

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

WARGAMES illustrated®



FREE

WARLORD GAMES

ONE OF FOUR
BOLT ACTION
WWII FRAMES!

Excludes non-UK subscribers



ISSUE 417
SEPTEMBER 2022
UK £5.99



ITALIAN BERSAGLIERI
First look at these new plastics



THE BATTLE OF NEW ROSS
In a free form style

SCAN HERE
WITH YOUR
PHONE TO SEE
WHAT'S INSIDE



CONTENTS



▲ **THE DESERT WAR IN MINIATURE** 42



▲ **THE BATTLE OF TRAUTENAU** 48



▲ **ROMMEL'S FAVOURITES** 54

WARGAMES
illustrated®

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

wargamesillustrated.net



wargamesillustrated



@wargamesill



/WargamesIllustrated



wargamesillustrated

FROM THE EDITOR

After a couple of months without a bagged gift we decided to hit you hard with a haul of possible freebie frames this month. Courtesy of our friends at Warlord Games you will have received one of four splendid sprues: British Commonwealth Infantry, British 8th Army, Afrika Korps, or Italian Infantry and Blackshirts. If you didn't get the one you wanted - quick, get back to the shop and buy another copy of the magazine!

All of these minis are suitable for your *Bolt Action* WWII adventures in the desert. Desert warfare has been described as a tactician's paradise and a quartermaster's nightmare, and this was evident in North Africa in 1940-43. As wargamers, we tend to be less concerned with the supply issues and delight in the nuances of the combat. Although harsh, the desert battlefield was almost devoid of interference, allowing the professional skills of the soldier to be applied tactically for purely military purposes, something that we can bring to the tabletop in our games.

On page 30, our resident painter Callum brings you a guide to getting your free figures desert-ready in no time at all, and we have hat-trick of further forays into the sun with articles on building Biscari Airfield, an excellent 10mm Desert War figure collection, and Rommel's Favourites - the Bersaglieri.

I would also like to point you in the direction of our Historicon 2022 report - it's great to see this grand old convention firmly back on its feet again after last year's lockdown curtailed event.

Dan Faulconbridge

Owner and Editor

This month's cover artwork: Bersaglieri by Neil Roberts.

Below: The Battle of Gazala in 10mm/12mm by Dr David B James. See more on page 42.



CREDITS

Produced in the UK.

The Wargames Illustrated team:
Daniel Faulconbridge, Ian Bennett,
Asun Loste Campos, James Griffiths,
Joe Smalley 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



CONTENTS

QUICK FIRE! 8

Modelling snippets from your fellow wargamers.

OBSERVATION POST 12

Your monthly roundup of notable new releases in the hobby.

RELEASE RADAR 20

Dom Sore scans the ether for quality or quirky new wargames products.

FULL PAPER JACKET 26

Neil Smith's look at forthcoming book releases that would be worthy recipients of your shelf space.

THEME: FRAME FOCUS - NORTH AFRICA PAINTING PART ONE: TABLETOP READY 30

Callum grabs this issue's four free Warlord Games frames and shows us how he achieved great results in no time at all.

HORSES FOR COURSES 38

Napoleonic gamer Jack Travis checks out how the new Victrix British Heavy Dragoons measure up against the other Heavy Dragoon plastics on the market.

THEME: THE DESERT WAR IN MINIATURE 42

Dr David B James has been working on his 10mm/12mm WWII desert warfare figures for over a decade. *Wi* recently visited The Worcester Wargames Club, where David is a member, and snapped some photos of his inspiring collection. Here David tells us all about them.



THE BATTLE OF TRAUTENAU 48

Inspired by our June 2022 magazine theme, The Prussian Empire, Colonel (Retired) Bill Gray introduces us to the great gaming potential offered by a little-known battle fought on 27 June 1866, during the Austro-Prussian War.

THEME: ROMMEL'S FAVOURITES 54

Dom Sore looks at the Bersaglieri, dapper looking Italian elites who made a huge impact during the World War Two North Africa campaign.

THE GLOSTERS' LAST STAND - PART TWO 62

In our last issue, Charles Rowntree showed us how to recreate the landscape around the River Imjin in Korea, this time he talks about gaming over his lovingly crafted tabletop contours.

THEME: BUILDING BISCARI AIRFIELD - SICILY 1943 70

Anschluss Wargames' Peter (Bunny) Warren takes us through the build process for this highly detailed 12mm scale demo game made for Partizan, May 2022.

THE JOY OF SIX - SHOW REPORT 76

Editor Dan travels to Sheffield, England to indulge in The Joy of Six.

THE BATTLE OF NEW ROSS 80

Following on from last month free form gaming article, Pete Brown presents a battle fought in that unrestricted style.

HISTORICON 2022 88

Our stateside roving reporter Dave Taylor heads to the biggest historical wargaming convention of the year and reports back on some of his favourite games.



THE GLOSTERS' LAST STAND - PART TWO 62



BUILDING BISCARI AIRFIELD - SICILY 1943 70



THE JOY OF SIX - SHOW REPORT 76



THE BATTLE OF NEW ROSS 80

WARGAMES illustrated®



YouTube

PRO-PAINTED PEASANTS!

INTERVIEWS, PRODUCT UNBOXINGS, HOBBY AND PAINTING ADVICE, SHOW REPORTS, AND MORE!

SUBSCRIBE TO NEVER MISS AN UPDATE!

LEVEL UP YOUR PANZER LEHR!

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

IN THE USA VIA
IRONHEARTSARTISANS.COM

AND

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

IRONHEART
ARTISANS
EST. 0523012.MO3

KHAKI

GREEN

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

WI PRIME CONTENT INCLUDES:

MONEY OFF EVERY MONTH AT:



SPECIAL OFFER



-25% OFF SELECTED PERRY MINIATURES BOX SETS

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 AND ALL THE BENEFITS OF A PRIME MEMBERSHIP.

WWW.WARGAMESILLUSTRATED.NET

EASTERN FRONT

BATTLEFIELD IN A BOX

PAINTED TABLETOP TERRAIN

For more information visit
WWW.FLAMESOFWAR.COM

**Amount saved is compared to buying these products individually.*

CONTAINS:

- 8x Train Tracks
- 1x Train Station
- 8x Train Tracks Expansion
- 1x Train Yard Switching Tower



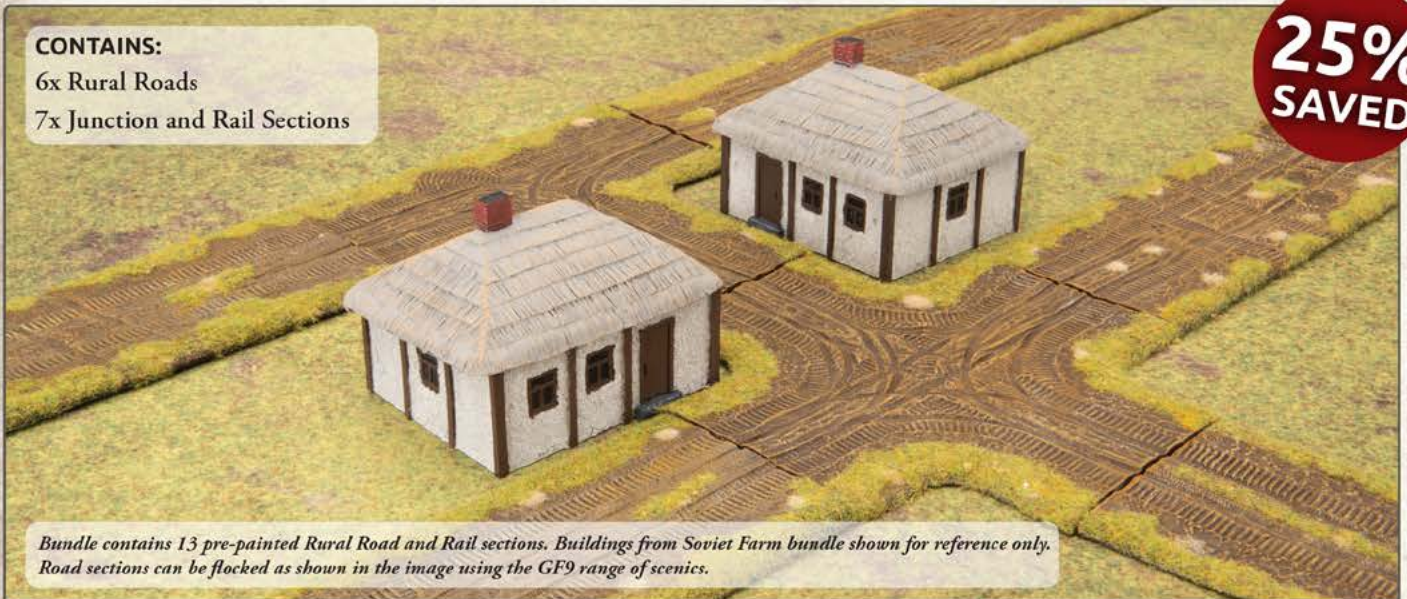
**45%
SAVED**

Bundle contains 14 pre-painted Rail sections, 2 Buildings and 2 Buffer Stops.

FW257-BB01 RAILROADS

CONTAINS:

- 6x Rural Roads
- 7x Junction and Rail Sections



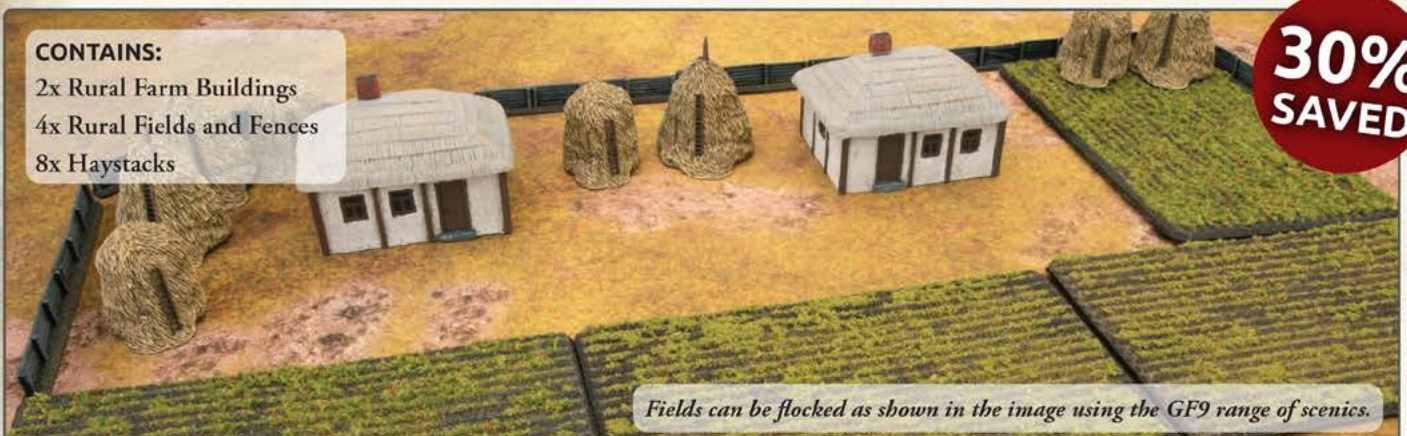
**25%
SAVED**

Bundle contains 13 pre-painted Rural Road and Rail sections. Buildings from Soviet Farm bundle shown for reference only. Road sections can be flocked as shown in the image using the GF9 range of scenics.

FW257-BB04 RURAL ROADS

CONTAINS:

- 2x Rural Farm Buildings
- 4x Rural Fields and Fences
- 8x Haystacks



**30%
SAVED**

Fields can be flocked as shown in the image using the GF9 range of scenics.

FW257-BB02 SOVIET FARMS

**40%
SAVED**

CONTAINS:

- 2x City Ruins
- 2x Ruined City Building Base
- 1x Stalingrad Fountain

Each City Ruins (BB300) box contains 64 unpainted plastic pieces that can be combined to create ruined city buildings.

FW257-BB06 CITY RUINS

**25%
SAVED**

CONTAINS:

- 1x Factory
- 1x Destroyed Factory
- 4x Chimneys

FW257-BB05 FACTORIES

**15%
SAVED**

CONTAINS:

- 1x Soviet Official's House
- 1x Rural Church

FW257-BB03 SOVIET BUILDINGS

QUICK FIRE!

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

TALES OF THE RIVERBANK

By Tim Lee

Inspired by *Wi396's* riverine warfare theme, I thought I would make a river for my 6mm Napoleonic armies to cross and was delighted to find that Warbases do a starter set of river pieces for a very reasonable price.

I ordered some straight away, and looking at the various shapes that make up around three metres of river, I did consider just painting them as they were; however, I felt that the excellent pieces deserved better than that.

1) I mixed up some of my home-made basing compound of ready-mixed filler and PVA glue, leaving out the sand or grit I would normally add for basing purposes. This was spread evenly on one side of the river pieces; then with a clay tool, I scored some wavy lines in the mix to represent the moving water. I wasn't too worried about the shapes or patterns I made as long as the marks were generally in the direction the water would flow.



Encouraged by my initial results, I decided to be a bit more adventurous and added small stones on some pieces and placed grit on two pieces to make fords.

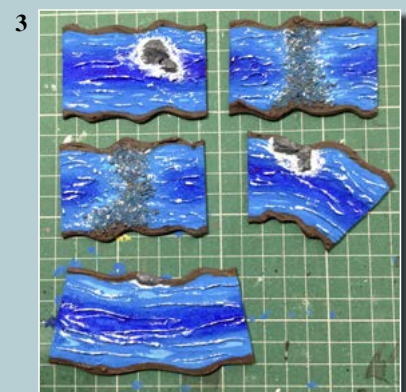
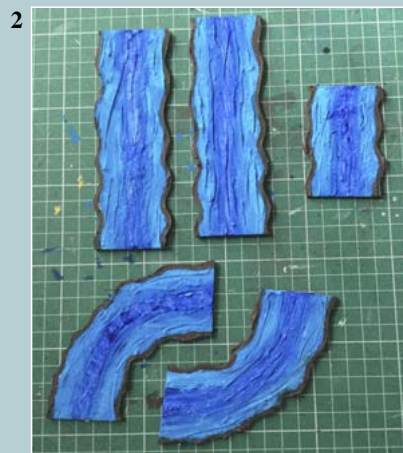
Once the mix had dried, I tidied up the edges where I had been a bit overenthusiastic with the filler, and then it was time to paint them. I had wondered whether I should go with a stylised blue river or a more realistic green/brown; eventually, I decided on blue, which I think is traditional and easily recognised by wargamers everywhere.



2) I picked up cheap darker and lighter blue acrylic paints and applied the lighter blue along the sides of the pieces, then I painted the darker blue down the middle where the water would be deeper. Painting the second blue while the first was still wet allowed the two to mix freely and created a gradual darkening of the water.

3) Once dry, I added some white to the tops of the waves and stippled some around the rocks and fords. I also decided to add some simple riverbanks by painting a brown line along each side. I could have added some flock but felt the 'muddy' brown riverbanks were sufficient.

After the paint was dry, it was time to varnish. I chose a cheap, hardwearing gloss varnish, so that the 'water' would catch the light and a matt varnish for the riverbanks; and there you have it, a simple but effective river!



3D PRINTING IN 6MM

By Gareth Beamish

I've recently been working on a 6mm project for fighting some of the smaller battles of the Sengoku Jidai. The figure to man ratio that I'll be using is very low; from one figure equals five men down to 1:1, and the units will consist of anything from 15 to 50 figures, so the armies will still use quite a lot of figures.

I'm concentrating on the 1550s to 1560s to begin with. Armies of this time would have been organised as feudal entities: a lord, some of his family and household, and however many extra men he managed to raise. These men would all have a mix of arms and equipment, so there are some challenges with modelling this on the tabletop, both in terms of rules and in the units themselves. [Gareth has articles that look at unit organisation in *Wi408* and *Wi411* - Ed]

Until recently, there haven't been any 6mm Sengoku Jidai ranges with the variety of figures to convey the sense of a mixed band of men, but this has changed with the advent of 3D printing. The figures used here are designed by Project Wargaming and printed for me by Sabotag3d. The figures as designed are the typical late-16th/early-17th Century figures familiar from the Osprey books, but with 6mm it's possible to increase the variety of the unit and to convey a sense of an earlier period army; conical helmets can be painted as straw hats, lower legs and arms can be painted as bare flesh, etc. For the later armour, I usually just paint it as the lacquer colour, usually black, but here I've painted some with more colourful laced armour to represent older styles.



CHANGING THE ARMY WITH COMMAND

Because of the less organised nature of these earlier armies, I've created the base units as 'generic' ones rather than having all the figures wearing sashimono with clan mon that I used for my large battle units. A specific command stand can then be added to the units to represent different armies. In this way, a generic pool of several hundred figures can be used for any clan army by painting a hundred or so command figures to bolt onto the individual units.

The idea is shown in these images, where the same figures can be an Oda army or an ikkō-ikki army through the addition of the relevant command groups.





www.cruciblecrush.com

FLINT and Feather CONTACT



67101 Champlain & French Personalities



67102 Champlain's French Soldiers



67103 French Adventurers



67104 French Matchlock Men



67151 English Command



67152 English Muskets #1



67153 English Puritans



67154 English Sword & Bucklers



67155 English Muskets #2



67105 European Settlers #1

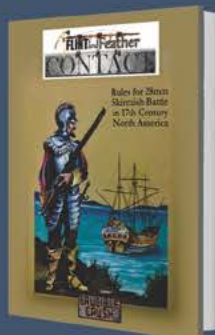


67025 Woodland Animals #1



67029 Woodland Animals #2

Miniatures Now Available! Rules Coming in 2022



Available in the UK & EU from:

Nick Eyre's NORTH STAR Military Figures

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

Oathmark

BATTLES OF THE LOST AGE

ORC
INFANTRY

METAL ORC KING, WIZARD, DRUMMER
& CHAMPIONS TO COMMAND YOUR
28mm PLASTIC ORC INFANTRY

ORC
INFANTRY

Oathmark
BATTLES OF THE LOST AGE

Available from
NORTH STAR
Military Figures
OSPREY
GAMES

30 MULTI-
PART 28mm
PLASTIC
ORC
INFANTRY

OSPREY
GAMES

www.northstarfigures.com

JOIN NORTH STAR
Nick Eyre's
Newsletter



Oathmark figures are copyright © North Star Military Figures & Osprey Games. All rights reserved.

OBSERVATION POST

New and forthcoming wargames
stuff you need to know about

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

PEN & SWORD - WARGAMING CAMPAIGNS

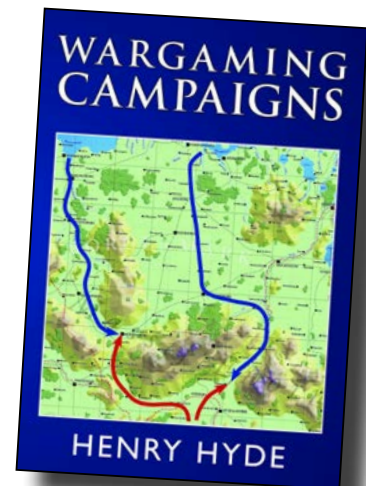
Have you ever considered running a wargames campaign but didn't really know how to go about it? If so, Henry Hyde has you covered in his *Wargaming Campaigns*. Hyde's stated emphasis is on the 'overriding priority... to explore... the practical, rather than the theoretical.' It follows that he provides loads of advice here, contained in over 500 pages of text organised into 14 well-illustrated chapters.

The author begins by extolling the virtues of miniature campaigns, then sets up a simple medieval campaign to illustrate his main themes. There are ten of those, all helpfully colour-coded for reference purposes. The first is Campaign Generalship, beginning with a definition and broken down into a series of questions that are each given explanations. Hyde follows with a set of campaign rules, *March to Glory*, covering fully 50 pages. It isn't clear why this chapter arrives so early in proceedings when so many of the mechanics have still to be explained, but we shall soldier on into the next chapter.

The next chapter is about creating maps to fight over and a variety of tools for this essential campaign component are offered. They range from using playing cards to drawing from historical and OS maps to computer software. Hyde certainly emphasizes practicality here as he shows you how to create strategic maps that then focus down onto your battlefields when forces meet. He also covers space mapping for sci-fi games. The role of the umpire follows. He also attaches his thoughts on solo-campaigning to this chapter.

'We the people' surveys options for the characters that will inhabit your campaign at the command level, particularly their backgrounds and motivations. This is an essential aspect of story-telling, argues Hyde. Then he downsizes to consider skirmish and roleplaying campaigns. The essential characteristic for those is to build personalities for all the active figures, neatly dovetailing these two chapters in the process. Hyde also considers programmed campaigns and options for climate and weather here. Naval and air power occupy the next two chapters, both dealt with comprehensively, in keeping with the rest of this book.

So far, most of this book could have been written in the 20th Century, and you would hardly notice. But the next chapter examines how you can use the internet and social media in your campaigns, with an interesting diversion on wargaming during a pandemic. Then the author brings everything together in a chapter titled 'Making Campaigns Work'; the example he uses is a fictitious nations campaign, which reads like an extended AAR that not everyone will appreciate. Although the book seems to conclude here there are two more chapters. The first covers three exemplary wargame campaigns from prominent wargamers of a bygone era: Tony Bath, Charles Grant, and Ron Miles. The second is an annotated litany of resources you can use for your campaigns, including books and websites.



DETAILS

- SCALE: Various
- PERIOD: Various
- PRICE: £40/\$70
- FORMAT: 528-page hardback book
- AVAILABLE FROM: pen-and-sword.co.uk

There is no doubting the effort that Henry Hyde has put into this tome, and he provides comprehensive coverage for those willing to take the plunge into the world of wargames campaigns. There are certainly a lot of ideas here, and useful references to develop them or find more. The many photographs, maps, and illustrations add to the overall effect. Hyde deploys a chatty tone in his writing, highlighting his clear enthusiasm for his subject, which many readers will find easy on the eye; although some less charitable might observe that Hyde rarely writes a sentence where a paragraph will do the job. 'Old school' wargamers will appreciate this more than the 'new breed', I suspect, partly because the way it is written, and partly because they will more readily appreciate the many references to wargamers' work from an earlier age in the hobby's development. Nevertheless, I think every wargamer with an interest in campaign gaming will enjoy this book and gain much insight from it.

GREY FOR NOW - TEST OF HONOUR ROGUES

Grey for Now owner Graham Davey must be a very busy man; he somehow found the energy to sculpt this excellent new force for *Test of Honour*, playtest them, write their profiles, and get them boxed up and sent to us, all while launching his new WWII game *02 Hundred Hours* [reviewed last issue; battle report between Graham and *Wi* Project Manager James next issue - Ed]. Rather than skimp on the designs to save himself some time, Graham's created one of the most characterful 28mm sets we've seen for gaming in Sengoku Japan.

Test of Honour's usual mix of inspiration can be seen in these Rogues: historical influences and pop culture archetypes mix to make a ragtag bunch of eight intriguing characters. Various individuals will be recognisable whether you're familiar with them through Japanese literature and legends or from kung fu movies: the stingy looking Paymaster; the bold Drunk; the enigmatic Drifter; and the dangerous, twin blade-wielding Widow.

All are Lawless and (except for the Widow, who is a Samurai) all are Peasant class, but this is where similarities end. The Archer is a nimble ranged specialist, leaping around the board without the need to take Agility tests. The musket armed Drunkard is the warband's random element and rolls a randomising dice before firing; he may shoot friendly models, but this risk is offset by the chance of taking a more damaging shot or immediately reloading after firing. The spear armed Drifter has the potential to swing the tide of battle at a pivotal moment through his extra charge, which can be made once per game, while the Paymaster buffs the Test of Honour rolls taken by other Lawless or Unaligned warriors.

SKILLS AND TRAITS

The Widow will become a bigger threat when her ongoing Whirl of Blades Skill activates and grants her a Twin Strike bonus, while the Brute's Pile On lets him and models within 6" deal more damage to prone enemies.

Traits add further character to your force, and with Heartless, Vile, No Mercy, and Laggards available, there's no hiding that these warriors skew to the 'baddies' side of things! Laggards allows your models extra moves, often due to their drunkenness, while Heartless models are unperturbed by the sight of their comrades being cut down.

It's been a while since there was a new release for *Test of Honour*; we don't think fans will be disappointed by this set, which brings a lot of character to the game. The figures are excellent, and the new abilities, particularly the double-sided Witch Skill (see Under the Microscope), have us excited to get back to gaming in ancient Japan.

DETAILS

- SCALE: 28mm
- PERIOD: Sengoku Japan
- PRICE: £35
- MATERIAL: Metal
- WEBSITE: greyfornow.com



- 1) Brute
- 2) Widow
- 3) Archer
- 4) Signaller
- 5) Paymaster
- 6) Drunkard
- 7) Drifter



UNDER THE MICROSCOPE

THE WITCH

Arguably the best model in this set, the Witch also has the most interesting new rule. Her Skill card is double-sided, a first for *Test of Honour*, which means that she always has 'something' going on. The reason for the two-sided card is her mask; during the game, the Witch will be either masked or unmasked, and that choice will determine if the Demonic Mask or Unmasked Radiance Skill is in play.

Although she is listed as unarmed, the Skill choice changes that considerably. The Witch strikes with a heavy sword if she is using the Demonic Mask Skill and gets +1 to her melee rolls. Should she use Unmasked Radiance (the card can be flipped whenever she activates), she counts as armed with a basic throwing weapon but can inspire other friendly models, allowing them re-rolls.



Daniel Mersey is on a wargaming tear in 2022: *Lion Rampant Second Edition*, the update of his popular medieval game, is hot off the press at Osprey Games; *Age of Penda* - the first in his 'You Command' series of rules - was released a few months ago along with a new range of 7th Century British figures [see more on Wiglaf Miniatures in *Wi413* - Ed]; and he's back this month with *Armoured Storm: The Desert War 1941-1942*, the second in the 'You Command' series.

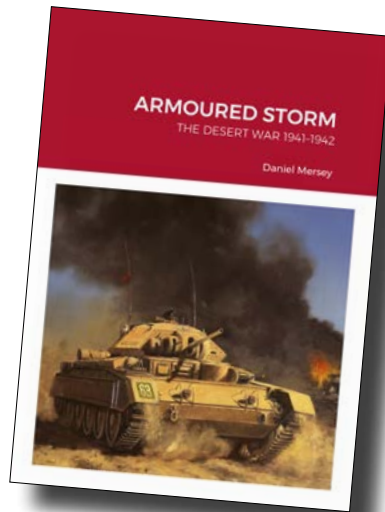
This downloadable PDF is perfectly timed to coincide with our issue's Desert Warfare theme; it offers a new, easy to learn, and exciting way to play the mechanised combat of WWII's desert battles. Intended for home printing, this is a downloadable black and white PDF rather than a physical book, which explains the function over looks layout.

It puts the focus squarely on having fun with tanks on the tabletop. The author recognises that infantry played a part in many of WWII's desert battles, but he does away with them to ensure nothing detracts from the armoured warfare. In the introduction, he's quick to mention that this is not a simulation wargame; anyone who cares about specifics such as armour thickness, deflection, theoretical max ranges, and the like might want to look elsewhere. If you're less obsessive about the details and into the idea of playing a game focused on the excitement of tank companies churning up the desert sand in an accessible way, then this could be for you.

TACTICS TAKE THE LEAD

The engine pulsing away at the heart of *Armoured Storm's* gameplay is the Tactics Chart. This is the unique selling point of the 'You Command' series and was first presented in *Age of Penda*. While the tactical actions vary greatly between *Age of Penda's* 7th Century combat and *Armoured Storm's* WWII options, the functionality is much the same; this is a smart way to design a series of games and will allow players to shift between periods and rulesets easily. No matter what part of the world gameplay is set, or what period the rules reflect, things will feel familiar (thanks to the Chart's established control system) yet different (thanks to the varying on-tabletop elements that are played with figures and dice).

Before pushing any units around, players take turns to place Tactics Tokens on the off-battlefield Tactics Chart. There are 12 possible options to choose from, and only when all Tactics Tokens have been placed on the Tactics Chart does the



game progress to the first turn's Action Phase. The number of Tokens to place varies depending on the quality of the in-game commanders and discrepancies in force size, but each player will usually get between three and five Tokens to begin with.

Once an option is picked with a Token it is claimed, and your opponent is denied the chance of choosing it for themselves in the current turn. This means that rather than just pick what you want, you'll also start to consider what your opponent may have planned and try to scupper their intentions. If you have an equally cunning opponent who does the same, choosing options to deny a strategy they've spotted you developing on the tabletop, you'll need to adapt your intentions there too.

PUTTING PLANS INTO ACTIONS

The figure pushing begins with the player who has the initiative; they choose one of their Tactics Tokens and nominate the unit/s that are going to perform whatever choices are available through that Token. A single unit can only be activated once per Tactic Token, but you can choose to activate that same unit with the next Tactic Token you use, and so on; so if you want to create a 'super platoon' that does loads in a turn, you can! Balancing the choices across your force, which tends to be made up of between 15 and 30 tanks plus some HQ vehicles, is often the best option though.

Tests are simple to complete - a basic D10 roll with some modifiers determines just about everything - and line of sight, arcs, facing, and more are designed

to be scale and basing agnostic. This makes for a very 'friendly' set of rules regardless of the tank collection you might already have; you'll have no problem transitioning to *Armoured Storm*.

Range is measured in increments of 'distance', which varies depending on the scale of your figures. If a unit is within maximum range (ten measurement distances), it can be shot at, and you must roll equal to or higher than the range (with any modifiers applied) to hit. A roll of one will always fail, while a ten will always succeed. With a single distance measuring 5cm at 1/300 scale up to 15cm at 20mm, you'll rarely be out of range, but your accuracy will be enhanced if you play a bold strategy and get closer. This will, of course, make it easier for the enemy to hit you in return, so there's a good bit of risk and reward to balance.

KEEP IT SIMPLE

There's not too much more to it. The book's intentionally utilitarian in its design, so we can't recommend *Armoured Storm* to anyone wanting to luxuriate in the pleasure of flicking through a pretty publication packed with background, stories, illustrations, or inspiring photos; this is designed to be printed out, save on excess paper and ink, and help you get gaming quickly.

The focus on functionality is obvious in the limited page count and simplicity of the rules. Where other games might bring layers of technical detail and obsess over the minutiae of desert-based tank combat, there's little of that here. The nuances of *Armoured Storm's* gameplay come through maximising the effectiveness of your chosen Tactic Tokens during each turn and being ready to adapt your plans when needed; if you have the right mindset, you'll be able to add narrative beats to fit what's happening tactically.

DETAILS

- SCALE: 1/300 to 20mm
- PERIOD: WWII
- PRICE: \$5.99
- FORMAT: 30-page PDF
- AVAILABLE FROM: wargamevault.com



UNDER THE MICROSCOPE

THE ORDERS

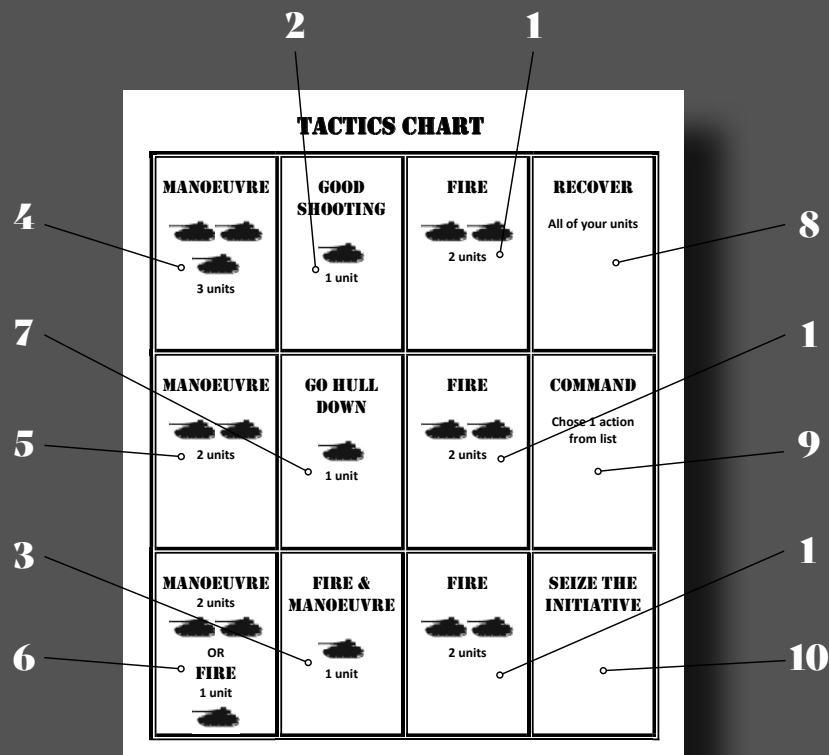
Taking up a quarter of the choices on the Tactics Chart are three matching options to 'Fire' with up to two units (1). These will be most useful in the mid-game period, allowing you to open up with your tanks' guns and hopefully do some damage.

You could take a more considered approach and pick the single 'Good Shooting' option (2), which limits you to firing with just one unit but gives your rolls a +2 to hit and to damage. Should you be greedy and want to move and shoot, then the 'Fire & Manoeuvre' option (3) gives maximum versatility to one unit, but its movement will have a reduced max speed of 2 and the shooting will have a -1 modifier to hit.

The three manoeuvre options on the Chart are all different: move up to three units (4), move up to two (5), and move up to two or fire with one (6). Clearly the two units is the 'worst' of the choices, but if your opponent denies you the other options, you might need to pick it. The manoeuvre choices will vanish particularly quickly in the opening turns, where both sides want to move as much as possible.

The final options offer extra flavour to the gameplay and 'Go Hull Down' (7) is the one that could be hotly contested at different stages of the battle when things get destructive. It allows a unit to use cover, and quite interestingly, doesn't need a physical representation of terrain on the board to be used; the assumption is that the unit has found an undulation in the ground and will be at -2 to hit.

'Recover' (8) is another option that could be incredibly important as it applies to all units, allowing them to remove damage by rolling a dice. 'Command' (9) is interesting in that it essentially allows you to pick from other options but with less efficiency than if you had committed to them in the Tactics Phase. Finally, if you want to lead the way, 'Seize the initiative' (10) is a way to ensure you begin the next turn's actions first.



That's not to say there aren't characterful details within the rules: the loss of units reduces your number of Tactics Tokens in the following turns; gradual attritional damage has a real impact on a unit's combat effectiveness; there are optional rules for Strongpoints, ATG Strikes, Air Strikes, Smoke, and Minefields; and tanks have special rules (based around size and reliability) as well as Allied, German, and Italian variation. Quite a lot for 30-pages!

The real appeal of *Armoured Storm*, however, is that it offers two very important things to potential players; both of which make it easy to recommend:

- 1) The ability to grab whatever collection of WWII tanks you might have, skim through the no-frills rules, and get playing your first game in no time at all.
- 2) A continuing tactical challenge after you have played plenty of games and know the rules inside out.

WARLORD GAMES - A GENTLEMAN'S WAR BOLT ACTION STARTER



The latest *Bolt Action* Starter Set arrives packed with figures that perfectly fit our WWII Desert Warfare theme. This bargain of a box includes the plastic options to make compact Desert Rats and Afrika Korps forces, perfect to take into the Western Desert, as well as a small-form rulebook, dice, counters,

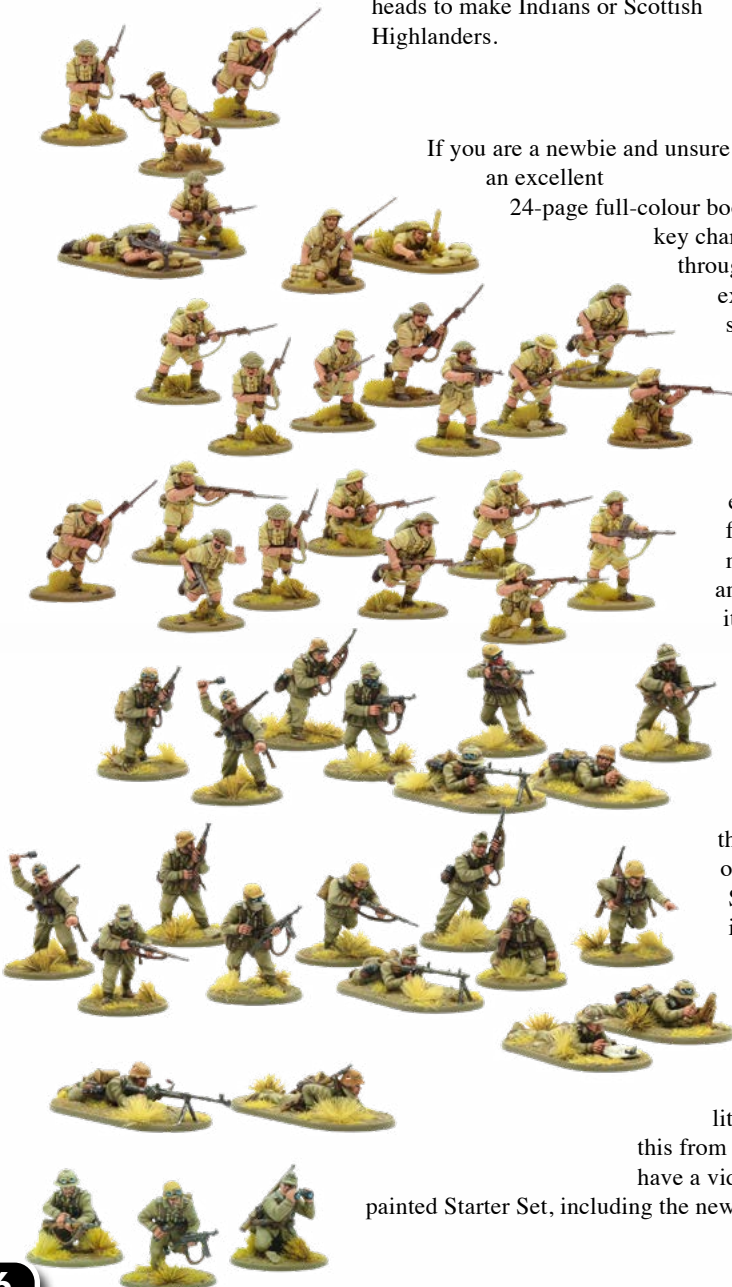
templates, and a special Gentleman's War starter booklet.

It offers arguably the most balanced forces from the various Starter Sets Warlord have produced. If it is indeed going to be your introduction to games of *Bolt Action*, we think that the figures within will make for the perfect start. The plastic goodies are not only great looking figures, but the two armies are a good match, which should make for particularly enjoyable and competitive introductory games.

THE GRUNTS ON THE GROUND

Each side gets 24 infantry, and although these are not new figures, the excellent frames will help you to make some great looking figures with all kinds of weapon options. There's even more visual variety thanks to variant parts on the British Commonwealth

Infantry frame - it includes alternate heads to make Indians or Scottish Highlanders.



If you are a newbie and unsure how your force should be organised, then have no fear, there's an excellent

24-page full-colour booklet that will help you along. This introduces the theatre, key characters and battles within it, and has a full guide to take you through the build process for the figures. There's clear advice on

exactly how to equip your HQ, support weapons, and rifle sections/infantry squads to get them ready for gaming, which is great news for anyone new to the game.

A TOUR THROUGH THE DESERT WAR

Three scenarios are included too, and while they aren't rich with historical detail, they are intelligently paced, escalating as they go and (hopefully) as players get more familiar with the rules. The first scenario is about small patrols meeting in a chance Desert Encounter and uses just the infantry and command from the set. The next game is Desert Assault, and it ups the ante by adding the support weapons and an armoured car to each side (that's the full box contents; for more about the brand new vehicles see Under the Microscope).

The final scenario - Desert War - challenges players to construct their own 1,000 point armies, suggesting they might look to the Starter Army sets for the 8th Army and Afrika Korps. Rather than just a cunning marketing exercise, this seems like a well-considered army building approach; each of those additional sets combine beautifully with this Starter Set by adding artillery and tank options as well as more of the important infantry.

This box will be a perfect introduction to *Bolt Action*, but it will also be ideal for any players who want to shift their gaming to the intricacies of the 'war without hate' that was fought in the desert. The only quibble we can raise is the lack of scenery - previous Starter Sets included a little something to decorate the battlefield - but that doesn't stop this from being great value and a really well-balanced set of figures. We have a video on our YouTube channel that takes a closer look at the full painted Starter Set, including the new armoured cars, so make sure to take a look at that!



DETAILS

- SCALE: 28mm
- PERIOD: WWII
- PRICE: £89/\$107
- MATERIAL: Softback rulebook, hard plastic figures
- WEBSITE: warlordgames.com



UNDER THE MICROSCOPE

NEW PLASTIC ARMoured CARS

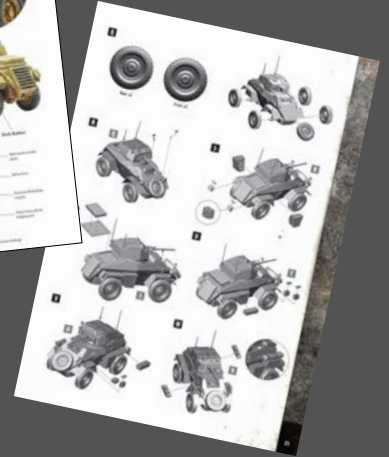
This Starter Set is the only way (for the time being) to get new plastic kits for the Sd.Kfz 222/223 and Humber Mk II/IV armoured cars. These have previously been available from Warlord as hefty resin and metal models, but these plastics (rescaled from Italeri kits to be suitable for gaming) are a vast improvement, with more intricate detailing that goes down to the underside of each vehicle.

HUMBER MK II/IV ARMoured CAR

The Humber was a workhorse for the Allies, and it came into its own in the desert thanks to its armour, mobility, speed, and 15mm Besa machine gun laying down fire. The Mk II turret is best suited to North Africa, while the Mk IV option will be your choice if you want to take the vehicle to Europe or the Far East.



Build and painting guide for the Humber from the Gentleman's War booklet.



Right: Humber Mk II Armoured Car.



Above and below: Sd.Kfz. 222 Armoured Car.



SD.KFZ 222/223 ARMoured CAR

The Afrika Korps get the Sd.Kfz 222, and although we're already quite partial to the kit of this scouting car that Rubicon Models produce, we are pleased to say that Warlord's new version impresses too. The Warlord model lacks some of Rubicon's complexity, but it makes up for that in its ease of build and an impressive final look. Should you want to, you can make the Sd.Kfz 223 option, a radio car that ditches the 2 cm KwK 30 L/55 autocannon in favor of a medium-range radio set and frame antennae.



Above: The instructions show how to make the 223 variant.

WARLORD GAMES - SLÁINE COSMIC BATTLE BUNDLE

With *Running Up That Hill* charting at number one across the world almost 40 years after it was first released, '80s nostalgia is going strong in the 2020s. The tune's prominence in the one of the biggest shows this year didn't hurt Kate Bush's current success, of course, but we suspect that the folks at Warlord are rubbing their hands together in anticipation as their latest wargame (based on legendary '80s *2000AD* comic series *Sláine*) gets a second wave of releases - the Cosmic Battle Bundle.

The musclebound, ultraviolent, fantasy barbarism presented in these new figures might not have much in common with Kate Bush's waifish qualities, but it certainly shares some DNA with *Stranger Things*' latest season: over-the-top and sometimes quite gruesome body horror elements that reek of that most elusive thing - nostalgia done well!

These are outstanding miniatures with a visual style very different to many found in the oversaturated field of fantasy wargaming; that's not an easy achievement! Perhaps the success of the *Sláine* range is in its mixture of fantasy, folklore, and history. Perhaps it is because these figures, more than any we've seen so far, show off the quality that can be achieved in Warlord Resin; but for some slightly bendy weapons, we can't fault it, and the textures and details present are outstanding. There's also the '80s nostalgia factor; the appeal of *Sláine* - a comic strip that is unashamedly 'of its time' with characters built from muscles upon muscles, lashings of bare flesh and gore, and *Sláine*'s daft "Kiss my axe!" warcry - replicated in 28mm.



Above: *The Badb* with resin close up.



Above: *Fomorian Sea Demon champion*.

These figures, which take in some of *Sláine MacRoith*'s alternate adventures, sell themselves with their great sculpts and nostalgic appeal, but we'd be remiss if we didn't mention that each pack comes with the cards and bases you'll need for gaming purposes too, allowing you to tell your own *Sláine* stories on the tabletop. We can't fit all of them into this review, so we've picked some highlights; make sure to check out 360-degree spins of loads of these models on our YouTube channel to get a better look at the full bundle.



Above: *Cathbad the Druid and the Cauldron of Blood*, including the resin cast details in close up.



Above: *Drune Half Dead* with resin detail shown.

DETAILS

- SCALE: 32mm
- PERIOD: Fantasy
- PRICE: £14 to £26 per-set or £111.50 / \$156 for the full Cosmic Battle Bundle
- MATERIAL: Warlord Resin
- WEBSITE: warlordgames.com



Above (left to right): *Elfric Serpent-Eye and an El-Woman*.



New Bolt Action Starter Set!

A Gentleman's War focuses on the action fought across the parched, dusty campaign in the Western Desert during World War II. This Bolt Action starter set pits the forces of the British 8th Army (more commonly known as The Desert Rats) against their Axis foes, the German Deutsche Afrika Korps.

£89.00 €107.00 €107.00



Containing two opposing plastic forces set amongst the conflict across the arid desert war of the North Africa campaign, A Gentleman's War contains the Bolt Action rulebook as well as a theatre booklet that guides you through your first steps in the game.

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





RELEASE RADAR

Dom Sore's back with a smorgasbord of new and upcoming hobby treats for your delectation.

TABLETOP READY TERRAIN

Ponds are one of the terrain pieces that (unlike us heatwave-hit Brits) don't seem to get their wargaming day in the sun. I think that's partly because a blob of inaccessible terrain is a bothersome obstacle for gamers to manoeuvre troops around, but also because making a good looking pond can be a tricky hobby project. The pond's skinnier sister, River, tends to get the limelight with her wavy moves... but it's time for Ms Pond to shine! Thanks to a new release from Warbases (warbases.co.uk), we can all plonk some fine ponds down without the use of complicated water effect hobby materials.



We have reached the summer holidays in various parts of the world, which means there are fewer new releases as companies and gamers jet off on their holidays. That's made hunting out this month's Release Radar items a little more difficult, but I've hopefully found some things that will take your fancy and cure any post-holiday blues.

They have taken their existing 3mm thick pond bases, which are just plain MDF, and printed realistic looking watery designs on top. The printed set costs twice the price of the plain ones, but at just £10 for a sheet of five ponds, it isn't going to break the bank! There are five to a sheet and three sheet variants, which makes 15 different pond shapes in all; for £30, you could create a veritable carp fishery to fight over. Pond sizes vary, with larger ones around 140mm in diameter and smaller ones about 70mm x 120mm. Now you just need to find some very small gnomes to place around them...



... or you could opt for buildings. You can't have a village pond without a village, after all, and the new range from Wargamer's Whims (wargamerswhims.mabisy.com) provides more readily coloured creations. These 15mm and 28mm scale buildings (along with one 6mm outlier) are made of printed MDF so that you can assemble them for the tabletop as soon as possible. There's never been a better time to be a time-sapped gamer! There are five designs, ranging from small outbuildings to a larger house, and all are a red brick effect with tiled roofs; I am not quite sure what the buildings represent in terms of location, but they are generic enough to be usable all over the place (seen left).

Maybe you want to play at a smaller scale? Battlescale Wargame Buildings (battlescale.com) have a small European ruin in 10mm that'll be just the thing to add a point of interest to the banks of your pond. You'll finally need to grab a paintbrush, though, as this comes in unpainted resin. With a centre filled with rubble, you won't need to worry about detailing the exposed interior of this town house, so it'll be versatile for various eras. Maybe I'm the only one who obsesses over 1930s Central European wallpaper tastes anyway!



RARE RATTLE CANS

Before you paint your new Battlescale Wargames ruin, you'll want to get some primer on it, and the new spray paints from The Army Painter (thearmypainter.com), due out late October, will help you with that. Four new colours are being added to the range: Greedy Gold, Ash Grey, Oak Brown, and the poetically named Brainmatter Beige [joining classics such as Bilious Green in the pantheon of putridly named paints - Ed]. In an interesting/odd twist, there are three limited edition colours on the way too: Hydra Turquoise, Pixie Pink, and Deep Blue. I'm not sure it's too useful to release colours that could end up as the basis of your army painting, only to snatch them away halfway through a project because of limited availability... best buy up a good supply if the tones appeal! These sprays act as primer and basecoat, which will help you get painted models onto the tabletop faster and are made to match their counterparts in the brush applied Warpaints range, making touching up and colour matching simple.



VEHICLES AND CREW FOR WORLD WAR TWO

You just can't get away from this hugely popular period... well, you can't if you read Release Radar because it's one of my favourite wargaming eras! Thankfully, there are some excellent releases on the way, and as seems to be the trend these days, 3D printing is playing a part in diversifying what's available. Mardav Miniatures (mdminis.co.uk) must have scanned the tea leaves and predicted *W*'s theme this month because they've added to their range of 3D printed figures with Western Desert British forces; these will be fantastic fodder to face off against my Italian force in desert campaigns! A Forward Observer Team, 8th Army and SAS/LRDG Infantry sections (rifles or SMGs), 3" mortar, 25-pounder howitzer, A12 Matilda II, and SAS jeep have all been added; but there are some updates to older models too, with the LRDG gun truck, support truck, 17-pounder, and Bofors 40mm AA getting new crews. The figures all come in 20mm or 28mm options thanks to the joy of digital scaling; and while you're perusing their site, don't forget to have a browse of their Italian models too.



Above: SAS jeep.



Above: US Tank Commanders and Crew.

Talking of crews, Trenchworx (trenchworx.com) have released crew options for various armies and theatres: German Tank Commanders, US Tank Commanders and crew, German Flak 43 and crew, US M18 Hellcat crew, US M8 Greyhound crew, German Marder III crew, German Grille crew, and German Flak crew. These are 3D prints too and come in 1/56 scale, so they'll be just right for *Bolt Action*. "But Dom, I don't have a 3D printer!" I



Above: German Tank Commanders STL file (left) and 3D print (right).



Above: US M18 Hellcat Crew.



Above: German Marder III Crew.



Above: German Flak 43 and Crew (STL file).

hear you cry. Fear not! These can be purchased ready-printed if you don't have the machine to turn the STL files (which are also available to purchase) into physical models yourself. Interestingly, the price is the same for the digital or physical goods; the bonus of the digital file is that you can then print enough crew to man a whole fleet of M8s for \$10 and the cost of a little resin. There are some nice details here, with the US M18 Hellcat and US Tank Commander sets having crew members in the process of firing a Browning .50 cal; the gun is modelled as part of the figure. That should help protect them from damage during gaming, and you could make them further damage resistant by fixing them in place with rare earth magnets rather than permanently attaching.

No crew for the new offering from Mad Bob Miniatures (madbobminiatures.co.uk), but the Saint Chamond 194mm GPF and its (separately available) lead vehicle maintain Bob's reputation for producing the more esoteric side of World War Two equipment. This mighty machine is essentially a mobile naval gun, although mobile is a relative term! It didn't really do much in French hands, but the Germans took them East and used them in Leningrad. The two vehicles can be purchased in 28mm or 20mm scales, and the main weapon vehicle can be built with stabilisers engaged or not.



MINI MINIATURES MISCELLANY

Lancashire Games (lancashiregames.com) have a few packs of new Napoleonic in 10mm white metal: Polish Lancers Charging, Polish Lancers Advancing, and Württemberg Foot March Attack. A nice addition to their expanding ranges, these will help add the variety to your army that is often difficult to achieve at smaller scales.



Above: Napoleonic Charging Polish Lancers.

Some of my favourite releases right now are Iliada Games Studio's (iliadagamestudio.com) new 6mm modern vehicles. Included in the MDF range are some gloriously unglamorous options: a caravan, a pickup, two types of bus, a truck, a sports car, a large military style SUV, and two family cars. This Turkish company is producing some excellent models lately, and these vehicles will make excellent scenic additions to any modern warfare table.



Above: car and caravan.



Below: Truck.



Above: Interstate bus before and after assembly.

WIGLAF WARGAMING

Wiglaf! [Bless you! - Ed] No, that's not a sneeze, it's the new range of figures from Daniel Mersey (of *Lion Rampant* fame), which is getting a second wave of releases (wiglafminiatures.wordpress.com). The range takes in the British Dark Ages, and the new codes bring more Warlords to the 18mm mix along with Vendel Culture Warriors. The Vendel Culture Warriors get armoured and unarmoured packs of 12 figures, while the second Warlords & Followers pack has eight figures to represent Æthelbert of Kent, Sexred of Essex, Edwin of Northumbria, Caedwalla of Wessex, and Oswald of Northumbria, along with a Vendel standard bearer, hornblower, and a Roman Church monk.

WARLORDS



Above: Sexred of Essex (left) and Caedwalla of Wessex (right).



Above: Roman Church monk (left), Edwin of Northumbria (middle), and Oswald of Northumbria (right).



Above: Vendel standard bearer (left), Æthelbert of Kent (middle), and hornblower (right).

VENDEL CULTURE WARRIORS



Above: Armoured Vendel warriors.



Above: Unarmoured Vendel warriors.

If you are wondering about Vendels, then I've got some insider info from the man himself; over to Mr Mersey:

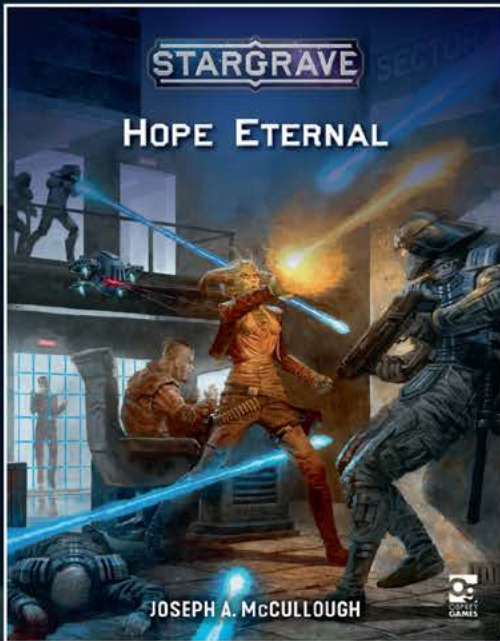
"I'm not aware of many other 15/18mm ranges for the Vendel Culture (pre-Viking or Iron Age Scandinavia). My Vendel warriors wear helmets based on known examples and period artwork, and I've interpreted the distinctive wrap-around tunic shown in some period artwork as a protective leather (or thick fabric) coat worn as armour and as a cultural symbol of a warrior. Mark Coppleson has pointed out that Procopius's mention of the thick coats worn by the Heruli as armour could be a reference to this garment, noting that the wrapover style is

typical of steppe warriors (the Heruli lived both in the Danube Basin and southern Scandinavia). I believe that skirmishers would not wear such a coat, but Scandinavian-influenced Anglo-Saxon warriors (such as the East Anglians) could do so. Their shields are slightly larger than those of my Anglo-Saxons (scaled to around 100cm), which is supported by cemetery evidence."

I am very excited to see what comes next from Wiglaf Miniatures, especially if there are more Northumbrians, and the figures are worth a look if only to take in the painting skill of Steve Dean!

Until next time, fare thee well, and happy gaming!

ASSEMBLE YOUR CREW



LANDING
SEPTEMBER
2022

HOPE ETERNAL

Since the end of the Last War, the great pirate fleets have roamed the ruins of the galaxy, pillaging, extorting, and enslaving. No one has had the power to stand against them, and the desperate few who have tried, have been quickly and brutally crushed. However, when the independent crews are hired for a simple hostage rescue, it leads to a dangerous opportunity to strike a blow against tyranny.

Hope Eternal is a solo and cooperative expansion for *Stargrave*. Featuring ten new campaigns split across 3 scenarios with new rules, advanced technology, and ferocious enemies.



OFFICIAL STARGRAVE
MINIATURES AVAILABLE

Nick Eyre's
NORTH STAR
Military Figures



STARGRAVE

WWW.OSPREYGAMES.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

FULL PAPER JACKET

NEW BOOKS FOR THE DISCERNING WARGAMER

BY NEIL SMITH



A couple of books this month had me pondering the value of reading memoirs as a wargamer. For historians, they are often the most unreliable primary sources; but for us, I think they provide useful insights into the messy realities of combat. That makes them great for generating scenarios, especially for skirmish games and campaigns. If you're pondering a new project, put memoirs on your reading list.

ANCIENT

"I must get a Roman army." Stop me if you've heard that before, or a hundred times. Most

wargamers who develop an interest in ancient warfare turn to the Romans eventually. The problem is, which one across the 800 years of Rome suits you best? You could rummage around the internet, or you could have a look at Graham Sumner's *Roman Warriors: The Paintings of Graham Sumner* (Greenhill). As the title suggests, here is a pictorial review of Roman

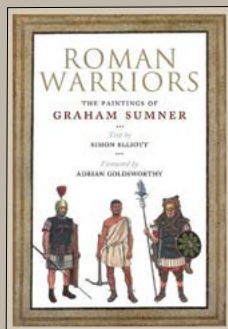
soldiers, their dress, and equipment. And Sumner is ably assisted by the seemingly ubiquitous Simon Elliott who adds the text to provide context for the artwork. So, that's an art book that informs and inspires potential Roman wargamers. Doesn't that sound like a rewarding way to get into the Roman army?

Now you have your Romans, you need an enemy or two to fight. One of my biggest wargaming regrets was selling my 15mm Hannibalic Carthaginian Army. That was an army of many contingents, each of which could form the base of another Ancient army: Numidian, Iberian, Celts, etc. My twitch to build another Carthaginian Army comes from Joshua Hall's *Carthage at War: Punic Armies c. 814-146 BC* (Pen & Sword). Hall covers everything you need to know for the Carthaginian military from inception to its eventual demise at the hands of the Romans. And the more astute observer will notice that this isn't all Hannibal, rather there are many enemies to fight across that period as Carthage developed its own empire. Hall also covers naval warfare, which only

adds to the possibilities. And, as a wee bonus, check out Gioal Canestrelli's *Celtic Warfare: From the Fifth Century BC to the First Century AD* (Pen & Sword), adding a potential enemy for the Carthaginians and Romans. Get all three Ancient books

this month, and you're set for some major wargaming action.

EARLY MODERN



We leap across the centuries to a very different era of warfare and theatre of conflict. Michael Fredholm Von Essen's *Charles X's Wars: Volume 3 - The Danish Wars, 1657-1660* (Helion) takes us into a war that has received scant wargaming attention but is worth a closer look for those into early modern warfare. One main reason

why wars in Eastern Europe and around the Baltic are not often wargamed is that they are a bit too 'foreign' for a primarily Anglocentric hobby. But, mostly thanks to Helion and books such as this, they have become accessible. Across three volumes, Von Essen describes a fascinating series of wars between major European players that often fought in different styles, with big, colourful armies, and some unique units. Perhaps perversely, this third volume might act as a

useful gateway book into this period. I'm assured by those who play this theatre that you never look back.

NAPOLEONIC

The first of this month's memoirs might justly be called 'reactions' because they were written so soon after the combats they relay. That is a good thing. Gareth Glover and Robert Burnham have been digging through archives and collections to produce *The Men of Wellingtons*

Light Division: Unpublished Memoirs from the 43rd Light Infantry in the Peninsular War (Frontline). These aren't taken from the many previously published memoirs of that conflict, and most weren't intended for publication; although the publisher's

claim that these are free of hindsight is, by definition, wishful thinking. Nevertheless, these accounts get us closer to the action, which is great for skirmish games in particular. Personalizing our soldiers adds to the gaming experience, and if we can use historical characters, so much the better.

AMERICAN CIVIL WAR

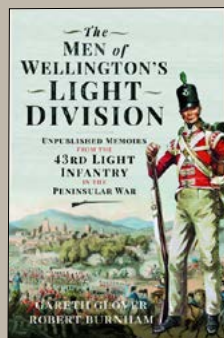
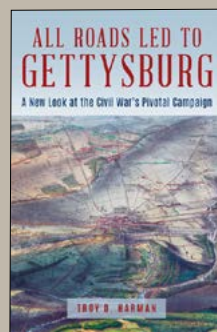
Do we need another book on Gettysburg? It was arguably the decisive battle of the American Civil War and certainly its most iconic, and when the book is written by a Gettysburg Ranger and historian, then the answer is a resounding 'yes'. But this isn't the well-worn story we're accustomed to; rather, Troy Harman in *All Roads Led to Gettysburg: A New Look at the Civil War's Pivotal Battle* (Stackpole) argues for a new interpretation. This wasn't an accidental,

headlong encounter stumbled into by both sides, argues Harman, but almost an inevitability created by the terrain and the demands of the armies. I'm not sure that's such a radical departure from the traditional narrative, but Harman takes the focus off the high ground, which is interesting. For wargamers, that sharpens our focus on the effects of

terrain and how to use it. We might need to revisit Gettysburg on the table, and perhaps some other battles too with this interpretation in mind.

THE GREAT WAR

Sue Boase's *Sniper on the Ypres Salient: An Infantryman's War In The Royal Welsh Fusiliers* (Pen & Sword) is a memoir of sorts. This is the account of one man's war between December 1915 and December 1916. The sniper was William McCrae, who began his war as a basic infantryman, but emerged as an accomplished sniper and an officer. It's unclear what aspects of McCrae's career are captured in this narrative, but that doesn't matter so much for wargamers pondering the Western Front. Focusing on a sniper's actions might be an interesting angle for skirmish gaming, with RPG potential because it wasn't all about shooting the soldier



opposite but gathering intelligence too. That kicks up a bunch of missions we can send our sniper on across no-man's-land.

WORLD WAR TWO

Robert Kershaw is one of the better current military historians. That is reason enough to buy *Dünkirchen 1940: The German View of Dunkirk* (Osprey). For wargamers, though, this book offers a new take on a very familiar subject. We all know roughly what happened at Dunkirk; the Allies managed to evacuate thousands of soldiers from

the beaches under constant enemy fire and imminent destruction, or so the legend goes. The Germans were faceless in that narrative, over the horizon, active but not actors. Yet, they were only 7km away from a stunning victory when they were ordered to stop their advance. What happened? Kershaw has the answer. The knowledge he adds could literally be a gamechanger for us because we can now switch sides and play out some German 'what ifs?' with a little more authority. Kershaw's analysis certainly has me contemplating an early war project in 6mm.

We switch to the Eastern Front with a biography of an accomplished soldier in Roland Kaltenegger's *Eastern Front Sniper: The Life of Matthias Hetzenauer* (Greenhill). Drafted into the German army in 1943, he began his soldiering in the Seetal Alps where he learned to be a sniper. He then served in Romania, Hungary, and Slovakia, racking up over 300 kills. He survived the war and a Soviet prison camp. That sounds like a story worth reading. Similar to William McRae on the Somme, Hetzenauer is someone we can follow around our tabletops but with more variety in combat environments. In April 1945, Hetzenauer was awarded the Knight's Cross of the Iron Cross, which might be an option for a sniper campaign victory. The other bonus of playing a sniper-based game is that you only need to paint one figure!

For me, wargames and reading have a symbiotic relationship. I can't read without wondering about the wargaming possibilities, and if new figures or rules come out, then I want to know the history behind them. Our next book reminded me of that because my first board wargame was SPI's *Arnhem*, and I've had a thing about the battle ever since. Add that to my interest in memoirs and other primary

sources, and you can see why I am excited about Grant Newell's *Airborne to Arnhem: Volume 1 - Personal Reminiscences of the Battle of Arnhem, Operation Market, 17-26 September 1944* (Helion).

There are 150 recollections across the three volumes of this series from all aspects of this battle. That prompts all sorts of wargaming possibilities, including in some areas away from the main action – there is a good logistics game in here somewhere. Newell's book has all the background information you need to get started along with lots of photographs for inspiration.

The World War Two theatre I most enjoy reading about is the Far East and Pacific. I find it almost unfathomable that men could fight in those conditions. I also like wargaming skirmish actions with set objectives; games involving the French Resistance are always fun for that reason. With our next book, I can combine the two pleasures. James Villanueva takes a deep dive into a unique conflict in *Awaiting MacArthur's Return: World War II Guerrilla Resistance Against the Japanese in the Philippines* (University Press of Kansas). What we have here is an analysis of the disparate guerrilla groups across those islands. They did everything you might expect by gathering intelligence and disrupting operations, tying down manpower, and keeping the Japanese off-balance. Villanueva examines their organisation, logistics, and effectiveness, and how the Allies worked with them from a distance. In short, this feels like a blueprint for wargaming a skirmish campaign on a small island in the Far East, which has to be my top contender for 2023 wargaming projects - too early?

A few years ago, there was quite the kerfuffle over a 1/72 model of a Nazi Flying Saucer that the manufacturer marketed as if it was real (how they achieved the scale, I don't know). I'd pass this off as ridiculous, but I've seen games played with them, rules and everything, and now we have a book by S.D. Tucker, *Nazi UFOs: The Legends and Myths of Hitler's Flying Saucers in WW2* (Frontline). Tucker is quick to point out the whole thing is a myth, but how

did it become another conspiracy theory? Read on and find out. As for wargaming with a Nazi UFO, there are post-WWII sci-fi rules out there that I am sure will make sense to some of you, and there is a wee part of me that would like to give it a go.

MODERN

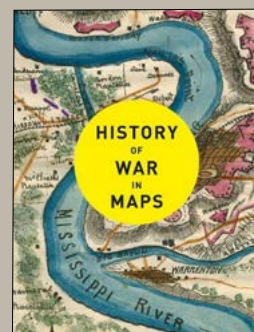
It can hardly have escaped the notice of UK readers that 2022 is the 40th anniversary of the Falklands War, and there are a lot of us who know someone who fought. Anniversaries foster wargames projects like nothing else outside of blockbuster Hollywood movies. It is likely then, that many readers will want to attempt a Falklands project. For some of us, the contemplation is the best bit because, sooner or later, the paintbrushes will have to come out and the work begin.

For the Falklands War, that part has just become less daunting with the publication of *British Land Forces in the Falklands War: Uniforms and Equipment* (Frontline) by Mark Magreehan. He is a historian and collector of military equipment with quite the stash for the Falklands War; uniforms and equipment from the Commandos, Paras, and Scots Guards, including smocks, helmets, boots, rucksacks etc. He accompanies photographs

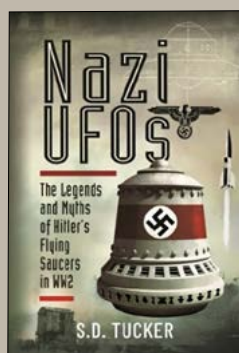
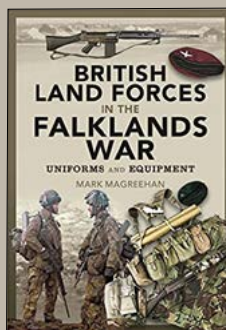
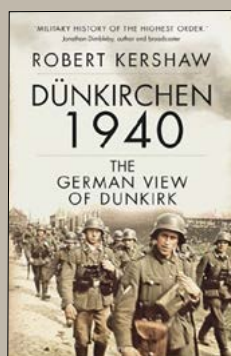
of those with more of the soldiers, some taken by other soldiers, to produce an arguably unique archive that will prove more than worthwhile for that Falklands War project.

MISCELLANEOUS

My fellow *Wi* columnist Dom Sore has a bugbear about the lack of maps in military history books. So, my final book this month should make him happy. Philip Parker's *History of War in Maps* (Collins) should hit the spot for all of us who like to pour over maps as we follow events and plot our games.



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/beatng-tsunodoku/. Happy reading (and gaming)!





ECW



MEDIEVAL



DARK AGES

WEBSITE UPDATED
REGULARLY WITH NEW STOCK

ACW



MEDIEVAL

**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

Wargames Fantasy
and Sci-Fi figures always
sought for cash, part
exchange or swaps.
You can often exchange
painted figures for castings
through the Hinds Figures
Swaps Scheme - Contact
us for details

LATE ROMANS



1st Corps

28mm Finest Quality Pewter Miniatures,
Resin Buildings and Vehicles

28MM DARK AGE BUILDINGS



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

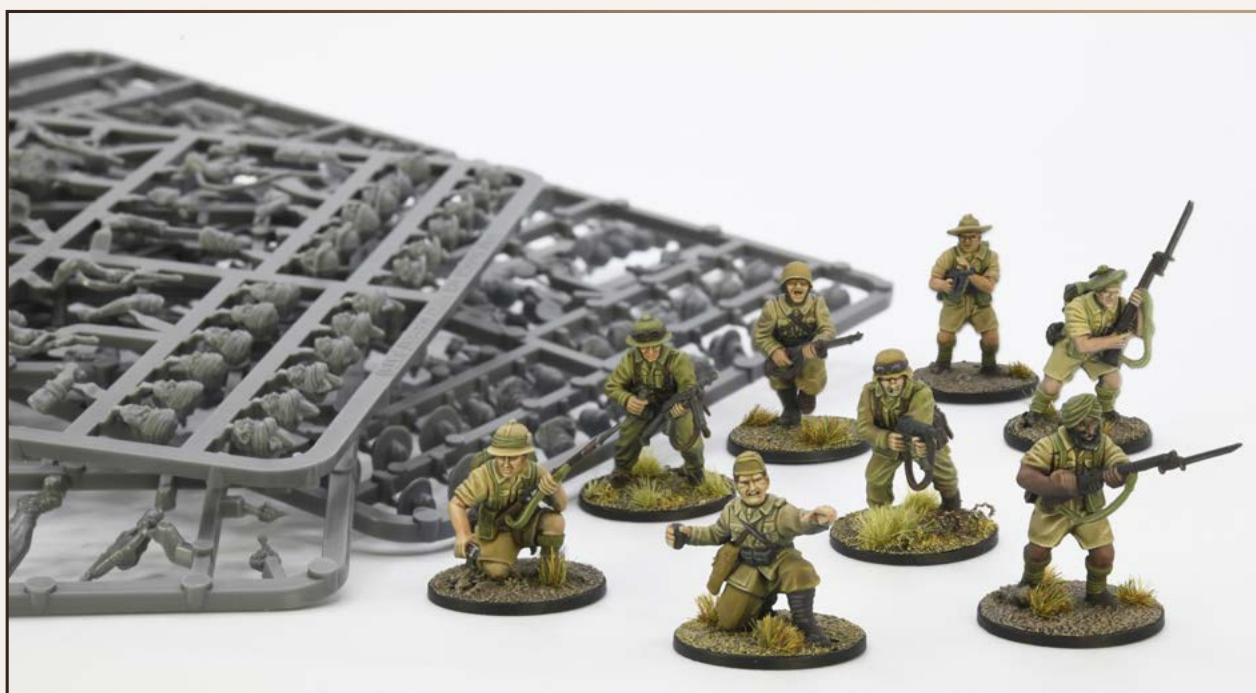
Battle Flag
Raising the Standard

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

NORTH AFRICA PAINTING PART ONE: TABLETOP READY



Callum grabs this issue's four free Warlord Games frames and shows us how he achieved great results in no time at all on these varied desert combatants.

This issue's Warlord Games freebie is a lucky dip from four North Africa themed frames. I couldn't exactly do an in-depth hobby guide for every possibility on these frames as it would have filled up the whole issue, so I decided to paint a bit of everything and get my figures completed at a fast pace. Excluding the time to research, build, and zenithal prime my infantry options, I took just 30 minutes to get each figure painted and ready to take part in our North African Campaign. I hope the advice here will help you to get paint on your figures and stop you adding more grey plastic to your untouched pile of shame (we all have it!).

Want to take things further? I'll be back with part two next month; I'll demonstrate how another 30 minutes of painting on your already tabletop ready figures will elevate your army and make it look even better!

Hop in your Chevy, buckle up, and get those dust goggles on because we're gettin' speedy!

BUILDING YOUR FIGURES

BRITISH 8TH ARMY

I built two different 8th Army options so that I could show quick methods for different skin tones; I'd paint a paler, ruddy Caucasian skinned Scottish Highlander (left) and sun-weathered, darker skinned Sikh (right). Both figures were equipped with backpacks and a shovel so that they could dig in and take some refuge from the blazing hot days and cold nights in the desert.



COMMONWEALTH INFANTRY

I settled on an Australian ‘Digger’ (left) and a South African (right) here; these forces began the North African conflict with their own gear, but with supply lines limited, they began to supplement kit with more readily available British options. I wanted to reflect this in their equipment; they look quite like the 8th Army but with some recognisable differences in elements such as the traditional digger hat and South African Pith helmet. It’s worth noting that this set can be easily mixed with the 8th Army frame to create more variety in your army options.

AFRIKA KORPS

I studied texts, photos, and illustrations of the Afrika Korps before settling on a kitted-out build for my German Grenadiers. Osprey’s *Afrikakorps 1941-43* shows men laden with gear, ready for excursions in the desert, and the Warlord frame has some beautifully sculpted extras: an assortment of pickaxes, bedrolls, canteens, and more.

The Afrika Korps were originally deployed with tropical helmets; while these offered protection from the elements, they did little to help in combat. I wanted all my figures to be mid-war and deep into the North African conflict, so I equipped one with a steel helmet instead as these were eventually shipped over to the Axis forces then repainted to blend into the desert.

ITALIAN ARMY AND BLACKSHIRTS

The Italian army didn’t use anti-tank weapons in the same manner as other forces; they relied on surprise ambushes, closing the gap then hurling grenades to disable the mechanical behemoths that churned up the sand of North Africa’s deserts. I found this interesting, so I built a Lieutenant lying in wait, grenade at the ready. The pose is based on an illustration found in Osprey’s *Italian soldier in North Africa 1941-43* (see below). The other model is based on an illustration from the same book, showing an Italian attack on the Gazala Line. I tried to depict the speed of the pose and match the equipment positions where possible.



Above: From *WAR169 Italian Soldier in North Africa 1941-43*. Illustration by Steve Noon. © Copyright Osprey Publishing www.ospreypublishing.com

FINAL PREP

I added sand and small rocks to the bases with PVA glue, creating small rows of raised PVA to give the impression of sand waves. The effect was subtle, but I think it added another dimension to the finished base. I then primed and zenithal highlighted each model with my airbrush to start the process of adding highlights before I’d even applied a paint brush to the figure. With this done it was painting time!



Above: South African with the zenithal highlight applied.

DON'T LOSE YOUR HEAD

I used plastic glue to stick the figures together until I got to the heads, which I gently attached with a small dot of sticky tack. This allowed me to prime and zenithal highlight the models, then remove the heads and superglue them to cocktail sticks so that I could more easily access the details when painting.



PAINTING APPROACH

Batch painting is the key to getting quality results in only 30 minutes; if I had painted more figures at once (a whole platoon, for example), then the time taken per-infantryman would have gone lower than shown here; drying time would no longer be a factor, and speed would have increased as I got used to the areas I was painting on each figure.

Using an airbrush to lay down basecoats is highly recommended but not essential. A thin glaze of paint applied with a brush will go on quickly and dry in no time at all too, so don't think fancy kit is required to get these results. Until recently, all my painting was done with a basic bristle brush; the same approaches work whatever equipment you use, and a zenithal start can be achieved with spray from rattlecans or a drybrush of white over black.

BRITISH 8TH ARMY AND COMMONWEALTH INFANTRY

I started with the British troops, batching the 8th Army and the Commonwealth Infantry together as they both shared the same uniform colours with just minor differences in headgear.

1) I needed to paint the skin first, the most 'recessed' part of the figures. For the Scottish Highlander, I mixed Army Painter Amber Skin and Ruby Skin in a 2:1 ratio to make a pale/pink flesh tone; for the Digger and South African models, I used pure Dorado Skin; and for the Sikh soldier, I used a mixture of Army Painter Dorado Skin, Onyx Skin, and Mocca Skin.

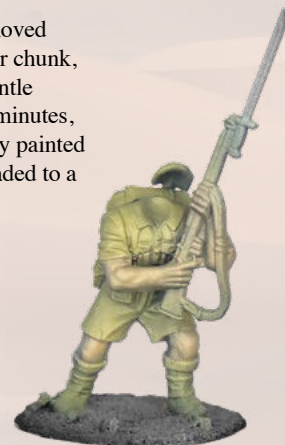
I thinned these mixtures with a drop of airbrush flow improver and some water before applying them in several thin and controlled layers through my airbrush, focusing the spray on the top areas of the skin and leaving the grey/black in the deepest recesses.

Once I had these colours applied and dry, I masked the sections off with sticky tack. Don't worry if your spray goes a little over the edges, you'll quickly clean up that overspray in the next step.

2) I mixed equal parts Vallejo German Camo Beige (the irony was not lost on me) and Vallejo Buff, thinned it, and applied it through the airbrush. As before, I tried to reach full opacity on the brightest points, blending down to almost complete translucency in the darkest recesses. Save time here by spraying everything, including areas that will eventually be green, such as the backpack and socks.



3) Once dry, I carefully removed the sticky tack using a larger chunk, pressing and pulling in a gentle jabbing motion. In just ten minutes, most of the figure is not only painted but also highlighted and shaded to a pleasing degree.



4) I blocked in the webbing, socks, and packs with a mix of Vallejo German Camo Beige and Vallejo Uniform Green in a 2:1 ratio, with a dot of dark brown added to the mix to finish. I thinned this mix so it would flow over the areas and show some of the beige uniform colour through it as 'highlights'.

This is a quick way to add more interest to the model with no extra effort; on the socks, I ran a thin layer to sit in the recesses and just a tint of it to the topmost points, creating a highlight through the tonal difference between the green and the uniform colour but with no extra brushwork required.



5) 15 minutes in and it's on to detailing. I used Citadel Rhinox Hide (any dark brown will do) and painted the rifles, canteens, bayonet sheaths, and boots. This mix was thinned, but I applied it with more opacity than previous stages so that the elements popped and 'framed' the other areas I'd painted more subtly.



6) Adding definition and separation is important to give your painting impact. I mixed equal parts Citadel Agrax Earthshade and Seraphim Sepia, then I diluted that mix down in a 1:2 ratio with Citadel Contrast Medium and tinted the uniforms with it. This mix pooled in the recesses and added shading and lining.



7) The skin got similar treatment: Citadel Reikland Fleshshade and Citadel Contrast Medium in a 1:2 ratio was applied to the Scottish Highlander; the Australian and South African skin was Citadel Seraphim Sepia, and the Sikh skin had the previous step's uniform wash applied.



8) Highlights came next and by focusing on key areas of the uniform, webbing, and faces it is easy to achieve effective results in minutes thanks to the early zenithal guidance. Use thin paint and the side of your brush to catch edges quickly. Only paint with the brush tip to accentuate lines that can't be easily hit with a brush edge. Less is more here; pick key areas that would catch the light rather than trying to edge highlight every part of your figure!

For the uniform highlights, I mixed Vallejo German Camo Beige and Buff in a 1:2 ratio and added a small amount of Vallejo Ivory. For the webbing, I mixed Vallejo German Camo Beige with Vallejo Uniform in a 1:2 ratio, adding a little Vallejo Buff into the mix.



9) Almost done, and it's time to highlight the skin. For the Scottish Highlander's face (left) and fingers, I mixed Army Painter Amber Skin with off-white. For the Australian (right), I highlighted with just Army Painter Amber Skin.



10) To use up my final two minutes, I mixed equal parts Scale75 Thrash Metal and Black to give a metallic shine to the weapons and belt buckles on the front of the model. The final touch was a quick wash over those areas using Citadel Nuln Oil mixed with Citadel Contrast Medium, and voila, our basic models are done.



Above: The heads for some figures aren't glued on yet as I'll add more detail in a second article.

AFRIKA KORPS

1) The steps for the Germans are very similar, so this guide focuses more on the particular paints needed. I started the airbrushing with Army Painter Dorado Skin for, unsurprisingly, their skin. As with the British models, layers should be thin to capitalise on our zenithal start.

2) With that done, sticky tack those sections and apply a 2:1 mix of Vallejo Khaki and Vallejo Uniform Green. I used my airbrush again, but you could apply it by brush; ensure that the consistency is thinner than a traditional layer and is focused on the raised surfaces as before, allowing our pre-shading to show through.

Right: German Afrika Korps soldiers. Artwork by Stephen Andrew from MAA 316 The German Army 1939 - 45 (2) © Osprey Publishing www.ospreypublishing.com



3) With these steps done, remove the sticky tack as it's time to tackle all the 'clobber' on these models. I started with Citadel Rhinox Hide and blocked in all the straps, canteens, bayonet holsters, and boots, then Vallejo Khaki on the pack and other details. An equal mix of Vallejo Khaki and Vallejo Dark Yellow coloured the helmet and canister. The final colours were an equal mix of Scale75 Thrash Metal and black, covering the weapon, ammo, and grenade.



4) I washed the models with an equal mix of Citadel Agrax Earthshade and Citadel Seraphim Sepia, which was then thinned with Citadel Contrast Medium. This wash is slightly darker than on the British models as I wanted to tint all the green, not just the recesses. After application, the uniform starts to look much closer to reality.

5) For the skin, I went back to Citadel Seraphim Sepia thinned with Contrast Medium and applied it to add depth. The metallics were covered with Citadel Nuln Oil instead.



6) Once this was dry, I spent the last of my time painting in highlights: for the uniform, I mixed Vallejo Khaki and Vallejo Uniform Green in a 2:1 ratio before adding small amounts of Vallejo Buff; for the brown straps, I used Citadel Skrag Brown, and I applied a few spot highlights to the face with Army Painter Amber Skin. With that, my time was up!



ITALIAN ARMY AND BLACKSHIRTS

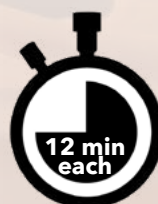
The Italian uniform is darker, with more mustard trousers and helmets, a beige top, and grey details. This instantly made them more difficult to paint, I had to use sticky tack twice instead of once, which meant sacrificing some later details to achieve the 30-minute goal.

1) Faces got a spray of Army Painter Dorado Skin, then I masked them with sticky tack. I ignored the hands on the model; they are small enough to paint in later in less time than it would take to carefully mask around the weapons.

2) Equal parts Vallejo English Uniform and Vallejo Khaki got focused on the trousers, helmet, and fez cap.



3) I masked over the previously painted areas with more sticky tack and painted the rest of the uniform with Vallejo German Camo Beige then carefully removed the tack.



4) It was time to begin the brushwork with Vallejo Dark Grey used on the socks, belts, pouches, and canteen. The boots were painted with Citadel Rhinox Hide, and while it was on my palette, I mixed that brown in with an equal amount of Citadel Mourfang Brown to paint straps. I touched up the unpainted hands with my skin mix here too. The final step for this stage was to paint metallics with the previous equal parts metallic mix of Scale 75 Thrash Metal and black.



5) I diluted Citadel Agrax Earthshade with Contrast Medium and applied it everywhere except the face but including the hands. I still used my Seraphim Sepia mix from the other figures for the face to get the definition I desired on this important part of the model.

6) Highlights were rushed on to finish. Having done the other nations previously, I already had a good idea of the areas to focus these on and transferred that knowledge to the Italians for more speed. On the yellower areas, I mixed Vallejo English Uniform and Vallejo Khaki, adding Vallejo Buff until I was happy with the colour. For the beige, I mixed Vallejo German Camo Beige with a small amount of Vallejo Ivory. I only had time to highlight these two areas due to the more difficult scheme but still ended up with a good-looking tabletop ready figure!



TABLETOP READY

That's eight figures done (but for their basing) in four hours, or 30 minutes per-figure. I could stop at this point and be happy with how they looked in battle. If I'd been batch painting and working on more figures at each stage, I'd have a load of great infantry ready to deploy.

IN PART TWO

I'm not stopping here though; I'll be back in part two and spend another half-an-hour on four of these 30-minute figures to take them to the next level of finish. An army is, after all, never quite finished! I'll also show off some simple basing approaches you can apply to situate your men in different parts of the conflict in North Africa.



Right: Top row - the four finished 30-minute minis. Bottom row - figures with another 30-minutes spent on them; these are described in part two next month.

THE INTELLIGENT WARGAMES TABLE

VALKYRX



Will the world end in fire, or ice...?



ASTIGEND (FIRE DRAGON)

£39.95

WINGSPAN 105mm



VERTIGRON (ICE DRAGON)

£39.95

WINGSPAN 115mm

FREE! WITH ANY ORDER MANGERE THE DEMON KING – WORTH £24.95

Miniatures are supplied as unpainted resin kits and are shown smaller than actual size.

Jealous Gods have sent Mangere and his demon lieutenants to destroy the Earth. Aided and abetted by unworldly necromancers they have raised an army of mutants, awakened long forgotten beasts from the underworld, and wraiths from their tombs. Outnumbered, but defiant, King Modrof leads his motley alliance of dragons, elves and dwarves against the overwhelming might of the Demon King in a desperate quest to save the Earth.

Chief among Modrof's army are the dragons Astigend and Vertigron, two of the last remaining "Ancients" of the Old World. They can combine their powers to deadly effect to prove the indestructible Stone Titan is not always what he's cracked up to be...

Our "Days of the Valkyrx" miniatures range features over 60 fantasy figures suitable for a variety of your tabletop fantasy games, or simply to take pride of place in your collection.

VALKYRX.COM

@Valkyrx_Gaming

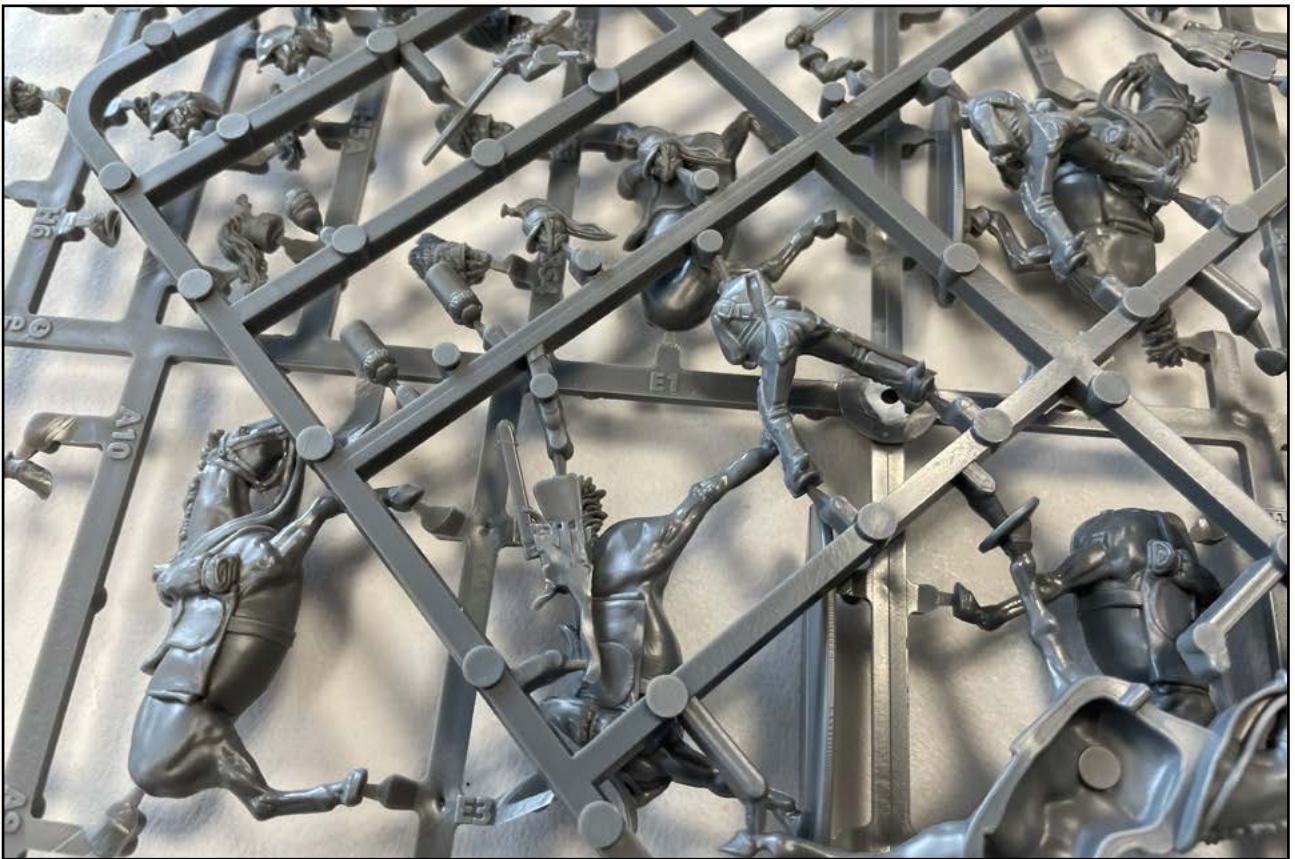
Head Office tel: 01327 368 498
email: info@valkyrx.com

Valkyrx_Gaming

Gaming Centre tel: 07856 893685
email: birmingham@valkyrx.com

@valkyrx_gaming

HORSES (AND RIDERS) FOR COURSES



A BIG MEN ON BIG HORSES COMPARISON

Napoleonic gamer Jack Travis pits Victrix's new Heavy Dragoons against Warlord's existing ones in a plastic frame equivalent of the Pepsi Challenge.

On hearing a friend comment "this new set from Victrix makes me want to throw away my painted Scots Greys brigade and start all over again!", I decided he wanted to see what all the fuss was about, and if these new British heavy cavalry really were (as one of the reviews on the Victrix website hailed): "The best detailed and wonderfully crafted 28mm figures... ever seen". Specifically I wanted to see, how they measured up against the other Heavy Dragoon plastics on the market. Seconds out, round one...

In the blue corner, weighing in at £30 (\$36.50) for 12 figures (including officer, musician, and sapper), we have the Victrix British Napoleonic Dragoons. In the red corner, weighing in at £26 (\$31.60) for 14 figures (including a metal officer and musician), we have the Warlord Games British Union Brigade Cavalry. Sprues on the table, snippers in hand - let's get ready to rumble!

There are several different reasons for choosing to buy one new set of plastic toy soldiers over another. In this article, I want to focus on the two things I consider the most important: 1) How easily the parts fit together 2) How 'good' the finished models look. Both points are pretty broad, and the latter is highly subjective; but what I'm going to do here is provide you with the evidence to make up your own mind, rather than prescribe my own. I am going to make that task as easy as possible for you by constructing two models (from the range of those available in both sets) that are as similar as possible - Scots Greys in bearskins.

INSTRUCTIONS

Both sets get a 'could do better' on the scorecard when it comes to construction instructions. Warlord don't bother with anything at all, whilst Victrix stick to their trademark unfriendly collection of numbers and letters at the top of the packaging header card. These codes correspond to those on the sprue, if you can find them (or if they are there at all - come in A1 where are you?), so slightly better than nothing at all. But let's not linger on the instructions because the only way is up from here!

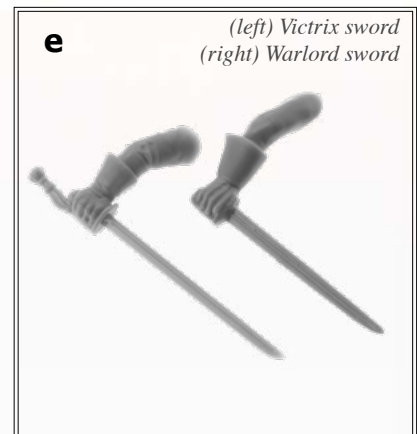
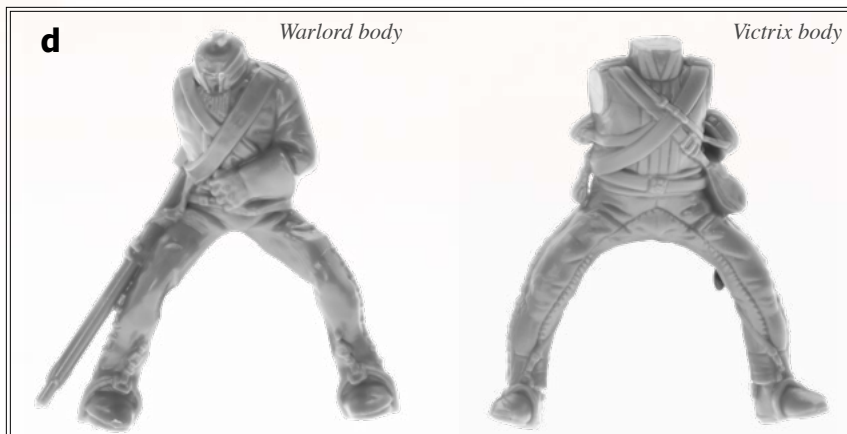
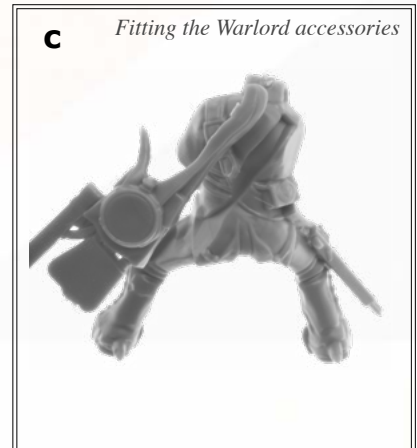
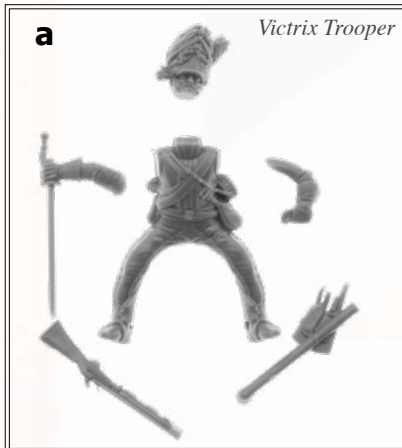


TROOPER BODY PARTS

Snipping from the frame is as easy as pie for both sets of figures, and having negotiated the mystery of the missing part (actually present but not numbered on the frame), what we have are the six pieces that make up a Victrix trooper (a), and the four pieces that form the Warlord equivalent (b). Warlord chose to mould the left arm/hand and carbine on the body, whilst the scabbard, canteen, and cartridge box fit quite ingeniously via a slot on the back of the body (c). The same pieces on the Victrix model come as separate parts; or in the case of saddle bag and canteen, they are moulded on the body.

Victrix have the upper hand on variety, with three standard trooper bodies to choose from as opposed to Warlord's two.

Here's a detailed look at the two bodies (d) and the sword arms (e) - the cord hanging from the Victrix sabre is a nice touch. The Victrix sword in general has a more refined and realistic look.



TROOPER BODIES FITTED

The Warlord body goes together easier and without expending much brain power, the compromise being that the parts look a little less dynamic, e.g. the left hand pressed to the chest and the carbine fixed in a slightly unnatural position.

It's worth pointing out that the Victrix scabbard and cartridge box part is a really thorny piece to fit; I struggled to make it sit comfortably and firmly anywhere (f).



Both pictures at the bottom: (left) Warlord, (right) Victrix.



HORSE BODY PARTS

Both sets form a horse from two specific body sections. Again the Victrix set has the advantage of having more variety - three different horses on a sprue compared with Warlord's two.

Both sets use similar fitting 'plugs' and crucially allow plenty of surface area on which to apply the glue - the horses from both sets fit together very neatly.

The horse furniture on the contrasting models is quite different, with the Warlord models looking a little sharper, but the Warlord horses are cursed with a rather ugly bridle, which on the Victrix models is nice and crisp.

The two manufacturers take a very different view on basing, with Victrix going for the classic large oval, whilst Warlord go for a subtle couple of discs on two of the hooves. Whilst the larger base gives more stability, I find the discs allow for very easy access for terrain basing between the legs.

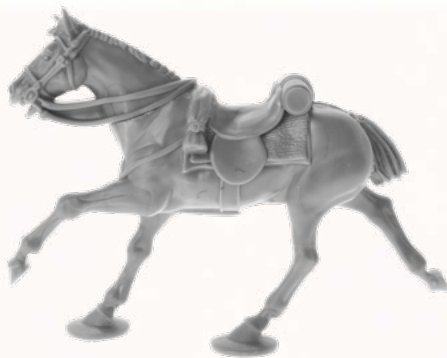
It would be remiss of me not to mention the mane on the Warlord horses - it seems to have gone AWOL on the left hand side of the models! Let's be kind and say the wind has swept all the hair to one side.

"TOO BIG. NO TOO SMALL!"

During the course of writing this article, I spoke to several figure collectors and a couple of figure designers, and it seems the jury is well and truly 'out' on what size a horse is. Several lambasted the Victrix horse as being too small and "crammed", whilst an equal number said the Warlord horses in this set were too big. What I've noticed about all wargamers is that they then go on to agree that actually horses come in all shapes and sizes... before criticising the next set of horses they see as being too big or too small!



Warlord Horse



Victrix Horse



Windswept Warlord mane



MOUNT UP

And here you have the finished models (minus several hours of brushwork!) And as I stated at the beginning of the article, it's up to you to decide which you prefer. The plaudits piled on the Victrix models are well deserved, but re-visiting the Warlord models, I was impressed with how well they have stood the test of time, being unsurpassed in several aspects. I'll close by reminding everyone that we are blessed to live in a golden age of plastic figure manufacturing, and I thank both companies for putting their efforts (and investment) into producing two great sets of miniatures.

The finished models: Victrix on the left, Warlord on the right.





• **Tumbling Dice** •

**1/4800
NAVAL RANGE
ANGLO/DUTCH
WARS**

INDIVIDUAL PACKS £2.40 (3-6 MODELS)

NEW SQUADRON PACKS - (8 packs, 24-36 models) £17

- 48MSP 1 Anglo/Dutch Squadron C1660
- 48MSP 2 Napoleonic Squadron C1800
- 48MSP 3 Merchant Convoy C1660-1820
- 48MSP 4 USA & Barbary Corsairs C1814
- NEW** 48MSP 5 Renaissance Mediterranean C1570

NEW BATTLE PACKS - (30 packs, over 90 models) £65

- 48BP 1 TEXEL 1673 British/Dutch/French fleets
- 48BP 2 TRAFALGAR 1805 British/French/Spanish fleets
- NEW** 48BP 3 LEPANTO 1571 Ottoman/Christian fleets

NEW 1/2400 FORTRESS SETS - £14

- ASA11 NOSHIMA Murakami Pirate Island C1600
- ASA12 MORRO CASTLE Havana C1660-1800

For more details on all products and ranges, visit:
tumblingdiceuk.com



THE DESERT WAR IN MINIATURE



Dr David B James has been working on his 10mm/12mm WWII desert warfare figures for over a decade. We recently visited The Worcester Wargames Club, where David is a member, and we snapped some photos of this inspiring collection. David tells us all about them.

I was always interested in the Western Desert campaign as it's where the allies fought the Germans toe-to-toe, so to speak (though more often armoured bumper to armoured bumper), for the longest time, from 1941 to 1943. This, coupled with inspiring stories from my Uncle Alf about the battles, fuelled my interest.



THE START OF MY ADVENTURES IN THE LIBYAN DESERT

My collection started back when I was 18 years old, but it was in 6mm scale. As I've aged, my eyesight has gotten worse and the size of figures I'm comfortable working on has increased. I now prefer the 10mm/12mm scale, so about ten years ago, I sold all my 6mm scale stuff and began the process of replacing it with the larger models. Why not go bigger and up the scale to 15mm or 28mm, I hear you ask? Well, it's simple, I still wanted my games to represent the vast open spaces of the Libyan Desert, which meant that 10mm/12mm (or 1/144) offered the perfect balance between those broad expanses and ease on my eyes!

GAME OF THE DAY - THE BATTLE OF GAZALA

David set up a Battle of Gazala game for *Wargames Illustrated's* visit. The British armoured Brigade are on the advance in this shot of the table, with the Queen's Bays (blue pennants) moving up and the 9th Lancers (red pennants) chugging along in the background. Behind them, their Motor battalion (1st Rifle Brigade) readies itself to consolidate any ground taken. In the far distance, a squadron of the 7th Royal Tank Regiment in their Matildas starts to carefully cross a minefield. The images throughout this article show more of the game's progress.



My collection now comprises 15th Panzer Division (plus hangers-on) as well as options to do 21st Panzer should I want to. For the British, there are currently three tank regiments - two Cruiser and one Matilda - and the armies were originally brought together to take part in the Battle of Gazala, May 1942.

In addition, there are regiments and squadrons to game earlier actions going all the way back to the first pushes made by Germans in March 1941. Various Cruisers (A9, A10, and A13) come into play, as do Vickers light tanks, Honeys, and Valentines.

MIXING THE MANUFACTURERS

My collection represents the best from many companies making armour at 1/144 scale. The bulk of the German force is Panzers from both Arrowhead Miniatures and Dragon Models Ltd who make plastic CAN.DO kits. The German command are from Miniature Figurines (Minifigs), Pithead Miniatures, Arrowhead Miniatures, and Pendraken Miniatures. The British armour is more from Arrowhead - their detailed Matildas and Grants - and Pithead Crusaders. Most of the other British tanks are 3D prints from Butlers' Printed Models. Quite the eclectic mix, yet it all comes together nicely.

The British infantry are Minifigs because they are the only manufacturer I found who make them with their bayonets fixed, and the Germans are from Minifigs along with others from Pendraken.



Above: 25-pounders and 5.5" Howitzers stand ready to break up any German counterattacks.



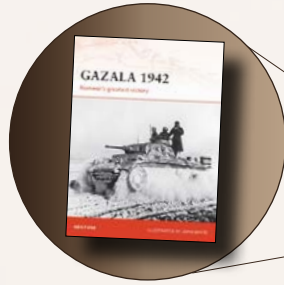
Above: The 9th Lancers press on towards the German front line.



Left: The venerable Matildas come under inaccurate German artillery fire at the edge of the minefield.

THE GERMANS

Right: One of my German command bases. The vehicles are Minifigs and Pithead with added antennae and stowage. The foot figures are all Minifigs. The keen eyed viewer may be able to spot that the German officer is explaining how they did so well at Gazala in '42; on the table is their copy of the Osprey campaign book!



Left: '88' is the dread of any Allied tank crew. This Arrowhead model is partially set up for firing from the carriage.

Below: An Arrowhead Miniatures Pzkwf IV Ausf F2, or simply a Mark IV 'Special' with the long 75mm. These were few and far between compared to the F1 at Gazala, but by Alamein, they were a relatively common sight.



Below: The Panzer Division HQ on the move. All models are Minifigs except for the general standing in the rear of the Horch, who is from Pendraken Miniatures.



Right: Artillery: a 150mm on the left and 105mm on the right. The 105mm was a superior gun to the 25-pounder (seen on the next page), firing a larger round, but it weighed twice as much, making the 25-pounder a better piece overall.



THE BRITISH



Above (left to right): A9, A10, and A13 from the 2nd RTR; all minis by Pendraken. These Cruisers are ready to face Rommel's first push in March 1941, and while they are lovely models, they needed some work to 'desertise' them, most notably with modifications to the side skirts on the models. Photos of A9 and A10 in Libya show that the skirt was only on the left-hand side to cover the air intake. A13s had left and right side skirts.



Left: With Minifigs Dingoes parked up and the kettle on in the Pendraken Dorchester, it's time for a brew!



Right: The 25-pounder, limber, and tractor are all by Minifigs, and I've done some conversion work here. The limber comes as a plain model with its doors closed, but I wanted to make it look 'busy' so added open doors and printed an interior view of the limber and fixed it in place. There are seven crew figures added, serving each gun, including one at the limber fetching ammo.



Below: The men of the 1st Army Tank Brigade HQ (yes, with Crusader MkII) and Dorchester are all by Minifigs. The map board is scratch built with wire and plasticard. The map is a reduced print of the Gazala area.



Left: The 7th RTR commander; Matilda and Tilly by Arrowhead.



Below: The command base for the 2nd RTR (by Pendraken) takes some time out.

DESERT WARFARE IN MINIATURE - RULES APLENTY

We've tried out a few different rulesets as the collection has grown, and the first we played at the club, in the 'way back when', was *Firefly*. These 6mm rules have the subtitle 'A challenging game of WWII', and I should have taken this as a warning; they were far too complex! We've since settled on *Blitzkrieg Commander II*, but we have added tweaks to further simplify play. Each model or base represents a troop or platoon, and you're typically the brigade commander with a few battalions worth of troops, so that's about 60 models.

We've also played using Sam Mustafa's *Rommel*, but it felt too much like a boardgame at times despite being fast and simple. At the other end of the complexity scale, we have even played Two Fat Lardies' *What a Tanker!* with the models; this is a fun system that gave good results.

MORE FROM WORCESTER

The Worcester Wargames Club, aka The Friends of General Haig, were the charming hosts for this article's photo shoot. While we took these pictures, other games were being played and shown off; in a future issue of *Wargames Illustrated*, we'll bring you pictures of the other games we saw on the day.





*Above: The Matildas are through and onto the Germans.
Supported by RHA 6-pounder Portees.*

WHERE TO NEXT?

I'm not ready to leave the desert just yet, and I am pondering Operation Supercharge as the project's next stage. After playing such fun games with A10s, it seems like it would be cheating to have Shermans though!

I have purchased two Italian regiments, and I'm getting these ready to join the Axis forces. Their lovely M11/39s and M13/40s will get a lick of paint, and then they will be game ready to support or lead the Axis attacks.

Below: Transport of Shutzen Regt 104 roll in.



The rifle brigade press on as the Bays make good use of their new Grants. The hurricanes swoop in on a second pass and without heavy AT support the German force begins to crumble.



THE BATTLE OF TRAUTENAU

Inspired by our June 2022 magazine theme, *The Prussian Empire*, Colonel (Retired) Bill Gray introduces us to the great gaming potential offered by a little-known battle fought on 27 June 1866, during the Austro-Prussian War.

Just when you thought there couldn't possibly be another article linked to the convoluted political mess known as the Schleswig-Holstein question, from the shadows you hear a yell of "hold my beer!", and I'm back for another round! While this article looks at the Austro-Prussian War of 1866, that and the Battle of Trautenau ultimately happened due to the ancient Danish debacle and the conflicts between the duchies of Schleswig and Holstein; no, I won't explain in detail, trust me, it's better we just swiftly move to easier to digest stuff!

What's important to us, as wargamers, is that Prussian Chief of Staff Helmuth von Moltke meticulously planned his army's march into Austria on separate routes via Saxony and Bohemia with the hope of converging to deal Vienna's legions one decisive blow. For the Prussian 2nd Army, this meant negotiating the many narrow passes through the Riesengebirge

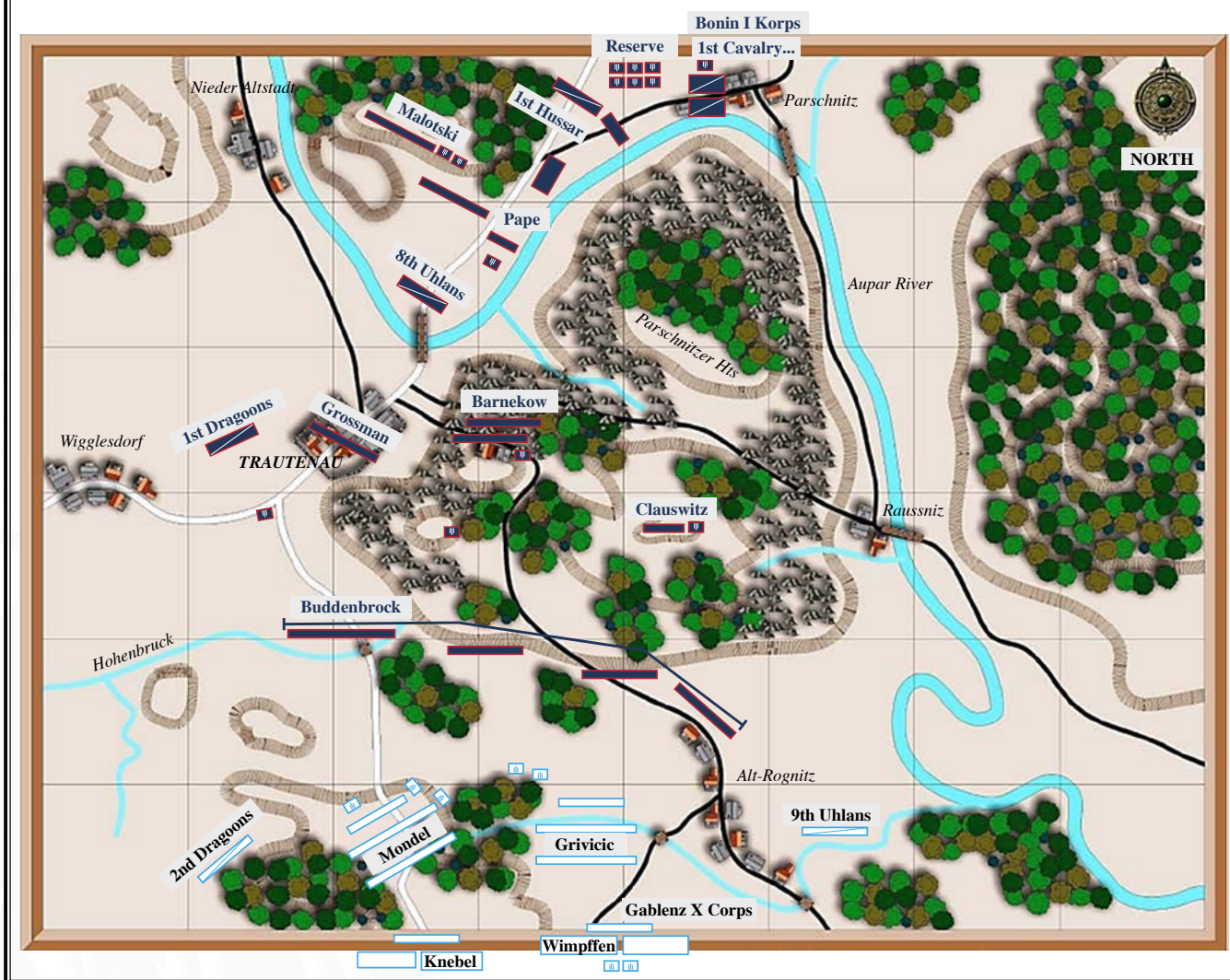
(Giant Mountains) into Bohemia's interior. In most cases, Austrian resistance amounted to a mere speedbump that the hard marching Pickelhaubers had to negotiate; but at the sleepy town of Trautenau (now Trutnov in the Czech Republic), one plucky Austrian general attempted to halt the advance entirely.

The resulting Battle of Trautenau remains a relatively unknown engagement that is, nevertheless, almost perfect for tabletop gaming. The size of the real estate and forces involved makes for an easy contest at brigade level if you have a limited number of players, yet it is also spot-on for battalion level if multiple minions are pushing lead. It's also a good match for a variety of scales from 15mm and up; most importantly, in a war where the Prussian needlegun butchered everybody and everything within range, Trautenau stands out as Austria's only legitimate victory. By any measure, this battle was unique.

Below: The figures seen decorating this article are all by North Star Military Figures; from their 1866 range, which caters for Prussians, Bavarians, and Austrians suitable for the Austro-Prussian War.



THE BATTLE OF TRAUTENAU - TROOP DISPOSITIONS



TIMELINE OF BATTLE

Von Moltke's operational plan and timetable had Prussian Crown Prince Friedrich Wilhelm's 2nd Army pass over the Bohemian mountains via three routes. On the eastern flank was the Prussian V Korps, in the center the Prussian Garde Korps, and in the west General Alfred von Bonin's I Korps. In this case, I Korps had divided itself into two columns to negotiate the narrow passes in the area, its Advanced Guard forming the right column of the march, with the main body to the left, following. Terrible roads hindered the Advanced Guard, so the main body of the Korps arrived in Parschnitz early and had to sit for two hours to let their comrades catch up.

Given timing was the most crucial aspect of how the Prussians intended to fight this war, I will do honor to von Moltke and crew here by looking at the resulting battle in a similar fashion. It's a lot less confusing this way too; so here, by the clock, is what happened:

0745 hours - Mondl's Brigade of Austrian General Baron Ludwig von Gablenz's X Corps arrived at the heights above Trautenau, and supported by the 2nd Dragoons, occupied the town itself. Mondl had started earlier than the rest of the corps, so arrived first.

0800 hours - The rest of the Austrian X Corps began its march to Trautenau.

1000 hours - The Prussian Advanced Guard arrived at Trautenau and, after a nasty little firefight with Austrian Jaegers, managed to push Mondl's Brigade up the heights overlooking the town. Mondl had already decided to withdraw anyway given his orders were to not become decisively engaged with the enemy. Nevertheless, the Prussians continued to attack, but the Austrians repelled each effort.

1300 hours - Von Bonin received a message from the 1st Gardeinfanteriedivision, offering their assistance as they had heard all the gunfire from the engagement. Bizarrely, von Bonin refused their offer.

1500 hours - Von Bonin finally managed to move Mondl's Austrians off their defensive position and occupied the Hohenbruck and Alt-Rognitz. Von Bonin then withdrew half of these soldiers to prepare to continue his advance in concert with the rest of the army.

1530 hours - Von Gablenz arrived with the entire balance of his X Corps. He immediately launched a counterattack, advancing with Mondl's Brigade on the Hohenbruck and Grivicic's newly arrived brigade on Alt-Rognitz. Wimpffen's Brigade was ordered to bypass Mondl and seize the Hopfenberg high ground above Trautenau, while Knebel's Brigade remained in reserve. A 40-gun grand battery was formed to support the Austrian attacks.

1600 to 1630 hours - Prussian forces in full retreat towards Parschnitz.



Above: Austrian (front rank) and Hungarian (rear rank) infantry advance, screened by some Austrian Jagers. Church by Hovels. Trees by Debris of War.

1800 hours - Acting on its own initiative, Knebel's Brigade joined those of Wimpffen and Grivicic to clear Trautenau and the surrounding area. The Prussian 43rd Infanterieregiment and the 3rd Grenadierregiment were particular noteworthy, acting as an ad hoc rearguard for the Prussian retreat, but they too were eventually driven off.

1900 hours - Von Gablenz spent the night in Trautenau, while his weak-willed adversary found himself near Parschnitz, precisely where he began his day. The body count included

4,787 Austrians and 1,338 Prussians, the disparity being caused by the use of the Prussian needlegun. Indeed, the last Austrian assault led by Knebel's Brigade saw 900 good infantry put out of action in a matter of minutes.

But, as Napoleon noted, morale is three times more important than numbers or hardware in obtaining victory, and with von Bonin (less than) in charge, the Prussians came in second on that side of the ledger and thus lost the battle. The next day, the war continued.



Above: Uhlans advance to support a Prussian artillery battery, guarded by Jagers.

PLAYING THE BATTLE OF TRAUTENAU

Fortunately, there are many good rulesets that already count Trautenau as one of their included scenarios. My own *Seven Weeks' War* digital expansion covers the battle within my *Age of Eagles* system, while Bruce Weigle's highly respected *1866* rules also cover Trautenau. These are but two of many, and there are plenty of figure options too. One can find both sides of this conflict in multiple scales; in the photographs accompanying this article, you will see a plethora of 28mm figures from North Star Military Figures' 1866 range.

If you have them, Franco-Prussian War figures can be substituted for these in a pinch too. Given their similarity, yours truly uses 1870 Prussians for both 1866 and the latter conflict, and no one seems to notice. Given my world-famous cheapness... I mean frugality, I doubt it would matter if they did!

Here are some friendly suggestions for playing this battle, covering most of the unique environmental and military factors that make the Austro-Prussian War one of my favorites. They should be particularly useful for those who don't have any 1866 specific rules but want to modify Franco-Prussian games to get the job done.

THE NEEDLEGUN (ODER ZUNDNADELGEWEHR)

This is where I get off easy; I have already covered this revolutionary weapon for *Wargames Illustrated* just a few of issues ago [see *Wi411* - Ed]. Just remember that the needlegun's power came, not from the total number of physical casualties inflicted (which were lower than most imagine), but the alarming rate at which men fell, thus cracking morale much more quickly. Make morale break from less casualties if a unit is under needlegun attack and add in the chance that a unit under fire will go to ground to better defend themselves from the onslaught.

REFERENCES

Between Osprey and the internet, it's easy to get a great overview of the war, the armies, the weapons, the battles, and the uniforms. With Kindle, archive.org, and Hathi Trust, it's also cheap and sometimes free. If you want to get an ultimate source (and if you read German... in Fraktur script), I recommend *Die Gefechte bei Trautenau am 27. und 28. Juni 1866* by Richard Schmitt PhD, published in Gotha by Friedrich Andreas Perthes, 1892. That's 282 pages of military goodness that include orders of battle and casualty lists on this single engagement.



Above: Prussians (right) and Austrians (left) square up to each other across a stream. All figures by North Star.



Above: Prussian cavalry: Cuirassiers and Death's Head Hussars (in red), force their way across the stream.

PRUSSIAN ARTILLERY

How to describe Prussian artillery succinctly... it sucked! This comes as a surprise to many given that most Prussian artillery was the fancy and new breechloading Krupps versus Austrian muzzle loaders. The issue was not the hardware but how it was (or was not) used. The Prussians were scared to death that they might lose one of these menacing contraptions, thus they tended to husband and deploy them where they were secure from capture. This meant that they were not up close and personal with the infantry, who they were supposed to support, and tended to leave altogether if things got too real. They were not 'Battery of the Dead' quality, and the problem of battlefield resupply exacerbated the problem. Ammunition trains were habitually located far to the rear of march columns, and there simply wasn't a decent process in place to get ammunition from the trains up to the gunners engaging the enemy. Often this meant the withdrawal of a battery when the shot and shell ran low.

There are many ways to duplicate this on the tabletop; but for my own efforts, I assign a negative dice roll modifier if a battery strays too far away from formed troops while also denying the guns any opportunity to attach to a combat formation. Likewise, I have reinstated the old *Fire & Fury* 'Low on Ammo' rule for Prussian breechloaders, and given the counterbattery results are rigged to make artillery under fire pick up and move to the rear, I use a modifier so Prussian guns are more susceptible to that possibility.

AUSTRIAN MASSED INFANTRY ASSAULT

This is one of those situations where you almost need an 'idiot rule' to make

the game historically accurate, yet you don't want to force the player to be stupid. The Austrians drew the wrong conclusions from their 1859 war with France and implemented them here. They had an excellent rifle with superb long-range accuracy in the Lorenz yet were constantly skewered by bayonet based *furia Francaise* tactics; this led to them rushing headlong into their Prussian opposition - a la France - but with less effective results.

The issue was that the rifle was so new to many soldiers in the Franco-Austrian War that they had to learn how to use the Lorenz while on the march. To ensure accuracy, training was a bit more complex than the norm; you had to readjust the sights every time the target moved closer or further away. The French, in their fast-moving attack columns, discovered that by using *l'attaque brusque* technique, they could advance under the Lorenz's extended arc of fire and be face-to-face with the foe before he could readjust his sites. Admittedly, they then deployed into line to shoot and charge, but somebody forgot to tell the Austrians about that little wrinkle.

Shift ahead a decade, and the Austrians advanced in massed, battalion sized, closed columns of men who then put aside the 'inconvenience' of shooting and relied on cold steel. It worked against the Danes (who did not have breechloading rifles) in 1864; but against the Prussians, it was an unmitigated disaster.

For my own rules, we allow the Austrians a positive modifier when charging but prohibit any offensive fire. These formations always count as Massed Targets for enemy fire, and unless they choose to withdraw, they are also required to charge any enemy formation on open ground within range.

UNIT QUALITY

Any formation with the word Jaeger as part of its title should be Elite. The same with Prussian infantry sporting the term Grenadier. These doughty lads were originally the first 12 regular infantry regiments of the new Prussian army that took down Napoleon from *Befreiungskriege* through Waterloo. As such, they got a spiffy name upgrade and cultivated a deep history of hard-nosed fighting and constant success. Otherwise, during this period of warfare, I have yet to find any reason to make a unit Elite just because it has the term *Garde* on its nameplate.

UNIT STRENGTH

For the life of me, I do not know why I can pull casualty counts for this war down to the individual soldier (with name) level, but not even general staff studies can tell me how many men an army had on the day of battle. Not to worry as Trautenau was fought at the beginning of the war and thus both armies were at full strength. So, you need 18 figures to create a full-strength Austrian battalion, heck, give 'em 21!

LEADERSHIP

Gablentz should be Charismatic, bring positive modifiers if he attaches himself to a unit, have perks for being aggressive, and perhaps an extended command and control radius. Von Bonin should get nothing of the sort; if you use the army level cohesion process, I'd make the Prussians about 15% lower for this battle. I'd also say that it's not fair to try and get him killed so his (likely far more competent) chief of staff takes over (yes, it's been tried).

Now get out there and charge, good gaming, and may the dice forever be in your favor!

Go to wargameillustrated.net to view more photos and the Orbats for this battle. Search for 'Trautenau'.





SELWG SHOW

16TH OCTOBER 2022

SELWG
EST. 1971
TRACK & FIELD

LEE VALLEY ATHLETICS CENTRE
61 Meridian Way London N9 0AR

10am-4pm 50+TRADERS 30+GAMES

ONLINE TICKET SALES Ticket Tailor: www.tickettailor.com/events/selwg1

FACEBOOK: www.facebook.com/SELWGSHOW

BRING & BUY: Download booking form at www.selwg.org

SHOW ENQUIRIES: selwg.show@gmail.com

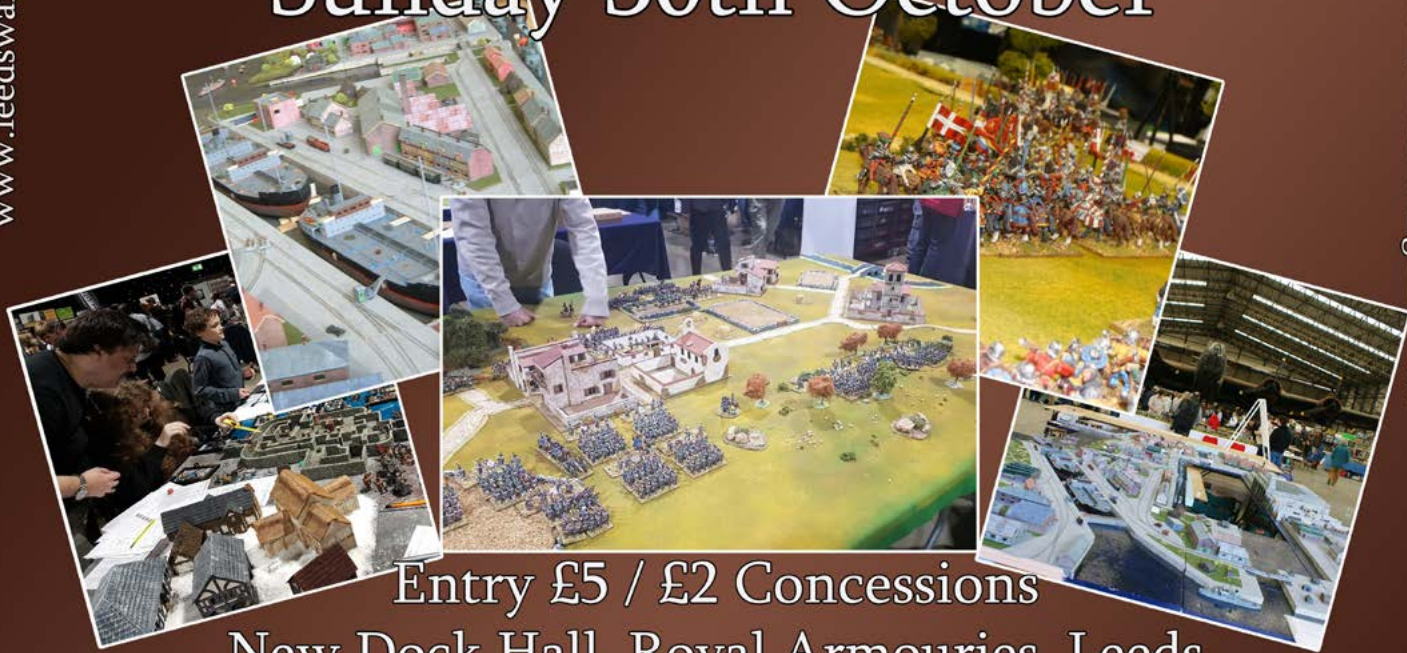
SHUTTLE SERVICE: Running from Meridian Water station to the show.

www.leedswargamesclub.com

Leeds Wargames Club present...

FIASCO 2022

Sunday 30th October



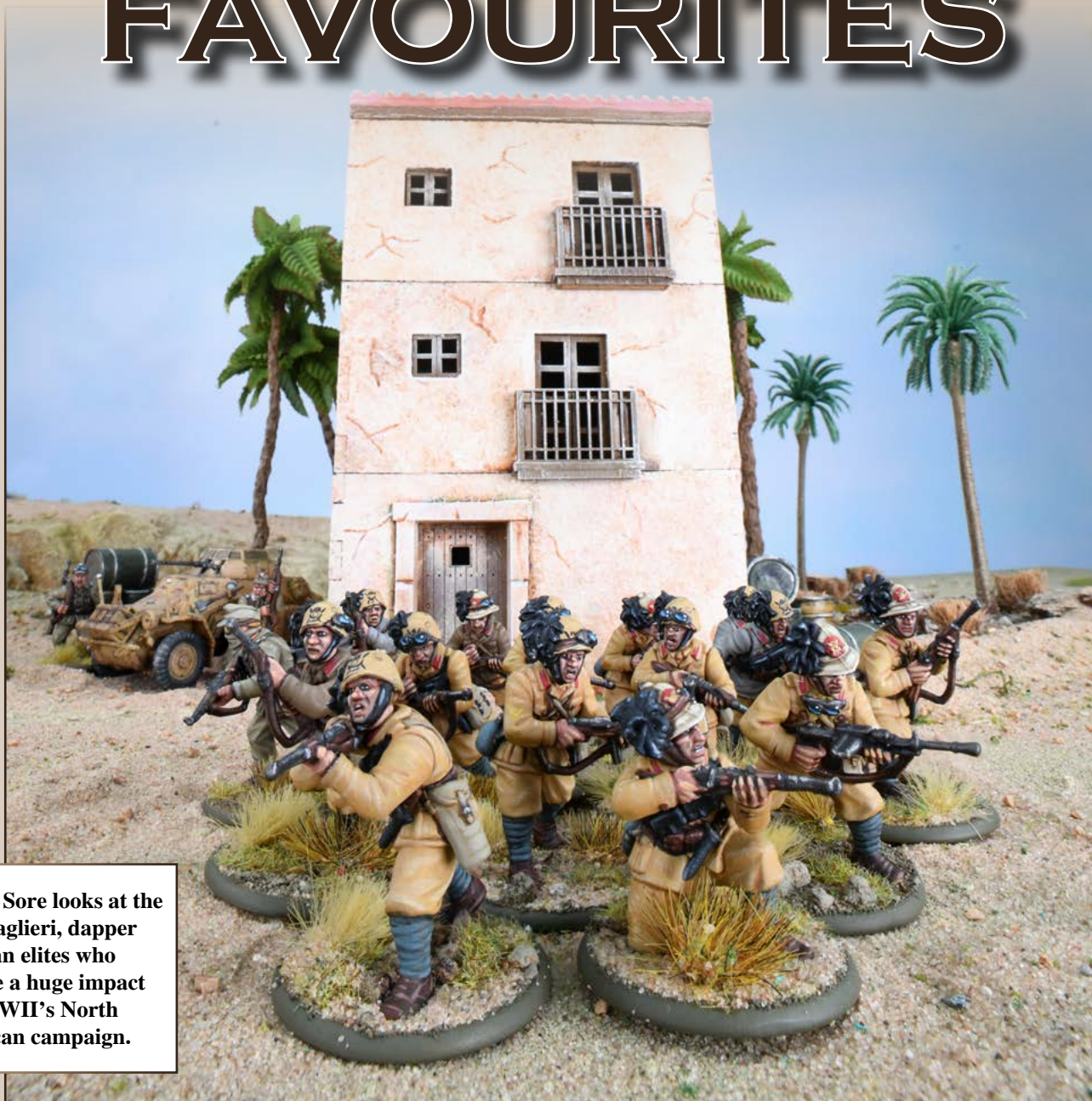
Entry £5 / £2 Concessions

New Dock Hall, Royal Armouries, Leeds

Doors Open: 10:00am - 15:30pm

www.facebook.com/LeedsWargamesClub

ROMMEL'S FAVOURITES



Warlord Games Bolt Action plastic Bersaglieri burst out from a Charlie Foxtrot Models 'Pamile' house. Watch out for a painting guide for this building in a future issue.

Dom Sore looks at the Bersaglieri, dapper Italian elites who made a huge impact in WWII's North African campaign.

"The German soldier has astonished the world;
the Italian Bersaglieri has astonished the German soldier."

Erwin Rommel

This quote, attributed to Erwin Rommel, is inscribed on a plaque dedicated to the 7th, 8th, 9th, and 12th Bersaglieri regiments that fought at El Alamein and Mersa Matruh. While there is no direct evidence that the Desert Fox spoke those exact words about the Italian sharpshooters, the statement is useful as a starting point for this article; it strongly counters a common misconception about the Italian forces in North Africa - that they were a bit

rubbish! That's a misconception I will hopefully lay to rest over the next few pages. Whatever may really have been said, and whoever said it, let's start with the assumption that the Bersaglieri were astonishing and go from there!

The Bersaglieri were the strong backbone of the Regio Escertio (Royal Italian Army), and at the start of World War Two, they were formed into 12 regiments. Of these six would see

service in North Africa: 5th, 7th, 8th, 9th, 10th, and 12th. These were split between the 131st Armoured Division (5th), 132nd Armoured Division (8th), 133rd Armoured Division (12th), 101st Motorised Division (9th), 102nd Motorised Division (7th), and the German Division von Broich (10th).

These regiments were, on paper, formed of three battalions each, one of which was a motorcycle battalion. Dispersed among

BERSAGLIERI EVOLUTION

The Bersaglieri were formed in 1836 as part of the Royal Sardinian Army. These were troops born out of necessity; the Sardinians did not have the funds for cavalry, so fast-moving infantry were required. The Bersaglieri were trained to run, then run some more, while also being highly trained marksmen. They fast became elites and were used as light or shock troops, depending on the situation. During World War One some became bicycle troops to aid their mobility; by World War Two, they had evolved into an elite, partly mechanised force. They served with distinction everywhere that Italian forces went into battle, and they are still a mainstay of the Italian Army to this day.



the quicker moving Italian divisions, the entire regiment would have had enough transport to move where it needed to be at speed. They also came with their own anti-tank guns and many machine guns; but their tactics, predicated towards rapid movement, meant there were normally no other artillery assets available to them.

This instantly creates an intriguing force to build a tabletop army around, with an interesting structure and a lot of hobby project possibilities. There are also tons of potential gaming opportunities to play out in the battles that they took part in across North Africa.

THE NORTH AFRICAN CAMPAIGN

Germany's success in conquering France freed up Italian forces on the French borders of Europe and Africa. With British forces retreating in disarray, Mussolini (emboldened by his 'modern Caesar' hubris) saw his chance to invade Egypt. The initial invasion order never happened as the Regio Esercito was not prepared, but several months later, on 8 September 1940, the Italians made their move. They met with some initial success, taking the British by surprise, but were eventually stalled

by the defensive formations at Mersa Matruh. The Bersagliero Regiments were all deployed elsewhere at this point; how things might have gone if these astonishing combatants had been in the thick of it straight away is a 'what if?' option you may wish to examine in miniature!

With the Italian offensive stalled, there was a period of recuperation and resupply. This calm suited the British far more than the Italians, who were now operating beyond the limits of their supply lines. In December 1940, the British Army launched their own offensive and quickly started to reverse the Italian gains, and by January 1941, they were almost at Tripoli before they were halted, hindered by exhaustion rather than any Italian defence.

It was into this maelstrom that the first Bersagliero troops were launched, with the 8th Bersagliero regiment attached to the 132nd Armoured Division 'Ariete' as part of Rommel's March 1941 Italo-German offensive. This offensive was not authorised but became a fully-fledged race to Egypt; the bulk of the fighting was done by Italian forces, and the 8th were soon reinforced by the 101st and 102nd Divisions (Trieste and Trento respectively) bringing more Bersagliero regiments into the theatre.



Above: *Hamming up the North African feel - a group of Bersagliero take cover behind some ancient ruins.*

We have a special treat for you in the photos accompanying this article - an exclusive look at the forthcoming plastic Italian Bersagliero from Warlord Games. Stay tuned to Warlord's socials for further information, including news on their release date.



FIRST CONTACT

The Allies were caught off guard, and the sudden attack led them to believe they were facing much greater numbers than they were, allowing for a rapid German and Italian advance. The Bersaglieri's first major combat, therefore, came a little later, when they were formed into three columns by Rommel to launch an attack that would cut off the retreating Allies in the El Mechili area.

The 3rd Indian Motor Brigade initially repulsed them before attempting to break out through the gap between Colonna Fabris and Colonna Montemurro. This was spotted and soon the British were under heavy attack. The 8th Bersaglieri put in a great effort, stopped the breakout, and the British column surrendered, handing over 1,500 captives. A further 2,000 troops were captured, along with many essential supplies, by Colonna Montemurro.

The Germans arrived and took most of the captured stock away, including the AEC Dorchester vehicle that would be christened 'Max' and become Rommel's mobile headquarters. The Bersaglieri's first combat with the British troops had been an overwhelming Italian victory, with some 3,500 men captured for the loss of 22 killed, 52 wounded, and 19 missing Italians. Colonel Montemurro received the first German award given to an Italian in North Africa when Rommel presented him with his Iron Cross First Class.

THE BERSAGLIERI BUILD THEIR REPUTATION

Operation Brevity was the first attempt by the British to relieve Tobruk. Much of the fighting in this limited offensive was directed at nipping out the salient the Axis had formed, and the defence fell heavily on the Bersaglieri units deployed there. The Halfaya pass was lost to the British, but Colonna Montemurro refused to retreat and inspired the other strongpoints to hold until a German counterattack released the pressure.

The attack then moved on to Tobruk where the Ariete division was joined by the 102nd Trento Division with the 7th Bersaglieri Regiment. Both the 7th and 8th regiments would be involved in the fighting around Tobruk, and they suffered heavily when the Australians attacked Point 201. Losses included the death of Lieutenant Colonel Fabris, but soon after this, the resolute Italians captured Redoubts 4, 5, 6, and 7, though more back and forth attacks saw the Australians recapture Redoubt 7, only to lose it again!

OPERATION CRUSADER

After settling in for a siege, the planned capture of Tobruk was stymied by the pre-emptive British relief attempt - Operation Crusader. The Bersaglieri from Trieste Division were key in repulsing the Allied breakout attempt; at Bir el Gobi, the Bersaglieri were in well prepared and camouflaged positions when the British decided to launch a cavalry attack. The 22nd Armoured Brigade attacked the area; but with insufficient support from artillery, anti-tank weapons, or infantry, the British (who had believed the Italians would run) met stern resistance and eventual defeat. The Italian left wing did get overrun, but the lack of Allied infantry meant the Italians could simply return to their guns when the British armour departed. The Italian defence shocked the British, delayed the attack considerably, and took out 50 British tanks compared to 34 Italian.

It wasn't all glory through excellence; on 29 November, a comedy of errors occurred when the tanks and Bersaglieri of the Ariete division wandered into the

positions of the 21st New Zealand Battalion. The Italians reacted first, captured a large quantity of supplies, and with the aid of the 3rd and 5th Bersaglieri, also captured a field hospital and released some 300 German prisoners.



The Bersaglieri advance, supported by a (Warlord Games, plastic) German Sd.Kfz 222 armoured car.





FEATHERS IN THEIR HATS

The iconic feather in the hat is what many will think of when they consider the Bersaglieri. It offers some real visual pizzaz, and it is one of the reasons I started a 28mm Italian army for *Bolt Action* [He's a dedicated follower of fashion, is Dom - Ed]. These feathers are traditionally worn on the right-hand side of the helmet as opposed to the left like most other units across all armed forces. The initial reason for this was to provide shade for the marksmen's eyes, rather than to confuse their opponents into thinking they are going the wrong way! Bersaglieri still wear the feathers in their helmets and not just when on parade.

THE AXIS ON THE ADVANCE AGAIN

A FIGHTING RETREAT

Despite these successes, the supply situation was rapidly becoming untenable for the Axis, and Rommel tried to form a fighting retreat. Communication was not great, and on 6 December, the Ariete was caught in a trap and in real danger. Through the quick actions of the attached Bersaglieri, the division managed to withdraw to El Adem. The 9th Regiment would engage in a pitched battle with the 6th New Zealand Brigade to little benefit of either side; further attacks involving Trento were ineffective, and by 10 December, the Italians and Germans were beginning their retreat to the Gazala Line; the siege of Tobruk was over. Rommel used the battered Italians as cover for the withdrawal of his German forces never letting the brave Italian forces know that part of the plan! The Italian forces, often led by the Bersaglieri, made the most of a bad deal and began retreating as best they could, utilising whatever transport had not been taken by the Germans.

By 1 January 1942, the Italo-German forces were back where Rommel had started his 'reconnaissance' earlier the previous year. All units were in desperate need of resupply and refit; Ariete was down to 1,500 active personnel and just three tanks. Other Italian forces were not much better off, and a lull was needed to enable a refit. The foreshortened supply lines allowed the Italo-German force to regroup much quicker, and the Italians were able to introduce more Bersaglieri units into the fray with their respective divisions.

RETREAT TO EL ADEM ON THE TABLETOP (FOR BOLT ACTION)

The Italians are trying to escape from the approaching British, and the Bersaglieri are tasked with holding the line to allow their comrades in arms to get away. This should be played on a 6x4 table with the Italians deploying anywhere across the length of the table up to the centre line. There should be four squads of Bersaglieri in hastily improvised defences that count as soft cover. They also have four non-vehicle support teams drawn from the normal Italian support options, but only one artillery piece can be taken, either a Light Anti-tank gun or Light Howitzer. The other three can be any combination the Italians wish.

The British should have 1,000 points of troops taken from a suitable desert selector. No troops will be deployed on the table, all will arrive as part of the first wave.

The Italian troops are not allowed to move towards their long table edge for four turns, after which they should try and leave; the Italians win if they can get more than half their units off the table. Any other result is a British victory.

BACK IN THE THICK OF IT

After refitting, Rommel was off again, and it was like déjà vu as he caught the British off-guard a second time. The initial moves by the Axis were unopposed, but Ariete and its 8th Bersaglieri were the first to see serious combat near Sceleidima when encountering the 4th Indian Division.



Right: What do you do if the Breda machine gun you are firing is hit by an enemy artillery shell, destroying the weapon and taking your arm off at the same time? Well, if you are Aurelio Zamboni of the 9th Bersaglieri Regiment, fighting against the British somewhere near Sida Breghisc, Libya, you pick up your mutilated arm and throw it at the approaching enemy tanks! As seen on the cover of this Italian propaganda newspaper from 1942.





Above: Unlike the figures seen elsewhere in this article, these Warlord Games Bersaglieri are painted in the standard grey-green of the Italian Army's 'European style' uniform.

After overrunning the Indian positions, they managed to capture the fort but, despite almost surrounding the Indian troops, their opposition managed to escape. As the days, weeks, and months progressed the British Army was flung further back in disarray.

At the end of May, Operation Venezia was launched, and yet again it was Ariete first into action. Tasked with taking Point 171, 6km south of Bir Hacheim, they faced off against an Indian force again, this time the 3rd Indian Motor Brigade. After fierce fighting, the Italians were successful at overrunning the positions. The 8th Regiment mopped up the survivors. Just four days later, Ariete was in defensive positions on the Aslagh ridge when the British attempted a counterattack. Though the Bersaglieri manned 47/32 anti-tank guns and the tanks of Ariete, they repulsed the British inflicting heavy losses. Within three weeks, Tobruk would fall; the Bersaglieri played a key role. Again, it was Ariete to the fore, exploiting a gap in the Allied lines created by the DAK to attack and capture Fort Pilastrino. They then split

into two columns to attack the South Africans defending Ras el Medauar, capturing some 700 troops. They would also take the surrender of the final units to hold out on 22 June.

The Italo-German forces were again at the end of their range and in desperate need of refitting. The various Bersaglieri had maybe 5,000 effective troops left amongst them; Ariete had only ten running tanks, 15 artillery pieces, and 600 Bersaglieri. On the last day of June, troops of 7th Bersaglieri regiment got closer to Cairo than any Axis troops would for the remainder of the war.

ASLAGH RIDGE ON THE TABLETOP

This is very much a defensive scenario, to be played across the length of a 6x4 table. One table end should be raised to represent the ridge, which should project out from the short table edge by 12" and be accessible at an incline from the tabletop. The ridge is the Italian deployment zone, while British forces will enter from the other short edge.

The Italians start with two 47/32 Anti-Tank guns and one 88mm Italian crewed gun all in hard cover emplacements on the table and equally spaced along the ridge line. They also have two medium mortar teams in foxholes, and between two and four Bersaglieri squads that are also in hard cover emplacements. Three M13 tanks and a truck mounted 90mm anti-tank gun wait in reserve and can enter at any time the Italian player wishes within the scope of the rules.

The British force is formed of M3 Grants, and I suggest you start with three and see how they get on. For every three Grants deployed, the British player gets a squad of regular infantry and a preparatory bombardment, but this cannot cause any actual casualties, only something like pins in *Bolt Action*. The British forces are recycled until they have lost ten Grants, or they manage to get two off the Italian ridge edge.

If you find it too hard for one side or the other, then feel free to tweak the forces.



Above: Bersaglieri heavy weapons teams. Left: 8mm medium mortar. Right: Elefantino anti-tank gun.

THE BATTLES OF EL ALAMEIN

The First Battle of El Alamein caught the Axis somewhat cold, but they managed to stave off immediate defeat. It was a back-and-forth series of large-scale skirmishes; attack and counterattack were met with the most minimal of gains. Over time, the Italian defensive positions grew stronger, and on the 21 June, the 2nd New Zealand Division was repulsed by effective Bersaglieri fire. This was aided by their excellently prepared defences and the expert marksmanship of the Bersaglieri in the face of almost overwhelming British numbers.

Both sides halted and took stock, but Rommel, recognising a prolonged period of consolidation would be far more beneficial to his enemy, was quickly back on the attack. Starting on 30 August, his miscalculated offensive was over almost as soon as it began, and the Axis had to withdraw with Rommel yet again using the Italians to protect his German forces. The British forces, under Montgomery, finally built their reserves up to a level they were happy with, and on 23 October, they launched Operation Lightfoot. The Allies concentrated the fighting on the north, and though slow progress was made along their attack lanes, it was progress nonetheless.

Local counterattacks showed some promise but often came at a high cost. 7th Regiment was tasked with retaking Point 28 from the Australians, and though they gained ground, they lost nearly half of their initial attacking force.

Rommel decided to pull back; guess who covered the retreat! Things had escalated - the Germans were not averse to commandeering transport from their Italian 'friends' at gun point so they could make a motorised retreat while the Italians footslogged it back. Ariete would be disbanded on 21 November after being at the forefront of most of the fighting in North Africa and doing more than their fair share of the damage to the British. Despite Rommel's efforts, supply issues had repeatedly halted his advances; the Allies had broken the back of the Axis in North Africa, helped massively by the US landings of Operation Torch.

THE END OF THE WAR IN NORTH AFRICA

As Rommel retreated in the East, he was also trying not to crumble in the West. This was made a little easier by the terrain and the green US opponents he faced. There was even a successful counterattack at Kasserine; a battalion of the 5th Bersaglieri Regiment took Djebel Semmama and helped open up the US positions. US numbers would eventually tell, however, and even after some excellent defensive work, the battle-hardened Bersaglieri were pushed back. From now on, it would be retreat after retreat, and on 9 May 1943, the Germans surrendered in North Africa. Four days later the Italian 1st Army under General Messe surrendered, and the resistance of the Bersaglieri in North Africa finally ended.

BERSAGLIERI IN GAMES

The Bersaglieri are often treated as Elite troops in WWII rulesets, but any bonuses they get tend to be offset by the standard drawbacks that get applied to Italian armies. Unfortunate cultural stereotypes drive the traits of Italian armies a little too much in our wargaming rules, if you ask me; it's an easy approach to encapsulate an entire nation with a caricatured trait or two, but the negative (sometimes bordering on offensive) traits seem to be rather more rampant in WWII than in other wargaming periods. Not to say some of these don't apply, but often the Italians were outmanoeuvred rather than outfought; and in Africa, often thrown to the wolves by Rommel to save his own skin.

Hopefully, after reading this article and seeing the great many times that the Italians and the Bersaglieri were at the sharp end of combat in North Africa, you'll agree that they have earned some 'buffs'. Men who have changed their marching band to a running band through their dedication and fitness [see 'run, then run some more' - Ed] deserve better!

REAL ELITES - MODIFYING THE TROOPS

Since their inception, the Bersaglieri have been highly trained, very fit, and crack shots. They should get the highest morale possible (quite a contrast to how Italians tend to get treated by rulesets), and as they often fought on when the odds were bleak, a bonus when outnumbered would be an excellent and characterful extra.





RUN, THEN RUN SOME MORE

As befits an elite organisation, the Bersaglieri are renowned for being fit. They do not march, they run, and nothing shows that better than the *Fanfara*. The Bersaglieri band plays their instruments while running and the videos of them doing this through the streets of Rome are particularly impressive. One day I will see this live, but until then there's always YouTube!

Watch the Fanfara: bit.ly/3Rby1vV

Their extreme fitness is a tricky one to balance in gameplay; an obvious change would be to add an extra inch or two to movement, but those couple of inches might be a little too powerful in games such as *Bolt Action* or *Chain of Command* where efficient manoeuvring is such a key gameplay element. The ability to run unimpeded when other troops must walk would be a good compromise, and perhaps as the battle goes on, their stamina could be represented by shaking off detrimental effects such as pinning easier.

The Bersaglieri aren't snipers, but their marksmanship skill needs to be represented. In conjunction with their fitness, they could suffer no firing penalties for moving or move and shoot where other units might not be allowed.

Fully one third of Bersaglieri troops were mounted on Motorbikes. If you are going for accuracy, and playing above platoon level, you should add some motorbikes into your force. They bring tactical variety and a new challenge to your army's play style as well as being visually awesome; just look at Arthur Fonzerelli!

BERSAGLIERI IN BOLT ACTION

For the Bersaglieri in *Bolt Action*, try increasing their base cost from 13pts to 15pts per soldier and allow them to Fire when they Run as if it was an advance; still at -1 to hit but an extra thing for your opponent to think about!



Above: The Warlord Bersaglieri in their 'naked' plastic form.

Below: An Italian Bersaglieri regiment clashes with British 8th Army, on the outskirts of a village somewhere in North Africa. Note the British Humber Mk II Armoured Car, borrowed from *The Gentleman's War Starter Set* - just released by Warlord Games and reviewed in this issue's *Observation Post*.



MILTON KEYNES WARGAMES SOCIETY

presents

CAMPAIGN

17th-18th September 2022

Middleton Hall

centre:mk
MILTON KEYNES

Unique airy expansive venue

Traders • Demos • Bring & Buy

*"Wargames, wargames, wargames,
all you think about is wargames."*

"No I don't! Let's go shopping."

FREE ENTRY TO ALL VISITORS

NATIONAL WARGAMES LEAGUE

Two day tournaments

- 25/6mm DBMM League (3 players per team)
- 15mm FOG Ancients (3 players per team)
- 15mm L'Art de la Guerre (3 players per team)
- 15mm Mortem et Gloriam (3 players per team)
- 15mm MEG Renaissance (individual entry)
- 15mm Flames of War (2 players per team)
- 25mm FOG Renaissance (individual entry)

BHGS Ranking Tournament

www.mkws.org.uk



Colonel Bills

www.colonelbills.com

Does spending money on your hobby
make your partner see red?



Soothe the anger in your home
—grab a bargain from Colonel Bills

We find new Generals for Old Soldiers
colonelbill@colonelbills.com or 01833 627241

PIRAN'S WARRIORS



28mm 19th Century Austrian figures for wars
against France and Piedmont in 1859.

We are expanding our range of figures and now have Line
Infantry and Jägers, Uhlans, Hussars and Cuirassiers.

We also offer a figure painting service.



piranswarriors.co.uk

tel: 07853 909810

email: piranswarriors@gmail.com

THE GLOSTERS' LAST STAND - PART TWO



In our last issue, Charles Rowntree showed us how to recreate the landscape around the River Imjin; this time he talks about gaming over his lovingly crafted tabletop contours.

It would be foolish of me to assume that a horde of *Wi* readers quickly crafted their own custom Korean War boards after reading my article last month, but I hope my terrain project inspired some readers to investigate this fascinating conflict. Maybe you're now eager to take your figures to the River Imjin and refight the Glosters' Last Stand yourself, or you have ideas for creating a participation game of your own to take to a show. If so, this article is for you; it delves into my scenario creation

for the battle and covers the various considerations that ensured it was a fun game for those who played at Partizan, May 2022.

A HELLSHLY GOOD GAME SYSTEM

I decided from the outset to use *All Hell Let Loose*, David Wasilewski's 6mm WWII ruleset, for this participation game. The Korean War was mostly fought by soldiers using weapons and equipment from the Second

World War, so it wasn't too much of a stretch. I'd need to make some adaptations for the scenario and the period, but there were many reasons for choosing these rules:

GO WITH WHAT YOU KNOW

I playtested the rules during development, so I am intimately familiar with them.

ADAPTABILITY

The system is simple to modify, so the scenario designer (me!) can easily reflect the nuances of the battle, the terrain, or troop characteristics in a seamless way.

SIMPLICITY

There are three core mechanics: activation, firing, and assault. This makes the game easy to explain, pick up, and play - essential when players may only play a couple of turns at a show.

STRATEGIC AND TACTICAL MOVEMENT

Crucial for this battle is enabling the Chinese to move large numbers of troops across the table but constraining their ability to attack.



Above: The game underway at Partizan, May 2022.

DICE OUT OF THE BAG ACTIVATION

Players do not have to wait long to act, increasing engagement with the game.

UNIT SIZE AND TURN DURATION AGNOSTIC

The game uses a manoeuvre group for command purposes, containing stands that act individually. This can be a battalion with stands as a platoon or company, or a platoon with stands representing individual soldiers.

FLEXIBLE COMMAND SYSTEM

Players do not require maps, command arrows, or written orders. This flexibility is constrained through the activation mechanism and means players react to the situation rather than to a plan put in place by somebody else. It minimises bookkeeping and speeds up the game.

ADAPTING THE RULES

I ran a rough playtest with *All Hell Let Loose*'s designer David Wasilewski on my freshly constructed board. We were both full of ideas for rule adaptations and improvements, and got figures onto the tabletop to see what worked and what didn't. Once that was done, I completed a full solo playthrough to perfect the timings and tweak the rules. Finally, I ran a first day test game with David and another friend, Robert Owens, who was unfamiliar with the rules; this allowed me to perfect the way I presented the game to a newbie.

I was pleased to find that the rules held up very well and would hopefully do the same in the hustle and bustle of a wargames show. I only needed to make some minor amendments, mostly related to terrain, to translate things to Korean War gaming and the Glosters' Last Stand specifically.



Above: The board packed up and ready to make its journey to Partizan, May 2022.

GAME APPROACH

I decided that I would use a company as the main manoeuvre element and that an individual stand would represent between 20 and 30 men or two to three vehicles.

Game turns would usually represent two-hour periods, although the initial turns would represent shorter periods of time to get the momentum going early on and bring troops into the thick of it. In total, the game would comprise 36 turns covering the two days and three nights of the battle. I would aim to fight 12 turns at each show I attended -



Above: Charles (left) with David Wasilewski, author of the *All Hell Let Loose* rules, during the test games they played.

Partizan, Phalanx, and the Joy of Six - recording the end of show situation on the tabletop and starting the next game from there, with background information saved for new players to reference if they wanted to know what had come before.

TERRAIN HOUSE SHOW RULES

River Imjin

This central and impressive terrain feature needed some special rules, and to make the river a major consideration for players it:

- granted a bonus to firing at and destroying troops in the Imjin.
- applied a close assault bonus to troops fighting against others in the river and a penalty to troops fighting from the Imjin.
- took a full move to cross.
- meant any troops crossing the river would always go last in the turn sequence.

Hilltops

There was no point spending so much time creating a realistic contoured board if those hills had no effect on the game. Special rules gave the varying verticality tactical weight and importance by:

- imposing a penalty to troops firing at hilltop trenches.
- giving troops an assault penalty for attacking trenches up steep slopes.
- applying movement restrictions to vehicles climbing the steep hillsides.
- restricting tanks from targeting units on hillsides due to the elevation constraints.

KOREAN WAR SPECIAL RULES

Improved UN communication and technology

Although many of the UN's advancements in warfare were stymied by the terrain in the Korean War, I wanted to give UN players at least some bonuses. With that in mind I:

- let the UN player call in artillery as ambush fire in response to Chinese attacks.
- let medevac helicopters automatically remove one disorder from a stand adjacent to them each turn.
- allowed aircraft conducting ground attacks with napalm to attack four targets rather than three.
- enhanced the Centurion tanks, reflecting the first battlefield deployment of a tank with a stabilised gun.



Above: The game underway at Partizan, May 2022, with the imposing terrain viewed from the Chinese players' edge.

EXTRA CUSTOM ELEMENTS TO MAKE THE PARTICIPATION GAME STAND OUT

Rolling with style

I persuaded my mum to create a UN themed dicebag for drawing activation dice and sourced two sets of D6s - red with a Chinese emblem and black with a UN emblem.



Above: These custom dice show the attention to detail that was put into the game, with each side getting a D6 with a custom face on the six.

Reference cards

Rather than use a Quick Reference Rule sheet, I broke down the key sections of the rules onto four cards. This reduced information overload and helped players see the relevant information. These were colour coded to identify them from a distance.

I also made a sheet with unit stats for both sides and a contour map of the battlefield for reference and discussion purposes.

Table dressing

I picked up small Chinese and UN flags with stands and placed them at opposite ends of the table, used menu holders to display more information on the battle, and put an information stand about the rules and figures used in the game to answer the most common questions attendees might have about the table.

Tokens

Two pence coins, with flags and identification markers to track each company, act as tokens. Custom explosion markers, colour coded using a traffic light system, track casualties on stands. This allows casual passers-by to see where the action is immediately.

Objective and event cards

I created objective and event cards to help players join, play a few turns, leave, and potentially come back. Each card has the objective, the timeframe, the victory conditions, and victory points awarded when achieved. I found these to be very useful because I could give them to players at the show, and they could readily understand what their forces were trying to achieve at any point in the game.

Situation	Modifier	Result
Firer moved this turn	-1	To hit a target, roll a d6 and add all the modifiers that apply. If the result is 4+
Firer firing indirectly	-1	
Target at long range (direct only)	-1	
Target is Infantry at long range	-1	
Target in Soft Cover or Trench	-1	or more the target has been hit. A 1 is always a miss.
Firing in the dark beyond short range	-1	
Target in short range (direct only)	+1	A hit causes 1 disorder and may destroy the target.
Sustained fire	+1	
Target crossing the River Injin	+1	
Firing smoke	+2	
Height Advantage (indirect only)	+1	

Note some weapons may fire twice, see toop sheet for details.

Above: One of the QRSs; this one covers all the details of firing.

Ambush at Gloster Crossing		
Starts: 22nd 10pm	Ends: 22nd 11pm	
<p>You have a funny feeling about tonight's prisoner snatch and so you grabbed every bren you could find and as much ammo as you could carry. If the Chinese try crossing tonight they are in for a shock!</p> <p>Prevent any Chinese infantry gaining a foothold on the south bank of Gloster crossing for 3 turns 3VP</p> <p>Retreat without suffering any casualties (no disorder markers) 1 VP</p>		

Above: The Ambush at Gloster Crossing card - one of many Charles created for the game.

Day and night

Both sides were adept at night fighting, but the Chinese were more likely to make attacks at night while the UN would be more effective in daylight when the Chinese were vulnerable to UN aircraft, which limited their manoeuvrability:

- Darkness has no impact on movement or activation.
- At night, the Chinese have four activation dice, decreasing to three during daylight.
- At night, the UN player has three activation dice, increasing to four during daylight.

Command and control

The Chinese were reliant on ammunition and resupply being hand carried to the battlefield, which limited their ability to carry the fight to the Glosters. To represent this, I implemented:

- improved responsiveness of UN aircraft and artillery. Both provided sterling support during the battle that was crucial to enabling the Glosters to hold out for as long as they did.
- a rule so that any company that is not activated may undertake a move at the end of each turn at half speed if the company is deployed on the table.

National characteristics

Simple to pick up 'generic' rules for the nations involved were essential, so all players could quickly get a feel of the forces. With that in mind I gave:

- the Chinese the ability to remove disorder easily but at the cost of losing stands.
- the Chinese a bonus to activation when assaulting.
- the Glosters improved resilience whilst dug in on a hilltop.

THE OPPOSING FORCES

THE GLOSTERS

The main force available to the UN in this battle is the 1st Battalion of the Gloucestershire Regiment. It comprised four fighting companies, A to D, with a support company and attached mortar troop. Each fighting company would be represented by seven stands of infantry. The support company would be made up of three stands, making a total of 31 stands present on the table.

The Glosters were made up of professional soldiers with some reservists and volunteer National Servicemen. Many had fought in WWII and morale was high. I treat them as veterans in the game.

In addition, the Glosters would have off table artillery support from a battery of eight 25-pounders. Air Support would be available during the daylight turns and included ground attack aircraft, observer planes, and medevac helicopters.

The remainder of 29th Brigade do not play an active part in the Glosters' battle as they were themselves engaged in an epic struggle. Adjacent US and Republic of Korea forces were fighting battles of their own too

THE CHINESE

The main force available to the Chinese is the 63rd Army, comprising three divisions, each of three regiments with three battalions each of three companies. Each company comprises ten stands of infantry, one mortar, and one HMG stand.

Many of these troops had fought in Mao Zedong's army for years, first against the Japanese and then the Nationalists. Some may even have been defeated Nationalists pressed into the army. They were capable



Above: The Glosters occupy a defensive position in what was likely a staged photograph.

soldiers but lacked the sophistication of the UN military forces. In this game, they are considered regular.

The Chinese do not field any artillery, aircraft, or tanks, but they do get to field a huge force. Over the course of the game, the Chinese player will field 45 companies!

MATCHING THE TERRAIN

I ensured that the Chinese bases matched the hillsides and blended in more, whilst the Gloster bases had lighter earth tones and brighter greens, to allow for instant visual distinction on the tabletop.

THE FIGURES

Adler Miniatures made up the bulk of the figures for this game. I've been buying their figures for 30 years and love them.

The Chinese are Winter Russians; the figures are depicted in the padded suits with trapper style hat and are armed with rifles and PPSH-41s, making them identical to most of the Chinese troops. I used Russian regular troops for command, HMGs, and Mortars. I painted just over 500 figures and based them four to a stand, each of which measured 25mm by 18mm.

The Glosters are represented by Royal Marines with berets and are accurately armed with rifles, Stens, and Brens. Unfortunately, Adler do not produce figures wearing woollen comforters! I based the Glosters in threes and fours, using AK textured paints to create dug outs and shell scrapes for them to stand in.



Above: The defence of Gloster Hill - A Company, 1st Battalion, Gloucestershire Regiment on Hill 235. Artwork by Steve Noon from CAM 328 Imjin River 1951 © Osprey Publishing www.ospreypublishing.com



Above: A Chinese Mortar represented by Russian regulars.

Below: A view showing the dug in defenders.



GHQ tanks, guns, and vehicles were used for the small number of vehicles that make an appearance on the board. Aircraft were by Tumbling Dice from their 1/600 range and included F80 Shooting Stars, Stinson Sentinels, and a C119 Flying Boxcar. Osmy Ozdial provided Sioux medevac helicopters

PLAYING THE GAME

The Chinese objective is to control a road designated by the UN as route 5 Yankee or 5Y. This was little more than a dirt track, barely wider than a vehicle. It ran broadly north to south, crossed the Imjin at a ford known as Gloster Crossing, traversed plains filled with dry and fallow paddy fields, then wound through steep hillsides. Control of this road would allow the Chinese to rapidly advance south towards Seoul with opportunities to outflank or envelope adjacent US or Republic of Korea divisions.



Above: C119 Flying Boxcar from Tumbling Dice.



Above: A dug out made with AK texture paint surrounds this big gun.

Below: Sioux medevac helicopter.



Below: A GHQ tank rumbles along.



Above: A view of Hill 148 (left) and D Company's original position (right), as seen from the forward slopes of Hill 235.



Above: An airstrike on Chinese assaulting up the slopes of Gloster Hill.

Initially, the Chinese plan anticipated a rapid assault to overwhelm the forward UN positions, with follow up forces catching and destroying the Gloster main body as they inevitably retreated. The spirited resistance they faced from the Glosters changed their approach, as the battle developed, to envelopment, isolation, and then destruction of the Glosters.

The UN did not expect a massive Chinese onslaught and were caught off-guard. The Glosters were isolated from the UN troops on each flank and had insufficient numbers to adequately hold their ground. The UN standing orders were to hold and fight; the Glosters, therefore, deployed in all round defence on hilltops controlling route 5Y. Initially, they were only able to retire as the formations on their flanks retired. The battle then morphed into one of survival, trying to hold out until a relief force attempted to reach them, then finally trying to break out when ammunition was completely expended.

THE TACTICS

The UN are on the defensive here with their infantry dug in on hilltops or ridges and a heavy reliance on artillery and air support. Experience had shown that disciplined troops in all round defence could hold their ground against Chinese

attacks and wait to be relieved, whereas soldiers caught in the open were very vulnerable.

The Chinese were aggressive attackers and willing to pay an enormous blood cost to achieve success. UN air superiority caused the Chinese to move



Above: A Flying Boxcar attempts resupply.

THE ASSAULT ON THE GLOSTERS

The Chinese assault on the Glosters' positions: 10.30pm, 22 April to approximately 10.00am, 24 April 1951

BRITISH UNITS

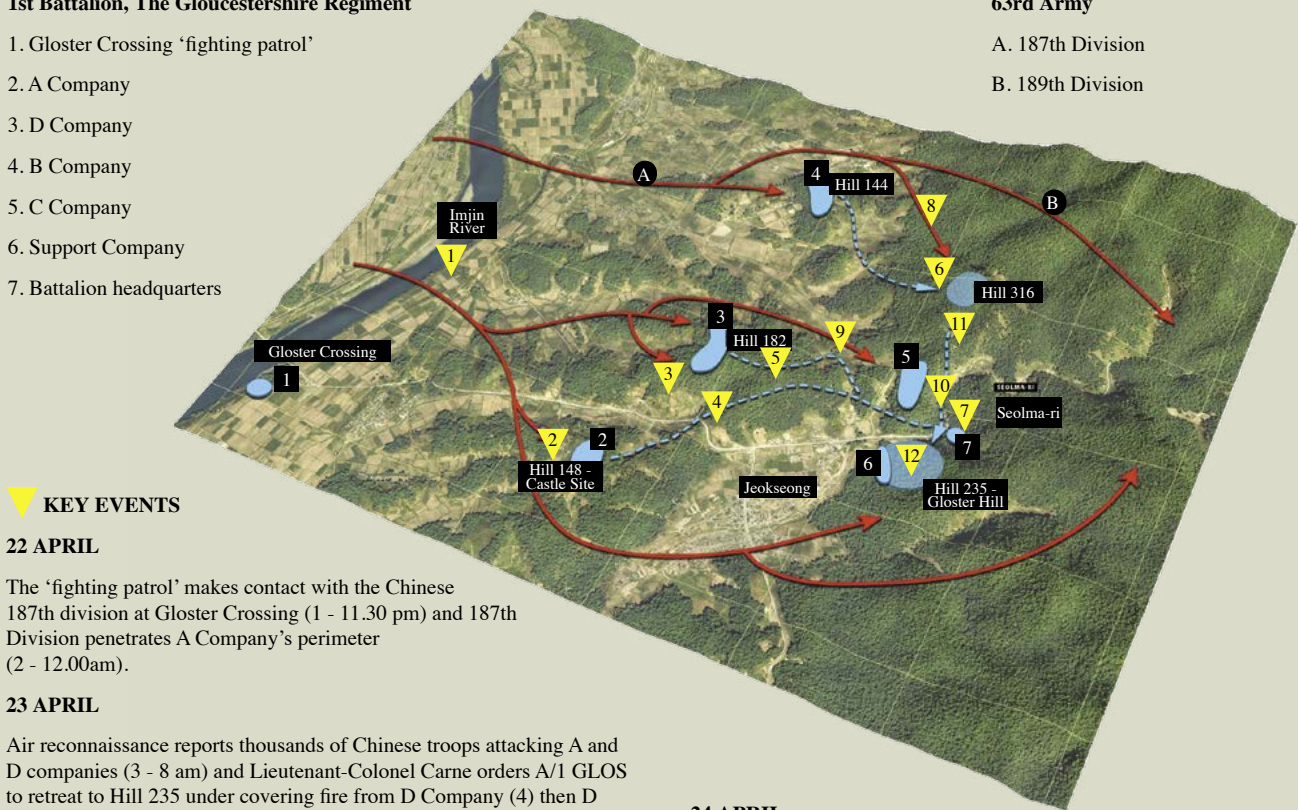
1st Battalion, The Gloucestershire Regiment

1. Gloster Crossing 'fighting patrol'
2. A Company
3. D Company
4. B Company
5. C Company
6. Support Company
7. Battalion headquarters

CHINESE UNITS

63rd Army

- A. 187th Division
- B. 189th Division



KEY EVENTS

22 APRIL

The 'fighting patrol' makes contact with the Chinese 187th division at Gloster Crossing (1 - 11.30 pm) and 187th Division penetrates A Company's perimeter (2 - 12.00am).

23 APRIL

Air reconnaissance reports thousands of Chinese troops attacking A and D companies (3 - 8 am) and Lieutenant-Colonel Carne orders A/1 GLOS to retreat to Hill 235 under covering fire from D Company (4) then D Company falls back (5).

B Company withdraws to Hill 316 but the Chinese have occupied it; B Company drives them off with a bayonet charge (6 - 10.45 am). Later in the day A Eschelon is overrun and the Glosters are now surrounded (7 - 1 pm).

The Chinese 189th Division arrives and launches attacks against B Company through the night (8 - 11 pm).

24 APRIL

189th Division breaks through C Company's perimeter and Carne orders battalion HQ and support elements up to Hill 235 (9 - 3.30 am). Between 5 am and 8 am confusion results in C Company's withdrawal leaving B Company in danger (10) and shortly after, the Chinese overrun the isolated B Company (11). The remnants of Lt. Col. Carne's battalion consolidate on Hill 235 and will hold for another 24 hours (12 - 10 am).

and often attack at night. They had almost no vehicles, artillery, or aircraft, and a very limited supply train. Steep hillsides with an entrenched enemy meant that firing from range had minimal effect; therefore, the Chinese relied on wave attacks culminating in close assaults to achieve battlefield success. The huge quantity of infantry they had available enabled them to overwhelm isolated units, no matter how determined the defence, given enough time.

Initial deployment

The UN forces deploy fully on the table in their historical positions, dug in on five different hilltops either side of route 5Y. A forward stand is placed adjacent to Gloster Crossing, waiting in ambush.

The Chinese troops all begin off the table and advance towards three specific crossing points over the Imjin according to a fixed reinforcement schedule.

Managing the battle

I read a number of books on the battle to better understand what happened, ultimately relying on Andrew Salmon's *To The Last Round: The Epic British Stand on the Imjin River, Korea 1951* as my definitive source. The timings of events in battle are not always easy to establish; the Glosters' War Diary was destroyed before it could be captured, and Chinese perspectives on the battle are not readily available in English; so the exact Chinese formations, locations, advances, and casualties I made were very much estimates. I created a spreadsheet with columns for Gloster companies, the artillery, and Chinese divisions - each row represented a turn in the battle, and as I read through the book, I noted events and timings. This provided the basis for the reinforcement schedule and the action, which was then transferred to a turn book I created (see above).

MAILMERGE AND THE TURN BOOK

I created a turn book so I could more easily track the progress of the game, the reinforcements, and the events that were underway on a turn-by-turn basis. With all that is going on at wargames shows, having a constant and consistent point of reference is essential; the turn book placed all this information on a single page of the book for each moment of the battle. The page only got flipped when a new turn begins; at this point all players can refer to it and see battlefield conditions, reinforcements, and events that are applicable.

Over my career in IT, I managed to pick up some useful skills, but I never guessed I'd put them to use tracking the events of this battle! I put what would happen in the 36 turns of the battle into 36 rows of a spreadsheet and used mailmerge to import the information into my word processing software. From there, I could print a label for the UN and Chinese forces for each turn.



Right: The beats of the battle were recorded in a simple turn book.

BATTLE BEGINS AT PARTIZAN

The board debuted at Partizan, where I ran it as a participation game; some players stayed for a couple of turns, whilst others played for a couple of hours. In all, about twelve different players contributed to the game, and I was able to speak to many show attendees, including a man whose father had fought in the battle.

The game played out very well; we completed 19 turns and advanced the action well beyond where I had hoped.

The on-table results were very satisfying, resulting in a game that played out very closely to the historical battle. The Glosters proved very resilient in defence, whilst the Chinese undertook repeated assaults and flowed around the flanks, threatening to envelop the Gloster positions.

The hard work and the contouring really paid off because it became clear as the battle unfolded why certain positions were key. When presented with the scaled down historical objectives and terrain, players responded similarly to the historical commanders even if they had no idea what action had been taken in 1951.

I was honoured and delighted to be awarded the prize for the best participation game at the show; the glass trophy now has pride of place in my hobby space, and the board has traveled on to Phalanx and the Joy of Six. The game was nearly completed at Jo6 with the Glosters still holding on. The battle ran pretty much historically and the objective cards, with their historical objectives, were a great guide for the players.

The rules recreate the battle very well but I have found that Chinese players tend to be more cautious and careful than their leaders were historically. A company was attacked very hard in the show games while less effort was expended by the Chinese on D company. This results in higher casualties on A but lower casualties on D. The overall effect was roughly the same; the Chinese captured one hilltop but not the other and they did it at roughly the same time they did historically.

I'll tour a lot more shows with my game. It should be at Claymore, the other Partizan, Fiasco, Warfare, Vapnartak, Hammerhead, and (fingers crossed) Salute. I'll start over again at the next show and begin the three show cycle again. Come over and join in if you're attending any of these shows!

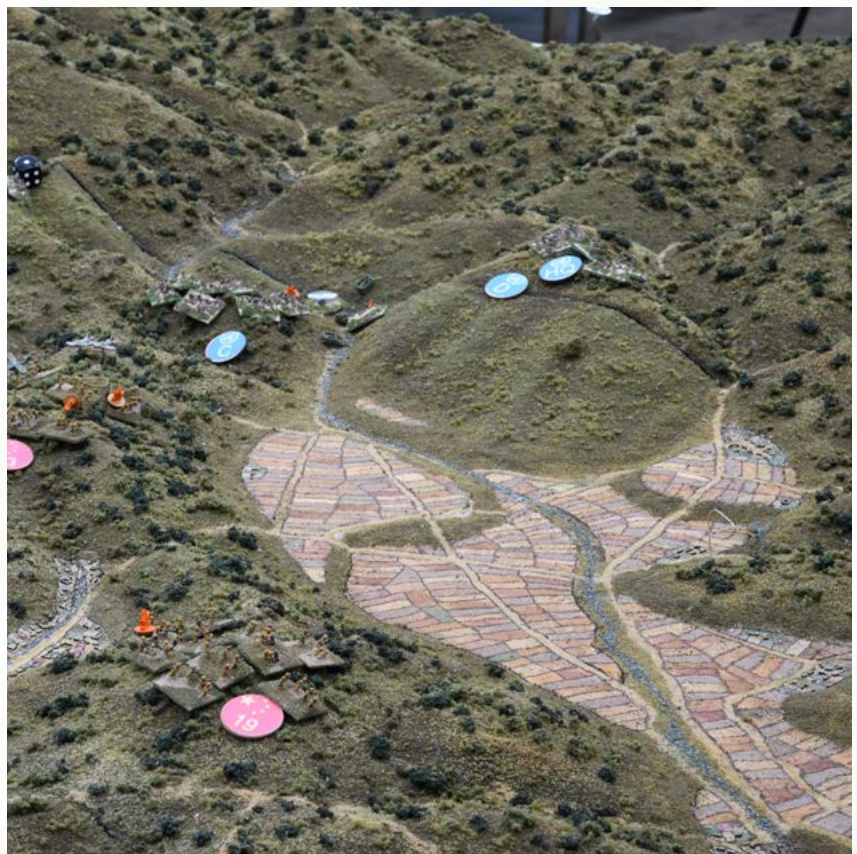


Above: Chinese crossing the Imjin in daylight come under air attack.



Above: A turn underway at Partizan.

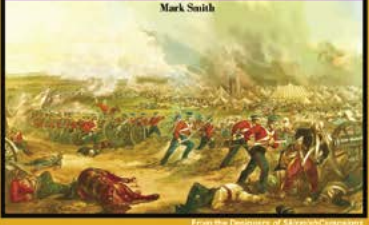
Below: The Chinese and British trade fire across the paddy fields.



Bloody Big BATTLES IN INDIA!

Wargame Scenarios for Warfare in India 1803 - 1858

Mark Smith



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

PAINTING WAR

BRINGING YOUR MINIATURES TO LIFE



SPECIAL BASES



New Titles in stock at North Star now. Bloody Big Battles in India!, Painting War Bases Special & Check Your 6! Under Southern Skies.

www.northstarfigures.com

JOIN Nick Eyre's **NORTH STAR** Newsletter



WARFARE 2022

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

12-13 November

New venue for 2022

Farnborough International Exhibition & Conference Centre

Farnborough

Hampshire

Gate F: GU14 6TQ



Wargames Association of Reading



BUILDING BISCARI AIRFIELD - SICILY 1943



Above: The game in progress at Partizan, May 2022. In the scenario, the Italian garrison deploys on the upper edge, with the Germans on the lower one, while the American attack develops from right corner (or southwest on the actual terrain).

Anschluss Wargames' Peter (Bunny) Warren takes us through the build process for this detailed 12mm scale demo game made for Partizan, May 2022.

After significant interest in our Panzer Lehr demonstration game last Salute [see *Wargames Illustrated* 409 for more on that meticulously researched and beautifully presented table - Ed], we at Anschluss decided to create something new for Partizan, May 2022; our choice was the action at Biscari Airfield, July 1943, between US armoured infantry and a coalition of Italian and German units.

As with our previous board, we'd focus on making an accurate representation of the battle in 12mm scale. All elements were built or sculpted by Peter Heath, Nigel Roberts, and I (all from Anschluss Wargames), and we hope that by showing our build process (in condensed form), readers will be inspired to create their own detailed gaming tables.



Above: The Italian garrison defend the area around the hangar. The infantry models seen on the table are by Pendraken. The vehicles are from a variety of different manufacturers.

GETTING STARTED - THE GROUND

The base board for the terrain layout was a complete 8' x 4' sheet of 100mm thick, high-density, polystyrene insulating board. This was an expensive start; even after shopping around hardware stores for this stuff, it was a decent chunk of change, but our previous experience, building the terrain for Salute, had showed us that this type and thickness of board provided good strength and rigidity while being an excellent material for carving and sculpting detail into.

To create an accurate representation of the scenario's terrain, a 30cm grid was faintly pencilled onto the foam's upper surface (1) and cross-referenced with a photo of key elements of the airfield and surrounding area. Our own miniature representations of these elements were then placed within the grid and photographed (2) so that we had a scale reference to work from throughout the project.

Once this was done, the roads and tracks were roughly marked out using low adhesion masking tape (3), and woodland and orchards were placed (4) to check everything would fit and look correct.

Once satisfied with placement, the upper surface of the board was then given a liberal coat of 'grass' green emulsion paint over the masking tape, and once dry, the tape was removed to reveal the untouched roads (5).

The roads and tracks were shaped and recessed with a sharp craft knife before having gentle texturing applied with a Dremel mini tool and a toothbrush-sized wire brush (6). Once the shaping was complete, the roads and tracks were given a coat of paint to define them (7), and woodland areas were highlighted with a contrasting green shade (8).

Okay, its not exactly Desert Warfare, but a lot of the modelling techniques are the same!



BROKEN STONE BOUNDARY WALLS

These little details, randomly placed around orchard areas, couldn't be simpler to make. We built the wall with potting gravel, then toned down the stark brightness and added weathering with the application of highly diluted khaki acrylic paint.



RECESSING FEATURES AND ADDING FOLIAGE AND TEXTURE

We carved areas in which to locate a hangar (9) and aircraft parking revetments (10) that we'd previously built. They sat flush with the board and would be more stable during gameplay (11). The pond, located at the eastern end of the airfield, was also carved in, then painted (12).

The next step was the application of materials to simulate the rough and rocky terrain of 1943 Sicily. A muted mix of scenic flock and coarse builders' sand was liberally applied to the board using a generous coat of PVA glue (13).

The next step was to position bomb craters. These were added randomly across the airfield, with the alignment of the 'stick' of impacts corresponding with two craters already built into the revetment modules. Care must be taken to not make craters too large or deep here; these simulate 500lb General Purpose bombs dropped on hard rocky terrain (14).

To finish off the texturing, the actual aircraft operating surface had to be applied. Because it had been subjected to intensive bombing, we decided to use a mix of fine gravel and muted green flock (15) to simulate a frequently repaired surface (16).



TOP TIPS

- Peel the thermal foil from both sides of the insulating board before starting to work with it. We initially left the foil on the underside but discovered it was causing warping and needed to be stripped.
- Choose your adhesives carefully. Glue and paint must be water based or it can melt the surface of the foam!
- Be very careful how much pressure you apply with your Dremel when carving into the foam, or you may end up accidentally creating 'craters' or melting the board with the heat that the friction creates.
- Use cheap emulsion paint, rather than expensive specialist hobby products, to lay down the basecoats on big areas of your board.
- When you shake loose scatter off the board, it is useful to retain the leftovers for patching work and 'blending in' terrain features later in the build.
- Regularly place figures on the board to check scale.

Right: Vehicles were placed running down the road to check things looked correctly scaled in the build.



FINER DETAILING

With the basic structure of the airfield now ready, we began adding more refined features. These are the elements that can really set your board apart from others and can enhance the historical accuracy.



Camouflaged ammo stores nestled by a small wood.



20mm AA positions were painted off board then fixed into recesses routed into the terrain.



A crashed Fiat fighter with its nose submerged in the pond's water effects.



More defined road surfaces were added in some areas to change the tone; made with different texturing products.



Muddying up the tracks that wind through the sun-baked ground.



Loose scrub was added to areas of rough ground.



Pre-made trees were positioned on blocks of card before their final insertion into drilled holes.



Dispersed aircraft were placed around the open woods on the perimeter of the airfield, and additional vignettes, including servicing equipment, were then placed for effect.

ADDING DAMAGE

Our hangar base was already showing (intentional) damage when we added it to the board, so we surrounded it with debris to give it a sense of place. Adding the same basing mix as was used on the revetments helped it further blend into the surrounding terrain.



Further detail was added to the board with various damaged aircraft decoys - picked from a large selection of bits from old kits - placed alongside the perimeter track.



As an additional interest point, we added a couple of very small terrain features that were completely out of place and could not have been found at Biscari in 1943; these historical anachronisms are an Anschluss tradition and intended to encourage visitors to look more closely.

We intend to display this game in November at Warfare in Reading, so I will not reveal what these details are just yet. Come along and see if you can find them yourself; in the meantime, here's a look at a tiny satellite dish we snuck onto our Salute Panzer Lehr board instead to give you an idea of just how eagle-eyed you might need to be. Hopefully we'll see you in Reading!



THE SETTING

Biscari Airfield, located at the small village of Santo Pietro in southeast Sicily, was originally a little-used emergency landing ground. It was taken over, extended, and developed by the Luftwaffe and became a major operational airfield for their fighters and dive-bombers from the start of 1942 through to the Allied invasion of Sicily in July 1943.

The surface consisted of levelled agricultural land and fields measuring approximately 1280 x 730 meters; there was no paved runway, although some indications are that construction work on one may have started. The infrastructure had repair facilities for fighters and dive-bombers, some small buildings and huts at the northeast corner, a large building 180 meters north of the northern corner, and two long barrack-type huts adjacent to that large building (off table).

The four dispersal areas - Northeast, Southwest, South, and Northwest - had a total of around fifty open aircraft shelters; at the beginning of 1943, there were four heavy Flak sites with 16 gun positions and 17 light Flak sites with 54 gun positions.

On 4 June 1943, a station strength report gave 82 aircraft at Biscari, but it was bombed frequently between then and 14 July 1943, when the US 45th Infantry Division attacked the reduced strength airfield.

The name of Biscari Airfield might seem familiar, even if you don't know of the battle itself; that's probably because of the war crimes committed after the combat was done. US troops killed more than 70 unarmed prisoners-of-war in what would become known as the Biscari Massacre, one of the Allies' most notorious moments in WWII.

PLAY IT YOURSELF

The scenario for the game, along with 19 other lesser known and seldom played battles from the region, can be found in our book, *Forgotten Battles from Operation Husky: The Invasion of Sicily, July 1943*.





2022

Show Report



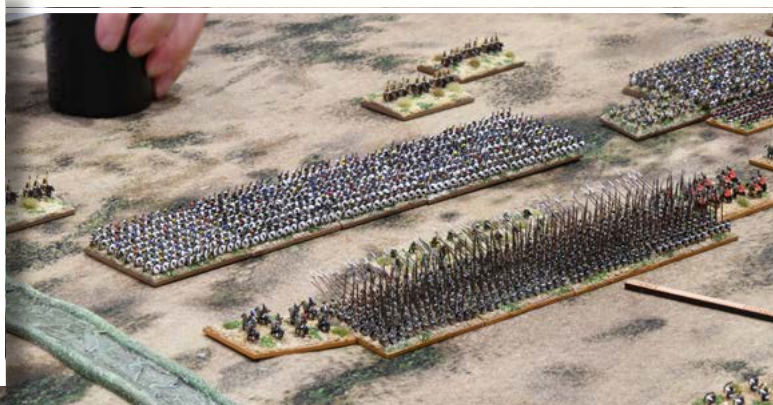
Are you a 6mm evangelist? Maybe you are scale agnostic and as long as you have a good game you don't care how big or small your figures are. Perhaps you scoff at the thought of gaming below 15mm? The Joy of Six (Jo6) event organised by Baccus6mm and held every year in Sheffield, England, aims to cater for the former, convince the latter, and appeal to... the one in the middle. *Wi* Editor Dan was invited to join the panellists on the industry Q&A at this year's event (*WiPrime* Members can read about that our website), and whilst there, he grabbed the opportunity to point his camera in the direction of some of the games that piqued his interest and find out a bit about them.

CHAERONEA 338BC

Fought in the foothills of Mount Thurion in Central Greece, the Battle of Chaeronea was the culmination of Philip II's campaign of Macedonian expansion between 339 and 338 BC. Philip's Macedonians and their allies were arrayed against warriors from Athens, Thebes, Corinth, and other Greek city states. Although casualties were light on both sides, Philip's victory was decisive and secured his hold on a great swathe of ancient Greece.

This game was being played by members of the Society of Ancients using *Big Battle DBA*. If you search for that online, you will find an article by Bob Beattie on how to go about expanding the 1990s most popular wargames rules (*DBA*) into a 'fully-fledged wargame' by increasing the number of figures involved and using three commands, with twelve elements per command.

The figure were all Baccus6mm from their Macedonian and Successors range.



THE BATTLE OF LUND 1676

Underlining the many different periods being gamed at Jo6, this battle from the Scanian War of the later 17th Century had some eye catching snowy terrain accurately representing the landscape of southern Sweden, home to Per Broden, the board's creator. The Swedish attackers were honing their aggressive battlefield tactics at this point in history, and the game saw them push back the Danish and Dutch defenders to the east of the town, where they eventually broke.

This game was played using the Pike and Shot Society's scale agnostic *Twilight of the Sun King* rules, in which all measurements are relative to the base width of the units. Movement distances, weapon ranges, etc, are then multiples of whatever base width is being used. Therefore, any size of figure and also any basing scheme can be used with the rules.

The figures used were all Baccus6mm from their Wars of the Sun King range.



SUDAN DEATH 1884

A British supply column was battling its way towards a besieged Sudanese town in this modified 6mm version of Osprey's *The Men Who Would be Kings* rules. Along the way, they were being harassed by Mahdist cavalry and ambushed by Ansar warriors. The British players were cooperating against the umpire with the object of accruing victory points by getting the baggage and supplies safely into the town. Random card activation was being used rather than *MWBBK* standard I-go-you-go system.

The interesting battlemat is by Tiny Wargames. It's their standard desert mat with bespoke elements of a track, and the carpet design around the edge - with the name of the game emblazoned on it.

The figures used were (again!) Baccus6mm, the town was by Irregular Miniatures, and the gunboat was 3D printed.



HORSELL COMMON 1895

“Over Horsell Common the steam and smoke was slowly lifting, marching in an unnatural manner, the Martian machines push through all obstacles....” So declared the info sheet on this interesting looking table - the only one at the show with a science fiction theme.

Based on H.G. Wells' *War of the Worlds*, the game used home brew rules by the Maidenhead and District Gamers, with figures by Pendraken, Baccus6mm, and Perfect Six, along with buildings by Leven.



ROB'S SCENICS

In time honoured wargames show fashion, there were several traders plying their wares around the edge of the rooms at Jo6. One that caught my eye was Rob's Scenics, who were selling great looking 20th Century 6mm buildings and terrain at great looking prices. Proprietor Rob told me he takes commercially available resin buildings (from a variety of manufacturers), paints them, then mounts them in a 'scenic setting', making them instantly tabletop ready. Rob uses various lengths and breadths of vinyl floor tile to create his roads and smaller bases. Other innovative materials he uses include dinner table place mats (made from vinyl and cork) for large scenic bases and carpet tiles to create field sections. Artistry and usability in equal measure.

You can contact Rob via email on robowens49@gmail.com



DENMARK 1985

Despite the impressive look of mobile armour crossing the table in 6mm, there were very few 20th Century games at Jo6. But there was this beast of a 'cold war gone hot' game by The Cold War Commanders, who (no surprise!) game using the *Cold War Commander* rules.

Eighteen feet long, with some great looking terrain, the creation of which has formed an ongoing construction project for the group over the last ten years, the Cold War Commanders were out to show that the look of the table can be just as exciting as the gameplay itself.



THE BATTLE OF LITTLE BIG HORN 1876

Going big in 6mm means lots more of the historical battlefield can be represented on the tabletop. So, rather than just the area around Custer's Last Stand, Dan Hodgson of Reveille Painting Services was able to cover Last Stand Hill, the Sioux and Cheyenne villages, and the Reno-Benteen Battlefield on his impressive Little Big Horn table.

Dan is a big fan of Kallistra's hex terrain system and their *Hordes and Heroes* rules (see his Battle of Pelennor Fields game in *Wi368*), and he was using both at Jo6.

The figures used were Baccus6mm from their Pony Wars Range, with the wigwams coming from Irregular Miniatures.



SAME AGAIN NEXT YEAR?

The Joy of Six is going from strength to strength, thanks to the hard work of Pete Berry of Baccus6mm and the enthusiasm of the individuals and groups presenting the games (many of which we didn't get chance to squeeze in here). It has carved out a neat little niche in the UK show scene, and long may it continue.

THE BATTLE OF NEW ROSS

5 JUNE 1798



Pete Brown presents a battle fought in a free form style...

In the last issue, I wrote an article about Gary Gygax and Dave Arneson, the founders of *Dungeons and Dragons*, who began their gaming careers as wargamers. As published rules were rare back in those days, the majority of people wargamed using 'home brewed' rules or highly amended versions of what was available. This usually required the use of an Umpire to settle the inevitable arguments that such a loose approach was bound to throw up. Over time, the role of the Umpire changed from being that of an impartial referee to one of being a storyteller who directly influenced the game; introducing unexpected reinforcements, unusual events, or 'battlefield friction' as it tends to be called now. The presence of an Umpire also allowed the players to think outside the rules and encouraged imaginative play. Players were also encouraged to roleplay their characters, be it aristocratic noblemen, traitors, grizzled veterans, or

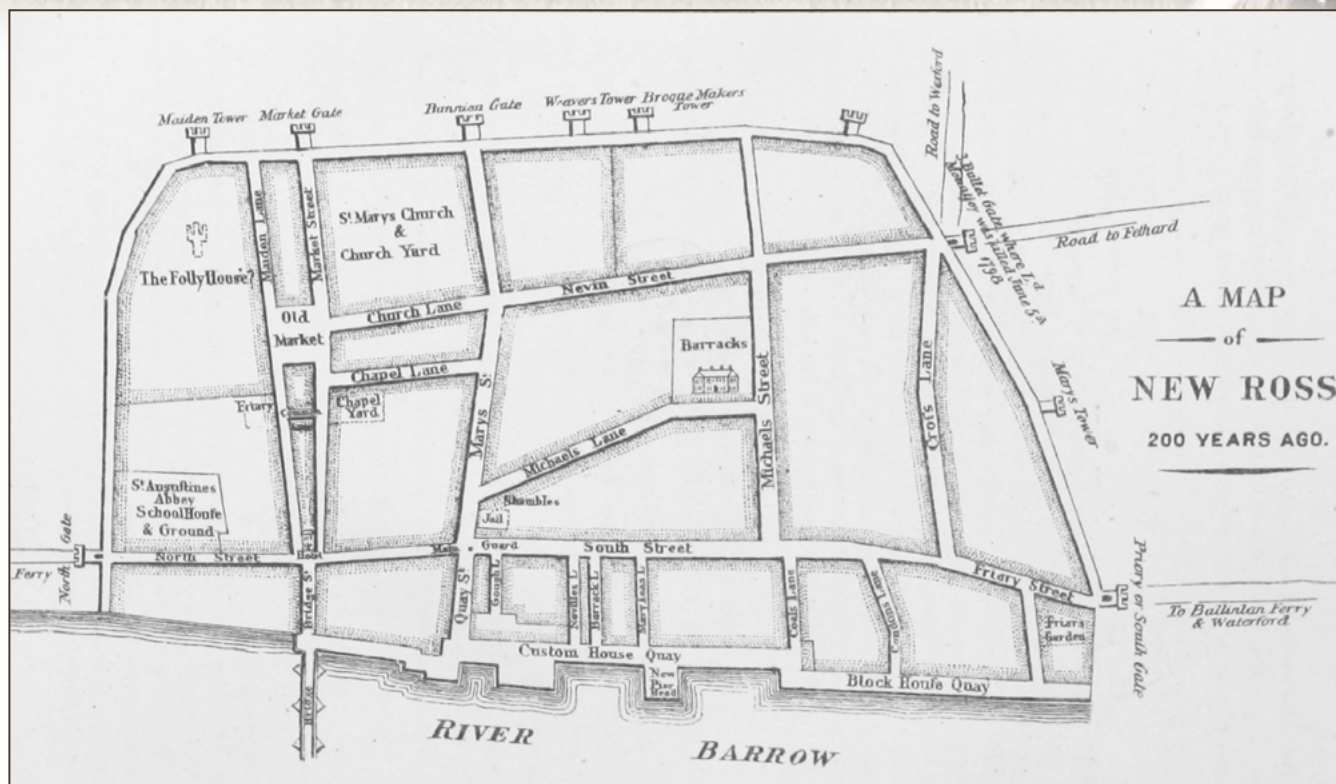
newly promoted Colonels, and ask not "what do I want to do?" but rather "what would my character do?" As you can imagine, it was only a small step to leave the armies behind and just play with the characters, and before you know it, modern roleplay games were born.

Whilst Umpired games are nothing new in wargaming, and nor are games where the Umpire throws a spanner in the works to keep the players on their toes, the idea of free form gaming (or making it up on the spot) is rather less common. Our players tend to work within the framework of what is and isn't possible within the rules, and coming up with a bright idea that is not covered is usually met with blank looks and polite refusal. Always one for a challenge, I decided to try this form of gaming out on two unsuspecting victims [surely 'willing volunteers'? - Ed] at *Wargames Illustrated* HQ.

BACKGROUND TO THE BATTLE

For our setting, we head back to the 1798 Irish Rebellion. In County Wexford, the rebels had been initially successful, seizing the town of Wexford as well as most of the surrounding towns and villages. However, if they were to take the rebellion into the rest of the country, they needed to seize the bridge at New Ross. Bagenal Harvey, a leading figure in the Rebellion, had been in prison in Wexford gaol for agitating against the crown, and upon his release, he was elected leader of the army that would march on New Ross.

The Irish army set off, "moving with slow but irresistible progress", said one observer, "like an immense body of lava." Numbering over 20,000 people, the army was more like a travelling fair than a military formation, with music playing, children running around, and men and women walking along together,



smoking pipes, drinking whiskey, and playing instruments. On the night of the 4 June, they were camped on Corbet Hill, overlooking the town of New Ross, so close in fact that the garrison there could hear the music and the laughter from the assembled masses.

Meanwhile, inside New Ross, the garrison commander, General Henry Johnson, was confident of success. His small garrison of Clare and Donegal Militia and a company of Tyrone Fencibles had been reinforced by the arrival of Colonel Luke Gardiner; Lord Mountjoy, with two companies of the Dublin Militia; and a troop of Dragoons, bringing his total force to a little over 2,000 men. Along with six guns, Johnson was confident as he believed that well-led formed troops could hold off an ill-disciplined rabble. Some of the loyalist residents of New Ross offered their help, and rather than arm the motley bunch of about 100 volunteers, he set them to digging trenches at the main entrance points to the town.

New Ross used to be a walled town with defensible gates, but after Cromwell's controversial visit to Ireland, the walls had been neglected. Much of the stone was stolen for housing, and the gates had been widened to allow more wagon traffic to come and go. This meant that, whilst the walls that surrounded the town still posed an obstacle, the various gates could not be closed and would have to be defended. To that end, Johnson dug trenches at the South East (Three Bullet) gate, and barricaded the South (Priory) gate, the East (market) gate, and the

North gate alongside the river. There were only two buildings of note: the Government barracks, which contained a great deal of powder, ball, and arms, and was also Johnson's fall back point; and the abbey next to the North gate, which had a defensible wall around its grounds. Here Johnson placed some of his men to control the entrance and road through the North gate. He placed his artillery with clear fields of fire along the streets and placed his cavalry in reserve.

Bagenal Harvey called his commanders together for a council of war the night before the battle. Most of his men (and, it has to be said, most of his commanders) had been drinking looted whiskey all afternoon, and the numbers of men who would be fit for action the following day was doubtful. However, Harvey was

confident that enough would turn up to defeat the much smaller garrison. His plan was for three columns to attack three of the town's gates simultaneously and hence stretch the defenders.

THE BATTLE OF NEW ROSS

Dawn broke about 4am, and Bagenal Harvey, in an attempt to take the town peacefully, sent an emissary forward with a white flag to discuss terms. The emissary, Matt Furlong, got within a short distance of the South East gate before a sentry shot him dead. This infuriated the Rebels waiting to attack, who immediately surged forward, out of the control of their commander, John Kelly. The rebels at this gate had gathered cattle from surrounding fields and drove them in front to soak up some of the Government fire. However, the cattle veered off when they saw



the trenches and did not crash into the Government lines but did provide just enough cover for the Rebels to become engaged, and a vicious melee broke out at the South East gate.

The Rebel second column was slow to arrive as its commander, Father Philip Roche, had fallen asleep on his horse and was only roused by the sounds of battle. He eventually attacked through the East gate and quickly drove back the Government defenders. The rebel third column, for reasons that never became entirely clear, had marched off home and these troops played no part in the battle.

By now, Johnson had managed to stabilise the attack on the East (Market) gate and push back the original attack on the South East (Three Bullet) gate. However, disaster now struck. Somehow, the cavalry appeared to have received an order to advance, although it is not clear from whom. As a result, they came charging out of the South East gate in the hope of taking the retreating rebels from the rear. However, the rebels turned and quickly formed a hedge of pikes that effectively destroyed the attacking cavalry, with their commander and 28 men killed and many others wounded. The Dragoons routed back through the town followed by the victorious rebels, who had now been joined by reinforcements from their camp.

Sensing victory, the rebels swept through the streets, seizing the military barracks and distributing the weapons and powder stored there. The Government forces fell back toward the bridge where the cavalry, still in full flight, had met Government reinforcements coming from Dublin, who turned around thinking all was lost. The Government artillery did great execution



Above: "She's stopped boys! She's stopped!" A famous incident from the battle, illustrated by George Cruikshank.

in the narrow streets, and yet the Rebels ran up to the mouths of the guns with extraordinary bravery. In one famous incident, one of the rebels made it to the Government gun and shoved his hat and wig down the barrel. Turning to his comrades, he shouted: "She's stopped boys! She's stopped!" Seconds later, he was blown to smithereens.

Bagenal Harvey now tried to bring up his own artillery to oppose the effective government fire. The Rebels had captured several pieces of artillery when they took Wexford but had no trained crews to man them. They placed one ship gun on a makeshift carriage, whilst another was manned by a Government deserter who gave his crew 'on the job' training. A third was manned by a Government prisoner pressed into service. Suffice to say, none of these guns proved to be

decisive. The first fell off its carriage as soon as it was fired, and the second was put out of action after only a couple of shots when the makeshift crew accidentally fired it whilst their instructor was loading it! When the pressed Government prisoner fired his gun deliberately high, he turned to his captors and said: "Was that not a fine shot?" to which the man next to him said: "This is a better one" and shot him in the head. All three guns were thus effectively neutralised without doing any damage to the enemy.

With the town on fire, Lord Mountjoy shot dead by a stray bullet, and many of his troops in full retreat, Johnson pulled his men back, thinking the battle lost. However, as the rebels seized the town, they fell to drinking and looting and neglected to secure the remainder of the streets. In what became the third



Above: From our refight - Dan's Irish make their way along Priory Street and take the Government barricades.

HOUSE OF DEATH

In an alleyway off the main road from the North gate lived a Government loyalist named Mr Dowsley, who was hiding in his home along with his two sons, three friends, and an old soldier. They had their muskets loaded for them by the women folk of the family, and as the rebels ducked into their alleyway for shelter from the Government artillery and volleys, the Dowsley family would shoot them. After the battle, it was said that the rebel dead lay as high as the sills of the windows.

phase of the battle, Johnson was able to rally his men and bring back the Dublin reinforcements before leading them in a counter-attack into the town. By this stage, the rebels were exhausted and quickly gave way under this renewed attack. By evening, the town, much of which was on fire with the streets full of dead and wounded, was back in Government hands.

REFIGHTING NEW ROSS

New Ross is an ideal battle for a free form game. There are so many unusual occurrences (the Rebel columns being late or not turning up, the wagon full of whiskey, the ill fated cavalry charge, etc.) that a normal set of rules could not possibly cover every twist and turn. It is also a battle that either side could have won, and is exactly the kind of to-and-fro encounter that might reward imaginative thinking or 'thinking outside the rules'.

And so it was that on a rainy day in Nottingham, John Stallard of Warlord Games took on the role of General Henry Johnson in an attempt to hold the town of New Ross for the Government and to drive off the dastardly rebels [surely: brave revolutionaries? - Ed] who were led by none other than *Wi* Editor Dan Faulconbridge. Briefings* were provided to both commanders outlining the troops they had at their disposal, the initial plan (if there was one), and their objective, which was

THE WHISKEY WAGON

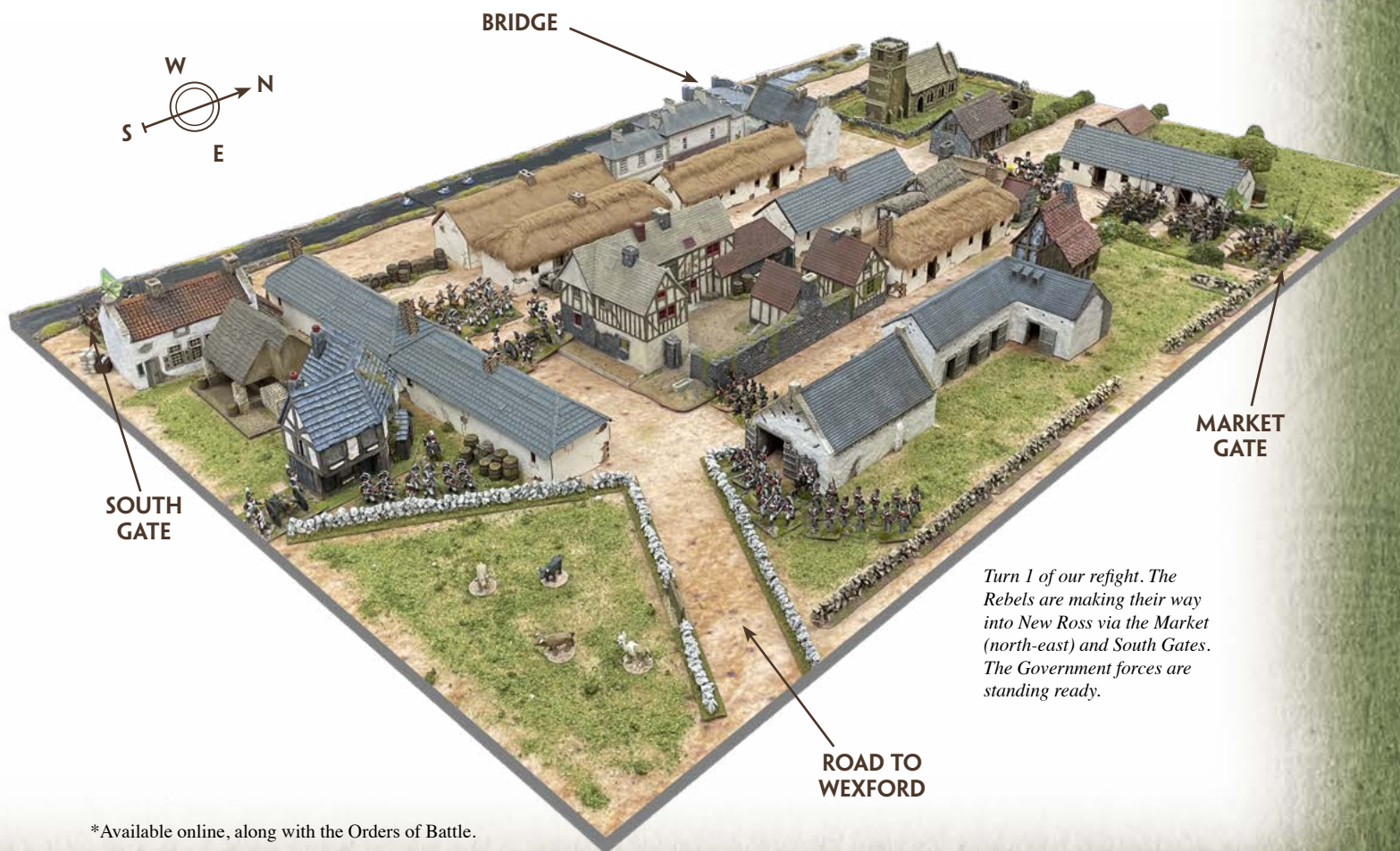
A group of rebels encountered a wagon loaded with whiskey and port wine that was being evacuated to safety by the landlord of an Inn. They immediately dragged it into a high ditch and set about the contents with vigour, only pausing from time to time to stagger to the lip of the ditch to enquire: "How goes the day boys?" before returning to their work.

essentially to control the bridge on the west side of the town by the end of the game. I also explained that, although we were using *Black Powder* rules for combat, movement, and so on, this was a free form game and that the commanders could attempt to do anything that their historical counterparts could have done, and more. Barrels, wagons, and similar street furniture was scattered about the town and I had placed a herd of cattle close to the South East gate. Also in the town, was a whiskey wagon, which the Government commander was aware of. The willing volunteers of the loyalist population were also mentioned in the Government briefing.

DO YOUR HOMEWORK

There is an old adage that says that the best way to make anything look spontaneous is through lots and lots of preparation. If you are going to run a free

form game, it pays to plan in advance and to think through some of the things your players are likely to ask to do. You can then rough out your responses and at least have an idea of how this would affect the game. Fortunately for me, so many odd and unusual things had happened in this battle historically that I had a starting point. I created a set of events that would happen to the Rebel side (the third column not turning up, the events around the artillery, and so on) with a similar set of events happening for the Government forces. I decided that the Cavalry's mistaken charge order would happen the first time the Government player rolled a 'Blunder', with Lord Mountjoy being killed should another 'Blunder' occur, and so on. These events fell in line with historical events but were not all guaranteed to happen as some, such as the wounding of John Kelly or the death of Lord Mountjoy, were just bad luck on the day. Others, such as the



Turn 1 of our refight. The Rebels are making their way into New Ross via the Market (north-east) and South Gates. The Government forces are standing ready.

*Available online, along with the Orders of Battle.

rebel ship's gun falling off its carriage, were definitely going to happen! I had prepared rules for the cattle stampede and the use of barricades just in case the players decided to use them, and to be honest, I felt quite comfortable as the game began.

NEW NEW ROSS BEGINS!

John began by putting his loyalist volunteers to work, building three barricades to defend the South East gate. He had convinced himself that, since the Rebels were on a hill to the south east, that would be their most likely route of attack, and he placed pretty much all his forces to defend this road. The cavalry remained near the bridge as a reserve, but John left all the other roads into the town undefended and, crucially, not barricaded. Although he had contemplated doing something with the Innkeeper's wagon of liquor, John decided not to do anything with it, and it remained in place in one of the streets. In a historical turnaround, he then sent a messenger under a white flag to demand a parley with the rebel leader, which I allowed as historically Bagenal Harvey was desperate for just such an exchange. However, whilst Dan and John got into character and exchanged demands, no compromise could be reached and the battle commenced!

Seeing the valley of death that John had created down the south east road, Dan ordered his first brigade to skirt the town and come in down the south road alongside the river, much to John's consternation with cries of "typical shoddy rebel trick." This consternation was not helped when Dan began to roll for the arrival of rebel columns down the east and north roads as well.

UMPIRE ONLY: PLANNED REBEL EVENTS

The Artillery: The first time the ship's gun fires, it will become dislodged from its carriage and is removed. The first time the gun staffed by the Royal Artillery prisoner misses, the Rebels will assume he did it on purpose and shoot him in the head, as happened historically. The first time the third gun rolls a 1 or a 2 when firing, the Government deserter is assumed to have been injured by his incompetent crew and the gun is removed.

The Secret Weapon: The secret weapon that will disable Government artillery is, of course, the brave individual who stuffs his hat and wig down the barrel and shouts: "She's stopp'd boys!" She is, in fact, not stopped, and the gun can fire as usual.

Irish Arrival on Board: The first brigade arrives on turn 1, moving down the south east road. The second brigade (Roche) will not arrive (Roche is asleep on his horse) until the player rolls a number lower on a D6 than the current turn or takes steps to rectify this. The third brigade never arrives - they have all gone home. Ask the player to roll 2D6, look thoughtful, then tell them the men are on the way (they aren't). The reserves will turn up when the Umpire decides they will have most dramatic effect.

Irish Blunders!: If any of the Irish commanders roll a Blunder when giving orders, play these out as detailed in the rules. However, if John Kelly (first brigade) rolls a Blunder, he is hit and seriously wounded and is removed from the game.



Above: Father Phillip Roche leads his rebel column forward.

The Umpire now informed Dan that his second column on the east road had stalled because their commander was asleep on his horse, and that there was, as yet, no sign of the north column. Seeing an opportunity, John sent an order to his cavalry to charge up the east road and take the stalled column at the halt. This they did with great elan, and in a replay of history, came routing back down the road having had a nasty encounter with a pike block! Meanwhile, John desperately began to redeploy his troops to meet the encircling enemy.

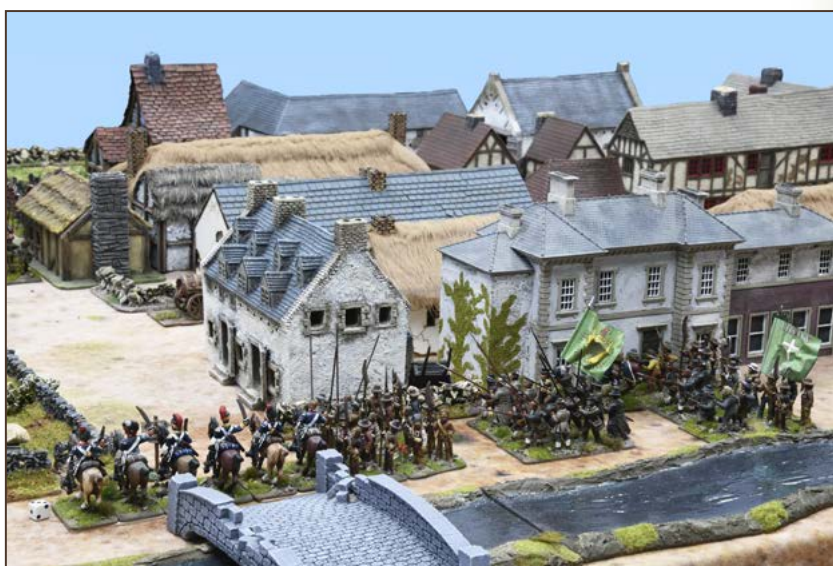
Dan's first brigade had now entered the board through the south gate, and due to some terrible Government command dice, seized a barricade John had erected before John's men could reach it. In a bit of free form play, Dan ordered the musket men from each pike block to man the barricade, whilst the plucky pikemen continued along the quayside toward the bridge. I thought this was reasonable and separated out the muskets as small units with 1 stamina and 1 firing dice each and reduced the Pike to 2 stamina and 6 melee dice with no firing capacity.

ROCHE AWAKENS AND FIGHTING INTENSIFIES

Father Philip Roche, commander of the Irish second brigade, had now woken up and was leading his forces onto the board down the east road. John had managed to get some of his troops into position to fire on the rebels just in the nick of time to disorder one pike block and cause quite a few casualties. Helped by the return of the rallied Dragoons, John then charged the shaken pike block in the flank and drove it back, blunting the rebel attack



Above: Free form fighting in the buildings along Market Street.



Above: The Rebels make their way along Priory Street toward the Bridge - their objective.

UMPIRE ONLY: PLANNED GOVERNMENT EVENTS

Government Arrival on Board: All the Government units begin on board with the exception of the Roscommon Regiment, which should arrive when the Umpire decides the Government forces need the help!

Government Blunders!: The first time a Government player rolls a Blunder, the cavalry (whether they are under his command or not) receive an order to charge the nearest Irish unit, which they must execute immediately (unless they have already moved or charged, in which case this will be done at the beginning of the next round). On the second occasion the Government roll a Blunder, Colonel Lord Mountjoy is hit by a stray bullet and killed. The Government player is allowed to play on without a Brigade commander.

The Dowsley Household: Mr Dowsley was hiding in his home along with his two sons, three friends, and an old soldier, their muskets being loaded for them by the women folk. The Umpire should identify which house is Dowsley's and roll a D6 for firing every time Rebels pass it, inflicting casualties as normal.



UMPIRE ONLY: POTENTIAL PLAYER OPTIONS

Barricades: General Johnson ordered the loyalists from the town to dig trenches to guard the north and the east gates. This may not occur to the players, but dragging furniture from houses and commandeering wagons or boxes and barrels to block a road or a gate very well might occur. This should be allowed, with every Government unit that wishes to being allowed to create one barricade across one street or gate. Troops behind barricades count as 'Not Clear' targets if shot at and will gain +1 on Morale Save for being behind light cover. Note that if they lose a round of melee, the benefit from the cover is lost as they are assumed to have been pushed back.

The whiskey wagon: Any Rebel unit encountering the whiskey wagon is assumed to start drinking and is removed from the game.

The cattle: Historically, the Rebels tried to stampede some cattle in front of them into the Government lines, but this failed due to the trenches dug by Government forces that forced the cattle to turn. The Umpire should place some cows in the eastern fields so that the Rebel commanders can see them, but do not suggest the tactic to them. If one of your players says they want to drive the cattle in, they may be allowed to do so, spending one move rounding them up before ordering the charge. If the Government troops have dug trenches or raised barricades, then the ploy fails as it did historically. If they have not, then reward the Irish player by inflicting 1 stamina damage to the Government unit the cattle crashes into and do not allow that unit to fire at Rebels in that turn as the cattle mask their fire.

The barracks: This building was full of muskets, powder, and ammunition. If the Rebels take the building, the Rebel player can choose to swap one of his pike units for a musket unit. If the unit taking the building is already a musket unit, then it gains 3 firing dice for the rest of the game rather than 2.

Fire! Fire!: The Rebels actually did start fires in the town during the battle that burned much of it down! If a player wishes to start a fire there will be no trouble in doing so as the houses have mostly thatched roofs. Use the rules on page 99 of the rulebook for how units can start a fire. If a house does catch fire, roll every turn for the adjacent houses to see if they catch fire as well.



Above: The Rebels are waylaid by the whiskey wagon!

and forcing Dan to fall back to regroup. With casualties mounting, both sides now began to put their troops into buildings to make them harder to hit and also to bolster their morale. On Market Street (from where Father Philip Roche's column had entered); this resulted in some free form fighting through the internal walls of some of the house.

Dan was now resigned to the fact that his third brigade was never going to arrive through the north gate, but consoled himself in the knowledge that some of the rebels had finally reached the bridge! However, Father Roche's brigade was now falling back, whilst his musket men manning the barricades by the south gate were taking a hammering from John's artillery. Given that John's force was looking in remarkably good shape, I thought this was a good time for Dan's reserve troops from Corbet Hill to arrive along with his remaining guns, which they now did down the south east road.

CALAMITOUS CANISTER FIRE

Unfortunately for Dan, John was able to swing his artillery back into position and deliver devastating canister fire into the massed ranks of the pike blocks as they charged down the narrow streets. Dan's 'secret weapon' to defeat the cannon (sticking a hat down the barrel) surprisingly did not work, whilst his own cannon fell apart in quick order! The pike block he sent from the bridge to support

Father Roche's attack encountered the Whiskey Wagon and was removed as his men stopped for a well earned drink, whilst Father Roche's command finally succumbed to casualties and broke. With Roche's brigade broken, the first brigade about to break, the reserves badly bloodied, and John's reinforcements yet to arrive, it was all up for the rebels. In a close re-run of history, the rebels took the bridge, but the volleys of the regulars wore down the Irish commands, and they eventually broke under the pressure.

CONCLUSION

Taking a free form approach to this game was great fun for the Umpire. As expected, rather than being an impartial arbiter of the rules, I was actually involved in the game, making key decisions about reinforcements, who could move where, and what happened when the players decide to do something 'off script'.

Chatting to the players afterwards revealed that trying to play a game without thinking about the rules was more difficult than they expected. John, who not surprisingly knows the *Black Powder* rules very well, was constantly thinking in terms of command dice, the best firing ranges, and so on, rather than perhaps the more random things (like putting the whiskey wagon where the rebels could find it, building more barricades, etc). Dan was more open to 'thinking outside the rules', which he did in the approach

to battle, but once the fighting began in the narrow streets, he quickly ran out of options beyond than shoot and charge.

From an Umpire's perspective, I thought it went well. The various surprises I dropped on both commanders were fun, and we all enjoyed the game. If I was going to change anything, it would be to restrict the players from using the houses for cover. I had wanted this to be a running battle through the streets, with units falling back and then counter attacking the way their historical counterparts had done. However, as soon as units began to be bloodied, John and Dan started to put them into buildings. Anyone who has played *Black Powder* will know that getting troops out of buildings is extremely difficult, and this began to bog the game down in Stalingrad style house-to-house fighting. I did not insist players stay out of the houses; it is difficult to tell players that this is a free form game in which they can do anything they like and then in the next breath tell them "you can't do that!" but with more preparation I could have come up with other ways to force them back onto the streets.

Overall, it was great fun for all involved. Free form games with lots of Umpire involvement and unexpected 'battlefield friction' will not suit everybody and may not be suitable for every game, but it is well worth giving it a go once in a while. What's the worst that could happen?

Below: The Rebels have taken the Bridge, but can they hold it?

The figures seen in this article are all by Trent Miniatures. The buildings are by a variety of manufacturers, including Hovels and 4Ground.

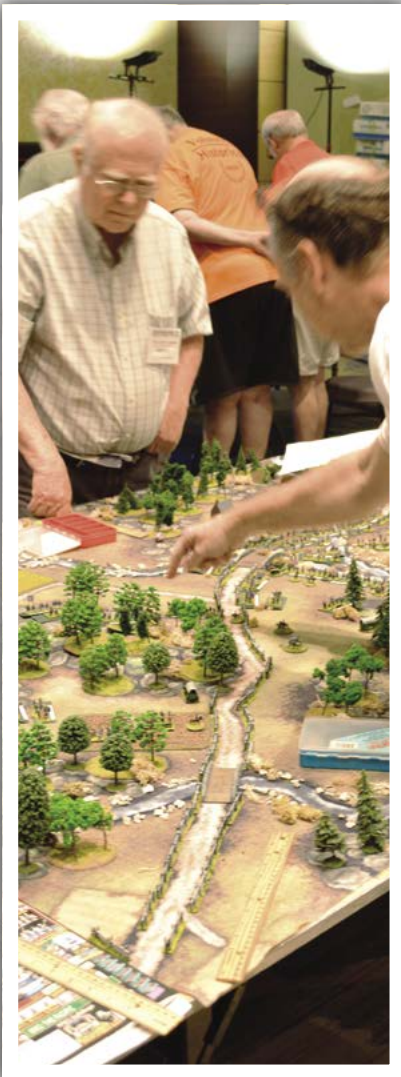




2022

HISTORICON[®]

JULY 20 - 24, 2022 • LANCASTER, PA



Dave Taylor headed to Historicon's extended weekend of wargaming and did his bit as *Wi's* roving reporter.

On a hot July weekend, Historicon returned to Lancaster, Pennsylvania, much to the excitement of plenty of East Coast gamers (and not a small number of folks from across the US). The Lancaster Convention Center was again the site of HMGS East's primary show, and the teams from both organizations did a great job after such a long break. There were some minor issues, of course, but this reporter heard a lot of praise for the venue.

Much of what we've come to expect from Historicon was back in place: hundreds of great games, excellent classes from the Hobby University (seen below), the well-stocked vendor hall, dozens of tournament opportunities, and even the popular Wally's Basement flea market.

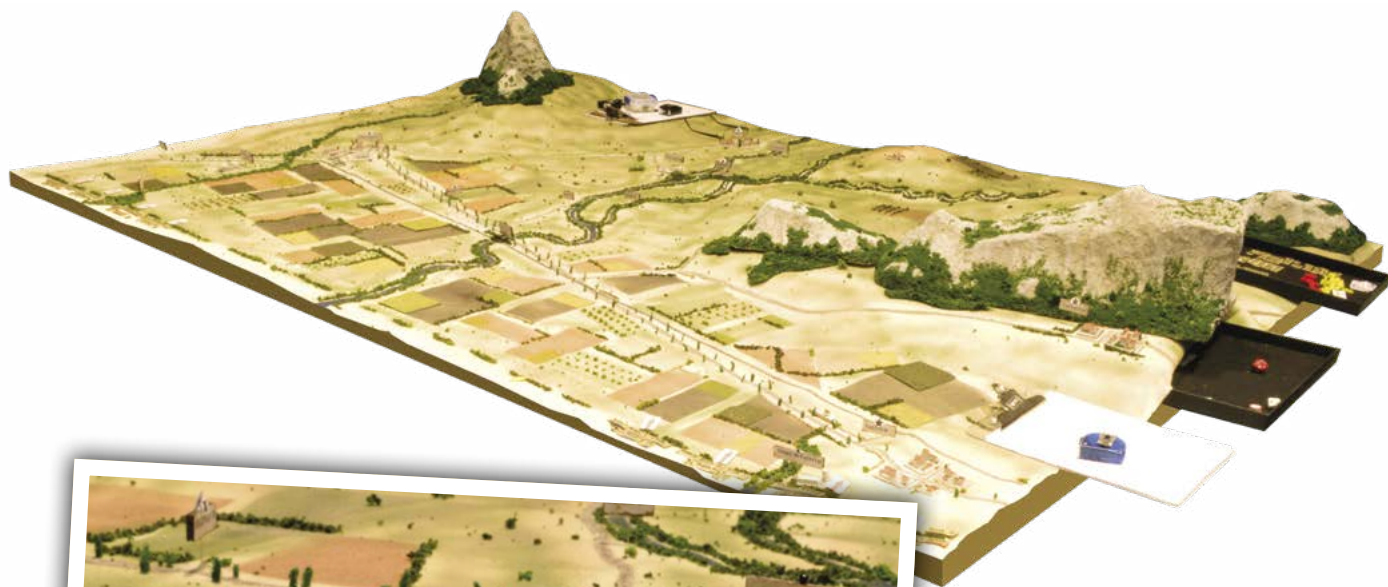
In addition to all of those favorites, there were many massive games, games played on the floor, games played to teach others how to run games at external venues, and plenty of chances to grab a seat and catch up with friends we hadn't seen in a few years.

Over the next few pages we will take a look at some of my favorite games from the show. WiPrime members get to see an extended version of this article, with more games to look at, and for a great video recap of the convention visit our friends from Little Wars at youtube.com/c/LittleWarsTV.

HMGS East are already hard at work planning their next event - Fall In! - and working on a bigger and better Historicon next year.

**For more info, visit:
www.historicon.org**





OPERATION AVALANCHE - SALERNO, 1943

GMs Josh Beck and Miles Reidy (of the Little Wars TV team) ran this epic amphibious landing on the Italian mainland. The 3mm Allies and Axis forces battled it out over scaled terrain using the *Gained by Battle* rules.

BOLT ACTION TOURNAMENT

Kalissa and Dave Skibicki ran Saturday's *Bolt Action* tournament for Warlord Games and Mythicos Studios. Dave's spectacular tables and Kalissa's skillful coordination made for a smooth and immersive experience amongst the jungles of southeast Asia, deserts of Northern Africa, and streets of European villages.





BLOOD & PLUNDER TOURNAMENT

Fans of Firelock Games' *Blood and Plunder* rules were very excited to bring their ships, boats, and crews to the show to battle it out mid-ocean in an effort to take home the booty!

QUEST FOR THE GOLDEN SACAGAWEA

GM Brian Leshinskie brought along this impressive 1/100 scale naval game, which saw fleets from Great Britain, France, and the United States (including Old Ironsides) searching for a chest full of gold in the sunny Caribbean using a modified version of the *Limeys and Slimeys* ruleset.



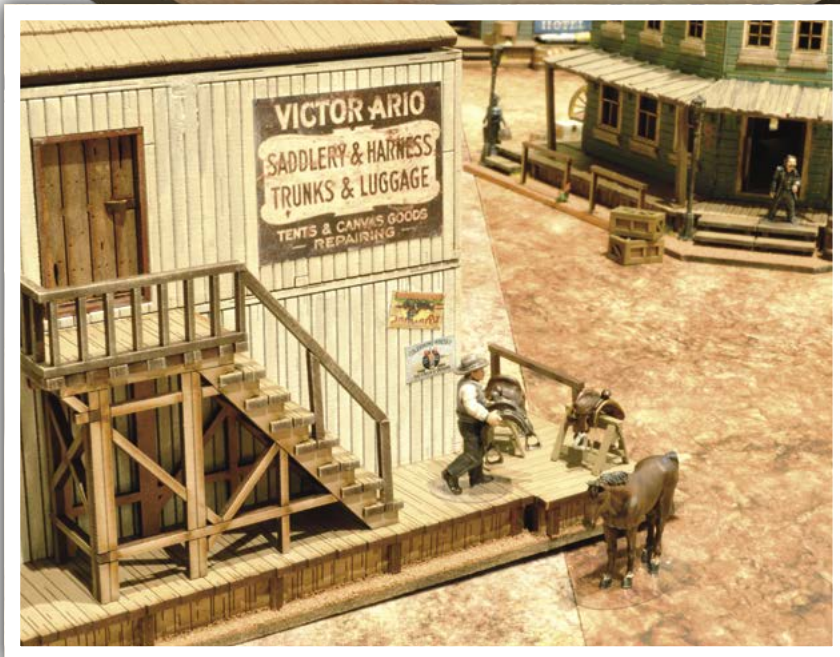


BADGES? WE DON'T NEED NO STINKIN' BADGES!

GM Ivor Evans always brings some fantastic looking games to Historicon, and this year was no exception. In addition to a brand new *The Chicago Way* game he ran on the Saturday, Ivor ran this *Dead Man's Hand* game three times during the show.

The buildings are all from the former 4Ground range, with additional decoration in the way of signage, posters, and weathering by Ivor. With the inclusion of many pieces of smaller scatter terrain, the town of Ford's Canyon had a very 'lived-in' feel.

In this scenario, the Bandit leader Tuco Benedicto Pacifico Juan Ramirez (aka The Rat) was due to be hanged at 3:10pm. His band of renegades had other ideas!

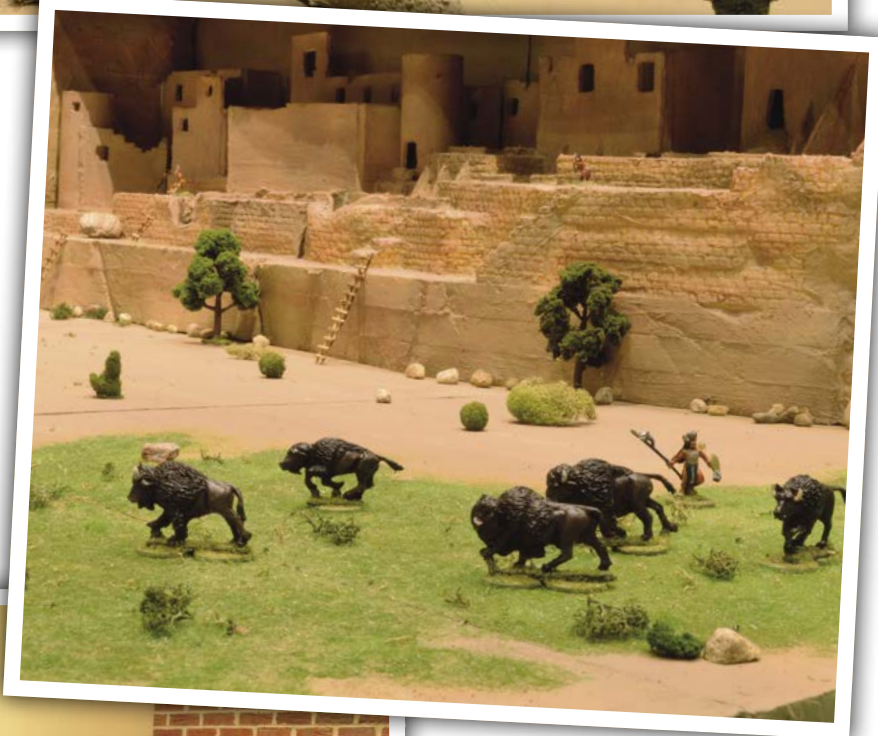




HAVE GUN WILL TRAVEL

GM Doug Fisher returned to Historicon with his fan favorite game and collection of Wild West scenery. Rather than play the game on a single massive table, as we featured in *Wi's* 2019 Historicon coverage, Doug ran the game split over four different tables, including the new addition seen above and right - a wall of Native cliff-dwellings.

He also ran another scenario - The Battle of New Ulm, 1862 - which added another gaming opportunity on the same terrain. Watch out for a big buffalo hunt scenario next year!



TECHCOMMANDER

GMs Dave Oberting and Josh Potter (pictured in the fez) ran demo games of *Tech Commander* from Sea Dog Game Studios throughout the show, while getting in some additional playtesting for the third edition due out in the not too distant future. This 10mm scale game pits mecha of various sizes against one another in a dangerous futuristic setting.



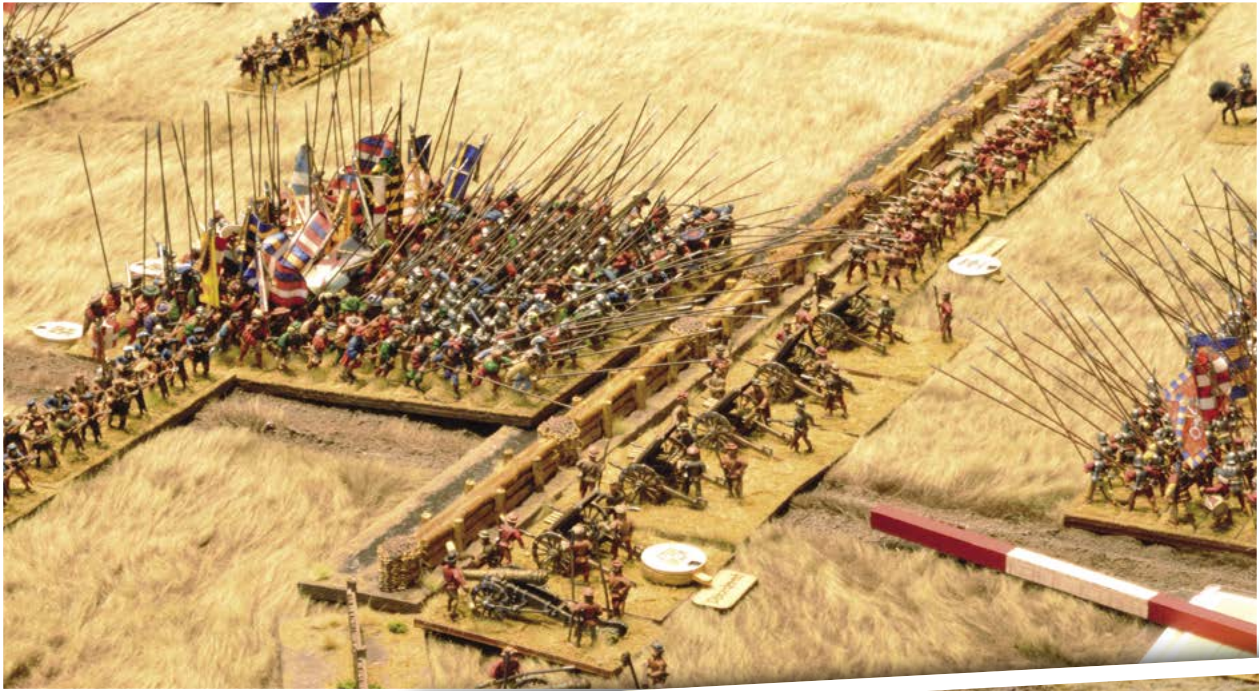
A VILLAGE FOR THE TAKING

GM Brad Pflugh ran this beautifully detailed game of *SAGA*, which saw a large band of Viking raiders closing in on a Welsh village. Not only were their sights set on the grain and livestock around the village, they also had to rescue one of their leaders from behind the palisade. This would not be an easy task as the Welsh prepared their stubborn defenses.

THE SIEGE OF CREMA, 1160

GM Tom Sparrowhawk ran this game simulating the final assault during the siege of Crema by the forces of Frederick Barbarossa in 1160. Siege towers, ladders, and rams all raced to the walls in an attempt to finish the six-month siege and open the way to Milan. The expanded foam castle walls are from Old Glory's Vampire range.





THE BATTLE OF RAVENNA, 1512

Given the show's theme of 'Italian Conflicts', it's no surprise that there were more Renaissance games on display than usual. The most stunning of these was GM Martyn Kelly's battle between the French and Spanish/Papal forces on the plains before Ravenna. Vast pike blocks, artillery pieces, units of crossbowmen, and plenty of cavalry fought for supremacy several times. Martyn let me know that the bulk of the infantry and light cavalry were from The Assault Group, whilst the heavy cavalry were from Steel Fist.





THE ATLANTIC WALL

We saw a number of tables from Historicons-past, including this D-Day game (above) from GM Greg Whitaker. In the years since we have last seen it, Greg has added many new miniatures, both infantry and tanks, from the team at Trenchworx. Updating your older table keeps it fresh and can introduce a whole new crowd to your game!

THE YAMASHIRO AND THE SEA

A huge fan of *Test of Honour*, GM David Hill ran this game TEN times over the course of the event. With up to 16 players in each game fighting over ships in harbor (right), climbing the walls of Yamashiro fort, or landing troops to take the port, the games were fast-paced and constant!



HMGS NEXT GEN!

Jim Stanton, John Spiess, and Jared Fishman have been working very hard over the last few years, taking outreach to new levels. The HMGS Next Gen team are focused not just on running events for kids at shows, but helping teachers, librarians, and other community organizers to run events where the next generation of gamers actually are - out in the community. Keep an eye out for more on this group in the future!

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.



ABCbrushes
Artists brushes for 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



MARDAV
MINIATURES

High quality 3D printed WWII models

mdminis.co.uk



GUNFIGHTER'S BALL

WILD WEST SHOOTOUTS

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

funded with
KICK STARTER

COMING IN 2022!
THE KNUCKLEDUSTER BOARD GAME!

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

PARTIZAN WARGAMES SHOW

Sunday October 9th 2022 10am until 4pm

At the
George Stephenson Exhibition Hall,
Newark and Nottinghamshire Showground,
Lincoln Road, Winthorpe, Newark. NG24 2NY

Admission: £5 Concessions £2 Plentiful free parking. The first 500 entrants will receive a unique free figure.

Website: partizan.org.uk



Partizan Wargaming and History



Twitter @Partizanmeister



Instagram Partizan_Show

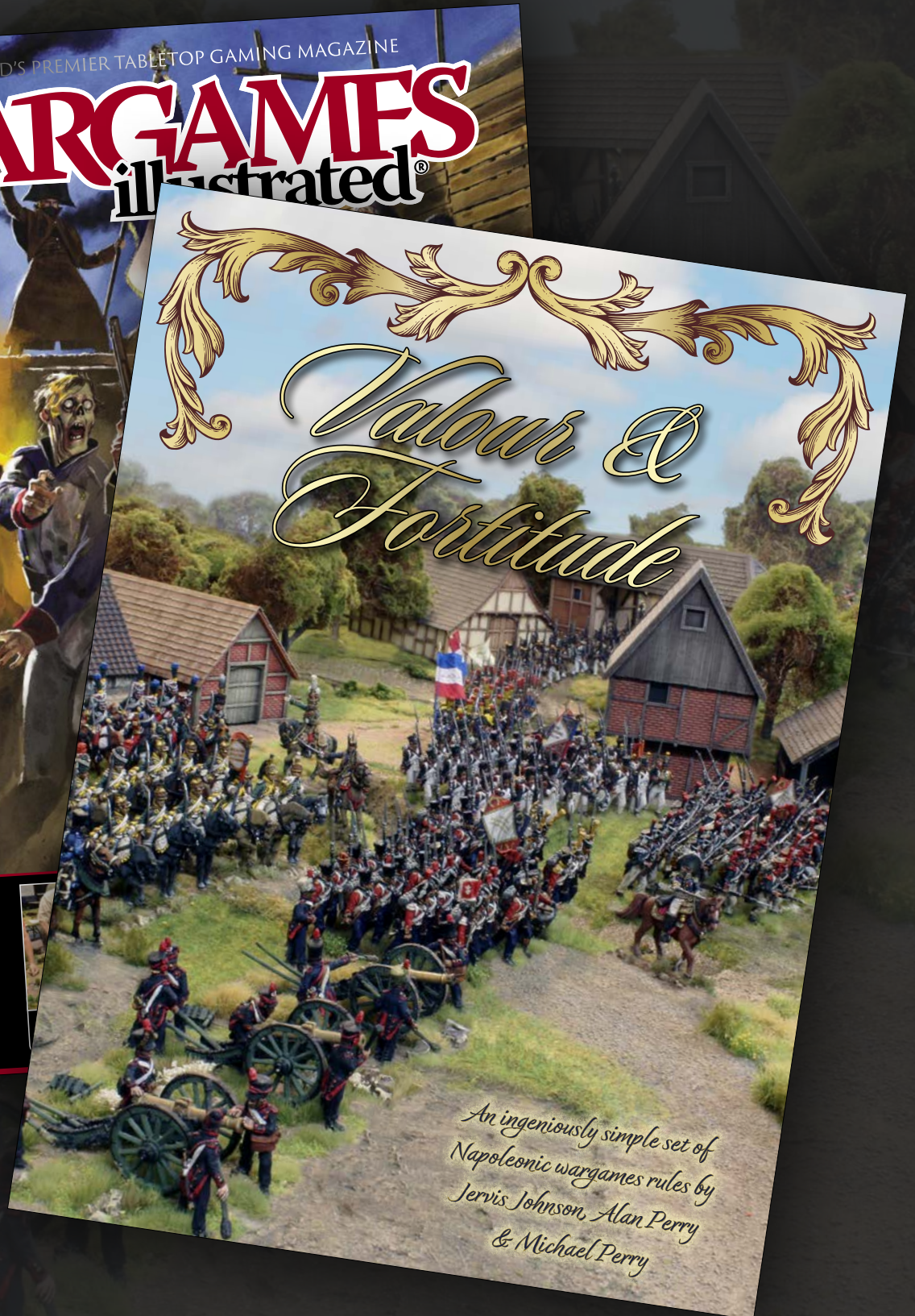
NEXT ISSUE

FREE

FREE in-print EXCLUSIVE with the October 2022 issue of Wargames Illustrated -

VALOUR & FORTITUDE

An ingeniously simple set of Napoleonic wargames rules by Jervis Johnson, Alan Perry and Michael Perry



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!

REPTILIAN OVERLORDS!

WARGAMES

ATLANTIC



From the depths of jungle worlds where even the plant life will eat you to the cold, ozone-scented corridors of derelict space freighters, Reptilian Overlords' SPACENAM are the perfect models to take on ravaging alien invaders, zombie hordes, or even rogue AI.

This 20 figure hard plastic set includes an armory full of interesting weapons including standard rifles, blast pistols, edged weapons, grenades, flame throwers, grenade launchers, sniper rifles, and plasma and heat weapons.



facebook.com/wargamesatlantic

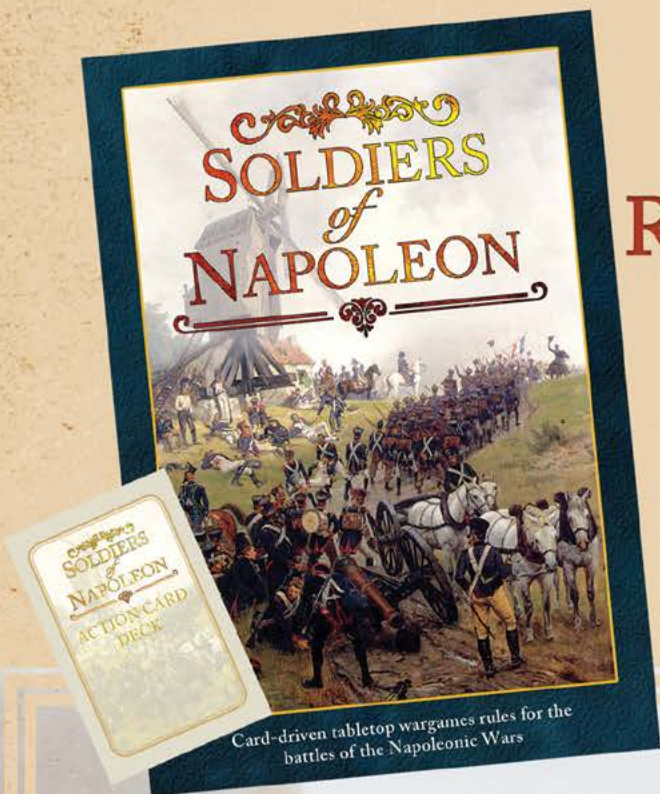
DESIGNED ON BOTH



SIDES OF THE POND

VISIT US AT WWW.WARGAMESATLANTIC.COM

NEW RULEBOOK & ACTION CARD SET



Available from Gripping Beast

"WELCOME TO Soldiers of Napoleon, a set of card-driven, tabletop miniature wargames rules for the battles of the Napoleonic Wars, 1805 to 1815, ten years of almost constant conflict across Europe and a huge subject for one book. This is a set of rules for battles, not skirmishes. It pits battalions, regiments and brigades against each other, but even at this roughly 'divisional' scale, it can only recreate part of the many, many, far larger battles of the period. It was an era of European history that saw many of the largest battles ever fought on the continent, which helps explain the period's lasting appeal to wargamers (always useful to have a huge war to refight) as well as providing an historical backdrop to wargames unlike most others for sheer visual spectacle, with all those men, horses, guns and colourful and decorated uniforms."



A full range of Front Rank Napoleonic figures suitable for use with Soldiers of Napoleon is available from:

www.GRIPPINGBEAST.com