

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

WARGAMES illustrated®



FREE

WARLORD
GAMES

**EPIC BATTLES:
PRUSSIAN INFANTRY
OR LANDWEHR FRAME**

Excludes non-UK subscribers



ISSUE 414
JUNE 2022
UK £5.99



HOLD FAST!
The US Navy, Barbary
pirates, and sea monsters!



THE FALKLANDS WAR
Painting the combatants



**THE MISADVENTURES
OF DOMNALL BRECC**
Wargaming with a Dark Age loser

PRUSSIA AT WAR: WARGAMING THE NATION'S RISE AND FALL

CONTENTS



▲ **OBSERVATION POST** 14



▲ **PRUSSIA AT WAR** 32



▲ **RUSSIAN AND PRUSIAN NAPOLEONIC CAVALRY** 50

WARGAMES
illustrated

29 Eldon Business Park
Attenborough, Nottingham
NG9 6DZ
United Kingdom

wargamesillustrated.net



wargamesillustrated



@wargamesill



/WargamesIllustrated



wargamesillustrated

FROM THE EDITOR

Prussians, Prussians everywhere: on the new plastic frame from Perry Miniatures (page 50), invading England (page 60), fighting communism (page 78), and indeed lots of other locations thanks to our Prussia at War intro article on page 32. Most importantly, there are Prussians on the cover of this magazine* in the form of *Black Powder Epic* Waterloo Prussians, courtesy of Warlord Games. You can find out how to paint these swiftly (page 44) or smartly (page 68) via our handy guides.

Away from Prussia, and the content of this magazine in general, I would just like to take a moment to brag about the fact that *Wargames Illustrated* magazine has been shortlisted for the UK National Magazine Awards! By the time you read this, the award ceremony will have taken place at a swanky hotel in London, and I will either have already been showing off about winning or been suspiciously quiet about not. We are up for an award in the Specialist Magazine category, competing against *Airfix Magazine* and *Motorcycle News*. Wish us luck!

Happy reading and rolling.

Dan Faulconbridge
Owner and Editor

**Apologies to our European subscribers - postage costs continue to make it impossible for us to supply 'free frames' to subscribers outside of the UK.*

This month's cover artwork is 'The Prussians at Plancenoit' by Neil Roberts.

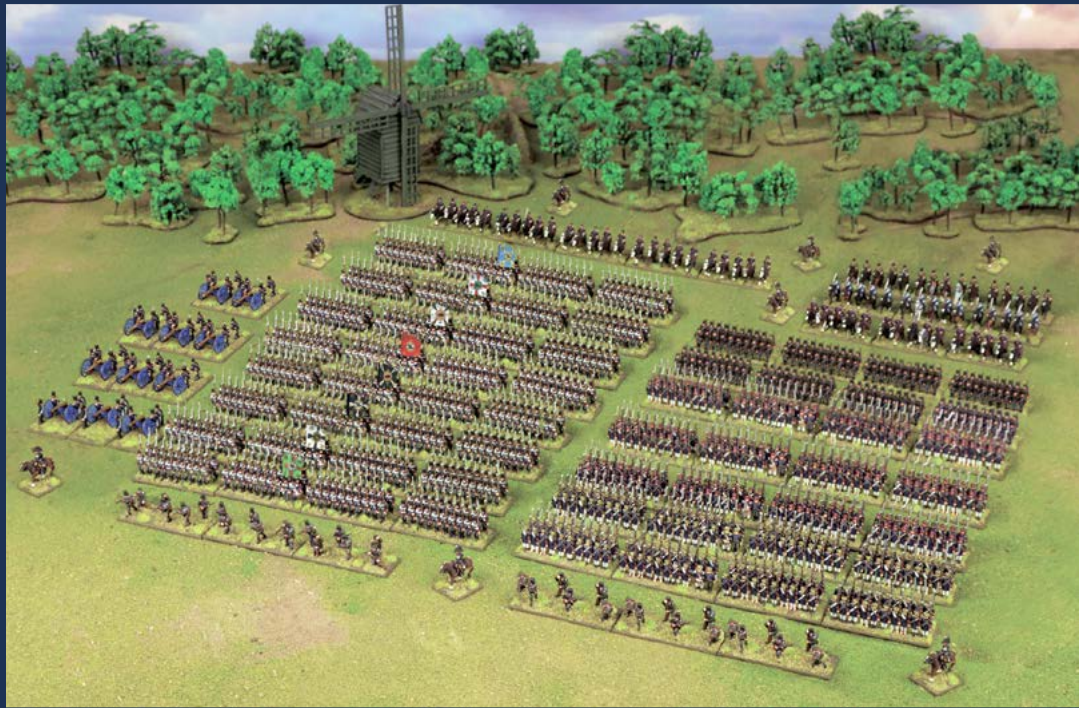
Below: The Epic Prussian army in all its glory - contents of the Warlord Games Black Powder Epic Battles: Waterloo - Blücher's Prussian Army starter set.

WARGAMES ILLUSTRATED



NEWSPAPER AND MAGAZINE AWARDS

SHORTLISTED



CREDITS

Produced in the UK.

The Wargames Illustrated team:
Daniel Faulconbridge, Ian Bennett, Asun Loste Campos, James Griffiths, Joe Smalley, Marc Shucksmith-Wesley and Callum France.

Printed in the UK by: Warners.

Copyright © Wargames Illustrated 2022



Wargames Illustrated are proud to support War Child. For more information visit www.warchild.org.uk

CONTACTS

Customer Service & Subscriptions
help@wargamesillustrated.net
Tel (UK): 0044 (0)115 922 5073

Contributions:
contributors@wargamesillustrated.net

Advertisements:
adverts@wargamesillustrated.net

Quick Fire:
wi@wargamesillustrated.net

Distribution:
trade@warlordgames.com



PEFC Certified

This product is from sustainably managed forests and controlled sources

www.pefc.co.uk

CONTENTS

QUICK FIRE! 8

Take inspiration from the hobby projects of other gamers and painters in Quick Fire!

OBSERVATION POST 14

This month's OP covers the Old West, the New West (sci-fi gunslingers), War of the Austrian Succession, Border Reivers, cartoon characters, Spanish Handgunners, and Charles S. Grant. There's something for everyone!

RELEASE RADAR 22

Dom Sore's back and casting a light on various new and upcoming releases you can add to your collection of gaming goodies.

FULL PAPER JACKET 28

Neil Smith cracks the spines of a selection of recently released and wargamer friendly history books.

THEME: PRUSSIA AT WAR 32

Neil Smith is back introducing this month's theme by taking us on a brief tour of the rise of the Prussian Empire and its wargaming potential.

DESIGNER'S NOTES:

BEYOND THE EMPIRE 40

Chris Swan explains how his *Beyond the Empire* rules encompass the many conflicts fought in Central Asia immediately after WWI.

THEME: FRAME FOCUS - QUICK FIX PRUSSIAN 44

Warlord Games' Alister Daire shares how he got his Prussian plastics tabletop ready with minimal effort.

HOLD FAST! 46

Editor Dan takes on Game Designer Gabrio using a scenario and new rules from *Hold Fast!* the first supplement for *Black Seas*.

FRAME FOCUS:

RUSSIAN AND PRUSSIAN NAPOLEONIC CAVALRY 50

Wargames Illustrated visited Alan Perry to find out about his latest plastic project, Napoleonic Prussian and Russian Dragoons and Jägers.

NEPTUNE AND MARS GO TO WAR .. 54

Following on from last issue's combined operations theme and his article on the expedition warfare of the Sea Peoples, Colonel (Retired) Bill Gray casts his gaze over the conquests of Alexander and the Roman Empire.

THEME: THE PRUSSIAN

ARE COMING 60

Michael Perry's latest gaming project sees a Prussian army, buoyed by their success in the Franco-Prussian War, set their sights on England's green and pleasant land.

HOW TO ...

BUILD A POST MILL 64

Paul Davies shows us how to build a small scale post mill usable across various periods.

THEME: PRUSSIAN PERFECTION .. 68

Wi Painter Callum painted a spectacular looking *Epic Battles: Waterloo* Prussian Brigade Commander; he explains some of his advanced techniques.

THE MISADVENTURES

OF DOMNAL BRECC 74

Game Designer Daniel Mersey looks at a feckless Dark Age warlord and the challenge of gaming with underachieving generals.

THEME:

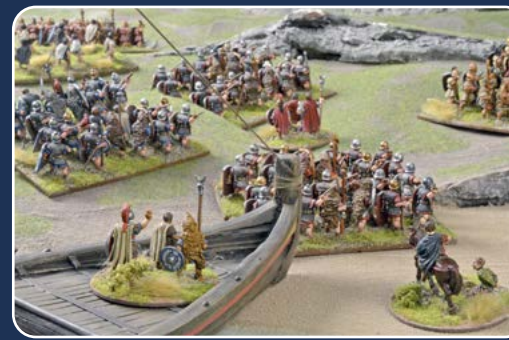
END OF THE PRUSSIAN EMPIRE 78

Jim Graham looks at the part the veteran Frikorps played during the war in Latvia and the Prussian Empire's last adventure in the East.

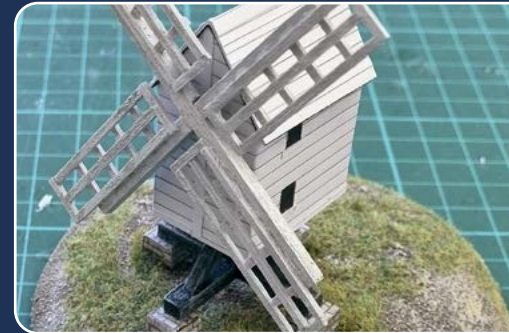
FALKLANDS WAR ANNIVERSARY -

PAINTING THE COMBATANTS 86

In this first part of our Falklands trilogy, *Wi* Painter Marc shows how he brought the combatants to life with his fine brushwork.



NEPTUNE AND MARS GO TO WAR 54



HOW TO... BUILD A POST MILL 64



PRUSSIAN PERFECTION 68



END OF THE PRUSSIAN EMPIRE 78

WARGAMES illustrated®



YouTube



INTERVIEWS, PRODUCT
UNBOXINGS, SHOW
REPORTS, AND MORE!
NEW CONTENT ON ALL THINGS
WARGAMING!
SUBSCRIBE TO NEVER
MISS AN UPDATE!

SPOOKY SCARY SPIDER WEBS



SUBSCRIPTIONS

ENJOY WARGAMES ILLUSTRATED PRINT OR PRIME

WI **PRINT** CONTENT INCLUDES:



12 ISSUES
FROM ONLY
£60

QUARTERLY SUBSCRIPTIONS
AVAILABLE FROM £20

RECEIVE THE WORLD'S BEST-SELLING WARGAMES MAGAZINE DIRECTLY TO YOUR DOOR AND SAVE ON THE COVER PRICE!

PRINT SUBSCRIPTIONS
NOW AVAILABLE DIRECT

FROM THE USA VIA
IRONHEARTSARTISANS.COM

AND

FROM AUSTRALIA AND
NEW ZEALAND VIA
KHAKI-GREEN.COM.AU

IRONHEART
ARTISANS
EST. 05 230 12 003

KHAKI
GREEN

FREE \$10 K&G VOUCHER WITH EVERY ISSUE!

WI PRIME CONTENT INCLUDES:

MONEY OFF EVERY MONTH AT:



BEHIND THE SCENES GOODIES:
EDITOR'S EXPLOITS, FROM THE VAULT,
AND ARTICLES FROM UPCOMING ISSUES



EVERY ISSUE OF WI AVAILABLE
(AND SEARCHABLE!)
VIA **THE VAULT**

ALL FOR A
MONTHLY
MEMBERSHIP OF
£5.99

TRY PRIME FOR JUST £1.00
FOR THE FIRST MONTH



COMBINE THE TWO FOR A
DISCOUNTED MONTHLY COST OF **£10**

INCLUDES THE MONTHLY PRINT MAGAZINE AS WELL
AS ALL THE BENEFITS OF A PRIME MEMBERSHIP.

www.WARGAMESILLUSTRATED.NET

North Star Military Figures Ltd,
Unit W41, Lenton Business Centre,
Lenton Boulevard,
Nottingham,
NG7 2BY, UK
Mail Order: 0115 9704107
Trade Sales: 0115 9786656
Email: mailorder@northstarfigures.com

Nick Eyre's
NORTH STAR
Military Figures
Presents

CRUSADER MINIATURES



World War II

American Civil War,
Dark Ages, Ancients,
Norman, Saxon
& Viking, Fantasy
Adventures, Medieval,
Crusades, Feudal,
Napoleonic, Post
Apocalypse, Seven Years
War, World War II



Fantasy Adventures



Normans

www.northstarfigures.com

JOIN NORTH STAR
Nick Eyre's Newsletter



Crusader Miniatures models are 28mm sized, made of metal and supplied unpainted. They are not recommended for Children under the age of 14.

THE POSSIBILITIES ARE INFINITE!
A BRAND NEW WATER BASED PAINT FROM THE SCALE MODELLERS SUPPLY

SMS

THE SCALE MODELLERS SUPPLY
www.scalemodeller.com.au

INFINITE COLOUR



WATER BASED PAINTS FOR BRUSH AND AIRBRUSH

AVAILABLE VIA: FROMMODELCENTRE.COM
TRADE ENQUIRY: SALES@FMC-WHOLESALE.COM

THE SCALE MODELLERS SUPPLY
HIGH QUALITY AIR BRUSH PAINTS & CONSUMABLES
www.scalemodeller.com.au

QUICK FIRE!

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

HOW AIRBRUSHING CHANGED THE WAY I THINK ABOUT PAINTING

By Callum France

It's no secret I'd never touched an airbrush before joining *Wargames Illustrated* as a painter. I was confident and comfortable tackling my miniatures by brush; however, an airbrush would speed up parts of my painting process no end. Or so James and Marc insisted! I'd always been equal parts enticed and nervous at the prospect of using an airbrush, but with some practice under my belt, I am happy to say that while it does take time to get the hang of (everything you know about thinning paints is different), by goodness, an airbrush will change your painting life!

An airbrush illustrates the true value of a smooth zenithal highlight from a 'realistic' light source. Having those light values blocked in on a miniature with the airbrush greatly aided my highlight placement, and the more I did it the more I began to understand where light would hit the figure, which helped me in highlighting with my paint brush too. [If you want more detail on zenithal highlighting look no further than our in-depth introduction to airbrushing article in *Wi*407 - Ed]

Almost as important is that airbrushing drastically increased the speed at which I could create a good quality paintjob by taking the time and fuss out of achieving smooth transitions with a traditional brush. In the past, I would either glaze or feather up to the brightest highlight; with the airbrush I can block in the mid-tone and have a gradient of colour already established from the zenithal highlight. I have the simple and fun task of applying the final layers and highlights - the quality finishing!



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

Use the subject title 'Quick Fire!'.

However, the most crucial change that I've noticed since using the airbrush is how much more colour theory I'm considering when painting a model. Because an airbrush can quickly achieve smooth transitions between more outrageous colour combinations, it provides more room for experimentation and maximum contrast; if it doesn't work, you've got time for a do-over and can quickly achieve a fresh solid coat and transition.

I recommend testing several different undersprays to see how they complement or contrast with your mid-tone. The easiest way to do this is to apply a colour from beneath with the airbrush after you have done your zenithal priming. The choice of 'warm' or 'cool' undersprays will change the look of the paint scheme by desaturating it or making it more vivid. That's what I did on these Footsore Miniatures Welsh figures I practiced on. They have a purple and a reddish-brown underspray contrasted with a natural green. The purple makes for a figure that is more vibrant, making the green appear almost neon after my brushwork finishing. The red brings a lovely warm 'earthiness' to the model; with just a simple change of the underspray, the entire feel and tone of the paintjob changes.

As an additional challenge, I gave myself less time on each figure I painted. This was to see what could be done when I really cut back on my inclination for smoothness and refinement and focused on areas that would have maximum impact. The time per-figure dropped from three hours to half-an-hour, excluding the airbrushing part, which takes very little time per model when batch painting.

The time constraints helped me focus my attention and highlights on the parts that make a figure pop. Although there's less smoothness than I'd apply to a character model, even the 30-minute figure looks great on the tabletop. I'll certainly carry some of these looser approaches onto my next miniatures.

I've felt reinvigorated since getting over the hump of having a go with my airbrush. I've already begun several personal projects with brand new schemes in mind, now much more achievable with the trusty airbrush. I highly recommend you have a go and see where you can push yourself and your painting once you leave your comfort zone.



Left: Three hour paint job.



Right: Two hour paint job.



Left: One hour paint job.



Right: Half-an-hour paint job.

BATTLE OF THE FIVE ARMIES

By Giles Shapley

Some 20 plus years ago, my good friend Mark began collecting and painting GW's 28mm *The Lord of the Rings* figures. He had a dream that at some point in the future he might be able to recreate the battles of Tolkien's Middle-earth on a truly epic scale. Slowly and steadily his collection grew and now numbers over 2,000 figures. His ambition finally came to fruition on a cold but bright Saturday afternoon in March when we played the *Hobbit's* Battle of the Five Armies.

For the uninitiated, this is a pitched battle fought between the good forces of Humans, Elves, Dwarves, and Eagles versus the dark and evil hordes of Goblins and Orcs. The action takes place in a valley in the shadow of Mount Erebor. Beneath the mountain lies the countless treasures of the old Dwarven kings and the nest of the Dragon Smaug.



Organising a pitched battle from a fantasy novel allows a degree of leeway with force strength and dispositions, but we were fortunate to find an excellent blog post by the Armchair Corporal on said subject. We wanted a ruleset that could handle a very large number of units and was well known by the seven players participating, so we elected to use a homebrew variant of Warlord Games' *Pike & Shotte* with the basic mechanics of command, manoeuvre, and combat unchanged.

We assigned stats and attributes to the forces and kept things straightforward; Dwarves would be better armed, better commanded, and better armoured than Goblins, for example. We treated the Eagles (who arrived late in the battle) as artillery with their focus on disordering their opponents; the trolls and giants on the table got the number of hits they could take and deliver bumped up.

Our battlefield stretched some 18 feet in length with over 2,500 figures gracing the table, many from Mark's collection. The terrain was very simple in design and constructed over a couple of evenings from polystyrene slabs, some toys secured a few years ago, and some pieces from my *Frostgrave* city.

The game ended in a marginal victory for the forces of good. Up next is the Battle of the Pelennor Fields; this was just a tester ahead of that huge fight!

More can be found on my blog: ShedWars.blogspot.com



DROPFLEET COMMANDER REMNANT CUT AND SHUTS

By James Turner

I recently spotted that TTCombat were releasing Cutter class ships for *Dropfleet Commander* and that got me in the mood to paint some spaceships. A few years back, I picked up a couple of event exclusive Remnant Grand Cruisers, so I dug those out and started putting them together.

One of the possible configurations of a Resistance fleet is a rag tag band of survivors flying whatever they can get their hands on, but I wanted something a little more coherent. So I set about carefully cutting apart a Grand Cruiser then recombining the parts. This was to produce a smaller vessel that was still clearly cut from the same cloth as the Grand Cruisers but fit the requirement for a 'medium' tonnage vessel.

When painting, I wanted a scheme that would look coherent across the ships and quickly settled on blue with white markings for the armour panels and a dark silver for the 'gubbinz' underneath. The other bits sort of fell into place from this - there's a lot of detail on the ships, so I picked out cables in greys and blacks as well as 'glowy bits' and lenses in a combination of colours.



To try and create some texture on the large, flat armour panels, I carefully built-up layers of blue using thinned paint and downward brushstrokes - the background describes them as being ceramic in nature, so I reasoned that after a while in space surrounded by dust and micro debris, they wouldn't be pristine. With the models being 1:9150 or 0.2mm scale, I didn't really want to add any visible battle damage, and as the vessels operate in a vacuum, there wouldn't be any rust streaks in evidence either.

I decided to keep markings simple with hull numbers displayed upon the flank of each vessel and a simple crossed hammers insignia, which could be a holdover from before the Scourge invasion or perhaps something that has been adopted in the years since. I was pretty pleased with the finished result.



SEE US AT
UK GAMES EXPO
NEC 3RD-5TH JUNE!
STAND 2-116

THE INTELLIGENT WARGAMES TABLE

VALKYRX



ONLINE SHOP
NOW OPEN!

A detailed illustration of a Valkyr warrior, a character from Norse mythology, riding a dark, dragon-like creature. The warrior is clad in intricate, dark armor and a crown, holding a sword aloft. The creature has a fierce, dragon-like head with glowing eyes and sharp teeth. The background is a misty, dark landscape with bare trees.

Days
of the
Valkyrx

PLAY ON THE INTELLIGENT WARGAMES TABLE AT UK GAMES EXPO!

VALKYRX.COM



@Valkyrx_Gaming



Valkyrx_Gaming



@valkyrx_gaming

BULGE GERMAN

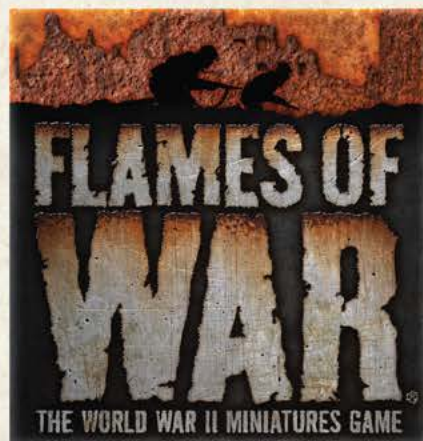
FORCES ON THE WESTERN FRONT, 1944-45

STARTER FORCE

FEATURING:

- 3x Jagdpanther (8.8cm) Tank-hunters
- 1x Armoured Panzergrenadier Platoon
- 2x Hornisse (8.8cm) Tank-hunters • 2x Ostwind (3.7cm) Tanks
- 3x Panzer IV (7.5cm) Tanks • 4x Sd Kfz 251 Half-tracks
- 3x Hummel (15cm) SP Guns • 2x Puma (5cm) Armoured Cars
- 1x Complete A5 Rulebook • 1x German "Start Here" Booklet
- 2x Decal Sheets • 10x Unit Cards

ONLY £80 • €90 • \$110



ARMY DEAL INCLUDES MODELS, CARDS, AND **FREE** COMPLETE A5 RULEBOOK



ALSO AVAILABLE NOW • BOOK & CARD PACK

Visit our Website to see the full range of Flames of War

WWW.FLAMESOFWAR.COM



OBSERVATION POST

New and forthcoming wargames
stuff you need to know about

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

ANVIL INDUSTRY - SPACE WESTERN

This new range from Anvil Industry includes a wide variety of bits to make some truly outstanding sci-fi gunslinger minis. Keen kitbasher and converter James built the more 'standard' characters - a sawbones/snake oil salesman and a gunslinger - before constructing various other options from the mixed legs, torsos, heads, arms, and guns.

The characters are extremely pleasing to the eye, but the 'basic' figures all look like characters too thanks to the highly detailed resin casting. The basic weapon options are handguns and rifles, but there are some cool variations with the reloading Winchester and some of the ornate six-shooters being standouts. Hands are included in a 'draw' position as well as shooting and these hover neatly above the holsters that are cast onto the sets of legs. Where a six-shooter was already drawn, James trimmed the handle away from the leg holster; a task that was easy to do thanks to the parts being cast in soft resin.

While he finished off his builds, the *Wi* team discussed the gaming options for the figures. *Stargrave The Last Prospector* was an obvious choice, perhaps with a *Firefly* twist to the gaming; a *Sci-Fi Legends of the Old West* campaign was suggested; mixing these Anvil parts with *Dead Man's Hand* plastics to get even more variety was another idea; and Marc brought in his copy of GW's *Necromunda* with the suggestion we could bring a Western gang to the Underhive. It's always a good sign when new minis inspire gamers; these ones brought a sci-fi Western stab to the *Wi* team's brains!



Above: Sawbones/snake oil salesman (left) and gunslinger (right).



Above: Male figures with various parts including the detailed reloading Winchester (right).

Right: Female figures with rifle (left) and fanning a six-shooter (right).

Below: We mixed parts from these figures with ones from Anvil's High-Tech Drop Troopers (reviewed in *Wi*413) to make some interesting variants.



UNDER THE MICROSCOPE

COWGIRLS AND COWBOYS

As with all of Anvil's recent releases, these Space Western figures have male and female parts available. It's great to have so many options to choose from when making the figures and the bits can be mixed in with other ranges too. The only reason that these bits might not match up well with other 28mm figures is that we can't think of any other range that has the sculpting and casting detail of Anvil's.

DETAILS

- SCALE: 28mm
- PERIOD: Sci-fi/Old West
- PRICE: Approx. £4 per-figure, £10 to £12 for characters
- MATERIAL: Resin
- AVAILABLE FROM: anvilindustry.co.uk

PARTIZAN PRESS - REFIGHTING HISTORY: VOLUME 10

The latest release in Charles S. Grant's *Refighting History* series - *The Saxon Army at Pirna in 1756* - deals with a series of 'what if?' scenarios based on the Pirna campaign. He looks at various fictional scenarios based around events that could have occurred during the campaign and allows anyone who owns a Saxon army to see it in action on the tabletop rather than permanently sat behind defences (see *Under the Microscope*). That said, the scenarios are easily adapted to suit any opposing Seven Years' War armies and could even be used for periods from Marlborough through to Napoleonic with only minimal tweaks here and there.

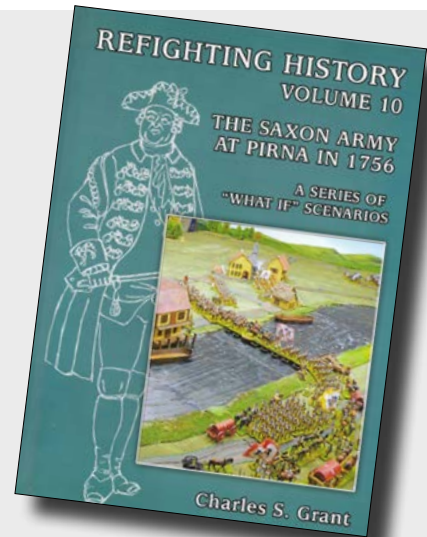
The first thing you'll notice is the heft of this book. It is A4, hardback, and weighs in at nearly 200 lavishly illustrated pages. These include colour photographs of the author's wargames collection; colour artwork by Bob Marrion and Arno Stoerkel; colour maps of the area and of the scenarios; and photographs of the battlefields in question, taken by the author. Also reproduced here (we believe for the first time) are colour artillery illustrations by Christian Rogge that are normally only available through the Kronoskaf Seven Years' War Project website. This makes the book a feast for the eyes and fun just to flick through and enjoy.

But enough about the eye candy, what about the gaming goodies? Like any collection of scenarios, some are better than others, and some will be more suited to certain playing styles or collections. The usual fare is present: attack on a supply convoy, attack on a work party, and a relief force breaking through to the besieged Saxons. Alongside these are some nicely innovative scenarios, such as an attempt to resupply the Saxon army by river and the large scale 'break out' scenario. We particularly liked the attack on the Prussian field bakery too; bread production was crucial to the supply of a Seven Years' War army, so it was great to see this logistical aspect of the war featured in the scenario. Field bakeries are available in 28mm and 15mm scales, so there is no excuse not to play this one out.

Falling into the less positive breadbasket is the attack on a gun position scenario; nice photos don't rescue what is basically just an advance by infantry into an artillery battery, which seems rather lacking in nuance and fun!

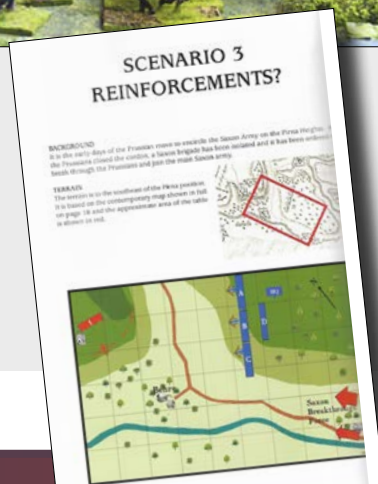
There are ten scenarios in total, varying in size from small-scale raids with a small number of troops up to full-scale battles, so you should be able to find something that matches your collection and tastes.

The book also contains a chapter on the Pirna campaign itself and one on the Saxon army that, alongside the colour plates, should make it of great value to anyone thinking of collecting Seven Years' War Saxons.



DETAILS

- SCALE: Any
- PERIOD: Horse and Musket
- PRICE: £39.50
- FORMAT: 190-page hardback book
- AVAILABLE FROM: caliverbooks.com



UNDER THE MICROSCOPE

THE SIEGE OF PIRNA IN REALITY

Frederick the Great moved against the Saxon army to neutralise or destroy it before it could come to the aid of Austria, which was still assembling its army. Retreating in front of the Prussians, the Saxons became besieged in their base at Pirna, which was very strongly defended and in which they had ample provisions. However, Austrian attempts to relieve the siege failed and the Saxons were eventually forced to surrender with roughly 18,000 troops marching into captivity and compulsory recruitment in the Prussian army.

FLAGS OF WAR - WAR OF THE AUSTRIAN SUCCESSION AND MORE

Flags of War (FoW) already has an extensive Jacobite range that covers both Government and Jacobite forces as well as the French forces sent to Scotland to aid the Bonnie Prince. Their new range aims to fill the gaps so that you can play the larger battles that took place in Europe during the War of the Austrian Succession, such as Fontenoy and Rocoux, along with the smaller battles, such as Melle, that preceded them. The new releases have British and, at long last, Dutch infantry!

The British range includes a command pack along with packs of British infantry in marching pose with Grenadiers and Hatmen, both of which are sculpted carrying campaign gear: goatskin pack, haversack, canteen, and cartridge box. The miniatures are nicely done, clearly designed by a sculptor with an eye for detail and historical accuracy. There are clear designs shown on the grenadiers' caps; finely sculpted lace; and even the buttons on the gaiters are subtly raised to allow for easy drybrushing. Juxtaposed against this beautiful detailing is slightly 'off' anatomy; arms are a tiny bit too short, which makes for a visual disconnect from the otherwise incredibly accurate look of the figures.

Dutch infantry for the War of the Austrian Succession had very limited miniature options until now. FoW's packs of Dutch infantry and command are, therefore, very welcome! The infantry come in a marching pose but are not as heavily equipped as the British,

carrying just their cartridge box. They wear full coats with collar and turn-backs and have a variety of facial expressions. Once again, these are nice sculpts with plenty of facial and uniform detail that should look great once painted. The command has a drummer, officer, and NCOs.

These are closer to Perry Miniatures in size but could mix with ranges such as Front Rank without issue. They might not blend as well with ranges from the more heroic end of 28mm, such as Foundry, however.

FoW promise to add French Cavalry, Hanoverians, and unique units, such as the Garde Francais and the Arquebusiers de Grassin. This oft overlooked war is rapidly becoming more playable thanks to FoW.

They also produce colours and standards for Dutch infantry regiments and Dutch cavalry. The coats of arms used on these colours are unique to this war and look very different from those used in the War of the Spanish Succession; until now they have been very hard to find.



HOBBY CORNER

If you prefer a more 'on campaign' look, separate heads with uncocked hats and 'wounded head' versions are available for British infantry in the FoW Jacobite range. Take care here though; the marching pose means that some of the infantry have the musket connected to their head or hat and a head swap might not be a simple undertaking.

Below: British Grenadiers, Infantry Marching and Command.



Above: Dutch Infantry Marching and Command.

DETAILS

- SCALE: 28mm
- PERIOD: Horse and Musket (and more)
- PRICE: : £6 to £7 per pack
- MATERIAL: Metal
- AVAILABLE FROM: flagsofwar.com



UNDER THE MICROSCOPE

WAR OF THE WHAT?

The War of the Austrian Succession falls between the Marlburian Wars at the beginning of the 18th Century and the Seven Years' War. It was not a war in which the British did very well, and has therefore often been overlooked by wargamers and figure manufacturers with an Anglo-centric focus. Its most famous episode, the Jacobite Rising in 1745, is usually the only representation we see from this period on the tabletop, so it's great to get some new figures to expand the possibilities.

BORDER WARS AND FUNKY POP

Shown here are more figures from *Flags of War*; we were particularly taken by the quality of the Border Reivers (right) from their *Border Wars* range. We snagged these releases early and had them painted for us by Artmaster Studio for use in some games of *Never Mind the Billhooks*. The models will get an accompanying game of their own from *Flags of War* too - *Border Wars* - and it will focus on skirmish actions, looting, the thieving of livestock, and the killing of Reivers.

The Funky Pop figures are a more esoteric range, and these ones were snagged by our Painter Marc. He applied a more illustrative style when painting this Duelling Sea Dogs trio (AKA Popeye, Bluto, and Olive Oyl, seen below) to fit with the cartoon that so clearly inspired them.



ARTIZAN DESIGNS - SPANISH HANDGUNNERS

Artizan has a small but perfectly formed range of Renaissance figures, which is currently home to 17 packs of Landsknechts and five Swiss. Sculptor Mike Owen is working away on extras for it; these Spanish Handgunners are the latest addition to the range, coming in two packs of four.

Produced in Artizan's typical and pleasingly 'chunky' style, these figures, although billed as Spanish, will fit comfortably into any Renaissance army of 1480 - 1530, with the Italian Wars of the early part of the 16th Century being an obvious post of call for their services.

The figures are less 'showy' than their Swiss counterparts in the range, giving them a slightly more levy or militia feel and making them more versatile for use around Europe, or indeed the New World.



HOBBY CORNER



Wi Painter Marc is in the process of painting up the Spanish Handgunners; here's his first one.

Marc: This chap will be the first of my 12-man Portuguese Handgunner Company for *Never Mind the Billhooks Deluxe*, which expands the original game and takes it well beyond the battles of the Wars of the Roses. It is a tester for the scheme - the rest will be batch painted - and I based the colours on the football team Sporting Lisbon's kit rather than going directly to history for my inspiration.



DETAILS

- SCALE: 28mm
- PERIOD: Renaissance
- PRICE: £6.60
- MATERIAL: Metal
- AVAILABLE FROM: artizandesigns.com

OSPREY GAMES - CASTLES IN THE SKY

“The ships hung in the sky in much the same way that bricks don’t,” is a quote that comes to mind when viewing the cover art to this new Osprey Games blue book offering. In Douglas Adams’ classic sci-fi novel, *The Hitchhiker’s Guide to the Galaxy*, he was describing the alien Vogon Constructor Fleet as those impossibly suspended bricks. How will *Castles in the Sky* author Eric Farrington explain the uncanny sight of historical early 1900s naval warships hovering, seemingly impossibly, in the air?

THE WORLD AFTER THE MARTIANS

Ah, aliens, we’re in the clear! *Castles in the Sky* begins by describing how a *War of the Worlds* type Martian invasion left the people of Earth able to scavenge information from the conquered alien invaders, steal their technology, and make a series of innovations that now allow lighter than air travel.

Risk of potential future Martian invasions brought about the Concert of the World, a unification of the governments of Earth and a sharing of military aid, trade, and scientific knowledge. Mankind being mankind, it soon grew tired of such peaceful behaviour, and with no sign of a new Martian threat on the way, nationalism returned. Europe led the way in the race to reclaim the colonies, and although things have stabilised somewhat by 1914, when *Castles in the Sky* is set, nations will still fight fiercely to defend their borders and airspace.

It’s not the deepest background, and it certainly fits into the ‘weird’ or ‘pulp’ genre; we suspect this will make it somewhat divisive. The background is largely an excuse to glue battleships onto flight stands and have three-dimensional battles in the sky though; if that idea ‘floats your boat’ then read on!

THE BASICS

The game is model and scale agnostic, but gameplay is certainly best suited to (and far more practical) at a smaller scale. The book is packed with photographs of Brigade Models (which come from a different but similarly themed game by Robin Fitton called *Imperial Skies*), though you could just as easily pick any range of standard navy miniatures and with minimal modification get them airborne.

One of the key features of the rules is the altitude of each model. This varies between zero (the ground) and nine (the highest that can be reached, requiring breathing apparatus for the crew to survive), and is easily tracked on a D10 next to each model. The highest landmasses only reach up to an altitude of three, so there’s a lot of clear sky to explore, and the varying altitude of each vessel is what gives the game an extra tactical layer.

The other dice you need are D6s, rolled to determine successes in the game’s phases. Each action has a Target Number (TN) and this is usually a 4+ for success without any modifiers.

Friction is *Castles in the Sky*’s catchall term for the effects caused by the various hits, explosions, ramming actions, debris strikes, and more that can mess up your airborne plans. Any ship that



has a friction marker is unable to make commands (more on them later) or launch munitions. The more markers you have, the more your speed, ability to mitigate damage, and amount you can shoot get reduced.

A game turn consists of four phases:

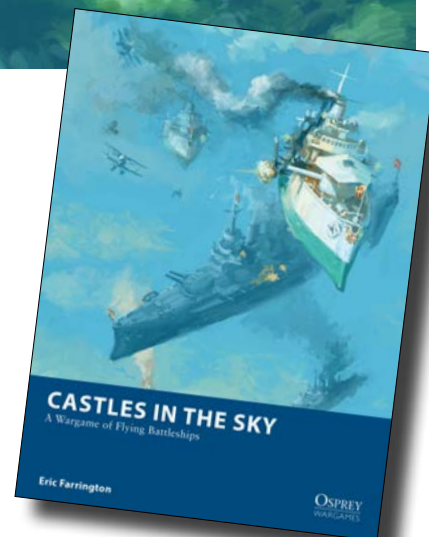
initiative, movement (including ramming and boarding), battle,

and end. Each player alternates activations within those phases, and though there’s quite a lot of detail in the various ships in play, the smaller amount of models on the tabletop ensures that things zip along at a good pace once the basics have been learned.

BATTLES IN THE SKY

Initiative is determined by rolling dice equal to your Command Ship’s command value; active escort ships in your fleet provide extra dice. The player who gets the most successes wins the initiative and can choose to activate first or second in each of the turn’s remaining phases. More important to both players is that every success rolled in the initiative phase places a Command Dice in their Command Pool to be issued in subsequent phases and help out with actions.

Into the movement phase, and it’s an intriguing hybrid of naval and air combat game systems. Each ship that gets activated has its speed decided before it performs a straight-line move interspersed with as many turns as its profile allows and up to a specified number of degrees. Altitude can be changed, and the amount is determined by a ship’s Lift stat. Speed is lost when a ship



DETAILS

- SCALE: Any
- PERIOD: WWI/pulp
- PRICE: £14.99 / \$25.00
- FORMAT: 82-page paperback book
- AVAILABLE FROM: ospreypublishing.com



UNDER THE MICROSCOPE

THE MAKEUP OF A SHIP

Ship profiles are at the core of gameplay and there's a good bit of depth to each of these mighty vessels. You'd be forgiven for struggling to find the excitement when viewing those profiles though, as they are (and we're putting it mildly here) visually uninspiring. This is unfortunate and leads us to repeat our regular request for a little more design flair in Osprey's blue books.

Thankfully, we're not the sort to judge a ship by its boring looking table, and within the rows and columns is a ton of useful detail. Each ship has a Class and a Category (which will determine some of the key statistics of the vessel) and the captain gets a Ranking representing the number of Command Dice available to their ship. Armour and Speed work as you'd expect, Altitude is the maximum height the vessel can reach, Turns shows how many it can perform in a move and the maximum angle of each turn, Lift is how much it can change altitude in a turn... phew!

With that done, the rest of the profile shows the different weapons available, and there's usually a broad selection. The Firepower and Power columns shows how each weapon functions at Point Blank, Close, Mid, and Long Range; if there's a dash in a space then it can't fire at that distance. Firepower is the number of dice to roll, Power is the bonus to penetrate armour. You're also told what the arc of each weapon is and what to roll if you are called on to take an Ammo Test.

Ship Name:		Captain:		
Class: Indefatigable	Category: Cruiser	Armor: 7	Operational Cost: 5	
Speed: 2-8	Altitude: 8	Turns: 1/45	Lift: 1	
Armament	Firepower	Power	Fire Arc	Ammo
Heavy Battery	-/5/3/1	-/+3/+2/+1	Bow/Port/Starboard	4+
Heavy Battery	-/5/3/1	-/+3/+2/+1	Stern/Port/Starboard	4+
Light Battery	-/3/1/-	-/+1/-/-	Bow/Port/Starboard	5+
Point Defense	2/-/-/-	-/-/-/-	All	-
Air Torpedo	4 (Speed 19)	+2	Bow	-

climbs but gained if it dives down; this creates options for smart commanders who can take their vessels on a slow climb to high altitude ready to dive down in an unexpectedly fast attack. Those rising ships will be slow and vulnerable on the climb, particularly against the smaller, nimbler ships, so that risk will need to be mitigated by other support options. You can ram an enemy at the same altitude but that's a dangerous choice; there's a chance they will damage you, and your ships could become entangled in a dangerous embrace of interlocking structures.

Into the battle phase, and enemy ships in the arc of your guns can be fired upon by your batteries. Success is less likely if your altitude varies, the target moved fast, it is obscured, or the power of your battery is outclassed by the defence of the target. There is also all manner of other weapon options: point defences, torpedoes, mines, aeroplanes, and bombs. Each gets their own simple special rules and they bring a variety of tactical options. Even ground combat features below the sky battles; it's a comprehensive list of options that will keep you on your toes during gameplay.

Each turn finishes, appropriately, with an end phase. Damage is applied, friction can be removed, stalls can be fixed, and repairs can be done. Ships that are in a bad way may strike their colours. This test becomes more difficult to pass the more critical damage accumulates; failing this test essentially puts the ship out of action.

BY YOUR COMMAND

The previously mentioned Command Pool is called upon at any point in a ship's activation to perform a helpful extra action. A successful roll must be made to perform the command of your choice and each of them has a benefit and a drawback, so you'll need to carefully choose when to perform them. In the movement phase, an option like Come About will let you make a dramatic turn but will remove your ability to change altitude and reduces your firing ability in the following phase; in the battle phase you might Fire for Effect, getting to reroll missed Direct Fire attacks but doing so will risk those weapons breaking if you fail an ammo test.

MORE THAN JUST A RULESET

With the gameplay basics dealt with, the book goes on to list the different navies of the world. Each of the lists presented gives some background information, has a Command Dice table, and a Line of Battle that details all the available ship profiles. Details of the British, French, German, Russian, Austro-Hungarian, Italy, USA, Japan, and Ottoman Empire take up twenty pages, leaving space for a section on terrain, which includes important aerial options such as cloud banks and storms.

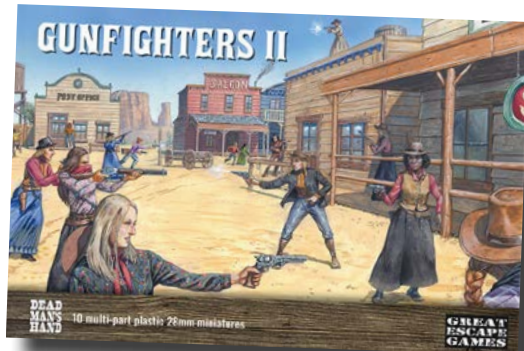
The book ends with a selection of scenario briefings and gameplay modifiers to use in those battles, and a campaign system that brings in strategic assets you must protect to stay supplied.

Is *Castles in the Sky* for you? That really comes down to how much the sight of a battleship on a flight stand makes you smile or scowl. If it's the latter, then we suggest you sail on by at a high altitude; but if it's the former, then you'll find that this new ruleset offers gaming fun and modelling inspiration.



GREAT ESCAPE GAMES - DEAD MAN'S HAND GUNFIGHTERS II

Quite the change from Anvil's sci-fi Western figures these are Wild West plastics with a more historical feel. Designed for use in Great Escape Games' popular skirmish game, *Dead Man's Hand*, these gunslinging gals will be useful in many other games and tabletop scenarios too. They are a female flip on the plastic set of male gunslingers that Great Escape Games released last year, and this new set offers great value and a whole lot of options.



The Good...

The two frames included hold enough parts to build ten figures and still have a pile of spares left over. Round bases are included to finish things off, and figures end up costing a very competitive £1.50 each. Multitudinous arm options are present; you can arm the gunfighters with pistols (there are before and mid-draw options here as well as firing), rifles and repeater rifles, and shotguns.



There's a head variant to suit your every need, and different styles can be easily interpreted to represent various ages and races. All kinds of headgear and face coverings are included, and there are even extra hair parts that can be fixed to some of the heads that will create a more dynamic look.



We like that each frame features spare holsters to glue on the sides of your models, a lantern for night fighting games, and a chicken and cacti to add detail to your bases (seen left).



... the Bad...

It's early days in the world of plastics for Great Escape Games, and there are some areas where we can see room for improvement. Paired arms aren't marked on the frames, and even when we combined the sets that we think go together, they didn't fit quite as neatly as we'd have liked. A rifle or shotgun held up in one hand would have been the perfect match for the lantern too.

Heads sometimes don't fit brilliantly. This seems to be because some of the haircuts mismatch with the bodies when heads are turned to follow the line of guns. Parts like the spare holsters need their backs rounded out so that they sit snugly around the curve of the figure's hips too.

... and the Ugly

Ugly's a little unfair, but we went down the Sergio Leone route and we're sticking to it; some of our builds have uncomfortably bulging necks! The way certain heads attach to the bodies - as mentioned above - can force them to sit too far forward and give your gunfighter a case of the mumps.

But let's finish off by going back to the good! This box set contains the anatomical building blocks you need to make ten custom gunslingers that will fit your skirmish gaming needs. They come at a great price and most of the areas for improvement we've mentioned can be remedied with a modelling knife or clippers when you build your figures.

DETAILS

- SCALE: 28mm
- PERIOD: Wild West
- PRICE: £15
- MATERIAL: Hard-plastic
- AVAILABLE FROM: greatescapegames.co.uk





HOME OF GAME MATS



VARIOUS
SIZES



DIFFERENT
MATERIALS



LOTS OF
DESIGNS



FRIENDLY
SHIPPING



DICE TRAYS



PREPAINTED TERRAIN

PRINT-O-MAT - YOUR IMAGE ON MOUSEPAD MAT

WWW.DEEPCUTSTUDIO.COM

INFO@DEEPCUTSTUDIO.COM

RELEASE RADAR



Dom Sore's here with a new bag of releases you can add to your collection of gaming goodies.

STACKED SHACKS, POWER PLANTS, AND A PLETHORA OF PILLBOXES

I start this month with terrain manufacturer Fogou Models (fogoumodels.co.uk) who have released an interesting set of stackable shacks in a post-apocalypse style. These were initially released via Kickstarter but are now available in retail. They are Jesmonite resin, so will not emit any toxic fumes, and are low hazard, water based acrylic; a little more eco-friendly than many resins out there.

There are twelve main pieces available in several sizes that combine to build ramshackle towers or can be used individually as small shacks. Roofs and doors are available so that you can design things how you like; you can even have a fast-food front on one of your shacks, although you might not want to enquire too much into what that food is made of. The parts are textured to look like corrugated iron or flat sheets, and this lends them for use in modern shanty towns.

From the ramshackle to an efficiently designed 3D printed industrial power plant from MarDav Miniatures (mdminis.co.uk) - it is a large 28mm structure (other scales are available) that measures 250mm by 355mm with a 180mm chimney. The structure comprises the main power plant and an admin building connected by a smaller corridor that is almost a building in its own right. The admin building also comes with a choice of three signs: star, eagle, or blank. The combinations of brickwork, stonework, and rendered finishes are well done and add a lot of interest to a piece that could fit onto many more modern tabletops.

This month I have been viewing my Release Radar with enhanced clarity thanks to a new pair of glasses. What better way to celebrate getting some new specs than by peering at some really small things to put them to the test?



Above: Fogou Models stackable shack (left) and ramshackle tower (right).



Above: Different views of MarDav Miniatures' power plant.

If it's defences you want on your tabletop, then how about the humble British pillbox? There are eight or so 'standard' ones known by their Type (22 to 28 and a Vickers MMG emplacement) but even these show variations. They were very much constructed in situ with whatever was available, normally brick and concrete, and there are other less widespread options with wonderful names like Eared pillbox and Seagull Trench.



Above: Northumberland 'D' Pillbox, brick and concrete options.

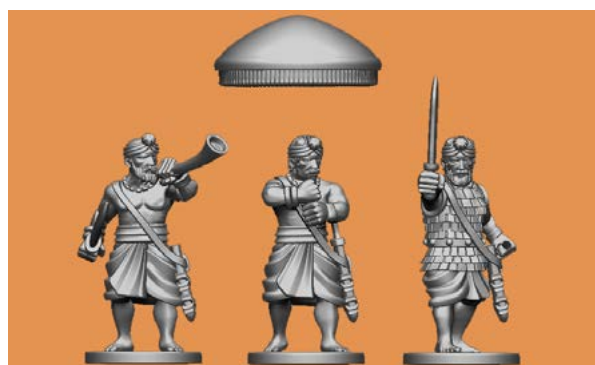


Above: Different versions of pillboxes by MarDav Miniatures.

"Dom, this is Release Radar, not Pillbox Particulars, get to the point!" Ok, dear reader, I will! As well as the lovely power plant, MarDav Miniatures have what I think is the most comprehensive range of pillboxes available; they produce the seven Types, and the Vickers MMG emplacement is coming with its very distinct front. They even produce the Northumberland 'D' Pillbox; that's not such a surprise given they are based in Berwick. One of these may appear with my Home Guard army - the North Tyneside Home Guard. Most of the pillboxes come in concrete and brick versions with the Type 26 also coming in the Stent variant. As with the industrial plant, all come in four scales: 1:56, 1:72, 1:87, and 1:100. Another option on the pillboxes is to buy the STL files and print your own, which has me wondering how they would scale down to 1:300.

INDIANS AND A GREEK

An army I have never thought about getting is an Ancient Indian one of the kind that Alexander likely encountered as he tried to conquer the world. Blitzkrieg Miniatures have got me intrigued with their new range of 3D printed figures though (blitzkriegminiatures.com), and currently there are twelve packs available, including spearmen, macemen, archers, and command. I particularly like the Parasol Command pack; these are the kind of figures that make me want to get them just to do a little diorama, and who knows, several decades later it may evolve into a full gaming army!





From Ancient India to Victorian India and a group of civilians, ostensibly for the First War of Indian Independence (Indian Mutiny to some) that can be used for many more things than that narrow timeframe. These are produced by Empress Miniatures (empressminiatures.com) and are in 28mm scale white metal, designed by the prolific Paul Hicks. I am beginning to think he sculpts in his sleep! There are six packs in this range, half armed, and they have all the character you would expect from a Paul Hicks sculpt. Some of them are more military than civilian but the distinction at the time was often tenuous.



Above: Empress Miniatures' group of civilians for Ancient and Victorian India.



From one Independence War to another; Steve Barber Models (stevebarbermodels.com) have added to their range of figures for the Greek War of Independence with an excellent mounted version of Theodoros Kolokotronis (see left), the great Greek General of the conflict. His horse has a mane nearly as impressive as that of Kolokotronis himself, and this would be a great choice to lead your Greek army against the Ottomans.

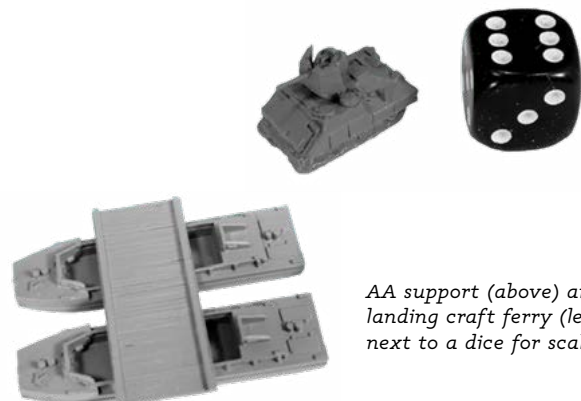
WWII IN MINIATURE WITH A SIDE SERVING OF MODERN

Mad Bob Miniatures (madbobminiatures.co.uk) has been at it again, rescaling vehicles to provide obscure German options such as the Beobachtungspanzer Renault UE in 20mm (right), and that leads me into my monthly peep at WWII.



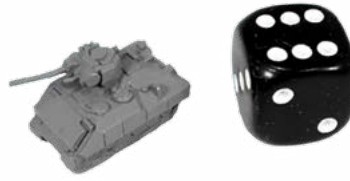
Slightly larger are the new 28mm Waffen SS Assault Pioneers and Brit Para Engineers from Offensive Miniatures (offensiveminiatures.com). These metal figures come in packs of ten and are doing the jobs you would expect: clearing mines, throwing satchel charges, cutting wire, and using flamethrowers. Those will be very useful as there aren't that many alternatives for them around, especially for the Brits. They add an interest to the tabletop that is sometimes missing from an army, and I hear that *Wi's* Painter Marc is working on some of his own that may grace the pages of a future issue.

Until these new Soviet landing craft from Scotia Grendel (shop.scotiagrendel.com) showed up on my feed, I hadn't really considered them as an option; they inspired me to do some research into the Soviet amphibious operations of WWII! Scotia Grendel have added the Lagoda tender, Landing craft ferry, and AA support to their range; the tender is 35mm long and the other two are 55mm, so these are sizable vehicles. Soviet amphibious operations were not exactly successful, so these might end up as scenery rather than useful machines of war.



AA support (above) and landing craft ferry (left) next to a dice for scale.

Moving to Modern, but also from Scotia Grendel, are seven AIFV of various types; 25mm cannon, 25mm cannon (Modern Dutch), I-TOW, 12.5 HMG, and 20mm Vulcan. The latter two are South Korean variants of the AIFV and have me hankering for a new project - maybe once I finish my Poles.



Above: AIFV 25mm cannon.



Above: AIFV 12.5 HMG.



Above: AIFV I-TOW.



Above: AIFV Vulcan.

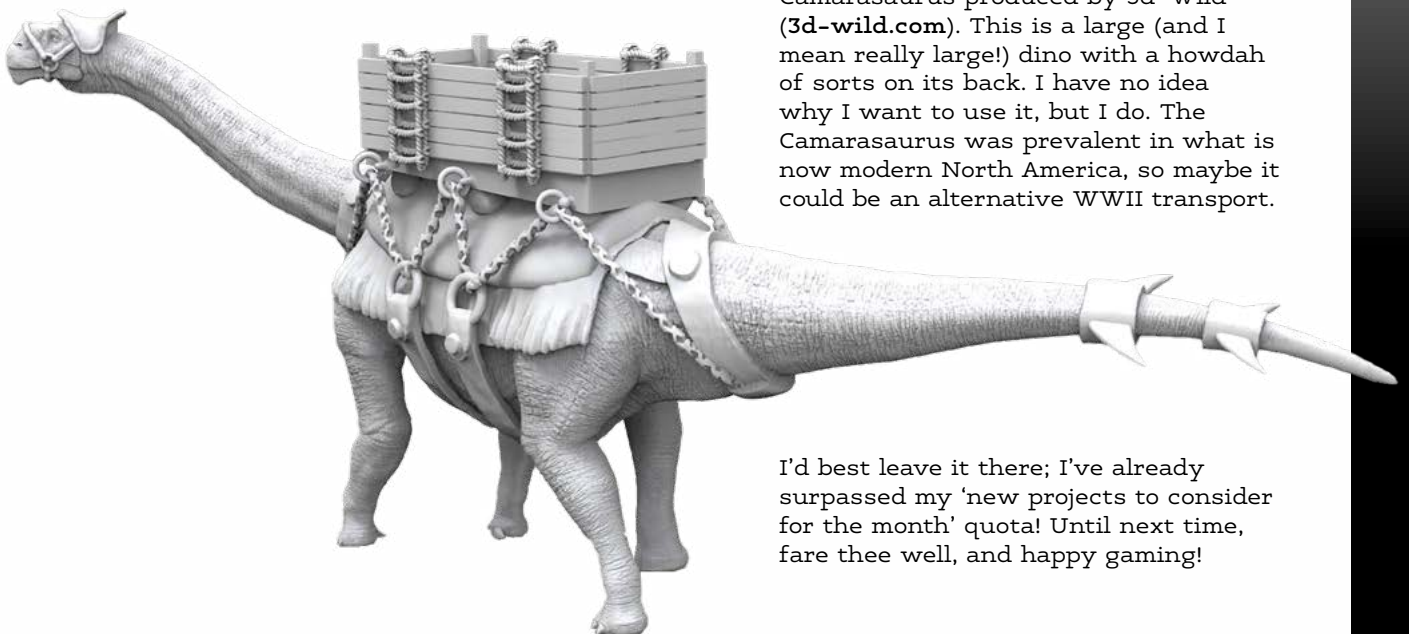
FROM THE LAND THAT TIME FORGOT

Dinosaurs should be ripe for the tabletop, yet we rarely seem to see them used outside of demo or participation games at shows; so I was pleased to see the new Rapier Miniatures Dinomen (rapierminiatures.com). They are in 6mm scale so won't take up the whole tabletop, and I might use them to recreate some of the fights from Harry Turtledove novels. With some conversions and the addition of WWII 6mm forces in opposition, there could be great gaming fun; *Spearhead* would be a good set of rules to adapt for that purpose.

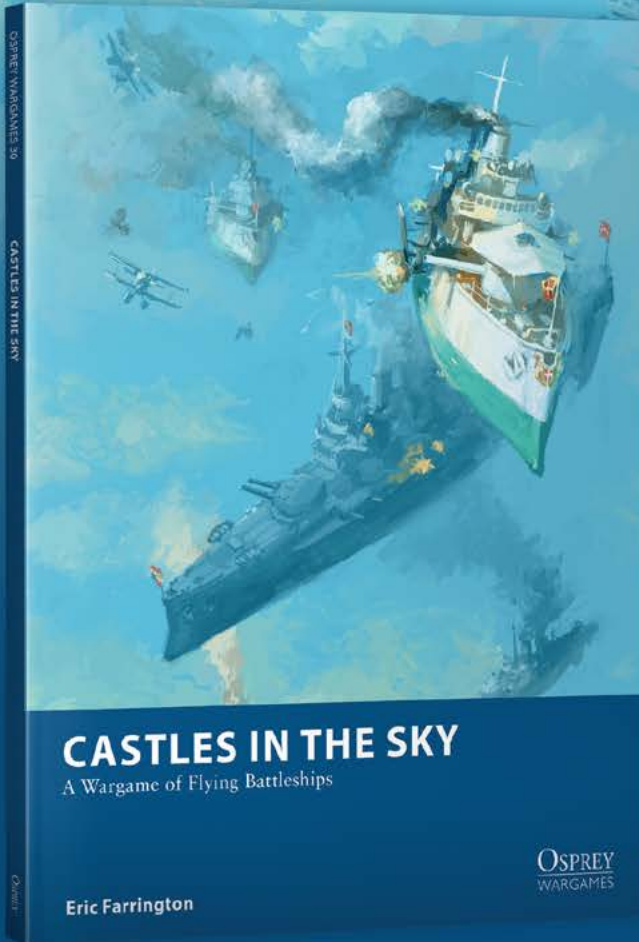
But I'm getting ahead of myself! The range currently has eight options: Ankylosaurus with club, Triceratops with club, Pterodactyl, Stegosaurus with club, Tyrannosaurus, and three sets of Raptor warriors, two with spears and one with club. I particularly like the Ankylosaurus and will be picking some up if see them at a show.



At the other end of the scale is a 1:72 Camarasaurus produced by 3d-Wild (3d-wild.com). This is a large (and I mean really large!) dino with a howdah of sorts on its back. I have no idea why I want to use it, but I do. The Camarasaurus was prevalent in what is now modern North America, so maybe it could be an alternative WWII transport.



I'd best leave it there; I've already surpassed my 'new projects to consider for the month' quota! Until next time, fare thee well, and happy gaming!



A WARGAMING RULESET FOR EPIC TURN OF THE CENTURY BATTLES IN THE SKY.

It's the dawn of the 20th Century and the Great Powers turn to war. Since the development of the air screw, leading to the creation of flying warships, the navies of the world have comprised an ever-growing number of these aerial ironclads. So fire up the turbines, ready the aether drives, and take to the air in *Castles in the Sky: A Wargame of Flying Battleships*.

Featuring all the rules required to fight battles with fleets of flying behemoths. Assemble your fleet from 9 nationalities and fight through a variety of scenarios. With a full campaign system, *Castles in the Sky* contains everything adventurous aeronautical admirals need to find victory in the skies.

AVAILABLE JUNE 2022

1st Corps

28mm Finest Quality Pewter Miniatures,
Resin Buildings and Vehicles

28MM EARLY MEDIEVAL AND CRUSADES

Examples of our extensive ranges of Medieval figures



Check the website or our Facebook page for more info:

www.1stcorps.co.uk

FOLLOW US ON FACEBOOK

FACEBOOK & TWITTER
Search for: CurteysMiniatures
Search for: @Curteys

PayPal®

Battle Flag
Raising the Standard

Official stockists of Battle Flag

Water-slide transfers,
paper flags and HDF
laser cut buildings

3 The Parkway, Snaith, East Yorkshire, DN14 9JN, U.K. Tel: 01405 860094 or 01405 862928 Mobile: 07732563508

available between 10am and
7pm Monday to Friday

FULL PAPER JACKET

NEW BOOKS FOR THE DISCERNING WARGAMER

BY NEIL SMITH

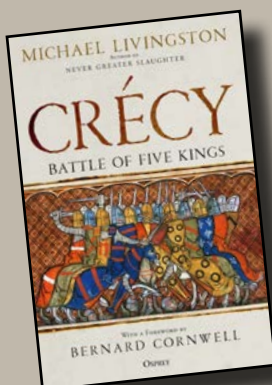
I could easily file this month's book selections under 'armies I want'. Books are my inspiration for wargaming ideas, and I must confess to being easily swayed in my wargaming passions - aren't we all? It's seldom the case, though, that so many books in a single month have my wallet in full panic mode. But my birthday has passed, and Christmas is still six months away, so what am I supposed to do? Buckle up wallet!

ANCIENT

We begin as usual in the Ancient world, but with a vexing book for rules writers. *Greek Fire, Poison Arrows, and Scorpion Bombs: Unconventional Warfare in the Ancient World* (Princeton University Press) by Adrienne Mayor sheds light on the alternative means ancient generals sometimes deployed in pursuit of victory. Anyone who has read Frontinus will know of some of these 'dirty tricks', such as burning pigs released to scare elephants, or the scorpion filled jars lobbed over city walls, but how do you put those into rules? One other aspect to note is that ancient warfare really was about winning and losing; there was no second place or 'thanks for trying' prize. The phrase 'by any means necessary' seems appropriate here.

MEDIEVAL

From the unusual to the downright familiar, or maybe not. Most of us have heard of the Battle of Crécy (1346) where the longbow made its reputation by scything down the flower of the French nobility. It's one of the most famous battles in history, yet I've never seen it wargamed. Other medieval battles seem to have something in them to make the game interesting, but Crécy is one army walking into the killing zone of another army in well-prepared positions... that's it! But maybe not so fast; Michael Livingston's *Crécy: Battle of Five Kings* (Osprey) promises a ground-breaking new interpretation of the battle with, apparently, just about everything on the table for a major rethink. Having multiple options to try out is mana for wargamers, so this might be a good time to polish your armour and stretch the bowstrings to revisit this iconic battle.



I am staying in the medieval period to cover a new book on another reasonably familiar subject that might spur an ambition I've held for a long time. Robert Marshall's *Storm from the East: Genghis Khan and the Mongols* (Canelo) is 'big picture' narrative history of perhaps the world's greatest empire, which stretched from China to the fringes of Europe. We have a more nuanced view of the Mongols now than the hordes of barbarians approach taken by earlier historians, but I still wouldn't fancy facing them in battle. If they had pushed further west is one of the most interesting medieval 'what if's', and as a wargamer, I've always wanted a Mongol army, probably in 15mm. But that's a lot of horses to paint!

AMERICAN WAR OF INDEPENDENCE

And now for something completely different, as Monty Python used to say. We head to the 18th Century maritime world of Eric Jay Dolin's *Rebels at Sea: Privateering in the American Revolution* (Liveright Publishing). This is the story of a war waged at all levels against the British who thought they ruled the waves but were in for a shock. The British called them pirates with some justification, but many of these rebels had permission from the American 'government' to do their work, which they did in everything from whaling boats to men-of-war. With Britain dependent on the ocean to maintain the war, these privateers proved more than a headache. The wargaming potential in this seems almost obvious, ranging from small scale actions to proper sea battles, but I have a notion to do some inshore fighting, perhaps some combined ops. I'll definitely be reading this for further inspiration.

NAPOLEONIC

It might be unfashionable, but my favourite theatre of the Napoleonic Wars is the Peninsular War. I'm excited then by the release of Yuhan Kim's *To Conquer and to Keep: Suchet and the War for Eastern Spain, 1809-1814* (Helion). Kim follows the highly successful career of Louis-Gabriel Suchet who commanded the French in subduing Aragon, Lower Catalonia, and Valencia. In doing so, he defeated the Spanish regular army, and perhaps



more importantly, launched effective counter-guerrilla campaigns, though they proved less so as the war dragged on. Nevertheless, Suchet emerged from the war with his reputation enhanced, one of the few French commanders to do so. The easy wargaming route here is to build a French army and maybe win some games, but I have a soft spot for the Spanish and think a 15mm army would look cool on my table. And if lose with them, I can always buy some 28mm guerrillas and take my revenge!

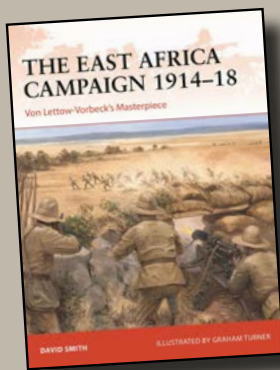


AMERICAN CIVIL WAR

The American Civil War is notable for its big, intense battles, and most of us could probably name half-a-dozen of them. But also, for many of us, they are not really wargameable. That is a pity because it puts wargamers off engaging with a fascinating war full of characters and incident. James Morgan's new book, however, surveys a smaller but no less fascinating battle in *Six Miles from Charleston, Five Minutes to Hell: The Battle of Secessionville, June 16, 1862* (Savas Beatie). Here we have two evenly matched, medium-sized forces with some 'interesting' commanders, particularly on the Union side. In many ways, this combat reflected the issues found in the larger battles. It's worth reading about and putting onto your table.

WORLD WAR ONE

We move into the 20th Century with two fringe campaigns from the Great War. Edward Erickson's *Palestine: The Ottoman Campaigns of 1914-1918* (Pen & Sword) surveys the action in the Middle East, including Suez, Sinai, Gaza, and Jordan, through to Megiddo and the fall of Syria.



Most of us only know about this from the exploits of Lawrence of Arabia, but Erickson tells the story from the Ottoman perspective, which is reason enough to read this even without considering the wargames possibilities. The second book is David Smith's *The East Africa Campaign 1914-18: Von Lettow-Vorbeck's Masterpiece* (Osprey). This has received more coverage in books because of the brilliant rearguard actions of Lieutenant-Colonel Paul von Lettow-Vorbeck against the combined British and Empire forces that struggled to evict the Germans from the region. As with the Ottomans, the East African campaign contains great potential skirmish scenarios and medium sized battles. I put these two books together to demonstrate that WWI isn't all mud, blood, and trenches, and that affordable and exciting wargaming for the period is available with just a wee bit of effort.

WORLD WAR TWO

As usual, I could write the whole column on WWII books, but I've picked some intriguing ones that stand out for me. I know you've always wondered what to do with a Chinese army. They usually crop up in our history as being battered by the Japanese, and where is the fun in that? But Stephen Robinson's *Eight Hundred Heroes: China's Lost Battalion and the Fall of Shanghai* (Exisle) offers something different. The battalion he describes stayed behind in Shanghai to defend the six-storey Sihang Warehouse against waves of Japanese assaults, all watched by thousands of spectators in the protected International Settlement area. This is the stuff of legends and perfect for a wargames scenario with a 'Stalingrad' feel to it. I've now added Chinese infantry to my growing shopping list.

The concept of self-contained wargaming scenarios also jumped out at me with Tim Saunders' *Hill 112: The Key to defeating Hitler in Normandy* (Pen & Sword). This was a hill with a plateau on the road to the River Orne and the open country beyond. The only problem was that the Germans held it, then they didn't for a little while, then they did again. The 43rd Wessex Division was tasked with taking

it back but ran into a blizzard of bullets and shells. That opened up a battle of attrition that lasted for six weeks before the Allied momentum became too much for the German defenders. This to and fro of desperate armies over a single piece of terrain, albeit a big one, is ideal for wargaming a mini-campaign, and one where you can have lots of off-table artillery to make things really messy.

My final World War II book treads more familiar ground but again from another perspective. This is Anthony Tucker-Jones' *Hitler's Winter: The German Battle of the Bulge* (Osprey). We usually read about the Battle of the Bulge from the Allied side; a tale of redoubtable defence then crushing counter-attack. We also tend to see it as a bit of a waste of men and resources on the German part. This book might help you see the battle in a different way from every level of the German effort. That will also help with wargaming the battle.



VIETNAM

Vietnam wargames are generally played at the skirmish level, so finding historical scenarios is a regular task. John Plaster's *SOG: A Photo History of the Secret Wars* (Casemate) is, therefore, a potential treasure trove for us. This is a photographic record of Studies and Observations Group actions that the US military would have preferred to forget. The missions often took place deep behind enemy lines and included insertions and extractions, forward defence of key points, raids, and other operations involving small units of specialists. The photographs will be a boon to painters too. This book, a few figures, and some suitable jungle terrain should make for an entertaining evening of gaming.

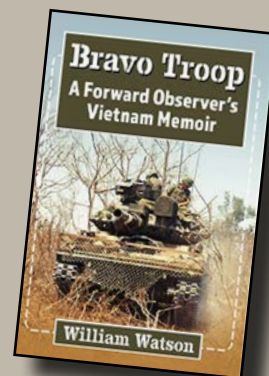
Of course, you might prefer the larger scale of sweeping operations with multiple units. In that case, you might like William Watson's *Bravo Troop: A Forward Observer's Vietnam Memoir* (McFarland & Co). The year is 1969 and the US 4th Cavalry, 25th Infantry Division is fighting northwest of Saigon. Watson describes the chaos of combat through multiple actions

along the Cambodian border, and the tactics employed by the armoured cavalry. I have in mind a decent-sized game using 15mm figures, vehicles, and some Hueys, searching for an elusive enemy then finding them! This level of combat would also work well for a co-op game, trying to synchronise commands against a hit and run enemy. Sounds like fun!

MODERN

A curiously underplayed modern theatre is the Indo-Pak wars. In keeping with a bit of a theme this month, Tariq Rahman's *Pakistan's Wars: An Alternative History* (Routledge) surveys the various conflicts from the Pakistan side. Much of Rahman's analysis is at the operational level, but he includes many interviews from along the Indian-Pakistan border to provide a ground-level view of the action. Why these wargames aren't played is a bit of a mystery because they are just as accessible as the Middle East wars fought in the same time - the equipment and tactics are just as recognizable. Lack of knowledge probably explains a lot of that, but with this book on the market, that excuse can now be set aside.

And speaking of underplayed conflicts, my last book this month is a useful primer for a whole continent of them. Timothy Stapleton's *Modern African Conflicts: An Encyclopedia of Civil Wars, Revolutions, and Terrorism* (Greenwood) provides a gateway into modern warfare that goes well beyond the mere 'tribalism' accusation often levelled at African wars since the 1960s. Indeed, many of those involve the whole panoply of modern warfare with planes, tanks, etc., and there is action aplenty at all levels. I am already acquainted with the fascinating and multi-faceted Angola War of Independence, but I'd like to discover what else is out there for wargaming. There seems to be many options outside the usual Rhodesia-South Africa nexus, so this book is therefore my must-buy book for June.



And that's all for this month but check out my reviews of new military history books on Facebook at Full Paper Jacket or my website hamsterwrangler.com/beatingsundoku. Happy reading and gaming!

BIGGER BRIGHTER BRITCON2022 Now in Nottingham

13th & 14th August 2022 : Nottingham Trent City Campus



Your chance to take part in the UK's only dedicated historical wargames convention and trade show with:

- 20+ historically themed competitions
- Too Fat Lardies Games Day
- The Bolt Action English Nationals
- 1, 2 and 3-day events across multiple rulesets
- Onsite 'student-priced' accommodation for players
- Free Entry to the 2-day Wargames Trade Show
- Traders present & represented include Warlord Games, Forged in Battle, Great Escape Games, Perry Miniatures, The Assault Group, Too Fat Lardies, Donnington, Irongate, The Pit, North Star and many others
- 'Startup Trader' Zone showcasing brand new vendors
- Bring & Buy
- Onsite bar
- Discounted parking rates for attendees
- Central Nottingham location
- Supported by Nottingham Wargames Club & Nottingham Boardgames Group



Photo courtesy of Donnington Miniatures

www.bhgs.org.uk


BRITISH HISTORICAL GAMES SOCIETY

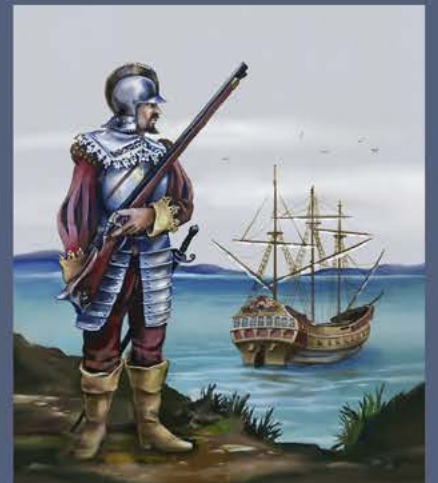
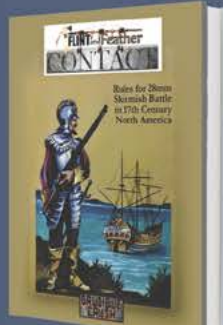
CRUCIBLE CRUSH

www.cruciblecrush.com

FLINT and Feather CONTACT



Miniatures Now Available!
Rules Coming in 2022



Available in the UK & EU from:

Nick Eyre's
NORTH STAR
Military Figures

PRUSSIA AT WAR

Neil Smith introduces this month's theme by taking us on a brief tour of the rise of the Prussian Empire and its wargaming potential.

All eyes looked east; some with hope, some with fear. Along the Mont-Saint-Jean Ridge, the Anglo-Dutch army prepared for another French assault and was in danger of finally cracking under the pressure. Across the way, Napoleon, sensing victory, drove his forces on into the fearsome cauldron of Allied shot and shell. New fighting could be heard away to his right though, out towards the Bois de Paris. Napoleon hoped it was Grouchy finally arriving to seal the French victory: Wellington hoped otherwise. It would be Wellington's day, however, because the new arrivals were not French; along both lines, the whispers became shouts: "The Prussians are coming!"

The Prussian arrival at Waterloo on that June day in 1815 is one of the most iconic events in military history. It is probably also the one moment of Prussian military history that most of us know, and we take it for granted that the Prussians were a professional, disciplined army, even somewhat elite compared to others in the Napoleonic wars. As we will see, that is a contentious proposition. Certainly the Prussians had developed a reputation, then and now, built on victories and defeats over a long and fascinating military history; it makes them well worthy of our wargaming attention.

Below: The Prussians take Plancenoit Church at Waterloo. Photo courtesy of Stephen Maughan.



FOUNDATIONS

Our focus is on a small area adjacent to the Baltic Sea on its southeast shore. We rattle through antiquity and the so-called Dark Ages to find an amalgamated group known as the Old Prussians about to suffer conquest by the Teutonic Order in the Prussian Crusades of the 13th Century. The conquerors established control through brutal repression and expulsions over 60 years until Prussia became an entity within a flexible region bordered by the consistently aggressive Polish kingdom, the Novgorod Republic, and the Duchy of Lithuania. The Teutonic conquest brought about the Germanization of the region, transforming pagan Prussia into a fully-fledged Christian medieval state. For 'big picture' historians, that generalization will probably do the job, but for wargamers that is a lot of action to unpack.

If painting white comes easy to you, then the Teutonic Knights will have you licking the tips of your brushes in anticipation of a feast. The classic Teutonic Knight wore white robes with a simple black cross emblazoned on them, and that lack of colourful imagination extended to their shields. Get some of those painted, on magnificent warhorses of course, and you are in the game against a variety of enemies spread across a few centuries of hard fighting. First, you will need to crush any peasant uprisings among your conquered 'old' Prussians. Then you can take on your other more organised neighbours.

There are a couple of widespread misconceptions, however, about the Teutonic Knights. As with many other religious orders, there were not as many of them as is suggested by some wargaming armies. While a maximum membership of 1,300 still seems like a lot, when placed in the context of medieval armies, they become at best only a few elite units; you will need to pad out your armies with mercenaries and the usual arrow-fodder peasants and feudal levies. The second fallacy of the Knights is their invincibility. Certainly, they were hard-as-nails, elite warriors and they extended their lands mostly through conquest, but they also suffered significant setbacks. The most prominent of those came in 1410 when the combined forces of Lithuania and Poland crushed the Teutonic Knights at Tannenberg. Also in the 15th Century, the Knights faced a major rebellion in the Thirteen Years' War from 1454 to 1466 and lost Western Prussia to Poland as a result.

**“PRUSSIA, IS NOT A COUNTRY WITH AN ARMY,
BUT AN ARMY WITH A COUNTRY.”**

MINISTER FRIEDRICH VON SCHRÖTTER



Above: Fireforge Games Teutonic Knights.

HIATUS

One of the reasons why we tend to disassociate the Teutonic Knights era from what we might term 'mainstream' Prussian history is the hiatus that developed during the 17th Century when the rest of Europe were battering lumps out of each other in the name of religion. In 1618, the Duchy of Prussia under the control of Poland united through marriage with Brandenburg. The Thirty Years' War broke out that year and the new state of Brandenburg-Prussia became a trampling ground for various armies, most notably the Swedes. When Frederick William I came to power in 1640, things began to turn around. His first order of business was to reform the army. Longevity helped him, as it did with subsequent Prussian rulers, so that he could take the long view. In the Second Northern War from 1654 to

1660, the Swedes persuaded Frederick William to ally with them in return for full sovereignty, providing the impetus for the kingdom that Prussia would soon become. I would like to put something in here about wargaming the Second Northern War, but I have never seen it played and there are no guides. There are books on it, though, so maybe this is a hidden gem awaiting discovery?



Left: A late 17th Century Prussian Sergeant, by Warfare Miniatures.



Above: Early 18th Century Prussian Grenadiers, by Warfare Miniatures.

ENLIGHTENMENT PRUSSIA

The 18th Century ushered in many innovations across all areas of what became the modern world. For Prussia, that entailed transitioning from a Duchy to a Kingdom, on 18 January 1701, with King Frederick I donning the crown - there is a whole lot of power politics we could add here, involving the Pope and the Holy Roman Empire, but we'll skip over it as acknowledged but uninteresting for our purposes. Frederick I was more interested in the arts rather than arms, but thankfully for us, he didn't last too long, dying in 1713. His son and successor, Frederick William I was the austere type who sniffed at the arts, preferring to create a proper modern army complete with an all-important bureaucracy to keep it in shape. Surprisingly, perhaps, Frederick I stayed out of the Great Northern War (1700-1721) for the most part, but Frederick William I dipped his toes in 1715, aligning against the already declining Swedish. The Prussians only took part in one battle, at Stresow on 8 November 1715, which was a rather one-sided affair that the Swedes lost. Thus, the Prussians gained a lot more territory for very little effort in the ensuing peace. The wily Frederick William I also invited 20,000 Protestant refugees into his kingdom for resettlement while adding many of them to his growing army; indeed, one worthy commentator noted that "Prussia, is not a country with an army, but an army with a country." The rest of Europe was beginning to wake up to this upstart power. In the 1720s, however, that was all potential, a gathering storm if you like, but after 1740 that storm was about to break under a new warrior king.

Frederick II, or Frederick the Great as he became known, divides wargamers like few other great, or allegedly great, commanders. Was he a military genius who transformed warfare in the mid-18th Century or a bit of a charlatan whose propaganda exceeded his talents? We do know that Frederick embraced war like no other king in that century (if we push Louis XIV into the 17th Century where he belongs). One of his first acts on becoming king in 1740 was to cross the border into Silesia. This came as an unwelcome surprise to the Austrian Habsburgs who considered Silesia theirs and were quite prepared to defend it, or at least try. That kicked off the First and Second Silesian Wars, but we know them better as the War of Austrian Succession (1740-1748).



Above: A Prussian column, covered by sharpshooters, winds its way to the front. Figures by Warfare Miniatures.





WAR OF AUSTRIAN SUCCESSION

In 1740, Austria had the audacity to allow a woman, Maria Theresa, to inherit the Imperial throne. Amidst all the swooning and harrumphs, the main European powers, including the Prussian new-kid-on-the-block, saw this as an opportunity to carve out some of the Empire for themselves. Prussia, as we've seen, marched straight into Silesia. Stretched all over Europe, trying to put out fires, the Austrians could not dislodge the Prussians and had to settle for a losing peace in 1748. There were a number of battles in this war that allow us to trace the progress of the Prussian army. First up was the near disaster at Mollwitz in 1741, which led to Frederick improving his cavalry that had fought badly in that campaign. After agreeing a secret truce with Austria in 1742, Frederick used the downtime to reorganize. In August 1744, Frederick attacked Bohemia with 80,000 men, but forced to retreat, he lost half his army. When the new year opened, Prussia was surrounded by enemies, but in June an Austrian-Saxon army blundered while trying to evict Frederick from Silesia, and he fell on them at the Battle of Striegau. Frederick employed a night march to cross a bridge over a river to attack the Saxons, destroying them before the Austrians could arrive. Then his cavalry launched a devastating attack on the Austrian cavalry, sending them flying in all directions. It was a crushing victory. The Austrian-Saxons thought they could return the favour at the Battle of Soor in September with a surprise attack of their own, but Frederick's outnumbered army gave them another beating with his cavalry again to the fore in the initial crucial stages.

SEVEN YEARS' WAR

The War of Austrian Succession left unfinished business, especially where Austria was concerned as Maria Theresa itched to regain Silesia. In 1756, the status quo broke down in the wake of new alliances; Prussia joined with Britain but was surrounded by Austria, France, Saxony, Sweden, and Russia. Frederick the Great picked the weakest of those, Saxony, and attacked it, omitting the formality of declaring war. That unleashed a military upheaval that spread across the continents, but we're only interested in Prussia's European territorial ambitions here. Frederick overplayed his hand in Saxony, completely underestimating the effectiveness of Austrian military reforms, but somehow, he got away with it. In 1757, Frederick attacked Bohemia and besieged Prague, but his hubris got in the way again, and the Austrians beat the Prussians at Kolin in June 1757, the first of a series of defeats that Summer. As the campaign season ended, however, Frederick turned the tables, winning a second string of battles, including Rossbach, against the French, and Leuthen in December against a superior Austrian force - Frederick



Above: Seven Years' War Prussian Infantry by Front Rank.

DRIVING THE MACHINE

What is important to note here is that Frederick, rather like Alexander the Great, built his reputation with an army mostly already well-developed by his father. Frederick William I oversaw numerous changes in his army. He reorganised his cavalry, infantry, and artillery, doubling the army in size by the end of his reign. He also made military service mandatory, which especially affected his officer class, the Junkers. He paid particular attention to his infantry, introducing the iron ramrod that increased loading efficiency for muskets, and he drilled his men so that they could fire up to six times per minute when the usual European average was two. He made sure his army could march quickly yet under strict control. All in all, he built the machine, but it was his son that learned how to drive it. After Mollwitz, Frederick the Great changed his heavy cavalry horses to a lighter breed and expanded and trained his light cavalry - his Hussars became arguably the best in Europe. He also trained his army in annual manoeuvres, working together as they would on the battlefield. This was the army he took into the War of Austrian Succession, and it's worth a closer look for wargamers, particularly when matched against the Austrians with their greater numbers but woeful cavalry.

considered this his greatest victory. He then turned on the Swedes and knocked them temporarily out of the war.

A short-lived invasion of Moravia in 1758 was followed by an indecisive battle against the Russians at Zorndorf, which succeeded in driving them out of East Prussia. The resurgent Austrians defeated a Prussian army at Hochkirk in October but could not follow up that success. The Prussians endured several losses in 1759 and 1760, including the disastrous Battle of Kunersdorf in August 1759 (Frederick's worst defeat), but held on while his enemies squabbled and threw away their opportunity. The war swung back and forward, leaving Frederick on the edge of annihilation through wastage as much as anything else. Then Russia's Empress Elizabeth died; Russia not only withdrew from the anti-Prussian coalition, it switched sides, providing 12,000 men to Frederick's army. Now Frederick went after the

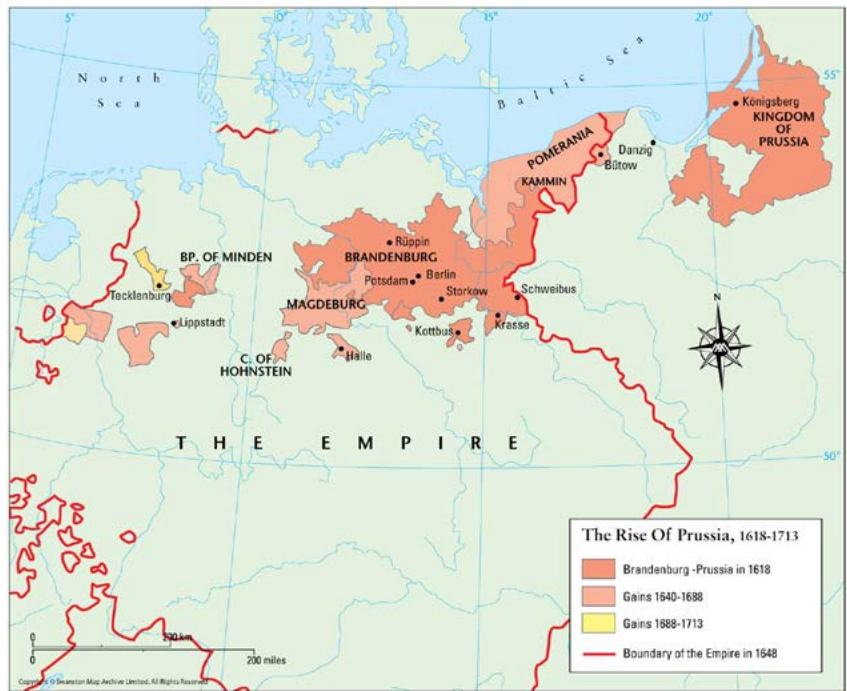
Austrians in Silesia while his brother defeated them at the last great battle of the war at Freiberg in October 1762. With all parties exhausted, peace in 1763 was the only option.

The Seven Years' War is a more popular wargaming option than the War of Austrian Succession, though most of the same factors apply. This was the grand age of linear warfare, meaning units usually dressed into line to exchange fire at each other at close range, in the case of infantry, until one side gave way. There was also lots of cavalry on all sides, fulfilling many different roles from the battering ram Heavy Cavalry to the nimble Lights and Hussars, not forgetting the flexible Dragoons; so if horses are your thing, then gaming this war might be for you. The sides were also relatively equal as the division of battlefield victories testifies, and you can have your pick of some strong armies from Prussia, Austria, France, Russia, Britain, and even Spain.

But the Prussians are the most favoured army to fight. The infantry in particular were highly disciplined and more capable of performing complex battlefield manoeuvres, such as flank marches and advancing in oblique order. Their musketry was superior too. Yet they were often outnumbered, so they had to be better. We also shouldn't ignore the aesthetics of the Seven Years' War. This was an age of splendid, colourful uniforms; the massed effect of this is better in the small scales with 15mm my personal favourite. I should note here that given the war's popularity, there are many rules and figure manufacturers to choose from. Game the Seven Years' War and you too can join the debate over Frederick's 'greatness'.

NAPOLEONIC PRUSSIA

Our king of Prussia for the Napoleonic Wars was Frederick William III. Like all of Europe's kings, he was appalled by the French Revolution, but he kept Prussia out of it until Napoleon arrived on the scene and began to expand French power east. The Frenchman's stunning victory over the Russian-Austrian army at Austerlitz in December 1805 should have set Prussian alarm bells ringing. The Prussian army had declined from the greatness of the mid-18th Century and was in no shape to fight the French or compete with Napoleon's strategic and tactical innovations. But they had to in October 1806 at the Battle of Jena-Auerstedt, which was as crushing a defeat as any state suffered in the Napoleonic Wars, leading to the subjugation of Prussia for the next seven years. Nevertheless, the Prussians learned from





Above: 28mm Prussian Landwehr by Warlord Games.

their defeat; they reformed the army, making military service compulsory again so that in 1813, when the French shackles slipped after Napoleon's disastrous 1812 campaign in Russia, the Prussians could field 300,000 men, though half of them were the conscripted landwehr. As part of the Sixth Coalition, the Prussians took part in the massive Battle of Leipzig from 16 to 19 October 1813. But it is for Field Marshal von Blücher's brave decision to march to Waterloo despite part of his army being defeated at Ligny two days earlier, that the Prussians are most remembered. Their increasing pressure on Napoleon's right flank that day turned the tide of battle and changed European history.

Every wargamer should try their hand at refighting Waterloo. Like many wargamers of a certain age, Waterloo was my first 'big' battle, fought with my growing collection of unpainted Airfix figures on the kitchen table much to the annoyance of my mum! Marbles flew that day, my friends. But I never gave much thought to the Prussians: it was enough that my redoubtable Scots Highland Infantry defied the French Cuirassiers. As

Below: Prussians and their British allies prepare to meet a French assault as it crosses a pontoon bridge during a 'what if?' Napoleonic game.

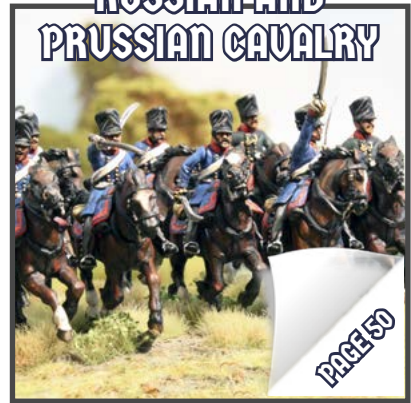


Above: The Prussians at Plancenoit. Photo by Ron Ringrose.



MORE PRUSSAINS!

RUSSIAN AND PRUSSIAN CAVALRY



PAGE 50

THE PRUSSAINS ARE COMING



PAGE 60

PAINTING PRUSSAINS



PAGE 68

END OF THE PRUSSIAN EMPIRE



PAGE 78

GERMANY'S PRUSSIA

While other Germanic states fell by the wayside after the Napoleonic Wars, Prussia's military power became the bedrock for the drive towards German unification. This was not without its hiccups, particularly in the late 1840s, with an ill-considered foray into war with Denmark, but in 1864 the German invasion of Denmark demonstrated a new Prussian prowess in warfare. War with Austria inevitably followed in 1866. After a mixed bag of engagements towards the end of June, the Germans won a series of battles through July, establishing their hegemony for the first time. That left the French under Napoleon III as the most significant European competitor to the rising Germany. The two nations came to blows in the Franco-Prussian War of 1870, with the Germans suffering initial defeat at the Battle of Saarbrücken on 2 August, but from then on, the Germans, with Prussians at the forefront, won an unbroken series of battles, including the masterpiece at Sedan in early September, ending in the Battle of Buzenval in January 1871. It all seemed too easy at times, and perhaps it was because when the Germans attempted a repeat in 1914, the outcome was very different.

The wargaming potential for the Wars of German Unification is more rewarding than the one-sided history might suggest. You will find references to the Franco-Prussian War in various recent issues of *Wargames Illustrated* (Wi405, 06, and 11), including an introduction to the excellent new Perry Miniatures range of plastics for the conflict (Wi404). I believe you have more 19th Century Prussian gaming to look forward to next month when the magazine brings you action from the Austro-Prussian War of 1866.

This article ends here with the hope that I have furnished you with enough background and inspiration to keep you out of mischief, for a while at least.

*Below: North Star 1866
Prussians clash with Austrians
during the Austro-Prussian War.*



Above: Prussian command headquarters during the Franco-Prussian War.



Above: A blue tide of Perry Miniatures Prussians from their new FPW range.



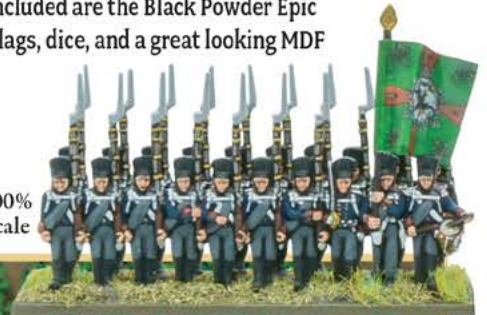


Great news for Anglo-Allied generals but disaster for the French Emperor – the Prussians are here!

Blücher's Prussian Army starter set contains well over 1,000 plastic soldiers – be they the massed landwehr infantry, stoic line infantry, jäger light infantry, artillery batteries, or determined cavalry. Also included are the Black Powder Epic Battles Waterloo rulebook, full-colour flags, dice, and a great looking MDF windmill to adorn your battlefield.

£95.00 €114.00 \$152.00

100%
Scale



**CONTAINS
MORE THAN
1,000 PLASTIC
SOLDIERS!**

For those looking for a more modest start or to expand on their starter set there are three individual Epic Battles Prussian brigade boxes to choose from.



£26.50 €32.00 \$42.50



£26.50 €32.00 \$42.50



£26.50 €32.00 \$42.50

CALL US
UK - 0115 978 4495
US - TOLL FREE 183 332 6146

BUY ONLINE:
WARLORDGAMES.COM

VISIT OUR STORE:
UNIT 1 CENTRAL COURT, FINCH CLOSE,
NOTTINGHAM, NG7 2NN

SCAN ME!
FOR PRODUCTS
& INFORMATION



DESIGNER'S NOTES:

BEYOND THE EMPIRE



Chris Swan tells us how his new *Beyond the Empire* rules encompass the many conflicts fought in Central Asia immediately after WWI.

Though not as well known in the west as the engagements of the two World Wars, the Back of Beyond provides fertile ground for wargamers to explore.

These battles saw the extensive use of cavalry and rifle armed infantry alongside 'modern' weapons such as machine guns, light machine guns, artillery, motorised transport, armoured cars, aircraft, and occasionally tanks and fully armoured trains mounting artillery pieces and machine guns. This gave the conflicts their own unique flavour of combat with

some forces adhering to late 19th Century tactics - massed infantry and cavalry charges - and others using approaches and lessons learned from the Great War and colonial conflicts.

The fighting included British Imperial forces from India, Red and White Russian armies, various tribal groups, bandits,

and Warlords. European forces would normally consist of regular infantry and cavalry, but a warlord's force might contain a mix of trained mercenaries, locally raised troops, and tribal allies. Just one of many intriguing examples is Baron von Ungern-Sternberg, a former Tsarist officer who became a warlord with Russian cavalry, Mongol horsemen, Chinese infantry and cavalry, and Tibetans under his command. This kind of mix makes the conflicts in the Back of Beyond intriguing for gamers and challenging for a designer, but I couldn't resist taking on the task and my latest rules - *Beyond the Empire* - are the result.

WHY SMALL UNIT ACTIONS?

The rules cover what I term 'small unit actions' and the basic tactical group - a unit - could be a detachment of soldiers, a warband, a band of irregulars, a crew served weapon, a vehicle, or a vessel. They may also be a leader, a hero, or individual character. I enjoy fighting 'big battles', but the more personal feel of skirmish games, where one character can affect the outcome, always draws me back, so a typical force in *Beyond the Empire* is quite compact, consisting of a leader and five units.

Each unit or character has several characteristics (shown in their profile, as illustrated below):

- Order Dice reflect their ability to obey orders.
- Combat Dice reflect their ability to shoot and fight.
- Cohesion Value indicates their ability to operate effectively as a unit and take casualties. This does not apply to vehicles but does apply to vehicle crews.
- Specific traits and skills to make them distinctive.

The number of figures in a unit, be they a detachment or a character, is for the players to decide, and a leader or character can be represented by two or more figures rather than just an individual if preferred. The rules are figure agnostic and can be played using models that are individually based or on multiple bases. They are also scale agnostic; all measurements are given in paces, which players can set as inches or centimetres depending on the scale of figures they are using and the size of their battlefield.

BASIC PRINCIPLES

SIMPLE ROLLS

In designing the rules, I wanted to use one type of dice for all tests; I chose D10s as these give a wider range of potential outcomes. In the rules they are used in several ways:

- Leaders, heroes, or characters roll two D10 and take the highest result.
- Most units roll one D10.
- Shaken units roll two D10 and take the lowest result.
- Units shooting or fighting roll multiple D10s and each of these can score.

Whenever a unit must try to pass a test, the outcome always follows the same formula:

Dice Score	Score 1	Score 2 to 4	Score 5 to 9	Score 10
Outcome	Spectacular Failure	Failure	Success	Spectacular Success

This means that, although there are several charts in the rules, players can quickly learn to recognise how successful or bad their dice rolls have been. High is good and low is bad!

A BATTLE OF ATTRITION

While there are huge variances in the combat through the Back of Beyond, my reading suggests that there are three probable outcomes to a unit being attacked: they take casualties and their nerve/resolve suffers; they take no casualties, but the attack still impacts their nerve/resolve; or they are totally unaffected by the attack.

I took this information and translated it to give three outcomes in the rules:

Outcome	Effect
Hit/Casualty	Each hit represents a casualty and reduces a leader/unit's Cohesion Value by 1. No figures are removed. The leader/unit must also take a Courage Test. If hit by Suppressive Fire, then instead of the hit causing a casualty it causes an additional Courage Test made with Reduced Dice, usually two D10s, taking the lowest result.
Courage Test	No casualties but must take a Courage Test and will carry out the outcome immediately. If multiple Courage Tests are required, roll once but with reduced dice, usually two D10s, taking the lowest result.
A'OK	The hits are minor - carry on as normal with no need to take a Courage test.



The type of unit	How they are armed and the range of their weapons in paces	How many Combat Dice they throw		Their Cohesion Value	Any Traits or Skills they have
		Shooting	Fighting		
Infantry	Bolt Action Rifles: 24 paces	3	4	4	Disciplined

NERVE AND RESOLVE

In *Beyond the Empire*, a unit's doubt is covered by a Courage Test and a failure here can lead to units retreating, or if already in some form of cover or protection, becoming pinned down. This can have a knock-on effect as once a unit has failed a Courage Test it must pass another Courage Test before it can obey any new orders, and a succession of bad rolls can lead to a unit becoming ineffective for more than one phase.

This is a chance for your leaders and characters to intervene. They may join the unit so that it uses their Order Dice when trying to recover courage. The downside is that if the Courage Test is failed that hero becomes caught up in the spiral of diminishing resolve and gets trapped with the unit until it regains its courage!



These outcomes relate to leaders, heroes, characters, units on foot, mounted units, and crew served weapons. Attacks on buildings, vehicles, and vessels have alternative outcomes. It boils a variety of warfare down into several simple tests that make a real difference to the flow and feel of battle.

If/when hits are inflicted, they reduce Cohesion Value or CV. CV represents a gradual reduction in a unit or character's overall ability to continue in combat. When CV reaches zero, they become Shaken, which reduces their combat effectiveness, makes it more difficult for them to obey their orders and pass Courage Tests, and reduces their shooting and fighting abilities. Should they accumulate more hits, they can go from Shaken to Shattered; all combat effectiveness is lost, and they are removed from the battle. They have effectively ceased to exist as a fighting unit.

To avoid such a fate, one of the order options open to a unit is to try and Rally. If successful, they may restore one or more points to their CV. Leaders, heroes, and characters are very useful in aiding in this as they roll two D10s and take the highest score so they are more likely to restore a unit's CV. Of course, if they are doing this, they can't be active elsewhere in the battle.

THE FOG OF WAR AND UNCERTAINTY

Everything I have ever read on warfare makes it clear that no matter how carefully leaders plan, things often go wrong when combat starts; orders can be lost or misunderstood; detachment leaders and NCOs may act prematurely or hesitate; and the enemy may react more quickly than had been anticipated. I wanted a mechanism to reflect this and to ensure that both players are fully engaged in the action. I find that 'igougo' systems can be fun, especially if they include

some form of initiative roll, but I wanted something more interactive. My solution was to use a combination of ordinary playing cards and dice.

In *Beyond the Empire*, players pick a suit of cards to represent their force, take one playing card for each unit in their force, and one for the leader; these go together to form their Activation Pack. Once all unit cards are in the pack, the red and black joker are added, then the cards are shuffled and placed face down.

During the turn, the players flip over cards from the pack and whichever side's suit is drawn can select a unit to activate. This gives the player control over when their individual units are activated. Then they give it an order and roll its Order Dice to see if the order is obeyed. As a result of the order test, some units will carry out their instructions whilst others may not. Certain traits or skills may allow units to reroll a failed order roll, which is a way of reflecting them being better drilled or having better communication, but they must keep the second outcome. Irrespective of whether the order is obeyed or not, the unit cannot be activated again in the turn.

If the Red Joker is turned over, the next side that activates (by drawing their suit) can nominate a unit that has not yet been activated; it will automatically pass its Order Test! The Black Joker is similar but allows the opposing player to the side that activates next to choose an enemy unit and state that it will automatically fail its order test. That unit will do nothing for the turn.

Once all cards have been flipped, they are reshuffled and a new phase starts. If or when units are eliminated from the game, then a card for that side is removed from the pack, gradually reducing the number of cards in play.

LEADERS

COMMAND ABILITIES

- Each force is led by one person who is in overall command. They are a leader.
- That person is classed as the Leader and:
 - rolls 2D10 and takes the highest when activating orders
 - has Combat Dice of 1D10 for shooting and fighting
 - has a cohesion value of 2 (see Cohesion Values). When they reach 0 they become Shaken and use reduced dice when activating Orders (1D10)
- When their original CV value has taken double its value in hits (4) they become a casualty and are removed from the engagement
- Has Traits like any unit as well as a Personal/Specific Command trait. Roll 1D10 and check on the table opposite.

TAKING COMMAND

A Leader can move to a Unit and take command. On the Unit's next move, and for as long as the Leader stays with it, the unit rolls all of their Order and Courage tests using the leader's dice but retain their own combat dice for shooting and fighting.

UNITS

Units, including groups, detachments, crew served weapons or vehicles and their crews, have a number of common and distinctive features. These are:

- Their ability to obey Orders, which is indicated by their Order Dice
- Their ability to fight with the weapons they have which is represented by their Combat dice for shooting and fighting
- Their ability to operate effectively as a unit and take casualties which is indicated by their Cohesion Value. This does not apply to vehicles but does to vehicle crews.
- Specific traits and skills which make them distinctive.

The type of unit	How they armed and the range of their weapons in pieces	How many Combat Dice they throw	Their Cohesion Value	Any Traits or Skills they have
Infantry	Roll Action Rifles 24	Shooting 3 Fighting 4	4	Disciplined

ORDER DICE

The varying quality of troops is indicated by the different dice used to see if the unit carries out orders or responds to Courage tests. These are listed below.

Leaders who directly take charge of a unit use their dice instead when taking such tests and any Courage tests.

Some Traits of Skills allow crews, crew served weapons and vehicle crews to reroll their dice for certain tests - See Traits/Skills for Units.

Reduced Order Dice are used when the unit is **Shaken**, has to take multiple Courage Tests, or is attempting a particularly difficult task.

UNIT TYPE	ORDER DICE	REDUCED ORDER DICE
Leaders	2D10 and take the highest	1D10
Disciplined Regular Forces	1D10 (and disciplined so can reroll in certain circumstances see skills and traits)	2D10 and take the lowest

LOCATING THE ENEMY

What a Unit can see is normally obvious - it is what's within their line of sight and clear to be seen. Thus any unit which is in the open or moves in the open and within the line of sight of a foe can be seen.

Units are assumed to make best use of the cover available wherever possible. If a Unit is **Down** or in **Ambush** or is in cover and has neither moved nor fired this phase or is obscured by smoke it is difficult to observe and units wishing to shoot at them or charge them must locate them first.

A team/detachment wishing to locate an enemy rolls their Order dice and checks on the action chart.

Use reduced Order dice if the enemy is in **Ambush** or **Down** or if the observing unit moved.

Dice score	Reason for Test: Attempting to Locate the Enemy
1	Nothing there! If observing command the enemy are not in the area and act accordingly
2 to 4	A Lack of Success So Fast! Roll to locate the enemy but may try again next turn
5 to 9	Success! Locates the enemy
10	Complete Success! Locates the enemy and may take another order this turn

MEN, MOTORS, TRAINS, AND PLANES

Small unit actions are all about the men fighting them, and my rules provide players with a wide range of units who fought in the Back of Beyond as well as offering the tools to design their own units involved in these conflicts.

A key element of the rules is the traits and skills that reflect the abilities and training units have and how they act on the battlefield. Disciplined allows a unit to reroll a failed Order Test, whilst Highly Motivated or Brave allows a unit to reroll a failed Courage Test. Other skills improve or reduce a unit's ability to shoot or fight in close combat, whilst a unit with a Doctor has a better chance of rallying due to their ability to patch up the wounded.

Each vehicle or vessel is treated as a unit in its own right and has its own set of abilities along with some potential disadvantages such as being poorly maintained and thus prone to breaking down. Treating these sometimes very different vehicles as just another unit may seem simplistic, but it works and reflects the rarity of such weapons in the Back of Beyond.

Such weapons are not always easy to use; aircraft must locate their target before attacking, and the pilot may end up strafing his own troops!

There are no point values for units as the rules are intended to be scenario driven for easy-going, fun games, not for competition or tournaments. There are many pre-generated forces for players to choose from though, and these can be used as guides when creating your own little armies.



INTERRUPTION AND REACTION

One of the orders a unit may be given when it is activated is to hold. This means that the unit does nothing immediately; it has decided to wait until the enemy does something and then tests to interrupt that move. This is especially useful for any unit waiting for targets of opportunity, lying in ambush, or waiting to charge an enemy unit when it gets closer. At the appropriate time, the player controlling the unit with the hold order states they are activating it and rolls to see if it obeys its order to act against the enemy unit. If they succeed, then they act before the enemy unit completes their order, but if they fail, they do nothing.

Another opportunity to interrupt an enemy action takes place when a unit that has not yet been activated is charged by an enemy unit. In such circumstances, the player controlling the unit being attacked may either choose to await the outcome of the attack and then activate the unit later or respond immediately. If they respond, they roll their Order Dice, and if successful, the unit can choose from one of three options:

1. It may stand and fight or counterattack, in which case fighting is simultaneous.
2. It may opt to shoot at the oncoming enemy unit but cannot then fight in close combat.
3. It may evade directly away from the charging unit.

DIVE INTO A CAMPAIGN IN THE BACK OF BEYOND

I wanted the rules to give players the opportunity to play campaign games, so *Beyond the Empire* includes rules to determine what happens once the fighting

is over. To help players fight many of the other conflicts of the interwar years - both historical and fictional - I included rules for improved tanks, tankettes, flamethrowers, and anti-tank weapons, as well as sample forces for the French and their opponents in Morocco, the Italian invasion of Abyssinia, the Spanish Civil War, and suggested forces for the ever-popular *A Very British Civil War*.

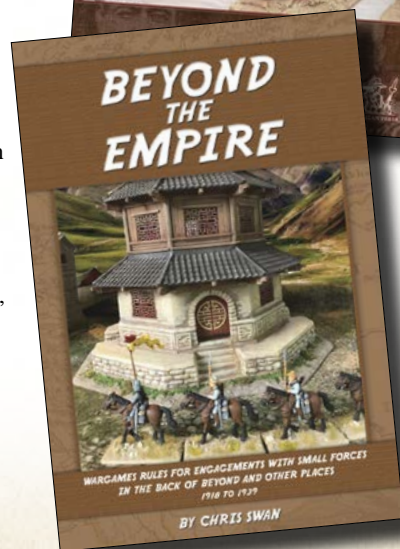
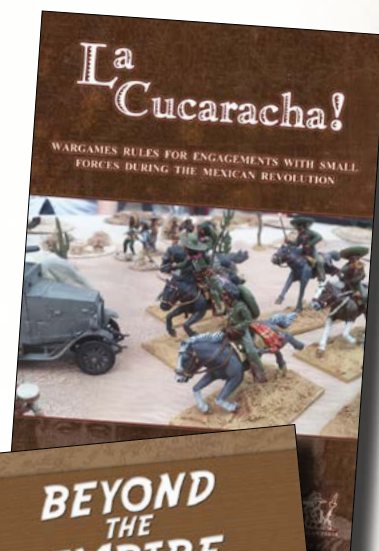
Finally, I wanted to add in another level of player interaction by introducing the optional use of Tactical Cards. Before the game starts, each player randomly selects two or three cards that they can use at any stage during the game, and these may boost the player's men or hinder their opponent's force. Following feedback from players, Dave Ryan at Partizan Press has now published these cards and the Quick Play Sheets from the rules so that players don't have to cut up their copy of the rules.

AND FINALLY

Beyond the Empire is only part of a planned series of rulesets using the same system but covering different conflicts. Already published is *La Cucaracha*, which covers the Mexican Revolution and was reviewed in *Wi410* [*Beyond the Empire* got our review thumbs up in *Wi413* too - Ed] and *With Musket Pike and Drums* is waiting in the wings, which covers small unit actions between 1500 and 1700, while *Fighting the Boxers* will cover not only the Boxer Uprising but also other colonial conflicts from 1900 to 1918. Each of these is a standalone set as, although they use the same system, there are special period rules and new force lists specific to their conflicts.

I am very aware that my style of rules is a bit like Marmite; some people love them, but others don't. The feedback

I have already received has been very positive, but some players disliked what they describe as the luck-based elements of the rules. I'm also very aware that like battleplans, rulesets don't always survive contact with gamers who love to change things. Well, *Beyond the Empire* can be used as a toolbox if you're so inclined; many of rules are optional to allow players to fine tune them to their own style of play. For me the future is embracing small unit actions in wargaming across the globe and various periods. I hope you'll join me.



COVER MOUNT FOCUS

QUICK FIX LINE INFANTRY AND LANDWEHR



Warlord Games' Alister Daire shares how he got his Prussian plastics tabletop ready with minimal effort.

All paints used are Army Painter, but you can use whatever equivalents you have in your collection. Because the plastics are black, you don't need to primer these before painting - apply your basecoats directly. Be sure to add a coat of protective varnish when you are done though, or you'll rub away your painting efforts when gaming!

LINE INFANTRY

Basecoat

Deep Blue is used to basecoat the jackets, and London Grey blocks in the trousers and the bed roll that wraps around the front and back of the figures. The facings colour is Dragon Red, which is applied to the collar and the cuffs, while the flesh is a basic Skin Tone. Flat Brown basecoats the wood of the musket and the pack on the back; final uniform details are picked out in white. Basecoating is finished with the metals: Oily Steel on the musket barrel, bayonet, and buttons; Brass on the musket details, the sword handle, and scabbard hilt.



Wash

Washes create a quick contrast with relevant ease and are perfect for quick painting here. Dark Tone is applied as a wash to the trousers, bed roll, and musket barrels. After letting this dry, Flesh Wash goes on the skin and brass areas. Finally, Strong Tone washes the musket stock and pack.



Tidy up

The original basecoat colour is reapplied to pick out edges and block in colour and saturation on the washed areas. To finish, Off-White pops the pack straps and cross belts.



LANDWEHR

Basecoat

Block out the greatcoats with Deep Blue over the black plastic. Apply Off-White to the trousers and London Grey to the bed roll on the front and back of some of the figures. Paint the collar and cuffs in your chosen facing colour (Dragon Red here) and pay attention to the Landwehr caps too. Apply Light Mud to the haversacks, Skin Tone to the flesh, and Flat Brown to the wood of the musket. Use Oily Steel to basecoat the musket barrel, bayonet, and buttons. Paint the musket details, sword handle, and scabbard hilt with Brass.



Wash

Apply Dark Tone to the trousers, blanket roll, and musket barrels. After letting this dry, apply Flesh Wash on the skin and brass areas. Finally, use Strong Tone on the musket stock.



Tidy up

Pick out the edges of all the washed areas with the original basecoat colours to bring back some saturation, and use Off-White to paint final details such as bandages and cross belts.



Your figures are now ready to be based in your chosen style!

Bases are available to buy from Warlord Games, or you can knock up your own with plasticard. Page 78 of *W7410* had a complete guide to basing Epic infantry from *W7*'s Painter Marc.

HOLD FAST!



Editor Dan takes on Game Designer Gabrio using a scenario and new rules from *Hold Fast!* the first supplement for *Black Seas*.

“How about the United States Navy, Barbary pirates, and the Bermuda Triangle, somewhere in the Mediterranean?” *Black Seas* author Gabrio Tolentino asks me with a grin.

“Can you have the Bermuda Triangle in the Mediterranean?” I ponder.

“Not exactly. It might have to be more like the Maltese Triangle, but it’s the same difference”.

Determined not to let geography get in the way of a good scenario, we proceeded to decant our vessels from a couple of Really Useful Boxes and placed them at either side of a sea-cloth covered 4' x 4' tabletop.

After placing my four US navy vessels, I had time to sing a sea shanty, hoist the mainsail, and shiver me timbers before Gabrio had finally placed all 13 of his pirate ships on the opposite table edge. “I’m all about quantity and you’re about

quality”, he commented. “That beauty”, he said, pointing at my largest vessel, “is the 90-gun *USS Independence*. She never fired a shot in anger in real life, but today she is leading your fleet against my Barbary pirates”.

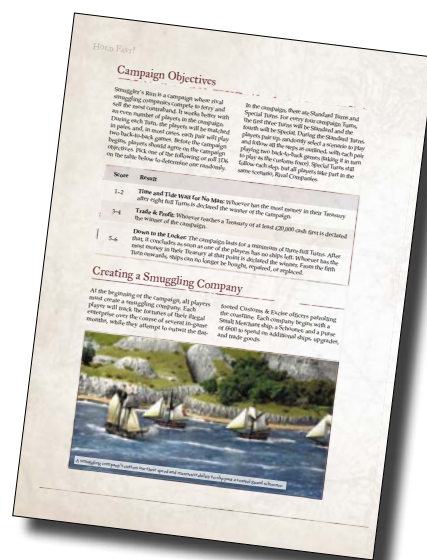
SUPPLEMENT SHOWCASE

Our plan was to showcase *Black Seas*’ first supplement *Hold Fast!*, so Gabrio had chosen two of the fleets that feature in the book. Along with Russians, Swedes, Dutch, Portuguese, and Ottomans, the Americans and Barbary pirates make up the seven ‘nations’ available for *Black Seas* action.

“Like other content in the book, some of these navies have been seen elsewhere (online, in box sets, etc), but *Hold Fast!* brings them all together in one convenient supplement”, says Gabrio.

“Accompanying the new navies are new Special Characters, like John Paul Jones for the Yanks, plus new characters for the existing nations, like Thomas Cochrane for the Brits and Infernet for the French”.

Our game also provided me with the opportunity to play with galleys for the first time, or at least try to blow them out of the water - they made up a large part of Gabrio’s pirate fleet.



“The Barbary pirates have Galley Mastery, so watch out because my sailors can move effortlessly between oars to sails”.

“Yes, but they’re still not great though, right?”, said I, “Don’t all those oars mean no cannons on the broadsides?”

“Well yes, there is that. That’s why I’ll be coming at you head-on - my guns are in the bow. Oh, and galleys like to ram too!”

In addition to the new fleets and characters, *Hold Fast!* is home to 16 scenarios and one campaign. The scenarios take us around the globe using the new fleets, and the campaign uses that silver screen and nautical literature favourite of smuggling as it’s background; guiding players in creating their own contraband, running companies, and developing ships.

Back on the tabletop, it soon became apparent as to why Gabrio was keen on the Bermuda/Maltese Triangle as the setting for our battle, based the game on the Bermuda Triangle scenario from the book; up popped a Megalodon in the centre of the board, promptly making its way over to the pirates’ side of the table, then taking a bite out of a Barbary boat.



Above: Spearheaded by his galleys, Gabrio's pirate fleet turns towards its target.



Above: Those brave boys of the US Navy turn to meet their adversaries. For those unfamiliar with Black Seas, all ships sit on top of a Wave Marker that shows the vessel's current and potential speed.

Shipyard Table

Ship	Cost	Min Tech	Max Tech	Upgrades
Galley	£100	3	4	
Barbary	£200	4	3	
Brig	£80	2	3	
Large Merchant	£60	8	2	
Large Ship	£20	2	3	
Large Cannon	£20	2	3	
Small Cannon	£10	2	2	
Scholar	£20	2	2	
Small Ship	£20	2	2	
Small Cannon	£10	4	1	
Small Cannon	£10	1	1	

Equipment Table

Equipment	Cost
Branding Nails	£20
Privateer	£20
Master Cannon	£20
Master Cannon (add 50p per shot to the current total)	£20
Shrouds (add 10p)	£20
Ship's Company	£20
Starboard Cannon	£20
Starboard Mast (1+1 Tech counted)	£20
Quartering Flag (2 on the Starboard Mast)	£20
Starboard Mast (10 pieces for the ship)	£20
Lucky	£20



RIVAL COMPANIES

DEPLOYMENT

SPECIAL RULES

SHIP DAMAGE

WINNING

Left: One of the Terrors from the Deep, a Megalodon, takes a bite out of a Barbary galley.

TERRORS AND NEW RULES

The Megalodon is a giant shark, one of six sea creatures that feature in the *Black Seas Terrors* of the Deep box set, the rules for which are included in *Hold Fast!* I wouldn't normally approve of fantastical shenanigans in a set of naval rules, but seeing as Mr Megalodon was attacking Gabrio's vessels and not mine, I was inclined to let it pass.

When not being chewed by sea monsters, Gabrio's pirates were taking a hell of a battering from the massive firepower on my four ships. The *Independence* has nine heavy guns on port and starboard, with a couple more on the bow, and a light gun on the stern. It was pounding away at those pesky pirate ships that were by now buzzing around and taking sizeable chunks out of my frigates.

Awe and Fear played a large part our game. This is one of several new Additional Rules included in *Hold Fast!* In order for a smaller vessel to engage a larger one (three or more ratings above), it needs to pass a Skill Test. This happened a lot with Gabrio's pirate ships attacking my big boys. "Whilst hopefully appearing realistic, this new rule is mainly a game mechanic aimed at making players think twice before spending all their points on loads of little ships to swarm their enemy into submission", Gabrio told me.

"I'm attempting to capture your ship", Gabrio said after grappling my frigate and forcing it to strike its colours. "Is that a thing?" I replied. "It is now. Capturing Ships is a new Additional Rule in *Hold Fast!*"

Hold Fast! contains eleven new Additional Rules. Nestled amongst new rules for Awe and Fear, Capturing Ships, Galleys, Epic Battles, and more, you will also find A Simpler Time. "What's that one all about?" I ask Gabrio. "It looks quite innocuous doesn't it?", he replies

MORE MODELS

As well as galleons (see main text), Warlord Games will be continuing to support *Black Seas* throughout 2022 with new generic 2nd, 4th, and 6th rate ships, razed 3rd and 4th rates, more (later) merchant vessels, and special named ships, including *HMS Speedy* and the French frigate *Hermione*.



HMS Indefatigable, razed in 1794; meaning her upper gun deck was cut away to convert her into a large and heavily armed frigate.



Above: The Barbary fleet tries to meet the US ships head-on whilst the Americans attempt to manoeuvre to bring their devastating broadsides to bear.

THE BATTLE OF THE NILE

In 1798, during the final stages of the French Revolutionary War of the Second Coalition, Napoleon planned an invasion of Egypt. At that time Egypt was under Ottoman control and Napoléon desired to liberate British interests in the East.

French forces would secure the Mediterranean Sea with victory during the battle of the Nile. In October 1798, the British fleet was defeated by the French fleet in the Battle of the Nile. The British fleet was destroyed in Egypt.

However, the British had not been completely defeated. The British fleet was not completely destroyed. The British fleet was not completely destroyed.

The British fleet was not completely destroyed. The British fleet was not completely destroyed. The British fleet was not completely destroyed.

Napoleon planned to attack the British fleet. The British fleet was not completely destroyed. The British fleet was not completely destroyed.

Napoleon had intended the capture of the British fleet. The British fleet was not completely destroyed. The British fleet was not completely destroyed.

SPANISH CAPTAINS OF RENOWN AND FAMOUS SHIPS

Additional National Rules

TAKING PRISONERS

Ships which are captured are taken to the victor's fleet. If the ship is damaged, it is taken to the victor's fleet.

Special Characters

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS

COSSA DEONIA DE CANTABRIA Y ELONIA (1761-1802) ... 20 FPS



ADDITIONAL RULES

In this section you will find additional or alternative rules to the ones described in the Black Sea rulebook. These are to be considered official and can be used to your game of Black Seas. However, these are to be considered optional and you are advised to use them at your discretion.

AVOID COLLISION

Large war vessels could engage both windward and leeward vessels. Smaller vessels were less maneuverable for any ship to engage larger ships.

CAPTURING SHIPS

An enemy vessel is considered captured when it is taken to the victor's fleet. If the ship is damaged, it is taken to the victor's fleet.

PRISONERS

Ships which are captured are taken to the victor's fleet. If the ship is damaged, it is taken to the victor's fleet.

REPAIRS

Ships which are damaged can be repaired. The cost of repairs is determined by the damage done to the ship.

WIND

The wind direction is determined by the dice roll. The wind direction is determined by the dice roll.



Above: Our game reaches its climax in a hail of cannon fire, broken oars, grappling, and captured crewmen.

MORE BLACK SEAS

Find out more about *Black Seas* by checking out W384, which contains Designer's Notes, a Battle Report, and a painting guide for the game.

Also, head over to the *Wargames Illustrated* YouTube channel to watch our interview with Game Designer Gabrio.

"but it's potential a pretty big deal. That rule takes *Black Seas* back in time to the late 17th - early 18th Century and into the days of the iconic galleon: A Simpler Time provides rules for using Galleons and more in *Black Seas*".

"But Warlord don't make Galleons", I said, and a glint in Gabrio's eye the size of a Spanish doubloon appeared: "Not yet", he said, "but watch this space, that's where *Black Seas* is heading next."

Before that though, we needed to count up the points scored in ships sunk or captured in our Maltese Triangle game, and with the satisfaction you only get when you beat a Designer at their own game, a broad grin appeared across my face as Gabrio conceded that the US Navy had been triumphant, and for today at least, the Barbary pirates had been sent packing back "to the shores of Tripoli".

RUSSIAN AND PRUSSIAN NAPOLEONIC CAVALRY 1812-15

Wargames Illustrated visited Alan Perry to find out about Perry Miniatures' latest plastic project, Napoleonic Prussian and Russian Dragoons and Jägers.

Wargames Illustrated: This one's been a long-time work in progress, hasn't it?

Alan Perry: Yes, I've had these ready for a while, but with the pandemic, production slowed down. The command frame's still being finished off, the standard frame and a new horse frame are ready, but for some final adjustments.

Wi: And this fills in some of the gaps in your ever-expanding range of Napoleonic plastics?

AP: Yes, the main task was representing the Russian and Prussian Dragoons, but mounted Jäger were another element that could be fitted on if there was enough space on the frame. It's quite a big chunk of the Russian army, 18 regiments... 36 regiments before December 1812. At that point, half of the Russian cavalry were changed to Uhlans, Hussars, and Cuirassiers to add more regiments there. Prior to that, the Dragoons were a massive part of the Russian army.

They're for 1812 to 1815 and that meant that the Russian muskets on the frame were only in use for a month or so at the start of the period, but of course they still had to be included. In the end, the frame had to be enlarged to accommodate all the parts; it's usually closer to the size of the horse frame.

Wi: And they're new horses too?

AP: Oh yes, they had to be due to all the different saddlery. There's a cross-strap bridle head that's currently only used by the Russian Jäger, but that will mean these mounts can go with Uhlans too, which I plan to do... eventually! Michael needs to get his Franco-Prussian War French out first.

RUSSIAN MOUNTED JÄGER

AP: The Russian Jägers are the only models in this set who use the cross-strap horse bridle head, and note that this Jäger of the Niejine Regiment has the curved sabre. Eight Russian mounted Jäger Regiments were created, in December 1812, from Dragoons to fulfil the requirement for light cavalry. He has no Dragoon musket as, although it's a little unclear, we think that they didn't carry them; they were given to infantry a month before. To make the cuffs correct, I trimmed off the second button on him.



Wi: Can you talk us through some of the notable details on the frame?

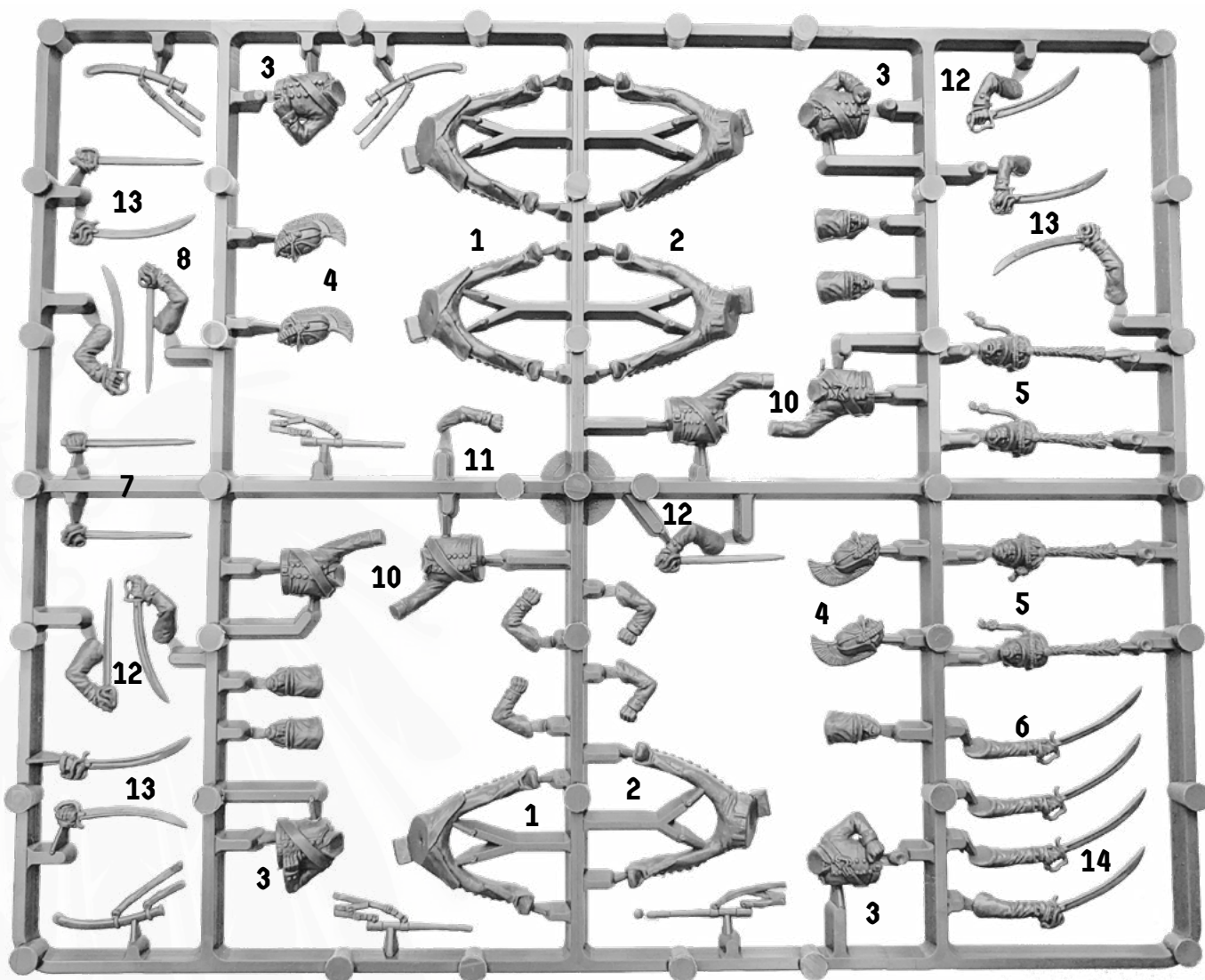
AP: Well, there are two different leg types. One of them has the Litewka (1) skirts down the sides; that's a longish campaign coat that the Prussians wore. The other legs show the tails of the Kollet (2) at the back, that is a short tailed coat the Russians used, and the Prussians wore it too. The Kollet is the same cut as the Litewka above the waist, so the same torso (3) works on both options.

There is only one type of headgear for each of the nation's Dragoons (4); the Prussians did have a full-dress variation, but I didn't bother with that as they nearly always covered them with an oilskin in the field. I added in the Jäger heads (5) a bit of an afterthought when I realised I could get them on the frame seeing as most of the other parts are handily quite generic. The Russian mounted Jäger had pointed cuffs;

PRUSSIAN MOUNTED JÄGER

AP: This is a Prussian mounted volunteer Jäger - that's why he's in green - attached to Regt. No. 5. Russian Jäger formed regiments, but the Prussians were really units of volunteers who numbered 50 up to 150 and were attached to a normal regiment. I think they performed ok, some better than others. They could be from quite wealthy families or sponsored by their local town.





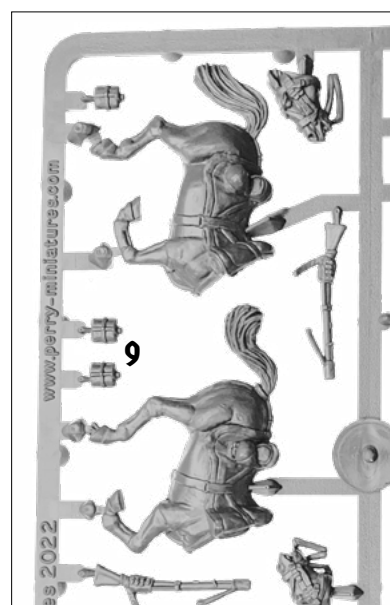
although it's a compromise it's an easy fix with paint or a little trimming to get rid of one of the buttons.

There are two types of curved swords, one based on the British light cavalry with a single guard (6), known as a Blucher sabre. The straight one is the Russian sword (7) and the other curved one, with a three bar guard, is a captured French sabre (8) used by both Prussians and Russians. There are matching scabbards to add to the figures - straight for the Russians (apart from the mounted Jäger), curved for the Prussians. There's also a canteen that needs to be added behind the feed bags, usually to the left, but only for the Prussians (9).

There's a lot of bits here. You could build two sets out of it if you got more horses. There are all the legs, scabbards, sword arms, and heads you need.

Wi: How generous! Something that's quite attention grabbing with this kit is that the finished figures are in some great poses.

AP: Yeah, I've made sure that a lot of poses are possible, but in some ways, I've restricted things too; a couple of the bodies have sword arms attached to them, raised aloft (10). That's partly down to people having a habit of placing arms incorrectly on other kits I've done, such as the Hussars. Arms that should be in the 'at point' pose were glued on raised; shoulders don't actually work that way, so it makes for a slightly odd sight. By sculpting these new models with that arm up as a part of the torso, it means people will automatically get the right pose and can just add on the swords.



The Russian Jäger's plume on Alan's figure.



PLUMING MARVELLOUS!

Wi: One area of the frame that rather stands out is the shako with quite a towering plume. These are just the tip of a plume iceberg that is revealed if you dig into some of the Prussians and Russians, which makes us wonder how huge plumes could ever be practical.

AP: This is quite thin for the period compared to other nations, actually. Prior to 1811 the Russians' really were full, the Prussians' too. The Russians tend to have the impressive plumes on their shakos (normally for elite units) but outside of that it's a very functional uniform. You rarely see oilskins on Russians; the preferred look for the neck up was full dress. I suppose the visibility of the plumes made it easier for officers and commanders to spot where the troops were if skirmishing ahead of the army - the silhouette in all the mayhem and smoke of battle.

Pompous plume possibilities can be seen in this artwork of a Prussian NCO, Fusiliers of the Guard, 1813 to 15.



But these models can have some rotation between bodies and legs, and there's an arm included on the frame that curves more around the body (11) to make that look even better - I've made sure to mention that on the instructions!

The Russians are dead easy to put together, the Prussians have a few extras like the canteen. It is worth considering what bits to use though before you put glue to parts. Some of the bodies are leaning forward more so they look good at the charge. There are enough arms to make up a whole regiment with swords either shouldered (12), raised (13), or at the charge (14).

Wi: And the command frame brings more variety?

AP: The officers were actually quite dull... well, that's to say they didn't have a lot of bling. There are two extra horses on the command frame; a trumpeter's horse and an officer's horse, and there are differences between Russian and Prussian trumpeters and officers, so they all get represented with quite a few different bits. For the long-tailed coat, I've done split legs to give it more of a 3D effect. There is a Jäger officer, a Russian Dragoon who didn't usually have a cartridge pouch, a Prussian one who did, Prussian and Russian fatigue caps, and there's a standard. The Russians have a trumpeter with lace, and there's a basic one without for the Prussians.

RUSSIAN DRAGOON

AP: This Russian Dragoon of the Kinburn Regiment holds the straight bladed 1809 Pallasch. He's in the usual double-breasted Russian coatee; unlike the Prussians, the Russians didn't have a version of the Litewka.



PRUSSIAN DRAGOON IN LITEWKA

AP: This chap is a Prussian Dragoon of the 1st West Prussian Regiment No. 2, and he is in the campaign Litewka with its blue lighter than that of the infantry. This regiment seems to have had an even lighter hue than the other Dragoon regiments.



Wi: That doesn't seem dull at all! And is that a different scabbard too? [We were peering at a work in progress photo on Alan's phone screen - Ed]

AP: Yes, there's variation there including the longer Leibbrock that the officers wore, which needs the sash to go with it.

Wi: And these are due out out right around the time this issue hits the shelves at the end of May?

AP: Yes, we're just doing the final sorting of the command frame. I sent the booklet over to the printers this morning too, so your readers should be able to buy the box just before your issue comes out.

PRUSSIAN DRAGOON

AP: The national rundle is painted on the oilskin of this Prussian Dragoon's shako, which was common in the 1812 campaign but not after. He is from No. 6 Regiment and has plain cloth overalls with cloth buttons, but these could be metal too. His portmanteau (trunk) is grey with reinforcing cross straps.



Left: Prussian Dragoons of Regiment No. 6 with two mounted Jäger on the right.

Right: Russian Dragoons of the Smolensk Regiment.

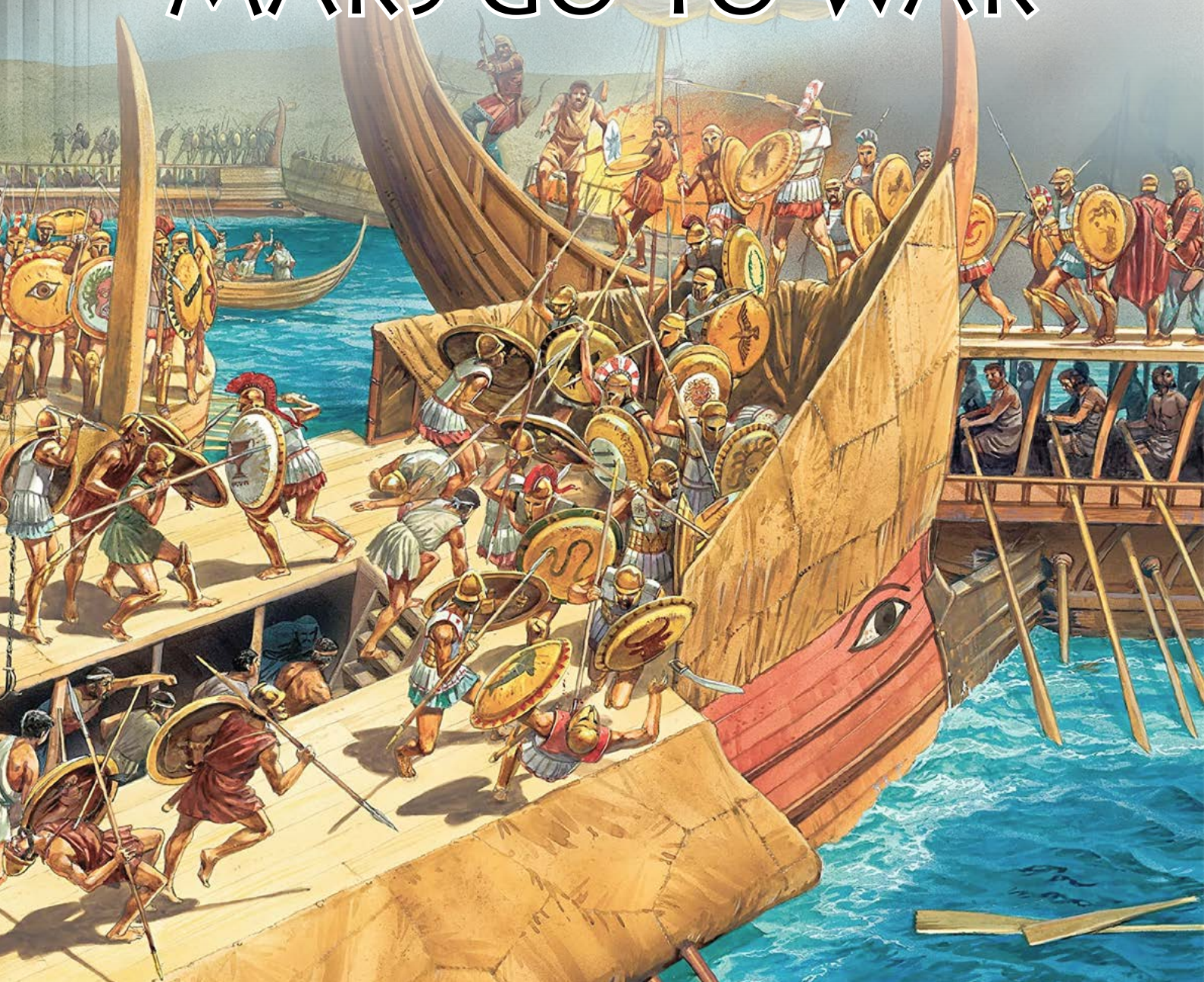


Left: Russian Mounted Jäger of the Niejine Regiment.



All figures shown here are painted by Alan. The unit shots are missing command due to them not yet being produced when the painting inspiration hit!

NEPTUNE AND MARS GO TO WAR



Following on from last issue's combined operations theme and his article on the expedition warfare of the Sea Peoples, Colonel (Retired) Bill Gray casts his gaze over the conquests of Alexander and the Roman Empire.

Last month I talked about the twin battles of Djahy and the Nile; how water-based support won the day in an early example of 'almost combined ops'. These were the exception to the ancient rule, though, and due to the geography, river or ocean support such as this was rare. Air attack was not yet, of course, an option. There were no Iowa-class battleships lobbing tree trunk sized shells 26 miles to land, and Sun God Ra, with his Goa'uld fighter skiffs, was never recorded as present... though that would make a glorious sight on the tabletop!

Yes, the ancient ships carried bona fide warriors to fight ashore; yes, ship crews often helped build ancient artillery on shore; and yes, ships often possessed small catapults and bolt throwers, but those were for ship-to-ship contact and were less effective against land targets. Thus, land and sea combined combat was relegated to the immediate shoreline as most commanders were loath to send their spearmen more than a few miles inland lest they be cut off from the vessels that brought them.

This meant that raids remained the fighting order of the day, but there was an increased emphasis on logistics and sea control. Larger populations allowed for larger armies and larger ambitions for the kings who deployed them; the result was invasion as a part of empire building, and while naval forces could not support the army through direct combat, they could provide transportation to the beaches with supplies and reinforcements for advancing into the interior.

*Above: Artwork by Peter Dennis from CAM 195 Syracuse
415 - 413 © Osprey Publishing www.ospreypublishing.com*

GROWING OPERATIONS AND AMBITIONS

At Marathon, 490 BC, a Persian force of 600 trireme warships, 50 horse carriers, and 200 supply ships dropped 25,000 infantry and 1,000 cavalry on beaches some 25 miles north of Athens; that logistical splendor must have been an amazing sight to witness. There were 100,000 oarsmen who stayed behind to defend the ships beyond that impressive number of attackers!

As regards sea control, ponder Xerxes I and his 480 BC revenge war against the Greeks (admittedly fomenting revolts against the Peacock Throne for ten years prior). The King of Kings responded with a fleet of 1,207 Triremes under capable King Tetramnestos of Sidon and Eva Green lookalike Artemisia of Halicarnassus. They kept control of the sea in the vicinity of the Dardanelles to protect two massive pontoon bridges that Xerxes used to transfer his army from Asia Minor to Greece. The bridges themselves were 674 Penteconters and Triremes lashed together, providing yet another layer of logistical support by naval forces to the army. It worked, and it was said that it took seven days for the entire army to cross. A storm did what the Greeks could not and eventually wrecked the crossing; the sea was apparently unaffected by Xerxes chaining and torturing the water with 300 lashes, then burning it with hot irons as punishment! [You can't make this stuff up folks - Ed]



Above: Greek and Persian warriors clash at the battle of Marathon. Artwork by Richard Hook from *Marathon 490 BC*. © Osprey Publishing www.ospreypublishing.com

ALEXANDER IS TYRELESS IN HIS ATTACKS?

The Phoenician city of Tyre was attacked by Alexander the Great in 332 BC in one of the most famous examples of ancient 'combined operations' with a twist. Tyre was unique in that the city was located not just on the beaches of the mainland but on an island a kilometer distant. This, along with 150-foot-high walls facing east towards the coast, made it an 'unconquerable' target, but when Tyre's ruler, King Azemilcus, refused Alexander access to a temple (then threw his murdered emissaries from the walls for emphasis) the seizing of Persia's last remaining port rocketed up Alexander's to do list! Being a land commander, he chose a land-based solution to take the city and built a one-kilometer causeway, some 200 feet wide, from the mainland to the island. A peninsula would be far easier to assault, and the construction of the causeway allowed his artillery to take firing positions, while two 160-foot siege towers at the far end allowed the Macedonians to hurl projectiles from above, threatening both the city and its navy.

The doughty sailors of Tyre, however, had other ideas, and using one or more specially prepared ships, they launched an attack that torched both towers and all the deployed siege equipment. The vessels were filled with combustibles and buckets of oil on the mast then weighted in the rear to allow the prow to tilt upward above the water. When the causeway was hit, everything burned to the ground while Phoenician infantry skewered the hapless Greek sailors trying to extinguish the flames.



Above: The two battlelines close with psiloi and other skirmishers attempting to disrupt the cohesion of the opposing force at the Battle of Marathon.



Above: Alexander the Great, from the *WiGiants in Miniature* range.



Above: Alexander's Siege of Tyre, 332BC, from *Tactica 2020*. This impressive 1:72nd scale 8' x 4' board was the work of the elusive Dutch Crynsminaturen team.

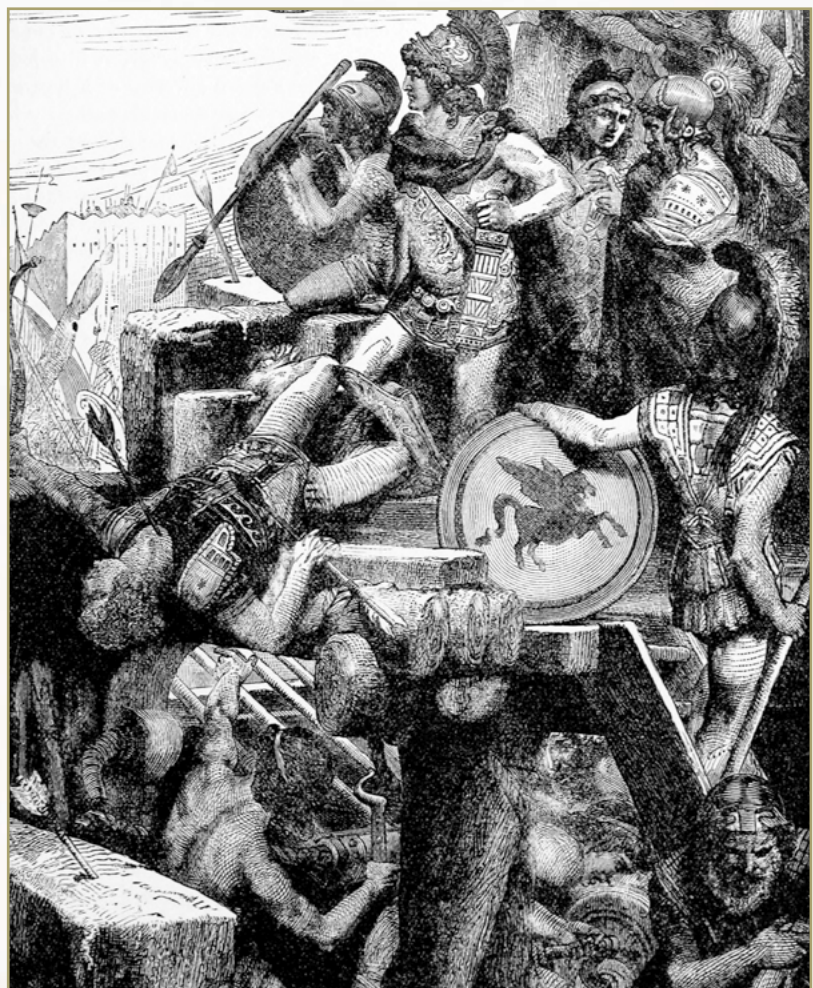
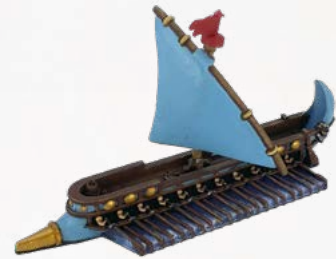
Naval Operations

Alexander was not amused, but neither was he stupid; realizing he needed his own navy to drive off that of the enemy, he grabbed Persian vessels already captured, plus 120 from Cyprus, and another 23 from the Ionian Greeks. This gave him a total of 223 vessels to control the nearby sea and keep the enemy navy from interfering while he widened the causeway and deployed even greater numbers of siege artillery upon it.

The young king also fitted battering rams to some of his ships and used them to test the city walls for weak points. He found the walls were anchored by stone blocks under the water, so the Macedonians promptly removed them with floating cranes, which allowed Alexander to lash the ram equipped ships to the walls with chains and pound them until a small breach was made and Macedonian infantry could pour through. The result was 6,000 enemy soldiers killed, 2,000 more crucified, and 30,000 Tyrians enslaved.

The assault on Tyre was something of an exception to the rule, but an important one. It showed that when conditions - geographic or otherwise - were favorable, large scale close combat coordination was a viable option. No longer could such a combined operations possibility be ignored, although it remained a rarity.

Right: Alexander's penteconters were lighter and faster than the Tyrian multi-banked quinqueremes, quadrimes, and triremes, making them more maneuverable in their defence of Alexander's mole. Penteconter miniature from *Thalassa* by Room 17 Games.



Above: A romanticised vision of Alexander at the Siege of Tyre, 332 BC.

THE LEGIONS GO TO SEA

After Alexander, the move away from piracy and raids continued with invasion and sea control developing as the primary flavor of combined ops. Thus, countering the enemy's navy and expeditions became more relevant, even extending to large inland waterways, like the Danube in the case of Rome.

Conversely, the amphibious invasion of enemy territory was rarely opposed, making the effort purely one of logistics and the transportation of ground forces and supplies. Rome's first successful conquest of Britain, after being attempted by Gaius Julius Caesar a hundred years earlier, began in 43 AD under the command of Suffect Consul Aulus Plautius. It saw Rome's new navy control the English Channel while Legions II Augusta, IX Hispania, XIV Gemina, and XX Valeria Victrix waded ashore at Rutupia, near present day Richborough, Kent. Opposition came later at the two-day Battle of the River Medway that saw the Britons soundly defeated.

This contrasted greatly with Caesar's first invasion of Britain in 55 BC where Legions VII Claudia pia Fidelis and X Equestris had to fight their way ashore. Roman vessels found themselves so heavily laden with supplies that they deposited their Legionaries into deep water while the Britons fought from the shallows and threw javelins from the heights above.

BUILDING THE LEAD MOUNTAIN AND PAINTING IT!

Fortunately, models for the heavy hitters of this period are available from multiple miniature figure companies and even the most esoteric of soldiers are represented. There are Macedonians, Persians, Carthaginians, LOTS of Romans (including 'Hollywood Romans' with their ubiquitous rectangular shields, the *Scutum*), and regardless of scale - 15/18 mm, 25/28 mm, pretty much anything - there is a huge selection to be found. I would, however, lean strongly to the smaller scales given the size differential of a cohort of figures when compared to a model that represents a single Trireme. Here I think the option of letting said naval vessel represent three to be a very wise course of action.

Painting references are no problem either, and Osprey Publishing has more information in word and picture than you ever dreamed of. Their 200+ book ancient warfare listing is written by authors sporting PhD initials; so, while the prose is not casual, it is factually exceptional. Don't worry about the Byzantines, Romans, and Greeks because they are fully covered along with Bronze Age armies and navies relevant to my previous article. For them, Osprey's *Sea Peoples of the Bronze Age Mediterranean 1400 - 1000 BC* is especially noteworthy. There are also not less than seven books on warships in antiquity and the forces that manned them.

Osprey also produce *Poseidon's Warriors* rules for fleet actions with your ancient warships if mighty tomes such as *Hail Caesar*, *Field of Glory*, or *Trireme* prove wholly inadequate to the task at hand!



Below: Vendel Miniatures Persians.



Above: The Romans take to the shores of Britannia! Figures by Gripping Beast and Foundry.

Caesar in Alexandria - the history

A more successful Roman combined ops effort came in 48 BC with Julius Caesar once again in command. Here the target was the city of Alexandria of Ptolemaic Egypt, and it was an almost textbook example of how to do it right. From the occupied Royal Quarter, Caesar ordered his Roman-Rhodian fleet (34 vessels) to destroy the Egyptian navy (27 warships) in the Great Harbor. Success came when the Rhodian ships entered the harbor and delayed the enemy long enough for the rest of Caesar's ships to enter and deploy. With the harbor crammed with Triremes, the Alexandrians lost their advantage of maneuver and instead had to go hand to hand with Roman boarding parties. Advantage Rome, and this essentially kept Ptolemy XIII's navy from interfering with the 3,200 men from Legions VI Ferrata and XXVII Martia, some of which had already garrisoned part of the connected island of Pharos.

Caesar then ordered an amphibious assault with ten cohorts of infantry plus cavalry to attack Egyptian forces still on Pharos while the Roman garrison already present advanced. This expelled the Alexandrians from Pharos and allowed Caesar to capture his end of the Heptastadion bridge that connected the island to the mainland. Follow up efforts to capture the entire bridge failed due to an Alexandrian counterattack, but the process used by Caesar was solid. He brought up several ships with small

catapults and archers to clear the bridge while he personally led three cohorts of Legionaries to capture the structure until an Egyptian counterattack drove him back. Caesar then dug in until a relief army under Mithridates of Pergamon arrived in March 47 BC.

This tactically sound use of combined operations is another exception to the norm, but otherwise the concept held, and sea control in the guise of coastal defense became increasingly critical through the early Byzantine era.

This was especially so for Constantinople as her empire was far more centered around coasts than earlier Rome, which counted Gaul and Spain within the Empire. Outside the employment of the short-lived *Corvus* boarding plank, missiles and ramming remained the bedrock of naval power, with the former gradually disappearing too. As for marines, Legions I *Adiutrix* and II *Adiutrix* were originally recruited from Roman marine holdings, the latter from *Classis Ravennas* (the Fleet of Ravenna). They were stationed in places such as Germania because their usefulness in storming beaches or boarding enemy ships had gradually disappeared.

The central issue remained geography regardless of whether the expedition was a small raid on a coastal village or Pyrrhus of Epirus dropping off 28,000 men at Tarentum to engage Rome in 280 BC. Combined ops in Western antiquity

could only happen along the shoreline, where naval forces could project power. That would all change with the introduction of gunpowder; naval forces could then belch far more death and destruction than ever before at far longer ranges, making the limitations of coastal conflict less of an issue and opening other alternatives. Aircraft expanded upon this, but that, of course, is another article waiting to be written.

On the Tabletop

Putting Romans and their contemporaries on a combined arms tabletop will be tougher than for earlier periods of history. By the time of Alexander and Caesar, empires had grown, populations were larger, and so were the armies and navies that supported them. Thus, gaming such engagements demands more space and figures, while fusing such attributes with the need to fight naval and ground combat simultaneously means there aren't lots of readymade scenarios out there.

Don't bite off more than you can chew is my main piece of advice. It may be tempting to try and create the full Siege of Tyre but don't forget that this audacious assault took seven months and the brain of Alexander to succeed. Instead of taking on such a titanic tabletop operation, look to smaller events within the siege and perhaps spin off 'what if?' ideas from them depending on the outcome.



Above and next page: Alexander's Siege of Tyre, 332BC, attacking the walls, from *Tactica* 2020.

CAESAR IN ALEXANDRIA - THE GAME

I often describe myself as a wargaming Renaissance man given that I play all three varieties: miniature (my default), hex/counter, and computer games. Back in the day, paper games such as GMT's *Great Battles of History* series were the go-to library for scenario research, not to mention solid substitutes when lead games proved impractical. Indeed, this product line is nothing more than a miniatures game ported to a hex map with counters, and the authors freely admit so.

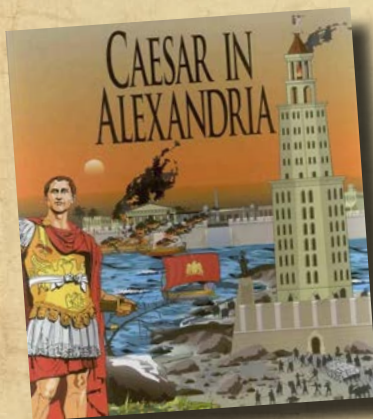
GMT published *Caesar in Alexandria: Julius Caesar vs Ganymedes, Egypt, 47 BC* in 2001, and it is very well researched (like the *Kromayer-Veith Atlas* used) and can now be found via *Aide de Camp (ADC)* or *Vassal* digital modules. GMT also allow a free download of the rules under their Living Rules Policy.

With this you get a game that duplicates the epitome of combined arms technique during the period. There is ground combat, naval combat, naval and ground combat combined, as well as a good old fashioned street fight. That covers pretty much everything atypical about warfare in antiquity, all presented in four scenarios: an intro, the entire multi-day battle compressed into a single day, the naval battle, and finally the battle for the Heptastadion.

Caesar in Alexandria uses hex movement for normal turf and a point-to-point system for city fighting, the latter depicting the lack of maneuverability thereof. Each hex represents 120+ yards, which means the entire width of the battle area is about 5,040 yards, or at 60 yards per inch, it fits on a seven-foot table. Each infantry unit represents 200 men (or 100 archers and lights), and for the Romans this means mini cohorts of veteran or conscript Legionaries, Cretan archers, Numidian lights, and Gallic medium infantry. The Egyptians weigh in with Phalangites, light cavalry, and infantry as well as some unidentified medium infantry. Each ship counter (and thus a single miniature model) represents three vessels. Ships represented are the Bireme, Trireme, Quadrireme, Quinquereme, Liburnian Bireme, Cataphracted Trireme, and transports.

Otherwise, the rules are a treasure trove of suggested modifications for scenario designers to consider, not only for this battle, but other similar battles and the rules used to play them.

I know at least one group that has played this game with lead on a terrain board by substituting the original hex and counter rules for miniature rules with no modification. Damned if it didn't work, so well in fact that the group hosted a replay!



Above: A screenshot of the game, showing the hex area ripe for use in your tabletop campaigning!

Rulesets

In the Colonies, the most popular rulesets include *Warrior* (a North American *WRG* tribute), *Hail Caesar*, *Field of Glory III*, *l' Art de la Guerre*, and *Mortem et Gloriam*, though there are certainly others. But all these rules are geared more towards tournament play, and few have a naval module. For that, gamers need rulesets such as the ubiquitous *Trireme*. Also, of the few premade scenarios given, there are no battles that really include both land and sea warfare under a single gaming tent. This isn't sounding too promising, is it?

Except in one case - *Caesar in Alexandria* - which is perfect for that particular battle... but it's not a miniature game. D'oh! That doesn't mean it can't be used to influence your tabletop gaming, but I think that the specifics are best left for one of those sidebar thingies the Editor is always encouraging me to write! [see above and good work Bill! - Ed] Most wargamers will not play this game as is, but many of its more unique rules can be borrowed and used as a supplement to *Hail Caesar* or whatever your game of choice is to bring more depth to this battle and your ancient combined operations in general.

The simplest route to success with your ancient combined operations gaming is to implement a few simple modifications in your chosen ruleset: torsion catapults could aid the battle at the walls of Tyre unless the progression of Alexander's mole has been stymied by previous defender success; game length could be determined by a previous naval battle, as could the balance of points values; simple embarkment and disembarkment mechanics can add extra maneuverability to your Legions, but perhaps the unit strength can diminish with each voyage as some men are left behind. If nothing else, this is a great opportunity to fight on some coastal boards with beautiful ancient ships in the background!



THE PRUSSIANS ARE COMING!



We head over to check out Michael Perry's latest gaming project, which sees a Prussian army, buoyed by their success in the Franco-Prussian War, set their sights on England's green and pleasant land.

Hanging around for your enemy to turn up can be a tedious business; it's probably best to go and invade another country while you wait. That's what Michael Perry decided to do and ironically, what his enemy was waiting for was being created by Michael himself!

With two Prussian box sets under their belt, the next plastic release for the Perry Miniatures Franco-Prussian War (FPW) range will be French infantry, and although there has been a steady release of French metal packs, until the main infantry are available*, big battles using (exclusively) Perry Miniatures figures for the FPW are not really possible.

So, eager to at least get the Prussians blooded on the tabletop, Michael began thinking of alternatives to gaming the FPW while he (and the rest of us) waited patiently for the French to arrive.

REMINISCENCES OF AN IMAGINED PAST

"You ask me to tell you, my grandchildren, something about my own share in the great events that happened fifty years ago. 'Tis sad work turning back to that bitter page in our history, but you may perhaps take profit in your new homes from the lesson it teaches. For us in England, it came too late."

The above are the opening lines of *The Battle of Dorking: Reminiscences of a Volunteer*, an 1871 novella by George Tomkyns Chesney and the main inspiration for Michael when he was looking for somewhere to invade with his Prussians.

There was a glut of 'invasion literature' written in England towards the end of the Victorian and into the Edwardian eras. These precursors to science fiction



Above: A copy of the 1871 pamphlet edition of *The Battle of Dorking* by George Tomkyns Chesney.

were also designed as a warning to the British nation that it was not prepared for what was (in the writer's opinion) to come in the form of an invasion by some aggressive foreign state. After their triumph in the Franco-Prussian

* "I have made them, they are coming, they are just in the queue of products waiting for tooling from Renedra" - Michael.

War, the Germanic power seemed the most likely threat to the 'green and pleasant land' of the invasion literature authors. Although *The Battle of Dorking* does not mention them by name, it tells the tale of a Prussian invasion that culminates in British defeat outside the town of Dorking, about 25 miles south of London. This leads to the fall of the British Empire and the rise of a German one in its place.



WHEN ENGLAND SLEPT

If you would like to know more about wargaming 'invasion literature', check out Steve Blease's article in *Wi382*, *When England Slept*. Steve examines English invasion 'what ifs?' from *The Battle of Dorking* to *The Invasion of 1910* by William Le Queux.



The action in the Battle of Dorking takes place in 1875, at around the time British soldiers looked something like the Perry Miniatures British Intervention Force range. Designed for 'what if?' involvement in the American Civil War (1861 - 1865), these figures can work as home service, auxiliary, and volunteer troops of the period. As a stickler for precision, Michael dated his invasion to 1878 so that he could use a unit of infantry in their newly introduced home service helmets. The British were also using Martini-Henry rifles by that time, so they had a similar (arguably better) standard of small arms firepower than the Prussians.



Above: Plastic Prussians manoeuvre into position from behind their lines.



Above: Looking over the shoulders of the advancing Prussian infantry and Hussars (left) as they try to force a crossing of the river. In the centre, over the water, you can see the brave men of the Robin Hood Rifles - a Rifle Volunteer Corps formed in Nottingham in 1859.

TO THE TABLETOP!

Black Powder is the game system of choice for most games that take place in either Michael or Alan Perry's wargames rooms; *BP* author Rick Priestley openly admits those rules were developed as a means of playing big games to a conclusion on 'Perry sized' tabletops. But, in a change to the norm, Michael has been playing his Prussian Invasion games using *This Hallowed Ground*, a set of rules intended for American Civil War miniature gaming that author Jay White describes as "fairly straight forward, combining elements of other systems that I've enjoyed over the years. *Black Powder* (generic unit concepts), *Bolt Action* (orders dice), and *Kings Of War* (morale) are all apparent." Michael describes the rules as "very bloody. They really make you think about looking after your troops. You can do a lot of damage with gunfire even at long range.

They also don't encourage hand-to-hand fighting - you have to pass several morale tests if you want to get into fisticuffs".

The Battle of Britain circa 1878 was already three games in when Michael invited Team *Wi* over to check out the action, which dovetailed seamlessly with our Prussian themed magazine. The gaming saw the Prussian advance halted by the Brits somewhere west of London on the bank of a small river with the invaders failing to force their way across.

This game was a draw, but a rematch is promised at the Partizan wargames show in Newark on 22 May. We'll bring you the action from there and let you know if 'what if?' history is repeated and England falls 'again' to Prussian tyranny. In the meantime, enjoy these photos from the battle.



Above: *This Hallowed Ground*, a set of ACW rules available as a free downloadable PDF from jayswargamingmadness.blogspot.com



Left: The rolling fields and meandering river valleys of England as portrayed in miniature on Michael Perry's wargames table. The Prussians came on semi-randomly via the two furthest tiles on the right table edge whilst the Brits appeared diagonally opposite. The Prussians tried, but ultimately failed, to traverse the river via the three crossings.

Perry Miniatures
14 March '16

Hard pounding at the 'Cock Inn', 1878

As the 1870's French forces aren't quite ready yet, Michael came up with a scenario in which to use the Prussians against a British division. From the 1860's to the end of the century, in Britain, there were invasion scares, either from France, Russia or Prussia. The game was based on encounter between three infantry brigades and one cavalry brigade on each side, assuming that the Prussians had landed on the south coast and were pressing. See more

HARD POUNDING AT COCK INN

Catch the rest of the action from Michael's Prussian invasion of England via the Perry Miniatures Facebook page. You will find reports on the two preceding battles (including Hard Pounding at Cock Inn?!) and lots of lovely photos of all the action.



Above: Prussian Cuirassiers at the charge.

Right: Coldstream Guards in the foreground with Scots Guards in support and Hussars behind, defending the hedgerows from Prussian infantry and Cuirassiers.



Above: The view downstream with the British contesting the Prussian river crossing via the ford and stone bridge.

Below: The white glove wearing British 'Artist Rifles' painted by Alan Perry. The regiment was established in 1859 as part of the widespread volunteer movement that developed in the face of a potential French invasion. The group was organised in London by Edward Sterling, an art student, and was composed of various professional painters, musicians, actors, architects, and others involved in creative endeavours; a profile it tried to maintain for some years. Alan's commander looks like he's taking notes or studying a map, but actually he's making a quick artistic sketch while the man next to him is clearly critiquing it.

Below: British Hussars charge Prussian Infantry.



HOW TO ... BUILD A POST MILL



Paul Davies shows us how to build a small scale post mill usable across various periods.

I have always enjoyed creating battlefield enhancing objectives and targets, invariably with the caveat that, if possible, they could be used for different historical periods. For my latest 'How to...', I decided that a windmill would make an interesting project; fortunately, I already had an excellent reference on the subject in the form of *Windmills* by Suzanne Beedell.



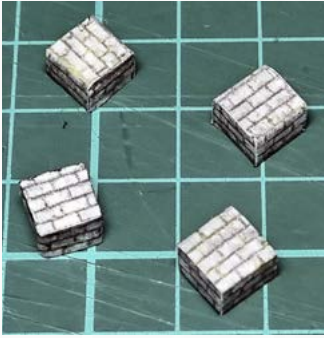
Post mills were the earliest type of windmill in England; there are records of one at Weedly in Yorkshire in 1185 and at Bishopstone in Sussex in 1191. Windmill design has changed over the years, but I wanted to recreate one of these early versions. With appropriate research material as my starting point, I needed to create some plans.

PLANNING THE PIECES

As always, the first step was to scale the plans to be compatible with my figures. My collection skews smaller these days: 10mm Barons' War, 12mm Wars of the Roses, and the beginnings of a 13.5mm Epic Napoleonic army. Fortunately, those three scales are all relatively close in size, certainly as far as terrain items are concerned, so I scaled the plans to achieve the best compromise.

Above: 10mm Pendraken figures stand before the mill.

STARTING THE BUILD WITH PIERS AND A CROSS TREE



1) Post mills consisted of the main mill body that rotated around a timber cross tree, which was supported on brick piers, so I made the foundational pieces my starting point. I glued brick paper that I had downloaded for free from textures.com to cut balsa pieces.



2) I made the cross tree from balsa using a halving joint to join the beams together. For the main post, around which the body of the mill rotated, I glued a length of balsa to the cross tree and then added four quarter bars to support it. This sits atop the piers.

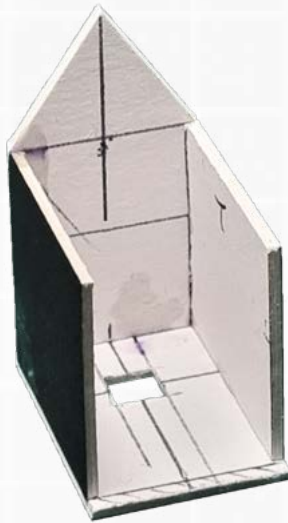


3) This assembly was painted black and drybrushed with successively lighter coats of grey.



4) The cross tree was glued to the piers, then the full assembly was put aside.

THE MILL BODY AND ROOF

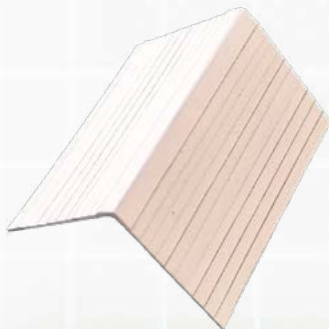


1) The post mill body was made from black mount board. I made a hole in the base through which the main post would fit. The main post did not pass through the centre of the base; it was offset to compensate for the weight of the sails.



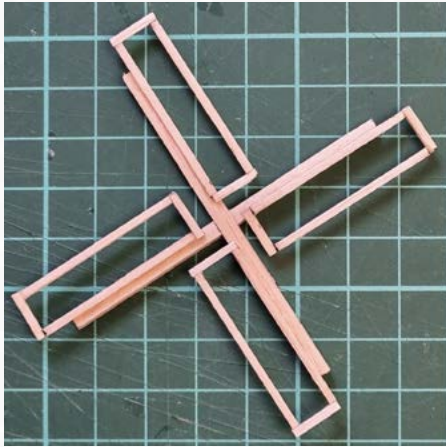
2) I cut an aperture for the mill door in the rear panel, painted the inside edges of the aperture black, then glued the rear panel in place.

The body of the historical full-size post mill was made from overlapping clapboard, which I felt would look over-scale on my small model. I therefore downloaded a suitable clapboard texture, scaled it, then printed it onto self-adhesive photo paper to give the right effect. Windows were represented by cutting a gap in the paper and allowing the black mount board to show through. Once the cladding was completed, I made a door from a piece of lightly scored balsa to simulate planks, painted it, then glued it inside the mill body (see the finished images to view the printed clapboard texture and door).

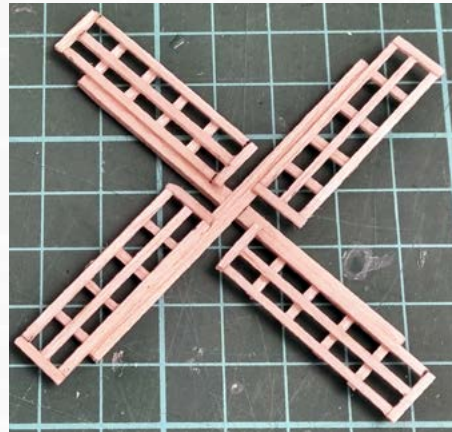


3) The roof consisted of a folded piece of card clad in a similar way to the main mill body but with a separate ridge piece added.

CONSTRUCTING THE SAILS



1) The 'sails' or sweeps comprised several components, including the stock - a timber cross - and the whip to which the canvas or cloth sweeps were attached. To create this assembly, I made the stock, and outer frames of the whip from balsa.



2) With a solid frame made, I then added the inner supports. A hole was carefully drilled through the centre of the stock then a length of wooden dowel glued into it. The assembly was then painted off-white, drybrushed white, then set aside.

MAKING THE BASE AND CONSTRUCTING THE MILL ELEMENTS



1) A full-size post mill needed enough space to be able to rotate through 360 degrees to ensure the sails would always be at the optimum angle to wind irrespective of its direction. This would have needed a relatively large base on my build, and would have turned what was intended as a subtle objective into more of a gameplay hindering obstacle. I compromised and cut a 4" (100mm) diameter circle from mount board and another from 10mm thick styrofoam, then glued them together. I carefully sanded the styrofoam to shape, making sure I incorporated an access track.

The hill was coated with PVA glue onto which I sprinkled fine sand. A dark brown basecoat followed by a cream drybrush along with sprinkled static grass, leaving spaces for the piers, completed the groundwork.

The post mill was then glued into position, and more static grass was added to blend in the piers. A hole to match the one in the stock was then made in the mill front.



2) A short length of wooden dowel was glued into the hole in the stock, pushed through the hole in the mill front, and the assembly glued in position, as was the roof. Using this approach, it would have been possible to have made the stock to rotate, but experience over the years with tank turrets and elevating guns has repeatedly demonstrated that if you tell some people that a component will turn or otherwise move, they will inevitably try to see how far and how high, which never ends well! I rarely, if ever, make miniatures with parts that can be moved. A lesson learned the hard way!

3) The next stage was the steps and tail pole, which I made from balsa strip. The tail pole had to thread through the steps, so I first made the step sides and glued them in place. I then cut a tail pole from balsa and glued it in position. To finish, I made the treads and glued them in place between the step sides and 'around' the tail pole.

For the tail pole's wheel, I rummaged in my bits box and glued one on that came from a 6mm MDF artillery piece. I then painted these pieces black and drybrushed them pale grey to finish the piece off.

There are many possibilities to enhance the base with barrels, sacks, and even a small wagon or cart. I decided to keep the base relatively uncluttered to leave space to position a suitable figure or two.



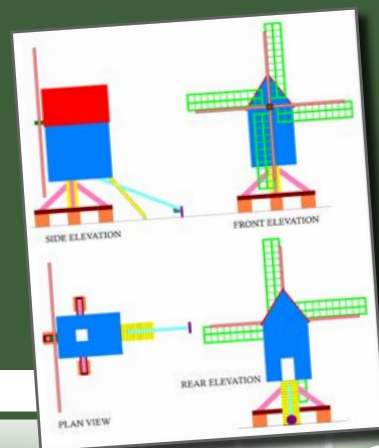
A MILL FOR ALL SMALL SCALES!

As I said at the start of the article, I wanted the post mill to work with the various scales of figures I have. 10mm Barons' War figures stand before the model in the article's first image. The mill is shown here with 12mm Kallistra Wars of the Roses figures (below) and 13.5mm Warlord Games Epic Napoleonic French Cuirassiers (right).

Go any bigger or smaller and you might be pushing it a bit, but the mill does not look out of place with any of these three common scales.



You can download the plans Paul made for his build from the *Wargames Illustrated* website. Search for 'post mill'.





PRUSSIAN PERFECTION



HIGH-DETAIL AT EPIC SCALE

Wi Painter Callum set his eyes to zoom mode and painted this spectacular looking *Epic Battles: Waterloo Prussian Brigade Commander*. He explains some of his advanced techniques here.

I started this project while *Wi*'s other painter, Marc, was creating a diorama with various other figures from this month's free frames [see 'Prussian Attack at Plancenoit' at the end of this article, with more to come in next month's New Napoleonic themed issue - Ed]. I wasn't going to match the drama of his scene with my basic single figure; instead, I wanted to elevate this detailed but small figure to be more of a competition piece. Increased attention to detail and a bigger base would complement the regal posing of the miniature, and having judged the Hammerhead painting competition recently and awarded prizes to similarly scaled figures [see all the Hammerhead winners in *Wi413* - Ed], I knew that incredible paint jobs were possible even at a small scale.

Given how small this Epic Waterloo Prussian piece is, I wanted to bring some advanced techniques to my approach. There's less opportunity to add fine details at this scale, so it's more vital to use colour theory, test the properties of inks, vary colour warmth, use complementary colours, and apply some interesting basing techniques to make the finished paint job pop. Let's dive in!



PICKING YOUR PAINTS

I've almost exclusively used Citadel's range of paints on this figure, but you should use whatever you feel comfortable with or already own. Each range has its pros and cons. Citadel paints offer bright and vibrant colours (which serve us well when painting with 'pop') and are in the collections of many of our readers (which makes them ideal for our articles), but it's good to experiment with a variety of brands and discover the useful properties they offer. Unless otherwise stated, all paints in this article are Citadel.

Left: Fet Milner's 10mm Saracen. 2nd place Historical Single Miniature at the 2022 Hammerhead painting competition.

Below: Callum's figure blown up to five times its actual size and also (right) shown at its actual size.



A) Painting the horse's body

The Commander's mount makes up much of the figure, so I knew it needed a lot of my attention. It's the 'simplest' part of the model if you judge complexity by uniform flourishes, fine details, and equipment, but the natural form and flow of this steed's muscles and mane would require care to make them an intriguing visual element of the final figure.

I started by basecoating the skin with Rhinox Hide. This is a dark, reddy-brown that would bring an underlying warmth to the creature and make it feel more alive. I wanted to bring in subtle purple shading at the bottom of the legs and on the undersides of the muscles to further the natural look and soften the shadows,

so I thinned Liquitex's Deep Violet ink and glazed it on in several coats across strategic points of the horse's underside. Next, I washed the entire model with a mix of Nuln Oil and medium so that the purple tones were left barely noticeable in the deep recesses. This subtle shadow tone is a lot more realistic and natural than a pure black shadow.

I layered the top two thirds of the muscles with Rhinox Hide before adding Doombull Brown in a 1:1 ratio, focusing it further up the muscles. This paint should be thin but not at the usual milky glaze consistency. Less smooth



Above: Painting in progress with the purple glaze applied.

transitions are required on such a small canvas, and texture is not always a bad thing on surfaces that don't have too much else of interest, so thicker paint helps.



I went from layers of Doombull Brown through to Mournfang Brown, and as I got closer to pure Mournfang Brown, I reduced the size of the highlight areas. For a final line highlight, I added Bestigor Flesh to the mix and took a few key areas to a dot highlight of pure Bestigor Flesh.

B) Detailing the mane and tail

I used Molotow's One4All Acrylic Black to basecoat these areas then mixed in Incubi Darkness in a 1:1 ratio. This was layered over the length of each strand but focused on the high points and tips. I repeated this process with pure Incubi Darkness closer to the 'light source' coming from above and progressively added Thunderhawk Blue. This blue brings harmony to the horse because the blue in the mane and tail mixed with the red in the brown of the fur makes the purple that is present in the recesses of the body. Final line highlights of Thunderhawk Blue and Administratum Grey were sparingly applied and dot highlights of Administratum Grey completed this magnificent steed.

C) The reins

I basecoated the reins with Molotow's One4All Acrylic Black then mixed in Skavenblight Dunge, a warm mid-grey, in a 1:1 ratio and layered it onto sections that would catch light. I chose the section curving around the leg, and the middle of the reins around the neck, as these progressive points would take the viewer's eye around the figure. The warm grey was chosen to contrast against the main colour of the horse while complementing the warmer tones within it.

Further highlights come from Skavenblight Dunge, then Stormvermin Fur. The final line highlight is pure Stormvermin Fur, and the dot highlight has some Administratum Grey added.

The Commander's boots were painted in much the same way, giving these materials a uniformity.

D) The bicorne

I started this in the same way as the horse reins but pushed the final sharpest highlight to pure Administratum Grey with feathered lines across the ridge of the bicorne to create more visual interest. By using the same grey as the final dot highlights on the reins and boots, it ties the different black highlights together, despite their temperature difference, and unifies the painting from head to toe.



E) My take on Prussian blue

Just because a paint exists with the title 'Prussian Blue', doesn't necessarily mean it should be your go to colour for all things Prussian. I wanted to make the jacket match the rest of my painting, so the logical starting point was to begin with the same Incubi Darkness I used on many other areas followed by a Nuln Oil wash. This was tidied up by reapplying Incubi Darkness over most of the cloth. After this, I started to progressively add Thunderhawk Blue, layering higher and higher. This is like the technique on the horse's mane and tail, but the pure Thunderhawk Blue layering takes up more space than the line highlights on those parts; this makes the rich blue really shine through on the uniform and better resembles the bold Prussian blue uniforms.

Final highlights saw Dorn Yellow, a very pale yellow, added to Thunderhawk Blue. Using a pale yellow instead of a white for these highlights keeps an intensity of blue colour and brightens the mix instead of desaturating it. This yellow also matches the colour palette with the yellow buttons and decorations, which I painted last. A Balor Brown basecoat makes the gradual progression to Dorn Yellow on these appear all the brighter.

F) Rich red

On the plume, I started with Mephiston Red, a deep, rich colour, then washed the area with Agrax Earthshade and medium in a 1:1 mix before layering most of the section back up to the basecolour. This puts a subtle earthy warmth in the recesses. I gradually added a progressive mix of Fire Dragon Bright to Lugganath Orange ending with Lugganath Orange pop highlights.

Because there is white in the Lugganath Orange, it needs to be applied sparingly, otherwise it will suck the saturation from your red. If you feel it takes things too close to pink, then very thin glazes of yellow, orange, or red will bring that saturation back; each colour will create a slightly different finish.

G) Features rather than details

This head is tiny and though I could have tried to add fine details, such as eyes, I suspect that it wouldn't have paid off. Instead, my focus was on defining the features of the face by accentuating the eye sockets, nose, mouth, and so on with my placement of light and shadow.

The basecoat is Bugman's Glow in several thin coats with Cadian Flestone added to make further highlight layers up to pure Cadian Flestone. These



layers 'sketch in' the rise of the facial features and leave the basecoat defining the depth, so they need to be a little thinner and more precise.

The face of a model is always the focal point, no matter the scale, so push your highlights a little further than on the rest of the model to draw the eye; progressively add Corax White (an off-white) to the mix before adding a final dot highlight of Corax White on the cheeks, brow, and nose only. A little white makes a face pop but too much dominates it in this scale.

H) The fur saddle cover

Baneblade Brown had patches of Rhinox Hide added to create a mottled pelt and to harmonise the saddle cover with the Rhinox Hide on the horse itself. Agrax Earthshade and medium in a 1:1 mix was washed over to bring out the texture

before lots of small lines in Rakarth Flesh were layered onto the light sections to emulate fur texture. The dark patches got their layers in Gorthor Brown.

I) White without the trouble

Corax White washed with a mix of Apothecary White Contrast paint and medium is a great start on the white areas of the figure. Once dry, a mix of Seraphim Sepia and medium will give the cloth a more worn appearance before selectively layering back up to Corax White.

J) Other details

The metal buckles were painted with Scale75's Thrash Metal; the gold with Scale75's Dwarven Gold. The spyglass and scabbard have that familiar Rhinox Hide basecoat worked up to Steel Legion Drab and Baneblade brown for final highlights.



BUILDING THE BASE



A 40mm and a 25mm MDF base were superglued together to bring height to the piece with the model glued on top. Milliput smoothed the transition between the bases when applied with a flat sculpting tool and some water. While the Milliput was still soft, I gently stuck small pieces of grey slate at angles to suggest they are part of the ground, using only a small amount of super glue to secure them. I finished things off with the finest grade of sand I could get, then a smattering of ballast around the slate.

The base was primed with Wraithbone spray primer. It's a nice light cream, which means colours appear more vivid when applied.

(1) Stacking the bases, (2) filling with Milliput, and (3) adding texture.

THE BASE

The earth parts were basecoated with Gorthor Brown and rocky sections with Skavenblight Dunge blended in watery coats. Stormvermin Fur picked out specific rocks before an Agrax Earthshade and water wash was applied.

A Steel Legion Drab then Baneblade Brown drybrush picked out the ground texture. In select patches, I went to an Ushabti Bone drybrush. For the rock sections, a drybrush from Administratum Grey to Corax White went on. The previous brown drybrushes - along with the wash - add an earthy tone to the grey and help tie the brighter drybrushing of the rock into the base. With this brushwork done, it was time to add non-paint details.

1) I applied Woodland Scenics Blended Turf: Earth Blend as my grass 'base' sprinkled over selective patches of PVA before blowing off the excess.

2) I gave that layer ten minutes to dry before gently applying more PVA even more selectively and sprinkling Geek Gaming Light Green Foam Scatter.

3) The process was repeated with Woodland Scenics Fine Turf: Weeds. The colour variation may look jarring when viewing these products individually; but in situ on the base, they combine nicely and give a natural effect.



4) The final touch was to add some 'really tall' grass tufts, but in this scale anything taller than 2mm would make our model appear as if it is fighting its way through a jungle, so I used Gamers Grass Moss and Dark Moss, which are both 2mm high. These were cut into smaller pieces using a pair of scissors then glued down with PVA.



Above: Developing realistic foliage with progressive basing products added in minimal and scattered places.

PRUSSIAN ATTACK AT PLANCENOIT

Marc's diorama uses a range of Jägers and Landwehr figures from the Epic Waterloo frames along with various extras (MDF buildings and the special figure from the limited-edition Prussian Plancenoit Assault set) to replicate the feel of Adolph Northen's iconic painting of the Prussian attack.

Consider this a sneak peek at Marc's work; we will have a full guide of his diorama build in our next issue.





ECW



MEDIEVAL



DARK AGES

WEBSITE UPDATED
REGULARLY WITH NEW STOCK



ACW



MEDIEVAL



NAPOLEONIC

**SECONDHAND
WARGAMES FIGURES
BOUGHT & SOLD**

15mm & 25mm
Classical to WWII Eras in stock
Trading in figures, books &
games since 1993

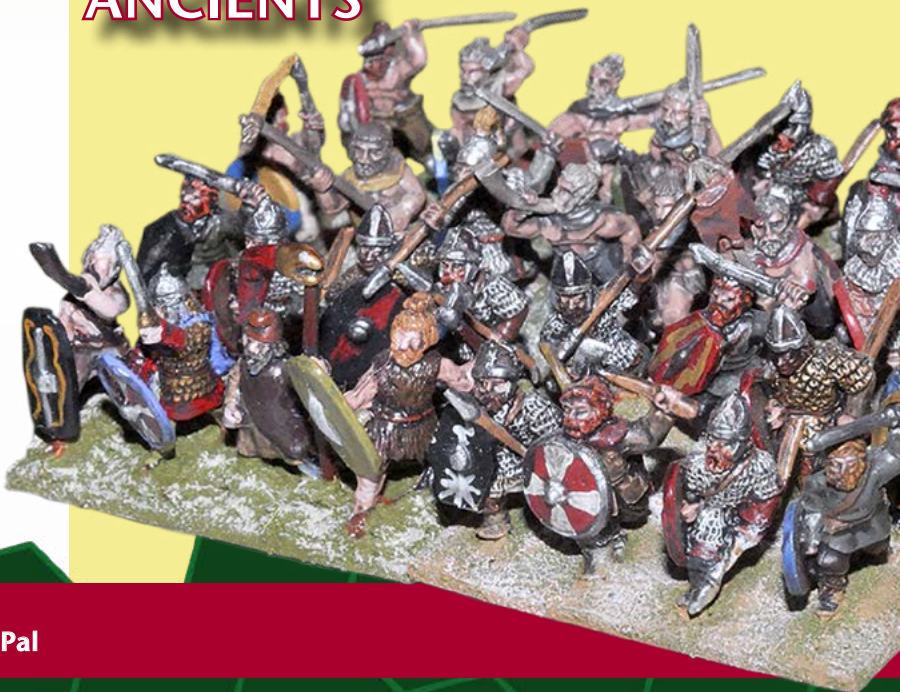
Figures wanted for cash, part ex. or new for old

**99 Birchover Way, Allestree,
Derby. DE22 2QH. UK**

Telephone: 01332 559025

Email: hindsfigsltd@btconnect.com

ANCIENTS



VISITORS BY APPOINTMENT ONLY
We accept Cheques, Credit Cards and PayPal

“RAVENS GNAWED IT”

THE MISADVENTURES OF DOMNALL BRECC

Game Designer Daniel Mersey takes a look at a feckless Dark Age warlord and the challenge of gaming with underachieving generals.

Domnall Brecc - Speckled or Freckled Donald - is one of the more charismatic characters to jump out at us from the tersely written chronologies of Dark Ages Britain and Ireland. Unlike those other warlords celebrated at the time for their victories and fierce reputations, from what we can glean of Domnall Brecc's career, he was forever in the relegation zone: won one battle, lost four battles. That's a 20 percent win ratio... lower than even me.

And in the early British poem *Y Gododdin*, he is best remembered in the following line, which was inserted into the original text at some point:

'I saw great sturdy men who came with the dawn,

And the head of Domnall Brecc, ravens gnawed it.'

Below: Domnall Brecc gathers his forces prior to battle. Domnall and his standard bearer are converted Saxons from one of Gripping Beast's earliest ranges. His warriors include Irish by Gripping Beast along with some Picts by Foundry and Black Tree Designs.

Whether Domnall was incompetent, unlucky, ill-advised, or just piled into a fight regardless of the odds, we will never know. But he must have had something about his character or power that helped him to retain his leadership after successive setbacks.

This article looks at Domnall's spiralling career and discusses ways to represent poor quality leaders in games while keeping them enjoyable to play.

THE TRIALS AND TRIBULATIONS OF DOMNALL BRECC

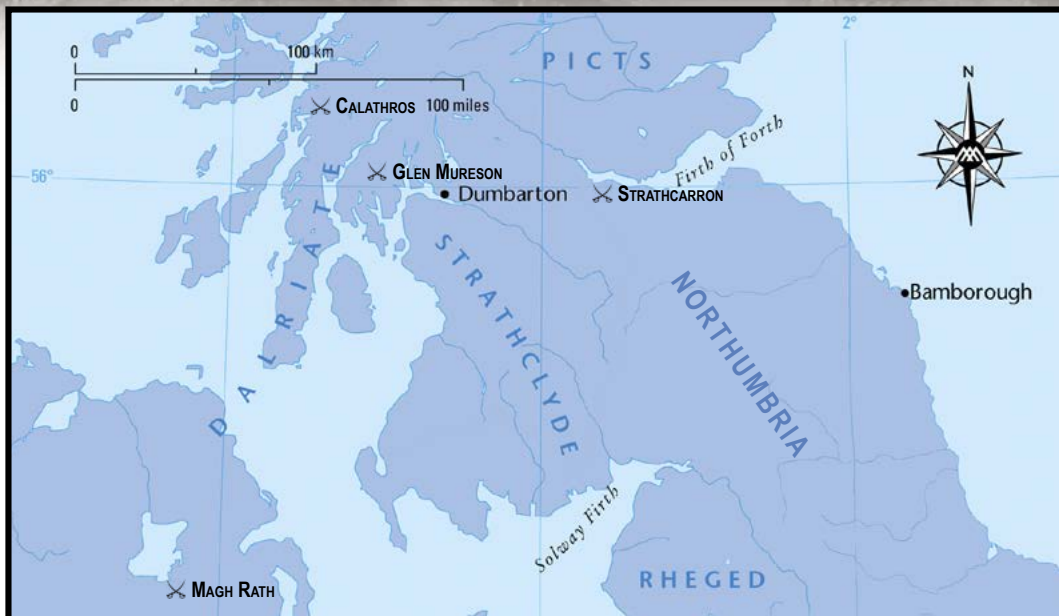
Domnall came from fine military stock. His father, Eochaid Buide, and his grandfather, Aedan mac Gabrain, were both powerful and generous Dal Riata leaders (whose area of authority spread across modern south-west Scotland - a Scots-Irish army in most wargamer's army lists). After Aedan's death, the Dal Riata kept to themselves until the AD 620s when they became involved in the ongoing power struggles in Ireland.

This was before Domnall Brecc became king, yet in some capacity he took an army of Dal Riata across the sea into Ireland in support of the Ui Neill king, Conall Mac Suibhne, who was fighting against other Irish factions. A bright future seemed likely as Domnall's first recorded battle was a success. As an ally of Conall, he was on the winning side at the Battle of Cend Delgthen in AD 624, fought somewhere in the Irish midlands.

Unfortunately, Domnall's career as a warlord went downhill from there. First of all, when his father died a different prince came to the throne. However, when this king died in battle in Ireland in AD 631, up stepped Domnall Brecc.

King Domnall's first military campaign was against other Scots-Irish kings in south-west Scotland. In AD 636, he led his army to defeat at Calathros (likely fought somewhere in Argyll in modern Scotland); three years later he crossed into Ireland to once again fight in ongoing dynastic wars. This time the





outcome was not as positive as his first Irish campaign. At the great battle of Magh Rath (Moirá in County Down), he suffered a crushing defeat by the High King of Ireland. This was his last known dabbling in Irish affairs.

Oswald of Northumbria had been Domnall's foster-kin during the former's exile. When Oswald returned to his kingdom to oppose the Welsh king Cadwallon and his pagan Anglo-Saxon ally Penda - the power-duo of the AD 630s - he may have marched at the head of a Scots-Irish army from Domnall's kingdom. It has been speculated - but not recorded in surviving sources - that Domnall may have accompanied him; but this would surely have been recorded, and the campaign took place around the same time as Domnall's defeat at Calathros. However, if Domnall was present with Oswald, he was on the winning side as Oswald slew Cadwallon; more likely, Domnall's warriors discovered what it was like to serve under a successful warlord (Oswald).

Back in his homeland, he fought another campaign, which ended in his army's rout at Glen Mureson; it is speculated that his enemy was a Pictish army, but it could equally have been Scots-Irish or British. His successive defeats saw his kingdom shrink, but Domnall was not yet finished.

During Oswald's successful reign in Northumbria, Domnall was likely a client king, paying tribute and providing the Northumbrian with Scots-Irish allied warriors. Such was Oswald's strength that Domnall's neighbours and enemies were also likely clients, giving the usually luckless king some breathing space.

In AD 642, when Oswald was killed by Penda - a warlord with a reputation the exact opposite of Domnall Brecc - a power vacuum occurred in the north.

Domnall used the opportunity to make a power grab and came into conflict with Owain of the Strathclyde Britons (who had a similar idea). The Dal Riata marched out and met the British army at Strathcarron in December 643.

Strathcarron took place in a river valley - identified as the River Carron in Stirlingshire - and quite possibly focussed on the old Roman fort at Camelon. A Roman road crossed the river close by, and it may be that the armies clashed at the ford - many early medieval battles took place in such locations. No matter how the battle played out, Owain was triumphant and Domnall Brecc lay dead by the battle's end. The luckless Dal Riata warlord had finally used up his last reserves of fortune. The ravens gnawed his head.

It's worth remembering that for every great victory described in the annals and chronicles, another leader had been

defeated. Many of them, we know little about; Domnall Brecc is somewhat of a rarity as his deeds were noted despite his defeats. This possibly, because he was the leader of an - at times - powerful army. Both before and after Domnall Brecc (once they'd recovered from his calamitous reign), the Scots-Irish army of Dal Riata had some notable successes.

DOMNALL'S DAL RIATAN ARMY

In wargaming terms, a 7th Century Dal Riata army would be a Scots-Irish army (or in some rules, simply Irish). These usually consist of oodles of unarmoured warriors armed with small shields (smaller than other nations, mostly based on an illustration in *The Book of Kells*) and javelins. Sometimes these are classic 'medium infantry' - unarmoured spearmen - and sometimes they are fiercer warriors not dissimilar to earlier British and Gallic warbands. It is not a very subtle army.



Above: The opening blows of the 643 Battle of Strathcarron - British horsemen (from *Gripping Beast's* Welsh range) clash with the Dal Riata front line.

Armour is generally eschewed by wargame writers, though it's a logical conclusion that a king's professional household guard - in Ireland called *fianna* - would have been as well-armoured as their equivalents in British, Anglo-Saxon, and Pictish warbands. Weapon finds suggest slightly smaller swords in Ireland and possibly, by extension, in Scotland too.

Skirmishers famously fought with slings and javelins, with no use of the bow allowed in many army lists.

In Domnall Brecc's time, an Anglo-Saxon Northumbrian contingent is quite likely, given that Oswald lived with the Dal Riataans in exile. These might provide some of the heavily armoured infantry otherwise lacking in many rules.

I've yet to see any convincing evidence of chariots in warfare at this time - surely these were a thing of the past? The strongest argument I can make against chariots is that, if they were used, we would surely have read a tale of how the hapless, luckless Domnall Brecc fell out of his own chariot and ran himself over!

REPRESENTING POOR LEADERSHIP IN YOUR CHOSEN RULES

Regardless of the true reasons for Domnall's chain of defeats, his uninspiring military record leads us into an interesting question of representing poor leadership or generalship on the battlefield. Some of us - and I am a classic example - need no help in using poor tactics and leading armies to successive defeats. But what other ways can those less-than-reliable generals be represented in wargames?

A simple but ultimately unsatisfactory answer is roleplaying 'the fool'. Don't make what you know to be the correct move or action on the tabletop, but think in character. As I said, this doesn't give a satisfactory gaming experience as you are setting yourself up always to fail, never managing to produce a result that you can be pleased with.

Instead, explore the mechanisms of command and control in your chosen rules. Far better to play the underdog with the weight of the rules behind you than winging it with intentionally poor decision making (not least because in most rules lower command ability gives you more points to field units with, balancing the game somewhat).

Below: Domnall Brecc on the back foot for the final time: the Dal Riataans are driven back to the high ground during the Battle of Strathcarron.

WORD TO THE WISE

It is worth noting that there are various spelling variations of many names and places in Irish history for this period, and there are disputes of dates by up to two years, so don't be surprised if you read different versions in different accounts.

Let's look at how you can represent the hopeless Domnall and others like him in some commonly used Dark Ages rules:

- If you use *De Bellis Antiquitatis* or similar systems that use a PIP dice for orders, simply subtract 1 from your commander's PIP roll. This rule was included on page 19 of the original rulebook but was later dropped. I still find it useful to add from time to time.



- In my own *Dux Bellorum*, all leaders have Leadership Points, starting at a minimum of 6. You could artificially boost the opposing leader's LPs (regardless of their actual ability, they have to pay to upgrade), or even drop lower than 6 LPs in exchange for extra unit-building points. Alternatively, limit what the LPs can be used for - maybe deny the ability to affect Bravery, reflecting the warriors' lack of faith in their leader.

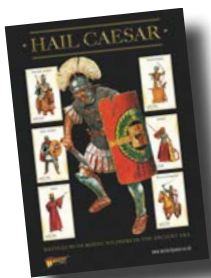
- In *SAGA*, lowering or removing the Saga Dice awarded for a warlord would be a quick and easy way to represent a leader of lower ability. Another option would be to field a warband with no Hearthguard units; although these troops would be present, their lower morale or ability could be represented by downgrading them to Warriors.



THE FIGURES

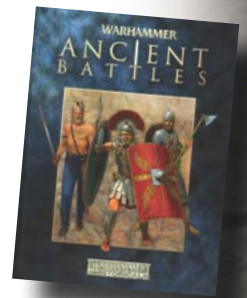
The miniatures on display in this article come from the collection of the author's friend and ally James Morris. Manufacturers include Gripping Beast, Foundry, Black Tree, Footsore, and Crusader Miniatures.

See more of James' fabulous Dark Age collection via the *Wargames Illustrated* Vault, in *Wi300*. Look out for the *Y Gododdin* game, in which James, Dan Mersey, and a bunch of like-minded axe and beard enthusiasts refight that famous early medieval battle.

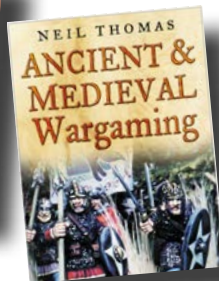


- In *Hail Caesar*, a commander's leadership rating can be lowered to make it harder for them to pull off successful orders. Imaginative use of some of the special rules can also shape how your army performs - consider the Freshly Raised rule for a bit of uncertainty, or the Wavering, Levy, and Militia rules.

- Although long out of print, *Warhammer Ancient Battles* is still a great set of rules for Dark Ages battles and still seems rightfully popular. Lowering the general's Leadership value or dropping your army general's character to a lower level is a good start, but you could also study the Psychology section of the rules to give units Fear or award enemies Hatred or Stubborn traits. Removing Standards from units can also help - this makes it harder for them to win combats.



- My other set of rules for the medieval period, *Lion Rampant*, has a Leader Skills table. Select the Inspid rule without dicing for it; Domnall Brecc survived several defeats before his death, but other poor leaders could be given the Vulnerable rule too. The Second Edition (publishing in 2022) allows players to buy these skills, so you'll regain points to spend on units if you opt for a leader who is a dud.



- In rules without stat-based command and control systems (including Neil Thomas' *Ancient & Medieval Wargaming* rules), options include fielding fewer tabletop leader models (if they have an influence on the game), reducing the morale of units to make them more likely to rout, or reducing the combat ability of units to make it harder for them to gain tactical advantages. If such options aren't tackled by a points system, it's only fair to give this struggling army a few more units to balance out gameplay.



- Simon Hall's *Mortem et Gloriam* offers different levels of ability for your tabletop generals: Legendary, Talented, Competent, or Mediocre. We're obviously looking at the tail end of this list when it comes to poor leaders. The better the leader, the more orders cards that general has - so a Mediocre general has fewer command choices each turn. Perfect.

- In rules with card-based command systems (such as the boardgame *Command & Colors*, which uses wooden blocks rather than miniatures), giving an inept general a lower number of cards will limit their command choices. You may wish to balance things by giving the disadvantaged army more units to play with.



Hopefully, this list will give you some ideas regardless of the rules or period you choose to deploy an ineffective general in. They exist in all historical periods, sometimes you just need to dig around to find them.

Left: Domnall Brecc's head is prepared for the ravens... The Irish axe man with his grisly trophy is from Crusader Miniatures.

THE END OF THE PRUSSIAN EMPIRE



THE LAST HURRAH IN THE BALTIC STATES 1918 TO 1919

Jim Graham looks at the part the veteran Freikorps played during the war in Latvia and the Prussian Empire's last adventure in the East.

While the beginning of the Prussian Empire was clear with the announcement in the Hall of Mirrors in Versailles in 1871, there was no similar ceremony to declare it over. The Treaty of Versailles (signed in that same hall) in 1919 was one indication, the death of Wilhelm II in the Netherlands in 1941 was another; there were many such moments but not one definitive one. I think we can also argue that the Empire ended with the last attempt to set up a Germanic State in the same area in 1919 and that's where this article casts its gaze.

There had been ethnic Germans in the region since the Middle Ages, and the crusades of the Teutonic Knights had established vast estates in the region. In later centuries, after the expansion westwards of the Russian Empire, some of those German landowners had served the Tsar for generations and there had been notable Baltic German senior officers in the Imperial Russian Army. With the Russian Revolution, those families now

turned to Germany for support as the Soviets tried to move into the Baltic to recover the areas lost by the Treaty of Brest-Litovsk following the Armistice in the West.

The terms of the 1918 Armistice in the West allowed Germany to keep forces in the East to counter the Bolshevik threat and to keep order after the collapse of the Russian and Austro-Hungarian Empires but with a phased withdrawal planned. There was an article in the Armistice that allowed the Allies to suspend withdrawal if it suited them, which it did, and they did. While this was happening, the German people and Army were caught between war weariness and the desire to get something from the war; for their suffering to mean something. For the army, which had beaten the Russians, there was a willingness to keep the areas seized from Russia during the war; they saw them as German by right of conquest.

THE FREIKORPS

Latvia declared independence from Russia in November 1918 and asked the Freikorps to help eject the Bolsheviks. The Freikorps was a movement of German veterans who had been demobilised and were disillusioned by the state of Germany. If Britain failed to live up to Lloyd George's 'land fit for heroes', then Germany in 1919 was a land fit for no-one. The veterans formed militia units to fight the communists and socialists in Germany, and many were happy to do this outside of Germany's truncated borders as well. In the East, they found common cause with the Baltic Germans and were recruited to fight the Bolsheviks in the Baltic States with land promised in return. Unfortunately, the land wasn't promised by the governments of those states but by the German authorities and recruiters; this meant that while supplied and under the command of the German government, the Freikorps were partly a law unto themselves. As the campaign wore on, their discipline broke down as they realised they had no future in the region.

After the Armistice in the West, many German units in the East were on the point of mutiny and the army was disintegrating. Soldiers' Councils ran units mirroring what had happened in the Imperial Russian Army as most soldiers wanted peace and the opportunity to go home. As the Germans pulled out of Latvia, the more motivated (or desperate) soldiers deserted and joined Freikorps units or the Baltic Landeswehr (Baltische Landeswehr) formed of ethnic Germans living in the area. These units were pulled together into the Iron Brigade, which fought the invading Red Army around Riga. As more volunteers arrived from Germany, these forces were expanded; starting off as a brigade, they quickly grew to a division that was named the Iron Division (Eiserne Division). What had been the German military command in the area, the Guards Reserve Division, also became a Freikorps formation commanded by General Bischoff. The Baltic Landeswehr continued to expand as ethnic Latvians joined, and this force was commanded by Major Alfred Fletcher, a Baltic German artillery officer of Scottish ancestry. The two forces fought in tandem despite the dichotomy of one trying to re-establish German control and the other trying to set up an independent Latvia. My enemy's enemy...



Above: The flag of the Iron Division. Photographed in 1919.

THE PRUSSIAN EMPIRE'S LAST ADVENTURE IN THE EAST

This was the basic problem for the anti-Bolshevik forces - the Germans looked to regain control of the area, while everyone else wanted the Baltic States to be independent from both Germany and Russia. They found temporary common cause but otherwise relations could be strained.

The war in Latvia was fought in essentially four phases: the Soviet invasion, the counterattack by the Germans and Latvians, the Estonian intervention that halted the Germans, and

the expulsion of the Germans and White Russians. After the Estonians joined the war, Bischoff formed the remaining Freikorps units into a German Legion, which then joined the White Russian forces in the area. This force was used in an offensive towards Riga but was crushed by the Latvian army, Estonian armoured trains, and Allied warships. By this point, Bischoff's combined force was corps size, named the VI Reserve Korps. As the war ended with Latvian sovereignty, the Germanic elements were absorbed by White Russian forces and the Prussian Empire's last adventure in the East was over.



BUILDING YOUR COLLECTION

The good news is that this period is very straightforward to wargame. The Germans, Freikorps, and Baltic Landeswehr all use German uniforms and weapons, so any late Great War figures or equipment are perfect. Gas was rarely used, if ever, so figures wearing gas masks should be avoided. The Estonians were supplied by the British but didn't use gas masks and rarely had helmets, so early war figures do the trick. The Red Army wore a mix of Imperial Russian uniforms and the new Red Army ones with the budenovka hat; both variants are easy to find.

In 15mm, Peter Pig has a dedicated range of Russian Revolution figures with a large crossover with their Great War range. They also do a fine selection of armoured vehicles and an armoured train - no battle of the period is complete without one! A quick look through their WWII range reveals German cavalry that (except for MG42s and similar) can be used for the German and Landeswehr cavalry of these wars. The differences in helmet and uniform between the Kaiser's War and Hitler's War can easily be made to disappear in 15mm.

In 28mm, North Star have a comprehensive range of Early War British and Late War Germans, including some very nice command figures; Woodbine Design have some command and exotica for the British, as do Wargames Foundry, who also do some Late War Germans. I am very tempted to do head transplants onto their lovely early war cavalry figures to create a unit of uhlans. For the Red Army troops, Coplestone Castings have some lovely figures, including some very nice cavalry and officers. Many of their White Army range can see service as soldiers in a few of the armies as well.

Both sides used tanks and armoured cars, usually British made, and again Peter Pig and Minifigs have nice models in 15mm. Flames of War do some very nice models, but they are not always easy to find. In the larger scales, these models are something of an investment but add colour, though they should be used sparingly.



Above: Freikorps on the streets of Berlin, 1918.

WARGAMING THE CONFLICTS

Training and morale

There is a variety of training level and morale across the units:

THE GERMANS

Well trained and well equipped; veterans of one front or the other.

THE FREIKORPS

Veterans but lacking the discipline of the regulars; despite this, they are generally keen to fight for a variety of reasons and often have nowhere worth going back to.

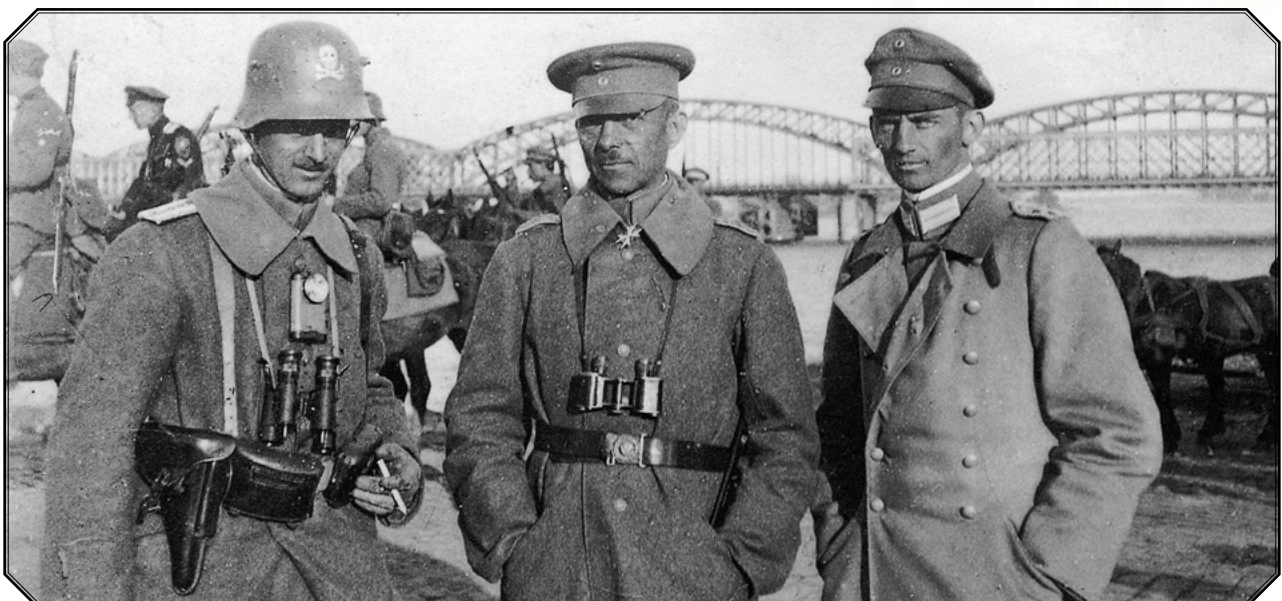
THE BALTIC LANDESWEHR

Veterans of both the German and Imperial Russian armies but also untrained volunteers. They were generally keen but could be temperamental.

THE SOVIETS

Usually enthusiastic but rarely well trained; many were veterans of the Tsar's army but that meant little in terms of quality.

Whatever rules you choose must recognise the fact that training and morale do not always match up! Battles of the period ranged from corps sized actions to small skirmishes for remote outposts and everything in between. What you choose to fight depends largely on the scale of figures you want to use. In 15mm, with 20 to 30 figure units, divisional actions can be fought in a couple of hours.



Above: Major Bischoff (central figure) Commander of the Iron Division in Riga, 1919.



Above: Troops of the Freikorps' Iron Division meet in front of the commandant's headquarters in Jelgava, Latvia, during the Baltic Wars of Independence.



Above: Baltic Landeswehr, 1919.

Feldmeister, Manteuffel Assault Troop, attached 1st German-Baltic Combat Battalion; Northern Latvia, May 1919. This Baltic Landeswehr corporal of the unit led by the talented Baron Hans von Manteuffel-Szoegge has a locally-produced German uniform with external breast pockets (note document tucked in cuff). The NCO's cap is distinguished by a blue-and-white United Baltic Duchy cockade on the blue band piped white below the black-and-white Teutonic Order shield of the elite Assault Troop (Stoßtrupp). His shoulder straps have blue-and-white twist volunteer edging; his officer-style high dark green turnover collar is piped white with two silver braid rank bars, and he displays the buttonhole ribbon of the 1914 Iron Cross 2nd Class, a Landeswehr Baltic Cross, and a silver wound badge. His weapons and equipment are all German-supplied. Artwork by Johnny Shumate from ELI 227 Armies of the Baltic Independence Wars 1918-20 © Osprey Publishing www.ospreypublishing.com

HORSEPOWER AND ARTILLERY

Don't neglect cavalry; while it has its limitations, this is not the Western Front and there are wide open spaces. A well-timed charge against troops who aren't expecting it can turn a battle. Cavalry is also very handy as backup for armoured trains due to having the mobility required to keep up. Think of them in Napoleonic terms; good cavalry, preferably with some horse artillery, are worth their weight in gold but shouldn't go charging at squares or prepared defences.

Everyone is short of artillery, nobody has anything close to Great War amounts of it, and most armies lack the training to use it properly even if they did have it in plentiful supply. There were still batteries dotted around, and while they have their limitations, they can have a disproportionate effect on the morale of poor-quality troops who aren't used to the terror of a salvo from the big guns.



USING THE RED ARMY

The Tide of Revolution is Inevitable! *

Most of your troops are enthusiastic but fragile. Some are simply forced conscripts who may or may not have sympathies with the enemy. Anything technical is liable to be badly maintained and crewed by men with inadequate knowledge. Any vehicle used will have its top speed reduced by 20% and roll a D10 every turn, on a 1 it suffers a mechanical breakdown or puncture. Some of your troops are good, such as the Latvian Rifles, and they can be relied upon, so use them where you need quality. Unlike when you fight the White Russians, you can't rely on the enemy being just as bad; the Latvian Army is patchy, but the Germans rarely are.

The Red Army is based around its belief in the Revolution and its inevitable success. It will attack and defend with typical Russian stubbornness while it believes in victory, but there will come a point where it breaks and after that there is no stopping the rout. The rank and file should have a +1 morale (Latvians and other elite troops a +2) until their morale starts to go when the modifier will flip to a -1 with the elite having no modifier. Latvian Rifles should be 'veteran' with the bulk of the forces being 'green' or 'experienced'. The army should be mostly infantry, at least 75%, and no more than 10% artillery. They did have cavalry divisions, so it would be accurate to field a force of mostly cavalry and horse artillery, but that would be a bold move if facing infantry.

USING THE LATVIAN ARMY

Your troops range from raw recruits to hardened veterans of the Great War. You have your own Latvian Rifles who chose to fight for an independent Latvia, many of whom were veterans of the Tsar's elite rifles. The veterans of the Imperial Russian Army are not the best trained and not used to winning! You are short of everything, particularly artillery, though armoured (or at least armed) trains make up for some of the shortage. Battles were usually on or near communication axes, so tracks to get those trains to the fight isn't often a problem. Infantry are stoic, like the Russians, but with a little more dash in the attack. The Baltische Landeswehr are patchier but useful for filling gaps.

As with the Red Army, the strength of the Latvian army is the infantry; it is well motivated but with little useful experience so should be mostly 'green' with few 'experienced' vets. Only Latvian Rifles have a chance of being 'veteran'. Like the Red Army, this is a mostly infantry force, 80 to 90% infantry, no more than 5% artillery, and no more than 20% cavalry.

* Terms and conditions apply!

THE LATVIAN RIFLES

Riga, the capital of Latvia, had always been one of the largest and most industrial cities in the Russian Empire; as such, it was a fertile recruiting ground for socialists and communists. After the 1905 Revolution and the repressions that followed, the Latvian left-wing parties became increasingly Bolshevik. With the German invasion in 1915, specific Latvian units were formed for the first time; initially two battalions but growing to forty-thousand troops by the end of the war. Heavy casualties suffered during the war further soured the Latvian Riflemen against the Tsar and his commanders confirming their beliefs. Because of this, the Latvian Rifles raised by the Bolsheviks were among the most dedicated units in the Red Army and were often the enforcers of the Revolution. On the battlefield, they were used as shock troops and behind the lines as garrisons for important cities and bases. They were used in the lead of many of the Bolshevik attacks in Latvia.

If you game at a skirmish level then an attack by Red Latvian Rifles on a Latvian station or outpost would highlight their skills, or in defence they could be manning the defences and facing Germans or Landeswehr. There is also the possibility for confusion, as happened at Tukums where the Germans thought the nearby Latvians were Red rather than White. In a war where uniforms were common to both sides, this was a frequent occurrence.



Above: Latvian Army, 1918 - 1920.

Kareivis, Northern Latvia Brigade; Cēsis, June 1919. This infantry private has a Russian summer field uniform, equipment, and rifle. Distinctive insignia include the brigade's cap cockade showing the national colours in a silver oval, and the national shield badge on his shoulder straps. The white armband (with diagonal stripes in national colours hidden at this angle) identifies his unit: 'I.W.' for 1st Valmiera Inf Regt (2nd Cēsis Inf Regt wore '2. Z.'). Artwork by Johnny Shumate from ELI 227 Armies of the Baltic Independence Wars 1918-20 © Osprey Publishing www.ospreypublishing.com

USING THE GERMAN FORCES

The Landeswehr and regular forces were mostly veterans of one front or the other and well-trained with experience of combat. Morale could be shaky on occasions, and counter-intuitively, it was often the regular army troops who could be the least reliable. The Landeswehr were generally motivated by anti-revolutionary feeling or the desire for land and had chosen to be there. Many carried wounds from the Great War, but they were generally fit and hardy.

These are among the best troops of the campaign. They don't have the levels of support they were used to, but they shouldn't need it. The infantry should be rated as 'veterans' as they were a cut above most of the rest. The Germans were a more balanced force having 10 to 15% artillery and about 10% cavalry.



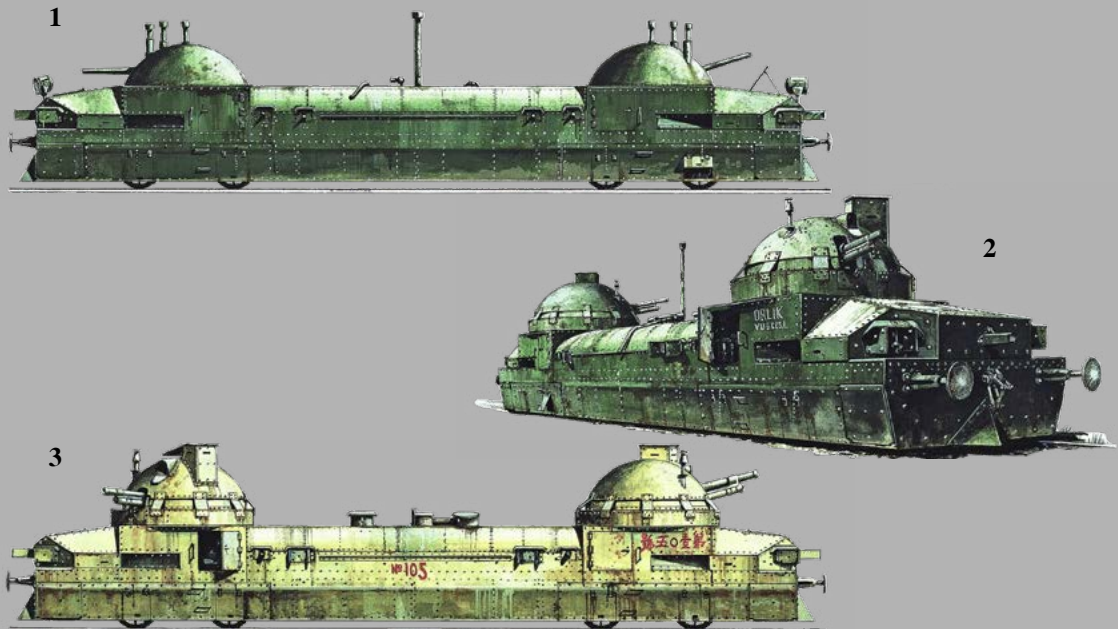
ARMoured TRAINS

All sides used armoured trains for mobile firepower, and these were sometimes the only artillery available in a region with poor transport links and few heavy horses. The trains were converted civilian units with steel plates welded or bolted onto both the locomotive and carriages, usually in the factories of Riga. There were a variety of styles from simple flat cars with field artillery pieces on them to armoured wagons with turrets mounting howitzers and machine guns for close protection. A single armoured train armed with a handful of guns could turn a battle, and the best defence against them was to make sure they didn't reach the battlefield. As Lawrence showed in another theatre, they are very easy to disrupt given a small amount of explosives and a cheerful disposition.

If the enemy wants to deploy an armoured train, on the first turn it should appear, the other player rolls a D6, and on a 1 the train is stuck behind a blown culvert or demolished bridge and takes no part in the battle.

If the train does arrive, it is fired at as if it were a large building; spotting is automatic. The train's weapons fire as normal artillery if they are in turrets and at a -1 if field pieces on flatbed trucks. The angle of fire of some pieces may be restricted by the way they are mounted. A moving train can't be attacked by close combat but can be fired at by any troops. The risk to drivers and crew should be determined by the level of armour on the train.

Trains had a huge psychological effect that often outweighed their actual effect, and troops facing them should be subject to a negative morale modifier.



Above: Though not a part of this conflict, who could resist a chance to show the Zaamurets that fought across Eurasia and changed hands on its journey? It serves as great inspiration for the armoured behemoths that rode the rails at the time. 1. Zaamurets, Tsarist Army, 1916 2. Orlik Vuz cis. 1, Siberia, 1918 3. Armoured Train No.105, Manchurian Army, 1931. The top illustration shows Zaamurets in its initial configuration after construction in Kiev. In September 1917, it was rebuilt at the Odessa yards where the turret was raised for better clearance. Zaamurets was in this configuration at the start of the Russian Civil War and remained so through the time that it was captured by the Czech Legion in July 1918. It was modified by the Czechs shortly afterwards when they ran out of 57mm ammunition for its main guns. The new configuration (2) used the ubiquitous Putilov 3-in. field gun. The final plate shows the Zaamurets in its last known configuration at the time of its capture by the Japanese Kwangtung Army from the Manchurian Army. At the time, it was known simply as No. 105, and this is repeated in both Roman script at one end and in Chinese at the other end. Artwork by Tony Bryan from Armoured Trains New Vanguard 140 © Osprey Publishing www.ospreypublishing.com

SCENARIO

This was a war that ebbed and flowed as reinforcements and supplies arrived or didn't, as reserves came up, or units deserted. The battles for Tukums and Jelgava in March 1919 were representative of the confusion of the war. The Germans planned an attack towards Jelgava with the Iron Division, while to the south the Landeswehr and a battalion of Latvian Rifles attacked Tukums. The ground was still hard from winter; the spring thaw hadn't yet arrived to make the landscape hinder movement. The Germans employed *Stosstruppen* tactics to bypass strongpoints and exploit the gaps in the Bolshevik lines, and for two weeks the battle ebbed and flowed with attack and counterattack.

The confused nature of the battle is shown by a clash between a German unit and the Latvian Rifles near Tukums. Unfortunately, it was between a government unit and their German allies in a friendly fire incident that left dead on both sides, including the Latvian commander. Despite this setback, they pressed on and eventually the Germans and Landeswehr captured both cities and pushed back the Red Army.

It doesn't matter which way you fight this as both sides were on the offensive, both tactical and strategic, at various times. Set up the table with a village at a crossroads about one third of the way from one short table edge. A railway line runs along the other short edge. The rest of the area is mostly open with some areas of scrub and broken ground.

The attackers have a brigade of infantry, a regiment of cavalry, and an artillery battery. The defenders are in the village with two battalions of infantry and a machine gun unit. A set of rules like *Square Bashing* gives the feel of the period; they cover both the Kaiser's War and the Russian Revolution, so they can be used as they are.

Roll a D6:

1. Attackers are reinforced by an armoured train in two turns.
2. Defenders are reinforced by an armoured train in D3+1 turns - make this roll in secret. As this arrives on the rail line, it will probably be in the attacker's rear. The attackers are given two turns notice of the train's arrival.
3. Attackers are reinforced by a cavalry brigade.
4. Defenders are reinforced by an elite infantry unit.
5. A horse artillery battery turns up on the centreline, roll to see which side it supports.
6. A Baltic Landeswehr brigade arrives, roll a dice to see if it supports the German Freikorps or Latvians.

Roll again every two turns (or every four turns if your games tend to run for a lot of turns) and ignore results that have already been rolled.

The armoured train rule of it potentially being blocked from arriving at the battle applies. Assuming the train does arrive, roll a further D6; on a 1 or 2, the train has an escort of a cavalry regiment.

On turn three, roll two D6, on an 11+ a blizzard blows through for three turns.



Above: Latvian Riflemen during the defense of Riga, September 1917. These troops would go on to be the vanguard of the Bolshevik Red Army.

All figures featured in this article are by Foundry or Great War Miniatures.



PROUDLY
MANUFACTURED
IN GRIMSBY,
ENGLAND

ADRIAN'S WALLS

TERRAIN WORTH
FIGHTING
OVER

www.adrianswalls.co.uk



DARK AGES

Our 28mm Sarissa Reimagined timber framed buildings cover a wide range of periods. Suitable for the Dark Ages through to the English Civil War....and beyond they are very versatile additions to your gaming. Coming built and fully painted/textured you can game with them straight out the box!

We can also paint your own resin and MDF kits to your specifications, contact us for more details.

Also available as unpainted MDF kits from
www.sarissa-precision.com



FALKLANDS WAR ANNIVERSARY PAINTING THE COMBATANTS



In this first part of our Falklands trilogy, *Wi Painter* Marc shows how he brought the combatants, all from *Gripping Beast*, to life with his fine brushwork.

For wargamers, the Falklands War is something of an anomalous pleasure; unlike most other Cold War era wargaming options, which tend to be 'what ifs?', we have actual history that was extensively recorded and photographed. That makes painting figures to represent the two forces - the Argentines and the British - quite a treat, and if like me, you want your troops to be as realistic as possible, you will find the wealth of resources available to you incredibly helpful.

USING REFERENCE PHOTOS

When it comes to painting your forces, reference photos from the Falklands conflict can prove incredibly insightful. Not only do they help with setting the context, but they can greatly assist with picking colours too.

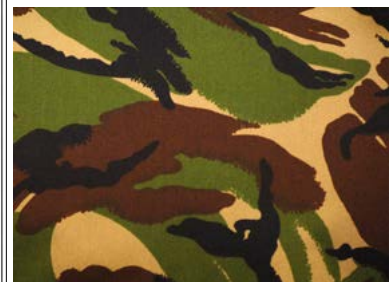
However, it is worth remembering that photos, illustrations, or paintings, might not be true representations of the colours. Most photographic images from the conflict are relatively low quality, with muted colour palettes, which can lead to some inaccuracy.

The image on the right is a famous one, featured across broadsheet and tabloid newspapers in the UK, that portrays a true sense of the hardship that soldiers faced as they 'yomped' across the harsh winter terrain. However, colour wise, you can clearly see that it is rather washed out and muted. It is best to use images like this one in combination with other resources; the DPM image (right) will give you a better idea of the actual colours, and there's nothing quite like visiting a museum to see the uniforms in person.



BRITISH UNIFORMS

All British forces in the field wore disruptive pattern material (DPM), first issued in 1966. The Woodland Pattern DPM used by the British was composed of four colours: black, dark brown (a relatively warm brown, something to consider when picking a paint), mid-green (a relatively warm green), and a dark sand (a khaki colour).



Above: Disruptive Pattern Material is the commonly used name of the camouflage pattern used by the British Armed Forces.

ARGENTINE UNIFORMS

Despite the conflict occurring during the late 20th Century, the opposing forces wore rather distinct uniforms. Some fortunate Argentine soldiers were issued with camouflage - the *Grupo de Operaciones Especiales* (the Special Operations Group), the Army Commando Company 601, and some officers (there seems to be a degree of flexibility here). These were in the minority though; most wore a uniform that was an unbroken cold/desaturated green.

1. Infantry Private, April. This newly arrived reinforcement is clothed and equipped in a style typical of the majority of the Army garrison. He wears a US M1 steel helmet with an olive green cover made from a combat jacket hood. Under the helmet he wears a fur pile winter cap. The padded parka is a commercially produced version of the Dubon made under contract in Israel. He wears standard green Army fatigue uniform and black leather high boots of Army pattern. He has a folding stock FN 50.61 made under license at Rosario in Argentina. His web belt and pouches are of the Argentine-manufactured Tempex type, to which he has attached a Spanish M5 hand grenade. He is carrying a green nylon kit bag and rolled sleeping mat.

2. Army Commando Company 601, May. This member of Ca Cdo 601 wears the first pattern of camouflage fatigues, which are identified by the exposed buttons on all pockets and simple cargo pockets on the legs. Over this is worn one of several types of combat vest, in this case with magazine pouches on each side of the upper chest. Two M67 grenades are held in small pockets. This style of vest has a detachable cargo pack at the rear. He wears the Army Commando's beret of coarse green woollen cloth with an enamel badge. His web equipment is the Tempex waistbelt with a holstered 9mm Browning. Note his 'polo-neck sweater' chest warmer and Marine issue boots. He is armed with an FAL 50.63 folding-stock rifle.

Artwork by Paul Hannon from MAA250 Argentine Forces Copyright © Osprey Publishing Ltd. www.ospreypublishing.com



PAINTING ARGENTINE UNIFORMS



1. A zenithal basecoat was applied from black to light grey with my airbrush. This helped highlight details and provided shadows to guide the next stages of painting.



2. The next coat is a thinned, slightly transparent, layer of Mig Russian Green. Because the paint is not fully opaque, it appears darker over the zenithal shadows and lighter over the light grey high points. For speed, I used an airbrush.



3. I used oil washes to add to the shadows, but before this I applied a gloss varnish. This has two benefits: it protects the acrylic paint from the thinning agent used with the oil paints, and it helps the oil wash move into the recesses.

I mixed a small amount of Abteilung Black oil paint with white spirits to get it to a milky thickness. I used a synthetic brush with a good point and targeted the recesses of the figure. Very little pressure is required; the oil paint will flow from the brush nicely.

Don't worry if other aspects of the miniature get oil paint on them, once drying it can be cleaned off using a cotton-bud that is slightly damp with white spirits.

4. When the oil application was done, I applied a matte varnish with my airbrush to seal in the oils and reduce the shine then got busy finishing the fatigues. The beauty of this approach is that most of the 'boring' painting is done in a speedy and simple way; now the fun details can take as long as you want.

I layered on Mig Russian Highlight, ensuring this was not painted in the recesses, then applied edge highlights with AK Green Grey.



PAINTING STUBBLE

The range of Falklands War miniatures from Gripping Beast are full of character. The Argentine miniatures have particularly chunky jawlines and flourishing moustaches. To build on this, I painted most of my Argentine forces with a heavy stubble effect, and this can easily be achieved.

I first painted the skin as I would normally. I then used various greys such as Vallejo Neutral Grey, thinned at a ratio of one drop of paint to three drops of water, to make a glaze. I carefully targeted this over the chin, neck, and cheeks of the miniature. Additional coats were applied if a more intense grey was required.

As the glaze is semi-transparent, the colour of the flesh was still evident, albeit with a grey filter. To finish, I used Vallejo Off-White to pick out the most raised areas.



PAINTING CAMOUFLAGE

Painting camouflage can be a challenging process, but it's probably not as difficult as you fear! The first step is to establish the base colour, and I usually start with the lightest colour then apply increasingly darker tones. This is because dark over light covers more effectively than light over dark; I used this approach when painting the British DPM. An alternative approach is to start with the colour that appears to be the most prevalent; this is the technique I adopted when painting the Argentine camouflage pattern.

Key to achieving a realistic look is to constantly refer to the reference images. I had these open during the painting process, glancing up at them as frequently as possible.

Scientists have performed eye tracking tests on artists of varying abilities, and those who create the most realistic end results tend to make a great many 'micro-glances' at their reference throughout. Less capable artists will spend far more time looking at their creation as it unfolds than the reference point. Learn from this to ensure you don't zone in too much on your miniature as you paint; not only will you get better results, you'll help your eyes out by not focusing on fine detail for too long without rest.



1. Private, 3rd Bn. The Parachute Regiment. Apart from the new fibre paratroopers' helmet, this soldier could belong to any battalion or commando that served in the Falklands. He wears a windproof parka and over-trousers, DMS boots, and puttees. His equipment is standard '58 Pattern with '44 Pattern waterbottle, NBC gear, and toggle rope; the rucksack is the Para issue with poncho roll and lightweight shovel attached. His weapon is the standard SLR with Trilux SUIT sight attached. He is a living, aching reminder that in the days of shoulder-fired missiles and massive supporting firepower, wars are still won by the infantryman who can march, dig, and shoot better than his enemy.

2. Brigadier Julian Thompson RM. The commander of 3rd Commando Brigade wears a windproof smock and DPM field cap, '58 Pattern webbing belt, and pistol holster. His rank, in black cut-out form, is displayed both on the chest of the smock and - apparently a Royal Marine peculiarity - on the cap front. (Brig. Tony Wilson of 5th Inf. Bde wore the maroon Para beret with the gold lion cap badge of his rank, a parachute smock of current pattern with the parachute brevet and the maroon 'DZ patch' of 1 Para on the right sleeve, and the battalion's maroon lanyard at the right shoulder.)

3. Royal Marine, Naval Party 8901. Cradling his 84mm anti-tank weapon, this 'Booty' wears the temperate climate combat dress of the Royal Marines in which the tiny garrison was photographed after its capture; green Commando beret with darkened globe-and-laurel badge; DPM combat smock and olive green trousers; DMS boots and puttees; and '58 Pattern fighting order, usually supplemented with drab khaki bandoliers.

Artwork by Mike Chappell from MAA133 Battle for the Falklands (1) Land Forces Copyright © Osprey Publishing Ltd. www.ospreypublishing.com

BRITISH DPM

The British DPM is made up of four colours, so I kept the technique simple and limited the painting to these followed by a final highlight layer. This proved ideal for painting a force where each model is wearing a relatively complex camouflage pattern; anything more may have sent me a little insane.



1. The miniature was prepared using the techniques shown earlier: a zenithal highlight, a basecoat with Vallejo Model Air Khaki, a gloss varnish, a black oil wash, and a matte varnish seal.



2. I painted the other details on the miniature before returning to the fatigues. Using Scalecolor Artist Light Moss Green, I painted on the first camouflage colour. I kept the paint relatively thick and opaque, thinning it only slightly.



3. The brown pattern came next, applied with Tamiya Flat Brown.



4. The penultimate step was to apply the black aspect of the DPM. The black pattern was applied in a distinctly thinner and more minimal manner than the previous layers.



5. Finally, I edge highlighted the uniform using AK Green Grey. However, if a warmer highlight had been desired (which could distinguish the British further from the Argentines), I would have used AK Pastel Yellow mixed with Mig Yellow Green at a 1:1 ratio.

ARGENTINE CAMOUFLAGE

The Argentine camouflage scheme is very similar to that of the British, but instead of using a khaki base, I kept the Russian Green colour because the Argentine forces typically wore a combination of camouflage kit with the Russian Green kit. This saved time as I did not have to repaint the camouflage areas in a different basecoat before applying the pattern.

As there were less Argentine soldiers wearing camouflage, I had a little extra time to really make the pattern pop. To achieve this, I added highlight layers to the different tones. It should be noted that the highlighting stages can be applied to the British uniform too, should time and patience permit.



1. Once the Argentine fatigue base colours had been applied, I used Mig Yellow Green to create the initial aspects of the uniform that have a camouflage pattern. This was quite heavily done as yellow green is one of the most prominent colours.



2. The dark green tone was created using Mig Russian Dark Base.



3. To highlight the dark green tone, I used Scalecolor Artist Light Moss Green. This was applied in the centre of the Mig Russian Dark Base colour, focusing on the high points, ensuring I missed the recesses.



4. The brown pattern was achieved using Tamiya Flat Brown.



5. To make the brown 'pop', I applied a mix of Tamiya Flat Brown and Vallejo Orange Brown, as I did with the green highlight, but this time targeting the Flat Brown areas.



6. The last pattern to be applied, as with the British, was the black. I chose not to highlight this as I wanted to keep the colour as dark as possible to contrast with the other camouflage colours.



7. Final highlights were applied using AK Green Grey.

Final painted figure.



WHAT'S NEXT?

With these Argentine and British figures painted, the next step is to get them onto the gaming table, roll some dice, and see who emerges victorious. In this series' second article, Project Manager James will join me as we tweak the *Spectre: Operations* ruleset to play the finale to the Falklands War, the Battle of Mount Tumbledown. We'll also look at *Cold War Commander* for bigger battles and the new *02 Hundred Hours* rules for stealthier operations.





Colonel Bills

www.colonelbills.com

In these times of financial stress its nice to see that gamers are still being able to afford their wargaming necessities by shopping at Colonel Bills.

Look there's a couple of young chaps now, dancing with joy having just placed an order.



Contact the Colonel now ...

he finds new Generals for old soldiers

colonelbill@colonelbills.com or 01833 627241

FANTASTIC 4

WWW.TINYWARGAMES.CO.UK

PSST! HAVE YOU HEARD ABOUT THE LATEST SUPER HERO PVC MATS FROM TINYWARGAMES?



...AND TAKING OVER THE CITIES TABLETOPS.

WORD IS THEY'RE CAUSING HA'CC ON THE STREETS...

THEY SAY OUR TABLETOPS WILL NEVER BE THE SAME!

DON'T DELA! BATTLE IT OUT WITH TINYWARGAMES PVC BATTLEMATS AND BECOME A TABLETOP SUPERHERO!

JUST £20 EACH PLUS DELIVERY
3X3 PVC BATTLEMATS - FOUR DESIGNS
LAYS FLAT - GREAT COLOUR - GREAT DETAIL
WWW.TINYWARGAMES.CO.UK



Dixon miniatures

*Superbly detailed & realistically animated
Historical Wargaming figures*

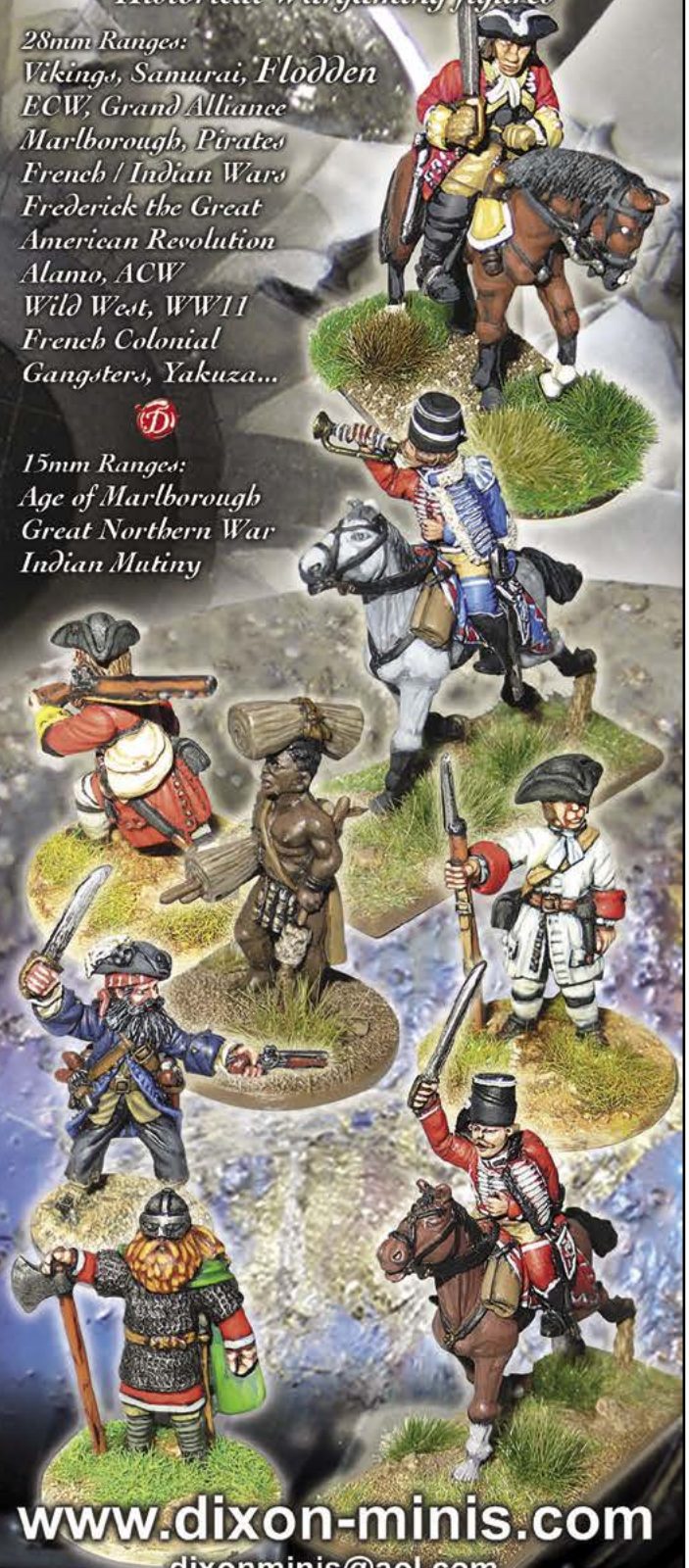
28mm Ranges:

*Vikings, Samurai, Flodden
ECW, Grand Alliance
Marlborough, Pirates
French / Indian Wars
Frederick the Great
American Revolution
Alamo, ACW
Wild West, WWII
French Colonial
Gangsters, Yakuza...*



15mm Ranges:

*Age of Marlborough
Great Northern War
Indian Mutiny*



www.dixon-minis.com

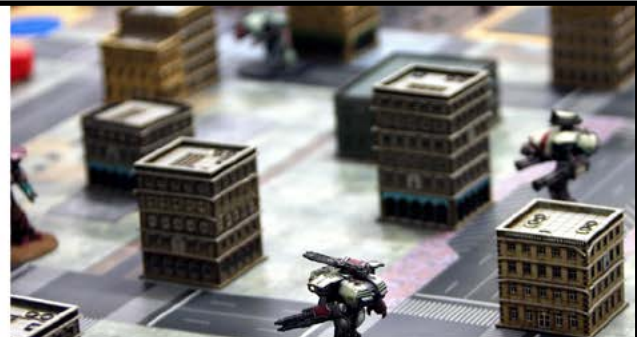
dixonminis@aol.com

Unit 24, Queens Square Business Park,
Huddersfield Road, Honley, Holmfirth, HD9 6QZ
Telephone: (+44) 01484 660246

*Contemporary, Professional,
Reliable, painting service!*



WARFARE 2022



12-13 November
New venue for 2022
**Farnborough International
Exhibition & Conference Centre**
Farnborough
Hampshire
Gate F: GU14 6TQ

Traders, Bring & Buy,
Demo & Participation games, Tournaments

Entry fee per day

Day entry: £10

(under 16 free accompanied by paying adult)

www.wargamesreading.co.uk/product-category/warfare-tickets/

www.wargamesreading.co.uk/warfare-2022

www.facebook.com/WargamesReading

Tournaments: £45 (includes entry for both days)

www.wargamesreading.co.uk/warfare-2022-tournaments



Wargames
Association of
Reading





ANVIL industry.

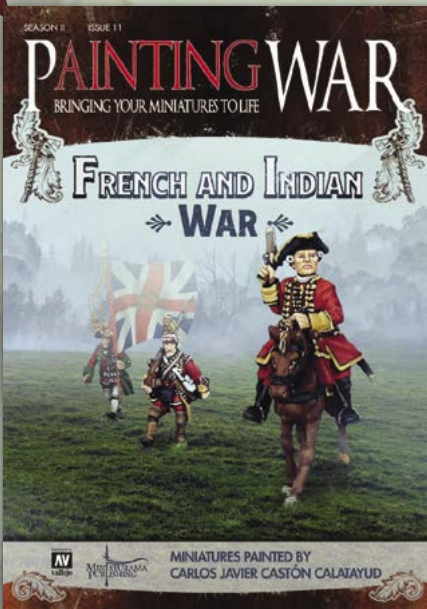
YOUR IDEAS | OUR BITS

Character Miniatures -
Conversion Bits -
STLs available to print yourself -



A small selection of our
conversion possibilities...
All designed and
made in the UK

www.anvilindustry.co.uk



North Star Military Figures Ltd,
Unit W41, Lenton Business Centre,
Lenton Boulevard, Nottingham,
NG7 2BY, UK
Mail Order: 0115 9704107
Trade Sales: 0115 9786656
Email: mailorder@northstarfigures.com
Web: www.northstarfigures.com

Nick Eyre's
NORTH STAR
Military Figures
Presents

In stock at
North Star now.
**PAINING
WAR 11:
FRENCH &
INDIAN WAR**

Large format all colour. Latest in the superb series. Immerse yourself in this Issue where Calos Javier Caston will show you his painting techniques and give you tips on how to paint figures for this fascinating historical conflict.

www.northstarfigures.com

JOIN NORTH STAR
Nick Eyre's
Newsletter



STUDIO MINIATURES

28MM MINIATURES FOR THE GAMER AND COLLECTOR

SURVIVORS



OVER 170 MINIATURES IN THE RANGE AND GROWING



MINIATURES SUPPLIED UNPAINTED WITH 30MM PLAIN ROUND PLASTIC BASES
ASSEMBLY REQUIRED ON SOME MINIATURES

WWW.STUDIOMINIATURES.COM

GUNFIGHTER'S BALL

WILD WEST SHOOTOUTS



OVER 150 GUNFIGHTERS PLUS Terrain, Bystanders, Animals, Rules, Cards, Dice, And Accessories.

funded with **KICKSTARTER**

GUNFIGHT ROYALE COMING IN 2022! THE KNUCKLEDUSTER BOARD GAME!

Distributed exclusively in Europe by Caliver Books
WWW.KNUCKLEDUSTER.COM

Faces Flags and Bases

We paint the figure too!



A cheerful, dependable painting service.

www.facesflagsandbases.webnode.co.uk

metal casted ancient Helmet & Shields!

LIMELIGHT MINIATURES



KICKSTARTER NOW LIVE

Products available soon after on our website. follow our social media for updates.

campaign live mid May 2022 - search Limelight Miniatures on kickstarter



Paintingden Miniature
Painting Service.

15mm to 30mm

The painting service for the gamer.

Email. paintingden@yahoo.com

Web. www.paintingden.co.uk

Address. Paintingden,
19, Browne Road
Fulwell
Sunderland.
SR6 9HQ

**MARDAV
MINIATURES**

**High quality 3D
printed WWII
models**



mdminis.co.uk



ABCbrushes
Artists Brushes for Model Painters

For all your brush painting requirements.

Big choice. Great Value!

www.abcbrushes.com



www.facebook.com/Abcbrushes



www.ebay.co.uk/sch/abcbrushes/m.html

JIM`S FIGURE PAINTING SERVICE

www.jfpserv.com - Email: morrisjimbo@hotmail.com



Historical and Fantasy Figures painted to a high
standard. Visit my website for prices painting style.

www.jfpserv.com

Turn your Lead to Gold!

Is the loft threatening to collapse? Are you ever going to paint those figures? Would you like the cash to start another period or scale?

I buy collections of painted or unpainted figures, any make or scale including Games Workshop and historical figures. Also Board Games, RPGs, model kits, books and terrain.

I will buy your entire collection (not just the good bits), pay in cash, and collect the items from your door. No distance is too far.

Contact me on 07914 609709, email: bigbadwolf@btconnect.com
or write to Rob Palmier, 23 Clanfield Avenue, Wolverhampton,
West Midlands, WV11 2QU.

ATTENTION RETAILERS

WOULD YOU LIKE TO STOCK

WARGAMES
illustrated®

MAGAZINE?

CONTACT

TRADE@WARLORDGAMES.COM



HAVE YOUR SAY



**TAKE PART IN THE 2022 WARGAMES
ILLUSTRATED READERS' SURVEY**

**TELL US WHAT YOU THINK
OF THE MAGAZINE AND WIN
A FREE SUBSCRIPTION**

[WARGAMESILLUSTRATED.NET/SURVEY](https://wargamesillustrated.net/survey)

Complete your quest!

NOBLE KNIGHT

GAMES

We'll pay you cash or credit for your pre-owned games, books, miniatures and more! Contact us at trades@nobleknight.com for a free quote today!



New & Preowned Wargames



Miniatures

Historical, Modern, & Fantasy



Paints, Supplies, & More!



The World's Largest Selection of Tabletop Games

Wargames • Board Games • Roleplaying Games • Magic & CCGs • Miniatures & Paints • Supplies & More!



Shop Online — We Ship Worldwide!
www.nobleknight.com



NEW RELEASE – BULLDOGS! RULE BRITANNIA!

WARGAMES

ATLANTIC



In the far future, there are many suns that never set on the British Empire or at least on the Imperial sons and daughters that make up the Bulldogs team. One of the stars of the Death Fields Circuit, the Bulldogs is a combined team formed from abductees taken from the shadow of Isandlwana, the banks of the Somme, and the streets of Arnhem.

This box set includes enough parts to build 24 hard plastic soldiers that can be equipped with standard infantry rifles, light machine guns, assault rifles, plasma and flame weapons, grenade launchers, and pistols. Four headgear choices allow you to customize your forces.

24-figure box set
\$34.95/£25



[facebook.com/wargamesatlantic](https://www.facebook.com/wargamesatlantic)

DESIGNED ON BOTH



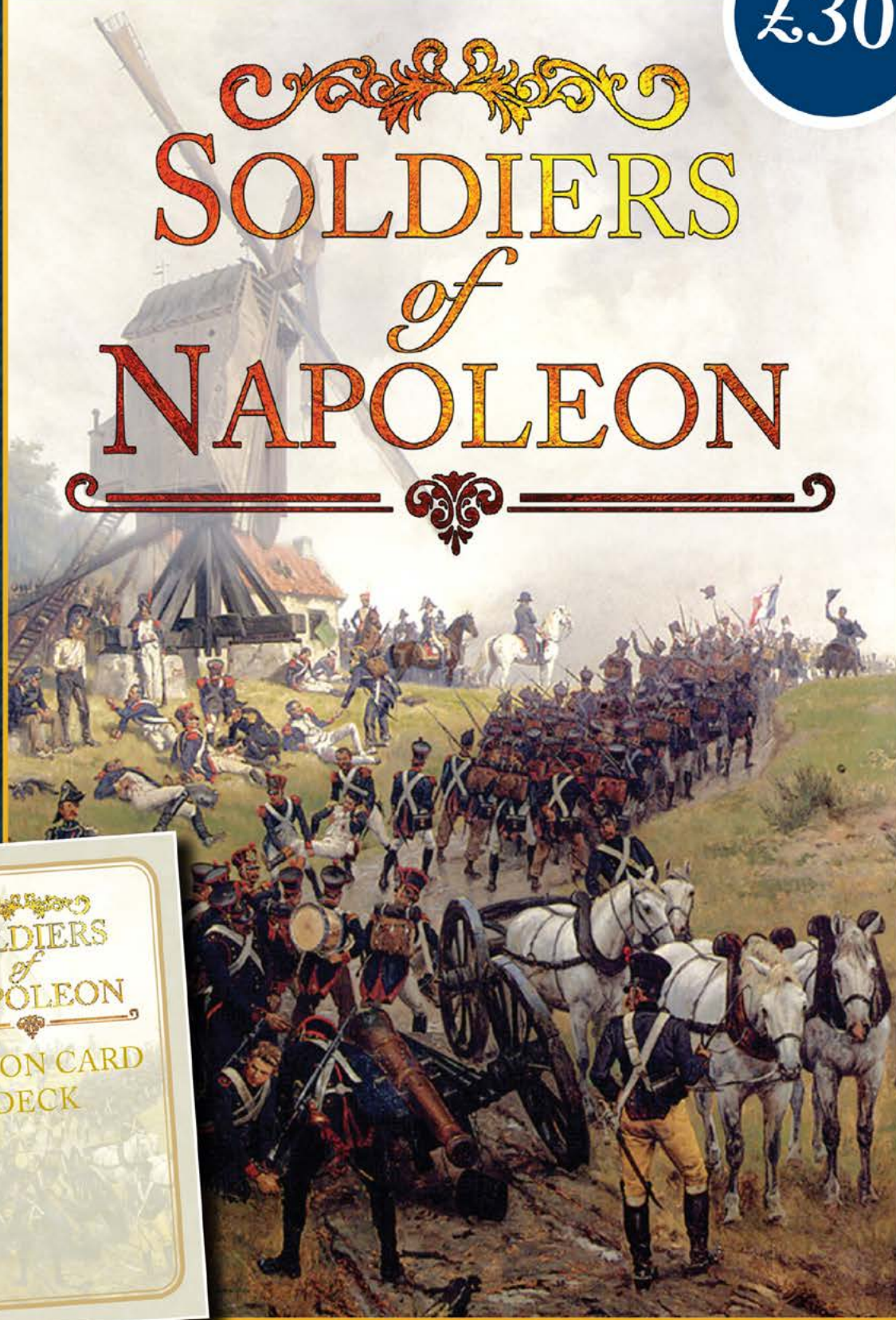
SIDES OF THE POND

VISIT US AT WWW.WARGAMESATLANTIC.COM

RULEBOOK & ACTION CARDS SET

£30

SOLDIERS *of* NAPOLEON



SOLDIERS
of
NAPOLEON
ACTION CARD
DECK

Card-driven tabletop wargames rules for the
battles of the Napoleonic Wars



available from
www.grippingbeast.co.uk

