

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

# WARGAMES illustrated®



## STRATEGY & GUILF

A COMPLETE  
CAMPAIGN SYSTEM  
BY JERVIS JOHNSON



ISSUE 423  
MARCH 2023  
UK £5.99



**STRONGBOW!**  
The Normans in Ireland,  
using Hail Caesar 2nd edition



**THE OTHER  
NORTHWEST FRONTIER**  
The Metis insurgency in Canada



**THE BATTLE THAT NEVER WAS**  
Blücher's attack on  
Schwarzenberg, 1816

HAIL CAESAR 2ND EDITION, LION RAMPANT, NEVER MIND THE BILLHOOKS, AND MUCH MORE



# CONTENTS



▲ INTRODUCING STRATEGY & GUILLE ..... 30



▲ KITBHSING A BROKEN DOWN SD.KFZ 250/3 ..... 42



▲ BILLHOOKS BATTLEFIELD SCATTER ..... 54

**WARGAMES**  
illustrated

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

wargamesillustrated.net



wargamesillustrated



@wargamesill



/WargamesIllustrated



wargamesillustrated

## FROM THE EDITOR

I hope you enjoyed the *Valour & Fortitude* freebie ruleset we gave away with the October 2022 issue of the magazine. It certainly looks that way - October's issue was our bestselling magazine of 2022. You will no doubt be pleased to find more *Valour & Fortitude* coverage in this issue in the form of *Strategy & Guile*; a campaign system designed for the game by Jervis Johnson. *S&G* was developed to guide players through the 1813 campaign that Jervis devised for his gaming buddies, the Perrys and co., but it is usable with pretty much any big battle game, for any period. Even if you're not a *V&F* player, you will be able use *Strategy & Guile* to enhance your favourite rules with an exciting and elegant new campaign system.

If your preferred ruleset is *Hail Caesar*, you will certainly be interested to read about our first game using the new *Hail Caesar 2nd edition* rules. Author Rick Priestley and several other wargaming luminaries took part in a Normans in Ireland wargame to showcase the new edition, playing the scenario for the Alternative Battle of Dublin, which you will find on page 46.

Happy reading and rolling.

Dan Faulconbridge  
Editor

*This month's cover artwork is by Karl Kopinski, used with the kind permission of Perry Miniatures.*

*Below: Strategy & Guile, Perry Miniatures style!*



## CREDITS

Produced in the UK.

**The Wargames Illustrated team:**  
Daniel Faulconbridge, Ian Bennett,  
Asun Loste Campos, James Griffiths,  
Joe Smalley and Matt Parkes.

Printed in the UK by: Warners.

Copyright © Wargames Illustrated 2023

## CONTACTS

**Customer Service & Subscriptions:**

help@wargamesillustrated.net

Tel (UK): 0044 (0)115 922 5073

**Contributions:**

contributors@wargamesillustrated.net

**Advertisements:**

adverts@wargamesillustrated.net

**Quick Fire:**

wi@wargamesillustrated.net

**Distribution:**

trade@warlordgames.com



PEFC Certified

This product is from sustainably managed forests and controlled sources

www.pefc.co.uk



## CONTENTS

### OBSERVATION POST ..... 8

We cast our expert eyes over the latest wargaming releases.

### RELEASE RADAR ..... 16

Dom Sore shines a light on some of the more obscure and unexpected new releases ready to empty your wallet out!

### FULL PAPER JACKET ..... 22

Neil Smith's back with his monthly column highlighting new books for the discerning wargamer.

### WIDIGITAL ..... 26

Take a look at the STL files *WiPrime* Members can download in this month's *WiDigital* selection.

### INTRODUCING STRATEGY & GUILLE ..... 30

Wargame designer supreme Jervis Johnson introduces a new way to play campaigns: *Strategy & Guile*.

### PLAYING STRATEGY & GUILLE ..... 34

Jervis presents the rules for his *Strategy & Guile* campaign system, introduced in the preceding article.

### KITBASHING A BROKEN DOWN SD.KFZ 250/3 ..... 42

James adds additional interest to an already feature packed model and provides plenty of kit building and kit bashing tips in this write up about the new Warlord Games half-track.

### STRONGBOW ..... 46

Pete Brown looks at the wargaming possibilities offered by the Norman Invasion of Ireland, and plays a game using the *Hail Caesar 2nd edition* rules.

### BILLHOOKS BATTLEFIELD SCATTER .. 54

Richard Lloyd, aka Captain Blood, the kitbash king, presents a quick guide to making and painting battlefield scatter for your medieval tabletops.

### OPERATION POLO ..... 56

Jim Graham looks at a brief operation during the turbulent period of Indian unification, in which Hyderabad struck a claim for independence.

### A 15TH CENTURY TERMINATOR ..... 62

Mike Peters is something of an unstoppable giant in the world of army painting, and in this article he kitbashes and paints an unstoppable giant from the Wars of the Roses.

### THE BATTLE THAT NEVER WAS ..... 68

Karim Van Overmeire makes up for the lack of nearby wargaming shows by putting on his own 'big battle' mini-campaign, based around Blücher attacking Schwarzenberg in 1816.

### RAISING THE DEAD ..... 74

Callum France considers the golden ratio as he creates a Necromancer vignette to lead (and raise) his undead army.

### THE OTHER NORTHWEST FRONTIER ..... 80

Simon MacDowall introduces us to an interesting theater of warfare and wargaming that borrows its name from a more famous location on the other side of the world.

### BILLHOOKS MOVEMENT TRAYS ... 88

Another *Billhooks* bonus from Richard Lloyd covering how to build movement trays with drama aplenty.

### SEVENTH TIME LUCKY! ..... 90

Pete Brown uses *Lion Rampant Second Edition* to play the campaigning possibilities of the Seventh Crusade in Egypt.



▲ OPERATION POLO ..... 56



▲ A 15TH CENTRY TERMINATOR ..... 62



▲ RAISING THE DEAD ..... 74



▲ SEVENTH TIME LUCKY ..... 90

# WARGAMES illustrated®



# YouTube

NEVER MIND  
THE BILLHOOKS  
DELUXE Q&A  
WITH AUTHOR ANDY CALIAN



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

SUBSCRIBE TO NEVER  
MISS AN UPDATE!

# RAISING THE DEAD!



# 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 AVAILABLE DIRECT

IN THE USA VIA  
[IRONHEARTSARTISANS.COM](http://IRONHEARTSARTISANS.COM)

AND

IN AUSTRALIA AND  
NEW ZEALAND VIA

[KHAKI-GREEN.COM.AU](http://KHAKI-GREEN.COM.AU)

**IRONHEART  
ARTISANS**  
EST. 05 230 12 003

**KHAKI  
GREEN**

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



# WI PRIME CONTENT INCLUDES:

**MONEY OFF EVERY MONTH AT:**



## WI DIGITAL



**DOWNLOAD AND PRINT  
AMAZING DIGITAL  
MINIATURES FOR FREE**

**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**

**£5 OFF BILLHOOKS DELUXE WITH  
YOUR WIPRIME MEMBERSHIP**



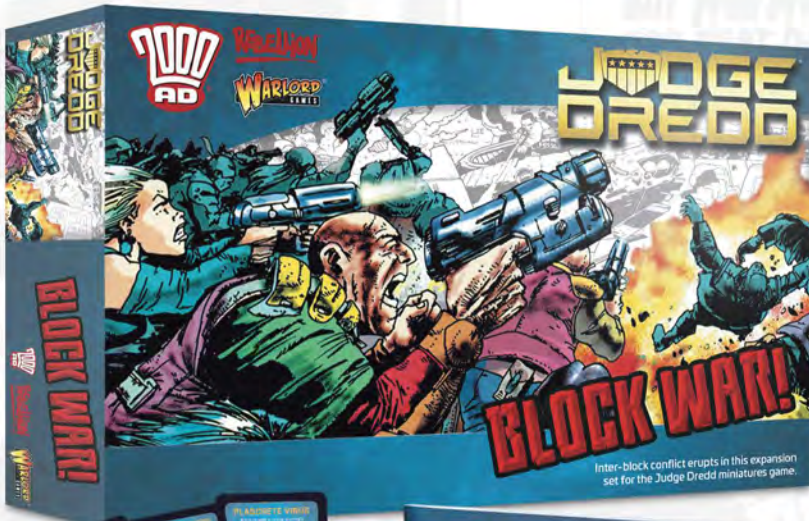
**COMBINE THE TWO FOR A  
DISCOUNTED MONTHLY COST OF £10**

**INCLUDES THE MONTHLY PRINT MAGAZINE AND ALL THE BENEFITS OF A PRIME MEMBERSHIP.**

**WARGAMESILLUSTRATED.NET**



# JUDGE DREDD



This expansion for the Judge Dredd Miniatures Game introduces a whole new level of play to your tabletop – the devastating block wars of Mega-City One!

Each player builds their own block with unique characteristics, gathers their residents together, and then unleashes them on the self-satisfied citizens of a neighbouring block. Included are new rules, new characters and units, new Armoury cards, new campaign system, and a brand-new Block War deck that brings the sheer violence and chaos of a block war to the tabletop – along with a lot of Judges!

The streets of Mega-City One have just become a lot more violent...

Block War contains:

- 2 exclusive Warlord Resin™ block resident miniatures
- 80-page full-colour A5 expansion book
- Block datasheet pad
- Block War card deck
- 3 Armoury cards

£25.00 €30.00 \$40.00





# BLOCK WAR!

Justice Department  
Pat Wagon

£40.00 €48.00 \$64.00



Citi-Def Spit  
Cannon Emplacement  
£28.00 €33.50 \$45.00



Justice Department Riot Control  
£13.00 €15.50 \$21.00

Citi-Def Jaeger squad  
£26.00 €31.00 \$41.50

Fatties at War  
£26.00 €31.00 \$41.50



🔍  
Miniatures shown at  
100% actual size



Mega-City  
Resident Mob  
£26.00 €31.00 \$41.50

CALL US  
UK - 0115 978 4495  
US - TOLL FREE 183 332 61246

BUY ONLINE:  
WARLORDGAMES.COM

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

SCAN ME!  
FOR PRODUCTS  
& INFORMATION





# OBSERVATION POST

New and forthcoming wargames  
stuff you need to know about

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

## PARTIZAN PRESS – THE WARGAMER’S ANNUAL 2023

With the new year well underway, we’ve missed the opportunity to plonk ourselves in front of the fire in our PJs on Christmas morn, discover *The Wargamer’s Annual 2023* in our stocking, and read as we chow down on a satsuma... but that doesn’t mean we can’t still enjoy it.

The articles within cover a wide variety of different wargaming periods, and each of them is illustrated with full-colour maps, photos, and uniform plates. Miniatures used for some of the photos are of the ‘toy soldier’ variety, which will not be to everyone’s tastes but does enhance the retro feel. When more modern sculptors are used, the paint jobs are not usually up to the standard we might expect from a professional publication, and this is perhaps our major criticism of this book but not enough to put us off. There’s all the colour and visual pizzazz you’d expect in an annual, but is the written content a match for the thrilling tales we once encountered in the *Eagle*, *Beano*, and *Dandy* annuals of our childhood?

The period hopping within its articles certainly brings a taste of adventure and ‘old school’ charm. Things begin with The Battle of Abu Klea by Jim Purky. He presents a scenario for the 1885 Sudan campaign, takes us through the historical encounter, and offers suggestions on recreating the battle on the tabletop. Purky’s contribution ends with an account of how his game played out and is accompanied by photos of the author’s 28mm Sudan collection and colour plates of a Camel Corps officer and a Dervish warrior.

An interesting article about the little-known Marian Civil War follows. Fought in Scotland between 1568 and 1573, this war saw the forces of Mary Queen of Scots come to blows with the supporters of her infant son, James, in a barney for the Scottish throne. Wargamers wishing to re-enact this period will find skirmishes and



battles ideally suited to small scale rules such as *The Pikeman’s Lament*.

There follows a How To by Charles S Grant on making 28mm 18th Century German farm buildings, then an article about The Siege of Chitral that took place on the Northwest Frontier in 1895, which is written by Stephen Crich. This article comes with glorious photos of Stephen’s siege game, which includes an enormous 28mm model of the fort.

The beginning of the American Civil War is dealt with in the next article - the skirmish at Harpers Ferry in 1859 - and that is followed by another small-scale skirmish game using pulp rules; set in 1930s Egypt, archaeologists and heroes attempt to stop ancient relics falling into the wrong hands. That one certainly feels like it could be a story from *Eagle!*

The next article comes from left field, detailing a battle that took place “a long time ago in a galaxy far, far away.” *Star Wars* space combat with X-wings and TIE fighters in a space dogfight around large cargo ships may not be everyone’s cup of tea, but the pictures are lovely, and the game system is very popular. Perhaps this will introduce readers to a new and fun ruleset they might otherwise have missed.

The next articles cover the travails of the Ayton wargames group (a devoted bunch who travel across the country to meet at irregular intervals at Ayton village hall) and two 18th Century clashes. The one set in the French and Indian War presents the

Battle of Bloody Marsh, fought in 1842 between British and Spanish forces, which is a little short but will pique the reader’s interest in the period. The other is set notionally during the Seven Years’ War as Stokes Schwartz presents an account of an imaginations encounter fought between the author and his son. Given that they used their own rules and their own imaginations forces (neither of which are discussed in any depth), the most you’ll get from this is an entertaining read rather than practical gaming options. The annual’s penultimate entry is a great article by Dale Smith on Samurai naval battles, which uses some of Scheltrum’s lovely Japanese ship models and includes numerous photos and ideas. The annual closes with some full colour plates of French troops in Egypt during Napoleon’s ill-fated expedition in 1798.

The book is what you’d expect from an annual; thirteen eclectic articles that cover a wide variety of wargaming periods with enough colour plates and photos that, even if you don’t game the period in question, you can still enjoy the wargaming fluff.

### DETAILS

- SCALE: Assorted
- PERIOD: Assorted
- PRICE: £18.95
- MATERIAL: 102-page softback book
- AVAILABLE FROM: [caliverbooks.com](http://caliverbooks.com)



## BATTLEFRONT - FLAMES OF WAR: CLASH OF STEEL STARTER SET

Sometimes a new box of figures comes along that feels like it needs very little description or analysis. This new starter set for *Flames of War* feels like such a release; it could easily sell itself from pictures of the contents alone, or perhaps this ten-word review:

You get absolutely loads of stuff for just 50 quid!

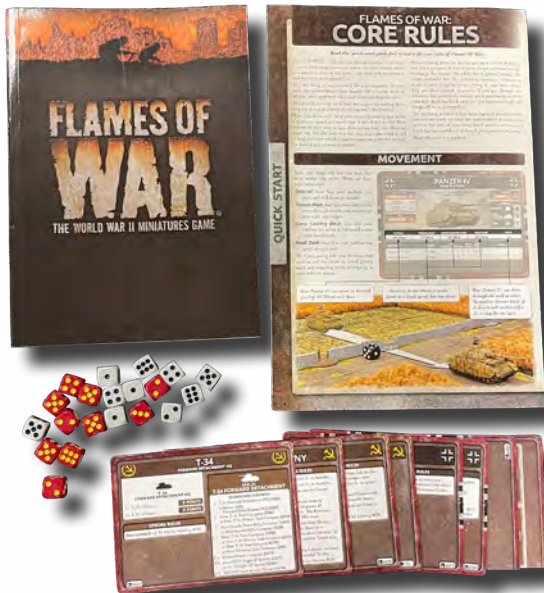
That would make for a very short Observation Post entry, though, so we'll do our duty and go into a bit more detail.

### A BARGAIN BOX

There's nothing particularly new in this set, which might make it less appealing to established players; but for a newcomer (and it is a starter set), there's enough inside to build two armour-heavy forces that are well-balanced and perfect for your first *Flames of War* games.

Before we talk about the meat of this set though (well, the plastic), let's go over the supportive bones within: there's the small format *FoW* rulebook, a quick start guide to further ease newbies into the rules, unit cards for the plastics included, 20 dice in two different colours, and well produced instructions for the construction of the forces. These instructions, with their breakdown of the infantry frames and well-presented build diagrams of the tanks, are something many manufacturers skip or oversimplify.

The tanks and armoured vehicles themselves come in two different plastic colours, and that will define the forces without the need for paint if you are feeling lazy. At times, the tones don't quite match up (right), and it's a shame that the infantry all come in the plain grey plastic, but that's about the only criticism we can throw at this starter set.



Above: Rules and cards.

Below: German Panther.



### DETAILS

- SCALE: 15mm
- PERIOD: World War Two
- PRICE: £50
- MATERIAL: Hard-plastic figures, small format softback rulebook, sturdy cards.
- AVAILABLE FROM: flamesofwar.com

### OPPOSING FORCES

The set provides you with a plentiful supply of plastic to build opposing German and Soviet forces better suited to later war combat. Three Panthers make up the German's HQ and Tank Platoon, while two Panzer IV/70s are their Tank-Hunters. A Jagdtiger makes for an imposing Heavy option, while their Pazergrenadier Infantry of 27 figures have some great variety in them.

Four T-34s provide the HQ and Tank Company for the Soviets, and two IS-2 tanks are their Heavy option. The Soviet force mixes things up with two ISU-122s in an Assault Gun Company and three BA-64s as an Armoured Car option. 35 figures make up their Motor Rifle Company, and as with the Germans, there are lovely details on these figures.

Plastic and resin cast tank crew and command options are also included (and don't even get a mention on the box) to add detail to tanks and further define your forces. A lovely finishing touch in what's already an excellent set for anyone keen on playing this period in 15mm.

Above: Soviet tank.



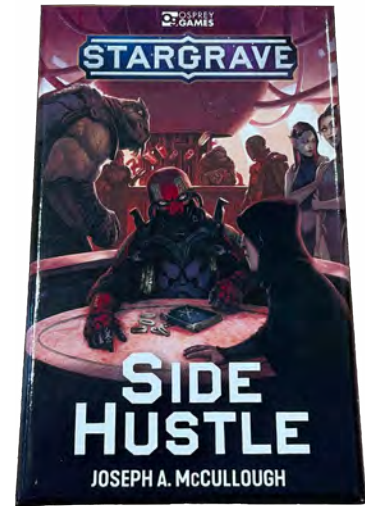


## OSPREY GAMES - STARGRAVE: SIDE HUSTLE

We could all benefit from some extra income in 2023 to help make ends meet, and it appears the futuristic universe of *Stargrave* isn't without its own need for a *Side Hustle* either! Crews scraping out a living in author Joe McCullough's far future game can add this expansion to the battles they take part in and bring assorted new missions and challenges to their tabletop conflict. Complete the card-based missions in *Side Hustle* and your captain might have enough extra credits to fill their ship's tank for the next journey!

Previous *Stargrave* add-ons have come in the format of campaign books, but this expansion consists of 40 large cards and two additional 'how to play' cards in a sturdy, glossy box. The format of the set will be familiar to players of Joe's fantasy game *Frostgrave*, which had a similar set of cards, *Ulterior Motives*, released in 2017. That set offered similar gameplay extras - tactical challenges added to your games through new tasks that must be undertaken - but the big change here from the *Frostgrave* set, of course, is that *Stargrave's Side Hustle* pack has sci-fi flair.

Complete a Side Hustle and you'll be rewarded with some fancy new goodies; but prepare for a challenge, you'll need to split your crew's attentions between your Side Hustle mission and the primary requirements of whatever scenario you're playing. Some Side Hustles will click with that broader goal nicely, but others might prove extremely tricky to fit alongside your main scenario's objective. You'll need to carefully balance your crew's efforts to achieve everything.



## UNDER THE MICROSCOPE

### THE CARDS UP CLOSE

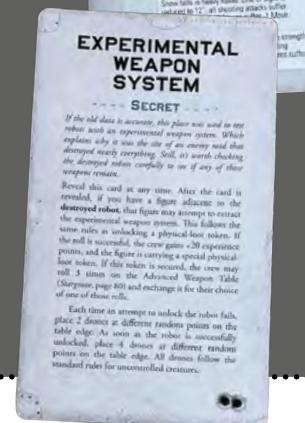
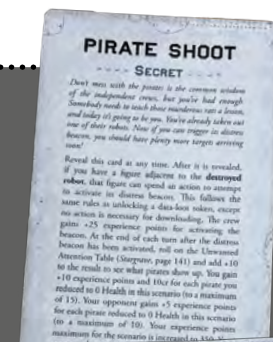
*Stargrave's* Side Hustles are rather more fun (and rather more dangerous) than modern day activities such as launching a YouTube channel or selling your crafts on Etsy! Your crew might be searching for an item of interest, and these add extra modifiers to the game when located: the 'Fountain of Life' can heal nearby figures, the 'Monkey Stone' will earn you extra experience but is under attack from a horde of angry shengrylla, the 'Sword of Legend' will become an advanced technology hand weapon at the end of the game, etc.

The other recurring type of card presents 'hunting' challenges: 'Frog Hunt' has your crew gaining bonuses for killing and collecting small beasts called dedfurd, 'Ferrox Hunt' rewards your crew for taking out a much larger and more dangerous single creature, and so on.

A couple of cards - 'Weather Control' and 'Buried Treasure' - present simple tables that you'll roll on to bring about further modifiers, but these just add to the fun, and cards are generally very concise with easy-to-follow missions.

Other more random and eclectic possibilities include 'Alien Shapeshifter' (an enemy crew member morphs into a shape changing alien creature and must be hunted down), 'Activate the Army' (set a system running to create a robot spawn point on the tabletop), 'A Price on Your Head' (escape the escalating threat of bounty hunters trying to take you out), and 'The Boundary Line' (blow up a pylon).

Each card begins with some descriptive text, and this adds some flavour and occasional humour to the Side Hustles. Take the aforementioned 'Boundary Line's' intro: "The natives are a strange lot. They've offered a large pile of valuables if you will just go and remove a pylon. Okay, the pylon is covered in warning symbols, and you have no idea why they might want it removed, but... big pile of loot!"



## DETAILS

- SCALE: 28mm
- PERIOD: Sci-fi
- PRICE: £16.99
- MATERIAL: 42 large full-colour cards
- AVAILABLE FROM: [ospreypublishing.com](http://ospreypublishing.com)

The simple extra rules for *Side Hustle* suggest three markers to go along with the cards: Pylon, Pit, and Destroyed Robot. You probably already have something to represent these in your collection, but if not, they should be easy to acquire or make.

Four of the 40 Side Hustles get revealed to other players, but the other 36 are kept secret, and this makes for even more intrigue in your games. Will your opponent gradually work out what the Side Hustle is you're attempting and manage to counter you, or will you perform the whole thing right under their nose without them realising?



## EMPRESS MINIATURES - THE WILD BUNCH ASSORTMENT

Empress have sent some interesting new releases our way - a scenery piece, character pack, and 'gang' set from their Old West 'Wild Bunch' range. These figures and the rest of the range take inspiration not so much from history as from classic and more modern Hollywood representations of the West, and cinephiles might be able to recognise some of these characters straight away.

The range is advertised as 28mm, but we feel that is a little misleading as these are very tall figures that will tower over options from other companies at real 28mm scale. They also have a little bit of an old school look, and we think that's largely down to the squared-off bases and slightly rigid and upright 'toy soldier' poses. It's not necessarily a bad thing though, there's a charm to the sculpts that we think will probably click for some as much as it is off-putting for others.

Being a bit larger in scale means that likenesses can be transferred to the figures more easily; that is most apparent in the Baxter Boys, based on the 'baddies' from 2003's revisionist Western *Open Range*. That's Harry Potter's Dumbledore in the middle there... um, we mean Denton Baxter (played by Michael Gambon), the leader of these gunslingers. When you compare the minis to a still from the film (right), you can clearly see that these one-piece sculpts are doing a good job of matching details.

Peep into the background of that still and you can see horses at a hitch post; that's another item we got in our Wild Bunch selection, and it might be our favourite. This little vignette will be a great piece of 'set dressing' for your tabletop, and it has some good overall form along with more intricate detail in the little stirrups that can be glued dangling down.



### DETAILS

- SCALE: 28mm (apparently!)
- PERIOD: Old West
- PRICE: From £5 (hitch post) to £12 (the Baxter Boys)
- MATERIAL: Metal
- AVAILABLE FROM: [empressminiatures.com](http://empressminiatures.com)



Left: Size comparison (left to right): Empress Miniatures, Artizan Designs and Pulp Figurines.



## UNDER THE MICROSCOPE

### FROM THE SILVER SCREEN

There are various character sets in the range, including two to go with the *Open Range* gang (Boss Spears played by Robert Duval and Charley Waite portrayed by Kevin Costner), but we're going back in time to focus on a young Lee Marvin, playing the titular character from *The Man Who Shot Liberty Valance*.

The set includes a mounted and foot version of Liberty Valance, and the figures showcase the attention to detail of the range. He wears the same backwards gun belt as in the film, with the holster on the right and facing the wrong way, and clothing details are pretty much perfect.

John Wayne's Tom Doniphon also gets a two-figure pack, and the range includes sets representing other films too: *Unforgiven*, *Appaloosa*, and *Barbarossa*.



Above: Liberty Valance.



Above (left to right): Boss Spears, Charley Waite, and Ned Logan.



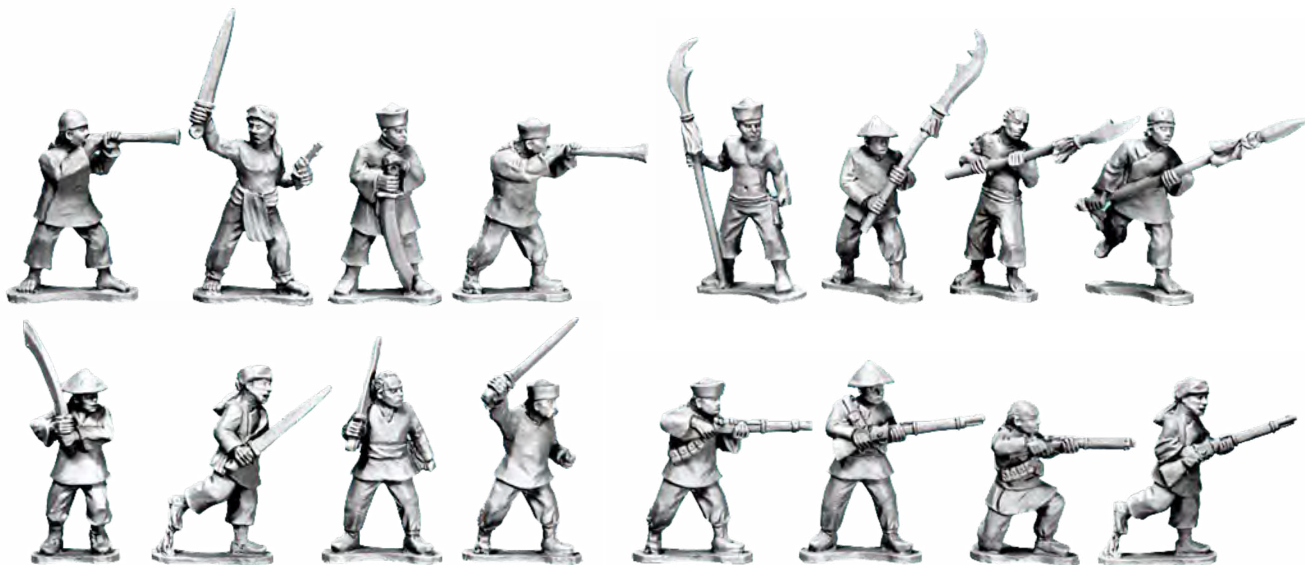
## CRUSADER MINIATURES - BOXER UPRISING: BOXERS AND JAPANESE

The rebellion of the Society of Righteous and Harmonious Fists has felt, if you'll pardon the expression, rather like a sleeping dragon in the world of wargaming. Some devotees of the period have hunted around and combined an eclectic selection of miniature options to make impressive tabletop representations of the Boxer Uprising, but overall 'ease of access' hasn't really existed. This is a little surprising; the clashes that occurred at the end of the 19th and start of the 20th Century involved an unprecedented number of world powers and took in everything from small skirmish encounters to larger battles, fighting through the countryside to urban combat, sieges to guerrilla ambushes, and a whole lot more.

It seems that the floodgates are suddenly opening though. New 28mm miniatures are spilling onto our hobby desks with Wargames Atlantic's plastics leading things last year and a new selection of metal figures from Crusader Miniatures this month.

### DETAILS

- SCALE: 28mm
- PERIOD: Boxer Uprising
- PRICE: £6.60 per-pack
- MATERIAL: Metal
- AVAILABLE FROM: [crusaderminiatures.com](http://crusaderminiatures.com)



## UNDER THE MICROSCOPE

### TAKING THE REBELLION TO THE TABLETOP

The listing on the Crusader website includes Boxer and Japanese army deals for use with Osprey's *The Men Who Would Be Kings* ruleset, but there are some other gaming options too. Caliver's *Fighting the Dragon*, by Chris Swan, offers a characterful alternative to *TMWWBK*, and he also wrote a book with Boxer Uprising expert Mike Blake - *Righteous Harmonious Fists: A Wargamer's Guide to the Boxer Rebellion* - which is also available from Caliver and features just shy of 20 scenarios to play spanning the broader conflict.

If all of that doesn't satisfy your hunger for information, there's thorough background and hundreds of useful images for army building and painting in Mike Blake's excellent *Forces of the Boxer Rebellion and the Eight Power War* trilogy. The final volume is out now and completes a truly comprehensive set.

Finally, *Death in the Dark Continent* author Chris Peers got inspired by these new Crusader figures (and a jab in the ribs from North Star's Nick Eyre!) and has created extra rules that take his Colonial Africa-based game to another continent altogether with rules modifications and army lists for the Chinese and the Eight Powers. *Death in the Boxer Uprising*, as we are unofficially calling it, is available to download from the *Wargames Illustrated* website now as a free PDF article.

[WARGAMESILLUSTRATED.NET](http://WARGAMESILLUSTRATED.NET)





# HOBBY CORNER



## BOXER TESTERS

James: I'm tempted to build a large skirmish force of Boxers, so decided to paint some army testers.

### Stage one - army ready

Getting figures tabletop ready quickly is my priority and on each of these figures I applied a progressively lighter drybrush from above over a dark blue primer. Each figure was drybrushed with a different initial colour - left to right: mucky blue, muted green, and brown. This makes for slight variation in the recessed shadows but, when a final painted highlight of thinned Ivory paint is applied, still looks like a unified white across all three. With that done I added metal to weapons and Contrast paint on the skin to finish a basic group of three Boxers. The white is quite effective and the best thing is that getting to this stage takes very little time and very little focus.



### Stage two - adding details

This is the fun bit, and it can be added to whole batches of 'army ready' figures or a few at a time when you get the chance. More Contrast paints get applied over the white to vary the colours on different parts of the figures. Because I've developed the highlights already the Contrast colours look more realistic. I finished everything by mixing the Contrast paints with Ivory and adding some pop highlights. Mere minutes on each model takes them from basic, primarily white pieces to vibrant and diverse civilians.



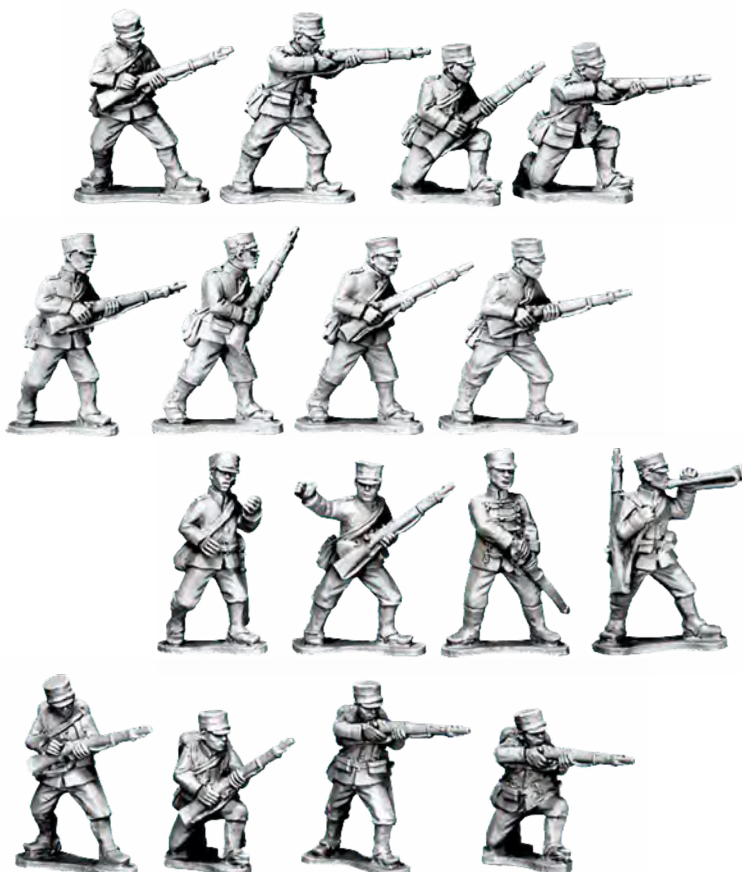
*Left: The best thing about this approach is how little focus is needed to finish your figures. I only used these two chunky brushes in the entire painting process.*



At the core of the Crusader release are seven Boxer packs with four figures in each, all of them one-piece casts in assorted poses and civilian clothing. Each figure is different, so there's an awful lot of variety - a similar amount here to the various options you can build with the WA plastic set, in fact - but there's no time-consuming build process needed to get a force onto the tabletop. This ease is offset by a higher price and no specialist options such as Tigermen.

The selection looks great when lined up and is primarily based around melee options; this is fitting for the early fighting when many Boxers shunned the use of firearms. Two packs have various polearms, one has swords, one pack's figures have open hands to be given banners or spears (wire spears are included), and a command pack includes two musicians and two commanders. It's in this pack that a ranged weapon makes an appearance - a pistol - and that figure looks good leading the two packs of riflemen who come in an assortment of firing, loading, aiming, advancing, and kneeling poses.

The opposing force in the range is the Japanese (right), who could potentially also take part in the First Sino-Japanese War (1894-95) as well as representing one of the Eight Powers opposing the Chinese during the Boxer Uprising. There are only five packs, but the Japanese infantry, all armed with rifles, excellently represent the more organised troops of the Japanese Army. Two packs of infantry carry full kit, two have ditched their packs, and figures are a mix of advancing and firing/loading. The final pack is a particularly nice command set, but you'll need to make banner poles for two of the figures in it.





## WARLORD GAMES - BOLT ACTION: SD.KFZ 250 (ALTE) HALF-TRACK

If you're getting a sense of *déjà vu* looking at this set it's because this isn't the first time that Warlord have released a three variant plastic set for the Sd.Kfz 250 half-track. It is, however, the first time that they've included the 3 and 10 variants as options. These are made possible with the addition of a new sprue in the box (shown on the right), and this contains the extra parts needed to build either a command variant (the Sd.Kfz 250/3) with radio aerial frame wrapped around it, or a platoon commander's half-track (the Sd.kfz 250/10) that replaces the 250/1's forward machine gun with a 3.7cm PaK 35/36 anti-tank gun. You can also build the Sd.kfz 250/1, as you can from the previous set.

We really like the smaller vehicle kits that Warlord produce - they make for awesome hobby projects because of variants that show off crew and interior details - and this set certainly provides a generous selection of options there, as showcased in our hobby article on page 42. Crew figures have separate heads and come with regular or winter uniforms; that will ensure they fit into your chosen theatre. With so many variants of the Sd.Kfz 250 used throughout the war and across the world, that's a smart addition and means there's certainly room for this extra set in *Bolt Action's* Axis options wherever you choose to do battle.

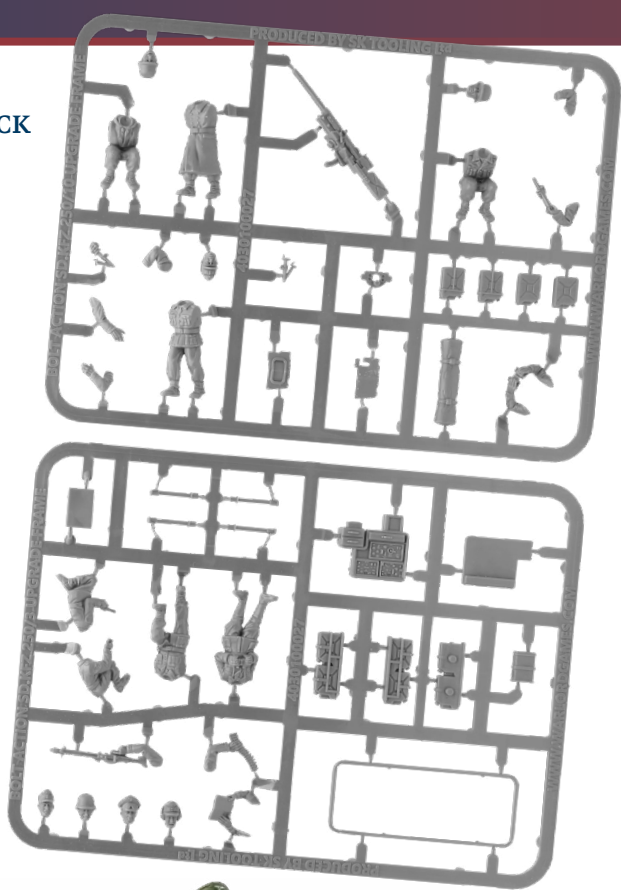


Above: Sd.Kfz 250/10.

Another neat crew option is the inclusion of a figure depicting Feldmarschall Erwin Rommel who used an Sd.kfz 250/3 as his personal command vehicle, which he called *Greif* (Griffon).

The kit comes with excellent instructions that make constructing any variant a breeze. While there are a lot of parts for what is ultimately a small vehicle, they fit together perfectly and logically, and many of the bits on the frame will end up in your bits box as you won't use all the crew and variant parts on one half-track.

Reconnaissance and transport vehicles look great on the tabletop, and they bring new gaming options and challenges as they zip our HQs around and scout out the battlefield. This set from Warlord is a welcome addition that will inspire small scale scenarios (rescue the crew from a broken and bogged down half-track) and larger games (Rommel on the move, churning up the sand as he commands his troops) in the *Wi* gaming room in the coming months.



Above: Sd.Kfz 250/3.



Above: Sd.Kfz 250/1.



### DETAILS

- SCALE: 28mm
- PERIOD: World War Two
- PRICE: £21
- MATERIAL: Hard-plastic
- AVAILABLE FROM: warlordgames.com

Left: Cards, decals, and smoke are also in the box.



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

**MULTI-PART 28mm PLASTIC  
ELF INFANTRY & HUMANS  
INFANTRY & CAVALRY.**

# Oathmark

• BATTLES OF THE LOST AGE •

## ELVES & HUMANS



**METAL CHAMPIONS TO COMMAND  
YOUR 28mm PLASTIC ELVES & HUMANS.**



[www.northstarfigures.com](http://www.northstarfigures.com)

JOIN NORTH STAR  
Nick Eyre's  
Newsletter







# RELEASE RADAR

Dom Sore's back to look at another intriguing mixture of new and upcoming releases in the latest edition of Release Radar.

## WWII FRENCH, CHINESE, GERMANS, POLES, AND (SORT OF) SPANISH

The big daddy of the small world is Baccus 6mm ([baccus6mm.com](http://baccus6mm.com)), and they're riding into 2023 with a cargo of exciting new releases. Catching my eye in their selection are German tows, trucks, and flak vehicles. These may not be the most glamorous of carriages, but they are the unsung heroes behind any successful campaign, ferrying supplies and troops around. There is the Sdkfz 10, the larger Sdkfz 11, Steyr 1.5 t truck, and a 4.2cm AA gun on an Sdkfz 10. These will all make excellent additions to any Wehrmacht army of the time, allow you to add some logistical extras between the battles you fight, and can open all manner of escort, ambush, or rescue scenarios on the tabletop. The British also get some extra options in the shape of a mighty 7.2" howitzer with Scammel Pioneer tow and a tank transporter with recovery vehicle.



Above: 4.2cm AA mounted on a Sdkfz 10.



Above: 7.2" Howitzer and Scammel Tractor.

Every month I compile this column, and every month I am amazed at the quality, breadth, and appealingly unexpected oddness of items being released. These new figures generate countless new hobby interests in my magpie brain... yet I still haven't even fully scratched the very first itch that started me on my wargaming journey many years ago - micro armour. That is where I start this month's Release Radar!

A range that ups the scale and is seriously tempting me to invest in a new 28mm army is Eureka Miniatures' ([eurekaminuk.com](http://eurekaminuk.com)) World War Two Chinese. There are 12 riflemen with a choice of German or Chinese headgear to make 24 figures in total (although the poses will be doubled), along with an LMG Team, Grenade discharger team, SMG group, Officer, two NCOs, HMG team, Anti-tank team, and Artillery crew. This is a good chunk of stuff and an excellent starting point to building an often overlooked but game-ready force. Your new Chinese army would fit into pre-World War Two conflicts as well as the biggie, which is another reason to give them some consideration.



Above: WWII Chinese riflemen with German headgear.

Below: WWII Chinese riflemen.



Some historians consider the Spanish Civil War as an inciting event behind the outbreak of World War Two. It was almost a proxy war between the Soviets and German and Italian armies, so I am happy to include them here in this mostly WWII section. Forja 3D ([forja3d.es](http://forja3d.es)) have released 16 vehicles that you can bring to the tabletop, and I have to direct your attention to the Naval Trubia (left); a very interesting looking vehicle made in the shipyards of Bilbao. Also worth a look is



the Hispano-Suiza MC-36 (right), which might be the most stylish armoured car ever made. Very few were produced, but they have some pulp appeal and wouldn't look out of place in *Batman* or *Dick Tracy*. The vehicles are all available in 1/100, 1/72, and 1/56; so whatever scale you're set up for, there will be something to tempt you here.



Back to World War Two proper with figures of Polish infantry from Digital Assembly ([wargaming3d.com](http://wargaming3d.com)). Following on from *W422*'s look at 3D printing, I'm going to start highlighting a smattering of STL files in Release Radar, and these ones are designed to be printed at 1/56 but are intentionally on the heroic side of things. Their 'bigness' should aid printing and increase visible detail if you don't have a terribly refined printer, and because of their 'chunk' [Dom, they can hear you, be kind! - Ed], they will be scalable down to 1/100. There are two packs of infantry, officers, medic, marksman, and an AT rifle team available at prices that are very reasonable indeed. The infantry sets are multi-pose with both rogatywka caps and salamandra helmets as well as varied arms (human) holding varied arms (guns)! The faces are excellent and expressive, and the infantry packs include some fantastic poses. These figures should, with the touch of a skilfully wielded paintbrush, make for the core of a truly great looking army.



Another STL offering comes from Atlantic Digital ([wargamesatlantic.com/pages/atlantic-digital](http://wargamesatlantic.com/pages/atlantic-digital)) who have released STLs of Female Resistance fighters for their World Ablaze range. These complement their Male French Resistance fighters, which are already available as multipart plastics in the Partisans (1) box set. With five standing bodies and one in a bike riding pose (the bicycle is also included with based or unbased options), you'll be able to build all sorts of different WWII warrior women with these files. Arms include different weapons as well as a characterful set of hands lighting a cigarette with a zippo. These figures will be perfect to use in insurgency scenarios, such as the one Neil Smith wrote for his Resistance Street article last issue. None of the heads available quite match my Yugoslav granma, so I can't recreate her own wartime exploits without some conversion and hair sculpting, but that's a me problem! Wargames Atlantic's Digital selection seems to be going from strength to strength, and I'm excited to see what else they have lined up each month.



## LAYING THE TABLE

It's amazing the degree to which terrain mats have enhanced our tabletop gaming. These flexible godsenders are so much easier to set up than baton enforced wooden boards or the old school sand tables we used to struggle with (and risk a hernia lugging around), and thanks to the growing number of companies producing them, they can provide pretty much every kind of environment you can imagine.

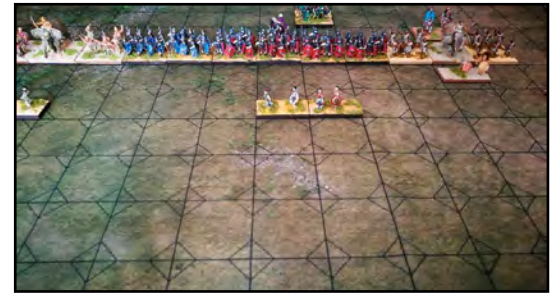
We're now at a point where mats are designed to not only suit specific environments or periods but to fit specifically to the nuances of a particular game system. What a time to be alive! Especially if *Bataille Empire* is your Napoleonic game of choice, because Wargamer's Whims ([wargamerswhims.mabisy.com](http://wargamerswhims.mabisy.com)) now produce a 120cm x 80cm mat that comes ready marked with the deployment lines and other markings you need to set up a game.





Maybe you're more of a long-distance gamer? They've got you covered there too with mats that have 3cm or 4cm squares across their battlefield surface to aid playing games over video calls. There's a whole lot more too and various customisable options.

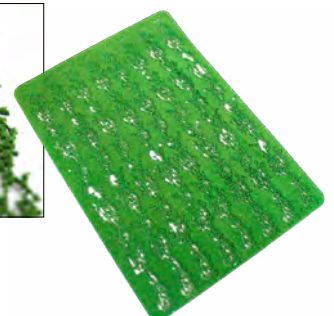
With the time that mat purchase saves you, maybe you should paint some terrain features. The new 28mm Medieval range of buildings from Oshiro Terrain ([oshiromodels.wixsite.com](http://oshiromodels.wixsite.com)) has five resin cast options: a well-to-do Medieval House, a Medieval Town House, two Single Storey Outhouses, and a Tiny Outhouse. They all come apart to allow access to the interior, and there is simple but effective detailing within along with ample space for figures. The outhouses can be combined with the houses in different setups to bring plenty of variety to the medieval villages and towns you put together. These structures are going to offer good value for money if you play plenty of periods too; they'll fit into games all the way up to the present day as you can still spot buildings like these out in the wilds of the UK, though they might be a little less pristine than they once were.



Prefer sci-fi on your tabletop? How about an MDF structure or two from Iliada Game Studio ([iliadagamestudio.com](http://iliadagamestudio.com))? They've recently released some extra buildings in their 6mm range with short and long Industrium towers, a fire platform to go on top, and a set of stairways to allow you to get to the top of the short tower or part-way up the long one.



With new buildings sorted out, perhaps you can customise some of them with foliage. The Oshiro medieval buildings would look excellent with WW Scenics' ([wwscenics.com](http://wwscenics.com)) new ivy snaking over them. This intriguing product is made from laser-cut MDF that is flocked with 1mm static grass, and although it's aimed more directly at model train enthusiasts, we wargamers can snap it up too. Cut some bits from the sheet and stick them to the side of your building, and you are good to go, unless you want to go the extra mile and add some birds, also available from WW Scenics: quoth the raven, "Lookin' sweet!"





## MISCELLANY

As always, I'm left with odds and ends that land in my final collection of eclecticism. How about these 40mm Celts (below) from V&V Miniatures ([vminiatures.com](http://vminiatures.com)), which come as a set of six great looking resin figures? There's a warrior with sword, warrior with axe, chieftain, standard bearer, druid, and Boadicea, and as I've come to expect from V&V's work, the detail and cast quality is truly excellent.

What's more, their figures seem to welcome paint jobs; they're the sort of models that look great even if you're not too confident at wielding a brush, and if you are, they'll be particularly beautiful thanks to the larger scale. The poses in the set are rather dramatic, and they look like they could adorn the cover of a comic book as a group of Celtic superheroes; that's not necessarily a bad thing! I suspect Boadicea could easily be removed from her base and attached to a suitable chariot to up her dynamism.

If you prefer 28mm, V&V have you covered with some outstanding new figures too. Their Hundred Years' War Genoese Crossbowmen certainly showcase the attention to detail I mentioned above, as do their Arab Archers from the Armies of Islam range (perfect for gaming the crusades), and their Roman Velites look as good from the back as they do from the front.



Above: Roman Velites.



Above: Arab archers.



Above: Genoese crossbowmen.



Moving to a more recent setting, there's a new addition to Empress Miniatures' ([empressminiatures.com](http://empressminiatures.com)) Modern Civilian range, and one that truly fits the 'miscellany' heading of this section: the cast of *Auf Weidersehen Pet!* This classic '80s BBC TV show about Geordie 'brickies' in Germany is one I have very fond memories of... I might rewatch it in the interest of research, actually! The figures come unarmed and armed and are the tribute to the show I didn't know that I needed. Dennis is armed with a Stirling SMG, Neville with SLR, Brenda H&K G3A3, Oz with a petrol bomb, Barry with an RPG 7, Bomber has a GPMG, Wayne is armed with an AK47, and Moxey has a LAWS. I can't argue with any of those armaments, although I do wish Oz had his trenchcoat. These TV inspired figures could fit nicely into a weird, pulpy, Cold War skirmish game...



...and talking of TV and pulp, Crooked Dice, the makers of 7TV have announced that they are changing how they provide their rules. Their box sets are being retired; in their place will be a main, hardback rulebook covering the core requirements of 7TV's gaming along with supplementary Genre Packs in VHS style cases to provide the specifics of their worlds (should I say film sets?): *Inch High Spy-fi*, *Pulp*, *Apocalypse*, *Fantasy*, and a new option - *The 80s*. Maybe I will get that *Auf Weidersehen* game going after all! There are also Feature Packs that cover more specific themes, usually inspired by classic films. These contain a genre guide plus the required profile and accessory cards you'll need to expand your gaming along with tokens and templates for any special extras. Nestled in the list of upcoming Feature Packs are intriguingly named nasties (*Zombie Drill Eaters* or *Night Terrors* both sound perfect for horror fans) and *Manta Ray 5* (which looks made for fans of Supermarionation). It seems Karl and the rest of the team behind 7TV have got a great 2023 in store for us. As they might say in *Auf Weidersehen*, "Haway man, get it all as it's canny as owt!"

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





“...the nearest  
run thing you  
ever saw  
in your life”.

– The Duke of Wellington

## “WATERLOO RE-FOUGHT” - GRAND EVENT 17TH/18TH JUNE

We are delighted to offer a unique opportunity for hardcore Napoleonic enthusiasts to re-fight the Battle of Waterloo in real time on the Intelligent Wargames Table (IWGT). We have joined eight of our tables together to create a giant 264 sq ft playing surface complete with hills, woods and buildings. A scale representation of the battlefield at a scale of 1/1000. The IWGT is probably the greatest innovation in tabletop gaming since H.G. Wells published his ground-breaking “Little Wars” in 1913. Game play is facilitated by embedded micro-processors that monitor movement and calculate complex combat outcomes. Unlike a traditional game where you might struggle to make 8 moves in a day the IWGT provides real-time game play i.e. 5 minutes of battlefield time takes 5 minutes to play.

This is not for the faint-hearted commander! You will need to think, and act, fast to counter the moves of your opponent. If you enjoy the spectacle of a wargames table populated by over 12,000 painted miniatures, but yearn for the added realism of real time game play, then this is an opportunity not to be missed.


Are you able to fill Wellington’s boots, or is Napoleon’s bicorn hat the perfect fit?  
Your army awaits its leader.

More information on this ground breaking event will be available soon. Places are limited so if you’d like to know more please contact Alan on 07856 893685.


## THE INTELLIGENT WARGAMES TABLE




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



# BERLIN SOVIET

FORCES ON THE EASTERN FRONT, 1945

FLAMES OF  
WAR  
THE WORLD WAR II MINIATURES GAME



## CLASH OF STEEL

THE COMPLETE WORLD WAR II STARTER SET

### GERMAN FORCE

#### COMPANY HQ

1x Panther (late) Tank

#### TANK PLATOON

2x Panther (late) Tanks

#### TANK-HUNTER PLATOON

2x Panzer IV/70  
Tank-hunters

#### INFANTRY PLATOON

1x Panzergrenadier Platoon

#### HEAVY TANK-HUNTER PLATOON

1x Jagdtiger Tank-hunter

### SOVIET FORCE

#### BATTALION HQ

1x T-34 Tank

#### HERO TANK COMPANY

3x T-34 Tanks

#### INFANTRY COMPANY

Guards Hero  
Motor Rifle Company

#### HEAVY TANK COMPANY

2x IS-2 Tanks

#### ASSAULT GUN PLATOON

2x ISU-122 Assault Guns

#### ARMoured CAR PLATOON

3x BA-64 Armoured Cars



STARTERS INCLUDE  
MODELS, CARDS, AND **FREE** COMPLETE  
A5 RULEBOOK

ALSO AVAILABLE NOW • BOOK & CARD PACK

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

[www.FLAMESOFWAR.COM](http://www.FLAMESOFWAR.COM)





# FULL PAPER JACKET

## NEW BOOKS FOR THE DISCERNING WARGAMER

BY NEIL SMITH

I always enjoy March more than any other month. That's because it's my birthday month! Every year, my lovely wife buys me a book voucher with £1 added for each year. That is starting to mount up, but I will still struggle to buy all the books from this month's offerings. I will just tell her what I say every year in my whiniest voice: "I want them all!"



### ANCIENT

There are those who scoff at the attribution of 'Great' to Alexander, King of Macedon from 336 to 323 BCE. After all, he inherited his all-conquering army from his father, Philip II, and used it to destroy a hollowed out Persian Empire on his way to defeating the Indian army



at the Hydaspes river. You can tell from the title of his book, *Alexander the Great Avenger: The Campaign that Felled Achaemenid Persia* (Pen & Sword), that Manousos Kambouris disagrees with that assessment. Yes, Alexander inherited his army, but it was Alexander's genius for all aspects of command that shaped it into the powerful force it became. Moreover, the Persian king, Darius, wasn't the mug he's been made out to be in revisionist histories. If you don't know Alexander, then it is time you did because he was arguably the greatest commander in military history. The contrasting fighting styles between Alexander and his opponents, and the spectacle of their battles, also make for potentially great wargames. The smaller scales work better, I think, for this period, and there are many rulesets to experiment with. This book, therefore, might set you on the road for a fascinating wargaming adventure.

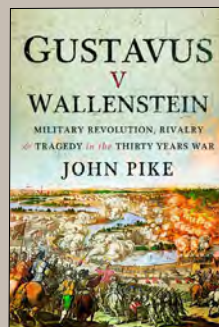
### MEDIEVAL(ISH)

I'm never quite sure where to put the 16th Century when it comes to military history, but as we are lacking a useful medieval book this month, let's put *Henry VIII, the Duke of Albany and the Anglo-Scottish War of 1522-1524* (Boydell Press) into this slot. Author Neil Murphy provides a great service by writing the first comprehensive account of this war, which was a lot more important at the time than it seems now. This was a larger war than you might expect with tens of thousands mobilised to fight. Although there were no major battles, that shouldn't stop you from going the extra mile on your tabletop to see what could have happened - I suspect another Flodden, but repeat fixtures don't always go according to

plan, do they? There is also excellent skirmish potential in this conflict, and I'm sure it would not take too much tweaking to fit this into a game of *Never Mind the Billhooks Deluxe*. Murphy also puts this war into the context of European warfare in that era, which will allow you to broaden your wargaming horizons too.

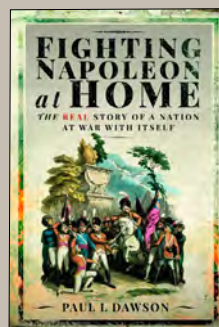
### EARLY MODERN

We return to the subject of great commanders for our early modern offering this month. John Pike's *Gustavus v Wallenstein: Military Revolution, Rivalry and Tragedy in the Thirty Years War* (Pen & Sword) analyses those two titans of the Thirty Years' War; the Swedish king Gustavus Adolphus, an attacking force who did much to change the face of warfare; and Albrecht von Wallenstein, Duke of Friedland, whose counter-attacking skills proved such an effective foil for Gustavus. A study of their battles would be enough, but Pike goes beyond the battlefield to highlight the wider role of commanders, who had to be strategists and statesmen too. He also stresses their legacies, particularly for Gustavus whose lieutenants continued his methods after his death at Lutzen in 1632. Having two such contrasting personalities in command is great for us wargamers who can test their tactics on our tabletops. But after reading Pike's book, you will be better equipped to develop campaign games around them too.



### NAPOLEONIC WARS

My book of the month is perhaps an unusual one for *Wargames Illustrated* but bear with me. Paul Dawson's *Fighting Napoleon at Home: The Real Story of a Nation at*



*War With Itself* (Frontline) surveys a society full of political and economic strife, much of it caused by the pressures of war even when the British forces and their allies were doing well at sea and on land. Not everyone supported the wars and expressed themselves through riots and other protests, often against militias sent out to 'keep the peace'. Many called for sweeping political reforms more in keeping with revolutionary France than England. This book, then, sits nicely with Jenny Uglow's brilliant *In These Times* (Faber & Faber, 2014). I'm sure many of us have played Operation Sealion games, fighting back the proposed German invasion of 1940. I've even seen a successful Spanish Armada game. But Napoleon planned an invasion too: how would England have reacted to that? The second angle I have on this book is based on the excellent *A Very British Civil War* concept. That is aimed at between the World Wars, of course, but think of all the different factions and scenarios you could have in the Napoleonic era.

### AMERICAN CIVIL WAR

For a year that had opened with such optimism for the Union, 1862 had become nothing short of a disaster. Simply put, Lincoln could not find a general capable of beating the rebel commander Robert E. Lee. With major victory following major victory, the Confederacy was on the brink of success. Lee could not take Washington directly, however, so he advanced into Maryland, seeking the decisive battle that would finish this war.

Facing him was George McClellan and the Army of the Potomac. In September 1862, the armies clashed four times, culminating in the Battle of Antietam where McClellan checked Lee's advance, giving Lincoln the valuable time he needed to reset the Union and its cause. All of that drama is surveyed by Kevin Pawlak in *Such a*



*Clash of Arms: The Maryland Campaign, September 1862* (Casemate). This might be the best ACW campaign to wargame. Not only do you have the climactic battle to fight, but the manoeuvring of the armies led to significant battles on the way to Antietam. Throw the right dice and the outcome of the war could be very different.

#### WORLD WAR ONE

Let's get away from the slog of land warfare for our next book. Christopher Lawrence and Jay Karamales bring us a fascinating tale in *The Hunting Falcon: The Story of WWI German Ace Hans-Joachim Buddecke* (Air World). Buddecke began the war working in the United States, where he also learned to fly. He made his way to Germany to offer his services to the new German air force. Buddecke started out on Eindeckers and scored his first kills, including Lawrence of Arabia's brother. He was then posted to Turkey where he became an Ace over the battlefields of Gallipoli and earned the nickname the Hunting Falcon. Buddecke also received the Blue Max medal for his services. He returned to the Western Front but was shot down in March 1918, leaving his autobiography for us to remember him. I love WWI aircraft and reading about the extraordinarily brave pilots who flew them. The 'aces over trenches' rules we play can get tiresome, however, but here is an ace that fought on various fronts against different air forces and warplanes for almost four years. That offers a lot of options for dogfights but also suggests a campaign following an Ace through the war. I'm on board with that.

#### WORLD WAR TWO

I'm a big fan of the *02 Hundred Hours* rules. They are innovative and offer a fun game with no more than a few figures on each side. But I also like historical scenarios to play, and I'd rather not do too much research. So, I am anticipating with relish Simon Hamon and John Grehan's book, *Storming Hitler's British Fortress: The Commando Raids on the Channel Islands in World War II* (Frontline). As the title makes clear, between July 1940 and December 1943, the British launched a series of nine commando raids on the Channel Islands with varying success, and they planned quite a few more that were aborted.

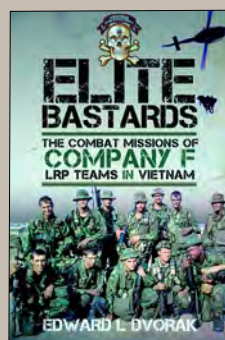


The authors have compiled official reports and first-hand accounts to provide details of each planned mission, including the failures. There's a bonus here; you could play single scenarios and leave it at that, but you could also play a campaign quite easily, learning from your mistakes as the British did and starting with a group of commandos that gain experience RPG style.

You could take the commando experience a bit further into a wider campaign or battle with Graham Thomas' *The Dieppe Raid: The German Perspective* (Pen & Sword). He considers the failed Dieppe attack from the German side, but their first knowledge of what was about to hit them came from British commando missions to soften up defences. You could take those small raids using *02 Hundred Hours* rules then

extend them out to a bigger wargame for the main invasion. If the later War is more your thing, but you still want historical scenarios to play, try Gavin Mortimer's *The SAS in Occupied France: 2 SAS Operations, June to October 1944* (Pen & Sword) also out this month. That has the bonus of including Maquis operations.

Let's get back in the air with a book that might be literally 'game-changing'. This is Dmitry Zubov's *Stalin's Falcons: Exposing the Myth of Soviet Aerial Superiority over the Luftwaffe in WW2* (Air World). Zubov attacks the orthodox interpretation of the Soviet air war as one that has been fed to us by KGB historians and followed by historians in the West who could not have known better given Soviet censorship. Thus, we have the myth that Soviet fighter aircraft were technically superior to the Luftwaffe, and the Germans were afraid to take them on. Zubov argues, however, that this was not true and that the Soviets suffered horrendous losses while flying inferior aircraft. If Zubov is correct, and I'm not arguing that he is, then our WWII air war writers



have some work to do to reduce the quality of the Soviets while reassessing the performance of the Luftwaffe on the Eastern Front. Or you can get the book to make your own changes and see what happens.

#### VIETNAM

Another month, another Vietnam War memoir, but I'm not complaining. This one, *Elite Bastards: The*

*Combat Missions of Company F, LRP Teams in Vietnam* (Pen & Sword), is the account of Edward Dvorak's 'Summer of '67'. Usually, when you use that phrase, you think of The Doors, Hendrix, flower power, and the Hippies. You couldn't be further from that when following Dvorak from joining the 173rd Airborne Brigade, then Company F 51st Infantry, through training, and out into the paddy fields and jungles of Vietnam. But Dvorak was no ordinary infantryman; he participated in long range patrols behind enemy lines and recounts dozens of them in his memoir. He was, therefore, part of a grander strategy that year as described in Arrigo Velicogna's *The Hammer Falls: Westmoreland's Season of Offensives, 1967* (Helion). I mention this book partly because Helion's Asia@War series



is excellent and well worth browsing but also because it gives context to men like Dvorak's exploits. Velicogna examines Westmoreland's use of two infantry divisions, two brigades, and an armoured cavalry regiment to take the war to the enemy in a series of relentless offensives, particularly around Saigon. He explodes some myths along the way and certainly

has a different take on Westmoreland's planning and capabilities. Taken together, wargamers can really get their teeth into this crucial summer in the Vietnam War. There is no reason why you cannot set up a campaign on the wider level, then narrow that down into the battles in which men like Dvorak fought. Most of your bases for that are covered in these two books.

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/ beating-tsundoku/](http://hamsterwrangler.com/ beating-tsundoku/).

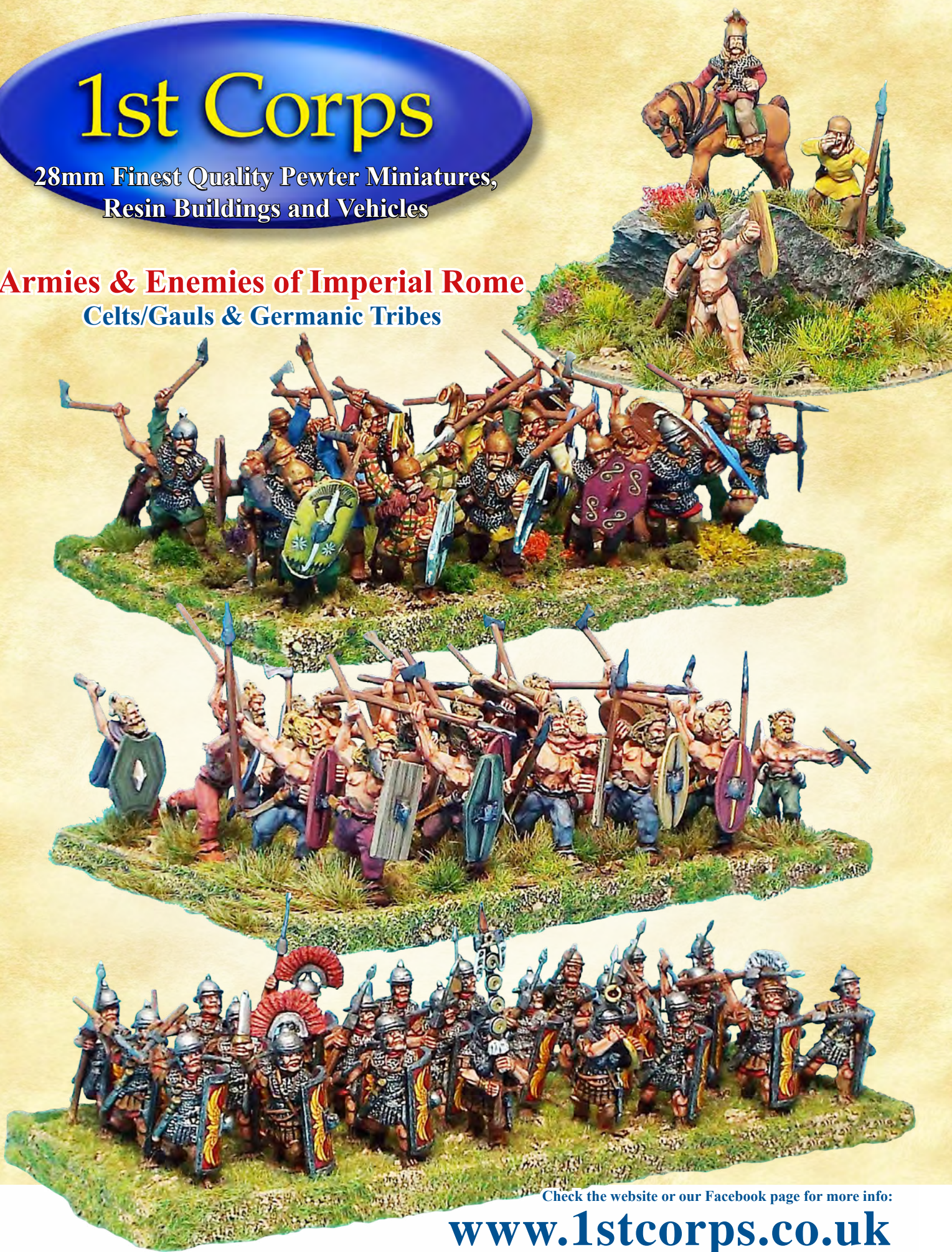
Happy reading (and gaming)!



# 1st Corps

28mm Finest Quality Pewter Miniatures,  
Resin Buildings and Vehicles

**Armies & Enemies of Imperial Rome**  
Celts/Gauls & Germanic Tribes



Check the website or our Facebook page for more info:

[www.1stcorps.co.uk](http://www.1stcorps.co.uk)

FOLLOW US ON FACEBOOK

FACEBOOK

Search for:  
CurteysMiniatures

TWITTER

Search for: @Curteys

PayPal®

Battle Flag

Raising the Standard

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



# PULP FIGURES

by Bob Murch

[www.pulpfigures.com](http://www.pulpfigures.com)

ASTOUNDING, 2-FISTED 28MM MINIATURES  
FOR MANLY ADVENTURE GAMERS  
AROUND THE GLOBE !

Coming Soon:  
More Stiff  
Upper-Lips than  
you can shake a  
Knobkerrie at:

PULP PVS FIGURES  
**STEAM PULP**

A New Range of  
Victorian Adventure  
Coming to  
Kickstarter!



# CRUCIBLE CRUSH

[www.cruciblecrush.com](http://www.cruciblecrush.com)

# BLACK SUN

Rules & Figures!

Available in the UK & EU from:

## Nick Eyre's NORTH STAR Military Figures



91004  
U.S. Army  
Personalities  
#1

BLACK SUN  
91005  
US Army Grunts  
in Combat



91104  
Vietcong #4  
RPGs &  
Support



91003  
Vietcong  
#3



91007  
Wartime  
A-Listers



# Wi DIGITAL

A closer look at the digital STL files that WiPrime Members can download and print this month.

March's WiDigital STL files focus on characters who will look great at the head of your army, and the selection covers a wide range of periods. We've got two great Giants in Miniature releases, available for the first time in digital form, and four brand new characters for *Never Mind the Billhooks* designed to fit into four of the game's new Theatres.

## OTTO VON BISMARCK

The Iron Chancellor, Otto Eduard Leopold von Bismarck, needs no introduction... but for the sake of not making this an awkward looking blank space, we'll give him one anyway!

Bismarck presided over the 19th Century unification and expansion of Germany and was aggressive diplomacy personified. With Prussia always at its centre, Bismarck's Germany entered conflicts with Denmark, Austria, and France, emerging victorious on each occasion. Although he never personally commanded a unit in battle, Bismarck was almost always seen wearing a general's uniform, emphasizing both German militarism and his ultra-conservatism, and this figure of the Iron Chancellor in his later years is suitably attired to take to your battlefields in some 'what if?' actions.

## TAKEDA SHINGEN

Hailing from the province of Kai, Takeda Shingen rebelled against his father in a bloodless coup to take control of the Takeda clan in 1540. He went on to become one of the late Sengoku period's most notable daimyōs and led his men to many victories in the following decades before his death in 1573.

This figure was designed and sculpted by Grey for Now Games' head honcho Graham Davey; so, although Takeda Shingen is usable in any ruleset, he is perfect for intense skirmish level combat in *Test of Honour*. You can download a character card to use him in your *ToH* games from the *Wargames Illustrated* website (search for 'shingen'), and you will also find a painting guide from Ben Macintyre. If you want to read more about the man who became known as the Tiger of Kai, there's an article in *Wi404*.

### What is WiDigital?

Every month, WiPrime Members have access to a different selection of STL files in the WiDigital section of their Member Area. These files can be downloaded, 3D printed, painted, and used on the tabletop, and we accompany them with painting guides, scenarios, gaming ideas, and more.

All you need to access the full range of WiDigital files each month - between Wednesday 1 March and Friday 31 March, that's Takeda Shingen, Otto Von Bismarck, and four *Billhooks* characters - is a WiPrime Membership. At the end of the month, the current selection of STL files goes offline to be replaced with the new month's selection.

A WiPrime Membership only costs £5.99, and as well as the STL files, it will give you access to over 400 back issues of *Wi*, discount codes to use at your favourite hobby retailers, exclusive online articles, and more.



Left: Otto's back - in STL format.



Above: Takeda Shingen, painted by Ben Macintyre, leads from the front in a game of *Test of Honour*.



**NEVER MIND THE BILLHOOKS CHARACTERS**

It feels a bit mean describing these four *Never Mind the Billhooks* figures as the main event... but we're sure that Takeda Shingen and Otto Von Bismarck can cope with it! The *Wargames Illustrated* team are still buzzing from the success of Andy Callan's late medieval European warfare small battles game, *Billhooks Deluxe*, and these new characters are the first taste of a lot of new goodies we're working on to enhance your *Billhooks* gaming. These characters - ready to lead forces in the Theatres of Gallia, Bohemia, Italia, and Helvetia - are the initial outriders from a broad range of miniature, accessory, and terrain offerings ahead. This will include figures representing *Billhooks'* other four Theatres, movement tray modifiers, 3D scenic tokens, some special vignettes to represent some of the game's Event cards, and more.

These releases will all be available to download and print from WiDigital first, but we'll eventually produce the character figures and some other extras in pewter, so if you don't have a 3D printer there's no need to despair!



← CHEVALIER DE BONNE NUIT

**BLAISE DE MONLUC**

**Theatre: Italia**

*Billhooks* author Andy Callan threw various ideas our way when we were designing these character, and the Italia Theatre's figure is very much an 'Andy' offering. Blaise de Monluc is the ideal choice to base the Italia character on; a professional soldier who rose to prominence during the Italian Wars and was eventually appointed Lieutenant-General of Guyenne in January 1562 shortly before the outbreak of the French Wars of Religion.



**JAN ŽIŽKA**

**Theatre: Bohemia**

It is perhaps unfair (at least to the rich history behind the armies and people of the Bohemia Theatre) to say that a figure based on Jan Žižka was the only choice... but a figure based on Jan Žižka really was the only choice!

We've taken some artistic liberty with his weapon, opting to represent imagery present in some paintings where he carries a pole flail. Žižka probably wouldn't have used this on the field of battle, but it looked great, so we went with it. This version of him has lost one eye (he would eventually lose both and still somehow win the battles he commanded), but there is also a variant head option available to download that has both eyes represented in full working order.



Above: Statue of Žižka in Tábor's town square.



**Theatre: Gallia**

Forgive the name, this one's not based on any French knight, so we came up with something daft! He's not daft looking, though, and sculptor Todd Harris has created a figure that will look dramatic and imposing at the front of your Hundred Years' Wars French army... at least until he cops a shot from a longbow in his exposed face!

**SWISS HORNBLOWER**

**Theatre: Helvetia**

We wanted to create intriguing and iconic figures for each Theatre, and it was Andy Callan who suggested that they need not all be the kind of leaders you might expect. With that in mind, the broad brief that we sent to sculptor Todd for this leader was: "Make a Swiss hornblower with a massive double handed sword on standby based on an illustration from the Schilling Chronicle." The final character does not disappoint!





## PAINTING CHEVALIER DE BONNE NUIT AND JAN ŽIŽKA



### 1. Base

Vallejo paints order: English Uniform > Green Ochre > Dark Sand

### 2. Plate Armour

Vallejo paints order: Gunmetal Grey > Natural Steel > Silver  
Final Citadel Contrast wash: Black Templar

### 3. Skin

Vallejo paints order: Beige Brown > Beige Red > Basic Skintone  
Final Citadel Contrast wash: Guilliman Flesh

### 4. Armour edges

Vallejo paints order: Brassy Brass > Bright Bronze  
Final Citadel Contrast wash: Black Templar

### 5. 'Blue' armour

Vallejo paints order: Dark Blue > Royal Blue > Pastel Blue  
Final Citadel Contrast wash: Ultramarine Blue

### FLEUR-DE-LIS

Vallejo paints order: Gold Brown > Gold Yellow > Deep Yellow

Final Citadel Contrast wash: Snakebite Leather



### 1. Base

Vallejo paints order: English Uniform > Green Ochre > Dark Sand

### 2. Steel Armour

Vallejo paints order: Gunmetal Grey > Natural Steel > Silver  
Final Citadel Contrast wash: Black Templar

### 3. Skin

Vallejo paints order: Beige Brown > Beige Red > Basic Skintone  
Final Citadel Contrast wash: Guilliman Flesh

### 4. Chalice

Vallejo paints order: Heavy Red > Red > Heavy Skin Tone

### 5. Coat

Vallejo paints order: Chocolate Brown > Flat Earth > Beige Brown  
Final Citadel Contrast wash: Cygor Brown

### 6. Fur

Vallejo paints order: Neutral Grey > Stone Grey

### 7. Fastenings

Vallejo paints order: German Grey  
Final Citadel Contrast wash: Black Templar

### 8. Staff

Vallejo paints order: Chocolate Brown > Beige Brown > Tank Yellow  
Final Citadel Contrast wash: Snakebite Leather

### Further refinements

The painted versions of Chevalier de Bonne Nuit and Jan Žižka that you see here are actually a little bit different to the files you can download. After Matt applied his brush to our 3D prints, he fed back that the mail was a little bit too small and Jan's flail head might look better flipped to the front of the weapon. We agreed, got back in touch with sculptor Todd, and a couple of days later new and improved STL files were ready. They arrived a little too late for Matt to repaint them in time for this issue of *W* but the files you download will be even better looking than the figures as seen in this article!





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](mailto: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**





# INTRODUCING STRATEGY & GUILLE

A CAMPAIGN SYSTEM BY JERVIS JOHNSON



A few months ago, the *Valour & Fortitude (V&F)* rules that I had created with Michael and Alan Perry were given away as a supplement with *Wargames Illustrated (Wi418, October 2022)*. In the introduction to the rules, I mentioned that we played a campaign based on Napoleon's 1813 Spring campaign in Germany - in order to playtest the rules. On page 34, you will find those rules. You will be able to use them for your own *V&F* games, or indeed any other wargame. In this article, I would like to tell you a little about the background to those rules, which were to become known as *Strategy & Guile*.

The basis of the system we used was a campaign I had run more than a decade before using an old Columbia Games board-wargame about the Waterloo campaign called *Napoleon*. It used wooden blocks to represent each side's armies, which were moved from town to town on a large-scale map of the area over which the campaign was fought.

The really clever thing about *Napoleon* was that most of the time the wooden blocks stood up on their sides, facing away from the opposing players. In this way, you didn't know exactly what you were facing until the blocks were turned at the start of a battle. In our campaign, instead of resolving the battles using the *Napoleon* rules, we fought them out on the tabletop, with each wooden block represented by a brigade of troops.

I decided to return to *Napoleon* for our 1813 campaign. However, I would need to do some additional work to suit our requirements.

## THE CAMPAIGN MAP

I first created a map of the area over which the real-life campaign was fought. *Napoleon* uses what is often called a 'point-to-point' system, where locations are picked out as 'points' on the map. The armies could travel from one point on the map to another by moving along roads that joined the different points together.

Although developed for use with *Valour & Fortitude*, *Strategy and Guile* is a campaign system that can be used with most wargames, in any period.

Roads were divided into two types, main roads and secondary roads, and the number of troops that could use a road in a single turn was limited by the type of road that was being used. Typically, three brigades could move along a main road, and only two along a secondary road. To create the map for our campaign, I turned to another old board-wargame called *Napoleon at the Crossroads*. This game covered the less famous Autumn campaign of 1813, but luckily for me it had a very detailed map that showed all of the towns and roads over which both the Autumn and Spring campaigns were fought. With it, I was able to create a



simple point-to-point map for the theatre of our campaign. I was also lucky enough to find a copy of an antique map of the region, which I used as a backdrop for my campaign map. You can see the map I created on page 35.

### THE FORCES

With the map made, I needed to come up with the forces for each side. Orders of battle were hard to come by for the 1813 Spring campaign, but they seemed to indicate that the French had slightly more troops than the Coalition, so I just made the French forces 10% larger than their Coalition opponents.

There were six players taking part in our campaign - three per side - and each would be given a division to command. The French side had two French divisions and an allied Saxon division, while their opponents had one Prussian, one Russian, and one Austrian division. Each division was made up of about half a dozen brigades (units in *V&F* are organised into brigades of 2 - 8 units). In my first version of the rules, all the players needed to do was keep a record of the number of brigades in each division and didn't need to write down the units in the brigades. Instead, I came up with some (what I felt were) rather clever rules that let the players pick the units in the brigades when a battle started. Sadly, this system proved to be confusing and rather too abstract, so I changed it to one where the players kept a written record of the units in the brigades on a division roster. You can see an example of a division roster on page 35.

### UMPIRE ADMIN

The final thing that was needed were rules for actually moving the forces on the map and resolving the resulting battles. You can read the rules on page 34, so I won't go into too much detail about them here, but there are a few things that are worth teasing out.

The first of these is that I have designed the campaign system to make the job of the player running it as easy as possible. I know from experience just how much work running a campaign can be; in particular, running out individual reports to the players can take a huge amount

of time. I therefore designed *S&G* so that all I needed to do each turn was send the players an updated version of the map and a 'situation report' about any battles that were going to be fought, the deadlines for orders, and so on. The important thing to note is that these two things (the map and the report) were the same for all players, so I only needed to generate them once per turn. As there were six players in our playtest campaign, this saved me lots of time. This is not to say that I never communicated directly with individual players. I ran the campaign mainly by email, and I let the players know that they could email me directly if they had any questions or things that they'd like to do. Most of the time the emails were questions about the rules, but sometimes they were requests to be allowed to do things that the rules did not cover directly. A good example of this was the balloon added to the French army by Michael (see *Wi418* for more on this).

### EVENT (S&G) POINTS

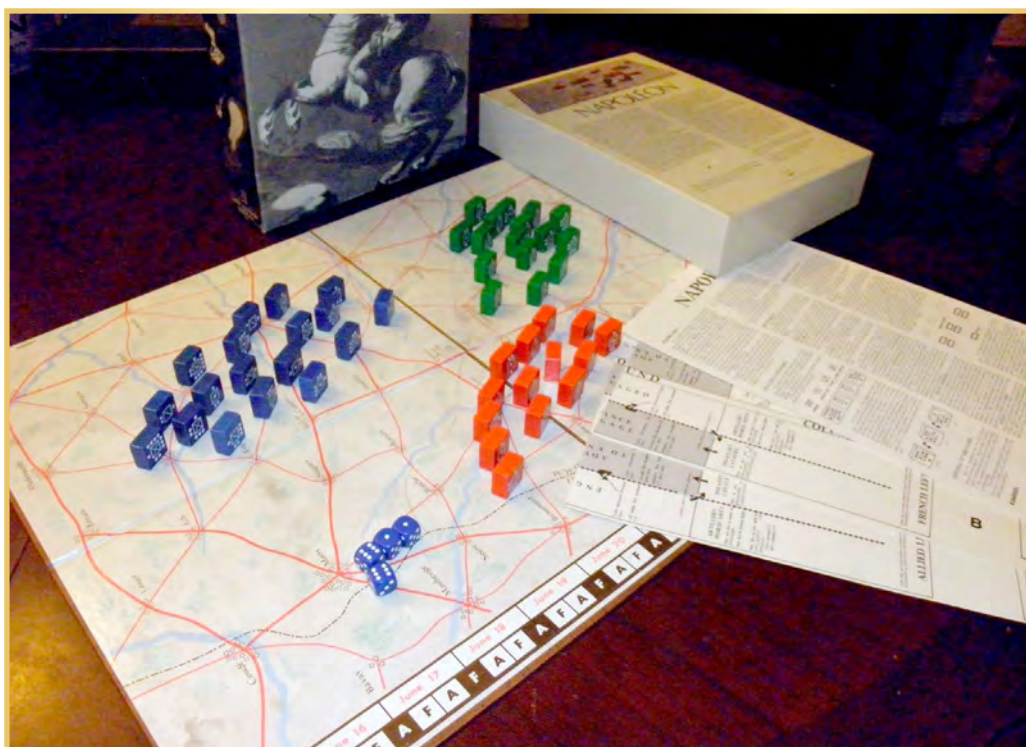
The second thing that's worth talking about are the Strategy & Guile points that give the campaign system its name. These weren't included at the start of the campaign, but evolved over time as it was taking place. The original rules included a weather table that also served to generate events. I didn't actually write down the events in advance; instead, I decided I would come up with them as they were needed. This proved to be quite a difficult process, especially as I had to make sure that the events I came up with

didn't favour one side over the other too much. In the end, I decided to simply say that when an event was generated, the Commander-in-Chief for the side that was affected by the event could choose to either find out how many enemy brigades were at a location, or remove an attrition point a brigade had suffered (attrition shows the losses suffered by a brigade during the campaign), or make an extra move with a detachment. To my surprise, this system worked really well. Whenever an event was generated, a small flurry of emails would be sent between the players that could use it, with each player arguing their case about why the event should be used to help them. In the campaign rules I've replaced the concept of events with Strategy & Guile points, and I've separated the generation of S&G points from the weather table. This made it a little bit easier to write the rules for how the S&G points work, but I think it rather better reflects the way that the events ended up being used, and by happy circumstance, it also gave me a great name for the campaign rules themselves.

### ANTI-FIZZLE OUT PRECAUTIONS

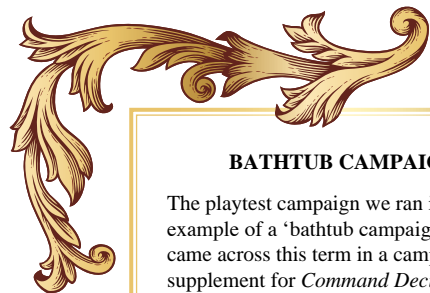
The third thing I will point out is not in the *S&G* rules but forms an additional rule in one of the scenarios; Armistice.

One thing I've found with campaigns is that they have a tendency to fizzle out, ending not because one side has won but because the players want to move onto something different. Because of this, I try to make sure that the campaigns I run have an obvious end point, and that when



Above: The original Napoleon board game. A modern version is still available from Columbia Games. The game uses wooden blocks for the units and a 'point-to-point' map rather than hexes, squares, or areas.





## BATHTUB CAMPAIGNS

The playtest campaign we ran is a good example of a 'bathtub campaign'. I first came across this term in a campaign supplement for *Command Decision*, called *Barbarossa 25*. The supplement described a campaign run by American game designer Frank Chadwick. It was based on Hitler's invasion of Russia in 1941 but with the available forces, ground scale, and time reduced by 25. Here's what Frank Chadwick said about the campaign:

"I have never experienced more pleasure in a campaign than I did playing *Barbarossa 25* or 'Bathtub Barbarossa' as we came to call it. We began with the maps from *Fire In The East*\*, which has 25 kilometer hexes, and used each hex to represent one kilometer instead. With the ground scale reduced 25 times, we then scaled the orders of battle by 25, with each month reduced to a day. Our little war had much of the sweep and drama of its larger counterpart and remained an exciting and challenging gaming experience throughout."



I was inspired by *Barbarossa 25* and have used its principles for most of the historical campaigns I have run. To do the same as Frank suggested, simply base the campaign map and deployment of the forces on a historical campaign and scale down the historical armies to match the wargames armies you have available.

\* *Fire In The East* was a board-wargame created by GDW Ltd.

for these things. A good example came about towards the end of our campaign when patrols from each side encountered each other near Altenburg (location 24 on the campaign map). As it happened, a major battle was being fought at the same time, which could lead to an armistice, and if the armistice should be signed, whichever side controlled Altenburg would probably win the campaign.

Normally, encounters between patrols are determined by opposed dice rolls with the loser having to retreat, but it seemed to me it would be a great shame if the winner of the campaign was determined in this way. So I came up with a scenario that pitted the patrols against each other; I decided that each side's 'army' would represent a regiment of cavalry with units representing a company and brigades a squadron. The swirling cavalry battle proved to be one of my personal highlights of the campaign even though the armistice wasn't actually signed that turn.

But enough preamble. Over the next pages, you will find a set of general rules for running a campaign, developed for but not exclusive to our own 1813 Spring campaign.

In next month's issue of the magazine, you will find the campaign specific rules we used for our 1813 campaign.

Have fun, and if you are the campaign umpire, don't forget to be ready and willing to improvise once the campaign is underway!

the end point is reached the winning side can easily be determined. I was lucky with our playtest campaign, because the historical campaign came to an end when an armistice was signed between the two sides. This inspired the armistice rule, which I designed so that the campaign could end after about half a dozen battles had been fought.

## UMPIRE IMPROV

The final thing I'd like to cover doesn't appear in the rules at all, and that is the importance of the game umpire being willing to improvise. One of the most exciting things about an umpired game is that, like *Dungeons & Dragons* et al, the players can try and do anything they want - the game rules just provide a foundation



Above: Alan and Michael Perry look quizzical as their forces come to blows during the 1813 Spring campaign.





# HOME OF GAME MATS



VARIOUS  
SIZES



DIFFERENT  
MATERIALS



LOTS OF  
DESIGNS



FRIENDLY  
SHIPPING



DICE TRAYS



PREPAINTED TERRAIN

**PRINT-0-MAT - YOUR IMAGE ON MOUSEPAD MAT**

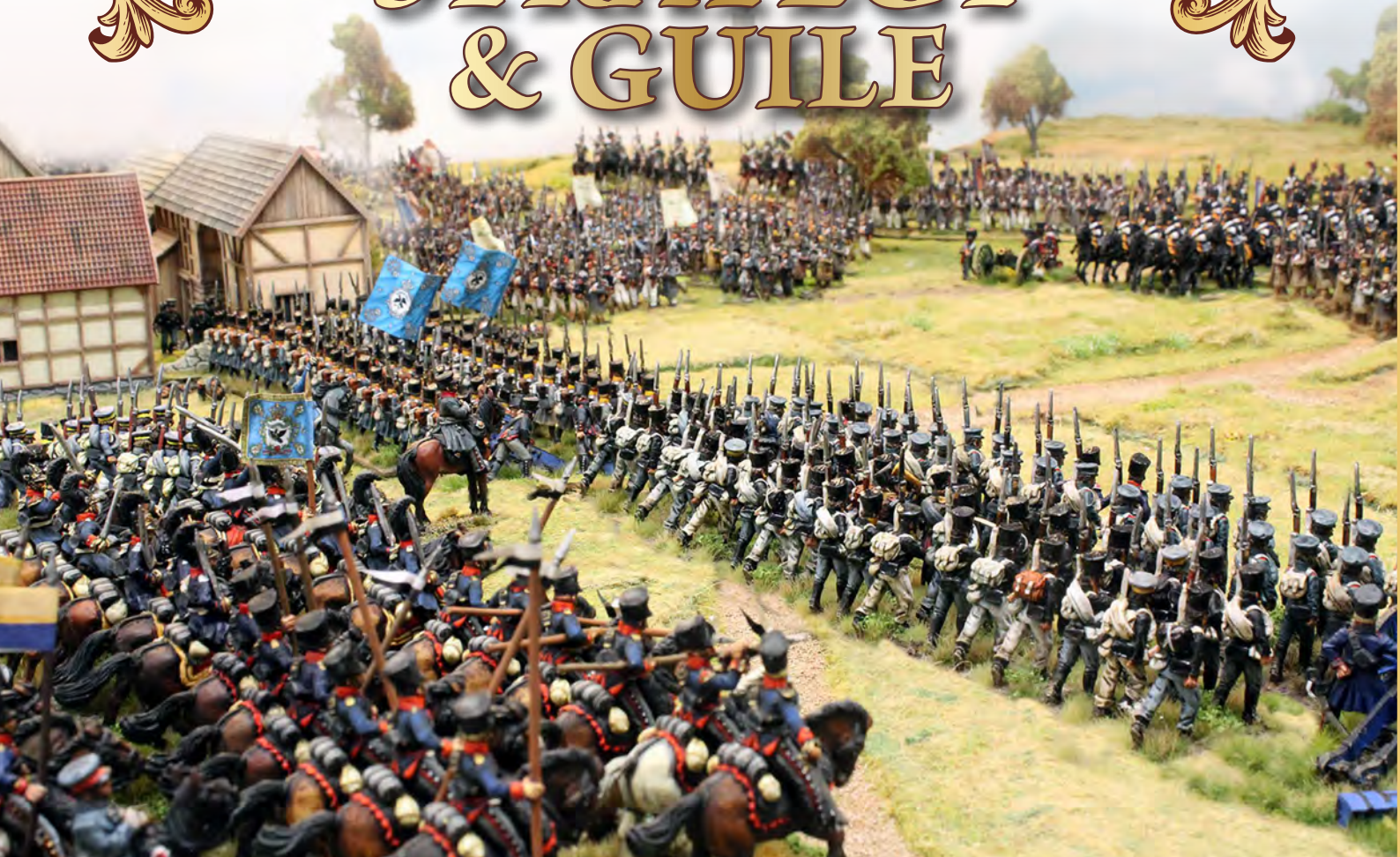
[WWW.DEEPCUTSTUDIO.COM](http://WWW.DEEPCUTSTUDIO.COM)

[INFO@DEEPCUTSTUDIO.COM](mailto:INFO@DEEPCUTSTUDIO.COM)





# PLAYING STRATEGY & GUILLE



Jervis Johnson presents his *Strategy & Guile* campaign system, introduced in the previous article.

Developed for *Valour & Fortitude*, but versatile enough to be usable with most 'big battle' games, *Strategy & Guile* is a campaign system that can be played by three or more people. One player is the umpire and the other players command the detachments that are fighting in the campaign.

## 1.0 CAMPAIGN SCENARIO

Before starting the campaign, you must pick a scenario to use. The campaign scenario should provide the campaign map for the campaign, explains how many players can take part in the campaign, how to pick the armies, how to deploy the armies on the campaign map, and any special rules that apply. Scenarios can be downloaded from [perry-miniatures.com](http://perry-miniatures.com) or created by one of the players.

### 1.0.1 Campaign Umpire

Once the scenario has been chosen, one player must be chosen as the umpire. They are in charge of maintaining the campaign map and processing the orders issued by the other players on each turn.

## 1.1 CAMPAIGN VICTORY CONDITIONS

The campaign scenario that has been chosen will include information on how long the campaign will last and how the winner(s) are determined at the end of the campaign.

## 1.2 CAMPAIGN SIDES

*Strategy & Guile* is fought between two sides. After the umpire has been chosen, the remaining players are each allocated a side. The scenario chosen will explain how many players are on each side. Players can decide amongst themselves which side they will join, and if they cannot decide, the umpire will allocate players to each side as they see fit.

### 1.2.1 Commander-in-Chiefs

One player from each side must be chosen as the Commander-in-Chief (C-in-C) for their side. The C-in-C is in overall command of their side and has the final say in any decisions that their side has to make.



**1.2.2 Messages**

Players on the same side can exchange messages freely; there are no restrictions on communication between players on the same side.

**1.3 DIVISIONS**

Each player commands one or more divisions that are each made up of 3 - 6 brigades. The instructions for the scenario being used will explain how the players pick the units and brigades in their divisions.

**1.3.1 S&G Points**

Each division starts a campaign with one or more Strategy & Guile points (S&G points). The scenario that has been chosen will say how many S&G points each division starts the campaign with. Additional S&G points are received during the campaign in each turn's situation phase (4.0). S&G points are used to issue special orders to the division (5.2).

**1.3.2 Division Roster**

The players must record the units and brigades in each division they command on a division roster. A blank roster can be downloaded from perry-miniatures.com. The roster is also used to record how many S&G points the division has available to use and how much attrition and disorder each brigade in the division has suffered (8.5). See example below.

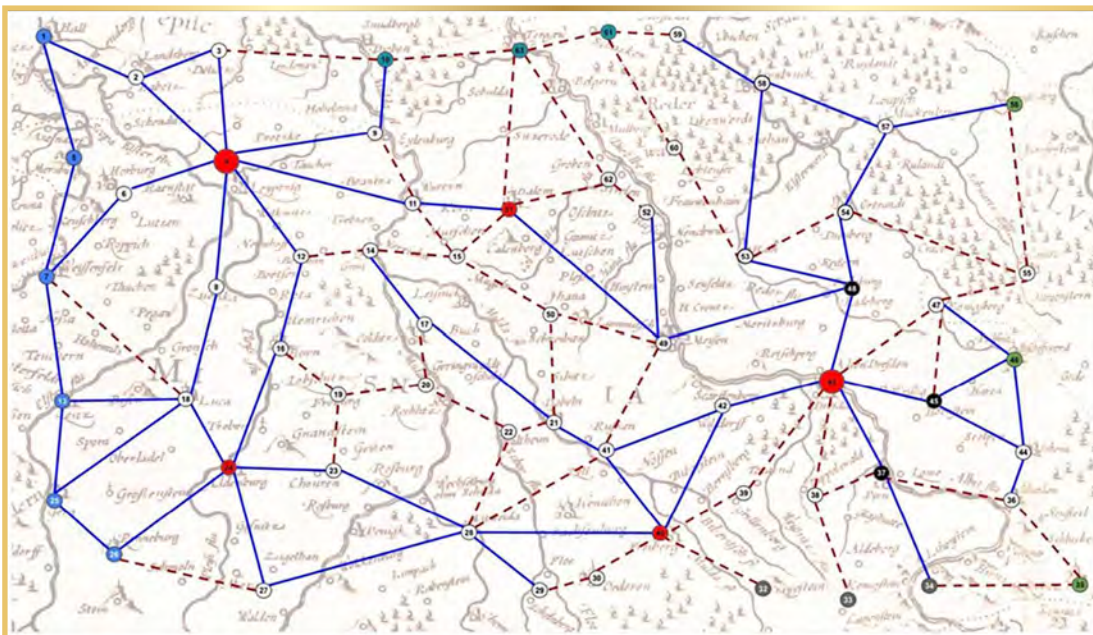
DIVISION A: 1st French Division		S&G Points		1
Brigade	Units	Pts	Attrition	Disorder
1st Brigade	5 x French Line Infantry, 1 x French Hussars, 1 x French Foot Artillery	82	2	1
2nd Brigade	4 x French Line Infantry, 1 x French Hussars, 1 x French Foot Artillery	70		1
3rd Brigade	4 x French Line Infantry, 2 x French Foot Artillery	68		
Guard Brigade	2 x Old Guard, 1 x Middle Guard, 1 x Young Guard, 2 x French Guard Artillery	114		
Italian Brigade	3 x Allied Italian 1st Line Infantry, 1 x Allied Italian Hussars, 1 x Allied Italian Foot Artillery	50		
<b>TOTAL POINTS</b>		<b>384</b>		

**2.0 CAMPAIGN MAP**

The scenario (1.0) being used for the campaign will provide the players with a campaign map. The campaign map shows the area over which the campaign will be fought. It is divided into numbered locations that are connected by main roads (solid lines) and secondary roads (dashed lines). Detachment markers (2.1) are used to record the locations occupied by the brigades from each division. The umpire is in charge of keeping the campaign map up to date and supplying new copies of the map to the players each report phase (7.0). See the Appendix for suggestions on how the campaign map can be maintained.

**2.0.1 Special Locations**

Locations that are coloured white are standard locations. Locations that are colour-coded are special locations. The campaign scenario will include a key for any special locations on its campaign map.



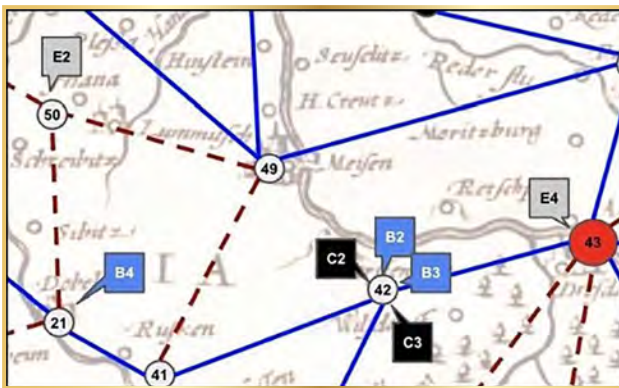
*Left: An example of a campaign map. In this campaign, the special locations in red are victory locations used to determine the winner of the campaign, and the other special locations are mustering grounds where the opposing armies deploy at the start of the campaign.*





## 2.1 DETACHMENT MARKERS

Each division has a number of detachment markers equal to the number of brigades in the division minus 1 (i.e. a division with five brigades would have four detachments). The locations that brigades from the division occupy on the map are shown using its detachment markers. Each detachment marker has a unique reference number, which is used to record which brigades are in it on a player's division roster (2.1.1). Opposing players will know there is a detachment at a location but will not know how many brigades are in it. Any number of detachments can occupy the same location.



Above: Example of detachment markers. The left hand image is from a digital map. The right hand image is of flag pins that can be used as detachment markers with a printed version of the map.

### 2.1.1 Brigade Assignments

After the players have filled in the details of the brigades in the divisions they command on the division's army roster, they must assign all of the brigades to one or more of the division's detachments. Any number of brigades can be assigned to each detachment. During the campaign, a player can use a reassignment order (5.4) to swap brigades from one detachment to another.

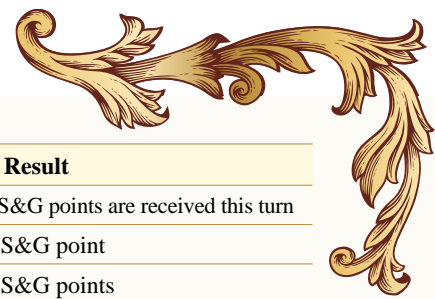
DIVISION A: 1st French Division		S&G Points		1
Brigade	Units	Pts	Attrition	Disorder
1st Brigade	5 x French Line Infantry, 1 x French Hussars, 1 x French Foot Artillery	82	2	1
2nd Brigade	4 x French Line Infantry, 1 x French Hussars, 1 x French Foot Artillery	70		1
3rd Brigade	4 x French Line Infantry, 2 x French Foot Artillery	68		
Guard Brigade	2 x Old Guard, 1 x Middle Guard, 1 x Young Guard, 2 x French Guard Artillery	114		
Italian Brigade	3 x Allied Italian 1st Line Infantry, 1 x Allied Italian Hussars, 1 x Allied Italian Foot Artillery	50		
<b>TOTAL POINTS</b>		<b>384</b>		

Detachment	Brigades in Detachment	Location
A1	Patrol	1
A2	1st Brigade, 2nd Brigade, Italian Brigade	5
A3	3rd Brigade, Guard Brigade	7
A4	Patrol	5

Above: An example of a division roster showing the brigades assigned to each detachment.





### 2.1.2 Patrols

If a detachment does not have any brigades assigned to it, it becomes a patrol and will remain so until a brigade is assigned to it. Patrols can force march without the commanding player needing to use an order or S&G point (5.2.1). Patrols do not fight in battles (7.3).

### 2.1.3 Detachment Set-up

The scenario being used will say how detachments are set up at the start of the campaign.

## 3.0 CAMPAIGN TURNS

The campaign is played in turns (the scenario being played will say how long a turn represents). At the start of each turn, the players must write orders for their division and submit them to the umpire. Once all of the orders have been received, the umpire will carry out the moves and let the players know what has happened. If a player is unavailable, the umpire will fill in for them.

A campaign turn is split into three phases. Each phase must be completed in the following sequence before the next phase is started:

1. Situation Phase
2. Orders Phase
3. Execution Phase
4. Report Phase
5. Battles Phase

## 4.0 SITUATION PHASE

At the start of each turn the umpire must make two situation rolls:

- 1) A S&G roll, with the result compared against the S&G Table.
- 2) A weather roll, with the result compared against the weather table for the scenario being played.

The result of these rolls applies to both sides. The umpire must let the players know the results of the turn's situation rolls, what the deadline is for orders to be received, and the results of any battles fought in the previous turn (e.g. "The weather for the turn is good and each side receives one S&G point plus bonus points. The deadline for orders is 6pm on Monday.")

## 4.1 S&G ROLLS

D6	Result
1	No S&G points or bonus S&G points are received this turn
2 - 5	Each C-in-C receives 1 S&G point
6	Each C-in-C receives 2 S&G points

### 4.1.1 Bonus S&G Points

A C-in-C receives one bonus S&G point for every three players on their side (including themselves). For example, a C-in-C with four other players on their side (a total of five players) would receive one bonus S&G point.

### 4.1.2 Recording S&G Points

Players must record the S&G points that are available to the divisions they command on their division rosters. S&G points that are not used can be saved from turn to turn. A division can have any number of S&G points.

## 4.2 WEATHER ROLLS

A weather roll is made by rolling two dice and adding them together, then looking up the result on the weather table for the scenario being played. The weather roll affects how many units can travel along a road during the turn (6.1).

WEATHER TABLE			
Weather roll	2 - 3	4 - 5	6+
Weather	Terrible	Poor	Good

Above: An example of a weather table.

## 5.0 ORDERS PHASE

In this phase, the players must write up their orders for the divisions they command and send them to the umpire before the deadline is reached. Any orders sent after the deadline will not be carried out.

### 5.1 NUMBER OF ORDERS

The number of orders that can be issued to the detachments from a division is equal to half the detachments in the division, rounding fractions up (i.e. a division with five detachments can be issued up to three orders). Any orders that are not used are lost - they cannot be saved from turn to turn.



Above: Cavalry clash at Altenburg. French Hussars are routed.





### 5.1.1 C-in-C Bonus Order

The C-in-C for each side can issue one bonus order per turn. They only receive one bonus order no matter how many divisions they command.

### 5.2 ISSUING ORDERS

Each order allows the player commanding the division to issue one order chosen from the order table (5.4) to one of the detachments in the division. Orders are split into two types: regular orders and special orders which require the expenditure of an S&G point (5.2.1). The types of order that can be issued are shown on the order table (5.4). A detachment cannot be issued with more than one order per turn. Orders cannot be issued to detachments involved in a battle (7.3)

#### 5.2.1 Using S&G Points

A player must spend one of a division's S&G points to issue a special order to a detachment from the division.

#### 5.2.2 Converting S&G Points

A player can choose to convert one of a division's orders to one S&G point instead of using it to issue an order. The S&G point can be used on the same turn that it was converted from an order.

A player can convert any number of orders to S&G points, but S&G points cannot be converted back to orders.

#### 5.2.3 C-in-C Transfers

The C-in-C for each side has the option of transferring any of their orders and/or their S&G points from the divisions they command to other players from their side. A player can use an order or S&G point on the same turn that it is transferred to them. Only the C-in-C can make transfers.

#### 5.2.4 Patrols

A player can issue a forced march order or a scout order to a patrol for free (they do not need to use an order or a S&G point). Patrols cannot be issued any other type of order type.

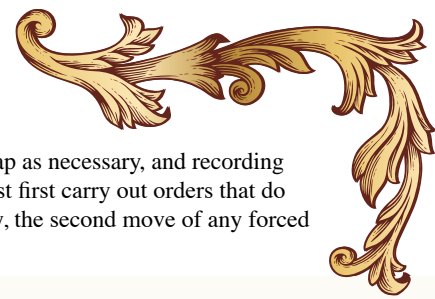
### 5.3 ORDER SUBMISSION

Players must write their orders down and give them to the umpire before the deadline for sending orders has been reached. They must also write down if they will use or convert any S&G points that turn, and the C-in-C must write down any orders or S&G points they want to transfer. If a player submits an order and does not have enough orders or S&G points to issue it, then the order is not carried out.

## 5.4 ORDER TABLE

REGULAR ORDERS (REQUIRES AN ORDER)	
March	Move the detachment once (6.1).
Reassignment	Swap brigades from the detachment to another detachment from their division that started the turn at the same location. Both detachments must remain at the location for the entire turn (6.2).
Recuperate	Reduce the number of disorder points on all brigades in the detachment by 1 (8.6).
SPECIAL ORDERS (REQUIRES AN ORDER AND A S&G POINT)	
Forced March	Move the detachment twice (6.1).
Reinforce	Reduce the number of attrition points on one brigade in the detachment by 1 (6.4).
Scout	Reveal the number of brigades that are in one enemy detachment that started the turn in a location that is up to two locations away from the detachment (6.5).





## 6.0 EXECUTION PHASE

In the execution phase, the umpire executes the orders they have received, updating the campaign map as necessary, and recording any information that will need to be forwarded to the players at the end of the phase. The umpire must first carry out orders that do not require a detachment to move, followed by one first move of any forced march orders, and finally, the second move of any forced marches at the same time as the moves of any march orders.

### 6.1 MARCH AND FORCED MARCH ORDERS

March orders allow a detachment to make one move while a forced or planned march allows it to make two moves. A move is made from one location along a road to an adjacent location. The maximum number of brigades that can move along a road at the same time is determined by cross-referencing the type of road and the weather on the movement chart below. More than one detachment can move along the same road at the same time as long as the total number of brigades that use the road at the same time does not exceed the limit for the road.

ROAD TYPE	Terrible Weather	Poor Weather	Good Weather
Main Road	One brigade	Two brigades	Three brigades or one detachment*
Secondary Road	None!	One brigade	Two brigades

\* The detachment can have any number of brigades but must be the only detachment to use the road that turn.

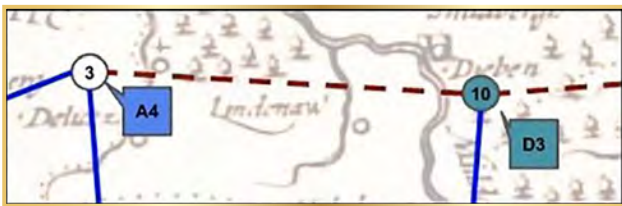
#### 6.1.1 Traffic Jams

If more brigades try to move along a road than are allowed to do so at the same time, the resulting traffic jam means that none of the detachments can make their move, and they must stay at their starting location. Patrols do not count against the number of brigades using a road but cannot travel along a road that has a traffic jam.

#### 6.1.2 Collisions

If detachments move along the same road from opposite directions at the same time, a collision occurs. When this happens, the umpire must roll a dice for each direction, rerolling ties. The detachments from the direction that rolled lower cannot make their move and must stay at their starting location.

If all of the detachments moving from one direction are patrols, and there is at least one brigade moving from the other direction, then no dice roll is made. Instead, the detachments that include at least one brigade can move and the detachments that are all patrols must stay in their starting location.



Above: Detachment A4 tries to move to location 10 while detachment D3 tries to move to location 3. A collision occurs. The umpire rolls a dice for location 3, getting a 4, and for location 10, getting a 1. The roll for location 10 was lower, so detachment D3 remains stationary and detachment A4 can make its move.

#### 6.1.3 Forced March First Moves

Make the first move of any forced marches, checking for traffic jams and collisions as you do, then make all remaining moves, again checking for traffic jams and collisions. Do not count the brigades that used a road for the first move of a forced march when checking to see if any traffic jams or collisions occur for the remaining moves along the same road.

For example, three brigades make the first move of a forced march along a main road in good weather. Up to three brigades can move along the same road when any remaining moves are made.

### 6.2 REASSIGNMENT ORDERS

A reassignment order allows a player to move one or more brigades from the detachment receiving the order to a detachment from the same division that is at the same location. Both detachments must remain at the location for the entire turn. Any detachment that ends up with no brigades remaining in it becomes a patrol.

### 6.3 RECUPERATION ORDERS

Reduce the number of disorder points (8.6) on all brigades in the detachment by 1 to a minimum of 0. Note that recuperation orders do not affect attrition points.

### 6.4 REINFORCE ORDERS

When a player issues a reinforce order they must pick one brigade from the detachment (e.g. "Reinforce 1st Brigade in detachment A2"). The number of attrition points (8.5) suffered by that brigade is reduced by one to a minimum of zero.

### 6.5 SCOUT ORDERS

The player must pick an enemy detachment that is at a location that is up to two locations away from the detachment when they issue this order (e.g. "A1 will scout enemy detachment E3"). When the umpire issues the operations report for the turn, they must include the number of brigades that are in that enemy detachment or if it is a patrol (the number of units in the brigades is not revealed).

### 7.0 REPORT PHASE

After executing the players orders, the umpire issues a report providing them with an updated map, details of any battles that have occurred, and any other information they need to know in order to update their roster sheets.

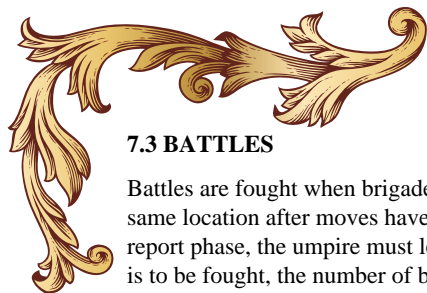
#### 7.1 UPDATED MAP

The umpire must update the campaign map to show the location of detachments after any ordered moves have been carried out (5.1) and then supply an updated copy of the map to the players. See the Appendix for suggestions on how the campaign map can be maintained.

#### 7.2 UPDATED ROSTER SHEETS

The umpire must update the players' roster sheets to show the effect of any orders that were carried out during the turn, such as recuperation, ambushes, etc. See the Appendix for suggestions on how the rosters can be maintained.





### 7.3 BATTLES

Battles are fought when brigades from both sides occupy the same location after moves have been carried out (8.0). In the report phase, the umpire must let the players know when a battle is to be fought, the number of brigades each side has at the location, and the scenario that will be used (8.1). The battle will take place in the battle phase of the following turn.

#### 7.3.1 Patrols

If a patrol ends a turn in a location with one or more enemy brigades and there are no friendly brigades at the location, the patrol is relocated to the nearest location that contains a friendly detachment, but the number of enemy brigades at the location and the number of units in them is revealed in the umpire's report for that turn. If two or more detachments are equally close, the umpire will randomly decide where the patrols go. If opposing patrols end a move at the same location, the umpire must roll a dice for each side, rerolling ties. The patrol from the side that rolls higher stays at the location, and the other patrol must relocate as described above.

### 7.4 OTHER INFORMATION

The umpire must let the players know of the results of any other actions that took place in the execution phase that they need to be aware of, such as reports from scouts, battles, etc.

### 7.5 FOG OF WAR (OPTIONAL)

If the umpire wishes, they can use the following fog of war rule for a campaign. When using this option, two maps are generated each turn, one for each side. A side's campaign map shows the location of their side's own detachments but only includes enemy detachments that are up to two locations away from a friendly detachment after all moves have been completed. If the umpire wishes to, they can generate a separate map for each player rather than each side, with a player's map only showing the location of their own detachments and enemy detachments that are up to two locations away from them. Just keep in mind that these methods will increase the amount of work the umpire needs to do each turn by quite a considerable amount!

### 8.0 BATTLES PHASE

Battles are fought when detachments from both sides occupy the same location after moves have been carried out. **IMPORTANT:** Battles take place during the battle phase of the following turn. Orders cannot be issued to detachments that are involved in a battle.

### 8.1 SCENARIOS

When the umpire reports a battle (7.3), they must let the players know the number of brigades in any enemy forces that are at the location of the battle and the scenario that is going to be used. The umpire can either pick a standard scenario for the battle (available from [perry-miniatures.com](http://perry-miniatures.com)) or write their own scenario. If a standard scenario is to be used, the assault scenario is recommended if one side moved to the location of the battle and the opposing detachment was already there.

If both sides moved to the location of the battle at the same turn, roll a dice: on a 1 - 4, use the set piece battle scenario, and on a 5+, use the meeting engagement scenario.

### 8.2 REINFORCEMENTS

Players can order their detachments to march or force march to the site of a battle where they will appear as reinforcements. One reinforcement brigade can arrive per turn, starting from their side's second turn. The umpire must determine along which table edge reinforcements arrive based on the direction they are moving from on the campaign map.

### 8.3 RESOLVING THE BATTLES

The battles from the previous turn are resolved in the battles phase using the *V&F* rules. The battles are fought using the scenario provided by the umpire, using the brigades at the location where the battle is taking place, plus any reinforcement brigades that are due to arrive.

#### 8.3.1 Battle Results

The loser of the battle must retreat (8.4). In the case of a draw, all brigades remain in place, and a new battle will be fought next turn. The umpire will let the players know the results of any battles in the situation phase (4.0) of the following turn.

#### 8.3.2 Retreat Before Battle (Running Away)

After the umpire has provided the players with the scenario for a battle, either side can tell the umpire that they wish to retreat before the battle starts. If they do so, they count as losing the battle, all of the detachments from their side must retreat (8.4), and the battle is not fought. If both sides decide to retreat before battle, then both sides count as losing the battle and must retreat.

### 8.4 RETREATS

A retreat is a 'free' forced march that is carried out without using an order or S&G point. It is carried out on the same turn as that on which the battle took place. The players commanding the retreating detachments must tell the umpire where they will retreat to. A retreat must obey the normal rules for making a forced march but cannot be made to a location occupied by an enemy detachment. Brigades from a detachment that cannot make a retreat are destroyed.



*Battle of Nossen. The French attack.*





## 8.5 ATTRITION

Brigades suffer attrition each time they are shattered during the battle. Each time a brigade suffers attrition it accumulates one attrition point. Players must keep track of the attrition their brigades have suffered on the division roster.

### 8.5.1 Attrition Effects

When a brigade that has suffered attrition takes part in a battle, the brigade starts the battle with one loss marker for each attrition point the brigade has suffered. The player commanding the brigade must allocate the loss markers amongst the units that form the brigade. They cannot allocate a second loss marker to a unit unless all units in the brigade have already been allocated one loss marker each, then a third loss marker until all units have suffered two losses each, and so on.

## 8.6 DISORDER

All of the brigades that fought in a battle suffer disorder (winners, losers, and reinforcements). In addition, brigades suffer disorder when they retreat either before or after a battle. This means that a brigade on the losing side of a battle is disordered twice; once for taking part in the battle and once for having to retreat. Brigades that retreated before a battle suffer disorder once, for retreating, and the opposing side will not suffer any disorder unless they also retreated.

Each time a brigade suffers disorder, it accumulates one disorder point. Players must keep track of the disorder their brigades have suffered on the division roster. Disorder points have the same effect as an attrition point (8.6.1), but they can be removed when a brigade recuperates (6.3).

## APPENDIX 1: Running the Campaign

There are two recommended ways to run the campaign: online or analogue.

### Online Campaigns

As long as all players have access to the internet, running an online campaign is the easiest method to use. To do so, the umpire will need to make digital versions of the map and the army rosters. A digital version of the map and rosters used for the War of Liberation campaign can be downloaded from [perry-miniatures.com](http://perry-miniatures.com). If you wish to make your own, we'd recommend using software such as Powerpoint or Google Slides to create the map, and software such as Excel or Google Sheets to make the rosters. At the start of the campaign, and in each reports phase, the umpire can supply the players with the latest version of the map and their rosters based on the orders that were received that turn. If you are using Google Slides and Sheets, you can simply provide the players with a link to them instead of sending out attached versions of the latest files.

### Analogue Campaigns

Analogue campaigns replace the digital map and rosters with paper copies. If you are running an analogue campaign, it is best to provide each player with their own map and roster at the start of the campaign, then in the reports phase, provide them with a written report containing the information they need to update their own map and roster. When using this method, it is a good idea for the umpire to periodically check that the map and rosters the players have correspond to the 'master' copies that they (the umpire) hold; it is not uncommon for a player to misunderstand a written report and end up with a map or roster that is different to the one held by the campaign umpire!



### MORE NEXT MONTH

You will find the specific scenario for our 1813 Spring Campaign: The War of Liberation, in the April issue of *Wargames Illustrated*.



# KITBASHING A BROKEN DOWN SD.KFZ 250/3



Once the Observation Post review of this kit was complete, James swooped in at speed, yanked the model away, and promised to return with some bonus hobby content. We didn't expect him to tinker with the kit quite as much as he did, but he's certainly added interest to an already feature packed model and here he provides plenty of kit building and kitbashing tips in his write up!

One of the first plastic kits I ever owned, back in the early 1990s, was Games Workshop's classic Space Ork Battlewagon, and I've had a fascination with open topped vehicles ever since. As my interests have progressed to historical gaming, the love of lighter vehicles has remained; this new Warlord half-track kit had instant appeal, and I wanted to get stuck in and add even more interest than it already had.

## BREAKING IT DOWN AND BREAKING IT DOWN

My first consideration was what purpose the model would serve. I don't have a German *Bolt Action* army, and I'm not looking to start one, so this vehicle would be more of a showpiece. Perhaps it could become an entry for the Salute painting competition in April once complete.

Knowing it didn't need to work on the tabletop led me to consider more of a narrative that could be shown through the half-track and crew. This instantly drew me to the 250/3. This command variant which has even more awesome interior detail than the others with a very realistic radio complete with little drawers underneath it. This would offer an extra



Above: James' first open topped vehicle, the Space Ork Battlewagon, was a little less historically accurate than the Sd.Kfz 250!

storytelling detail, and it was a bit of gear I didn't want the crew to obscure. I needed an excuse for them to have left their vehicle; what better reason than because it had become immobilised as it traversed the battlefield?

As far as I'm aware, tracks breaking wasn't a common problem for these vehicles in WWII, but I'd drop some bad luck on my crew for the sake of a more interesting scene. With a track trailing behind their half-track, the men could be

Right: The beautifully detailed dash - best left out of the initial build.

positioned trying to fix the problem or killing time around/on the vehicle.

## Sub-assemblies

I considered a very different kind of breakdown next - how I'd build (or in some cases not fully build) the parts of the kit to make the painting stages ahead of me as easy as possible. I always consider sub-assemblies - building the vehicle as smaller sub-parts rather than one full model straight away - when I make complex kits, but this becomes more important when you want to show off interior details.

Take the very first stage of the build process as an example of how you could make painting very tricky for yourself with this kit. The beautifully detailed dash gets recessed in, and if glued in, it





would become near impossible to get a brush at it with any kind of accuracy. I took care to leave it unglued and keep the halves of the vehicle separate until I could get the dash painted, then I'd glue the kit around it later.

I settled on various other parts of the kit to keep as sub-assemblies too:

- I'd build the radio parts but not stick it in the half-track, as I wanted to add a lot of detail to that part of the kit.
- Although the wheels and tracks wouldn't be particularly difficult to get at with a brush, they would be painted to represent different materials to the vehicle parts surrounding them. To make it easier to paint them without splashing paint on bits where I didn't it, I left them separate from the hull and axle of the Sd.Kfz 250.
- I considered leaving the tracks separate but ultimately decided that any time saved by painting them off model would be lost in the care I'd then need to take sticking them on without damaging the paintwork.
- I left the fuel cans as a separate part because they would also be painted in a slightly different colour, which could be done more efficiently off the main body of the kit.
- The crew members were all kept off the vehicle so I could give them proper care and attention.
- The top and bottom halves of the vehicle were kept apart to further aid the painting of the interior.

## KITBASHING TIME

I decided to convert various parts of the kit to add further detail and interest:

- The left track would look like it had taken a hit and shed off the wheels.
- I'd remove one of the fuel cans from the rack at the rear of the vehicle.
- Converting a radio drawer to be open would allow me to have papers spilling out.
- Gluing the rear door open would provide another angle from which to view the interior.
- The front machine-gun would need to be modified so it wasn't being fired by a crew member.
- The three crew members would need to be repositioned and given different gear.

## Breaking the track

Because the track comes in multiple parts, this was a rather easy conversion. I applied light pressure to the longer parts to flatten them and placed them so they trailed behind the half-track. I glued the two smaller pieces to the front wheel with the trailing part slightly misaligned, and I'll add a stone into the gap above it when I base the kit to look like it got kicked up and caused the problem.



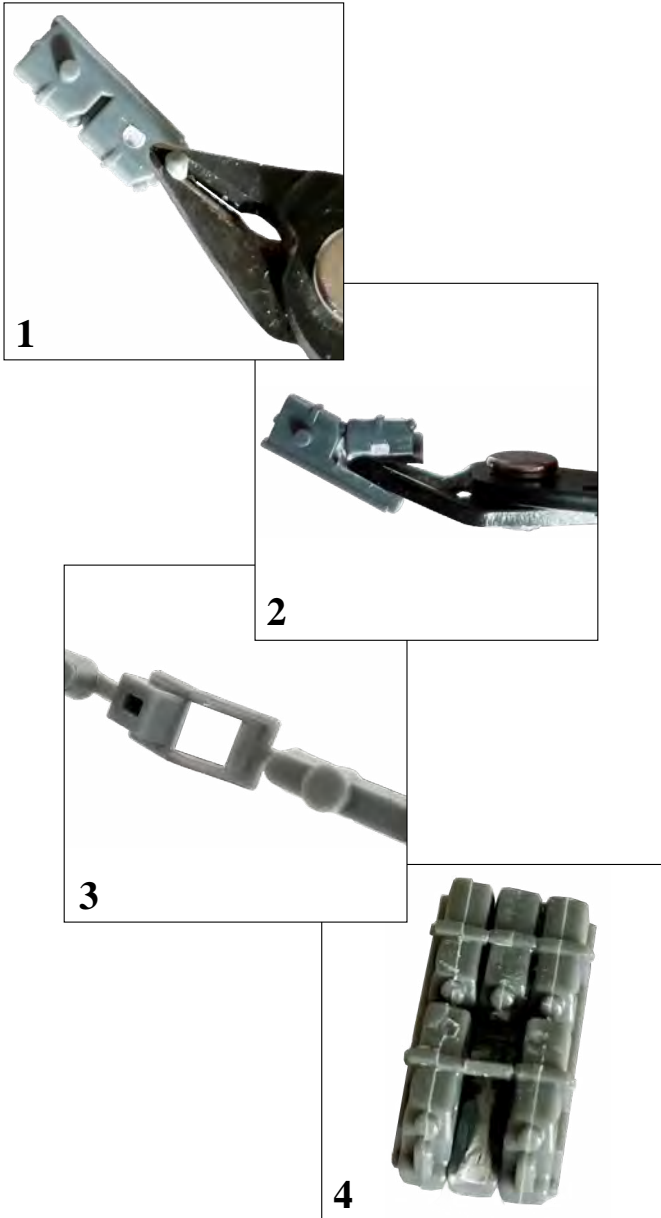
*Above: The area of the broken track can be seen in the bottom right of this image. In addition, you can see one of the crew members placed resting on the front of the Sd.Kfz 250/13. I took the commander head, glued it to the driver body, and gave him the hands holding what I assume is a map. I will however paint it to be a copy of something like 'Fräulein' magazine, which he is taking the chance to peep at in this unexpected downtime.*

*Left: The varied sub-assemblies I ended up with, minus the crew, ready for painting.*



## Modifying the fuel can rack

I worked out that the centre can would be easiest to remove as I'd only need to add back one single rack support. First, I chopped the lug from the centre part (1) to allow for easier clipper access, then I roughly chopped away most of the fuel can (2). I used a sharp knife to clean up the messy cut and level things off, then clipped a part off the spare seat (which is not used on the Sd.Kfz 250/3 variant) to replace the now missing rack support (3). I gradually trimmed this down until it was the right length to fit and carefully put it in place with some tweezers (4).



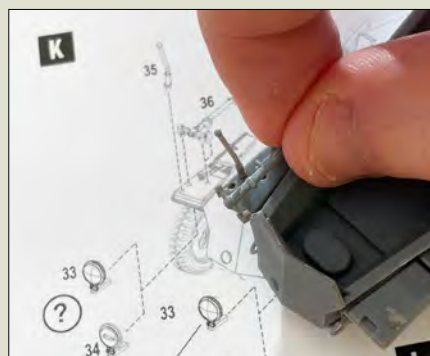
Above: In situ (attached with sticky tack) and with one of the kit's spare fuel cans on the ground below. Notice how I've also positioned the arm and hand of the radio operator to rest on the bedstead arial frame that runs around the top of the half-track. The chopped-up limb will need a bit of gap filling before I paint it, but the natural, at rest posing breathes life into the scene.



Above: The radio operators binoculars that were originally held in two hands but I trimmed off all the finger parts gripped around the left side; a time consuming but worthwhile mission, and although I could probably find a spare pair of binoculars in my bits box, I decided I'd do this entire kitbash using only the parts that come in the box set.

### DON'T FOLLOW THE INSTRUCTIONS!

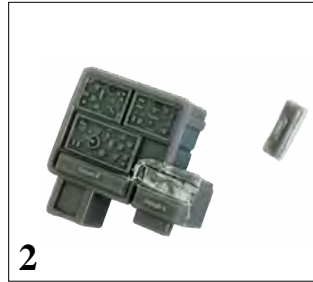
This isn't advice I'd usually give, but in the case of step K of this kit's advice, you should disregard where the instructions tell you to put part 35. It is marked as fitting in the front hole but should actually go in the one behind as the stowed away pick's front needs to fit into the front hole.





### Opening a drawer...

It was while gently trimming the front of a tiny drawer from the radio support that I started to question my sanity with this conversion (1)! I know the rule is to never cut towards yourself, but I couldn't think of a better option. After very steady progress, I was able to cut a gouge beneath the drawer and free it from the main part, leaving me with a sliver of the front to use (2). To bulk out the drawer behind it, I clipped out some of the frame the kit came on (3) then trimmed it down to size (4). I finished the open drawer by gluing the parts together then used shavings of plastic to make sheets of paper spilling from it (5).



### ... and opening a door

It was thankfully far easier to open the rear door as it came as a separate part on the frame. I considered hacking at the handle and inner workings so that they were moved to the correct position for the door being opened, but I decided this was a truly unnecessary level of detail. It's important to realise that the more obsessive you get with tiny features, the more you're in the world of diminishing returns. If I hadn't mentioned the handle, you probably wouldn't have even considered it worthy of consideration. Hopefully this is true of anyone viewing the model when it is finished too!



### Machine gun

The front gun comes ready to be glued onto the body of a crew member, so I had another frustrating time trimming away arm and hand parts from this piece. It's actually quite an easy process if you use a sharp blade and approach it systematically, it's just time consuming.



*Left: I also fixed the rear gun - thankfully not needing any trimming this time - so that it was hanging down at the rear of the half-track.*

### READY FOR PAINTING

I added a final crew member working on the broken track (see opening image); he was built from the crouching radio operator body, and as soon as I glued the head on, it became apparent that this body is slightly scaled down to better fit into the half-track. The difference in scale made it look a little odd when the figure was viewed from the front, so I posed him as close to the broken track as possible, and he looks fine.

I'm extremely pleased with how the overall build looks and that the extra details can be seen more easily now. I need to give the vehicle a once-over to clean off the mould lines and fill some gaps (the back of the crouching figure in particular), then I'll apply primer and get on with painting and basing. I've not quite decided what environment to place it in yet, but I've built the crew in their temperate/tropical uniforms, so that will somewhat direct things to warmer climes.



# STRONGBOW!



**Pete Brown looks at the wargaming possibilities offered by the Norman Invasion of Ireland for later Dark Age gamers.**

It is that time of the year again when I clear out my wargames cupboard in a vain effort to rationalise my collections and make room for more purchases. It was whilst doing so that I rediscovered my Dark Age Irish army tucked at the back, where it had remained since its last outing to repel Viking invaders. With the advent of the 2nd Edition of *Hail Caesar*, I thought it might be time to dust off the Irish and get them back into battle. However, I had pretty much done the Viking invasion to death over the previous years, even fighting a multi-player campaign at one point. With a new edition of the rules, I thought perhaps it was time to look for new opponents, and after a very short time on the internet, I discovered the Normans!

Whilst Duke William's invasion of England in 1066 is the most well-known Norman invasion of the British Isles, the subsequent invasion of Ireland is, from a wargames perspective, possibly more

interesting. Beginning in 1169, fighting was still going on as late as 1196, with squabbles continuing amongst competing Norman lords for years after. It has always been assumed by historians and wargames rules writers alike that the 'lightly equipped' and skirmish loving Irish could not compete with the heavily armoured Norman knights in open battle, and so a war of raids and ambushes was practised instead. This is partially true, but recent research tends to paint a different picture of the Irish military at the time of the invasion, which might make our wargames much more balanced. With this in mind, I set off to research my new Norman army.

## **INITIAL NORMAN INCURSIONS**

Anyone beginning to research this campaign will find numerous references to Irish 'kings' which may make the whole thing very confusing. In fact, it was said that the Irish had more kings

than most countries had dukes! However, this was partly due to a misunderstanding about the Irish title of 'Ri', which was usually translated as king. In truth, according to the *Deeds of the Normans*, the rulers of "Meath, Leinster: And Desmond and Thomond, and Connaught and Ulster... are the chief Kings of Ireland." The rulers of these six provinces delegated rulership of certain areas to their subordinates who then referred to themselves as 'Ri' or kings, but this was only an honorific title suggesting that they were acting with the authority of the king under whom they served.

It had always been the aim of the kings of these six provinces to unite the island under one 'High King', and although this had been achieved in the past (Brian Boru being the most famous example during the Viking invasions), it was always difficult to maintain control over the semi-independent provinces and their nobles. It was during one such war to unite the



island that Dermot, King of Leinster, was defeated in battle in 1166 and forced to flee to England for sanctuary. Once there, he presented himself at the court of King Henry II asking for military aid to reclaim his throne. Henry had enough on his plate with troubles at home but did give Dermot permission to approach other Norman nobles to see if they were prepared to support him. Dermot then approached Richard de Clare, the Earl of Pembroke, who was better known amongst the nobility as 'Strongbow'. Richard agreed to provide military help in return for Dermot's daughter's hand in marriage and an understanding that he would rule Leinster after Dermot died.

Initially, Dermot returned to Ireland with only a few soldiers to back him, but by 1170, a sizable force of Normans had landed, and with the assistance of troops still loyal to Dermot, defeated an Irish army sent to oust them at the Battle of Dundonnell in May that year. In August, Strongbow landed near Waterford with 200 knights and 2,000 men-at-arms, including Welsh archers. With this army at his back, Dermot now began the reclamation of his throne in earnest, quickly taking Waterford and Wexford. Dermot's daughter, Aoife, was married to Strongbow in Waterford Cathedral, and the combined army then moved to seize Dublin. The victorious Normans now began to raid the surrounding lands for food and plunder, raids that went on long into the winter. The success was beyond Dermot's wildest dreams, and he now began a scheme to conquer the rest of Ireland and become High King. Alas, it was not to be. Dermot fell ill and died in May, 1171, and Strongbow now declared himself King of Leinster.

### THE IRISH FIGHT BACK

Whilst Dermot had been scheming in England, Ruaidri Ua Conchobair (Rory O'Connor) had defeated all his enemies in Ireland and was now recognised as High King by the other provincial kings. Having worked so hard to gain the throne, he was not about to let it fall into Norman hands! Gathering his army, he marched to besiege Strongbow's Norman force in Dublin early in 1171. Rory's force consisted of contingents from all the provinces of Ireland, and he was even joined by King Godred the Black of the Isle of Man, who brought 30 ships to blockade Dublin's port. Strongbow was trapped in the city with few supplies, and by the end of August, things were looking bleak. Attempts to negotiate with Rory had failed, and the Norman lords that had landed with Strongbow seriously considered surrender.



### THE BATTLE OF DUBLIN

Anyone who knows anything about Dark Age military logistics will quickly realise that you can't keep an Irish army, that some estimates put as large as 60,000 men, in siege lines for weeks on end. There was simply not the means to bring food, firewood, and all the needs of the army to the lines outside Dublin. For this reason, Rory had dispersed his forces into nearby camps, with Domnall Ua Brian's Thomand men based in Kilmainham, Mac Duin Sleibe and his Ulstermen based at Clontarf, and the men of Leinster who opposed Strongbow based in Dalkey Island. Rory, with the warriors from the remaining three provinces, based himself at Castleknock to the west of Dublin itself.

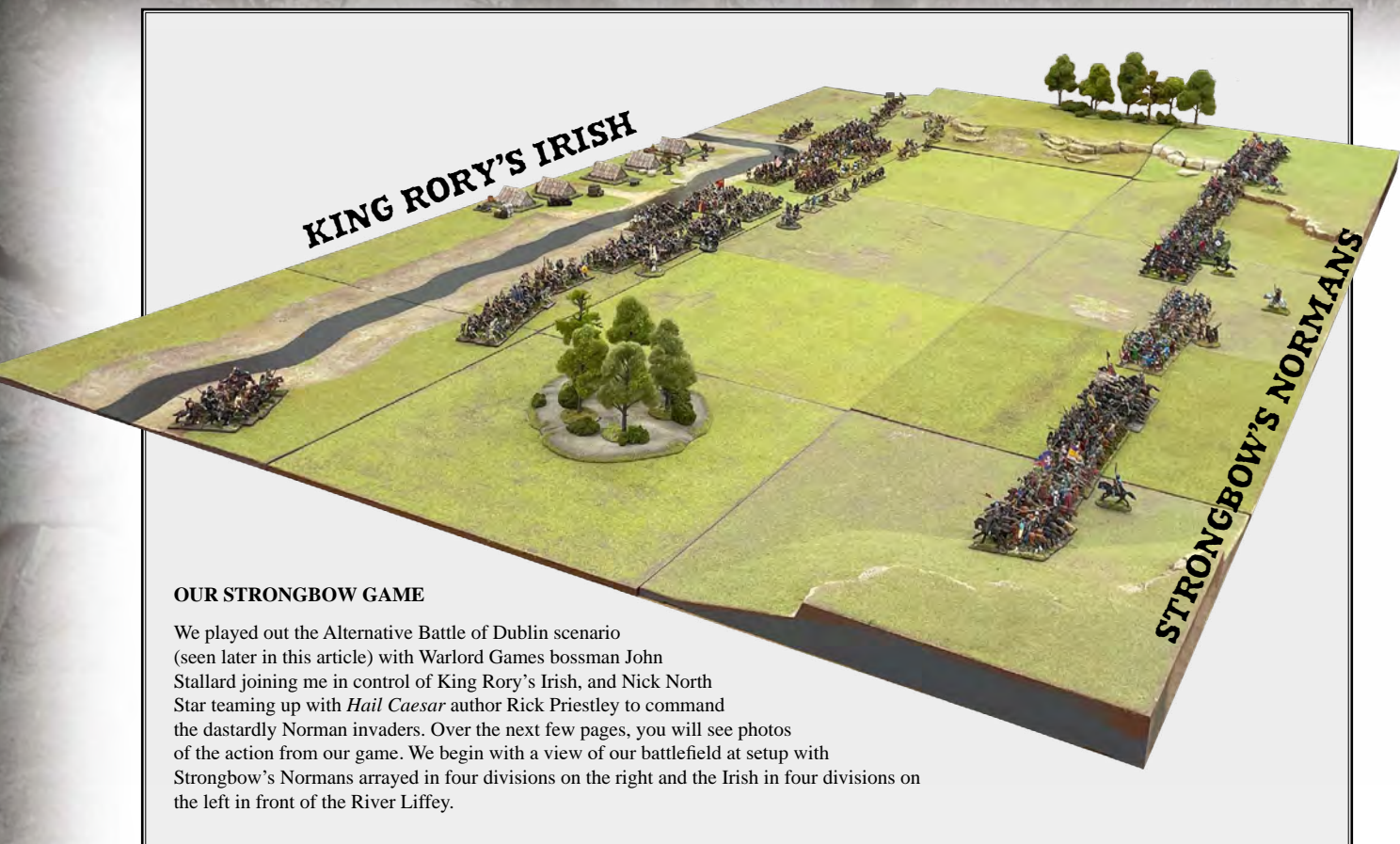
Strongbow saw this dispersal of forces as an opportunity. One morning at dawn, he rode out with his forces from Dublin and attacked Rory's camp. Taken completely by surprise, the Irish army was routed with many of the nobles, including Rory, caught bathing in the River Liffey! Rory was forced to flee naked from the field of battle, escaping

with his life if not his dignity, leaving many dead and wounded warriors behind him. Recognising that there was nothing to be done to retrieve the situation, the remaining Irish kings withdrew their forces, leaving Strongbow in charge of Dublin.

### KING HENRY ARRIVES

Hearing of the success of Strongbow, Henry decided that he should invade Ireland if only to prevent Strongbow consolidating his position and declaring himself a king! On 17 October 1171, King Henry landed at Waterford with a large army of at least 500 mounted knights and 4,000 men-at-arms and archers. The Norman lords, including Strongbow, immediately swore fealty to him and stated that all that had been conquered had been done in his name. Henry declared Dublin, Wexford, and Waterford to be Crown lands and granted Strongbow the fiefdom of Leinster. This was the first time a king of England had set foot on Irish soil, and so began the English claim to Irish lands.





### OUR STRONGBOW GAME

We played out the Alternative Battle of Dublin scenario (seen later in this article) with Warlord Games bossman John Stallard joining me in control of King Rory's Irish, and Nick North Star teaming up with *Hail Caesar* author Rick Priestley to command the dastardly Norman invaders. Over the next few pages, you will see photos of the action from our game. We begin with a view of our battlefield at setup with Strongbow's Normans arrayed in four divisions on the right and the Irish in four divisions on the left in front of the River Liffey.

Coincidentally, in 1155, Pope Adrian IV had issued a Papal Bull granting Henry license to invade Ireland should he wish to do so to 'reform their barbaric ways'. In truth, Ireland had been Christian for many years and had many monasteries and cathedrals to show for it. The 'barbaric ways' referred to mostly involved the Irish church's reluctance to pay taxes to Rome. Now that Henry had decided on an invasion, Pope Alexander III sent letters to the Irish bishops commanding them to recognise Henry as High King of Ireland and to bring their church practices into line with those in England, which incidentally included the taxes. Failure to do so would result in censure, so it left the Irish church with little choice. The church's decision to back Henry put the Irish kings in an unenviable position as to oppose Henry would be to oppose the church, whilst the clergy preached acceptance of Henry's rule to the populace, further undermining the Irish nobles' position. Who would have thought that religion would play a part in Ireland's troubles?

Backed by the church and a huge army, many of the Irish kings began to submit to Henry in the hope of keeping their lands. The kings of Meath refused to bend the knee, so Henry granted Meath to a Norman knight, Hugh de Lacey, essentially stating that if he could conquer it, he could keep it. De Lacey began a series of raids and battles in Meath that resulted in it falling the following year.

Battles and rebellions would go on for several years however, and although Henry left Ireland in April 1172, it was far from a conquered nation, and it was not until 1175, at the Treaty of Windsor, that High King Rory and King Henry agreed to divide Ireland into two spheres of influence, and an uneasy peace ensued. The Normans would be back at war with Irish kings by 1177 as well as fighting amongst themselves for land and influence.

The Norman invasion of Ireland provides the wargamer with a huge variety of different types of battles and encounters, from raids and skirmishes through sieges to major battles. What has usually dissuaded gamers from collecting an Irish army is the belief that it could not stand up to a Norman force in battle. To establish if this is true, let's have a look at the two armies.

### THE IRISH ARMY

Each of the provincial kings could raise an army of around 2,000 men, most of whom were either household troops, mercenaries, or 'Free Nobles' who were duty bound to support their king when he went to war. A general muster of all free men, known as a 'Grad Fene', was not usually necessary during Irish warfare, and if it did take place, was hard to support logistically with supplies for any length of time.

Irish infantry carried sword, shield, and usually a spear with one or two javelins.

Norman sources also describe axes being used, although it is not clear if this might be a reference to the descendants of Norse Vikings, or the Hiberno-Norse, who had settled in Ireland and now served Irish kings. Surviving Irish tribute lists, documenting the demands made by kings on their subordinate nobles, showed a regular demand for mail shirts. This shows that Irish nobles, at least, were wearing armour and that it was expected to be worn by the king's household as well. This is at odds with many depictions of Irish warriors as lightly armed and armoured. By this time, Irish warbands tended to fight in shieldwall on the battlefield, having learned the hard way against the Vikings that light infantry tactics could not prevail in a stand-up fight. However, raids and ambushes were still very much part of the tactics employed by Irish commanders who understood that destroying the enemy's logistical support was just as effective as defeat in open battle.

Although horses were regularly demanded in tribute by Irish kings, the native Irish horse was little bigger than a pony, and their riders did not use saddles or stirrups. As a result, Irish 'cavalry' tended to be used for scouting and foraging and did not usually fight from horseback, especially against the superior Norman mounted forces. Chariots had long ago vanished from the battlefield and should not feature in army lists.



## THE NORMAN ARMY

The make up of the Norman army should be familiar to anyone with even a basic knowledge of this period. Heavily armoured knights were supported by mounted retainers that together provided a hard-hitting heavy cavalry unit that could smash through most infantry or enemy cavalry units. The Normans also deployed heavily armoured infantry, often dismounted knights, and could call on Welsh archers for missile support during this campaign. On the face of it, this is a battle winning combination that would prove a tough nut for any army to crack.

The weakness of the army, as far as the campaign in Ireland is concerned, was the small number of knights and archers deployed. It is worth noting that when Strongbow was besieged in Dublin with 200 knights and 2,000 men-at-arms, he felt unable to leave the safety of the town to face the besieging Irish army of 6,000 men. Instead, Strongbow waited until the opposition army was dispersed and he had an opportunity to surprise the Irish army whilst it was in camp. Strongbow must have imagined that his knights would not be guaranteed to beat

such large numbers of Irish warriors in open battle, which would not have been the case had they all been lightly armed skirmishers.

When King Henry arrived with 500 knights and 4,000 men-at-arms, many Irish kings and nobles decided that discretion was the better part of valour and bent the knee. However, after the king departed, the number of Norman knights remaining was still not enough to dominate the battlefield, and the Normans often had to rely on Irish allies or mercenaries to make up the numbers. Whilst a Norman army will have a few high points value units, it will usually be outnumbered and may also have a few Irish allies to guard its flanks, most of which will be no better than their opposition.

### On Campaign

It is worth noting that the campaign in Ireland involves very few troops overall, certainly in comparison to campaigns in mainland Britain or Europe. The division of Ireland into six provinces also makes planning a campaign much easier as the players could take on the role of 'King' of the various provinces. The players

would each gain a set amount of points to purchase their provincial army, say 200 points for example. One of these kings begins the game as High King and one as the King of Leinster (decide by random roll of a dice). The King of Leinster begins the game with an extra 20% worth of points and may choose to purchase units from either the Irish list or the Norman list, representing the Norman knights travelling to Ireland to assist him. The player who becomes High King must rally the kings of the other provinces to bring their combined armies to bear before more Normans land, whilst the Normans must move quickly to defeat the Irish kings piecemeal before they can unite.

Every time an army loses a battle, it loses the province it is based in. It also loses 50% of its points, representing battlefield casualties and deserters. The losing player may then pick a new army from the appropriate list, but it will be significantly reduced in effectiveness. He must then choose whether to throw in his lot with the Normans or move his army into an allied province and support another Irish player in the next battle. The victorious player retains his original points total, assuming that losses are made good from his new conquered province.

*Opening moves: The Irish deployed with their best infantry toward the centre and the light cavalry and skirmishers out front, hoping to slow the Norman advance and cause some early casualties. The Normans deployed with infantry in their centre and their powerful knights and squires on the flanks. Rick (right) began by advancing the entire Norman army one move forward, using a single order, which is a new feature of Hail Caesar 2nd edition.*





If the Normans are defeated quickly by a combined Irish force, the Norman / Leinster player may play the 'King Henry' card, landing reinforcements equal to the beginning points total for his province but this time drawn entirely from the Norman list. This force can be joined by any remaining Leinster forces. This should provide for an exciting campaign involving potentially six or even seven players if you separate the Norman and Leinster commands.

So there you have it. An alternative Dark Age campaign for all of you with Norman or Irish armies or with a desire to collect one. Miniatures for both sides are readily available from a number of manufacturers, and with glorious Dark Age banners and shield transfers available, both armies could look striking on the battlefield.



*Using skirmishers to slow the Norman advance and cause casualties to their expensive units of knights and squires is the best tactic for the Irish army. However, with John's light cavalry and skirmishers trying to slow the Norman centre, the right flank was held by Fianna (seen here). This was far from ideal with so many fast-moving Norman cavalry units on the board.*

## SCENARIO

### AN ALTERNATIVE BATTLE OF DUBLIN

For this scenario, we assume that the Irish army besieging Dublin has left mounted scouts to watch the city whilst the remainder of the army disperses to its various camps. When Strongbow leaves the city with his army, these scouts ride to King Rory's camp and alert the Irish to the approaching Norman army. Although Rory is unable to bring in all his forces from their dispersed camps, he can rally the forces of the three counties he has to hand and form them into a battle line just as the Normans ride into view. Unfortunately for Rory, he has the River Liffey to his back, and he may still have to swim for his life if the battle goes badly.

#### IRISH SAVAGES?

Gerald of Wales, who recorded the history of the Norman invasion of Ireland, was slightly biased toward his Norman masters. When describing the Irish, he wrote: "They are wild and inhospitable people. They live on beasts only and live like beasts (and) are so barbarous that they cannot be said to have any culture." Actually, the Irish were one of the first European countries to embrace Christianity and had some of the most famous monasteries and houses of learning in the British Isles. On the other hand, the behaviour of some of the Irish nobles might give an impartial observer pause for thought. When King Dermot of Leinster first vanquished his enemies with Norman assistance, his behaviour was not exactly kingly:

"About 200 heads of his enemies were laid at Dermot's feet. When he had turned each one over and recognised it, out of an excess of delight he jumped three times in the air with arms clasped over his head and joyfully gave thanks to the Supreme Creator as he loudly revelled in his triumph. He lifted up to his mouth the head of one he particularly loathed and, taking it by the ears and hair, gnawed at the nose and cheeks..."

Well, they were different times, I suppose.



#### Deployment

The Irish long board edge represents the River Liffey. There are no fords here, so any units pushed back into the river will be destroyed. The Irish camp should be placed along its banks with tents and baggage scattered at random. Feel free to place a small hill or wood around the board but nothing that should prove too impactful on the battle. The Irish army deploy 12" in from the river.

The Normans can deploy 12" in anywhere along their board edge, which should have little difficult terrain on it, if any. The Norman army moves first, capitalising on their surprise move out of Dublin.

#### Objectives

Both sides must win. If the Irish lose, they will be pushed back into the river and destroyed. If the Normans lose, they may flee back to Dublin, but their fate will be sealed when the combined Irish army gathers. If the Irish can fight the Normans to a draw, this will count as an Irish 'winning draw' as a draw will only doom the Normans to continue the siege with little hope of rescue.

The forces deployed should be based on the troops you have available, but Strongbow should have at least one unit of heavily armoured knights, whilst King Rory should be able to deploy one veteran king's bodyguard unit. Both players should be allowed to build their armies using the 'points system' listed in your chosen set of rules. Using the Shieldwall army lists for *Hail Caesar*, I feel that the list for Hiberno-Norse is more of a fair reflection of the army that faced the Normans than the more traditional Irish list, which continues to depict the Irish warriors as light infantry. In fact, this was an army in which many of the nobles and veteran units were heavily armed and armoured and fought in close order shieldwalls. Whilst light troops were still present, they did not make up the bulk of the Irish force and should present a much tougher opponent for those dreaded Norman knights.





*In HC2, skirmishers can now advance without orders on any unit they can see. This made them a real nuisance for Nick's advancing Norman infantry. Frustrated by the Irish skirmishing, Nick charged his infantry forward, forcing the skirmishers to evade. With John's light cavalry holding up the Norman left, and Nick's cavalry held up by my skirmishers on the right, this left some of Nick's infantry isolated in the centre.*



*The Irish plan was to avoid the deadly Norman cavalry for as long as possible while attempting to destroy their infantry. Seeing Nick's isolated infantry, I gambled on a quick attack to destroy them before the cavalry could move to support. The veteran Irish units are a match for the Norman bowman and spear units, and I hoped my attack could destroy the Norman centre.*



*John (left) moves up his infantry to support my attack, catching the Norman archers and spear with King Rory's bodyguard and some of his best troops. This was the high-water mark for the Irish with most attacks succeeding. Good command rolls in the centre helped here, but on the flanks, the Irish had less luck and their attacks stalled.*



*King Rory's bodyguard crashes into the Norman dismantled knights! Where the Irish can engage the Norman infantry, they do well. John had used his skirmishers to wear down one unit of Norman cavalry and was even able to resist their charge, which is usually deadly as it combines nine attack dice plus the lance that reduces the chance of saving your hits. Ouch!*





*On the Irish left, Nick charges his knights into a unit of Fianna, with his retainers in support, whilst the veteran Irish warriors next to the Fianna can only act in support. This is a disaster as excess casualties caused to the Fianna will carry over to any supporting unit! Nick rolled ten hits, and I saved none of them, destroying the Fianna and causing four casualties to my veterans who also fled!*

*Whilst the Irish attack in the centre was initially successful, it soon ran out of steam - damn those unlucky dice! The Normans were able to stabilise their centre by throwing Strongbow (red shield) himself into the fray. The Normans now began rolling up the Irish flanks with their knights.*



*King Rory (mounted centre left) rallies a unit of Fianna but is ridden down by a unit of Norman knights. With his loss went the Irish centre, and combined with Nick's victory on the Irish left, it was all up for the brave Irish boys who went off to the pub to complain about it for the next 800 years.*



**NORMAN ARMY**

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Dismounted Knights with spears/swords - up to 1 unit	7	7	3/0	0	4+	6	Stubborn	29 per unit
Heavy infantry with spears	7	7	3	0	4+	6		26 per unit
Medium infantry with spears	6	6	3	0	5+	6		23 per unit
Medium infantry with bows or crossbows	5	5	3	3	5+	6		24 per unit
Light infantry with bows or crossbows	4	4	3	3	0	6		20 per unit
Norman Knights heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
Retainers medium cavalry with spears and/or javelins	8	6	3	0	5+	6		28 per unit
Light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Light cavalry with with bows or crossbows, fielded as small units	5	3	2	2	6+	4		19 per unit

**IRISH-NORSE ARMY**

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Royal Bodyguard Huscarl heavy infantry with assorted arms <i>Extras to field with heavy throwing weapon (count as pilum)</i>	8	8	3	0	4+	6	Stubborn Tough Fighters	35 per unit +3
Veteran Warrior heavy infantry with assorted arms <i>Extras to field with heavy throwing weapon (count as pilum)</i>	7	7	3	0	4+	6	Stubborn	33 per unit +3
Hirdmen/Warriors heavy infantry with assorted arms <i>Extras to field with heavy throwing weapon (count as pilum)</i>	7	7	3	0	4+	6		23 per unit +3
Irish Fianna warband with swords and javelins	7	5	2	0	5+	6	Wild Fighters	23 per unit
Irish skirmishers with slings fielded as small units	2	2	2	2	0	6		12 per unit
Irish light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4		18 per unit

The figures featured in photos throughout this article are mainly by Gripping Beast, with some additional Normans by Warlord Games and Victrix.



# BILLHOOKS

## BATTLEFIELD SCATTER

In the first of two articles from Richard Lloyd, aka Captain Blood, the kitbash king presents a quick guide to making and painting battlefield scatter for your medieval tabletops.



**1** Here's a test piece of groundwork with some embedded bits and pieces. Adding a scatter of varying sized rocks along with discarded equipment (keep the leftovers from your Perry plastics!) will bring another level of realism to the overall look. Just don't go too over the top. I've added more in one small area than I usually would for the sake of showing off my techniques here!



**2** Applying a spray of flat matt primer is essential. This seals the elements in place and will help prevent rocks and sand chipping off during gameplay. It also provides a uniform and amenable surface for painting.



**3** Paint the groundwork in a dark earth base colour. Don't worry if your ground colour goes all over the items you've embedded. You are going to paint them in afterwards anyway and a hint of brown in the recesses will just add to the discarded and weathered look you want for them.



**4** Drybrush the groundwork to make it pop. I use Vallejo Flat Earth.



**5** Next, apply a lighter drybrush, with a 1:1 mix of Flat Earth and Ivory. Then a final, light touch highlight of Vallejo Pale Sand, to pick out the topmost raised texture of the groundwork in selected spots. Transitioning from a warmer brown to a colder Ivory and Pale Sand finish makes your basing more interesting and more realistic.



**6** Touch in any large rocks with a grey or sandstone colour. Drybrush them with a slightly lighter shade for highlights. Once again this adds more variation to the ground and these larger stones can guide your placement for different kinds of final foliage; small tufts can go on the finer groundwork while mossy clumps can be placed on and between the larger rocks.



**7** Paint the items embedded on your base last. These will mainly be metalwork (weapons, armour) or colourfully painted items (staves, helmets, bucklers), which will 'pop' against the muted earth colours of the groundwork. If you want to make them stand out even more, add a diluted wash to the ground immediately around the items. Use a mid-tone brown ink, or burnt umber oil paint ultra-diluted with artists' quality white spirit.



**8** Finally, dab the rocks with an ultra-thin greeny-yellow wash (algae!), then give the whole thing a generous coat of matt varnish. Once dry, add a few grass tufts, flowers, or other foliage. You'll be surprised how much the addition of a few bits of greenery helps to lift your finished item, bringing it to life.





# OPERATION POLO



## THE ANNEXATION OF HYDERABAD, 1948

Jim Graham looks at a brief operation during the turbulent period of Indian unification, in which Hyderabad struck a claim for independence, and makes some gaming suggestions.

When India achieved independence from the British Empire in 1947, it was far from being a unitary state. As well as the area that had been directly controlled by Britain, there were hundreds of Princely States, varying from tiny territories to vast hereditary monarchies. Within these States, there was a great variety of attitudes toward Independence; some rulers were quite happy for the British to stay and keep paying subsidies, some were ambivalent, while others saw an opportunity to rule independently from the new Union of India. One such state was Hyderabad, a vast swath of territory in the centre of the sub-continent.

Despite religious ties with newly formed Pakistan (like Pakistan, Hyderabad's majority population was Muslim), geographically Hyderabad was far from both East and West Pakistan; so the Nizam (ruler) of the principality declined to join any of the newly formed states and declared independence instead.

As you might imagine, Indian Prime Minister Jawaharlal Nehru was unimpressed with having one of the largest and wealthiest areas of central India deciding not to play along with his vision. Diplomatic pressure failed, as did an economic blockade, so military action was the only remaining option.

The Indians called up the 1st Armoured Division and prepared to strike. In response, the Nizam started arming and training his population, many of whom had served in the British Indian Army. He already had a small standing army, and the Muslim political party in Hyderabad had their own armed militia - the Razakars. As well as the local militia, the Nizam's forces were bolstered by Arabs wanting to fight for a Muslim state, and they were joined by Afghans and Pathans from the Northwest border areas who wanted revenge for what had happened during Partition. There were also Muslim refugees from India's Hindu areas who chose Hyderabad or couldn't reach Pakistan.

### A (VIOLENT) FLASH IN THE PAN

As tensions increased and war became more likely, both sides raided across the border, and there were a series of attacks, counterattacks, and atrocities, with both sides claiming to be the innocent party.

Operation Polo was ultimately over in a matter of days; the well trained and (relatively) well equipped Indian Army rolled over all opposition, the Nizam sued for peace, and his State was subsumed into India.

Although the campaign was straightforward, there were several sharp actions that can be refought and present challenges to both sides. We will take a look at three scenario options below, all of which can be played with any mid-twentieth century/WWII rules, and two of which I have provided specific *I Ain't Been Shot Mum* rules for.

### WARGAMING OPERATION POLO

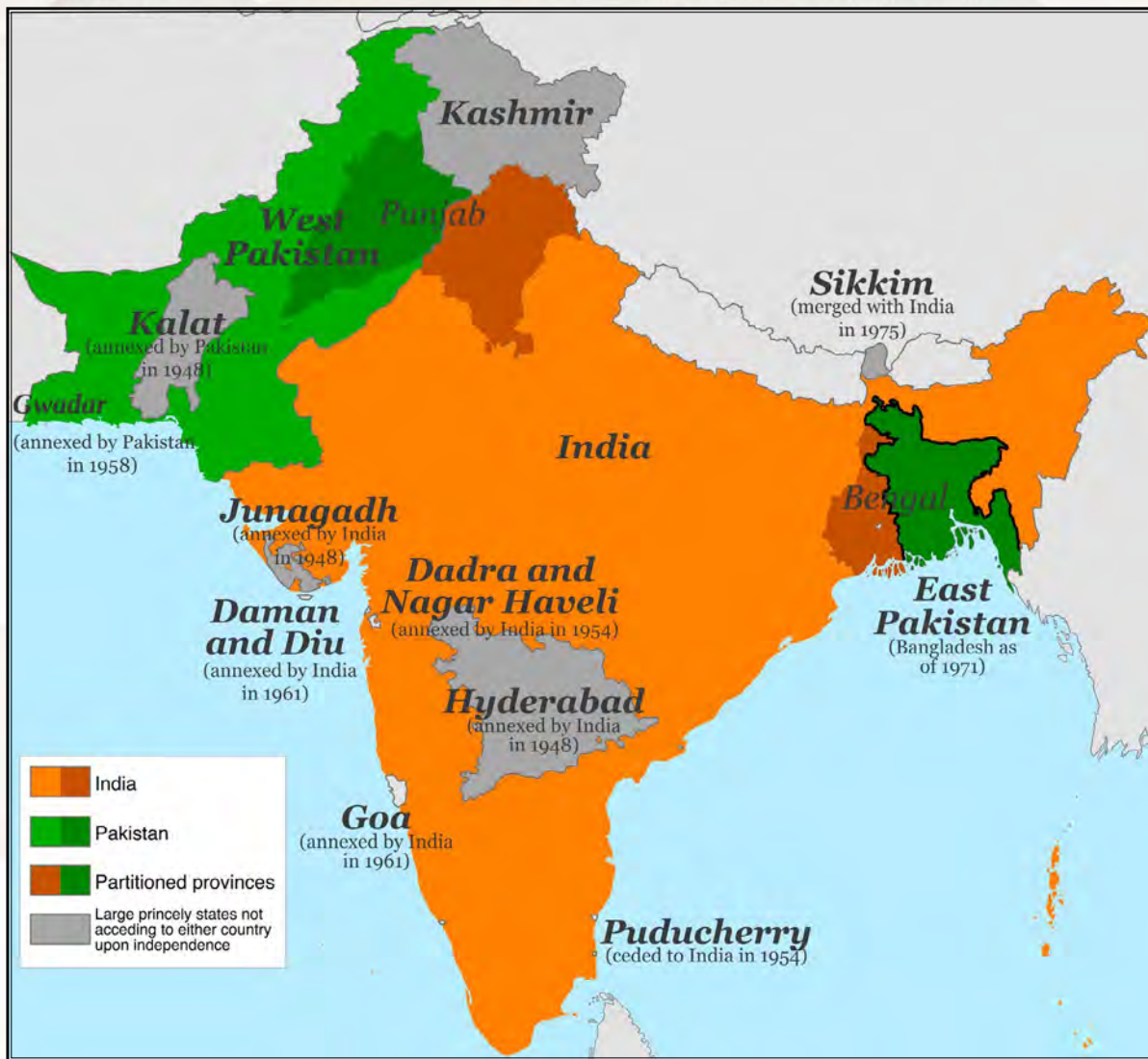
#### THE TERRAIN

Hyderabad is a dry and arid region, but the monsoon comes in June and ends in September; so during the battles of the campaign, it was as green as it gets. The roads started off muddy but dried out as the campaign wore on; this was not a coincidence as the Indians had waited out the wet season for this reason.

You could add in a rule that there is a chance areas of the tabletop will be rough going, particularly roads (thus losing movement bonuses for vehicles on them), and as time progresses, the landscape will become increasingly dry; roads will be less likely to become rough going terrain areas.



# THE PARTITIONS OF INDIA 1947 - 1975



MODERN  
WARFARE 1945+

## THE FORCES

Both sides used WWII British kit and vehicles; the Indians had Shermans, Stuarts, Bren Carriers, etc, while the Hyderabadis had Daimler, Staghound, and Humber armoured cars, with both sides using Morris trucks, jeeps, and anything else the British had left behind. This is where you get to double up on your Late War British figures and 8th Army kit and use it for a second conflict in an altogether different setting. Much was still being used in 1965, if you want a third war... but that's a conflict for another article.





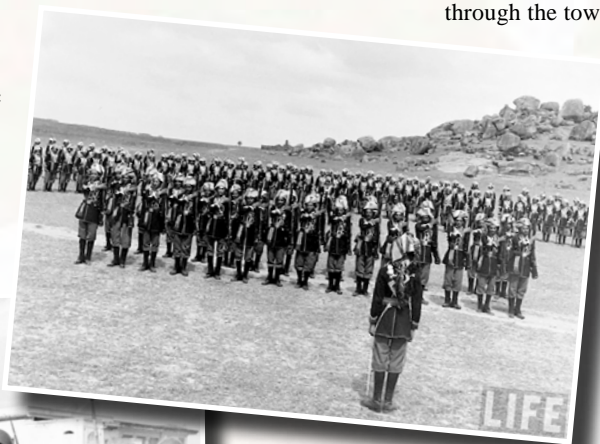
## TROOP QUALITY

The Indian forces involved in Operation Polo were well trained regulars; many had fought in the Burma Campaign and should be rated as veteran, while most of the rest should be experienced, with odd units like the 1st Mysore being trained but green.

The Hyderabad Army was trained but largely inexperienced; some had fought in the Indian Army during WWII, but many had not. The Razakars were a mixed bag, everything from barely trained new volunteers to hardened veterans of some of India's most storied units. When a Razakar squad is first in combat, roll a D6 to determine their experience and apply this to your chosen ruleset appropriately:

1. Green but enthusiastic
2. Trained but unenthusiastic
3. Trained and keen
4. Trained and keen
5. Trained and fanatic
6. Veteran and keen.

Right: Hyderabad State Forces.



Left: Hyderabad State Militia, in training.

Below: Razakars, a private militia organized by Qasim Razvi to support the rule of Nizam Mir Osman Ali Khan.



## THE SKIRMISH AT CHILLAKALLU AND KODAD, 6 SEPTEMBER 1948

This is an example of one of those small-scale incidents that ramped up the tension while both sides blamed the other in the early days of the conflict.

A unit of Razakars attacked a police post near Chillakallu in Indian territory, which drew a response from the Indian military who sent a squadron of the Poona Horse, one of the oldest cavalry regiments in the army and equipped with Sherman tanks, as well as a company of 2/5th Gurkha Rifles. They moved into the area and engaged the Razakars who withdrew into Hyderabad territory near Kodad and were reinforced by the 1st Hyderabad Lancers equipped with Daimler armoured cars.

Predictably, the Shermans proved too much for the Daimlers and drove off the Lancers. The Gurkhas fought the Razakars through the town and eventually prevailed, with the

Razakars surrendering having put up a valiant fight. The Indian Army then withdrew into Indian territory, having carried out their punitive expedition.

## GETTING GAMING

These skirmishes are best fought at company level by junior officers. Pick your favourite set of rules for that scale, *Bolt Action* works, as does *I Ain't Been Shot Mum*, which is my preference as it is leader driven. Both armies are essentially British WWII formations with the Indians generally being a category better than the Hyderabadis. The terrain is dry and fairly open and generally flat with just the odd wrinkle in the ground for cover.

You can use the 'make do and mend' nature of Indian warfare to help you play this game with your existing collection. If you don't have suitable Daimler armoured cars, but do have Humbers, then it is the 2nd Lancers who appear. If you have Staghounds, then it is the 4th. Or use Carriers, it really doesn't matter much. On the Indian side, if you don't have Shermans, then Stuarts of the 7th Light Cavalry can stand in; if it is Churchills, it is Skinner's Horse. They all fought in the area at some point in the build-up, so you have a wealth of options.

## PREPARING THE TROOPS

Both the Indian Army and the Hyderabad Army regulars wore standard WWII British equipment and uniforms and had British weapons. Brodie helmets were pretty much universal for the forces involved, though the odd Indian tanker in a turban would represent the Sikh element most cavalry units had. The Razakars looked similar, though some were a bit more threadbare and in lighter equipment.

## FINDING THE FIGURES

Going for a Company level approach to the conflict, any 28mm late World War Two range that includes 8th Army or Commonwealth figures will serve you well. The figures seen in the photos decorating this article are by Warlord Games, from the collection of bossman John Stallard no less; he is a keen Indo-Pakistan gamer and was generous enough to supply us with infantry and vehicles acquired (at staff discount!) from Warlord's WWII range, including Gurkhas, who saw service with the Indian army during the operation.

Right: A Bren Gun Carrier, drafted into Operation Polo action from Warlord's Bolt Action range.





## THE BATTLE OF TALJAPUR, 13 SEPTEMBER 1948

The Indian advance was swift but careful; they led with their motorised elements, with the tanks in reserve in case they were needed. The defenders were overmatched but knew the ground and could set up ambushes and defensive lines where they chose. One of those places was the village of Taljapur on the road to Lohara.

The defenders (a company of Hyderabad infantry, 200 Razakars, and a group of Pathans) added fortifications to the village, which was positioned on a plateau with very limited approaches available on foot and only one road in and out for vehicles. Behind their dugouts and trenches, they were determined to block the Indian advance.

The Indian Army made its attack in two columns: one of 2/1st Gurkha Rifles supported by a squadron of Stuarts from 3rd Cavalry and a battery of 25-pounders from 9 Para Field Regiment. The second formed of 3rd Punjab Infantry, one troop of Sherman tanks from 18th Cavalry, and a battery of 25-pounders from 9 Para Field Regiment.

After several hours of tough fighting, the Indians prevailed with the Hyderabad forces being driven off or captured.

## GETTING GAMING

*I Ain't Been Shot Mum*

The Indians were well trained regulars. The Hyderabad regulars were poorer quality but still competent, and the Razakars will follow their special rule regarding morale. The Pathans will skirmish but not stand under artillery fire, they should get a bonus for being snipers or marksmen.

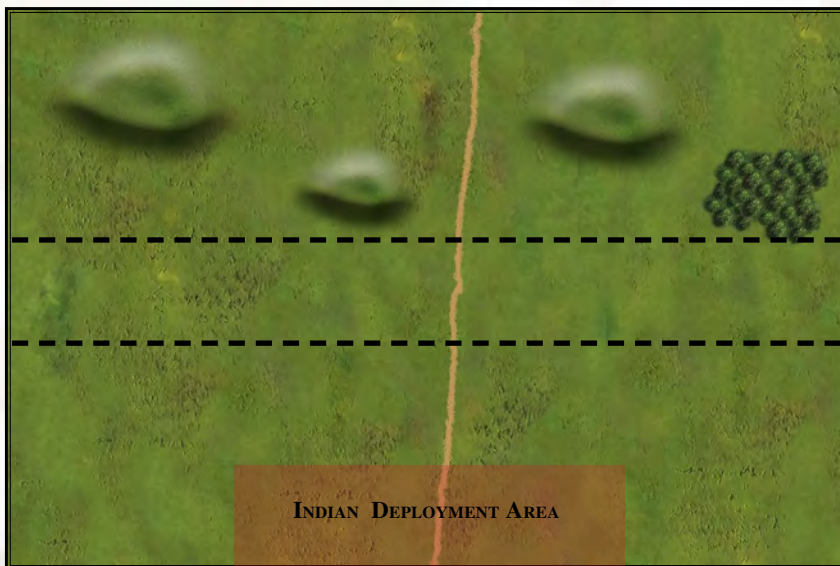
### The Hyderabadis

Use the British list with the lower ratings for Big Men and no PIATS. They are rated as Poor Regular. The support platoon is the MMG option. The Razakars are two platoons with level 1 leaders, again they are Poor Regulars. The Pathans operate as a support platoon of veteran infantry. The Pathans can target officers and NCOs as a priority.

### The Indian army

Use the British list and roll for the ratings of leaders. They are rated as Regulars. The support platoon is a combination of MMG and 3" mortar with two of each. They have a troop of four 25-pounders in support. The company commander can operate as a FOO. The Indians have a second company in support if required.

### HYDERABADIS EDGE



### INDIAN EDGE

### Setup

The table is 6' x 4' with the Hyderabadis and Razakars dug in along one long edge, ... up to 18" in from the edge. The Pathans can be deployed anywhere on the Hyderabad half of the table.

The Indians start on the other long table edge, and they cannot tell what areas are impassable until they contact them. Every time the Indians move roll 1D6: on a roll of 6 they have moved into an impassable 6"x6" area, and must move back.

If the Indians drive off the Hyderabadis using the initial company, they win; if they do so using both, then it is a draw. Anything else is a Hyderabad win.







## BRING IN THE BRITISH?

We shouldn't underestimate the direct and indirect influence the British had on the conflict. The British Army had approved the Indian plan for the subjugation of Hyderabad, whilst on the other side, the Nizam had used his wealth to lure a variety of trainers and advisers to his cause, and these were often British soldiers who either didn't want to go home following partition or simply wanted the money.

On the first day of the war, several Hyderabad officers were captured, including a British officer. Lieutenant Moore was an ex-British Army Commando and Special Service Officer who had taken service with the Hyderabad Army after August 1947 and was captured while driving in a loaded Jeep in the direction of Naldrug.

He initially claimed that he had resigned from the Hyderabad Army and was leaving the State as quickly as he could, but it was discovered that his Jeep was full of explosives, and papers revealed he was a demolitions specialist.

This provides an opportunity to speculate on the tabletop. What if Lieutenant Moore had evaded the Indian Army and made it to the bridge at Naldrug? As a highly trained and motivated commando, could he have evaded the guards and defenders and blown the bridge? Or was he to meet a party of Hyderabad sepoy nearer the target?

## GETTING GAMING

*I Ain't Been Shot Mum*

Moore will be an Infantry Ace with a permanent 'Heroic Leader' card. The Hyderabad troops are a platoon from the British Rifle Company, Platoon One, but without the PIAT team.

The Indian defenders use the same list but with the whole company and each Big Man being the lowest rating suggested. Again they should be without the PIAT teams and with no support.

## Setup

The table is 6' x 4' with a small dried-up river running across it at the halfway point; the riverbed is about three times the width of the river, and a Bailey Bridge carries the roadway running along the table across it. The Indian Army has set up roadblocks just in from either end of the table, each manned by a platoon. The other Indian forces can be anywhere on the table.

Lieutenant Moore can start anywhere on table and the Hyderabad troops start anywhere on the table edge.

## Night fighting

If the attack is at night, then night spotting rules apply, and the Hyderabadis can attempt to move on a compass bearing. Roll a D6; on a 1, they veer left, and on a 6, they veer right. If at night, then Indian troops are asleep on a D6 roll of 3+ per figure.

## Blowing the bridge

Moore needs to be next to the bridge for two uninterrupted turns (after the game starts) to set the demolition charges. As soon as the game starts, he can be spotted by any eligible defenders. If the bridge is destroyed, then it is a Hyderabad victory. Anything else is an Indian victory.

## PLENTY MORE TO OFFER

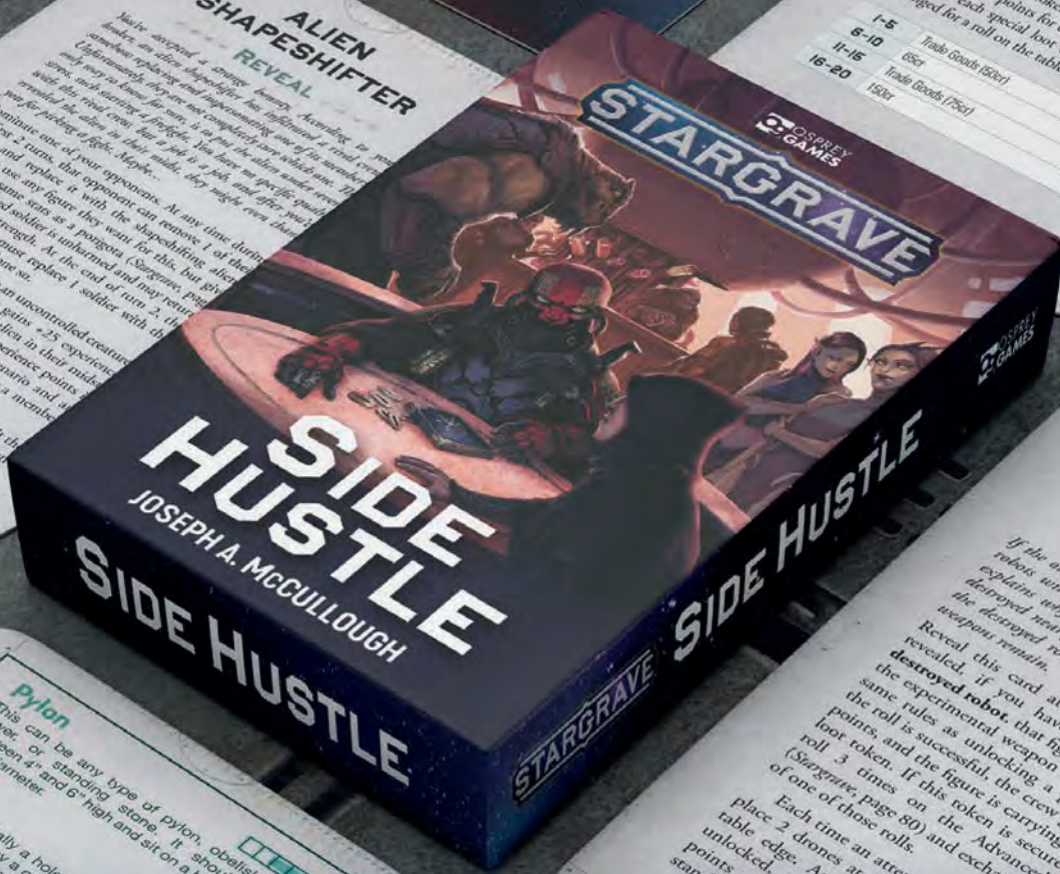
Although Operation Polo was a fleeting flashpoint in the military history of India, I hope my brief background and scenario ideas have opened your eyes to the possibilities for tabletop action based on those five days of warfare in September 1948.



*Heavy infantry and Armoured Cars by Warlord Games, from their Bolt Action WWII range.*







# STARGRAVE

40 SPECIAL MISSIONS, PLOTS  
AND SECRET OBJECTIVES

WHAT'S YOUR SIDE HUSTLE?



WWW.OSPREYGAMES.CO.UK



# A 15TH CENTURY TERMINATOR

## BUILDING EDWARD IV: ENGLAND'S WARRIOR KING

Mike Peters is something of an unstoppable giant in the world of army painting, and in this article he kitbashes and paints an unstoppable giant from the Wars of the Roses.

We can't be certain of the facts 500 years after the event, so it's hard to know exactly why Cyberdyne Systems chose to send a T-800 back to 1461. It may have been the failure to exterminate Sarah Connor in 1984 that led to a quest to eradicate the genes of her much earlier ancestor, Margaret of Anjou. Whatever the reason, this Terminator stole the surcoat and armour of Edward Plantagenet, Earl of March, and wreaked havoc on the medieval battlefields of Olde England until, in 1483, its power unit failed.

That would at least be one explanation for this gigantic, fearless, seemingly invincible killer King, who was always at the centre of the action and in the thick of the melee. In a world of treachery, incompetence, and vitriolic hatred, Edward stands - literally and figuratively - head and shoulders above his peers.

As a commander, he was "the best general of strategy in Europe in the 15th Century", according to Andrew Boardman in his book *The Medieval Soldier in the*

*Wars of the Roses*. Tactically, Edward IV was an aggressive, confident, natural leader, and he is the supreme battlefield general of the Wars of the Roses. Magnanimous in victory, he tried (perhaps too hard) to forgive his enemies and reach a peaceful solution. More of a *Terminator 2* Arnie than the original movie then? Whatever the case, he is the perfect wargames general and all-round hero for this era, so I just had to give him suitably impressive representation on the tabletop.



Above: Edward IV on the frontline, leading his retinue and making himself look big!



## THE QUEST FOR A KING

Perry Miniatures produce a metal figure for Edward IV, and as far as a Google search can tell me, this is the only commercially available miniature for him. The Perry offering is... ok. To my eyes he's not tall enough. It's hard to tell in the images I've seen online - he may be modelled to be bigger - but he has flexed knees, so it's hard to be sure. I want my Ed to stand out as the giant he was, so 'possibly a bit bigger' just isn't going to cut it.

I asked around if anyone knew of a figure in 30mm or 32mm that would be suitable, but enquiries on the *Never Mind the Billhooks* Facebook group and with my usually reliable contacts proved fruitless. I searched online catalogues of 30mm - 32mm manufacturers, but like Bono, I still couldn't find what I was looking for.

## CREATING A GIANT AMONGST MEN

My uncompromising desires meant that my next step would be to dig in my plastics collection, find some suitable bits, and make a taller, more imposing kitbash by cutting and extending legs and torso.

Perry plastic Foot Knights were the obvious choice to provide the core of the model, and there were six to choose from. The ones with surcoats stood out to me as I was planning on cutting them just above the belt-line, and surcoats would be easier to sculpt back in place than ultra-smooth plate armour.

Two of the six seem 'taller' in their posture, and happily, one wears a surcoat and has straight legs, which I guessed would be easier to extend than bent ones. He'd be my guy then.

### The cruellest cut!

I use a razor saw for most cuts, although these legs are probably thin enough to use a sharp bladed modelling knife on them.



Above: Essential kit for any kitbasher: pin vice, cyanoacrylate superglue, and brass wire (0.8mm in this instance).

### How tall is too tall?

Here comes the maths bit! It is said that 28mm figures are approximately 1:56 scale, although it is given variously at anything from 1:54 to 1:64, so there's some latitude. The real debate around the size v scale argument is more about where the height is measured to and from. Most manufacturers apparently measure from sole of foot to eyeline; as many figures wear helmets, it is therefore difficult to say where is the top of the head.

If we accept that the average height of a man in 15th Century England was 68"/170cm (thank you Google!), then to find the scale, divide the height of the man (1,700mm) by the height of the figure (28mm), and we get 1:60, which is a nice round number and one that I am happy to use.



Above: "Malmsey sire? I think not, I am already legless!"

## Big for his Age

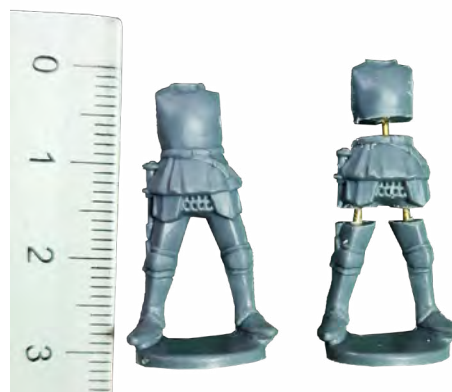
Edward IV was very tall! This we know from all contemporary accounts where his height has been given as being anywhere between 6'3" and 6'5". He was exhumed in 1789, and his skeleton was measured at six feet three-and-three-quarter inches.

Rounding up to 6'4" makes 1,900mm which at 1:60 = 31.666mm. I am not sure I can be that accurate with my modelling, so I will round up to 32 mm. Allowing for his helmet, I will be happy if the finished figure is 34mm or so tall.



Above: Wire in place, ready to be hidden with some basic Green Stuff application.

Of course, none of this really matters as long as he appears taller than his comrades but not ridiculously so. Comparing him to a non-adjusted figure helps the process, and perspective and posture will be important too. I don't want to make his arms look proportionately shorter by stretching him too much.



Above: Comparing the 'Terminator' to the original figure shows things are on the right track.

## GRIM VISAG'D FACE OF WAR!

Another way I could make this figure notably different from the other Perry Miniatures that were in my *Billhooks* collection would be to change the style of its face. I looked around and settled on a selection of *Frostgrave* heads from the plastic box sets that North Star Military Figures produce. I didn't want it to be too different though, so I intended to facelift the features onto a helmeted Perry head.

I managed to find a head that at least somewhat resembled Schwarzenegger, and that made the decision quite easy as he was very appropriate for my 15th Century Terminator!

### Face Off!

A razor saw, a firm grip, and some patience was needed to remove the previous occupant from the Perry helm. For the *Frostgrave* face, I carefully sliced the features away with a knife and a very sharp, brand-new blade.



Left: The Perry helmet and North Star face side-by-side.



The *Frostgrave* heads are a little more 'heroic' in their scale and style; this works well for my 'supersized' King, but the differences meant a bit of trimming was required. I progressively and very delicately trimmed small slivers from the face and the helmet until I got a good fit.

I set the head at a slight angle in some Green Stuff. This is a simple trick I use regularly to better animate and breathe life into the figure. Placing his head onto a small blob of Green Stuff will allow me to make later modifications if the proportions start to feel off. As I had putty mixed, I also filled the gaps at the legs and torso, using a flat silicone tipped sculpting tool to smooth areas out as the putty started to cure.



Above: My 'Arnie' head successfully fitted into the Perry helmet.

In doing another height comparison, I felt that Ed needed a little more height. I put the last of the mixed Greenstuff under his inbuilt base tab and this elevated him another 1mm or so.



Above: Things are really coming together.

Above: Putting the figures back-to-back again to check the height after giving Edward IV his lifts. I think this is about right.

### SUNDOG KING

Edward had a cool head and was as inventive and quick in his words as he was with his sword. He showed this at Mortimer's Cross on 2 February 1461; as the day began, three suns appeared in the sky, and his army began to quail at the sight, fearing a bad omen and the wrath of God.

The quick-thinking young Earl - 19 at the time - explained that it was the sign of the Holy Trinity and a blessing that could only mean victory in the coming fray. His army took heart, and they won the day.

It is, of course, easy to offer a scientific explanation for these parhelion (or sundogs) now. They were the remnant fluctuations in the sky of a time-traveling Cyberdyne Systems T-800!



Above: A look at some parhelion, or sundogs, in Fargo, North Dakota. The famous "triple sun" at Mortimer's Cross would have looked something like this, and to the medieval mind, was a sign from God.

### TO ARMS!

I tried various sets of arms and weapons out before choosing the final armament and pose. I liked the big two-handed sword option that is shown here - he looks regal and tough - but this is a standard pose for Perry figures, and I had already used it on two men-at-arms.



Above: The first 'dry fit' of the figure's arms with a two-handed sword.

I wanted something unique, so Edward would really stand out, and I ended up changing things quite a bit. I cut the original sword from the right hand and replaced it with a hand and a half sword. I cut the grip from a spare and glued it to the heel of his hand to represent the longer grip of the bigger sword.

To hide the slight discrepancy in the relative length of his arms, I posed him with hands raised, in a victory salute or in exhortation. Edward was renowned as a flamboyant man, and this pose suits what I know of his character. I was finally happy with his pose so proceeded to fill any gaps with more Green Stuff.



Right: The finished build, just needing more Green Stuff under the arms.

### THE ROSE OF ROUEN

Now is the Rose of Rone grown to a gret honoure,  
Therefore syng we euerychone, "I-blessid be that floure!"

*The Rose of Rouen, lines 66-67*

The Rose of Rouen was a 15th Century carol celebrating the Yorkist victory at Towton in 1461.

It identifies the various protagonists by their *cognizances* (heraldic badges) rather than by name. Edward IV was known as the Rose of Rouen as that was his birthplace, and his own badge was the *rose en soleil*.

The white rose was associated with Edward long before it became synonymous with the House of York, and the poem is an early example of propaganda, something that the Yorkists were particularly adept at using.

My version of Edward wears the Rose of Rouen on his back and the Rose also forms the decoration on his sleeves.





## PAINTING THE ROSE OF ROUEN

Here is the finished, painted figure, resplendent in his livery of Blue and Murrey and bearing the Sun blazon that he adopted after his victory at Mortimer's Cross. At this point in his life, he is not yet king but rather the Earl of March.

### 1 - MURREY

- Basecoat: Citadel Khorne Red
- Layer: Citadel Wazdakka Red
- Wash: Citadel Carroburg Crimson
- Highlight: Citadel Squig Orange

### 2 - BLUE

- Basecoat: Citadel Macragge Blue
- Wash: Citadel Drakenhof Nightshade and Citadel Calth Blue
- Highlight: Army Painter Stone Golem Grey

### 3 - STAR

- Basecoat: Citadel Averland Sunset
- Wash: Citadel Yriel Yellow and Citadel Flash Gitz Yellow
- Highlight: Army Painter Bright Gold

### 4 - ARMOUR

- Basecoat: Army Painter Dungeon Grey
- Layer: Army Painter Gun Metal
- Wash: Citadel Nuln Oil
- Drybrush and highlights: Army Painter Plate Mail Metal
- Final drybrush: Army Painter Shining Silver
- Final glaze: Citadel Nuln Oil or Citadel Guilliman Blue

I try and avoid my armour looking too bright; my understanding is that it was often blackened and rarely burnished. That's why I finish with a very light glaze of ink. The difference in colour will nuance the overall feeling of the figure, with the blue making things feel a little more cool and perhaps a tad more shiny than the black.

### Matching the retinue

While my Medieval Terminator was now ready to take on whole armies by himself, that would probably have blown his cover, so I painted his retinue in the same livery. The musicians are by Front Rank Figures, now available from Gripping Beast, and the other figures are from Perry Miniatures using Polearm heads from the Mercenaries box. The standard bearer holds aloft The Sun in Splendour, and each livery sports the Sun badge.



Above: Edward Earl of March with his two Front Rank musicians.



Above: Edward's full retinue.

So... that's Edward Earl of March, where's Edward IV King of England? Well, in the words of that bulky Austrian bloke, "I'll be back!"

The sequel is just over the page - Terminator 2: Coronation Day!



## HASTA LA VISTA SIRE!

Edward of March quickly became the mainstay of my Yorkist army, so much so that I completely forgot about my plan to also kitbash Edward as King. This issue's imminent sign off jolted me into action; I had three days to get King Edward together to join Edward of March in this article. Just enough drying time for Green Stuff, paint, and varnish!

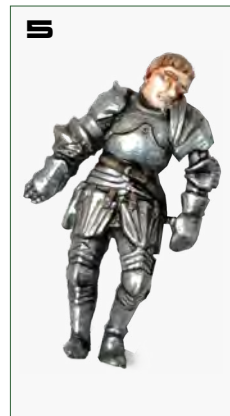
### MAKING THE KING

I selected some Perry Miniatures Men-at-Arms parts, extended them where needed, and filled the gaps with Green Stuff. This looked a bit rough when it had dried so prior to priming I gave it a coat of varnish then filed it smooth. The varnish over the top stops the file from tearing at the sculpting material's 'rubbery' surface and results in a better finish.



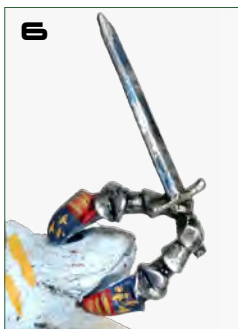
### A SHOWPIECE BASE

I selected an appropriate figure to be Edward's victim, repositioned arms, and cut away the weapons then painted the man who would act as the King's unfortunate footrest. With that done I could focus on the more intensive painting duties the King required.



For ease of access, I painted Edward's arms and torso separately, otherwise they'd have obscured each other. I am not great at swords, so I tried some non-metallic metal techniques but applied them with true metallics to make the large blade more interesting. I finished the sword with a few nicks and some edge highlighting, which made the weapon really pop.

Edward wouldn't go to battle alone; I fixed small magnets into his base so that his standard bearer and the man-at-arms are detachable. As he takes wounds, I can remove them during games of *Billhooks*.





Contemporary, Professional,  
Reliable, Painting Service!



## New releases from Helion & Company

*History books for the enthusiast and gamer*

See the full range of **From Musket to Maxim** and **Century of the Soldier** titles online at [www.helion.co.uk](http://www.helion.co.uk)

### Onwards to Omdurman

The Anglo-Egyptian Campaign to Reconquer the Sudan, 1896–1898

Keith Surridge

On 2 September 1898, the Anglo-Egyptian army under General Kitchener crushed the Mahdist Sudanese army of the Khalifa Abdallahi at the battle of Omdurman. The battle is often depicted as a hapless slaughter of the Mahdists by a modern, well-equipped professional army. This book seeks to show, however, that the battle was not a foregone conclusion and that the result might have been closer if the Mahdists had conformed to their battle-plan. By examining the battle in detail, the book emphasises that the Mahdist battle plan was poorly executed, hence their defeat. Fully illustrated with maps, photos and specially-commissioned colour artwork, the book is based on previously unpublished accounts and contemporary works. Where possible, the book takes into account the Mahdist perspective by using the available published sources and the intelligence reports prepared from information supplied by Sudanese agents and informers.



### The Battle of Rocroi 1643

Clash of Seventeenth-century Superpowers

Alberto Raúl Esteban Ribas

The Battle of Rocroi (19 May 1643) is famous for the French victory over the Spanish Tercios. The Duc d'Enghien, only 21 years old, defeated a Spanish army commanded by Francisco de Melo. The victory has traditionally been attributed to the military genius of the young Duke, to the superiority of the French cavalry and to the decline of Spanish tactics. Thus, the date of 1643 established a historical milestone, a paradigm shift in military history: the end of Spanish hegemony and the beginning of the rise of France.

With eight colour plates and a wealth of maps and contemporary illustrations, the book assesses whether, in fact, the battle of Rocroi was the beginning of the decline of the Spanish hegemony, and of its military tactics and formations – the Tercios – who had fought and been victorious in Europe for more than a century.



# THE BATTLE THAT NEVER WAS ...



## ...OR WAS IT?

**Karim Van Overmeire makes up for the lack of nearby wargaming shows by putting on his own 'big battle' mini-campaign based around Blücher attacking Schwarzenberg in 1816.**

The announcement came as an unpleasant surprise for wargamers in the Low Countries: there would be no November 2022 Crisis wargaming convention in Antwerp. Crisis has always been the annual highlight for us continental wargamers; now it looked like we would have to miss it, not only this year but also in the future through Brexit and Covid-related uncertainties. To ease the unbearable pain for my wargaming buddies, I decided to organise a large Napoleonic battle in my wargaming vault. In line with our standards, 'large' would ultimately mean ten players, three days of gaming, and some 6,000 28mm miniatures on a six-metre-long table.

My call for interested parties got an immediate and enthusiastic response. One question remained: which scenario would guarantee a truly memorable battle? My wargaming friends and I have become quite a picky bunch: Napoleonics are our favourite, but most of us started wargaming decades ago, and over the years, we have recreated most large Napoleonic battles at least once. Moreover, when refighting historical battles, players enjoy the benefit of hindsight, allowing them to adapt their plans to future events that their historical counterparts wouldn't have been aware of. Consequently, simply recreating one of the major Napoleonic battles wouldn't suffice.

### A SCENARIO IN DISGUISE

After long consideration, a cunning plan emerged: I would announce a fictional mini-campaign but would actually lead my players to a historical battlefield and start the battle from a historical setup. Out of a number of possible scenarios, I decided to pick a battle from the Austro-Prussian War: Königgrätz, 1866 (today Hradec Králové in the Czech Republic). This battle ended in a crushing Prussian victory thanks mainly to their new breechloading 'needle gun'. It should be considered as a major



*Above: Bavarian artillery under fire.*



event in European history as control over Germany and Central Europe passed from Austria to Prussia, paving the way for German unification under Prussian leadership. Without the Prussian victory at Königgrätz, European history surely would have played out differently.

The main challenge was to disguise the scenario, so that players would not immediately recognize the context or the battlefield, while retaining all key elements. The players would thus be encouraged to behave in the same way as their historical counterparts without the hindsight that so often spoils the reflight of an historical battle on the wargaming table. To my advantage, most players had only a passing acquaintance with the 1866 Austro-Prussian War.

### AUSTRO-PRUSSIAN RIVALRY REWOUND

I decided to shift the battle fifty years back in time to 1816. In fact, an Austro-Prussian war in 1816 is not as far-fetched as some might think. Although we tend to see Austria and Prussia as allies against Napoleon, closer investigation leads to a very different conclusion. The rivalry between Austria and Prussia over the dominance of Germany started in the 18th Century with three wars over the rich province of Silesia. Afterwards, the two powers joined forces for the partition of Poland and the first attempts to contain French revolutionary expansion. However, already in 1794, the Prussians retired from any active part in the wars against revolutionary France. When Austria went to war with France in 1805 and again in 1809, Prussia remained neutral. When Prussia went to war with France in 1806, the Austrians likewise remained on the sideline. In 1813, it took Austria a lot of time and consideration to join the alliance between Russia and Prussia that would eventually lead to Napoleon's downfall. Even then, Austria acted reluctantly. Once Napoleon was all but defeated, Vienna was primarily concerned with the increasing Prussian influence in Germany.

During the Vienna Congress in 1814 and 1815, tensions between Austria and Prussia rose to such heights that Austria signed a secret alliance with Britain and France against Russia and Prussia. It would take another fifty years for the rivalry to be decided on the battlefield of Königgrätz. However, a war between Prussia and Austria was far from impossible in 1816 where I placed my 'what if?' gaming. The context seemed plausible enough for my wargaming buddies who aren't too interested in highly unlikely 'what if?' scenarios but are always keen to explore the limits of real history.

### WHAT TO KEEP? WHAT TO CHANGE?

To what extent would the context of the fictitious Austro-Prussian War of 1816 differ on a strategic level from the real Austro-Prussian War of 1866? Answering that question would be crucial in the build-up of my 1816 mini-campaign, and various elements needed consideration:

#### Manpower

In 1816, as in 1866, Austria's territory and population were double that of Prussia. In the long run, Austria could mobilise more men and resources.

#### Mobilisation

In 1866, the Prussians could count on a highly efficient mobilisation system, and an efficient railway network was a major asset in having the Prussian army already concentrated while the Austrians were still mobilising. There were of course no railways in 1816, and the Prussian mobilisation machine hadn't been perfected yet.

#### Allies

I assumed Austria and Prussia would have the same allies in 1816 as in 1866, with the larger German states (Bavaria, Wurttemberg, Saxony, Hannover, Baden, etc.) siding with Austria as they feared Prussian dominance more than status quo-oriented Austrian leadership. Prussia could only count on a few smaller German states, Brunswick being the most famous. Although these German allies were not a major factor in my campaign, I allowed for some allied contingents in both armies even if only because the Brunswick black and Nassau green added a spot of colour on the table.

### International interference

Prussia was well aware of Austrian strength in the long run and feared an intervention by other European powers, so it aimed for a short war and succeeded: the 1866 war is also known as the Seven Weeks' War. As for the European major powers, I assumed they would stay out of the 1816 war as they did in 1866. In 1866, the French emperor Napoleon III hoped for a long war in which Prussia and Austria would mutually exhaust themselves. In 1816, though, Bourbon France was not in a position to interfere in a war in Germany. The major difference on the strategic level was that in 1866, the emerging Italy sided with Prussia, thus forcing the Austrians to keep a sizeable part of their army to guard their southern front. In 1816, northern Italy was still controlled by the Austrians.

### Conclusion

Without their railways, the Italians, and the 'needle gun' (as explained below), the Prussians would face a much sterner challenge in 1816 than in 1866.



Left: Prussian line infantry mounted officer from the collection of Marcel Gerritsen.

### THE 1866 CAMPAIGN - THE BUILD UP TO THE REAL BATTLE

At the outset of the war, in June 1866, the Prussian armies massed along the Prussian border with Saxony and in Silesia. Meanwhile, the Austrian army was slowly concentrating in Bohemia, and when the Prussians invaded Saxony, the Austrians advanced reluctantly to take positions at the mountain passes on the border.

The Prussians continued their advance into Bohemia, splitting their forces in several columns; a daring manoeuvre as there was a real risk of one part of the Prussian army being overwhelmed by superior Austrian numbers. The Austrians, however, remained indecisive, and in a number of border clashes, they were pressed back almost everywhere. In each engagement, the superior firepower of the Prussian needle gun over the Austrian muzzle loaders inflicted considerably higher losses to the Austrian forces. Appalled by the slaughter, the Austrian commander Benedek ordered a withdrawal. He urgently requested Vienna to make peace as the only way to avoid a catastrophe for the Austrian army.

The retreating Austrians and advancing Prussians lost sight of each other for a couple of days. Then, on the eve of 2 July, the Prussian First Army sighted the Austrians near Sadowa, where they had taken up a strong defensive position on a string of hills. The Prussian First Army would attack early the next morning to pin the Austrians and restrict a further Austrian retreat. In the meantime, the Prussian Second Army was ordered to make a forced march to the battlefield and attack the Austrian right flank. All was set for one of the major battles of the 19th Century.



## A MAPLESS Q&A MINI-CAMPAIGN

Mini-campaigns can create a context for the battles ahead, and I'm a fan of them. Here, though, I faced the challenge of creating a campaign's context and strategic decision-making while luring the players to the Sadowa/Königgrätz battlefield that would be the finale. I solved this problem with a mapless campaign that consisted of a number of multiple-choice questions each team had to answer. For instance, at the start of the game, I asked the Austrians to choose from the following strategic options:

**The Prussians have invaded Saxony while your troops are still concentrating in Bohemia. How do you react?**

- A) Move to assist your Saxon allies with all forces readily available.
- B) Move to the border passes between Bohemia and Saxony.
- C) Complete full mobilization of your forces before advancing.

Each answer triggered a new question with new multiple-choice answers, creating a lively debate among each side's players. Without their knowledge, I combined their choices in such a way that, in the end, the armies would meet on a battlefield in Bohemia with all the features of the historical Königgrätz battlefield but with elements of the game impacted by their choices: army morale, available forces, ammo supply, troop readiness, etc.

Our 1866 Q&A campaign section progressed in a similar manner to the historical 1866 campaign, with the Prussians moving aggressively against a much slower Austrian reaction. This meant that the Austrians arrived at the



Above: Hungarian infantry by Front Rank from the collection of Marcel Gerritsen.

wargames table with a certain degree of demoralisation and the general feeling that things weren't going well. The main difference between our battle and history was the absence of a Saxon contingent in the Austrian army. In 1866, the Saxons had fallen back into Bohemia to join with their allies, but as we have too few late Napoleonic Saxons in our collection, I decided that the Saxon army had been encircled and forced to capitulate early in the 1866 war. For our reflight of the Battle of Königgrätz, the Saxons were replaced by Bavarians, of which we have plenty on our shelves!



Above: The Prussian players plan their next move.



Above: Austrian grenadiers in the centre.



Above: Austrian gunners load their pieces.



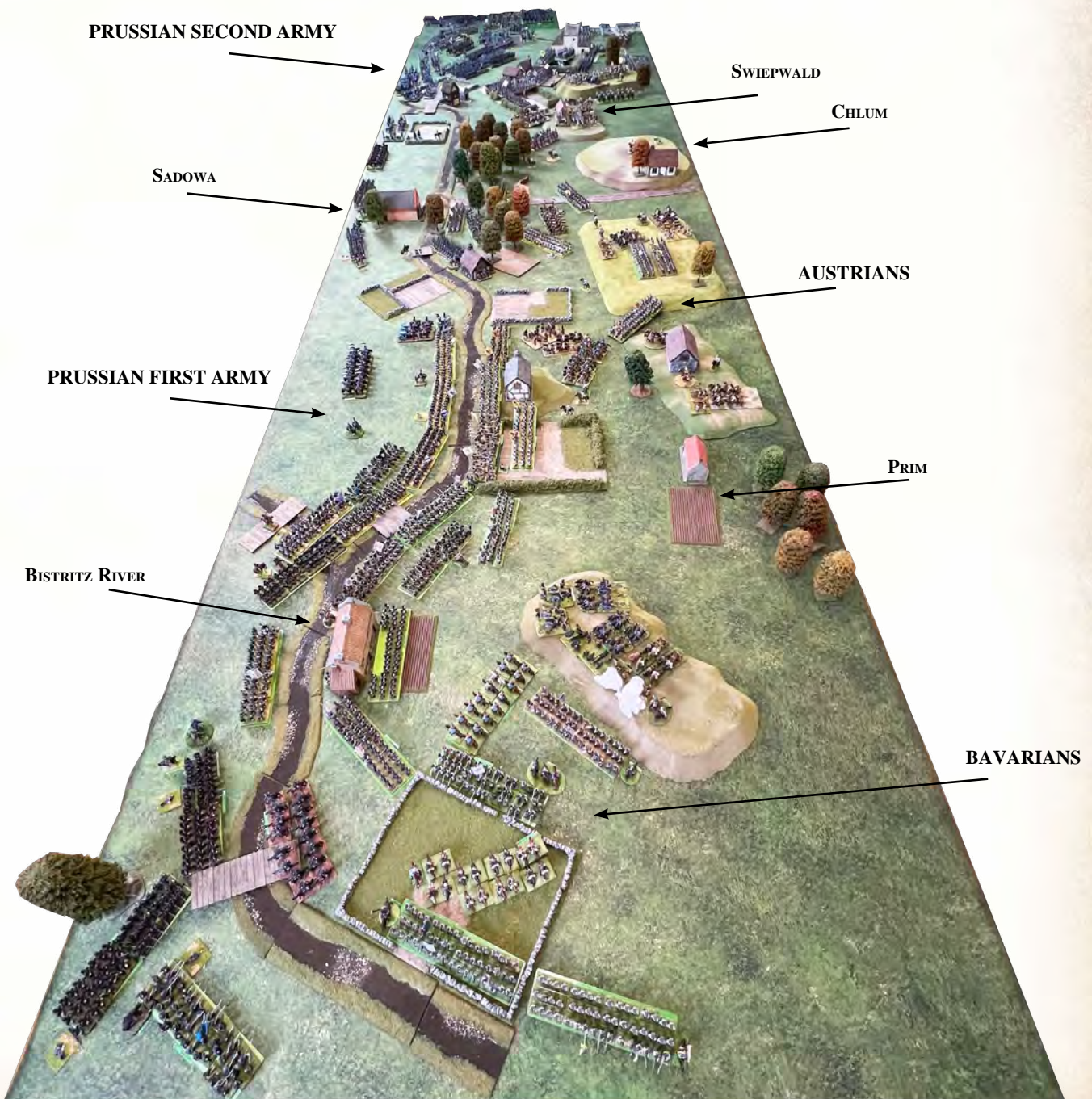
### VEILING THE BATTLEFIELD

The historical battle was fought on the left bank of the Bistritz stream (today Bystrice), seven miles west of the fortress of Königgrätz. The Bistritz meanders through a shallow valley amidst numerous small villages and wooded slopes. Sadowa is the village where the Königgrätz road crosses the Bistritz. On the eastern bank of the Bistritz, there is a large wood north of the road (the Swiepwald) and another sizeable wood to the south of it (the Holdwald). During the historical battle and in our 1816 refight, these woods would see terrible carnage.

The Austrians had carefully surveyed the battlefield. Some of the positions

were entrenched or reinforced by abatis. On the higher ground to the east of the Bistritz stream, there were fieldworks for the infantry and skilfully positioned artillery. The Austrians deployed their troops along a north-south axis, thus blocking a Prussian advance to Königgrätz. They had an outpost line along the Bistritz and a main defensive line on the hills to the East. The Austrian reserves of grenadiers and heavy cavalry were placed out of sight to the rear. The main weakness of the Austrian position was that the army fought with its back to the Elbe River, but the risk of the army getting trapped was mitigated by laying a number of pontoon bridges in addition to the existing bridges.

I tried to emulate the main features of the historical Königgrätz battlefield on my wargames table. I obviously removed the railway track and tilted the map a bit. This always helps in disguising a battlefield, as does adding woods or a lake at the edge of the map. This will have little or no influence on the battle but helps in misleading the players. As far as the villages of the historical battlefield were concerned, I renamed them but kept the first two letters of the 1866 historical name for my ease of identification. Based on historical reports, I assumed that infantry would be able to ford the Bistritz easily, but cavalry or guns would find crossing it far more difficult.





## NAPOLEONIC ARMIES

Through reading accounts of the 1866 battle, I realised that the Prussian needle gun played an important role but was not the sole decisive element. The well-positioned Austrian artillery, the reluctance of the Prussian artillery to approach and their problems in crossing the Bistritz river, the lower Austrian army morale, and poor communication on both the Austrian and the Prussian side also contributed to the historical outcome. Here, again, I faced the question of which elements to keep and which to change for the battle as fought in 1816.

### Firepower

The firepower of the Prussian infantry in the Napoleonic Wars was not superior to that of the Austrians, so there would be no 'needle gun effect' in our 1816 refight. I did increase the Austrian artillery's firing range as it was deployed on well-chosen positions on hills.

### Morale

I took higher Prussian morale into consideration at both the unit and army level. Post-Waterloo, I think the Prussian army was better than their Austrian counterpart, so I allowed them faster movement and better officers.

### Orders of battle - Austria

I stuck to history as much as possible by retaining army corps numbers and their 1866 starting positions. This gave the Austrian commander a total force of seven line corps, a reserve corps, and the Bavarian army (replacing the Saxons). Each line corps (or *Armeebteilung*, if you prefer contemporary German terminology) consisted of one light and two line divisions. I retrieved the names of the Austrian corps and division commanders from historical 1813, 1814, and 1815 Austrian orders of battle. The Bavarians were led by Marshal von Wrede, of course.

### Orders of battle - Prussia

The Prussians had a First Army with four line corps and a cavalry corps. The Second Army, which would arrive as reinforcements, comprised three line corps and the royal guard corps. As with the Austrians, I took inspiration from historical orders of battle, starting with the Waterloo campaign for the Prussians.

### Commanders

This was a no-brainer. Who but Blücher and Schwarzenberg would lead their armies to victory in 1816?

*Right (left to right): Austrian Kürassiere from the collection of Alexander Willaert and Austrian hussars, both by Perry Miniatures.*



*Above: Dense masses of Prussian infantry attack the Austrian positions.*

### THE REAL BATTLE OF 1866

The historical battle started with the 125,000 Prussians of the Prussian First Army facing 238,000 Austrians and Saxons, arrayed in strong defensive positions. The plan was to cross the Bistritz and make a frontal attack on the Austrians while simultaneously turning the southern flank where the Saxons were placed. The intent of this attack was to pin the Austrians until the arrival of the 100,000 strong Prussian Second Army, which was expected to arrive by noon and could then crash into the northern flank of the Austrians.

At dawn on 3 July, the battle started in subsiding rain and mist. The Austrian artillery opened fire on the advancing Prussians, causing their attack in the south to quickly stall. In some sectors, the Prussians were even driven back. In the centre, the Prussians took the village of Sadowa and then advanced into the Swiepwald where they were stopped by two Austrian corps. A fierce battle ensued. Without appropriate artillery support, the advancing Prussians were cut down, and if the Austrian infantry fought from their entrenchments, they stood a chance. When the infantry got into the open, however, their poor muzzle loader was severely outclassed, and Austrian counterattacks were shot to pieces by the Dreyse needle guns of the Prussians.

Both sides deployed their reserves, and the outcome of the battle remained uncertain until, in the early afternoon, the Prussian Second Army finally arrived having force marched all morning. The Prussian masses hit the Austrians in their exposed and weakened right flank, and by 1600, the last Austrian counterattacks were broken. The Austrian position deteriorated rapidly and they began a general withdrawal, covered by cavalry charges and by the artillery that had already fought with great courage all day.

By sunset, it was clear that the Austrian army was thoroughly beaten. Prussians losses amounted to about 9,000 men. The Austrians had lost five times that number, 180 guns, and their commander, Benedek, informed the emperor that the catastrophe of which he had warned had indeed occurred.





## THE 1816 REFIGHT

Our 1816 Battle of Königgrätz/Sadowa refight was played over three days, using our homebrew *Refight* Napoleonic rules. Six thousand 28mm models on a six-metre-long table made for a truly imposing spectacle that scratched away at some of the itches left by the cancellation of Crisis.

### Prussian push...

The refight started with a vigorous Prussian attack over the Bistritz, and in some areas of the battlefield, they succeeded in gaining terrain; but without the power of the needle gun their 1866 counterparts possessed, they were far less effective at repelling Austrian counterattacks. The battle got bogged down, becoming a brutal meatgrinder that sapped both Austrian and Prussian army morale. The fighting was especially ferocious in the woods north and south of the main road, just as it was in 1866; so many officers were killed at the head of their troops that the players spontaneously renamed the Swiepwald the Generals' Friedhofswald (Generals' Cemetery Wood).

### ... and pushback

Unlike in 1866, an Austro-Bavarian counterattack managed to turn the Prussian southern flank, and when the Prussian First Army finally arrived in the afternoon, it faced a strong Austrian northern flank. As fighting continued all over the front, it became clear that a Prussian breakthrough would not materialise and the Prussian army would break sooner than the Austrians. In the late afternoon, the Prussian high command gave orders to disengage; the Austro-Bavarian army had won a hard-fought victory!

## IN REVIEW

Organising and running this big game, along with its preliminary Q&A mini-campaign, was a very rewarding experience. It was a new way to play a 'what if?' battle that was fitting to the tastes of our gaming group, and it was fun to gradually reveal to players that they were actually participating in a campaign and battle based on history, albeit history that actually occurred half a century later. Through the final board setup, terrain placement, and a few final hints, players realised they were participating in a reimagined and modified 1866 refight and great fun was had by all.

I hope this article will encourage readers to try and organise their own historical battle 'in disguise'! There are plenty of other conflicts that you could reframe to fit into an earlier or later period, with key elements changed to impact the flow of battle, and the Q&A cards are a great way to give players a feeling of agency as they quickly approach the big battle while you cunningly funnel them to the fight you want to be played.



*Above: Bavarian artillery train.*



*Right: Austrian line infantry by Perry Miniatures.*





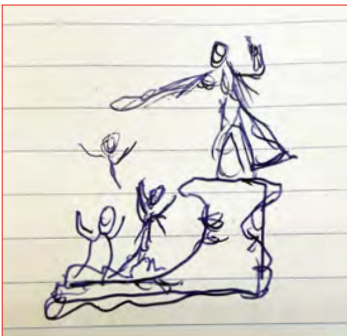
# RAISING THE DEAD



Callum France considers the golden ratio as he creates a Necromancer vignette to lead (and raise) his undead army.

This project began, as many good projects do, with a need for a cool looking commander to head up my new army, and I had an inspirational figure (North Star's awesome *Frostgrave* Necromancer II) in mind for the role. I didn't just want him on a standard base though; my Necromancer should be raising the restless dead from the ground and would exhibit a key compositional element - the golden ratio - in his final look.

I put some ideas down on scrap paper and ended up with this crude sketch. It looks rudimentary, but this humble scribble helped me visualise the space, plot out the basic compositional elements, and guide my search for the extra figures and hobby products I'd need.



I opted for a 60mm base as it provided just enough space for three skellies and the Necromancer while still being small enough for practical gaming purposes. Plastic skeletons would be easier to chop

up and pose, so I grabbed a frame of *Oathmark* Skeleton Infantry (again from North Star) to make the rising dead. Slate and Milliput would be ideal for the basic groundwork, and I'd enhance that with some specialist 'mud making' hobby products at the end of the project.

## FANTASTIC PLASTIC

Making the rising dead would be an enjoyable task thanks to how easy it is to cut, trim, and bend the plastic *Oathmark* figures.

I wanted the leftmost skeleton's reanimation to look like a brutal and traumatic process. One of the figures on the frame already has a slight backwards lean (1) that could look painfully arched with some encouragement, so I enhanced the lean with some not so gentle pressure. I also filed the top of the spine at an angle so a screaming skull could be attached, leaning back further than normal which would add more drama to the 'wrenched from the earth' pose.

I felt it would reinforce the 'reluctantly rising' look of the figure if it was empty-handed, so I clipped spear and bow arms free of the weapons they originally held (2). By trimming away any extra plastic with my hobby knife and filing them clean, I ended up with balled fists. I think these add to the impression of the skeleton's helpless resistance. I fixed the parts together with sticky tack at first, which allowed me to try out different

angles on the base, and once I was happy with the placement, I glued those parts together (3).

The crawling skeleton (4) used a similar approach but represents an undead minion who is already fully under the Necromancer's thrall and is dragging itself free of the mud. The third skeleton is simply a sword-wielding arm cut at the bicep and a head clipped from the frame, barely emerging from the mud but sure to eventually join the ranks of the other skeletal minions (5).





3.



4.



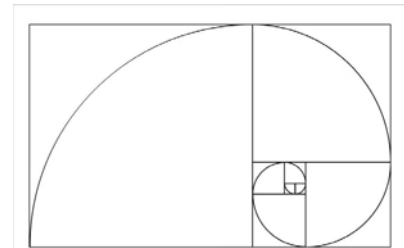
5.



### THE GOLDEN RATIO

A compositional element worth considering when you're creating a vignette is the golden ratio, also known as the golden number or the divine proportion, and it is something that was in my mind as I built and placed my skeletons.

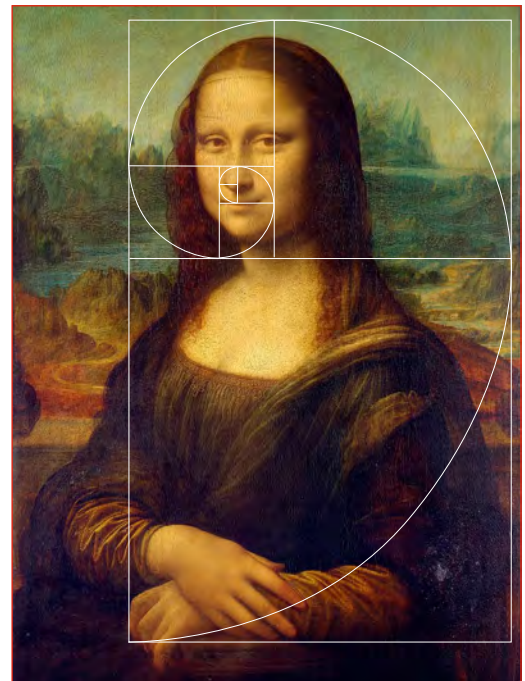
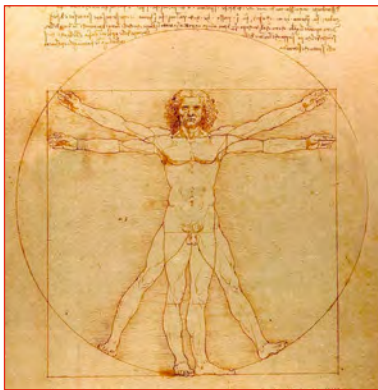
This ratio, between two numbers, is approximately 1.618 and is usually written as the Greek letter phi... but let's move on from the maths part as quickly as possible (you could do a whole lot more studying if numbers are your thing!) because it is the visual result of the ratio we're interested in when it comes to making aesthetically pleasing vignettes.



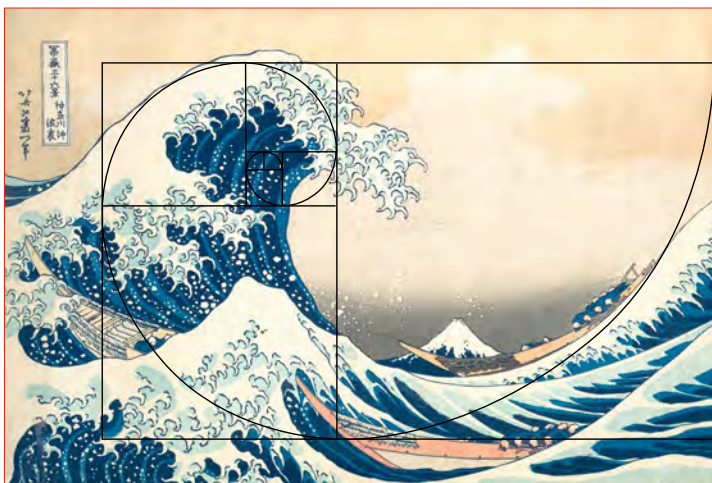
Above: Diagram showing the golden ratio.

The golden ratio can be seen in art, architecture, and nature wherever you look, as a spiral that keeps the same ratio as it spins into its centre. A great natural example is a nautilus shell (seen below), but as we move into art, Leonardo Da Vinci's drawing of the Vitruvian Man, which presents the proportions of the human body, is arguably the ratio's most famous representation.

If it's good enough for those Masters, then the golden ratio is probably worthy of our consideration as hobbyists aiming to improve our miniature art! I wanted to bring the same kind of flow present in the works of art shown here and on the next page to my scene. I did that initially through compositional elements such as the positioning of each skeleton. They, along with the Necromancer, are placed to take the eye around the model in a spiral, and even though the height of things is very varied, the intention is that the ratio will make everything more cohesive.

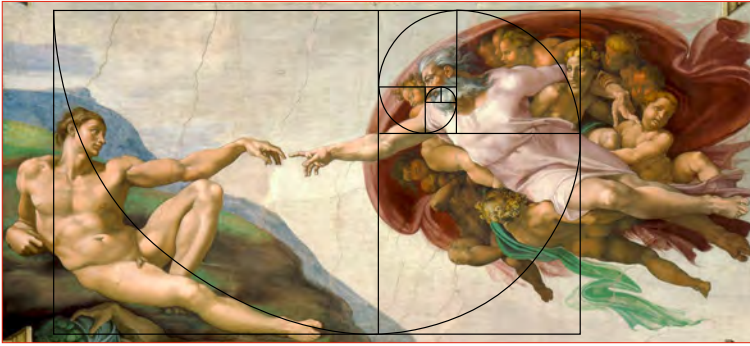


Above: The Mona Lisa - oil painting by Leonardo da Vinci, 1503. The artist applied principles exhibited in his Vitruvian Man to what became his most famous painting. The ratio draws the eye to the famous face even if the viewer doesn't understand the maths behind it!

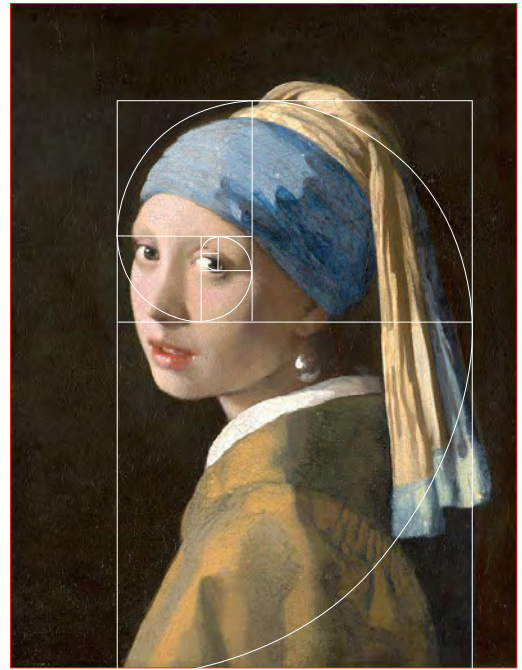
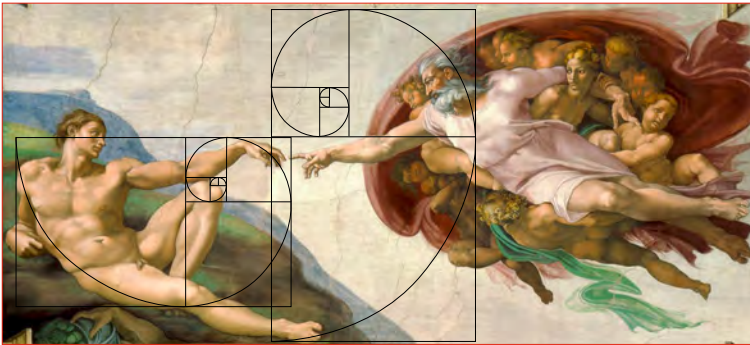


Above: The Great Wave off Kanagawa - woodblock print by Japanese ukiyo-e artist Katsushika Hokusai, 1831. The natural ratio present in waves is translated to art with a powerful visual impact and sense of drama in Hokusai's work.





*The Creation of Adam - fresco on the Sistine Chapel by Michelangelo di Lodovico Buonarroti Simoni, between 1508 and 1512. This is an interesting one as the golden ratio can be applied to the full composition (above) or to each half of the subject (below). In the split version, the ratio follows the flow of Adam's body on the left but draws to a blank space in the eyeline of God on the right; is this to create a more intriguing journey for the viewer's gaze?*



*Above: Girl with a Pearl Earring - oil painting by Johannes Vermeer, 1665. Though this Dutch Golden Age painter is primarily noted for the representation of light in his works, he was no stranger to the ratio, as exhibited in this famous piece.*

*Below: New Year's Eve on Wells Street in Manchester - photograph by freelance news photographer Joel Goodman, 31 December 2015. This image was a hit on social media where many compared the snapshot of drunken urban mayhem to the composition of classic Renaissance paintings. A modern masterpiece?*



I decided on a primary 'viewing angle' for the scene, then used sticky tack as I worked out where to fix the skeletons, some pieces of slate, and the Necromancer. Once I was happy and felt that the ratio flowed through my composition in a pleasing way, I glued the slate down then applied Milliput (which I thinned very slightly with water) where the Skeletons would emerge. By pressing them into the Milliput and blending the putty to the base with my sculpting tool, I created the appearance of disturbed earth. I also filled the gap underneath the rock with leftover Milliput to give the setting more of a plinth-like feel.

Once this was dry, I stuck down a mix of sand and gravel using PVA glue followed by a second coat of PVA to fully seal everything down. I left the Necromancer as a dry fit so I could paint him with more ease 'off-scene' but was pleased that I had created a little tribute to the golden ratio in this enhanced base and positioning, which sends the eye through the key magical elements taking place.





## PRIMING AND LIGHTING

My consideration of the golden ratio didn't stop with the placement of figures. I had it in mind as I began painting too, even in the early stages of priming. A zenithal highlight from above was applied in grey over black with my airbrush, but after that, I shifted my light source. Vallejo Titanium White ink through the airbrush created a brighter highlight to represent a glow from the tip of the Necromancer's staff. This used the gem as the 'zenith' of the spray and radiated out around the edges of the skeletons and the Necromancer. The scenic intent is to show

the magical glow illuminating the scene, but the compositional intent is to use that lighting to reinforce the spiral composition. Form and light adhering to the golden ratio would hopefully make for an even more harmonious scene.

At this stage, I removed the Necromancer and his sticky tack from the scene and lightly superglued him to a spare base. The initial zenithal highlights I'd applied would guide my painting, ensuring the angles of lighting would fit back into the scene at the end, but I'd have more finesse and control while painting him away from the awkward to hold 60mm base.



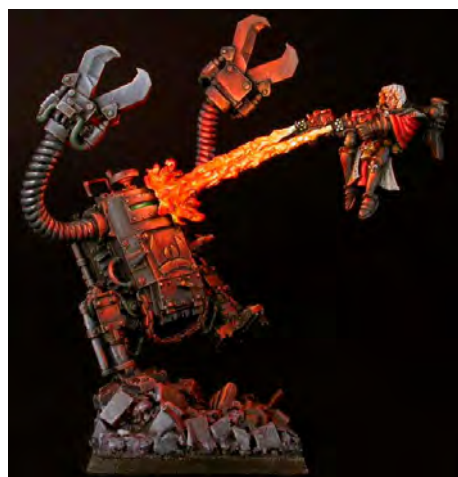
*The initial lighting guide from the staff seen at different angles.*

## OSL

The type of lighting I applied to the scene, projecting from a single source, is commonly referred to by miniature painters as Object Source Lighting or OSL. The glow that hits various parts of the figure or figures in the scene is painted in to look like it projects from a particular item and makes for a rather dramatic look.

Skilled painters will use the technique to great effect in representing the glow of a torch, the blast of an explosion, magically glowing mushrooms, and much more.

Just because the lighting comes from a 'source' doesn't mean that source must be present on the figure. On this upcoming Giants in Miniature release, I created the illusion that Dick Winters (right) is lit by an unseen fire to his side. Even without any flames present on the base, the drama and impact come across through the application of the OSL on the figure.



*Above: Victoria Lamb's 'Fiery Angel' was an early example of OSL in the world of showcase miniatures.*



## SPIN! THAT! WHEEL!

My colour choices would either enhance or ruin the lighting effect I was aiming for; I had to pick them carefully! I had established a blue magical glow on a unit of *Slaine* Half-Dead figures from Warlord Games that I'd converted for my army (shown below). The Necromancer should cast his magic with the same light blue hue, so I took cyan as my starting point.

I looked to my trusty colour wheel, as all painters do in times of scheme selection crisis, and found that hints of purple, reds, and oranges sit on the opposite side to cyan. Darker tones from these complimentary colours would be the perfect starting point for the robes, and I would work orange into the highlights. This would ensure the blue glow would effectively contrast where it hit areas.

The key to cohesive layering and highlighting is to move no more than a few blocks around the colour wheel, or eventually you will confuse the initial colour. Orange as the final highlight colour would contrast perfectly against the cyan but would be minimal enough to be subtle at the same time.

## BRINGING IT ALL TOGETHER

The scene had been carefully constructed, the different elements converted to fit, the terrain was built, the zenithal priming would guide my brushstrokes, and the colours had been considered for the task at hand. All that was left was the painting... and, as if by (dark) magic, it is done, and the vignette is finished!

It wasn't, of course, quite as simple as clicking my fingers and grinning happily at a painting job well done. There were some trials and tribulations in the application of the paint scheme and some things that I would change if I had the time to go back, but the purpose of this article is to highlight ways you can improve the impact of vignettes through considered composition and colour application rather than providing a painting step-by-step.



My Necromancer looks striking as a vignette, but he also matches nicely with the other models in my growing undead army, which is equally important as I expand my shambling horde.

I hope this article inspires you to bring the golden ratio to your miniatures. It can be used in terrain making to construct more flowing architecture or realistic natural forms, in banner and shield painting to make a stronger visual impact, and in the way you base your characters, vignettes, and even entire units.





# Dixon miniatures

*Superbly detailed & realistically animated  
Historical Wargaming figures*

*28mm Ranges:*

*Vikings, Samurai, Flodden*

*ECW, Grand Alliance*

*Marlborough, Pirates*

*French / Indian Wars*

*Frederick the Great*

*American Revolution*

*Alamo, ACW*

*Wild West, WW1*

*French Colonial*

*Gangsters, Yakuza...*



*15mm Ranges:*

*Age of Marlborough*

*Great Northern War*

*Indian Mutiny*

[www.dixon-minis.com](http://www.dixon-minis.com)

[dixonminis@aol.com](mailto:dixonminis@aol.com)

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



## Colonel Bills

[www.colonelbills.com](http://www.colonelbills.com)

*Flowers & Chocolates — Normally a  
good 'softener' before confessing  
how much your new wargames  
figures have cost*



*However, if you buy from  
Colonel Bills you'll save money,  
and spend less time at the florist!*

## STEEL WARRIORS

NEW WARGAMES SHOW

AT MAGNA, SHEFFIELD ON  
SATURDAY, 25<sup>TH</sup> MARCH 2023

£5 ADMISSION (£3 CONCESSION)

COMPETITIONS  
GAMES  
BRING & BUY  
HOT FOOD & DRINKS  
FREE PARKING



[STEEL-WARRIORS.CO.UK](http://STEEL-WARRIORS.CO.UK)  
[INFO@STEEL-WARRIORS.CO.UK](mailto:INFO@STEEL-WARRIORS.CO.UK)



# THE OTHER NORTHWEST FRONTIER



Following on from last month's *Insurgency* theme, Simon MacDowall introduces us to an interesting theater, of warfare and wargaming that borrows its name from a more famous location on the other side of the world and offers equally engaging gaming potential.

The Canadian Northwest was not settled with quite the same degree of violence as the Western US. Inevitably, there was conflict as the Canadian government pushed westward, encouraging settlement of the vast open prairies, partially in an attempt to discourage northward encroachment by the USA. The Canadian Northwest was the epicentre of the colonists' lucrative fur trade, monopolised by the Hudson's Bay Company (HBC). The nomadic lifestyle of the indigenous Cree, Assiniboine, and Sioux meant they roamed those same prairies, following the bison herds as well as providing furs to the HBC in exchange for European goods. French and Scottish fur traders also made the Northwest their home, most taking indigenous wives. Their numbers were augmented by people cleared from the Scottish Highlands to form a settlement along the Red River in modern Manitoba. These mixed-race peoples became known as the Metis.

When the newly created Dominion of Canada (1867) started expanding westward, trouble soon erupted with

the government's refusal to recognise the existing Metis settlements. Led by Louis Riel, the Metis resisted Canadian encroachment, but in the face of overwhelming force - Viscount Wolseley's Red River Expedition - they decided to move further west into the vastness of the Northwest, settling along the North and South Saskatchewan rivers.

The Metis' period of respite was short lived. In the 1880s, Canadian land surveyors arrived with the intention of parceling up the lands further west for settlement from the east. The Metis had carved up their settlements with each family holding a long strip with river frontage. The Canadian surveyors were imposing a grid system with no consideration given to the existing Metis holdings. The situation of 1870 was repeated and again the Metis rebelled. This time they had no other place to move to, so they took up arms and resisted, hoping to force the Canadians to negotiate on their terms. The Metis resistance was joined by some Cree, Assiniboine, and Sioux who had other grievances partially, but not entirely, aligned with those of the Metis.

*Above: Battle of Batoche.*





## THE COMBATANTS

### The Northwest Field Force

The Canadian government's great fear was that the aggressively expansionist USA would simply move in to occupy the 'empty lands' of the Northwest Territories under the pretext of protecting the lives of American traders. To this end, in 1873, they created the Northwest Mounted Police (NWMP) - the famous 'Mounties' - a para-military force modelled on the Royal Irish Constabulary and tasked with the preservation of peace and the prevention of crime in the vast Northwest Territories. In 1877, a small detachment of NWMP successfully negotiated the peaceful re-settlement of Sitting Bull's Sioux, who were seeking refuge from American vengeance in the aftermath of the Battle of the Little Bighorn.

When the Northwest Rebellion broke out in early 1885, the small dispersed garrisons of the NWMP could not hope to contain it. At Duck Lake, 26 March 1885, a NWMP detachment was defeated in a fierce skirmish by the Metis. Other defeats ensued, providing the rebels with guns, ammunition, and supplies looted from NWMP and HBC stores.

The Canadian government acted swiftly. A force of several thousand militia was hastily mobilised in Ontario under the command of Sir Frederick Middleton, a veteran of the Maori Wars, Burma, and the Indian Mutiny. Unlike Middleton and a small core of British officers, most of the men raised for the Northwest Field Force had no experience of war, many had never even fired a rifle before. Thanks to their use of the developing rail network, the force made its way swiftly across the thousands of kilometres from Ontario to the Northwest frontier, picking up additional troops in Winnipeg,



Above: The Northwest Mounted Police (NWMP) on patrol. Figures from the author's collection.

and augmented by the NWMP and detachments of irregular scouts already in the Northwest Territories. The militia infantry was armed with Snider-Enfield breech loading rifles, while the NWMP used Winchester repeaters.

The force also included four 9-pounder guns as well as a Gatling gun. The latter was provided and operated by Captain A.L. Howard, on leave from the Connecticut National Guard, no doubt with a view to future sales to the Canadian government. A small number of 7-pounder rifled muzzle-loading guns were held in the various NWMP outposts on the frontier.

### The Metis

Under Louis Riel's leadership, the Metis established a provisional capital at Batoche on the South Saskatchewan River. Riel was a charismatic preacher who believed that divine intervention would help his cause. His ideas of a 'new Catholicism' and his stringent stance managed to alienate the Catholic clergy, most of the indigenous tribes, and many of the Metis. However, the grievances over land and treaty violations were enough to rally several hundred Metis settlers to defend their homes and way of life against the Canadian government's encroachment.



Above: Metis fighters defend their land. Figures from the authors collection.



While Riel was the political and spiritual leader, Gabriel Dumont was the battlefield commander of the Metis. A prominent buffalo hunter, Dumont was also a skilled warrior, gaining his first experience of plains warfare against the Sioux when only 13 years old. Using a combination of hit and run tactics combined with ambushes from prepared positions, Dumont's Metis, many armed with Winchester repeating rifles, were more than a match for the inexperienced Canadian militia.

Several bands of Cree and Assiniboine, led by Big Bear and Poundmaker, were also involved in the campaign as were a small number of Sioux. Not particularly enthusiastic participants (except when attacked), it has posthumously been claimed that they were coerced by the Metis to join the fight. For those willing to fight, their impetus was the violation of treaties agreed with the Canadians as well as hunger - the bison had been more or less wiped out, and local Indian Agents kept rations provided to the reservations in very short supply.

In several engagements, when NWMP detachments could have been annihilated, First Nation chiefs forbade pursuit. Like the Metis, the indigenous tribes wanted a negotiated settlement, and they feared vengeful retribution if a successful engagement turned into a massacre. A massacre did occur at Frog Lake in April 1885, however, when Big Bear's hungry Cree took out their anger on the Indian Agent, traders, and white settlers at the small settlement in the District of Saskatchewan.

### WARGAMING POTENTIAL

The actions of the Northwest Rebellion are perfect for skirmish wargames with individually based miniatures representing one to five men each. The numbers of combatants involved, even in the major engagements, were really quite small. At Duck Lake, 200 Metis ambushed 95 NWMP. In another ambush at Fish Creek, 200 - 300 Metis, Cree, and Sioux defeated a force of 900 Canadians. A flying column of 390 Canadians attacked a Cree and Assiniboine camp at Cut Knife only to be driven back with heavy losses by about 250 warriors. Even the final four-day Battle of Batoche only involved 200 - 300 Metis, Sioux, and Cree defending Batoche against around 900 Canadians.



Above: Complementary illustrations regarding the conflict, featured in *Illustrated War News* and including (right) the fascinating Portable Rifle Pit!

Any number of smaller actions, involving tens rather than hundreds of men, did or could have taken place. Plausible wargames scenarios could include:

- A Metis raid on a settlement or HBC stores to capture supplies.
- A Metis ambush of a NWMP patrol.
- Two rival scouting parties running into each other.
- A Metis attack on a Canadian supply train.
- Metis harassment of a Canadian column or camp.

Virtually any scenario typical of 'small warfare' in the 19th Century, from the Indian Northwest frontier to South Africa and the American West, could very easily be adapted to the Canadian Northwest.

One particularly interesting engagement occurred as a prelude to the final Battle of Batoche in May 1885. Concerned that overland convoys would be vulnerable to ambush, General Middleton kept close to the South Saskatchewan River, using the river to bring up supplies. In planning his attack on Batoche, he fitted the steamboat *Northcote* with armour and placed men on board with the intention of landing them behind the Metis lines while he attacked overland from the other direction. A number of Metis and Sioux withdrew from their front lines when they saw the steamer moving up the river, engaging it with rifle fire from the banks. As the steamer came close to a ferry crossing, they drew up the ferry cable, which seared off the steamer's funnels, leaving it drifting helplessly in the river and unable to land the men it was carrying. This would make a fascinating and visually spectacular wargame, which I hope to play out one day.

Thanks to Hollywood westerns, the popular image of plains warfare is of 'Indians' circling wildly on horseback to be shot down by dismounted 'Cowboys' or US cavalry. This is not what occurred. The Metis, Cree, and Sioux made a habit of digging 'rifle pits' both in defense and when planning an ambush. These rifle pits were not mere shell scrapes. They were properly dug T-shaped trenches that allowed men to come and go under cover. At least 4 feet deep, they often had firing steps and a parapet of logs in front, that allowed the men to fire through the gaps in the logs whilst remaining under cover.

The campaign was fought on the Canadian Prairies - vast expanses of open grasslands cut by ravines carved into the land by waterways. Settlements were always located along the banks of rivers or creeks that were lined with trees and scrub, providing cover for any defenders.

You can use any skirmish rules suitable for late 19th Century 'small warfare', adapting where necessary to include the various troops and weapons involved. I have adapted my *La Petite Guerre* rules, originally designed for skirmishes during the French and Indian Wars, and you can find these and a quick reference sheet for the Canadian Northwest Frontier 1885 on my website, [legio-wargames.com](http://legio-wargames.com).



Above: The Battle of Cut Knife.  
Below: The Battle of Fish Creek.





## RAISING THE FORCES

Given the small scale of the actions, you really only need a few figures per side, most suitably in 25mm scale or larger. RAFM miniatures (RAFM.com) has a bespoke 25mm (not 28mm) Riel Rebellion 1885 range offering a full array of Metis and Canadians. Many figures from their Plains Wars range are also suitable.

The dress and equipment of the Canadians was more or less identical to British troops of the 1870s-80s. So you could use miniatures from the Zulu Wars, Sudan, or British India to represent the Canadian troops. Contemporary photographs show many men wearing slouch hats, and even woolly hats, rather than regulation pith helmets, glengarries, or pillbox hats. If, as I do, you like to convert and individualise your miniatures, a few head swaps to give some of the them slouch hats will give more of a 'frontier look' to the men under your command. The key units involved and brief uniform details to serve as a painting guide are:

### Northwest Mounted Police

Red tunic, blue trousers with yellow stripe. Brown belt and boots. Pith helmet (dress) or pillbox hat (undress), but most wore slouch hats in the field. Brown tunic and trousers were worn for fatigues and often as field dress. They were armed with Winchester repeating rifles and revolvers. US cavalry from various Plains Wars ranges, or South African frontier light horse, can serve as suitable Mounties in field dress. They were, of course, mounted but would usually dismount to fight. This means you need to have both mounted and dismounted figures.



### 90th Winnipeg Rifles

Dark green tunic and trousers with red piping. Dark green Glengarry hats also piped red. Armed with Snider-Enfields.



### 10th Royal Grenadiers

Red tunic, piped white, with blue facings, and white belts. Blue trousers with red stripe, although brown corduroy trousers are mentioned being worn by men of several units in preference to regulation trousers. There is a contemporary drawing showing the grenadiers wearing bearskins as they deployed to the Northwest, but it is much more likely that they wore grenadier forage caps in the field, possibly with cloth cover and neck guard as worn by British troops during the Indian Mutiny - or otherwise slouch hats. Armed with Snider-Enfield breech loading rifles.



### The Midland Battalion

Same as the Royal Grenadiers but headdress was a blue Glengarry or pith helmet. Armed with Snider-Enfields.



### Canadian Artillery

Blue tunic, piped red, with red collar and shoulder straps. Blue trousers with red stripe. Blue pillbox hat with yellow band, or pith helmet, or slouch hat. The Northwest Field Force had four 9-pounder rifled muzzle loaders as well as a Gatling gun. The Gatling gun was manned by Capt. Howard, on leave from the Connecticut National Guard. A contemporary photo shows him in dark blue tunic and trousers with a white kepi.





### Irregular Scouts

Several units of scouts were raised from amongst the whites of the Northwest, including former NWMP and men drafted in from the Mounties. They wore civilian clothing and could be raised from any number of Wild West or South African Wars miniatures ranges. There is a photograph of French's Scouts showing the officer in red uniform with blue 'home service' helmet, while all of his men look much like 'cowboys' of the American West or the Australian outback.



### Cree, Assiniboine, and Sioux

By 1885, most of the indigenous peoples were wearing as much European as native dress. There are plenty of Plains Wars warriors available from several ranges, but most of them are entirely in native dress more suited for the 1850s-70s. Many of my Cree have been converted from various American frontier figures to give a mix of native and European styles of dress. US Cavalry native scouts are perfect due to their mix of clothing styles. Most contemporary photographs from 1885 show Cree and Sioux in European dress, including hats but with braided long hair adorned with feathers, and wearing other native accoutrements. That said, there is a photograph of Fine Day, war leader of the Cree at the Battle of Cut Knife, taken in 1896, in which he is bare-chested wearing a buffalo horn headdress. I suspect this was taken to represent the 'noble savage' to European and Eastern Canadian audiences, but it also means you could use plains warriors in native dress without worrying too much about figure conversions. Most would have been armed with Winchesters. It is highly unlikely that any still used bows and arrows. Like the Metis, all warriors would have had horses but dismounted to fight on foot.



Above: Early 'Mounties' pose for a photograph.

### Metis

Non-uniformed frontiersmen typically in a mix of buckskins and European clothing with slouch hats, fur, or woolly hats. Most sported beards. Many would have Winchesters, but some may only have had smoothbore muskets. Mountain men, cowboys, and US cavalry scouts from Wild West ranges are a good source of miniatures, as are South African Boers. Although they usually fought dismounted, often from rifle pits, all would have had horses, so ideally you will need both mounted and dismounted miniatures depending on the scenario.



### AFTERMATH

Despite early successes, the Northwest Rebellion was crushed at the Battle of Batoche, 9-12 May 1885. Ottawa did eventually recognise the Metis settlements, allowing the long river-facing strips. The Cree, Sioux, and Assiniboine were resettled on reservations.

Louis Riel was hanged for inciting the rebellion, as were eight Cree for their part in the Frog Lake massacre. The Cree were sentenced by a local judge whose house was burned during the campaign. The condemned did not speak English and no translation was provided for them at their trial. Gabriel Dumont escaped to the US and briefly joined Buffalo Bill's Wild West show. He returned to Batoche after Ottawa settled the land claims. The Cree leaders, Poundmaker, Big Bear, and One Arrow, were sentenced to three years imprisonment. All became seriously ill during their imprisonment and were released early but died shortly afterwards from their illnesses. White Cap, leader of the Sioux at Batoche, was arrested but acquitted. The Sioux reserve in Saskatchewan is today known as the Whitecap Dakota First Nation.

Major General Middleton resigned as head of the Canadian Militia in 1890 when a select committee of the House of Commons criticised him for the misappropriation of furs from a Metis named Charles Bremner. He returned to England where he was appointed keeper of the Crown Jewels.



Right: Louis Riel prepares to meet his maker.



# SCENARIO

## THE FIRST DAY AT BATOCHÉ, 9 MAY 1885

This scenario is based on the first day's action of the four-day Battle of Batoché. Named individuals are historical characters who took part in the actual campaign. Figures are individually based, each miniature representing 1-2 men. The numbers give a good balance to the game and are based on the miniatures I have. Keeping roughly the same numbers of miniatures, you could use different unit combinations to suit your available miniatures. The grading of troops is for my *La Petite Guerre* rules: A Grade being men highly experienced in frontier warfare, B Grade are men with some frontier experience, C Grade are inexperienced men.

### NORTHWEST FIELD FORCE - BRIEFING

The advance guard of the Northwest Field Force is tasked with clearing the approach to Batoché to enable the main body to deploy and take the settlement that the rebels have declared as their provisional capital. The steamboat Northcote has been sent up the South Saskatchewan river to land troops in the enemy rear.

### ORDER OF BATTLE

Maj-Gen Sir Frederick Middleton commanding. Mounted, sword & revolver, A Grade.

#### 1 Gatling Gun

Capt. A.L. Howard. Revolver, C Grade.

1 gunner. Revolver, C Grade.

#### A Troop Northwest Mounted Police (NWMP)

Capt. John French commanding. Mounted, sword & revolver, A Grade.

Sgt Doyle. Mounted, Winchester & revolver, A Grade.

8 constables. Mounted, Winchester & revolver, B Grade, one marksman.

#### Detachment of the 10th Royal Grenadiers

Lt F.J. Dickens commanding. Sword & revolver, C Grade.

7 grenadiers, Snider-Enfield & bayonet, C Grade.

#### Detachment of the 90th Winnipeg Rifles

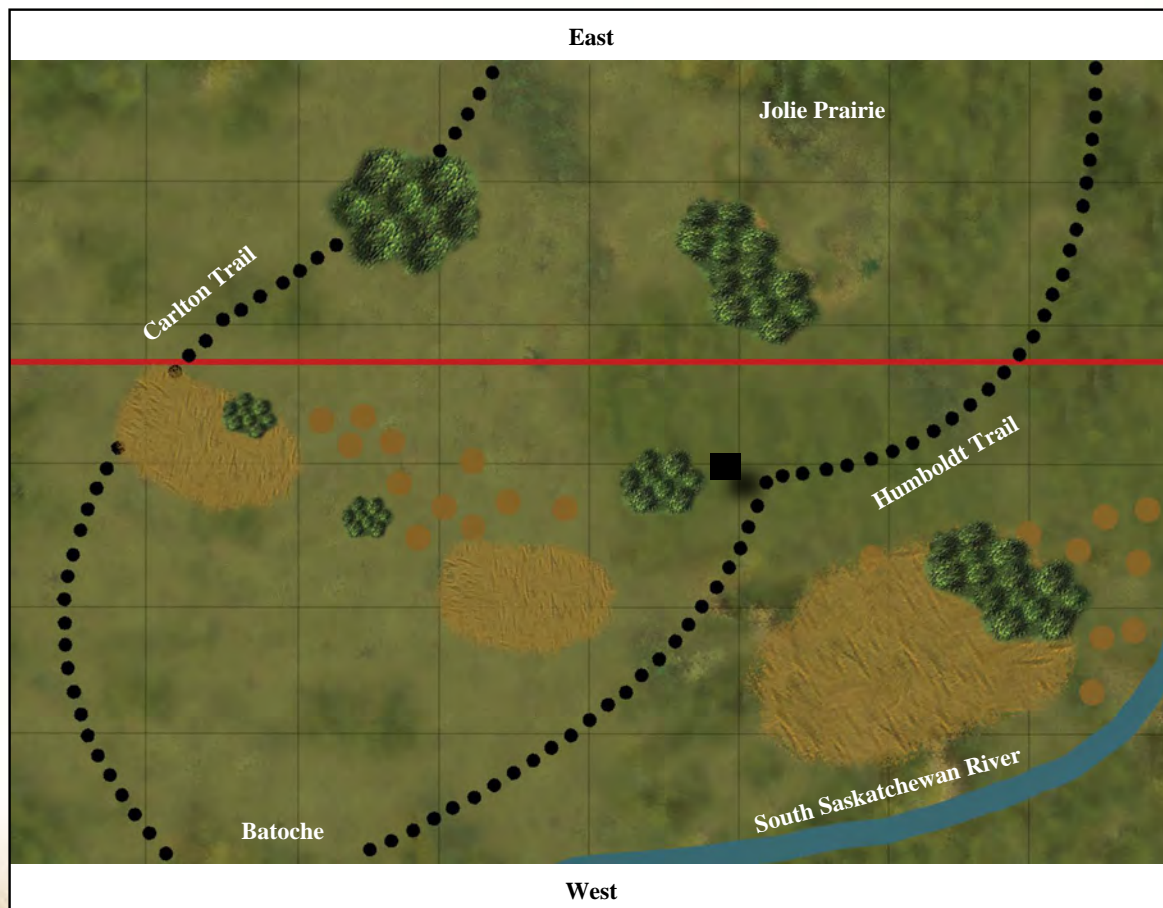
Lt Hildebrandt commanding. Sword & revolver, B Grade.

Sgt T. Wright. Snider-Enfield & bayonet, B Grade, Marksman.

4 riflemen. Snider-Enfield & bayonet, C Grade.

### DEPLOYMENT (SEE MAP)

You may deploy in one or two columns in any order of march you wish. Your start point is the eastern edge of the Humboldt Trail, and the column (or two columns side by side) may enter the table edge at the start of the first turn. You may, however, detach one column to enter on the eastern edge of the Carleton Trail. If so roll 1D6 for that column to enter from the 2nd turn, arriving on a 5 or 6, +1 for each succeeding turn.





## METIS BRIEFING

The Northwest Field Force is advancing in strength to take Batoche where you have established your provisional capital. Your objective is to hinder their advance and to cause enough damage on them to force negotiations. You have had time to prepare and have dug 'rifle pits' covering the approaches. Early in the morning, the government army sent a steamer up the South Saskatchewan river with the intention of landing troops in your rear. To counter this, you withdrew men from your forward positions. Fire from the banks and a cable across the river disabled the steamer. The men involved in this are now able to return to engage the government advance guard.



Above: Metis fighters defend a rifle pit during the Battle of Batoche.

## ORDER OF BATTLE

Louis Riel commanding, unarmed other than crucifix and Bible, C Grade.

Any Metis who can see Louis Riel +1 to any and all morale rolls. If he is killed, all Metis who see this will retire. He has no influence over the Cree or Sioux.

### Frontiersmen

- Gabriel Dumont. Mounted, Winchester, A Grade, marksman.
- 5 Metis. Mounted, Winchester, A Grade, all marksmen.

### Settlers

- Patrice Fleury. Winchester, A Grade, marksman.
- 1 Metis marksman. Winchester, B Grade.
- 5 other Metis. Muskets, B Grade.

### Cree

- One Arrow. Winchester & revolver, A Grade.
- 2 veteran warriors. Winchester, B Grade.
- 3 other Cree. Muskets, B Grade.

### Sioux

- White Cap. Mounted, Winchester, A Grade.
- 2 Sioux. Mounted, Winchester, A Grade.

## DEPLOYMENT (SEE MAP)

You have pre-dug twelve rifle pits, which may be placed anywhere on the table west of the red line. Each rifle pit accommodates up to two men. You do not necessarily have to occupy them.

The Metis settlers and Cree may be deployed anywhere on table west of the red line. They may be deployed in rifle pits, or not, as you wish. Louis Riel is off table at Batoche. He may come on table if and when you choose. The mounted Frontiersmen and Sioux are returning from engaging the steamboat. They may arrive anywhere on the western table edge from the start of the second turn but must dice to arrive. Roll 1D6, requiring 5 or 6 to arrive, +1 for each succeeding turn.

Note: I used twigs to represent the rifle pits. The Metis player was allowed to place them anywhere on table west of the red line on the map and then camouflage them with lichen, which I was also using to represent scrub. After deploying his men, we photographed the positions for reference and then removed the figures. When the Canadian columns came on table, they could see no enemy, and the twigs representing the rifle pits looked like decorative scatter. It was only when the Metis or Cree opened fire that the Canadians became aware of their positions.



Above: Royal Grenadiers fire on Saint-Antoine de Padoue Church, during the Battle of Batoche.



## HOW OUR GAME PLAYED OUT

The Metis and Cree dug rifle pits covering all approaches but only occupied those covering the Humbolt Trail. They also occupied the church. The advance guard of the Northwest Field Force decided to keep their troops together with the intent of forcing the Humbolt Trail approach by first clearing the woods, then seizing the large hill by the river and then the church.

The government side used the Gatling gun to fire on suspected rifle pits. This forced the Metis and Cree to keep their heads down, limiting their ability to shoot back. Taking fire from the church, the dismounted NWMP decided to mount up and make a dash towards Batoche. This unexpected move forced the Metis to commit their reserves of frontiersmen and Sioux to plug the gap. Caught in a crossfire in the open, the NWMP lost several men and horses before reaching cover. There they dismounted, occupied empty enemy rifle pits and saw off a brief attack by the Sioux.

Under covering fire from the Gatling gun, Major General Middleton personally led the advance of the Grenadiers and Rifles against dug-in Cree who were holding the woods on the eastern edge of the large hill by the river. The outnumbered Cree were unable to inflict much damage on the advancing Canadian infantry thanks to the covering fire that kept their heads down. The Royal Grenadiers then fixed bayonets and charged, successfully clearing the woods. At that critical moment, one musket-armed Cree warrior fired off a shot at close range, hitting and killing General Middleton.



*Above: In a scene from the game; the Royal Grenadiers assault Batoche church.*

At this point, the Metis still held the church and were converging on the isolated NWMP survivors. With Middleton's death, we concluded that the Canadians would have no option other than to retire to their zareba camp. There they would, no doubt, spend a fitful night under fire from enemy sharpshooters. Apart from General Middleton's untimely death, our game had the same outcome as the historical opening action at Batoche. It took three more days and the judicious use of two batteries of guns before Batoche finally fell.

It was an exciting game with lots of tricky decisions having to be made by players on both sides. The players were hampered in their decision making by the fact that they never had the full picture. The Canadian players did not know where the rifle pits were until they uncovered them or took fire from previously hidden positions. The Metis player knew where the Canadian column was as it advanced on-table but did not know if more would be coming nor where they might be coming from. This made an interesting change from the usual wargame where the players can see all the enemy troops and make their decisions accordingly.



*Above: Louis Riel urges his men forward.*



# BILLHOOKS MOVEMENT TRAYS



**Richard Lloyd, aka Captain Blood, returns with more medieval mayhem in the form of a guide to creating action packed movement trays for *Never Mind the Billhooks*.**

Figures in *Never Mind The Billhooks* are organised into companies of six, eight, or twelve, and casualties are removed one figure at a time. This means your typical 100-point *Billhooks* army may consist of as many as 70 - 80 individually based figures so, movement trays are a fairly essential aid to speeding up play, especially in the opening manoeuvre phase, when all companies are at full strength and play is racing along.

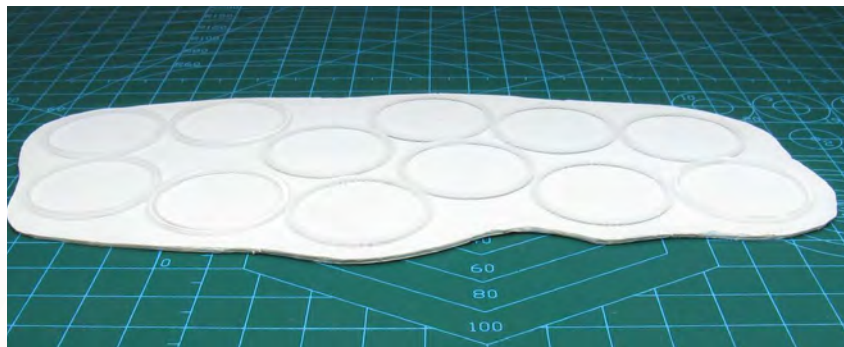
The wargames hobby is awash with off-the-shelf movement trays in a various materials, with MDF rectangles being the product most people seem to reach for. For me though, that MDF step is just too visually intrusive. I'm not too keen on rectangular trays either, with their perfectly ranked-up slots. Yes, they use space efficiently, but I want my units to resemble natural-looking clusters of medieval fighting men in organised mobs - not parade ground drill formations.

Most of all, I want movement trays that appear to merge into my terrain, rather than sticking out like sore thumbs.

Scratch-building presents a challenge though. How to countersink recesses for the figures' bases?

The cunning answer is not to try making holes in your tray, but to build your tray around some holes.

**1** First you need some laser-cut acrylic rings\* - each ring is just a millimetre or so deep, with an internal diameter of 26mm (to allow for any tiny irregularities in the 25mm washers on which all my figures are based). These rings are going to form the slots for bases in the finished tray.



**2** Next, take a sheet of 0.75mm plasticard and cut a rough oblong about 150mm wide by 75mm deep. If you're careful, you can get four trays from a 300mm x 150mm sheet. Snip away at the corners and indent the edge here and there to create a slightly irregular outline. Sandpaper the edges to clean off any burrs.



**3** Now superglue 12 of the acrylic rings onto the plasticard, to form two slightly irregular ranks. The exact size of the tray and the openness/closeness and layout of the rings is obviously down to personal preference. With that done fill between the rings with gloop, taking care to cover the exposed top rims of the rings, but not to get any of the texture inside the ring itself.



**4** While the basing compound is still wet, push in a few clusters of aquarium or model railway gravel here and there, to serve as rocks.

Once the texturing has fully dried it's time to paint. Primer and drybrush the tray in the same colours as your bases.



**5** I build up successive highlight layers of earth coloured paint then apply a contrasting colour to larger rocks and black out the interior of the rings so the tray looks neat once casualties start to be removed.



**6** All that's left is to add a few grass tufts or sprigs of foliage, and that's it. Job done.



## CONCLUSION

I've made several dozen of these trays over the last few years. Each takes an hour at most to make, plus painting time and a tray works out at a couple of pounds in material cost. The profile is extremely low (which is the whole point), but I haven't found them difficult to pick up and move.

*\*The acrylic rings are from Oshiro Model Terrain ([info@oshiromodelterrain.co.uk](mailto:info@oshiromodelterrain.co.uk)) and available for 20mm, 25mm, and 40mm diameter round bases.*





# SEVENTH TIME LUCKY!

## Crusading in Lion Rampant Second Edition



**Pete Brown uses *Lion Rampant Second Edition* to play the campaigning possibilities of the Seventh Crusade in Egypt.**

I have always had an interest in ancient Egypt. Anyone who has been lucky enough to see the pyramids, the sphinx, the temples at Luxor, or any one of the fabulous structures from Old and New Kingdoms cannot help but be impressed by their scale and the extraordinary skill it took to build them. I also discovered that ancient Egyptian buildings and terrain could look equally impressive on the wargames table. Everything, from half buried sphinxes, fallen stele, or small tombs all the way up to large temples, could form an impressive centrepiece for any game.

It will come as no surprise that when my thoughts turned to playing a few games of *Lion Rampant*, I found the opportunity to dust off my Egypt terrain and crusade with King (later Saint) Louis. His Seventh Crusade, to reclaim the Holy Land by attacking the main seat of Muslim power in the near east, led to his arrival off Damietta on 4 June 1249. What followed was an unusual campaign with a huge variety in the battles and skirmishes that were fought. Perfect!

Chapter Six of *Lion Rampant Second Edition* offers a way to run a campaign using a series of linked scenarios; but instead of rolling randomly to see which of those would make up my campaign, I matched the most suitable scenarios from the rulebook to the events of Louis' historical Egyptian campaign. History provides leaders for warbands and anchors the games to a specific time and place. Players can also better visualise the kinds of troops that will make up their warbands, using the historical forces as a guide.

### THE SEVENTH CRUSADE

Jerusalem was sacked in July 1244 by Khwarazmian forces, but by this stage of the Crusades, there were too many wars going on at home for anyone to pay much attention to what was happening in the Holy Land. After all, Jerusalem had been taken and lost by Christian armies with unfortunate regularity, so this sacking was not especially notable.

However, late in 1244, young King Louis IX of France fell gravely ill. On his sick bed, he pledged to God that should he recover, he would go on Crusade to show his gratitude. When he experienced a miraculous recovery, Louis acted on his promise and began to raise funds for his new endeavour. Louis had decided, following consultation with his nobles, that a Crusade to the Holy Land followed by an advance on Jerusalem was impractical; instead, he planned to invade Egypt, home of the Ayyubid Dynasty, who ruled both Egypt and most of the Holy Land. It was thought that by pressing the Ayyubids in Egypt, they could be persuaded to give up Jerusalem to protect their more valuable holdings at home.

### THE SEVENTH'S SLOW START

The Seventh Crusade began formally on 12 August 1248, when Louis walked bare foot and dressed as a penitent to Notre Dame Cathedral to hear mass. He

### A RULESET FREE-FOR-ALL

Although written with *Lion Rampant* in mind, the following scenarios can all be played using your favoured set of rules for the Crusades. Just keep the suggestions I make in mind and perhaps modify with some house rules. Wargaming is a broad church... unlike the Crusades themselves.



then travelled south, still in the clothing of a pilgrim, to meet Pope Innocent IV in Lyons, who gave the Crusade his blessing. On 25 August, Louis sailed to Limassol in Cyprus, where he had established a supply base. Louis remained in Cyprus until the following spring, gathering men, supplies, and the necessary ships to embark on his Crusade. He did not get under way until 30 May 1249, with most of the ships arriving off the coast of Egypt by 4 June 1249.

Some of the ships had been separated from the fleet by a storm, and although his advisers suggested waiting for the full fleet to gather before making a landing, Louis realised that the longer he delayed, the more time the defenders would have to gather their strength. Without further ado, Louis began landing his forces on the beaches near the city of Damietta, in the Nile Delta, at dawn on 5 June.

The troop and supply ships were too large to get close to the beach, so smaller boats were launched and rowed into shore. John Sarrasin, King Louis' chamberlain, estimated that there were two thousand Egyptian cavalry and as many crossbowmen, waiting for them on the shore, and said the arrows came "so fast and so thick that it was a wonder to see." Once they were close enough to the beach, Louis' men jumped over the sides of their boats and waded ashore. One of the first knights to do so was Hugo Brun, the Earl of March, who "rashly rushed into the midst of the enemy..." and was mortally wounded.

As the crusaders waded ashore, they found themselves fighting in isolated pockets, harassed by enemy arrows and Egyptian cavalry, who galloped into the sea to come to grips with their enemy. Despite the efforts of his servants to stop him, Louis also jumped over the side of his boat and waded ashore to join the fray and help his men band together to strengthen their formations.

The battle lasted several hours, but as more and more crusaders landed on the beach and joined the growing central force, the Egyptians were forced to admit defeat and withdraw, leaving the crusaders tending to their wounded while completing their landing. The Egyptian leader, Fakhr al-Din, judged that he could not hold Damietta against such a large force and decided to pull back toward Cairo. Seeing the troops withdraw, the citizens of the city went into a panic and fled, leaving a 'ghost town' that the crusaders marched into unopposed the following day.

#### Tabletop opening: life's a beach!

The Crusaders are the defenders attempting to hold their beachhead, while the Egyptian attackers must drive them off. Play as a straightforward 'Bloodbath' scenario as described on page 137 of the rulebook. The Egyptians win if they defeat the enemy and drive most of the enemy units back into the sea.

An alternative twist on this scenario could involve King Louis wading ashore with his bodyguard. The objective could now be for the

Egyptians to kill the king and end the Crusade before it has even begun!

- **Set up:** The Egyptian forces deploy along the north edge of the board, and the Crusaders set up along the south, which is assumed to be the sea. The Crusaders can have boat models and perhaps a small area of water on their board edge.
- **Special rules:** The Crusader units arrive at random points on their board edge. Number sections of the board edge between two and six, then roll a D6 for each unit. The corresponding number is the area of the board edge where the unit arrives. A roll of one means the unit doesn't arrive and must be rolled for again next turn.
- **Ending the scenario:** Keep playing until a turn begins with five or fewer units in total remaining in the game. When this happens, roll a D6 at start of turn; if the result is higher than number of units left on table, this is the final turn.
- **Victory conditions:** Both Attacker and Defender add up the value of enemy units routed or wiped out when the game ends. Units that are damaged but still in play do not count. The player with the higher score wins five Glory.

#### THE FALL OF DAMIETTA

As mentioned above, the crusaders took the city of Damietta without bloodshed and Louis took this as a good omen for the continued success of his Crusade. He converted the Amr Ibn al-A'as Mosque into a cathedral, where prayers of thanks





were said for his great victory. But Louis could not advance on Cairo straight away; the Nile was in flood, and he had to wait for the remainder of his fleet to catch up.

Damietta was quickly established as the headquarters and supply depot for the Crusade; knights raided the surrounding lands for food and supplies while Egyptian forces rode close, taunting the knights to draw them out into battle. Louis had forbidden anyone to leave camp, but Walter of Antrenche rode out with his followers to take on the infidel on one occasion. He was ambushed, beaten with maces, and died soon after being rescued!

The Egyptians did not have it all their own way; an English contingent commanded by William Longsword captured a small fort near Alexandria and managed to make prisoners of some local Egyptian nobles' wives. He also led a raid on an Egyptian caravan and brought back spoils that included gold, silver, and precious silks, but Louis punished Longsword for disobeying orders; he distributed the spoils amongst the army, leaving little for the English. Longsword went off in a huff to Acre and did not return for two months.

This continued to be a period of raiding and counter raiding by the crusaders and their Egyptian enemies, with neither side making any real gains.



#### EGYPTIAN TERRAIN

At first glance, it may seem that ancient Egyptian terrain - stele, temples, collapsed columns, sphinx, and so on - are so period specific that you may get limited use out of them, but I have found the reverse to be the case.

I initially bought my Egyptian temple to decorate a display board when I was using my New Kingdom Egyptian army. At the same time, I gathered some other statues and collapsed stele to enhance the board and provide cover and objectives for my troops to fight over. Since then, that same Egyptian terrain has been fought over by my Dromedary mounted Romans, Seventh Crusaders, Ottomans, some lovely Dromedary mounted French Napoleonic, my colonial British, and even (at a push) some WWII desert rats.

I have also used the same terrain for some of my fantasy skirmish games (such as *In Her Majesty's Name*) and as a backdrop for my Games Workshop Tomb Kings army. Recently loaned to the team at *Wargames Illustrated*, they have used it in games of *The Silver Bayonet*, *7TV Pulp*, and *Stargrave*.

Egypt has been fought over by numerous Empires since 2000 BC, and you might be surprised how much use you can get from a few generic Egyptian temples!





## The waiting game: ambushes and raids

This period of the campaign allows you to undertake various scenarios from the rulebook using the Egyptian and Crusader army lists; you could consider playing more than just a single scenario.

The 'Gladiators Ready' scenario is perfect to play the clashes outside Damietta, such as the one fought by Walter of Antrenche. The 'Hold on Tight' scenario could be used to refight William Longsword's seizing of the small keep of nobles' wives, and 'The Relic' could represent the Crusaders attempting to return to Damietta with an item found in an Egyptian tomb, or even with the wives of the nobles! 'The Convoy' could be easily adapted to refight William Longsword's successful but ultimately fruitless attack on the Egyptian convoy. If you can't adapt a scenario from the rules to fit this part of the campaign, you're just not trying!

## TO MANSURAH

The Ayyub Sultan, as-Salih Ayyub, who was on campaign in the Holy Land when the crusaders landed, packed up his army and began to march it back to defend Cairo. On the way, he was stricken with tuberculosis, and incapacitated with illness. Therefore, the Sultan offered to exchange Jerusalem for Damietta.

Louis rejected the Sultan's offer as he "did not do deals with Muslims", which was an odd statement given the stated objective of the Crusade was to take land in Egypt and exchange it for Jerusalem. Louis must have been confident he could achieve more victories and a better bargaining position; who could have suspected that crusaders would be arrogant and overconfident?

By the end of October 1249, the Nile had receded, Louis' younger brothers Alphonse and Robert had arrived with

## SAINT LOUIS - A GIANT IN MINIATURE

*"I have warned you many times, the armies that obey me cover mountains and plains, they are as numerous as the pebbles of the earth, and they march upon you grasping the swords of fate."*

The driving force behind the Seventh Crusade (although he would probably give that title to God) is Louis IX of France. Saint Louis, as he became known, is available from *Wargames Illustrated* as a part of the Giants in Miniature range. Louis' sculpt is loosely based on a statue in his likeness that sits atop the entrance to France's Sacré-Cœur Basilica.



reinforcements, and the crusader force was prepared to advance. The army set out on 20 November following the west bank of the Nile to Cairo, leaving a small garrison in Damietta. Just three days later, weakened by his illness, as-Salih Ayyub, died. Fearing a palace coup, his widow, Shajar al-Durr, managed to conceal the death, and with the aid of Fakhr al-Din (the army general), continued to send orders, along with a forged signature, from the Sultan's tent.

The crusader army crossed various canals as it moved south, while the Egyptian cavalry opposed every crossing; but by 14 December, Louis' army had reached the village of Baramun. The bulk of the Egyptian army was camped over the river on the east bank, near the town of Mansurah, and for a while the two armies glared powerlessly at each other across the impassable Nile. Louis ordered a causeway to be built; therefore, the army set about pouring stones into the Nile to create a bridge while the Egyptians fired bows and artillery at them. To combat this, the crusaders brought up siege towers to protect the builders; the

Egyptians, in turn, brought up naphtha throwing trebuchets, which set fire to the crusaders' towers. The final straw in this deadly game of one-upmanship came when the Egyptians started digging out the bank on the opposite side of the Nile. By preventing the crusaders' causeway ever reaching them, the Egyptians had wasted six weeks of Louis' campaigning time.

Then an Egyptian defector informed the crusader army of a ford that could be used to cross behind the Egyptians. On 8 February 1250, Louis and his infantry remained in camp while the cavalry, including all the knights and holy orders, rode to the ford under the command of the impetuous Robert of Artois, the king's brother. The ford was not as shallow as promised, however, and the knights found the crossing extremely difficult, with several of them drowning. But they were soon heading toward their objective, a bridge held by the Egyptians. The knights, led by the Templars, took the Egyptians by surprise and routed them. Their orders were to hold the bridge until the infantry could cross and a combined arms attack could be made against the Egyptian camp, but it will come as no surprise to those with even a passing knowledge of the Crusades to learn that the knights did not wait.

They charged on and took the Egyptian camp by surprise, killing the unarmed and unprepared Egyptian commander, Fakhr al-Din, as he investigated the commotion. Louis' cavalry was, therefore, already far ahead as the rest of his army crossed the recently taken bridge; he hastily sent messengers with orders for the cavalry to proceed no further, but Robert of Artois was hungry for victory. William Longsword (back from throwing a strop in Acre) and Grand Master of the Templars, Guillaume de Sonnac, advised caution, but Robert pressed on.







In the close streets of Mansurah, the crusader knights were hemmed in, under fire from rooftops, and ambushed at every turn. When they reached the centre of the town, they found the elite Mamluks of the Egyptian army drawn up to oppose them. William Longsword, his knights, and all but five of the 290 Templars that followed Robert, were killed in the melee. Over 1,500 knights and squires, the flower of the crusader army, were killed in the streets of Mansurah, while Robert of Artois drowned as he attempted to escape across the Nile on an exhausted horse.

The survivors fell back to the camp but were harassed by Egyptian horse archers. The knights were forced to make repeated charges to drive off the cavalry until their infantry arrived, allowing the knights to shelter behind the wall of shields and crossbows.

Although Louis could claim he had won a great victory, he knew in his heart that the knights lost that day could never be replaced and the entire Crusade was now in jeopardy.

#### Playing the victory and the defeat

This phase of the campaign throws up several potential gaming options, starting with the crusaders' opposed advance over the canals and tributaries of the Nile. This could be a variation of the 'Ferry Across the Mersey' scenario found on page 152.

Robert of Artois' attack on the Egyptian bridge will need a custom scenario. The Egyptian force should deploy first, defending a bridge at the centre of a board, with the Crusader player then deploying their force in the west zone of the board (see page 135 of the rules). To avoid 'beardy' deployment by the Egyptian player (who will know the Crusader entry point), the Crusader player may instead choose to enter the board from the south zone and attack

across the bridge if preferred. The Crusader player wins if they control the bridge at the end of the game.

#### The Battle of Mansurah

This game will require some planning of rules, armies, and (perhaps most importantly) terrain to represent the twisting streets and alleys of Mansurah. The Crusader player is attempting to escape from the city with as many survivors as possible, led by one of the battle's notable characters - Robert of Artois, William Longsword, Guillaume de Sonnac, etc. The Crusaders must attempt to escape from the long eastern board edge, through the streets and town squares, to a gate placed on the western edge of the board.



The Egyptian player secretly marks where their forces are deployed (anywhere outside the eastern Crusader deployment zone) before the Crusader player deploys. The Crusader is the attacker, the Egyptians play as the defender, and once the Crusaders have moved, the Egyptian player can opt to put their forces on the board and activate them or wait in hiding. Defenders MUST be placed when they come within line of sight of any enemy.

Represent the Crusaders' battle fatigue by starting their units with 1D6+1 'hits' already inflicted (e.g. if you roll a 4, remove one model from an Armour 4 unit or 2 models from an Armour 2 unit). You may also consider using the 'Hot Weather' rule on page 122 to represent the exhaustion of the Crusader knights.

This is an escape mission, not a scenario the crusaders are expected to 'win'. Glory points can be awarded based on how many Crusader units escape off the western board edge intact.

#### THE END OF THE SEVENTH CRUSADE

Following the 'victory' at Mansurah, Louis ordered the various siege engines, that the Egyptians had been bombarding the opposite shore with, dismantled. The wood was used to build a stockade around the Crusader camp where, after losing most of his knights, Louis hoped to sit tight and await reinforcements.



By now Turan Shah, as-Salih Ayyub's heir, had arrived from Turkey and was quickly installed as Sultan of Egypt. His first act was to have boats dismantled and carried on the backs of camels to a point halfway between Mansurah and Damietta. Thus, Louis' ships carrying supplies and reinforcements along the Nile were attacked and either captured or driven back. Louis stubbornly ignored the opportunity to withdraw; when starvation and scurvy took hold in his camp, he sought a truce and offered to surrender Damietta in exchange for Jerusalem, but Turan Shah refused.

Louis loaded the sick onto boats, which sailed parallel to his land column in his retreat to Damietta. Louis, suffering from dysentery, refused to be taken on a ship and travelled in a wagon with the land column. The army was harassed by Egyptian light cavalry and was soon pursued by a reinforced Egyptian army, which surrounded the land column at Fariskur on 6 April.

The weakened Crusaders were quickly overwhelmed while the ships carrying the wounded were blocked on the water and destroyed with fire arrows from the land. Most of the crusader force, including the king, were killed, or captured. Over 10,000 crusaders were marched into captivity and the Seventh Crusade ended in disaster.

### Gaming the finale (AKA the damp squib)

Geoffrey of Sergines, commander of the Royal Bodyguard, pushed on from the battlefield of Fariskur, with a wagon containing the sick King Louis, to reach the nearby village of Sharamash. Once there, they were able to fortify a position from which Philip de Montfort could ultimately negotiate the king's surrender to the Sultan himself. But for this to happen, the king must be delivered safely to Sharamash and protected from the pursuing Egyptian forces.

'The Convoy' scenario from page 160 of the rulebook would seem to fit the bill here; but instead of the wagons being full of supplies, use only one wagon that contains the most precious supply of all, the King of France! Otherwise, the scenario can be played out as written.

### CONCLUSION

The Seventh Crusade makes an ideal backdrop for a linked scenarios campaign in *Lion Rampant*. The battles' linear nature allows the players to move from event to event in a logical order, and the inclusion of personalities - the king of France and knights such as William Longsword or Robert of Artois - gives the scenarios more depth and human interest; and the fact that the campaign can be fought around fabulous Egyptian temples and terrain is, for me, the sugar syrup on the basbousa!



But what of King Louis? He recovered from his illness, but his freedom was bought with the city of Damietta (which was returned to Egyptian hands), and Louis sailed to Acre where he spent the next four years attempting to pay the ransom of the men still held captive after the defeat at Fariskur.

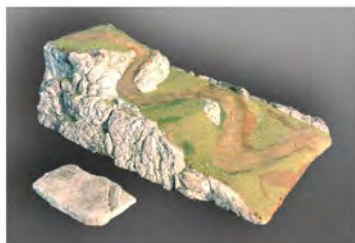
Eventually, he returned to France, and believing he had offended God, he endeavoured to carry out good, pious works for the rest of his life... until, that is, he began his Eighth Crusade, but that is a story for another day.

#### THE MINIS

The miniatures seen in the photos decorating this article are 99% Gripping Beast (plus a few Fireforge Crusaders). Thanks to The Beast for the loan of their painted figures.



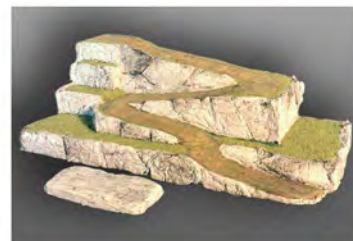
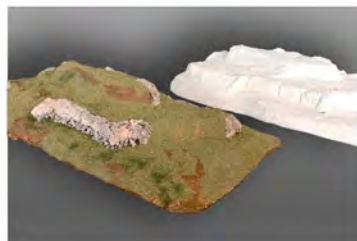




# MEGA TERRAIN - ENGLAND -

[WWW.MEGATERRAINENGLAND.COM](http://WWW.MEGATERRAINENGLAND.COM)

LANDSCAPES - TERRAIN - BUILDINGS



## 1/72ND SCALE (25MM) METAL MINIATURES

INDIVIDUAL PACKS **£5.40**

CONTAINS **8 FOOT/RIDERS OR 4 HORSES**

DISCOUNT ARMY PACKS **£70** CONTENTS **15** PACKS

C410 Late Roman, Goth, Hun

C1066 Dark Age Anglo Saxon, Norman, Viking

C1250 Medieval Europe, Saracen, Mongol, Japanese, Korean

C1480 Wars of the Roses

C1642 30 Years War, English Civil War

C1854 Crimean War

C1861 American Civil War

For details of all our products and ranges, visit:  
[tumblingdiceuk.com](http://tumblingdiceuk.com)

● **Tumbling Dice** ●





**MARS**  
CODE AURORA

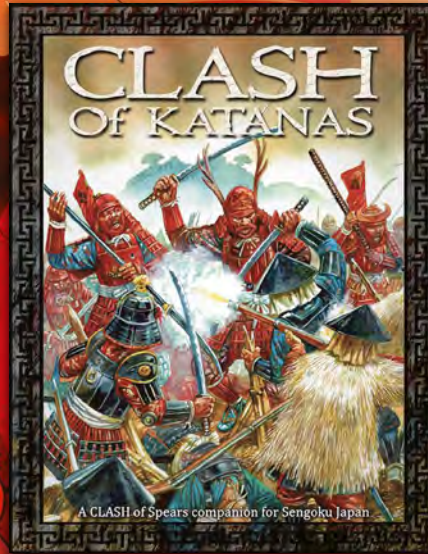


New Titles in stock  
at North Star now.  
Mars Code Aurora,  
Clash of Katanas,  
Et sans résultat! Napoleonic rulebook.

[www.northstarfigures.com](http://www.northstarfigures.com)

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](mailto:mailorder@northstarfigures.com)  
Web: [www.northstarfigures.com](http://www.northstarfigures.com)

Nick Eyre's  
**NORTH STAR**  
Military Figures  
Presents



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



# YOUR MINIATURES... MULTIPLIED!



**SKYTREX**

With nearly 40 years of mould making and casting experience, Skytrex is the perfect partner to bring your miniatures projects to market!

We offer full design consultation, master and production mould making, metal and resin casting services for all industries, especially wargaming miniatures and railway scenery. Our costing model is perfectly suited to all sizes of miniatures businesses. So, no matter how big or small your business is, we are ready to help you succeed.

If you've already got a range of miniatures, then that's no problem at all as we're more than happy to work with other people's moulds where possible.

So, if you have a project you think we can help with or just want to know more, please get in touch!

[sales@skytrex.com](mailto:sales@skytrex.com)

[www.skytrex.com](http://www.skytrex.com)

(01509) 213789



# NOW AVAILABLE

## NEVERMIND THE BILLHOOKS

**DELUXE** WARGAMING LATE MEDIEVAL  
SMALL BATTLES AND  
BIG SKIRMISHES



**£25**

**£5 off for WiPrime Members\***

\*when ordered via the Wi website

Also available: Core and Europa Card Decks and MDF Tokens.



Available via mail order from:

UK  
wargamesillustrated.net  
northstarfigures.com  
arcanscenary.co.uk

USA - \$35  
Ironheart Artisans.com

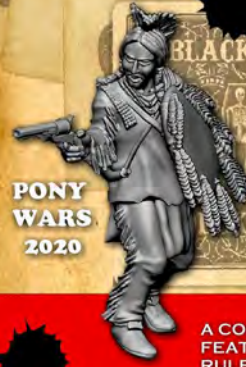
AUSTRALIA and NEW ZEALAND - \$49.95  
khaki-green.com.au

Trade orders from:  
North Star Military Figures

# GUNFIGHTER'S BALL

## WILD WEST SHOOTOUTS

**PONY WARS 2020**



PAINTED BY ADAM SMITH

**OVER 100 GUNFIGHTERS, PLUS DOZENS OF BYSTANDERS AND ACCESSORIES!**

A COMPLETE GAME SYSTEM FEATURING FIGURES, TERRAIN, RULES, CARDS, DICE, MATS, AND AN ACTIVE ONLINE COMMUNITY.

Distributed exclusively in Europe by Caliver Books

**WWW.KNUCKLEDUSTER.COM**

## Turn your Lead to Gold!

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

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

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

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

**ABCbrushes**  
Artists brushes for MODEL Painters

For all your brush painting requirements. Big choice. Great Value!

[www.abcbushes.com](http://www.abcbushes.com)

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

[www.ebay.co.uk/sch/abcbushes/m.html](https://www.ebay.co.uk/sch/abcbushes/m.html)

**Paintingden Miniature Painting Service.**  
10mm to 32mm  
The painting service for the gamer.  
Email: [paintingden@yahoo.com](mailto:paintingden@yahoo.com)  
Web: [www.paintingden.co.uk](http://www.paintingden.co.uk)  
Address: Paintingden,  
19, Browne Road  
Fulwell  
Sunderland,  
SR6 9HQ

# MARDAV MINIATURES

High quality 3D printed WWII models  
Vehicles ♦ Infantry ♦ Artillery ♦ Terrain

[WWW.MDMINIS.CO.UK](http://WWW.MDMINIS.CO.UK)

UK Mega Wargamer  
Ron Ringrose

## MINIATURES FOR SALE

Check out the

listings  
of 'nellie88cars'

## Dragon Miniatures

Dragon Miniatures the best 28mm figures on the market, presently on offer are Roman Republic and Germanic Celts plus ACW figures.

For free samples and more info, visit our website and have a look around:

[www.dragoonminiatures.co.uk](http://www.dragoonminiatures.co.uk)



# WARGAMES

# ATLANTIC

# VOX POPULI



Wargames Atlantic is letting YOU decide their next hard plastic releases!

Introducing **VOX POPULI**, our program for letting you decide what we make next! Visit the site and have a look at over 40 hard plastic 28mm sets in development. Your votes will determine which ones get made first!



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

DESIGNED ON BOTH



SIDES OF THE POND

VISIT US AT [WWW.WARGAMESATLANTIC.COM](http://WWW.WARGAMESATLANTIC.COM)



# FRONT RANK

## *Figurines*



## Medieval

EXPLORE OUR POPULAR RANGE  
OF MEDIEVAL FIGURES IN 28MM  
METAL. FEATURING:

- ▶ *THE WARS OF THE ROSES*
- ▶ *THE HUNDRED YEARS' WARS*



[www.GRIPPINGBEAST.com](http://www.GRIPPINGBEAST.com)

