and off tabletop activity based on our favourite games and miniatures - be they well established or shiny and new. Between November and December of last year more *Wargames Illustrated* readers and social media followers than ever before (2,707 to be exact) put fingers to keyboard and voted for their best of the best in the *Wargames Illustrated* Awards 2021.

Over the next pages you can nod in agreement or shake your head in despair as we present the winner and runners-up in each of the eight categories, and get a word from some of them on what they have planned for the coming year.



## BEST CUSTOMER SERVICE

It's five out of five for the WARLORD GAMES Customer Service Team, taking a whopping 20% of all the votes in this category. The guys and gals at Warlord seem to be able to do no wrong when it comes to servicing their customers.

NORTH STAR came second in this category, pipping GAMES WORKSHOP into third. Other top ten entries included BAD SQUIDDO GAMES (4th), FOOTSORE (5th), and PERRY MINIATURES (6th).



Lorenzo from WG Customer Service proudly displays his award and extra special Five Year Certificate!

## BEST MANUFACTURER

Retaining their unbeaten record with five awards in as many years, PERRY MINIATURES scooped their regular top spot in this category. We caught up with the boys in the oak panelled smoking room of one of their many mansions to present the trophy and ask "What's new in '22 for Perry Mins?"

Michael (pictured right, looking sophisticated): *"The Franco-Prussian War Plastic French Infantry are very close to completion. I'll also be working on more French Cav for the FPW. That range will be keeping me busy for the first part of the year at least"*.

Alan (pictured left, not looking sophisticated): *"We will have Austrian and Russian Napoleonic Dragoons in plastic, and plenty of other Napoleonics in metal, including Russians, Prussians, and Danes, plus stuff I've not actually thought of yet! Oh, American War of Independence too - several new packs for that range"*.

WARLORD GAMES gave the Perrys a run for their money this year, coming in a close second, with NORTH STAR making their first ever appearance on the podium in third place. WARGAMES ATLANTIC, VICTRIX, and CROOKED DICE also featured in the top ten, receiving over 100 votes each.



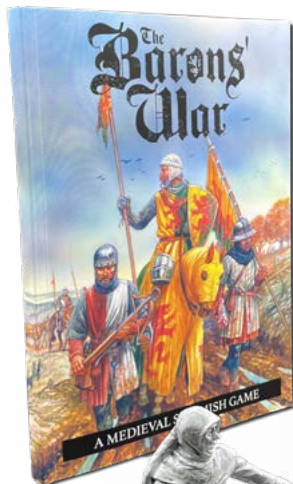


### BEST NEW RULES

FOOTSORE MINIATURES AND GAMES performed well in several categories but best of all in 'Best New Rules 2021'. Their skirmish level medieval combat game was no doubt helped into the top spot by support from a fabulous range of miniatures, but clearly the game itself is proving popular and managed to fend off competition from both *STARGRAVE* (2nd) and *SPQR REVISED EDITION* (3rd).



Above: Mark Farr of Footsore cradles their award like a proud father, while colleague Darren Evans looks on admiringly.



Footsore's Mark Farr graciously received the award and told us what was planned for *The Barons' War* going forward.

"We're working on a Dark Age version of the rules: *The Barons' War: Conquest*, which will feature all your faves from the early medieval period: Vikings, Normans, Anglo-Saxons etc. One of our key releases for that period, and leading all the way up into core Barons' War territory, will be the Welsh (slingers pictured left). We've already started releasing these and there are more packs on the way. Oh, and watch out for more *Gangs of Rome* next year too, and second edition is being worked on as we speak".

Other strong contenders in this category included *THE SILVER BAYONET* (Which received several votes before it had even been released!), *7TV: FANTASY*, *O GROUP* and *L'ART DE LA GUERRE* (4th edition).



### BEST WARGAMES RULES

If the 2020 awards reflected the popularity of Ancients, this year normal service was resumed with World War Two games sweeping in to take two of the top three spots. *CHAIN OF COMMAND* by Too Fat Lardies and Warlord Games' *BOLT ACTION* have been in a tussle for top dog in the WWII market since we began the Wi Awards five years ago. This year *BOLT ACTION* came out on-top, with 2018 winner *CHAIN OF COMMAND* in third. Sandwiched between (snuggled up like a sleepy woodland creature) was *BURROWS AND BADGERS*; the 'skirmish game of anthropomorphic animals' (pictured below right).

Below: Paul Sawyer was so pleased with his two awards he launched a small explosion from his right ear.

Interestingly, last year's winner *CLASH OF SPEARS* was relegated to 12th position. *SAGA* just missed out on bronze by eleven votes, whilst Wi regulars: *7TV*, *FROSTGRAVE*, *BLACK POWDER*, and *SHARPE PRACTICE* all finished in the top ten.





Above: Some of the Sarissa Crew take a break from cutting wood with lasers to pose for the camera.

**BEST WARGAMES TERRAIN, ACCESSORIES, OR BUILDING MANUFACTURER**

It's 'as you were' for the third year running in this category, with TT COMBAT in third, 4GROUND second, and SARISSA PRECISION first. All three podium finishers specialise in MDF scenery, proving that wargamers' love of that medium is showing no sign of abating.



Some teaser shots of new MDF stuff coming from Sarissa in 2022.



Steve and Rich from Sarissa told us a bit about what we can expect from the MDF maestros in 2022:

*"We're celebrating ten years of our Sci-Fi range by giving it a revamp, with some new bits added and some of our existing models seeing a refresh. That's something that will be ongoing throughout the year. We are also doing something similar with our 28mm World War Two kits; they are getting a facelift, including a switch to individual roof tiles, which will improve the look of the models. We are going big on Forts next year too, from the French and Indian War to classic Wild West and AWI Blockhouses.*

*"We'll be converting our Waterloo range for 20mm, so it will then be available in everything from 15 (or Epic) to 28mm. Lots more for Epic American Civil War and Wild West as well. Then there's all the stuff we've not even thought of yet!"*

It was good to see some of the smaller terrain manufacturers, WARBASES and CHARLIE FOXTROT MODELS, featuring in the top ten, along with big hitters: GAMES WORKSHOP, GALE FORCE NINE, and MANTIC.

**BEST RECENT ISSUE OF WARGAMES ILLUSTRATED**

Clinching the top mag title by just seven votes was our October magazine, *Wi406 - Just Add Fantasy*. Our much more traditionally inclined Napoleonic Big Battles themed issue was in second place.

Perhaps unsurprisingly, the most recent issues fared best, with the mags from the first part of the year having been consigned to chip paper\* long ago.

*\*Apologies to our non-UK residences for that colloquial reference.*





### BEST RECENT WARGAMES ILLUSTRATED ARTICLE

‘Recent’ is something of an anachronism here because you have to go all the way back to *Wi*400, April 2020, to find the winner of this category. None other than RICK PRIESTLEY of *Warhammer, Black Powder*, and chicken husbandry fame, penned the gold winning article in this category.

‘Rules Scene’ by Rick featured in our 400th issue anniversary special. In it the celebrated games designer looked at rules systems and mechanics that had influenced his writing over the last 30 plus years.

Rick celebrated winning the award down his local with a pint and pizza. As you can see, he’s been cultivating a rather marvellous beard during Lockdown. It is currently home to a family of field mice, two half-eaten Werther’s Originals, and a set of keys his wife lost last July.

Perennial *Wi* popular contributor JOSEPH A. MCCULLOUGH’s article ‘Daleks in Stargrave’ was voted into second spot, with ‘A Treasure Trove of Blanchitsu’ by NICK EYRE taking third. It was also good to see our regular wordsmith PETE BROWN being appreciated, coming in fourth just behind the aforementioned big hitters of the hobby.

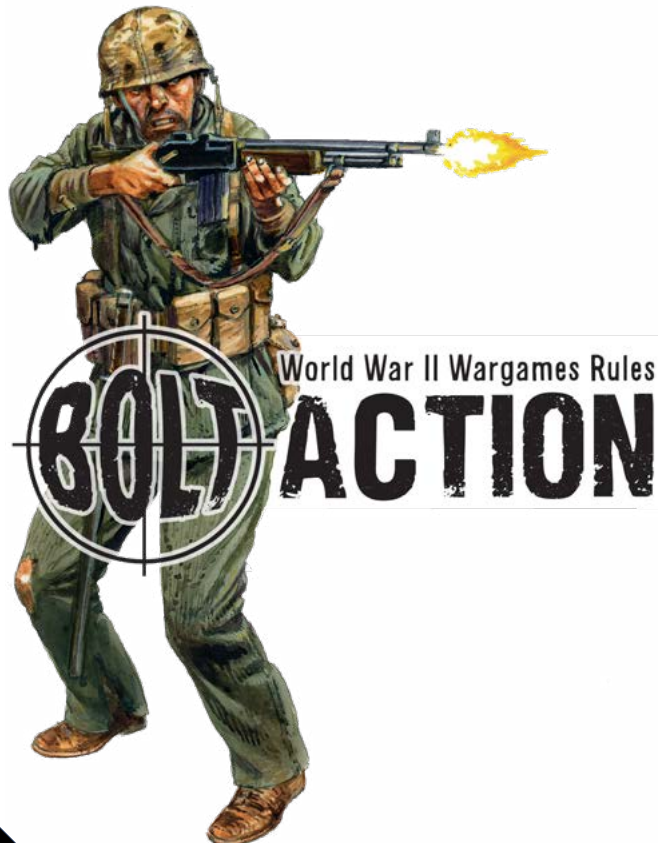


Above: Rick, rockin’ the Ben Gunn look.

### BEST RANGE OF MINIATURES

It was a second year at number two for the BARONS’ WAR 28mm medieval range by Footsore Miniatures, a new entry at number three for PERRY MINIATURES NAPOLEONICS, and a return to the top (last seen here in 2019) for BOLT ACTION; 28mm World War Two.

NORTH STAR had three entries in the top ten with STARGRAVE (5th), FROSTGRAVE (6th), and OATHMARK (8th). VICTRIX also appeared twice with their Ancients (7th) and Dark Age (10th) ranges.



Following the presentation of the two awards pertaining to *Bolt Action*, we asked Head of Product Design at Warlord Games, Paul Sawyer, to tell us what lay ahead for BA in 2022.

*“Lots more Italians to begin with, both Alpini and Bersaglieri in plastic and metal. A fantastic German sd.Kfz. 250 series half-track in plastic; very versatile for use in several different periods and theatres of the war. For the Allies, we’ve got a plastic ‘Easy Eight’ coming and plastic Humber Armoured Cars.*

*“On the publishing side, we have several Campaign books on the way, including Case Blue: the 1942 German invasion of Russia, and the second of the Italian books Tough Gut, covering 1943 onwards when Italy split its allegiance, post armistice.*

*“We will also be releasing a campaign system that can also be played as a board game, called Combined Arms.*

*“Bolt Action is very much alive, well, and thriving, our support for the game will continue to be big and exciting.”*

# WARGAMES ILLUSTRATED AWARDS 2021

## THE RESULTS IN SUMMARY

### BEST WARGAMES RULES

1. *Bolt Action*
2. *Burrows and Badgers*
3. *Chain of Command*
4. *SAGA*
5. *7TV*

**PREVIOUS WINNERS:** *Clash of Spears* (2020), *Frostgrave* (2019), and *Chain of Command* (2018 and 2017).

### BEST MINIATURE MANUFACTURER

1. Perry Miniatures
2. Warlord Games
3. North Star
4. Games Workshop
5. Wargames Atlantic

**PREVIOUS WINNERS:** Perry Miniatures for five years in a row!

### BEST RANGE OF MINIATURES

1. Warlord Games: Bolt Action
2. Footsore: Barons' War
3. Perry Miniatures: Napoleonic
4. Oathsworn: Burrows and Badgers
5. North Star: Stargrave

**PREVIOUS WINNERS:** Frostgrave (2020 and 2017) and Bolt Action (2019 and 2018).

### BEST WARGAMES TERRAIN, ACCESSORY, OR BUILDING MANUFACTURER

1. Sarissa Precision
2. 4Ground
3. TT Combat
4. Games Workshop
5. Warbases

**PREVIOUS WINNERS:** Sarissa Precision (2020, 2019, and 2018!) and 4Ground (2017).

### BEST CUSTOMER SERVICE

1. Warlord Games
2. North Star
3. Games Workshop
4. Bad Squiddo Games
5. Footsore

**PREVIOUS WINNERS:** Warlord Games for five years in a row!

### BEST NEW RULES

1. *The Barons' War*
2. *Stargrave*
3. *SPQR (Revised Edition)*
4. *The Silver Bayonet*
5. *O Group*

**PREVIOUS WINNERS:** *Infamy, Infamy!* (2020), *Black Seas* (2019), *What a Tanker!* (2018), and *Test of Honour* (2017).

### BEST ISSUE OF WARGAMES ILLUSTRATED

1. *Wi406 - Just Add Fantasy*
2. *Wi405 - What If?*
3. *Wi407 - Wargames Workbench*
4. *Wi398 - Holy War*
5. *Wi402 - Billhooks Redux*

**PREVIOUS WINNERS:** *Wi393 - Wars of the Roses* (2020), *Wi384 - Age of Carronade* (2019), *Wi371 - Gaming Campaigns* (2018), and *Wi355 - Samurai* (2017).

### BEST WARGAMES ILLUSTRATED ARTICLE

1. Rules Scene - Rick Priestley, *Wi400*
2. Daleks in Stargrave - Joseph A. McCullough, *Wi404*
3. Blanchitsu Classics - Nick Eyre, *Wi406*
4. "I'm sorry Dave, I can't do that" - Pete Brown, *Wi403*
5. Defending Rourke's Drift - Barry Evans, *Wi407*

**PREVIOUS WINNERS:** How to Improve MDF Buildings - Paul Davies, *Wi388* (2020), Rules Showcase: Black Seas - Daniel Faulconbridge, *Wi384* (2019), MDF Modelling series of articles - Gary Faulkner (2018), and Building Better Scenarios - Jay White, *Wi358* (2017).

## CONGRATULATIONS ONE AND ALL!

Well done to all 310 manufacturers, publishers, and contributors who received a vote this year, reflecting the wealth of variety and quality in our hobby. Let's do it all again next year!





# THE MONSTER MERCHANTS

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# Painting your free Epic Infantry

Warlord Games' in-house painter, Jamie Getliffe, shares how to paint the awesome new French and British Epic Napoleonic Infantry frames.

Begin by cleaning up the figures, if necessary, then spray them in strips with black spray primer. Alternatively you can apply black paint in a thin coat with a brush.



Above: British Line Infantry.

Below: French Line Infantry and Light Infantry.



## A NEWBIE TAKES ON EPIC NAPOLEONICS

Want to see more about painting these models? Take a look at how contributor Gee Walsh - a newcomer to Epic scale and the period - went about painting his French Infantry figures on the *Wargames Illustrated* website.



## PAINTS USED

All paints used in this guide are from Vallejo Model Color and all washes are from The Army Painter. You can, of course, find alternatives in whatever other ranges you prefer.

## BRITISH LINE INFANTRY

### BASECOAT

Start with Flat Red and block out the jackets and base of the plumes on the centre companies. Apply London Grey to the trousers and the greatcoat roll on top of the backpack.

Next take the facing colour (in this case Dark Prussian Blue) and block out the collars and cuffs. After this is complete, basecoat the shako cords, lace, straps, and plume tops in Light Grey. In the case of light company models, paint the plumes and shako in Black Green.

The basecoat for the flesh is basic Skin Tone, then use Flat Brown to paint the wood on the musket and the canteen strap. Use Prussian Blue as a basecoat on the canteen, and Light Mud on the haversack.

Finish the basecoating with the metals. Use Oily Steel to basecoat the musket barrel, bayonet and buttons, and Brass to paint the shako plate, crossbelt plate, musket embellishments, and the bottom of the bayonet scabbards.



### WASH

Washes create quick contrast with relative ease. Apply Dark Tone as a wash on the trousers, greatcoat rolls, and any musket barrels. Wait for this to dry before applying Flesh Wash on the skin and all the brass. Finally, use Strong Tone to wash the haversack.



### HIGHLIGHT

Pick out the edges of all the washed areas with the initial basecoat colours to bring back some saturation. After this, use Off-White to paint all the belts, straps, lace, plumes etc.

For the light company figures, use Intermediate Green to paint the plumes and shako cords.

Use Black Grey to paint the edges of anything black, like shakos, cartridge boxes, shoes etc. Highlight the bayonets up with Plate Mail Steel.



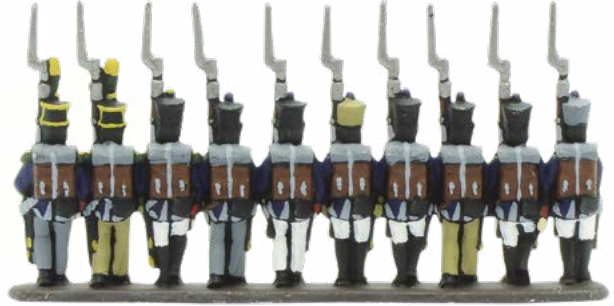
## FRENCH LINE INFANTRY

### BASECOAT

Start with Dark Prussian Blue on all the jackets (or habits), then use Light Grey on all the belts, musket slings, and the lapels of the jackets. Next, paint the trousers Off-White, London Grey, or some other light beige colour and use the same colours for shako covers.

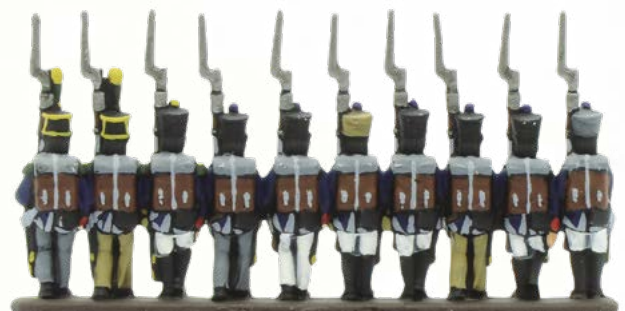
The basecoat for the flesh is in basic Skin Tone, and with that done you can add flourishes in Dark Vermillion on the collars, cuffs, and piping for the lapels. For grenadier models, paint the plumes, epaulettes, and shako lace the same colour. For voltigeur models, use Black Green to paint the epaulettes and plume, then Yellow Ochre to paint the collar, edge of the epaulettes, pompom, shako lace, and tip of the plume. Use a flat brown to paint the backpack and musket wood.

Use Oily Steel to paint the musket barrel, bayonet, and water canteens before using Old Gold to paint shako plates, sword hilts, chin scales, and buttons.



### WASH

Use Dark Tone to wash all grey trousers, shako covers, and any Oily Steel painted parts. Next, use Strong Tone to wash all brown trousers and shako covers. Dilute Light Grey paint into a wash by mixing it with water and apply it over the white trousers. Finally, apply Flesh Wash over the skin and gold parts.



### HIGHLIGHT

Highlight edges back up to saturation with the basecoat colours, then use Off-White on all the belts, straps, lace, etc. Next, use Flat Yellow on anything you basecoated with Yellow Ochre and Intermediate Green on anything you base coated in Black Green.

Apply Black Grey to the edges of anything black like the shakos, cartridge boxes, shoes, etc. Use Army Painter Plate Mail to paint the bayonets.



## FRENCH LIGHT INFANTRY IN GREATCOATS

### BASECOAT

Greatcoats are either grey, beige, or light brown, it's up to you what ratio you want them in; you could have them all in one colour if you wish. Paint the grey greatcoats, and shako covers London Grey. If you have other grey, beige, or light brown paints, you can mix them in as you choose.

Next paint trousers and the jackets of the open greatcoats with Dark Prussian Blue, then paint some Light Grey on all the piping, belts, and straps.

Paint the flesh with basic Skin Tone before painting the carabinier straps, plumes, epaulettes, and shako lace in Dark Vermillion. To paint voltigeurs use Black Green on the epaulettes and plume, then Yellow Ochre to paint the collar, edge of the epaulettes, pompom, shako lace, and tip of the plume.

Use a flat brown to paint the backpack and musket wood before using Oily Steel to paint the shako plates, musket barrels, chin scales, buttons, and bayonets.



### WASH

Use Dark Tone to wash all grey greatcoats, trousers, shako covers, and any Oily Steel you painted in the previous stage.

Use Strong Tone to wash all the beige and light brown greatcoats, trousers, and shako covers. Finally, apply Flesh Wash to the skin.



### HIGHLIGHT

Highlight edges with the basecoat colours, then use Off-White to paint all the belts, straps, lace, etc. Use Flat Yellow to paint anything basecoated Yellow Ochre and use Intermediate Green to paint anything basecoated in Black Green.

Next, use Black Grey to paint the edges of anything black: shakos, cartridge boxes, shoes, etc followed by Army Painter Plate Mail to paint the bayonets.



### FINISHING THINGS OFF

Finally, and once all the other paint is dry, apply Army Painter Anti-shine Matt Varnish to the figures and you're ready for basing.

A simple basing technique is to mix PVA, fine sand, and a brown paint to make a 'gloop' that will both texture and colour the base at once. When this is thoroughly dry, you can drybrush the mix with a lighter brown and finish things off by gluing fine scatter on top.



# saving private ryan

## IN A COMIC BOOK STYLE



Salute silver medalist Sébastien Clément shows how he achieves a fascinating comic book style on his Bolt Action figures.

I've recently been experimenting with painting figures so that they look like they could have jumped out of the pages of a graphic novel. To start with I practiced the technique on sci-fi greenskins, then progressed to Space Marines, and found it created striking miniatures that looked very different to much of what's out there. They work, in part, because they come from an already fantastical world, but a question popped into my head - can this technique be applied effectively to historical minis?



I grew up in Normandy, so I decided to answer my own question by painting something based around the Battle of Normandy in the summer of 1944. Inspiration came from the movie *Saving Private Ryan* and 'The Rabbit' scene, which features Private Reiben riding at the back of a looted Kettenkrad. While picking pictures from the movie to use as reference, I decided to have a go at a second miniature, featuring Private Reiben (again) helping Sergeant Horvath to safety in the final minutes of the battle of Ramelle.

I'd face several challenges with these two little dioramas: building miniatures that look like the movie scenes, painting them in a comic book style, and matching the atmosphere from the movie.



## CHOOSING THE MINIATURES

I wanted to match the film scenes as closely as possible and decided to work with models from the Bolt Action range as it had the Kettenkrad and plastic US Infantry sets. Being able to get plastic models was key; I needed to heavily convert them to match the poses, and plastic is a lot easier than metal and resin for this kind of work. Also, the US infantry sets offer multiple body, arm, and leg options, allowing me to quickly build the main parts without resculpting too much.



## BUILDING THE MINIATURES



1. I picked parts from the US Infantry and US Paratroopers sets that would allow me to pose the figures as required.

2. Most of the parts had to be cut down to adjust or fully change their angles before being glued into position. Polystyrene cement glue did some of the gap filling work for me by melting parts together, but there was still much to refine. As you can see in the photo, some details were changed after this first pass. The purpose of this glueing step was to check the parts worked together. If your build

is simpler, you could construct a dry fit using sticky tack, but I needed to do a more permanent finish here as the amount of parts would have fallen apart as I tried to add more! I replaced the rifle with a BAR, cut the hand off the Sergeant to set it into contact with Reiben's jacket, and made some other small adjustments.



3. I used plastic putty to fill in the smaller gaps and to reinforce the big ones. When I don't need to sculpt and refine things, I prefer this product to Green Stuff as it needs no mixing prep and is easier to handle.



## USING PRIMER TO GUIDE YOUR CLEANUP

I like to apply black primer on everything I build as it covers well and blends the different materials used. Once primed, you can do a first check of your assembly and sculpting, looking for obvious lines and rough parts. These can be trimmed down with a sharp blade.

With this done, I apply white with my airbrush as this helps me spot anything that is wrong far more easily. Again, I fix areas that need tidying up and then reapply the white before starting the proper painting.

This is especially important when looking for a clean finish, which is important in the graphic novel style as you can't use dust or rust to hide defects.



4. Some parts, especially the arms and shoulders of the bazooka team, needed more refined sculpting. Green Stuff was used for this. You can see above that I pushed it into place then refined folds and added detailing with a scalpel as it dried.

On the Rabbit scene, the paratrooper driver got two stages of Green Stuff; the first one reinforced the arms, which were held by a tiny bit of plastic, then I properly sculpted them after this first pass was dry and strong.



5. Sergeant Horvath's head comes from the paratrooper set because I liked the face on it, but I sculpted hair over its Mohawk cut to better represent the character from the film. I slightly extended Reiben's jacket after removing the straps to make it hang looser. In the movie, the jacket is open but this would have required a full resculpting of the front of the mini, so I chose not to do it. I think it still very much reflects the scene. Once happy with the sculpting, I added accessories like pouches, flasks, and grenades. I tried to use the same gear I could see in the movie stills.

## PAINTING IN A COMIC BOOK STYLE

While it is a rather reductive way to describe it, painting in this style is mostly about the way you use black outlines to mimic the inking seen on comic book pages. For these lines to look good, you want them to contrast as much as possible with the colours around them.

To achieve that contrast, you'll need to make your colouring either very bright or rather subdued. Avoid dark colours that are close to the black lines as much as possible, or the time you spend painting those black lines will be wasted as they will be almost invisible. Where my Orks and Marines stood out with vibrant saturated colours, perhaps in the style of a more vintage comic book, *Saving Private Ryan's* look led me to something more desaturated. This rather mimics the look of many of the more contemporary graphic novels, particularly crime epics such as Brian Azzarello and Eduardo Risso's *100 Bullets*.



1. In a reversal of comic book art, you need to paint the background colours first; the black lines come at the end. Whether you go for a bright or pale base, I paint over a white basecoat. Black and white pre-shading is also an option.

I painted the Kettenkrad's main camo colours with an airbrush for convenience. The dark yellow was slightly highlighted on the top parts before applying the green and brown camo. Notice that this is far 'too pale' for any conventionally painted model, but it will work just fine once we punch up the look with our blacklining.



2. On the bazooka team, as the two characters are holding each other, I painted the two coats with slightly different hues to improve the way the miniature would read. The Sergeant's jacket is slightly greener than Reiben's, and this actually matches the look of the stills I took from the film.



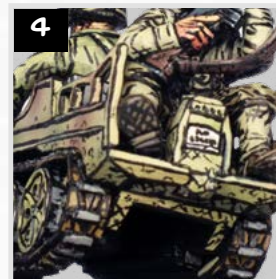
3. The last step, but also the most time-consuming one, comes next, painting black lines. What you need is a combination of three things: a small brush with a good point, smooth flowing black paint, and dedication! I start with the outline, painting all of the edges and recessed parts. The more detailed the model is, the smaller the lines you should paint to accentuate these details.

For some elements, such as the faces and uniform details, I make my line work obviously thinner and leave more of the colours showing below. With an area such as a nose, it's down to your artistic interpretation where you should add lines to define its main shape and further elements of detail, but I advise you take a less is more approach to begin with and add further details if they feel necessary. It's easier to add than take away!

To keep my paint flowing and smooth, I use a wet palette. You want your paint to be thin but you need to keep control to avoid it spreading like a wash. Keep the amount on your brush minimal and wash the paint out regularly or you'll lose that sharp point.

You can use the edges of parts to guide the lines, running the edge of the brush over them to catch the outlines of forms.

4. When the boundary elements are done, I add shadows created with parallel and cross-hatched lines. The idea is to match what a black and white drawing would look like. This must be done after all the outline work to avoid overpainting the miniature with black. If you find you go too far, you can reapply the base colours to thin down the lines, remove some, or in the worst case scenario start over.



You will encounter difficult areas - like on the tracks of this Kettenkrad. With something that has a lot of different angles and plains of detail, it is sometimes easier to be looser in your application of the lines and fix it by repainting the base colour over the black.

5. The weapons' base colours are applied in a mix of cell-shading and non-metallic metal styles.



Metallic paints will not work very well with the comic book style as you don't tend to see reflective pigment on the pages of graphic novels!

The BAR is painted with a middle grey, highlighted with a light grey, and finally highlighted with a light blue - this simple approach would not come close to creating a finished non-metallic metal effect on a traditionally painted figure, but the black outline and shadows that then get applied bring the right amount of additional style.

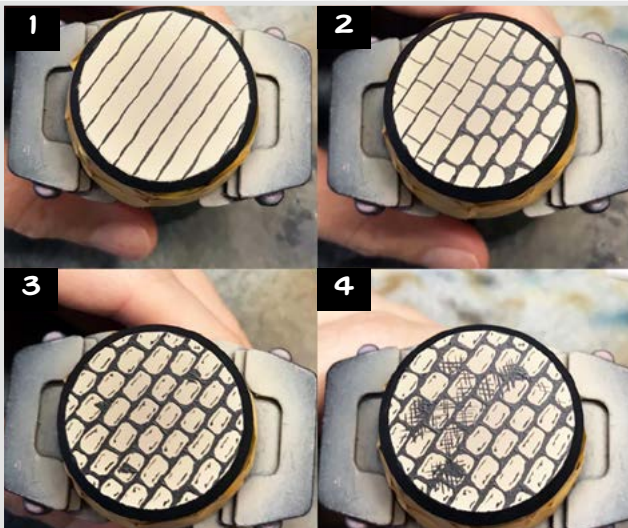


### FIND YOUR PERFERED COMIC BOOK STYLE

Comic books come in many different styles, and you can replicate these on your miniatures. The colours can be applied in a classic painting style, in cell shading, or anything in between. In this article a classic painting style is mainly used, but some parts like guns and flesh are closer to a cell shading style. The thickness and volume of the black lines will also make a huge difference. You can use them for outlines only or to create shadows as I have done.



### BASING WITH A DIFFERENCE



Because the Kettenkrad base was larger it looked a little empty. I checked the pictures from the movie and the solution was obvious; create some kind of path by surrounding the vehicle with rubble. Plastic sprues got chopped up and were added as bricks.

The comic book style can be applied on a sculpted base, of course, but I wanted to keep the ones on these scenes as simple as possible to make the figures the stars. I decided to 'draw' the ground over a flat surface:

1. The background colour is a subtle gradient from a light brown outside to a darker brown centre. Onto that I start to define the shapes. Masking tape can be used to help you paint parallel lines for your starting guide.
2. I quickly painted the basic cobblestone shapes before rounding them off.
3. I added lines and dots to give them a fake depth and 3D feel.
4. After marking the characters' feet position, I painted their shadows with crossed lines.

### WHEN BLACK LINING WON'T DO TRY WHITE

If you want to paint some parts in black, your black lining won't show up. To solve this problem, first imagine how those parts would be rendered if they were part of a black and white drawing (or check out some comics) and do as the flat panel artists do.

My way is to basecoat in solid black and paint the outline details in pure white. Ensure these lines are as fine and refined as possible to get the best result. Black paint can be re-applied over your white lines to thin them further.



Unlike the rest of the painting, which is very desaturated, I decided to paint the bricks in a brighter colour to increase their contrast against the rest of the miniature. The quite bright orange of the brick helps the khaki/green colours from the vehicle and the characters to pop more.



## MY COLOUR PALETTE

### THE KETTENKRAD

- **The initial colour:** Vallejo Khaki highlighted with Citadel Ushabti Bone.
- **The green camo:** A mix of Vallejo German Cam Bright Green and Vallejo Panzer Green.
- **The brown camo:** Vallejo Panzer Brown.
- **The tracks:** Citadel Steel Legion Drab.
- **The rubber tyre:** Citadel Dawstone highlighted with Citadel Administratum Grey.

### PARATROOPER UNIFORM

- Vallejo Olive Drab highlighted with a mix of Citadel Death Guard Green and Citadel Krieg Khaki.

### RANGER UNIFORM PANTS

- Citadel Steel Legion Drab and Citadel Corvus Black covered with Citadel Steel Legion Drab and highlighted with Vallejo Khaki.

### RANGER UNIFORM JACKETS

- **Basecoat:** Vallejo English Uniform, Vallejo Khaki, and Citadel Screaming Skull.
- **Sergeant's jacket highlights:** Mix of Vallejo Khaki with Citadel Krieg Khaki; White added to the mix for more contrasted highlights.
- **Private's jacket highlights:** Mix of Vallejo Khaki with Citadel Krieg Khaki and Citadel Screaming Skull; White added to the mix for more contrasted highlights.

## CONCLUSION

This was only my second Bolt Action project and it was a great journey! While working on applying this style to the figures, I realised it would make a very good-looking small army for the game. There are still plenty of amazing scenes from the movie to build further miniatures.

With so many available pictures from World War Two, I have plenty of other ideas for future miniatures as well, though it was fun using a movie for reference. My next project will be a small scene with the latest Salute miniature of the boy with the plane. I hope to follow up the success I had in the Salute painting competition where The Rabbit came second in the Historical Other category and snagged me a silver medal.



### FLESH

- Citadel Bugman's Glow highlighted with Citadel Kislev Flesh, Citadel Flayed One Flesh, and Citadel Pallid Wych Flesh.

### HELMETS AND BAZOOKA

- Vallejo Olive Drab highlighted with Vallejo Khaki and Citadel Krieg Khaki.

### GUNS

- Citadel Mechanicus Standard Grey highlighted with Citadel Administratum Grey added to the basecoat, then further highlighted with Citadel Blue Horror.

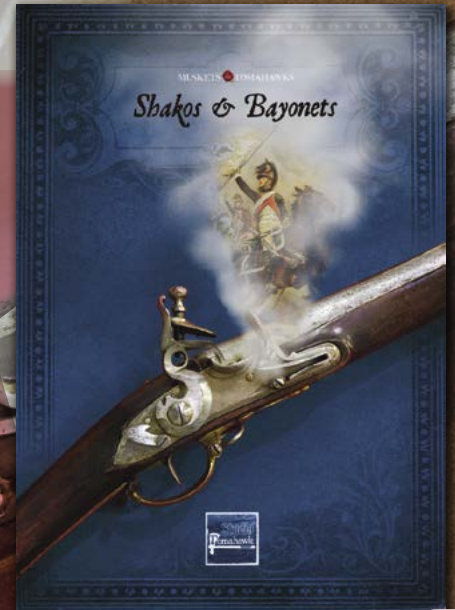
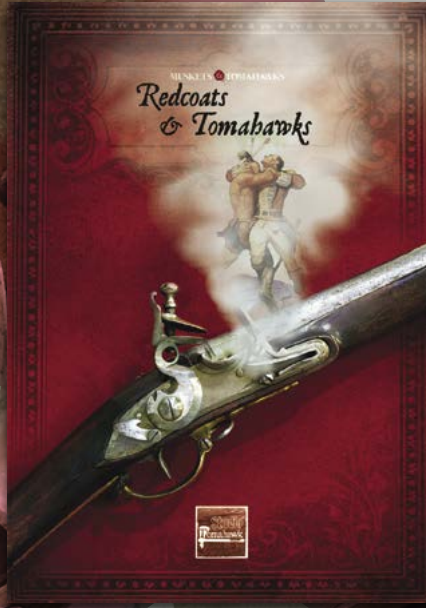
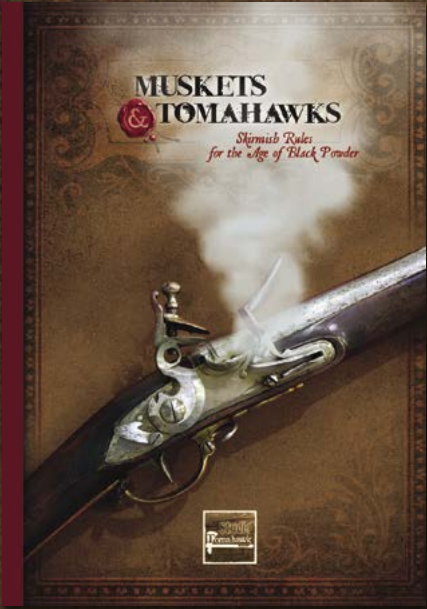
### BASES

- **Ground:** Citadel Baneblade Brown, Citadel Karak Stone, and Citadel Ushabti Bone.
- **Bricks:** Citadel Mournfang Brown and Citadel Bestigor Flesh.
- **Black:** Citadel Abaddon Black.



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# PLUS ÇA CHANGE!



**Rules writer Keith Flint discusses changes in tactics from The Seven Years' War to the Napoleonic Wars.**

It would seem obvious that changes in tactics between different periods of military history should result in changes in the rules that we use to game those periods. After all, historical wargamers tend to be people who like history! This article looks at the differences in tactics between the mid-18th Century and the Napoleonic era and how they might be expressed in wargaming terms, and in the process tries to throw some light on more general issues, such as how rules are shaped to differentiate between historical periods and provide the appropriate period flavour.

I should start by saying I do have some form in this area; in 2015, my SYW rules *Honours of War* were published by Osprey, and this year I had a set of Napoleonic rules, *Shadow of the Eagles*, published by Partizan Press. So, the ways in which those two periods differ has been much on my mind recently. Let's kick off the discussion with a quote from Donald Featherstone that sums up the issue rather well. He had this to say in a 1991 book on the Peninsular War:

"Muskets and their ranges were much the same, the artillery equally effective and cavalry were similarly armed during the Napoleonic Wars as they were 50 to 60 years earlier in the Seven Years' War, and yet the warfare of the two periods was very different. When wargaming, this is a fact that must be authentically reproduced by rules that are designed to *emphasise and produce* these differences. It is very easy to discover that one is merely fighting Napoleonic battles with armies wearing tricorne hats, or a Seven Years' War conflict with Napoleonic troops!" (My italics).

Quite so. It's worth saying straight away that the changes I'll be discussing are those of tactics and grand tactics, and in this respect the main changes occurred amongst the infantry. Some of the most significant military changes in the Napoleonic period were made at the operational level (let's say corps level and above), but these don't really feature in our tabletop battles. Pretty much all these changes were created by the French, but what were the changes and differences between the two periods?



## PERPENDICULAR AND CLOSED

First, there were two advances in techniques of drill in the mid to late 18th Century that had a significant effect on how armies could fight. These had originated in Prussian experiments, but were subsequently developed for the French army, in particular, via the influence of the Comte de Guibert, chief military advisor to the French government from 1787 to 1789.

The first of these was the change from the 'processional' deployment of battalions to one of 'perpendicular' deployment - see diagram over page. This meant that each battalion could march up to its deployment point in column and change directly into line, instead of forming part of a 'procession' of battalions in open column that had to march across the front of the enemy, exposing their flank, before halting and quarter-wheeling their companies into line (see diagram). The perpendicular process was both quicker and safer, allowing battalions, brigades, and divisions to change into line much closer to the enemy than before without undue risk.

Second was the use of closed columns (columns with no interval between successive ranks or sub-units) to create 'closed squares' simply by having the men at the sides and rear turn outwards. This was much quicker and easier than the methods used to form the familiar 'open squares' where the companies formed themselves around a central open space. Once again, infantry could safely manoeuvre in column much closer to the enemy, in this case enemy cavalry, although some at the time argued open squares remained more effective.



Above: British Rifleman.

Below: Epic Waterloo French Voltigeurs Skirmishers.



Above: British infantry in a closed square. Figures by Warlord Games.

These two developments might sound relatively minor, but they were the building blocks that helped break down the linear system of the 18th Century. Brigades and divisions could now manoeuvre independently close to the enemy in relatively fast-moving columns without needing a linear army formation where each battalion protected the flank of the other. They could also change quickly into line against infantry or square against cavalry.

## HERE COME THE SKIRMISHERS

For our next change, we turn to light infantry skirmishing. It is no coincidence that the two nations who did best in this area were Britain and France, who had been involved in the French and Indian War (1754-1760) and the American Revolutionary War (1774-1783). The value of light troops had been strongly highlighted in these two conflicts, and the foundations were created for practices that would carry over into the Napoleonic Wars. The French in particular often gained an advantage with their aggressive skirmishing, wearing down the enemy in preparation for an attack by formed units. In the Revolutionary period (let's say 1792-95), the initially raw troops often broke down quickly into loose but combative formations, which surprised and sometimes defeated their more conventional opponents - provided the French troops didn't simply choose to run away at first contact!

However, it is worth emphasising that other nations had not entirely been left behind in the field of skirmishing. Austria had been the kings of *La Petite*

*Guerre* in the mid-18th Century, with their *Grenz* (border) infantry and hussar cavalry. They had fallen behind a little, but modern scholarship has confirmed the fact that both Austria and Prussia had armies that could skirmish even if not quite to the same extent or ability as their French opponents. We should also be careful when we read about those 'swarms of French sharpshooters' who apparently cut down their enemies in droves with no effective counter. French skirmishers almost never had rifles, for example, and were often poorly trained - Spain being a good example of a campaign where they were effectively countered by significantly better-trained British light troops. A more detailed account of Napoleonic light infantry can be found in *Wi403*, in Bill Gray's article *Enfants Perdu*.

## ATTACK! (OR ASSAULT)

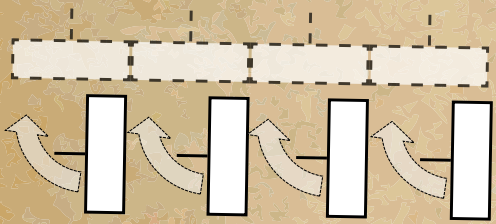
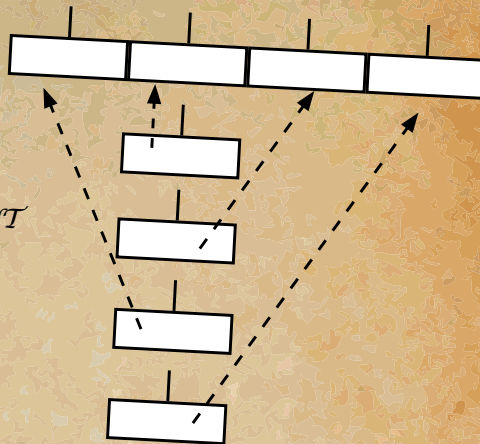
Now we should turn to another distinctive Napoleonic formation, the 'attack' or 'assault' column, which we have already alluded to above. Such columns were much deeper than line formations but differed from what we might term 'march columns' in that they were almost always a lot wider than they were deep - typically 60-80 men wide but only 9 to 12 ranks deep - whilst a marching column might be only a dozen or as little as four men wide. Marching columns were definitely not fighting formations, but any type of column could move around the battlefield faster than a unit in line.

We have seen that quicker and easier drill procedures meant columns could be maintained much closer to the enemy.



*PERPENDICULAR AND PROCESSIONAL DEPLOYMENT  
(SINGLE BATTALION OF FOUR COMPANIES - SIMPLIFIED)*

*PERPENDICULAR DEPLOYMENT  
Sub-units 'fan out' into line.*

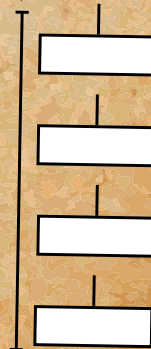


*3. Sub-units quarter-wheel to right. Unit now in line.*

*2. Column wheels left 90 degrees.*

*1. Battalion in 'open' column.*

*PROCESSIONAL DEPLOYMENT  
Column wheels to left (or right)  
then quarter-wheels into line.*



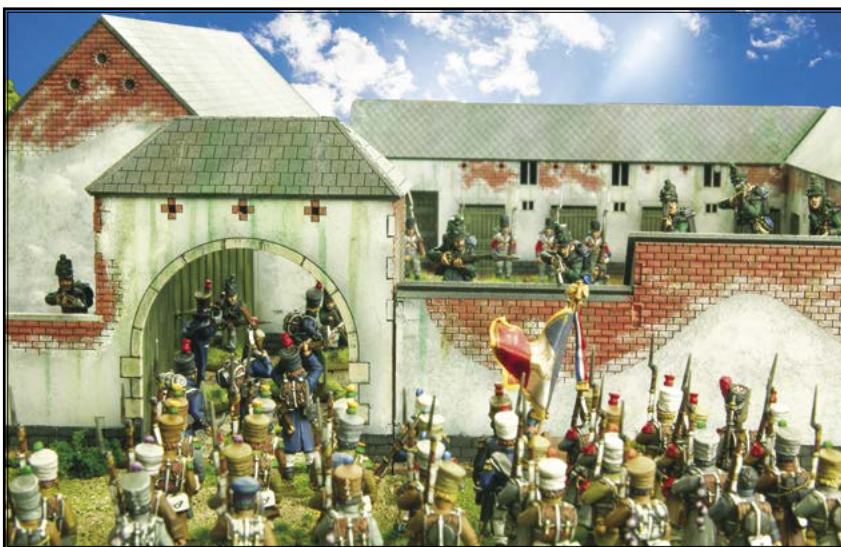
French doctrine seems to have been that the attack columns should form into line on getting into musket range as firepower was seen to be the way to break the enemy, and columns developed very limited firepower. But changing formation that close to the enemy was a real risk, and if the enemy looked to be wavering, the charge was often completed in column, relying on the defenders to break and run before contact when faced with an aggressive French charge. Against weakened or poor-quality troops, this often worked. Failures against the British and other nations often resulted from a failed formation change from column to line when close to the enemy in the face of defenders who refused to be intimidated.

In the Napoleonic era, the limited firepower of attacking columns was often mitigated by the use of the famous *ordre mixte*, where a brigade or regiment would have some units in line and others in column in an attempt to take advantage of the best features of each formation.



Above: French columns push forward. Photo by Ron Ringrose.

Below: A French attack column assaults Hougomont.



The additional types of formation used on the battlefield tend to make Napoleonic rules more complex than those for the SYW. However, further complication arises from the game of catch-up that the other nations of Europe were playing. The armies fighting against Revolutionary and then Napoleonic armies were often still using some or all of the elements of a linear system; so we have to develop rules not just to cater for Napoleonic-style armies fighting each other, but Napoleonic armies fighting linear armies or Napoleonic armies fighting linear armies that were a bit linear and a bit Napoleonic! Getting your head around this can be quite a challenge.

Nevertheless, having described the main tactical changes from SYW to Napoleonic, it's time to look at how these can be represented in wargaming rules, and more broadly how wargames can deal with changing tactics between periods.

### SQUARES AND GUNS

We can start by questioning the idea of change between our two eras. Let's look at squares as an example. These were well-known formations in the 18th Century, and the drill books contained the necessary movements to form them. So

### ESPRIT DE CORPS

From the mid-18th Century, France had been moving towards permanent brigades, divisions, and corps, rather than the ad hoc formations so common in the SYW and earlier. This produced teams of units and officers who trained together, knew each other, and fought together, producing greater efficiency and *esprit de corps*. It was the Revolution itself that produced two more finishing touches: promotion by merit, creating a more professional and more motivated officer corps, and the encouragement of independence and initiative in commanders from regiment and brigade upwards.

Here was a process of tactical innovation that had started with France trying to put right what had gone so badly wrong

with the French army in the SYW, and which was eventually completed with the changes brought about by the Revolution. Napoleon was able to inherit an army that had already developed into a war-winning force - the differences he made were at higher levels of command and manoeuvre than those catered for in this article.



Above: British Redcoats in line.



A Hanoverian infantry unit with attached battalion gun. Figures by Warlord Games.

why are they such a feature of Napoleonic games but generally absent from SYW games? At the time Don Featherstone wrote his book on the Peninsula War, the explanation was that all those poor-quality troops in the new mass-conscript armies (especially the French Revolutionary mass armies) just didn't have the training and discipline to stand against cavalry when in line. So, they had to use squares, unlike the hard-drilled and solidly disciplined professionals of the SYW. That explanation is no longer accepted.

Professor Christopher Duffy gives us the first part of the real explanation. In his book on the Austrian army in the SYW, he says this regarding forming squares, "the procedures at the time of the SYW were so slow and difficult as to be virtually inapplicable in a full-scale battle". Plainly the much simpler concept of a closed square was vital in bringing about the change. But in a battle fought using developed 'Napoleonic' tactics, squares were also needed more often than previously. Armies no longer formed mainly with infantry in line in the centre and cavalry on the wings. As we have seen, brigades and divisions were manoeuvring independently, and the cavalry and infantry battles were much less separate. Infantry encountered cavalry more often, but with the new drill procedures they did not have to rely on being part of a continuous line of units, each protecting the other. In this way, squares became much more a part of Napoleonic battles.

Another potential continuity between the mid-18th Century and the Napoleonic Wars is the use of 'battalion guns', that is batteries of two to four usually light guns attached directly to infantry regiments. They were nearly universal in the SYW, and in *Honours of War* they are assumed to be present with the infantry battalions, with the firing range of the battalions consequently extended. Battalion guns were also quite commonly used in the Napoleonic wars by all nations, including the French. But in *Shadow of the Eagles*, they are represented by separate batteries attached to a brigade or regimental group, which must stay within command distance of the brigadier; so they become



Above: French squares come under attack from Austrian Cavalry.

as much of an encumbrance as a support, having to either constantly stop firing in order to keep up, or significantly slow down the infantry they are supporting. This represents the problems that led to them being eventually dropped by most nations. So the same thing is represented in different ways: the same rules won't do because they would give a SYW feel to a Napoleonic game.

#### ENJOYMENT AND RELAXATION COUPLED WITH MILD INTELLECTUAL STIMULATION

Now then, the changes we have noted above give us four basic infantry formations to represent in the Napoleonic era - line, attack columns (which I call 'company columns' in *Shadow of the Eagles*), march columns, and square. To cater for some of the differences between nations, I personally use a distinction between those that used march and company columns just for moving around the battlefield against those that in addition used columns for assaulting the enemy, which is a rather different matter in which the French took the lead. The point to make is that the former category would actually also apply to most nations

in the SYW, but I restrict my SYW armies to just line or march column so that the game looks like a SYW one rather than a Napoleonic one. I don't allow squares for the same reason. You could include them and concoct rules making them hard to form, but I find it better just to leave them out. It's about creating a game that is distinctly SYW in nature and therefore distinct from a Napoleonic game.

So, we can use the hint that Mr Featherstone gave us in the quote at the beginning of this article and use rules that *emphasise and produce* particular aspects of our two systems and de-emphasise others in an admittedly artificial way that nevertheless serves to give a distinctive period flavour to each era.

This leads us to the question of how period-specific our rules have to be. Do we need separate, distinct rulebooks for each period we game, or will generic sets do the job with appropriate 'tweaks' to represent differences in tactical practices? Up to a few years ago, I was an advocate of strongly period-specific rules, but now my answer is that both approaches can do what is needed perfectly well. It is really a matter of choice.



For the Horse and Musket period, we know that there are no particularly crucial technological advances in weaponry to cater for; once the flintlock musket with ring bayonet had been developed by around 1700, the infantry musket only changed in detail until rifling and the brass cartridge were widely introduced, and whilst artillery was improved in design over the period, the changes here were not fundamental either. What changed were tactical practices. It is perfectly acceptable to have a core set of rules covering the period from 1700 up to 1815, and indeed to extend that to the Franco-Prussian War in 1870-71, if due consideration is given to rifled muskets employed *en-masse*. It is worth remembering historian Paddy Griffith's conclusion that the American Civil War was the last Napoleonic war rather than the first modern war.

However, period-specific rules have their own advantages, most importantly in that they emphasise to gamers that today they are playing a different period than they did in last week's game. If variety is the spice of life, playing the various Horse and Musket eras always with the same core rules might get a bit samey. Having different rules to play different eras can simply be more fun.

From the perspective of creating a reasonably historical representation (I won't say 'simulation'), what matters is not 'period-specific' or 'generic' but

simply getting it right. *Black Powder* are the most popular Horse and Musket rules out there at the moment (published in 2009 and still going strong), and they are of course strongly in the 'generic core-rules book' category. I like *Black Powder* and have had many good games with the rules; their use of the 'stat line' to define individual units makes them very adaptable to different periods. Altering the various factors in the stat lines can be a good start in creating the differences you need. Altering some troop factors doesn't do the whole job, of course, and *Black Powder* will fall down if the changes needed between periods aren't recognised and catered for; this is where their 18th Century supplement, *Last Argument of Kings*, failed somewhat.

To conclude, it is interesting to note that debates familiar from historiography around 'change versus continuity' and 'revolutionary change versus evolutionary change' are mirrored in wargaming considerations of how different our rules need to be for different periods and whether it is best to have generic or period-specific rule books. We have seen, for example, just how many factors have to come together to change a way of fighting even during an era of revolutionary change. As I said at the start, historical wargamers like history.

I feel that we should never forget it's just a game. Time to consult Mr Featherstone again: in *War Game Campaigns* (1970),

he noted that in recreational wargaming "the object of the exercise is enjoyment and relaxation coupled with mild intellectual stimulation. [...] The pundits may talk largely of 're-creating the tactical ability and weapon capabilities of armies of a chosen period'. It should be realised from the very beginning that it is a game we are playing, which can, for obvious reasons, bear only the most superficial resemblance to anything that takes place on a real battlefield". This statement is not an excuse for dispensing with history, but in the final analysis it should give us the proper perspective regarding what we are trying to achieve - and the limits of what we are capable of achieving in our games with toy soldiers.

#### FURTHER READING

Five analytical works to fill the lonely hours between games:

*The Military Experience in the Age of Reason*, Christopher Duffy, Routledge, 1987.

*Once Again: Battle Tactics of the American Civil War*, Paddy Griffith, Rally, Crowood Press, 1987.

*The Bayonets of the Republic*, John A. Lyn, Routledge, 1996.

*Battle Tactics of Napoleon and His Enemies*, Brent Nosworthy, Constable, 1995.

*The Background of Napoleonic Warfare*, Robert Quimby, Columbia University Press, 1957.



# A TIGER ON THE HUNT



**Gee Walsh brings Wittmann's wild ride to the tabletop in this solo play *Bolt Action* scenario.**

With gaming still hit by Covid restrictions, there's never been a better time to try some solo play of your wargame of choice. If you're a *Bolt Action* player, you're probably eager to get some figures on the table and give it a go, and fear not intrepid gamer, I've got you covered!

You may already have seen a similar scenario for standard play, which can be found in *Campaign: D-Day: British and Canadian Sectors*. The game is built around the British attempts to take out Michael Wittmann, the Black Baron, as he wreaks havoc on their defences.

You will need a few tanks or armoured vehicles for this scenario, while you take on the role of Wittmann and control a single Tiger tank versus waves of enemy

vehicles. See how you fare against the enemy vehicles and compare with your gaming friends to see who can get the best score (keep a piece of paper handy to note down your tally through the game), or simply weave some narrative in with the action as you go.

Although this game focuses on a single Tiger versus Allied vehicles, there is nothing stopping you from using any vehicles you want.



## WITTMANN'S WILD RIDE

Though he had already been awarded the Knight's Cross of the Iron Cross with Oak Leaves for his part in the destruction of 117 tanks, Waffen-SS tank commander Michael Wittmann's legend was secured after the Battle of Villers-Bocage.

On the morning of 13 June 1944, fearing his understrength company (part of SS Heavy Panzer Battalion 101) must have been spotted by the elements of the British 7th Armoured Division entering Villers-Bocage, he made a bold decision and went on the attack.

Ordering the rest of his company to hold, he took his Tiger on the assault. He destroyed Allied tanks on the road leading to Villers-Bocage before taking out transport vehicles in a mighty explosion from their ruptured fuel tanks. In an escalating show of skill/bravado/foolishness/creative storytelling (as with all such legendary actions, there are those who question the validity and extremity of the claims made) he went on to attack and destroy light and medium tanks as well as a variety of Allied defences.

After just fifteen minutes, Heavy SS-Panzer Battalion 101 had destroyed thirteen tanks, two anti-tank guns, and fifteen transport vehicles; Wittmann took the glory (for the sake of a good story, we'll ignore that many historians dispute his claims), was promoted to SS-Hauptsturmführer and added Swords to his Iron Cross.



### OBJECTIVE

You are the sole tank crew left out of your platoon. The original mission given to you by Headquarters still stands; hold a strategically vital location until reinforcements arrive. You are alone, survive for as long as you can!

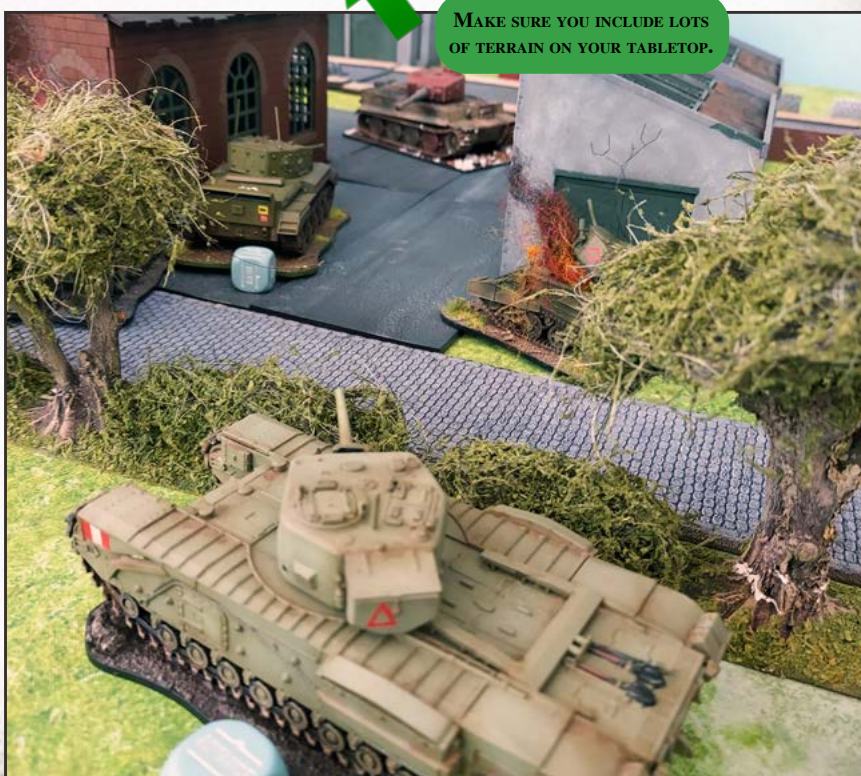
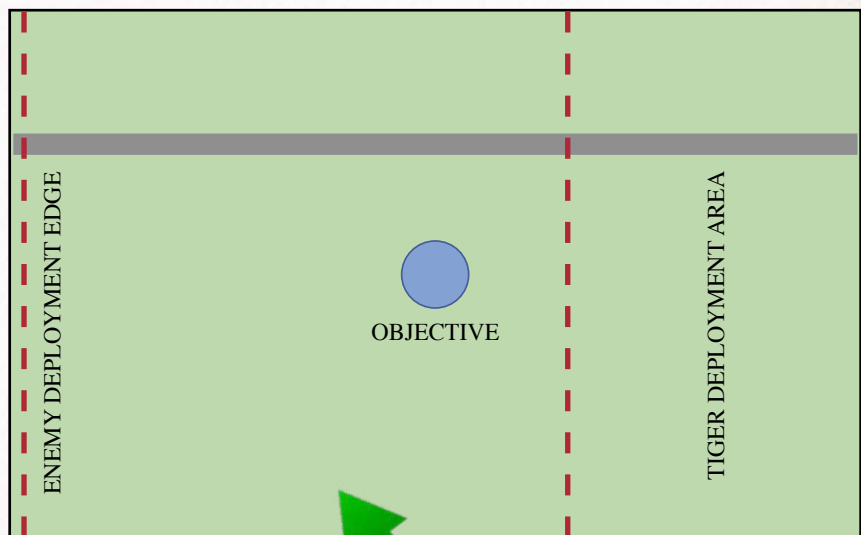
### SET UP

This scenario is designed to be played on a 6'x4' board, and you should ensure you have a good level of scenery, including several line of sight blocking pieces. Ideally you want a road running the length of the table to bring in reinforcements and create fast and furious gameplay. The game is played from shortest edge to shortest edge.

The player may set up their Tiger anywhere up to 24" from their own board edge. If the Tiger is deployed behind some sort of cover, it counts as hidden at the start of the game. The opposite short board edge is the line from which all enemy vehicles enter the game. No enemy vehicles are in play at the beginning of the game - they will enter the battle as waves of reinforcements. Place an objective marker (this could be a detailed model you've made or just a simple base, but it will ideally be roughly 40mm in diameter) in the exact centre of the board.

### FORCES

The player takes command of a Veteran Tiger 1 with their choice of three Panzer Ace skills from those shown below. The enemy consists of waves of numerous Allied vehicles as detailed in the special rules. All Allied vehicles are Inexperienced.



## SPECIAL RULES

### PANZER ACE

The player has three Order dice for their Tiger 1. Each time the Tiger's order dice is drawn treat it as having not activated during that turn.

You may choose three skills from the ones listed below.

Note: For the purposes of this game ignore the Tiger fear rule.

Steady aim	Ignore the -1 penalty for moving and firing.
Quick load	When taking a Fire order with the main gun, get one additional shot, which must be used against the same target.
Skilled driver	The Tiger may make an additional 90 degree turn in any Advance or Run.
Hardened by battle	Ignore the first vehicle damage result against this vehicle.
Unshakeable	Crew Shaken results on the vehicle damage table have no effect.
Deadly aim	Add +2 to any damage result on enemy vehicles.
Experimental ammunition	The main gun has +1 Pen value.
Ambush expert	When this vehicle is given an Ambush order, it will have a +1 modifier to hit.
Eye for cover	The Tiger may Advance and instead of firing may go into Ambush.
Nerves of steel	Ignore all pins on this vehicle unless the shot would cause damage.
Tactical genius	The vehicle gains an extra Order Dice per turn.
Fast reactions	The vehicle gains Recce.
High morale	Reroll failed Order and Morale checks.

### WAVES

Each turn a new wave of vehicles will enter the board. Each wave will consist of any number of enemy vehicles. The following are suggestions and should be used to illustrate the approximate number and power of the incoming vehicles.

- Wave 1: Up to five light vehicles, no more than 7+ armour.
- Wave 2: Up to four light vehicles/light tanks, no more than 8+ armour.

- Wave 3: Up to three medium tanks, no more than 9+ armour.
- Wave 4: Up to two heavy tanks, any armour.
- Wave 5 onwards: Any combination of the previous waves.

This is designed as a fun scenario, so no points values are used when selecting vehicles. Use what you have available, but try not to use vehicles that can't hurt the Tiger; don't cheat!



## AUTOMATED ENEMY

Each time a dice is drawn for an enemy vehicle, follow the steps below to determine what happens with that vehicle:

### 1). ASSIGN THE DICE

Assign the dice to the vehicle that is closest to the Tiger.

### 2). ADVANCE AND FIRE OR RUN

If the vehicle can draw line of sight to the player vehicle and is more than 12" away, it must Advance toward the Tiger via the shortest possible route. It will then fire its main weapon against the Tiger.

or

If the vehicle cannot draw line of sight to the player vehicle, it must make a Run order toward the Tiger via the shortest possible route.

*Note: In both situations enemy vehicles will try and move into the best possible position to take out the Tiger, so when Advancing or Running they will attempt to get into the side or rear arc of the Tiger or position themselves to do so in the following turn.*

### 3). TACTICAL POSITIONING AND FIRE

Once enemy vehicles are within 12" of the Tiger and can draw line of sight, they will from then on take a Fire order. If they can, they will move to an optimum position before they Fire.

- Enemy vehicles that arrive from the table edge will Run toward the Tiger via the shortest possible route.
- Enemy vehicles will never make Recce moves.
- If at any point an enemy vehicle cannot Shoot, the vehicle will Rally or do nothing if it has no pins.
- If an enemy vehicle fails an order test, it will move its standard movement speed toward the Tiger via the shortest possible route.

## GAME DURATION

The game lasts for six turns or until the Tiger is destroyed. As soon as the game ends see the Victory section.

## VICTORY!

At the end of the game consult the victory points (VP) table below to get your total.

Enemy vehicles Immobilised at the end of the game.	1 VP per vehicle
Enemy vehicles destroyed.	2 VP per vehicle
Enemy vehicles destroyed while Tiger is within 6" of the objective marker.	4 VP per vehicle
Tiger survives to the end of the game.	5 VP
Tiger is Destroyed.	-5 VP



## MIXING IT UP

There are many other ways to play a solo *Bolt Action* game against waves of oncoming attackers. An elite Commando squad could attempt to hold a key location as they plant explosives, a bunker could face waves of oncoming troops landing on a beach, a heavy weapon team could bravely defend their position while they hold on for reinforcements.

You can introduce a random turn timer to these games to up the tension. This could be as simple as rolling a dice at the end of each turn and the action ends on a D6 roll of six, but you can make it more complex and challenging. How about the game ends on a roll of ten or more and you add the turn number to the roll? You could reward your valiant efforts by giving your dice roll a positive modifier for each enemy you wipe out.

Coming up with your own 'Ace' skills can be a fun part of your scenario, and you can use the Panzer Ace list in this article as a guide. For infantry, you might want to add the ability to heal up any wounded men. You could also 'earn' the chance to pick another skill, as if your models have gained experience through their actions and 'leveled up'! To do this roll a D6 at the end of each turn and add the number of VP you have earned so far. Each time a number is passed - eg. 6, then 10, then 14, and so on - a new skill is earned.



Above: British Commandos hold their position as an enemy wave advances on them.

# BASING YOUR NAPOLEONIC INFANTRY



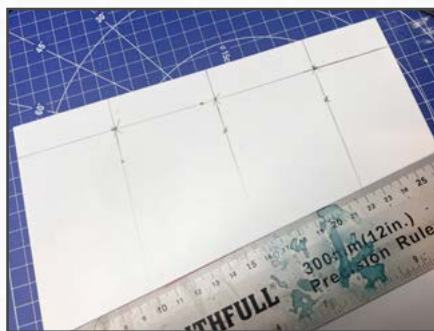
Bases for this month's free figures are available to buy from Warlord Games, or you can knock up your own in next to no time; Marc shows you how ...

Worried your models aren't standing up straight? Fear not, with a sheet of 0.060"/1.5mm thick plasticard (we got ours from Arcane Scenery and Models), you can very easily make your own bases for these Epic Infantry. The techniques here can be used to base any other minis in your collection too, you'll just need to change the base shape accordingly.

## MEASURING OUT

The Epic Infantry base measures 20mm by 60mm (as does the cavalry base), the Artillery base is 42mm by 30mm, and your Mounted Commander gets a smaller base that is 20mm by 20mm.

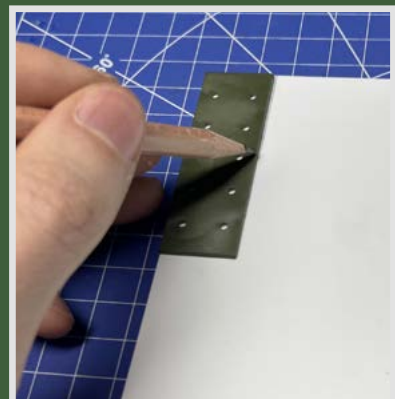
I measured these dimensions (infantry only here) onto the plasticard with a metal ruler and a pencil. Remember the old mantra of measure twice, cut once - you should be able to easily spot any error as you sketch the lines in place and the grid pattern develops.



## REALLY EASY BASE MEASUREMENTS USE A TEMPLATE

If you already have some Epic bases from other figures, you can use one of them as a template. Place it at the edge of the plasticard, hold it firm, and draw around the outline with a sharp pencil.

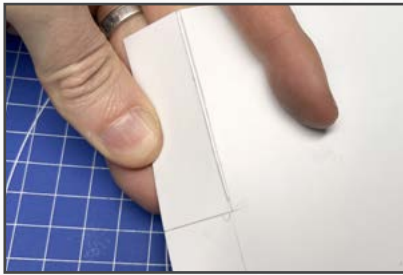
If you don't have Epic bases, make your own template using the dimensions provided in this article, and use that in the same way to save yourself a lot of measuring time.



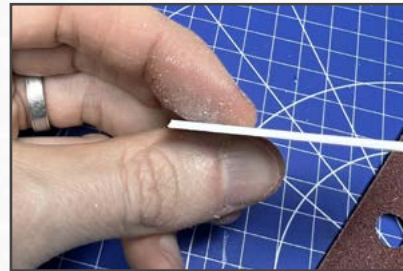
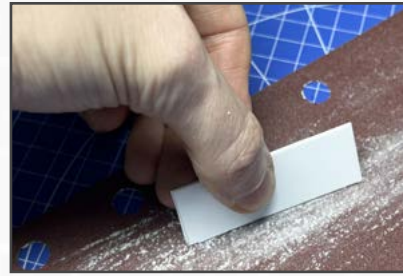
## CUTTING AND EDGING



1. Score a sharp craft knife along the lines, keeping things straight by using your metal rule as a guide. Using minimal pressure, make a guide 'trench' first, then follow with another line to deepen it.

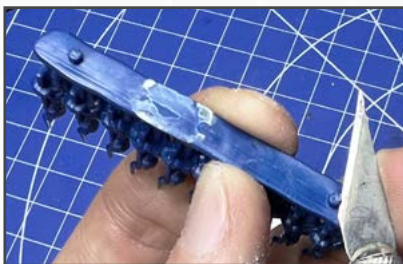


2. The individual base sections can then be easily snapped off using just a little pressure.



3. You can smooth the edges and give them a slight taper by rubbing them against a fine grade sandpaper. Angle the plasticard if you wish to create a gradient. I held mine at approximately 20 to 30 degrees from the upright on each edge. Always wear a dustmask when sanding plastic.

## TRIM THE INFANTRY, FIT, AND TEXTURE



1. Trim the pins away from the underside of the infantry and smooth it off with a sharp knife.

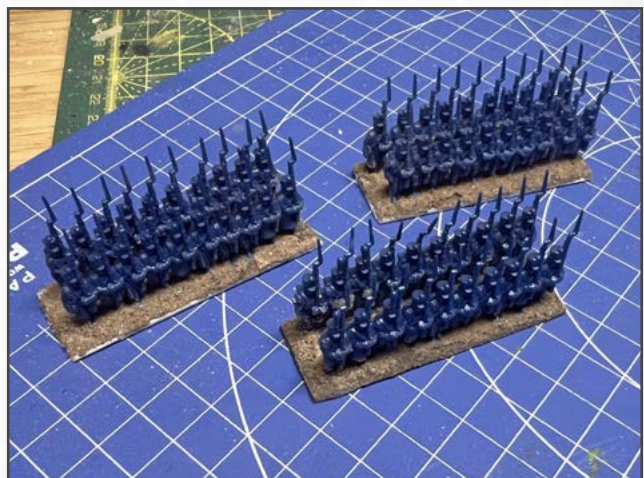


2. Each base houses two ranks of infantry. I advise painting them before gluing them in place or you'll make it harder to reach many areas of the figures; my unpainted ones are to show how the basing is done, but I'd be gnashing my teeth if I then tried to paint them like this!



I superglued the front rank on then applied a liberal amount of superglue around back edge of the raised rim, and before this had dried, I stuck the second block in place.

This extra glue is to ensure you can texture between the ranks easily. Quickly place the base in a container of fine sand to fill the gap.



3. With this done you can superglue sand around the remaining rims of the infantry blocks. Using superglue creates a better slope than would be achieved with PVA glue and blends the risen ground under the Infantry's feet to the base.

Once this glue is fully dry, any gaps in the texture can be filled using PVA glue and sand.

Your bases are ready to be painted. It is practically impossible to tell the difference between the homemade and Warlord Games ones (Warlord's is in front).

# THE SILVER BAYONET SOCIETY

## PART FOUR



## HOBBY TIME!

**Our players take some Covid-enforced downtime as a chance to get into some Silver Bayonet Society hobby activity!**

The campaign's units had progressed through the challenging encounters of the 1808 prologue; heroes had emerged, men had fallen, new skills and clues had been gathered, experience and war wounds accumulated. We were set to dive into the excitement of the full campaign in 1811 with the threads of the early story weaving together as the Peninsular War progressed. It was all going so well ...

Unfortunately, a real-world nuisance decided to spoil things; it could spread its infection faster than anything the imaginary Harvestmen of *The Silver Bayonet* could manage, and it had a name to match the coolest evil mage (or Transformer) - Omicron!

With the *Wi* team and North Star folk experiencing Covid infections at home, it was not the best time to meet around the gaming table despite our eagerness to play on! Rather than opt for remote gaming - depending on the length of the UK's new isolation rules we may eventually end up playing across the internet - we figured we'd put the Silver Bayonet Society gaming on hold for an issue.

This gap in gaming gives us a chance to highlight some of the cool hobby projects that have happened alongside our gaming. We will be back as soon as easing restrictions allow for more from the Silver Bayonet Society on the tabletop.



Above: North Star Vampires causing mischief, painted by Callum.





Above: Callum batch painted these North Star Goblins to get them tabletop ready in a day.

### CALLUM PAINTS A LIVING SCARECROW

Hi folks, it's Callum here, one of *Wi's* painters. I work remotely, so I've not been able to take part in *The Silver Bayonet* gaming, but that hasn't stopped me from painting some North Star figures. As well as the new Goblins and Vampires (shown on previous page), I got my hands on the wonderfully spooky Living Scarecrow that's due out soon.

I painted it with a mixture of Citadel and Scale 75 colours, but you can substitute the paints for any in your collection if you thin them and apply them in a similar fashion. I began by priming the miniature with Citadel's Wraithbone spray primer. It's a very light cream colour, which was a great starting point for the straw and other light colours.

I suggest using a wet palette for your painting. This approach involves mixing various paints that you'll go back to later in the process; a wet palette will keep the mixes wet for the whole time you paint the model.

#### BLOCKING IN THE BASE COLOURS

I started with the straw as it was the most difficult area of the model to access. Mix Citadel's XV-88 and Rhinox Hide in a 4:1 ratio and apply several thinned coats to reach all the recessed detail. Next, paint the trousers with Citadel's Castellan Green mixed with any brand's Black, again in a 4:1 ratio.

The brown leather bag over his head was painted using Citadel's Rhinox Hide; the sickle and metal bracelets with a mixture of Scale Colour Thrash Metal and Black in a 3:1 ratio. I painted the long overcoat with Citadel's Skavenblight Dingee and Black in a 4:1 ratio. The pink cloth around the weapon was basecoated with Citadel's Khorne Red, and finally the rope around the waist was painted using Citadel's Steel Legion Drab.

#### ACCENTUATING THE DETAILS WITH SHADING

Mix a wash up using Contrast Medium (or water), Nuln Oil, and Agrax Earthshade in a 3:2:1 ratio. Apply this over the whole model in a controlled application and allow around 30 minutes to dry.

With this done, I'll now tackle each element of the model individually. I find this helps me to focus on the placement of highlights rather than trying to juggle the colours across the entire model.



#### MUTED COLOURS

You may wonder why most of the base colours were mixed with a small amount of a darker tone. This was to mute them down as these would become the recesses while allowing later layers and highlights to boost the contrast without having to find different paints for the midtone.

## 1. OVERCOAT

Cover most of the coat with the previous 4:1 mix of Skavenblight Dingee and Black. Next, apply several thinned coats (almost glazes) of pure Skavenblight Dingee. Consider how light would affect the curves and the billowing of the coat tails.

Gradually add Citadel's Stormvermin Fur to the Skavenblight Dingee, keeping the paint thin to ensure smooth transitions between colours. Work up to pure Stormvermin Fur along the edges, tears, and rips.

For the final sharp highlights, add in a little of Citadel's Administratum Grey to your previous mix, focusing on the lapels, the shoulders, etc.

## 4. WRAPPING AND ROPE

For the red wrapping, apply two thinned coats of Citadel's Wazdakka Red, followed by a highlight of Citadel's Pink Horror.

For the rope, apply vertical lines of Citadel's Baneblade Brown to imitate texture. For the tips and the top of the knot, mix in a little Ushabti Bone.

## 6. STRAW

Reapply the basecoat of XV-88 and Rhinox Hide (4:1) before adding Citadel's Balor Brown in increasing quantities. Thin the paint but not so much that it flows too easily from the brush and into the recesses, we only want to coat the tips of the straw.

Into the previous mix, add some Ushabti Bone, focusing on the very tips of the straw. For a dot highlight, mix more Ushabti Bone into the Balor Brown in a rough 1:1 ratio.

## 2. SICKLE

For the metal, simply edge highlight with the base mix, then add a sharp highlight of pure Thrash Metal. Simple and effective!

## 3. LEATHER FACE

Cover most of the leather (approximately 80% of the surface area) with pure Rhinox Hide. Add Citadel's Mournfang Brown to the Rhinox Hide, thinned slightly less than on the trousers and overcoat to ensure more control, and focus the coverage on light-catching areas and spots of visual interest: around the eyes, mouth, and cheeks.

Gradually work your way up to pure Mournfang Brown, covering less and less area with progressive coats.

Add Skrag Brown to the Mournfang Brown, focusing higher on the leather. For the final layers, add small amounts of Bestigor Flesh to the Skrag Brown, applied solely to the eyes, mouth, and stitches.

## 5. TROUSERS

Return to the previous 4:1 mix of Castellan Green and Black. Cover most of the trousers considering how the light would affect the legs; leave areas just above the knees and the deep recesses showing the shading. Repeat with pure Castellan Green, thinned, and focused further up the trousers.

Progressively add Citadel's Straken Green to the Castellan Green, focusing higher and higher on the legs - on top of the creases, dotted along the edges of rips and tears, and imitating light along the fabric.

If a highlight has become too stark, add a little more thinned Castellan Green. A wet palette is invaluable for these stages. The final sharp highlights on the trousers are pure Straken Green, then a dot highlight of Straken Green mixed with a little of Citadel's Ushabti Bone.



*Below: A rumble breaks out around a trio of clues. Here they are being used to add flavour to the battlefield, you'd never want three clues this close to each other in a game!*



## MARC MAKES AND PAINTS CLUE MARKERS

I've played too many games of Silver Bayonet where I've rushed my soldiers towards *Wi's* 'stock' objective tokens. This set of oddities includes, a ship's wheel and a pair of bloomers! This feels utterly ignominious; it was high time we had some themed clues, and with a Dungeons and Lasers Fantasy Customisation Bits set from Archon Studio in my hands (courtesy of North Star - UK stockist of Dungeons and Lasers products) I would make some. As you can see from the pictures below, I got a little carried away!



*Left: Originally designed (and hand sculpted!) for Death in the Dark Continent, these markers were drafted into service in our Silver Bayonet gaming.*

### GETTING ORGANISED

Specific clues are a mystery in the game until they are uncovered, but that didn't mean I couldn't look to the book's scenarios for inspiration. There are ideas in each of the competitive and solo player missions.

With my book in one hand and the dungeon customisation bits frame in the other, I worked out what pieces to use. Whenever I discovered a clue and dungeon bit that corresponded, I trimmed the piece from the sprue, made a note on a post-it, and placed them together on my workbench.



### CLUE MARKERS FROM THE FRAME

From the bits, I was able to make the following clue markers:

#### Giant dog skull

This one was simple; I removed the horn from the tip of the nose of what I imagine to be a dragon skull.



#### Book of true names

I fixed one of the dragon skull horns to the side of the pile of books and painted it to look like a demonic tentacle was emerging.



#### Missing orders

To make the missing orders appear distinct from the other pile of scrolls, I positioned a soldier's pack and shako next to them from my bits box.



#### Others

1. Blessed weapon
2. Ancient scrolls
3. Exorcist's tools
4. Small icon
5. Candelabra
6. Gold
7. Silver knife
8. Missing artifact
9. Mysterious tree



## DIGGING INTO THE BITS BOX TO MAKE MORE

The list on the previous page is far from exhaustive, and you could very likely come up with more clues of your own.

I was able to make several 'generic clues' (see bottom of the page) with the frame too, and the other bits proved helpful when putting together more clue markers that used other components from my bits box. These included:

### The silver cross

This was made by cutting a cross shape from plasticard and attaching it to the coffin.



### Mutilated corpses

The Dungeons and Lasers set does not come with a suitable object for a mutilated corpse, so I dug deep into my miniatures collection. For the human corpse, I used a Rebel Slave Casualty from Trent Miniatures propped up against one of the shields from the dungeon bits. The huge minotaur corpse is an unknown miniature that I have had in my collection for some time and finally found its home here.



### Troll dung

Quite possibly my favourite project for some time - making troll poop! This was made using Milliput shaped into faeces like shapes. I then used a pencil tip to add texture (I don't imagine trolls eat much fibre). Objects such as a mug, hat, rucksack, and sword were pushed into the Milliput to represent the troll's lack of etiquette at the dining table (or wherever else the troll may have eaten, James' desk perhaps?).

I placed the pile of dung in front of the small stone face from the frame; I imagined the troll using this as a privacy screen [trolls are well known for their brutality, voracious appetites, and toilet-shyness - Ed].



### Mysterious footprints

Another fun project. I made a small mound using Milliput, and whilst it was still wet, I made imprints in it using the feet of a miniature with unusually large feet. Once this was dry and painted, I dropped in a little liquid resin. This made it appear that puddles had formed in the prints, whilst also making them stand out on the tabletop.

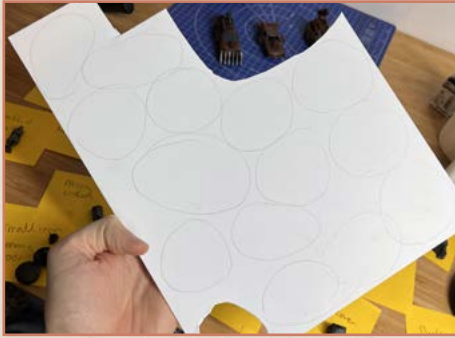


## GENERIC CLUES

Some clues are so small - the bloody note, necklace of teeth, and other small objects - that it would prove impossible to create effective tabletop representations for them. As a result, several of the more generic 'bits' were picked to act as markers. These included the stocks and the statue.



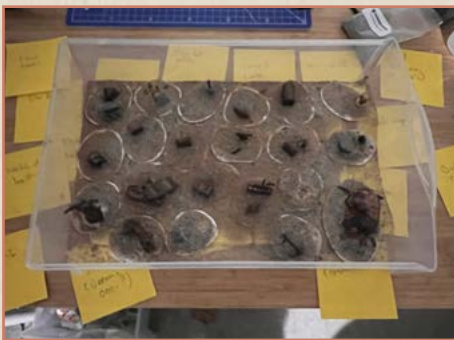
## BASING THE CLUES



1. I decided to base everything on 1.6mm thick plasticard. This is more than sufficient for the weight of the clue, and it is workable with a pair of scissors. I drew a bunch of circles on the card and proceeded to cut these out. You could stop here but I wanted to refine things further.



2. I used the sander attachment on a rotary tool, while wearing a dust mask and eye protection, to taper the edges. This process could be achieved with a piece of sandpaper or a file but it would take a considerable amount of time, especially if producing a good number of objectives like I did.



3. I glued all of the texture on over a large tray so I keep hold of any unused basing material and quickly return it to its storage container.



4. I find static grass too often uninspiring and lifeless. As a result, I like to mix natural components in with mine, such as bits of leaves, seeds, small twigs, and other organic elements that I find in my garden or while walking the dog. This mix is applied as normal to the base, using PVA glue. I fixed grass tufts on each clue marker after this texturing; I really like the extra depth that they bring.

### QUICK TEXTURING

Stone and wood can be weathered quickly and easily by applying green glazes. A glaze of Army Painter Military Shader is a quick and effective option.

We will hopefully be back with more communal Silver Bayonet Society gaming next issue. If the situation in the world stops that, we'll have to work out a remote gaming alternative and report on that instead!



Above: While investigating some troll dung these Russians meet its 'creator' - a North Star Oathmark Troll.

# ZHENG HE IN MEXICO

## WHAT IF THE CHINESE TREASURE FLEETS REALLY HAD REACHED THE AMERICAS?

**Freddy Silburn-Slater takes us wargaming with Ming Chinese in 15th Century Mexico, using modified SAGA rules.**

Everyone knows the story: in 1492 Columbus landed in the Caribbean whilst searching for a passage to India, in doing so he was the first person from the old world to set foot in the new ... Or was he?

In 2002 amateur British historian Gavin Menzies postulated an alternative in his best-selling book *1421: The Year China Discovered the World*. He theorised that Chinese mariners had reached the American continent, making detailed charts and maps from California to Cape Horn and on, as far as the Caribbean. These charts then found their way into European hands in 1439, smuggled out of China by swashbuckling Italian adventurer Niccolo de' Conti. The arrival of these charts and their subsequent dissemination among the royal courts of Europe spurred the great age of discovery that was to follow. When Columbus set off on his first voyage, or so Menzies' theory says, he believed that he was heading for the eastern edge of a landmass already described by Chinese mariners some 70 years prior.

### WAIT, WHAT? WHY?

Chinese Emperor Zhu Di, having cast down his nephew in a bloody rebellion, needed desperately to cement his legitimacy. To the north, fragmentary remnants of the deposed Yuan dynasty fomented their bloody revenge, whilst within his own kingdom the Confucian scholars that were the administrators of the sprawling Chinese state openly voiced their dissent. The situation seemed impossible, but Zhu Di happened to be something that many of his forebears were not: a capable and diligent administrator. The emperor managed to right the Chinese ship of state, though not without a little friction (read reprisals, recriminations, and massive public executions) on the way.

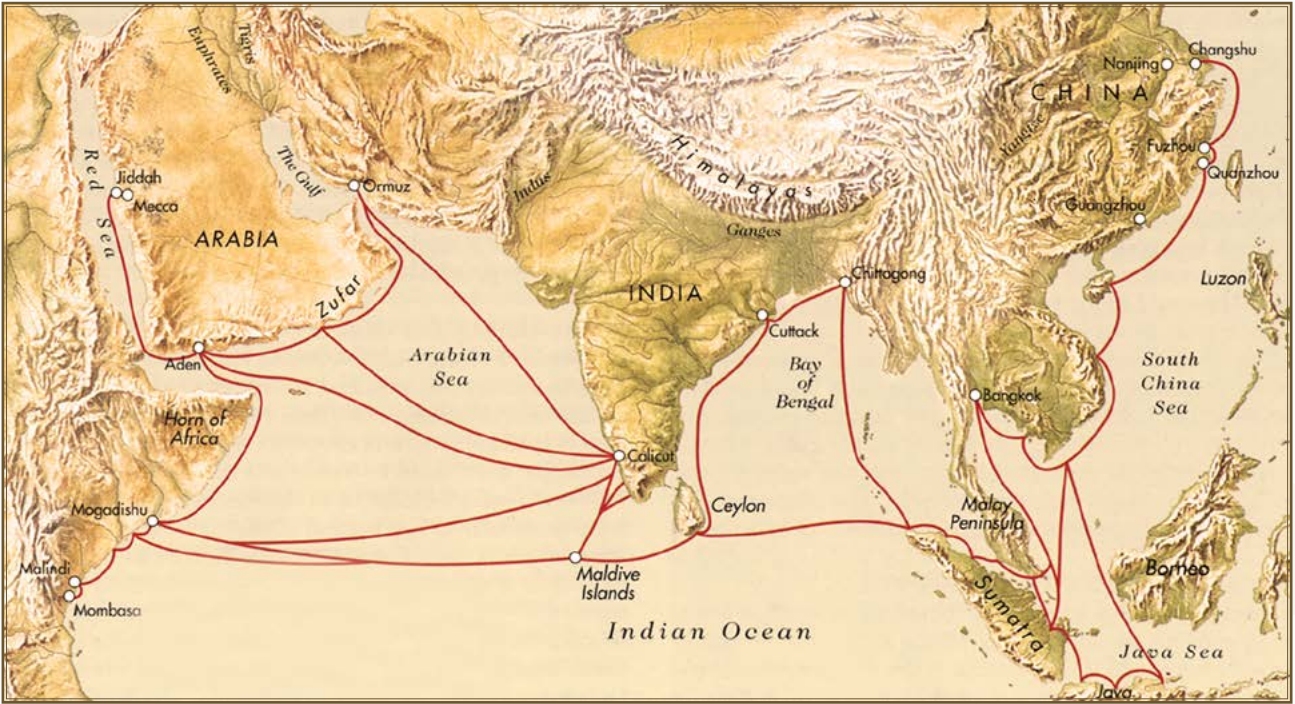
Zhu Di used grand prestige projects to legitimise his claims on the imperial throne and silence his critics. One such project was the great treasure fleets, begun in 1403 and continuing until 1433. Zheng He, one of the emperor's favoured Eunuchs, was dispatched to explore the world, extracting tribute, demanding vassalage, and explicitly demonstrating Chinese military and cultural superiority to the barbarous nations of the world.

The Enormous ships, with a fulsome complement of warriors and weaponry, leveraged Ming political will across the South China Sea and Indian Ocean, but it is Menzies' contention that Chinese explorers travelled Eastward as well as West, contacting the Americas long before Columbus, that interests us here. Over the course of Zhu Di's reign, seven such journeys were made, but with the ascension of his grandson Zhu Zhanji the Ming dynasty quickly turned inwards, completely abandoning the building of ocean-going ships just three years after Zheng He's final voyage.

### CENTRAL AMERICA IN 1421

Menzies contends that the treasure fleets made it as far as Florida, rounding Cape Horn as part of a whistle-stop tour of the Southern continent. If this is true (it's a big if), there are various exciting wargaming matchups we can envisage, though perhaps the best would be to pit our Ming mariners against the fledgling Aztec state. Why? Well, the Aztecs had a lot of cool stuff that wargamers tend to like: helmets in the shape of terrifying animals and deities, colourful heraldry made of bird feathers and animal skins, deadly weapons of hardwood and





Above: The confirmed voyages of Zheng He and his fleet.

volcanic glass capable of beheading a horse in a single swing ... if you think even one of those things sounds slightly cool, then the Aztecs are for you.

Well maybe not quite Aztecs. That word properly refers to the state formed by the union between Tenochtitlan, Texcoco, and Tlacopan - cities surrounding or built upon the waters of lake Texcoco. By the time of Zheng He's supposed voyage, the conflict that birthed this 'Triple Alliance' was still about seven years away; instead we should talk about the Nahua, an ethnic group that included the Mexica tribe whose members would later form the nucleus of the Aztec Empire. As all these cultures could be referred to as The Aztec Civilisation, calling them Aztecs will do for our less-than-scholarly purposes.

**A LONG-LOST TRUTH?**

So, did Chinese voyagers really reach the American continent, not by traversing the stormy waters of the Atlantic, but by crossing the vast expanse of the Pacific Ocean? Well, that isn't really important! It's a captivating theory and one that offers some incredible opportunities for a bit of 'what if' wargaming, the fact that it is total nonsense is by the by.

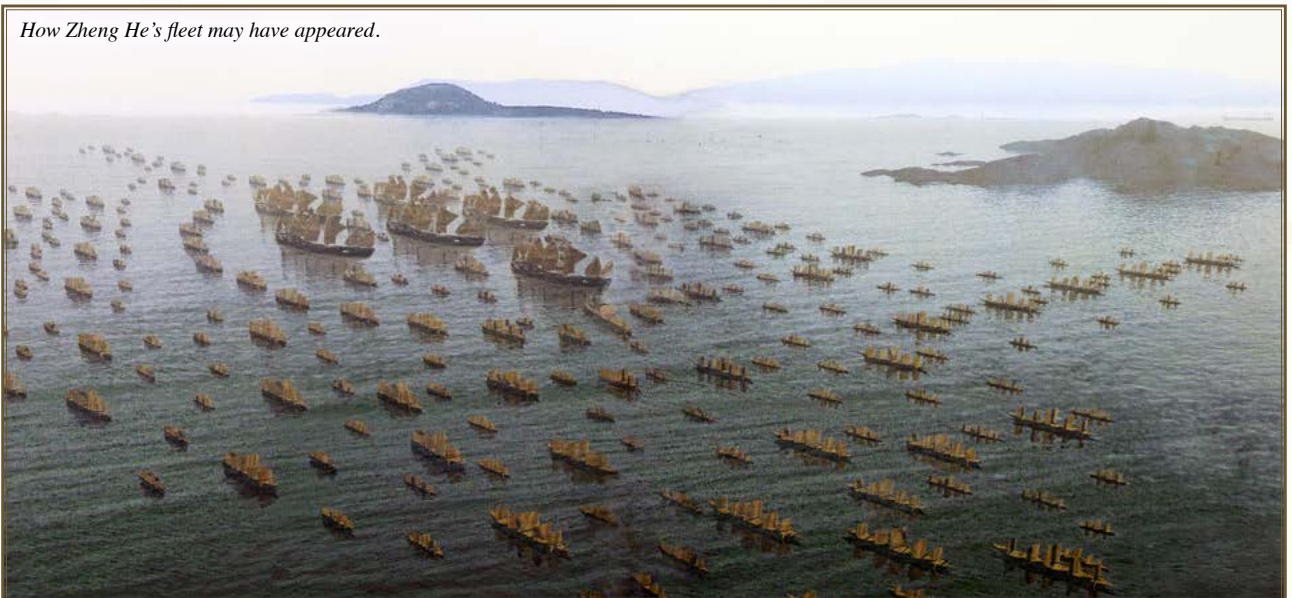
Had contact been made, warfare would have been a distinct possibility. Standing next to the great skull rack of Tenochtitlan, with its 670,000 proudly displayed and lovingly fensed skulls, it would have been difficult to argue that the Aztecs didn't enjoy a good scrap!

The Chinese treasure ships carried more than just sailors, too. The purpose of their mission was to demonstrate the cultural and military superiority of China to the world, and when called upon to fight, the treasure fleets disgorged a sizable cadre of professional warriors. In cases where the incumbent ruler would not submit to Ming authority, they could be replaced by someone who would.



Above: Zheng He aboard a treasure ship.

How Zheng He's fleet may have appeared.



## GATHERING YOUR TROOPS

The Ming are under-represented in the hobby, as are the Chinese in general, with few manufacturers producing Ming Chinese figures. Fortunately, for our purposes, the Ming military continued to use Mongol and Song Dynasty style equipment, with ethnically Mongolian troops overrepresented in Ming armies, especially in the officer class. Song dynasty figures, particularly unarmoured troops, can be used as an excellent substitute for Ming infantry. The Assault Group has a fine range of Medieval Asia figures but there are others available. If you like a slightly more old school vibe, then 1st Corps might be worth a look. Fireforge Games has a great set of multi-part plastic Mongol Horse Archers for those wanting an alternative to metal.

## GERM WARFARE

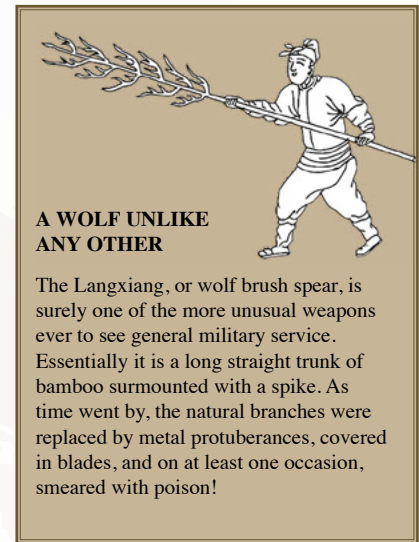
The greatest allies the Spaniards had were too small to even see. The devastating effects of the plagues the first Europeans brought with them cannot be overstated. They spread like wildfire from the coastal settlements visited by those first explorers, before passing through touch and contact along the trade routes used for centuries by the indigenous people of the Americas. Columbus has an equal claim to the destruction of the Aztec Empire as Cortes. Had the Chinese arrived earlier, would they have brought a different kind of disease to the distant shores?

Aztec Figures are less hard to come by. A bevy of manufacturers like Wargames Foundry, The Assault Group, and Gringo40s all have great ranges of metal models to choose from. There's even that most rare of releases, a non-western plastic kit, on the way from Wargames Atlantic in the not-too-distant future. The existing figure ranges are geared for battling conquistadores but also work perfectly for the wars of the triple alliance (and for slicing Ming Chinese into bits for that matter!).

## CREATING YOUR OWN RULES

The precise mechanics for replicating battles between the Ming and the Aztecs will vary between systems. Here we'll be adapting rules from SAGA, but if you have a preferred game here are some guidelines that I suggest you follow to create your own homebrew rules.

Ming forces should be generalists, fighting with combined arms. Take a healthy dose of inspiration from the rulesets of 'pike and shotte' era European armies, or save yourself a lot of trouble by using the existing rules for Spanish tercios, if your chosen ruleset includes them. With their mix of sword-and-buckler men, pike, and missile troops the similarities are more than superficial, though bowmen should take the place of arquebusiers.



## A WOLF UNLIKE ANY OTHER

The Langxiang, or wolf brush spear, is surely one of the more unusual weapons ever to see general military service. Essentially it is a long straight trunk of bamboo surmounted with a spike. As time went by, the natural branches were replaced by metal protuberances, covered in blades, and on at least one occasion, smeared with poison!

By contrast, Aztec forces should be composed of large numbers of highly mobile, good quality skirmishers and Elite heavy infantry, all of whom should have high morale and reasonable armour. A wide selection of command models, with powerful buffs and unique abilities, would represent the heroic nature of Aztec commanders and warrior priests whose emboldening effect on their subordinates could turn the tide of battle.

*The figures see throughout this article are: Aztecs from Mythic Americas, Ming Chinese (mounted) from the North Star Ronin range, and Chinese infantry from Steve Barber Models' Ming Dynasty range. The building is the Pyramid of Worship from Sarissa Precision's Ancient Americas MDF range.*





# SAGA: AGE OF DISCOVERY

Using the *SAGA* universe to build our 'Age of Discovery' rules seems as good a jumping off point as any. *SAGA* allows for small scale skirmishers, befitting of the nature of Zheng He's expedition, and gives us the opportunity for some grand heroics, for which the Aztecs were justifiably famed. *The Age of Crusades* supplement includes rules for warbanners to equip your warlord with, which seems a great option for replicating the highly decorated basketwork banners worn by Aztec nobles on their backs in battle. It also includes rules for Mongols, which seems appropriate given the structure of the Ming military, which still had a requirement for prospective household troops to demonstrate their skill in horse archery and had an officer class largely drawn from ethnic Mongols.

With the above in mind, let's look at some special rules to follow for each of our factions. In all respects, players should build their forces according to the rules in the main *SAGA* rulebook, with the cost of troops (unless otherwise stated) being identical to the point cost listed in that book.

Our Aztecs will use the battle board for the Vikings, befitting of the heroic nature of Aztec warfare and religious beliefs, whilst our Ming will use the battle board for the Byzantines (not the Mongols!) as Ming armies had the same mounted archer and infantry balance. The Ming will struggle due to their reliance on levy in melee, whilst the Aztecs will find themselves struggling to keep up with the highly manoeuvrable hearthguard and heroes of the Ming. It should be an interesting matchup!

## THE AZTECS

### AZTEC TROOPS

Your Warlord is a noble, a scion of an ancient family bred for war and with an illustrious history of conquest, capture, and combat behind him.

Your Hearthguard are knights of the various warrior lodges. Wearing stout fabric armour and helmets of carved hardwood, they carry vicious melee weapons and shields, or else shields and *atlatl*.

Your Warriors are seasoned veterans and graduates of the military fraternities who have taken a captive or two in previous battles. They are armed with either clubs, spears and shields, or bows.

Your levies are Novice Warriors, teenage boys eager to take their first captives. They are armed with slings.

### AZTEC SPECIAL RULES

#### Tlāmitl

Imposing banners are used by Aztec Warchiefs to inspire their troops and signal their presence to any opposing champion who seeks to claim glory. Aztec Warlords may use warbanners, as per the rules for Warlords carrying banners in the *Age of Crusades* supplement.

#### Icxipan niyauh

No units may be mounted. Additionally, units with the keyword Levy, who are fighting in melee combat against opponents with the keyword Mounted, must reroll all successful rolls to hit.

### AZTEC SPECIAL EQUIPMENT

#### Atlatl

An *atlatl* gives a thrower a huge advantage of range and power when using javelins. Hearthguard can carry *atlatl*, which function identically to a javelin but with a range of 'L'.



Above: Figure with Atlatl, by Gringo 40's.

### AZTEC TROOP SELECTION

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	-	5 (5)	8	Tlāmitl Pride
Hearthguard	Atlatl	4 (5)	2 (1)	-
	-	5 (5)	2	-
Warriors	Bows	3 (3)	1 (1/2)	-
	-	4 (4)	1	-
Levies	Slings	3 (3)	1/3 (1/2)	Icxipan Niyauh



Above: Aztec Heathguard.

## HEROES

### Warrior Priest

The religious establishment of the Aztecs took an active role in both the prosecution and proliferation of warfare. The principal goal in any conflict was to secure tribute, both in the form of goods and captives for sacrifice. This ritualised warfare reached its peak with the institution of the Garland War, wherein different city states would send equally matched forces to an agreed upon location to fight in order to secure captives specifically for later sacrifice. A Warrior Priest is a hero for the Aztec costing one (1) point.

SAGA Dice	Armour	Aggression	Equipment	Special Rules
1	5 (5)	5	-	Resilience (1) Pride We Obey

### Shorn Ones (Cuachicqueh)

The most feared of all Aztec Warriors, these men come from the best aristocratic families and have forsaken the possibility of personal command expressly to keep fighting on the frontlines. They are distinguished from their fellows in the other lodges by the unique haircut, distinctive face paint, and yellow *tlahuiztli* suits worn over their armour. One unit of Heathguard may be upgraded to Shorn Ones for one (1) additional point. They gain the Impetuous and Unstoppable special rule, but cannot carry *atlatl*.



Right: Zapotec Warlord. Artwork by Angus McBride from MAA 239 Aztec, Mixtec and Zapotec Armies © Osprey Publishing [www.ospreypublishing.com](http://www.ospreypublishing.com)

# THE MING

## MING TROOPS

Your Warlord is a Captain, either a gentleman scholar of the Confucian elite who has put aside his pen to seek adventure, or else a hardened veteran of campaigns against China's barbarous foes. Mounted, he fights from the saddle with a bow

Your Hearthguard are householders, experienced mercenaries, and elite troops drawn from the nomad clans to the north or their settled descendants. They too are mounted and armed with bows.

Your Warriors are gunners and well equipped with the latest in arms and armour. They are armed with Fire Lances.

Your Levies are drawn from the ranks of the Wei So of hereditary service. They fight with sabre, spear, and shield, or else with bows.

## MING SPECIAL RULES

### Xiǎoqí

Ming commanders had long recognised the versatility and strength of small groups of differently armed men acting in concert. Swordsmen in the front ranks protected spearmen vulnerable to light infantry and skirmishers, whilst the spears behind discouraged cavalry and head on assault. Ming Levies, which close rank when charged, can reroll failed defence rolls of 1.

## MING SPECIAL EQUIPMENT

### Fire Lance

A small iron barrel on a stout haft, the Fire Lance is filled with explosives, accelerants, and pottery shards. When directed at the enemy and fired from close range, the deadly spew of burning chemicals and shrapnel could easily kill, maim, or disorient even the bravest fighter. A fire lance is a ranged weapon with a range of VS that automatically hits its target. If any model is removed from play by the shooting activation of the Fire Lances, its unit gains a fatigue marker. Under no circumstances can a unit carrying Fire Lances make two shooting activations in one turn.

## MING TROOP SELECTION

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Mount and Composite Bow	5 (4)	8 (2)	Mount: Horse
Hearthguard	Mount and Composite Bow	5 (4)	2 (1)	Mount: Horse
Warriors	Fire Lance	4 (4)	1 (1/2)	-
Levies	Bows	3 (3)	1/2	Xiǎoqí
	-	4 (4)	1/3 (1/2)	

*Below: A Ming Warband. The Levies are a little more heavily armoured than we would have liked!*



## HEROES AND LEGENDARY UNITS

### Jinyiwei Captain

The Jinyiwei were the creme de la creme of Chinese and vassal troops, acting as military liaisons, commissars, and the personal guard of the Ming emperor. The Jinyiwei were trusted with matters of discipline and often acted as a sort of secret police, capable of some horrific acts of torture and brutality. The presence of a Jinyiwei operative on the field, resplendent in the yellow robe that was the personal livery of the Emperor himself, would have had a powerful effect on the morale of any nearby troops, whether from fear or fealty! A Jinyiwei Captain is a hero who may be recruited for one (1) point.

SAGA Dice	Armour Melee (Shooting)	Aggression Melee (Shooting)	Equipment	Special Rules
1	5 (4)	4 (2)	Mount and Composite Bow	Mount: Horse Resilience (1) We Obey

### Wolf Troops

Whilst most troops in the Ming Military were drawn from the Wei So system - military colonies of hereditary soldiers farming land granted them by the state - a significant minority were mercenaries, recruited from minority populations with storied military histories. Many of these mercenaries, particularly those from Southern China, served as shock troops and were often armed with the horse beheading dao, a heavy bladed glaive capable of doing as advertised. For one (1) point, a single unit of warriors in your army can be Wolf Troops armed with heavy weapons instead of Fire Lances.



*We converted one of the North Star Ming mounted archers to carry a sword rather than a bow to look warlord-like.*

### WHAT IF?

Pretending for a moment that there is any credibility to Menzies' theory, and our own (highly scientific!) simulations do not provide a satisfactory answer, how would things have shaken out? It's fair to say that the Spaniards accomplished the overthrow of the entire Aztec Empire with far fewer men than Zheng He would have had at his disposal, but to claim that a handful of conquistadors engendered the downfall of the Aztec is to forget the pivotal role played by their Tlaxcalan allies. Would the Ming have been able to secure similar alliances? It is hard to say what the Zapotecs or Tepanacs would have made of the Chinese, but presumably each state would have had its own, separate response.

The centralised nature of the Aztec's state in 1521 is a stark contrast to the loosely connected altepetl city states of 1421; once the head is cut off the body may die, but what do you do if there are a hundred heads, all of which want to tear off your skin and ritually cannibalise you? An empire can be toppled, but a culture is much more difficult to dislodge. It wouldn't have been in the interests of the Chinese to even try. Had the

Ming arrived on Meso-American shores in 1421, it is unlikely that they would have attempted to establish any kind of lasting hegemony. The purpose of the treasure ships was to assert the cultural dominance of China over states organised and structured enough to allow for the tributary/capital relationship, which precluded widespread trade with Chinese markets. The fledgling Aztec state would have offered little to quicken the pulse of any visiting Chinese in 1421.

In the following century, developments in the economic power of the Aztecs, culminating in the extraordinary wealth of Tenochtitlan witnessed by Hernan Cortes, might have given the Chinese enough encouragement to stomach dealing with its bellicose inhabitants, but that time was yet to come! By the time of Cortes' contact, the Ming had grown insular and increasingly isolated, largely abandoning the sort of expeditious character that defined the reign of Zhu Di. As China looked to defend its ungainly and often highly porous borders, it came to rely not on Hegemony and the projection of power, but rather on static defence such as the famous Great Wall. Alas, the age of discovery was over before it had truly begun.

# PHALANX 2022

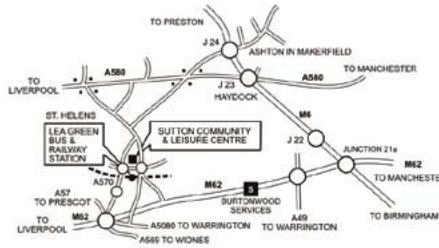


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# WHY I LOVE... Dixon Miniatures' American Civil War Range



David Bickley contributes to our irregular 'Why I Love... (something in the hobby)' series by sharing his passion for a well-established ACW range that is not to everyone's taste. All photos by the author from his own Dixon Minis collection.

Where do you stand on the great Marmite question? [Marmite is a savoury spread that is either loved or hated, for those who are uninitiated with this yeasty snack - Ed] Why do I ask you may be wondering? Well, in the very broad church of our wonderful hobby there are certain issues that do seem, rather more than others, to produce quite stark divides in opinion between otherwise quite amicable gamers. One such topic that often raises its head wherever gamers gather, either physically or in the ether, is in respect of the historically accurate and general 'look' of a figure range. One range which comes up for such discussion on a regular basis is Dixon Miniatures' 28mm American Civil War range.

Any readers familiar with my wargaming blog [talesfromghq.blogspot.co.uk](http://talesfromghq.blogspot.co.uk) or with display games staged by myself and my gaming buddy Phil at UK wargames shows, will be aware that my favourite period is the American Civil War, and my favourite (indeed almost exclusive) source of figures for the conflict are Dixon Miniatures. Indeed, the late much lamented and greatly missed Duncan Macfarlane often referred to me in jest (I hope it was meant that way!) as the 'High Priest' of Dixon Miniatures given my almost total use of their range in my large ACW armies. Some context as to why I favour these figures over all others for my 28mm American Civil War armies might be useful.

In 1973, newly married and in my first teaching post, I moved to Walsall in the West Midlands. I wasn't a wargamer at that time; indeed, I probably didn't know wargaming existed as a hobby, but I did make and paint Airfix models for relaxation and interest. I would buy my kits from a long-gone model shop on the Wolverhampton Road, just off the town centre. There I first encountered Hinchliffe 25mm Napoleonic figures, which I bought just to paint. One Will Upton worked there then, and as he got to know me he recommended I visit a local modelling and wargaming club that met at the local Alumwell School. I decided to give it a go, visited, and was made welcome as I witnessed my first wargame - a Napoleonic battle with British and

## FORTY (PLUS) YEARS OF MINI MAKING

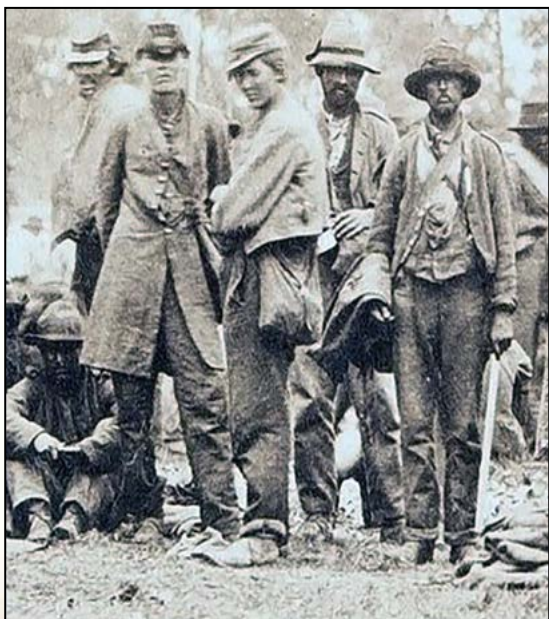
Read our interview with UK Miniature manufacturing stalwart Trevor Dixon in *W401*. Find that issue online in the *Wargames Illustrated* Vault.

French armies staged by Mike Richards and Paul Yates - the latter now my long time successor as the club's Secretary and organiser of the annual WMMS Show. I was hooked into the hobby, expanding my collection of Hinchliffe Napoleonic British figures to make my first small army.

### THE DIXON WATERSHED

The years passed and, as with most wargamers, my interests waxed and widened, first into Ancients with *WRG* rules, and then with the American Civil War Minifigs range in 15mm. I stayed with Minifigs as I branched out into 25mm armies for the period, but then I encountered Dixon Miniatures' trade stand at Midland Militaire and bought a few ACW figures from proprietor Trevor Dixon just to see how they fitted in with my existing army. It proved to be something of a watershed moment in my hobby and has led to a lifetime passion for the range, joining my long time interest in the war dating way back to 1963 when I first read *The Red Badge of Courage* - a seminal book on the conflict.

Dixon Miniatures had been founded in 1976 by Trevor Dixon, so his ACW range was already well established by the time I discovered it. As I have already mentioned, I initially only purchased a few figures to see how they would fit in with my existing armies. In time I began adding whole regiments to the collection;



Above: *Dressed to Kill*. Confederate soldiers displaying their lack of sartorial elegance.



so much did I admire the look of the figures and the ease of painting them. In what seemed like no time at all my Minifigs collection had been sidelined and my Union and Confederate armies were exclusively Dixon!

### THE ATTRACTION

So, how do I now begin to fully explain the attraction of Dixon Miniatures' ACW range over the myriad of others out there? A reasonable price tag is of course a bonus, and variety is also a big draw; over the years the range has steadily grown to over 400 separate troops, artillery pieces, wagons, horses and other animals, terrain items, and personality figures. Pretty much every figure type you might need to build armies for either the Eastern or Western theatre of the war is catered for. And, they can still be bought individually (as well as in Regimental and Army deals).

Turning to the figures themselves, you won't find any 'Armani clad' soldiers here. Their ill-fitting clothing is very much in keeping with photographic evidence from the period,

meaning the figures exude character, something that is helped by the multitude of (cast on) head variants; offering different options for faces and hats. The detail is also great, down to the belt and strap buckles and accurate weaponry - all clear and easy to paint.

All of the above combines for me to make it a range that knocks all others into touch!

### BACK TO MARMITE

However, it must be said that right now there will be gamers foaming at the mouth at my choice and enthusiasm for the range. The 'Marmite Question' I opened with has to be acknowledged; Dixon Miniatures do undoubtedly divide opinion amongst collectors. The point of issue most often raised by those who do not favour the figures is their heads, often referred to by detractors as 'melon heads'. What for me is one of the outstanding features of the figures seems for others to be a major obstacle to purchase. It is true that one or two of the heads on earlier figures in the range do not fit as well on a few of the figures, appearing overlarge to some; this often comes down to the problematic beards. Again, on close inspection, Dixon's ACW figures actually do look like

### WHAT DO YOU LOVE?

We would love to hear what you love. Figure ranges, rules, or anything else in the wide wargames hobby that you really, really like and want to shout about in the pages of *Wargames Illustrated*. Get in touch with your suggestion and we will provide more information on how to present your ideas for print.



many of the real participants of the war, as seen in photographs, more so in my opinion than rival ranges. If the volume of the beards on the more hirsute models is not to your taste, plenty of head choices are available with more discrete beards or no facial hair. In my experience, Dixon's Mail Order service has always allowed for such choices to be indicated and accommodated.

Another issue which divides opinion when it comes to mounted figures from the range is the horse sculpts. I have to

admit they are an acquired taste - one which some never acquire! However, they have a character of their own, and the range is sufficiently wide to allow Regiments and personalities to be depicted with enough variety to satisfy most gamers' needs, just like the variety in face/headwear on the human figures.

Have I said enough to convert any of the range's detractors I wonder? Knowing wargamers as I do, I doubt it, but for me, even after 40 years of painting the figures it is still a pleasure. Dixon figures love

the paint brush and come alive for me at that point, even with my modest painting abilities. There are so many positives when it comes to the range that I hope to never tire of collecting and painting them into my twilight years. Right now, there are two new infantry regiments and one cavalry regiment waiting in the Lead Pimple for their moment in the sun; they will soon join the three infantry regiments recently completed, varnished, and deployed on the tabletop for my next American Civil War game.







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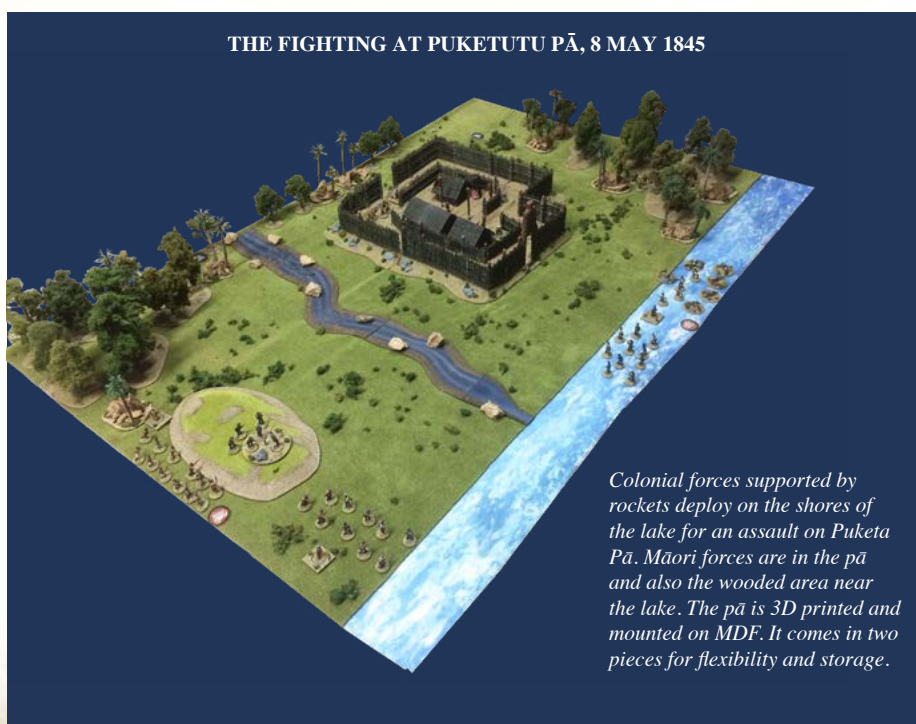
# PLAYING THE NEW ZEALAND WARS



Last issue, Roly Hermans and Mark Piper described five centuries of warfare in New Zealand; this time, they modify *Muskets and Tomahawks* to play the New Zealand Wars.

The battles that took place in New Zealand throughout history offer many intriguing options on the wargames table. When it comes to the New Zealand Wars of the 1840s, Studio Tomahawk's Second Edition of *Muskets and Tomahawks* (M&T) along with the *Redcoats and Tomahawks* (R&T) supplement, are a wonderful starting point to get figures on the table and into battle.

This article describes a scenario based around a historical raid in 1845, but in order to do that battle (and the broader New Zealand Wars) justice, we made some changes to the rules we played. These are scattered around the article and are specific to our gaming with *Muskets and Tomahawks*. If you are eager to play with a different system, then consider what equivalent 'house rules' you can implement for it based around the ideas presented.



THE FIGHTING AT PUKETUTU PĀ, 8 MAY 1845

Colonial forces supported by rockets deploy on the shores of the lake for an assault on Puketutu Pā. Māori forces are in the pā and also the wooded area near the lake. The pā is 3D printed and mounted on MDF. It comes in two pieces for flexibility and storage.

Above: An impressive Maori pā takes centre stage on the gaming table.

**SCENARIO: RAID ON A SETTLEMENT NEAR KORORĀREKA, 3 MARCH 1845**

*“The opening shots were fired on the 3rd March, 1845, eight days before the final disaster. Hone Heke had given assurances to the friendly chiefs that he would not molest the white settlers, except in retaliation for hostile measures by the Government; but the old warrior Kawiti did not exercise similar forbearance. On the 3rd March a message reached the Police Magistrate that a party of Kawiti’s men, who had come down in two canoes, were plundering the house of Benjamin Turner, an old resident; his home was at the Uruti, a deep, narrow bay about two miles in rear of Kororāreka. Beckham sent off to H.M.S. Hazard (which had arrived from Wellington on the 15th February) for assistance, and the Acting-Commander, Lieutenant Robertson, went ashore with a party of sailors armed with muskets and cutlasses. The force marched overland to Uruti, while the frigate’s pinnace, carrying light guns, was sent round the coast for the purpose of cutting off the retreat of Kawiti’s canoes”.*

Excerpt from *The New Zealand Wars* by James Cowan.

This scenario is designed for use with *Muskets and Tomahawks* but could easily be modified to play with *Sharp Practice* (Two Fat Ladies) or *The Men Who Would Be Kings* (Osprey).

The game ends when the fourth red clock card is drawn. If neither side has won by this time, the game ends in a draw.

**TERRAIN**

The scenario is best played on a 4' x 4' area; the track provides benefit to movement as per the rules, and buildings function as per *M&T* (pages 50-52). Heavy bush (woods) is area terrain, rough ground, high, and dense. Barrels (low wall) are obstacles, low, and solid. Fences are obstacles, low and light. The river is a deep narrow bay (calm water), which is impassable to all troop types except boats or canoes.

**MĀORI ATTACKERS**

**Attacker mission** - Raid in *R&T* (page 39).

Place four deployment points in contact with the river board edge. Night fighting rules do not apply. Buildings are Size 2 and made of wood and stone. All units carry necessities for burning buildings. You cannot burn a building occupied by six or more enemy figures. Hidden movement may be used. The attacker deploys second.

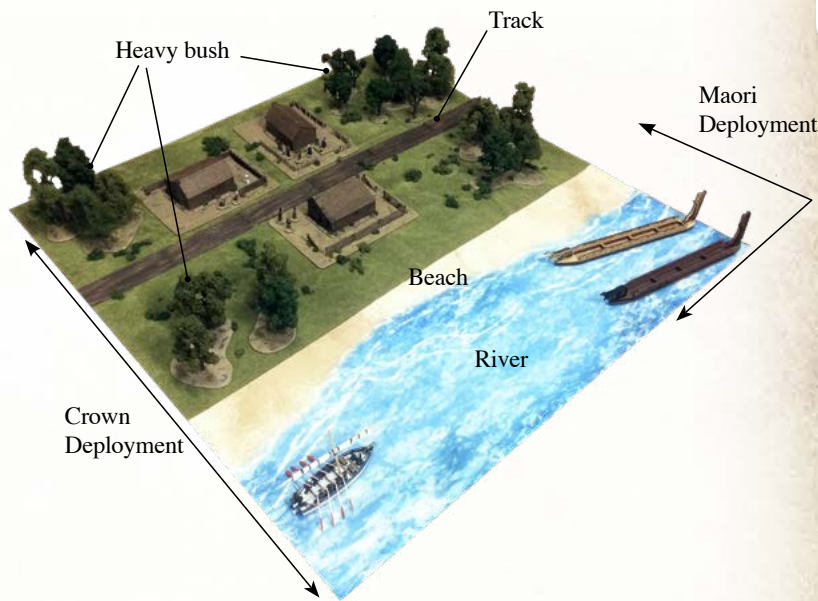
**Attacker’s objective:** Set all three buildings on fire until at least one of the buildings has collapsed.

**MĀORI OPE (TROOP)**

The Māori should be approximately 50 to 100 warriors. Presented here is a sample force:

- [Large War Canoe #1]** 30pts
- Māori Commanding Leader 30pts
- Belligerent, Percussion Tupara Musket
- Six Experienced Māori Warriors 57pts
- Six Experienced Māori Warriors 57pts

- [Large War Canoe #2]** 30pts
- Māori Leader 28pts
- Belligerent
- Six Māori Warriors 47pts
- Six Māori Warriors 47pts
- 26 figures in six units (50% = 13 figures) **Total = 326pts**
- Māori Cards (Blue) = Indians (4), Irregulars (4)



Above: A party of sailors from HMS Hazard, under the command of acting Lieutenant Robertson, attempt to retake the settlement ...



Above: ... but fire soon takes hold at the house of Benjamin Turner.

**MĀORI FORCES – EARLY NEW ZEALAND WARS**

Māori Leader costs 26 points				
Type	Discipline	Shooting	Aggression	Defence
Māori	Native	5+	4+	4+
Equipment		Traits		
Māori hand weapon and Musket (page 43)		Natives (page 57), Scouts (page 56), Veteran (page 58), Sabre +1 bonus defence dice (page 42).		
Options				
Belligerent		2pts	Discipline becomes Warrior. Gain the Ferocious trait (page 57).	
Percussion 'Tupara' Musket		2pts	Replace Musket with Percussion 'Tupara' Musket. Range 16", Strength 3+/7+, Black Powder Weapon.	

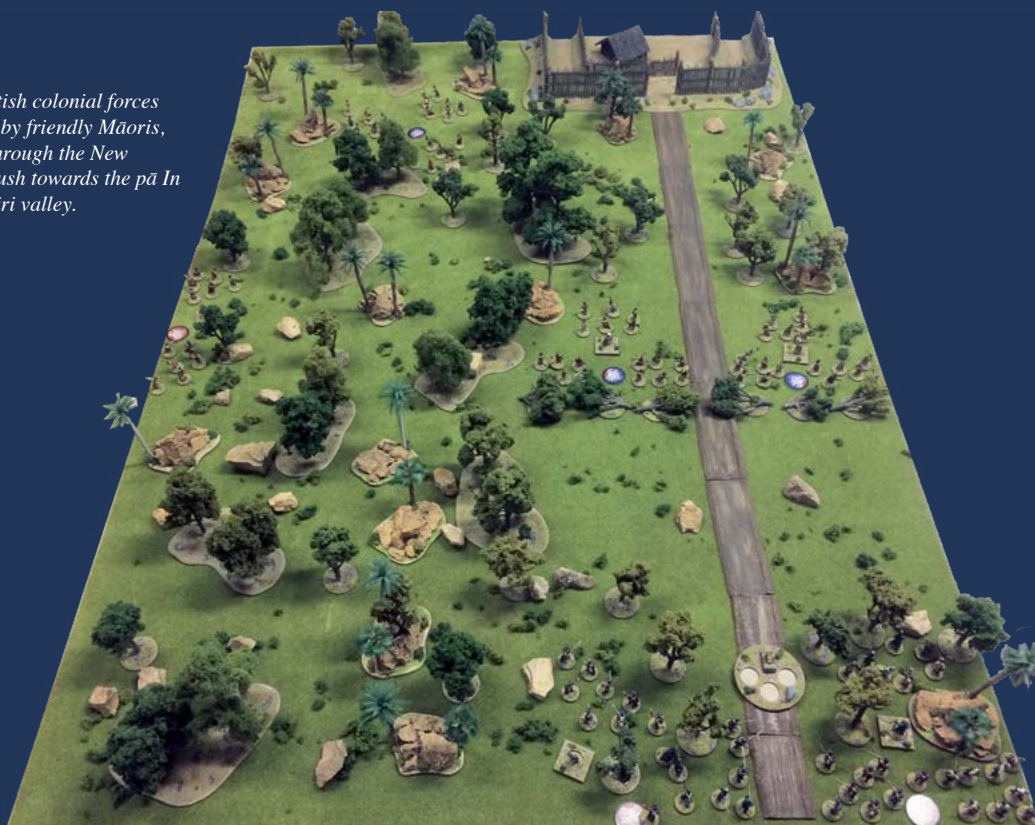
A unit of Māori Warriors includes 4 figures and costs 29 points. You can add up to two extra figures to the unit for +9 points per figure.				
Type	Discipline	Shooting	Aggression	Defence
Māori	Native	6+	4+	5+
Equipment		Traits		
Māori hand weapon and 'Trade' Muskets		Natives (page 57), Scouts (page 56).		
Options				
Experienced Warriors		10pts/unit	Gain the Veteran trait i.e. re-roll 0s in reaction tests, attack and defence rolls in hand-to-hand (page 58).	



*Above: Māori warriors swarm ashore from their war canoes to attack.*

## ASSAULT ON MĀORI BREASTWORKS, 7 AUGUST, 1846

Right: British colonial forces supported by friendly Māoris, advance through the New Zealand bush towards the pā In the Horokiri valley.



Above: Māori defenders of the Breastworks in the clearing near the pā at Horikiri.



Above: British sailors and infantry skirmish with Māori.

### MODIFYING MUSKETS AND TOMAHAWKS FOR THE NEW ZEALAND WARS

We have made some changes and restrictions to the rules, and we suggest you do the same to your rules to reflect the actions and troops of the New Zealand Wars.

#### Talents

- Crown Irregular Specialised Force (Harassment) as per *R&T* (page 4).
- Māori Specialised Force (Fall Back) as per *R&T* (page 4).

#### Random event table

- Use the random event table found at the end of *R&T*.

#### Boats

- Boats are as per *M&T* (pages 52-53) and *R&T* (page 5), with modifications as per the relevant force.
- A ship's boat may transport up to 15 figures and contain a maximum of two units: one Officer and one normal unit. Both must have the

same troop type. It may also have a Carronade, which must be counted as provincial. The artillery crew must be included in the total figure count for the ship's boat but does not count towards the normal unit restriction. The boat requires at least six figures in addition to any artillery crew to move a maximum of 12" each action.

#### War canoes

- A large waka (war canoe) can transport up to 15 figures and contain a maximum of three units: one Leader and two normal units. All must have the same troop type.

#### Civilians and missions

- Civilians can be Crown (Settlers) or Māori (Youths and Armed Women) armed with the characteristics listed in *R&T* (page 38).

## CROWN DEFENDERS

**Defender mission** - Battle in *R&T* (page 40).

Place three deployment points in contact with a board edge. The defender deploys first.

**Defender's objective:** Eliminate at least half the enemy figures. Figures eliminated in hand-to-hand count double. Each leader eliminated counts as five figures.

### CROWN DETACHMENT

The Crown defenders should be approximately 30 to 50 sailors and 10 to 20 colonial settlers. Presented here is a sample force:

British Commanding Officer (Lt Robertson)	24pts
Twelve Sailors	72pts
Twelve Sailors	72pts

#### [Ship's boat]

British Officer (Lt Holmes)	24pts
Ship's Boat with five crew and Carronade	96pts
Six Sailors, boarding weapons	38pts

#### [Turner's house]

Settler Leader (Notable) - Benjamin Turner	Free
Ten Settlers (Civilians) organised in 'units' of four to ten figures	Free
37 figures in seven units (50% = 19 figures)	<b>Total = 326pts</b>
Crown Cards (Red) = Irregulars (4), Artillery (2), Civilians (2)	

### BRITISH TROOPS IN NEW ZEALAND, 1845

*Right: (1): Militiaman. These figures are shown as if surprised during a rest pause on a bush march. The earliest militia raised among the settlers in New Zealand were issued arms and equipment by the 58th Regiment. They wore shirt-sleeves rather than jackets, but were given 1829 pattern forage caps with the number removed, and the very dark grey trousers with a red sideseam welt. This farmer has been issued an 1842 cartridge-box belt for his percussion musket, and light field equipment, but no bayonet belt.*

*(2): Private, 58th Regiment, marching order. The soldier's field dress is based on the watercolour sketches by Maj Cyprian Bridge of this regiment. His 'pork pie' forage cap has a band in the 58th's black facing colour, and the brass regimental number. He is wearing a red shell jacket with regimental facings, winter-issue trousers, and 1850 equipment. Most troops seem to have marched without the unpopular knapsack, carrying their greatcoats and blankets folded up and fastened behind their shoulders in the knapsack straps. Eyewitness accounts stress the wear-and-tear suffered by uniforms and boots during long marches through the bush.*

*(3): Company officer, 58th Regiment. The officer's forage cap has a sharply angled peak, and an embroidered '58' on (for all non-'Royal' English Line regiments) a black band woven with an oakleaf pattern. The officer's equivalent of the shell jacket is of fine scarlet cloth, and has pointed cuffs and brass shoulder scales. His trousers have a narrow red seamstripe instead of a welt. He carries the 1822 pattern infantry officers' sword in a scabbard frogged to a white shoulder belt with a gilded regimental 'breast-plate'; this is held steady by his long crimson silk net officers' sash tied at the left of the waist. He has provided himself with a soldier's haversack.*

From MAA 487 *The New Zealand Wars 1820 - 72*  
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British Officer costs 24 points				
Type	Discipline	Shooting	Aggression	Defence
Regulars	Trained	5+	5+	4+
Equipment				
Pistol (page 43) and Sabre (+1 bonus defence dice, page 42)				

A unit of British Infantry includes 8 figures and costs 85pts.  
You can add up to 4 extra figures to the unit for +10pts per figure.

Type	Discipline	Shooting	Aggression	Defence
Regulars	Trained	6+	6+	5+
Equipment		Traits		
Muskets (page 43) and Bayonets*		Close Order (page 58). * Bayonets (Sabre +1 bonus defence dice, page 42).		
Options				
Percussion Muskets		5pts/unit	Replace each figure's Musket with a Percussion Musket.	
Experienced Soldiers		10pts/unit	Gain the Veteran trait i.e. re-roll 0s in reaction tests, attack and defence rolls in hand-to-hand (page 58).	
Boarding Weapons		-5pts/unit	Replace each figure's Musket with a Pistol and Naval Weapon (+1 bonus to attack rolls, page 42).	

### MĀORI PĀ

In pre-colonial times, the *pā* was a fort built on a suitable hill or ridge, or with sea, river, lake, or swamp forming a natural barrier on one or more sides. Palisades, trenches, terraces, and ramparts protected the sides that were open to enemy attack. Inside the *pā* were sleeping huts, food-stores, pits for water, or access to a spring. Tall fighting stages allowed darts and stones to be thrown down on an enemy.

These defences worked well against traditional close-quarter weapons, but with the introduction of the musket, Māori had to adapt the design of the *pā* to better protect against firearms.

The so-called gunfighter's *pā* had two palisades. The outer one was a simple screen to impede the charge of attackers (similar to the use of barbed wire during WWI). Behind the inner palisade was a trench from which the fully-protected defenders could shoot through loopholes beneath the palisade's palings.

Angled slopes enabled flanking fire at any attackers who made it to the inner stockade. Bundles of green flax were tied to the palisades to deaden enemy shot. Inside, the defenders dug bomb-proof pits in which they could shelter during British bombardments.

Some *pā* didn't even have palisades as such but just consisted of cleverly designed earthworks. For instance, the interior of gate *pā* (1864) was filled with anti-artillery bunkers and concealed trenches designed to lull the British into a false sense of security when they stormed through its outer defences to be suddenly ambushed by warriors firing up from below ground level.



Above and below: Pā dioramas by Tawhiti Museum.



Left: An aerial view of the *pā* model shown at the start of this article.



The gunfighter's *pā* did not necessarily guard anything important. Its role was purely to draw British troops into battle on a difficult site, after which it would be quietly abandoned without qualm.

*Pā* offer a challenging location for the British to attempt their attacks, and they give a Māori player the opportunity to create some truly spectacular terrain.



Above: The settlement of Benjamin Turner at Ureti, a deep narrow bay about two miles to the rear of Kororāreka.

### RANGED WEAPONS

The 1840s campaign in New Zealand saw the employment of various ranged weapons not covered in *M&T*:

	Range	Strength	Special rule
Pistol	8"	4+	One Shot Weapon
Percussion* Musket	24"	4+ / 6+	Black Powder Weapon
'Tower' Musket	24"	4+ / 6+	Black Powder Weapon
Percussion* Tupara Musket	16"	3+ / 7+	Black Powder Weapon
'Trade' Musket	16"	4+ / 6+	Black Powder Weapon
Obsolete Assortment	16"	5+ / 7+	Black Powder Weapon
Carronade	16"	2+	Black Powder Weapon

\* Percussion cap weapons in 'Beating Rain' in *M&T* (page 61) do not suffer the -1 penalty for shooting at long or extreme range.

A unit of Sailors includes six figures and costs 38 points.  
You can add up to six extra figures to the unit for +6 points per figure.

Type	Discipline	Shooting	Aggression	Defence
Irregulars	Recruit	7+	6+	5+
Equipment		Traits		
Muskets (page 43)		Auxiliaries (Regulars, page 56).		
Options				
Boarding Weapons		-	Replace each figure's Musket with a Pistol and Naval Weapon (+1 bonus to attack rolls, page 42).	

A unit of British Ship's Boat Carronade includes three crew and their carronade and costs 46 points.  
You can add up to three extra crew to the unit for +15 points per figure.

Type	Discipline	Shooting	Aggression	Defence
Artillery	Trained	6+	7+	7+
Equipment		Traits		
Artillery (page 45)		Auxiliaries (Regulars, page 56).		
Options				
Provincial Artillery		-10pts/unit	Discipline is changed to Recruit.	

Settler Leader (free)

Type	Discipline	Shooting	Aggression	Defence
Civilians	Conscript	6+	6+	5+
Equipment		Traits		
Pistol or Musket (page 43)		Auxiliaries (Regulars, page 56).		

Settlers are organised into units of four to ten figures (free)

Type	Discipline	Shooting	Aggression	Defence
Civilians	Conscript	8+	7+	7+
Equipment		Traits		
Obsolete assortment (page 44) or agricultural weapons.		Auxiliaries (all) and Cowardly (page 56).		



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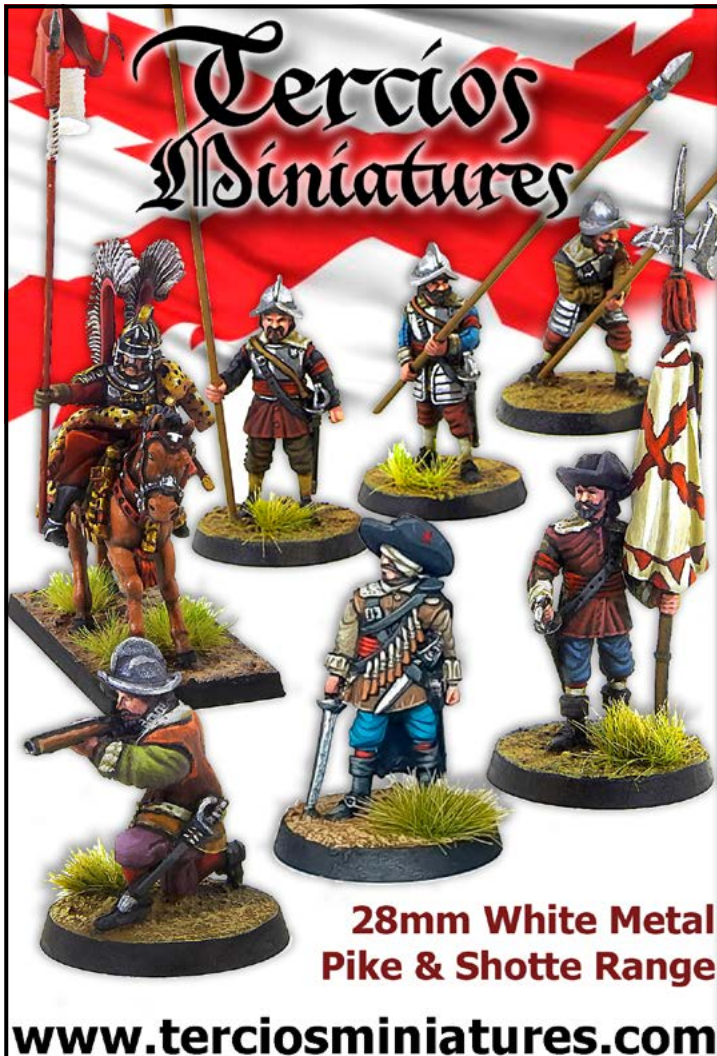
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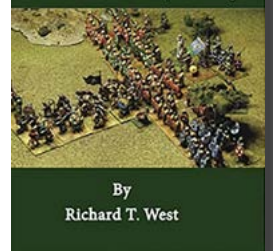
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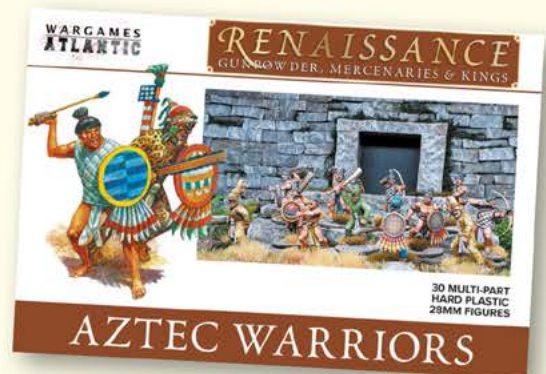


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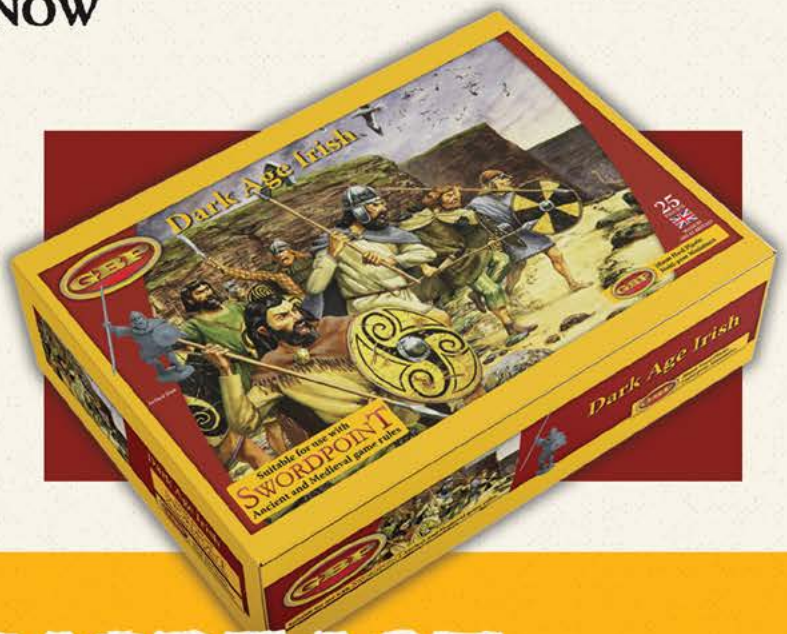
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