

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

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EPIC BATTLES
FIGURES



ISSUE 424
APRIL 2023
UK £5.99



FUN IN THE SUN
The Barons' War: Outremer



VALOUR & FORTITUDE
Campaign and Battle Scenarios

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WHAT'S INSIDE



CONTENTS



▲ QUICK FIRE 20



▲ FRAME FOCUS: PIKE & SHOTTE EPIC BATTLES 26



▲ MUSKETS & TOMAHAWKS TO FALLEN TIMBERS 56

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FROM THE EDITOR

For this month's theme we sat four wise old wargaming men down in a pub in Nottingham, brought them a round of drinks (or two), posed the question "What have been the gamechanging developments in our hobby over the last 50 years?" then sat back and recorded them ramble.

The result of their (mostly coherent) debating can be read on page 34. I am sure you will find it interesting and insightful. But do you agree? Let us know after you have reached the end of the article.

Other Gamechangers in this magazine come in the form of thundering hooves, steel chariots, and multi-player Billhooking. We also have a couple of articles for you based around this month's freebie frame. You will have received either a Pike & Shotte Epic Battles Infantry or Cavalry frame with this magazine.* Find out what P&SEB is all about by reading our interview with the game's designer on page 50, and check out our painting guide on page 26.

Happy reading and rolling.

Dan Faulconbridge
Editor

*Sorry - not available to our European subscribers.

Our cover artwork this month is by Peter Dennis and features on the Push of Pike box set by Warlord Games. It is used with kind permission of Warlord Games.

Below: Some of our P&SEB figures in full Technicolor glory.



CREDITS

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Printed in the UK by: Warners.

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CONTENTS

OBSERVATION POST 8

TV and film classics, angry animals, Operation Barbarossa, and more in this month's look at new wargames releases.

RELEASE RADAR 14

What new hobby gems will Dom train his radar on this month?

QUICK FIRE 20

The place to go to find out what your hobby peers have been up to over recent weeks.

FRAME FOCUS: PIKE & SHOTTE EPIC BATTLES 26

A look at this month's freebie frame. Taking in some painting and modelling tips along the way.

THEME: GAMECHANGERS WITH FOUR WISE MEN 34

We sit down for a few pints, some grub, and some Gamechangers chatter with a quadrant of wargaming wise men for this month's theme introduction.

FUN IN THE SUN 42

A look through the exciting new *Outremer* expansion book for Footsore's *Barons' War*, discussing the new armies, rules, and figures available, and some suggestions for Crusader States historical battles you can play at a skirmish level.

THEME: PIKE & SHOTTE EPIC BATTLES - WHAT'S IT ALL ABOUT? 50

We caught up with Warlord Games' Steve Morgan, author of the *Pike & Shotte* rules, and asked him about all things Pikey and Shotte.

MUSKETS & TOMAHAWKS TO FALLEN TIMBERS 56

We showcase the paint jobs Matt Parkes applied to North Star's new Native American warriors for *Muskets & Tomahawks* and suggest some tabletop battles to use them in.

THEME: "STEEL CHARIOTS IN THE DESERT" 64

Robert Giglio presents armoured cars and light patrol cars as a World War One Gamechanger in the desert.

BEHIND GERMAN LINES 70

Paul Leach provides a 'toolkit' for collecting figures, planning forces, and getting gaming with Soviet partisans and their German foe during WWII.

THEME: MULTI-PLAYER BILLHOOKING 78

About this time last year, Giles Shapley, aka Eric the Shed, shared with us his journey through several multi-player tabletop refights of the battles of the Wars of the Roses. For this Gamechangers article, Giles tell us how he tweaked the *Never Mind the Billhooks* rules to allow for more players, more figures, and ultimately bigger battles in those games.

SCENARIOS FOR VALOUR & FORTITUDE 82

Following last month's rules for using the *Strategy & Guile* campaign system with *Valour & Fortitude*, the game's designer Jervis Johnson presents a *S&G* campaign scenario followed by a *V&F* battle scenario.

THEME: HELL ON HOOVES 88

Bill Gray delves into the history and tactics of the Polish Winged Hussars and discovers that we might need to (Game)change to better represent them in tabletop battles.



▲ BEHIND GERMAN LINES 70



▲ MULTI-PLAYER BILLHOOKING ... 78



▲ SCENARIOS FOR VALOUR & FORTITUDE 82



▲ HELL ON HOOVES 88

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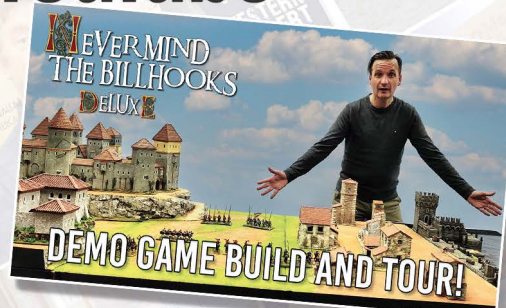
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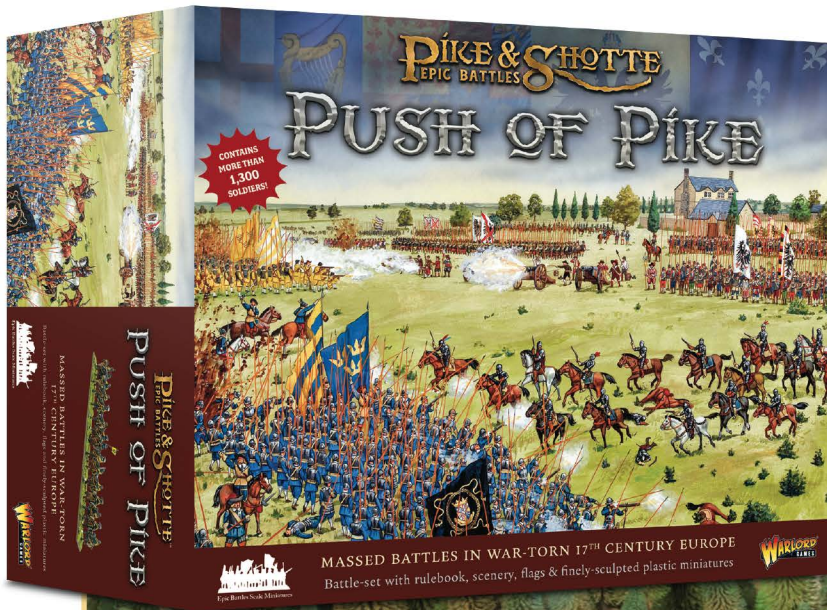
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OBSERVATION POST

New and forthcoming wargames stuff you need to know about

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

CROOKED DICE - ASSORTED

Do you have eclectic tastes and a love of pop culture from various decades? Then hold onto your wallets because there's bound to be something that tempts you in this broad selection of new Crooked Dice releases!

ROBIN FROM THE RICH

If it wasn't for Alan Rickman's wonderfully over the top Sheriff of Nottingham performance, *Prince of Thieves* would be tossed into the same 'never to be opened' box as Ridley Scott's 2010 *Robin Hood*. True connoisseurs of the Hood myth know that TV shows *Maid Marian and her Merry Men* and *Robin of Sherwood* are the more modern pillars of the story. It's the latter show that inspires these new figures - two packs of Merry Men (including an early career Ray 'faakin' Winston), Herne the Hunter, and a Villains set - which will help you bring these Nottingham legends to the tabletop.

Right and below:
Robin Hood sets.



Above: Market Traders.



Above: Psycho Killer.



Above: Immortal Evil.

Left: Moonbase Crew.

UNDER THE MICROSCOPE



SALUTE PREVIEW

Stalwart Sidekicks (£15) is a set of helpers (plus one iconic hinderer) from *Indiana Jones*. Sculptor Mark Evans has done a great job of translating the likenesses of these four characters to 28mm scale, and it's going to be an essential purchase for any Indy fans.

John Rhys-Davies' Sallah is ready for fisticuffs, *Raiders* nemesis Belloq looks splendid, Henry Jones Sr. carries his case and umbrella, and Short Round is ready to offer Indy far more help than he really deserves!

This set isn't due out on general release until May, but it will launch at Salute in April along with a Cult of the Ancient One pack and some new Giant Rats.



Above (left to right): Fixer, Arch-rival, Orphan, and Academic.

INTO THE PAST, THE PRESENT, AND THE FUTURE

The other figures continue to explore different shows and films from decades past. Moonbase Crew (£15) is inspired by Gerry Anderson's short-running live action show *Space 1999*, while Immortal Evil (£7 and multipart) and Beastmen Kids (£10) will excite fans of 1985 animated show *Thundercats*.

More suited to 'real world' gaming, but still connected to some TV classics, are Market Traders (£8) and Private Investigators (£8), bringing the glamour of Peckham and Hawaii to the tabletop. The Mob Boss (£4) represents one of TV's most monstrous characters - Tony Soprano - and Psycho Killer (£5) represents another of TV's terrors - Noseybonk from 1980s children's TV show *Jigsaw*.

DETAILS

- SCALE: 28mm
- PERIOD: Various
- PRICE: From £4 for individual miniatures to £15 for sets
- MATERIAL: White metal
- AVAILABLE FROM: crooked-dice.co.uk

FENRIS GAMES - WYRDWORLD RECREATED

Wyrdworld is a range of intriguing fantasy figures produced by Fenris Games' owners Ian and Jo Brumby. The miniatures are 'recreated' because the idea behind them is decades old; the Brothers Brum conceived of *Wyrdworld* as a PBM game in the '80s but have recently busied themselves with releasing a rather vast selection of excellent figures decades later.

For the uninitiated, PBM stands for play-by-mail; that's the 'letter in an envelope' mail, not the 'e' variety. Players would send their written tales of adventure to the other participants and the GM to (slowly) develop a detailed world and RPG adventures within it. *Wyrdworld's* fantasy setting, its magical themes, and its anthropomorphised characters are now a fascinating range of figures inspired by that early gaming.

The models blend traditional RPG archetypes with animals that represent them well. Bruiser types like polar bears (cunningly called polarbarians) and 'terminator pigs' are equipped with large two-handed weapons; otters and raccoons represent more nimble scouts and rogues; and there are pangolin monks, stoat wizards, and many more creative options.

There is a pleasing realism to the animals themselves, and they carry a lot of weight and drama in their poses. Creatures like Smudge the otter scout look lithe, fleet-footed, and quick, while a giant such as Jorrik the ground sloth, who stands 55mm tall and is 75mm wide across his outstretched arms, has a good amount of power, weight, and danger present in his pose and bulky anatomy.

If you'd like to know more about the world behind the miniatures, you can also pick up a book - *Genesis: The First Book of Wyrdworld* - as a paperback or eBook. It presents 30 chapters - more short stories than one flowing narrative - that will serve as a background to various aspects of the world.



- 1: Jorrik, ground sloth.
- 2: Newt the fisher.
- 3: Lydekker, terminator pig.
- 4: Kaane, polarbarian.
- 5: Smuts, pangolin monk.



UNDER THE MICROSCOPE

CASTING QUALITY

Wyrdworld's miniatures have a lot of detail across their often furry (and otherwise textured) bodies, which then transitions to flowing lines of smoother clothing and armour with pinpoint details on top of that. This pleasing spread of sculptural detail and texture is a sign of very capable miniature sculptors, but it requires good casts in order to not become an annoyance. There's nothing worse than an obvious mould line running the length of a fur textured area that will then need to be filed smooth or painstakingly resculpted by far less capable home hobbyists.



Above: The polarbarian's hands fit so neatly that they held in place without even being glued on our cast.



Above: Jorrik the ground sloth's arm connects with fur texture matching up nicely on either side of the join. A little filling will help the final look, of course, but compared to what we often encounter on big kits, this is excellent!

Thankfully, as you can see in these close ups, details and different fur textures come through beautifully on these very high-quality resin casts. There's barely a mould line to worry about anywhere, and the feeds are placed sympathetically too, usually into the underside of the feet alone rather than any parts of the models that will be seen. Even the breakdown of models has been done in a considered way, with fur hairs lining up on each part as they are pushed together to make rather seamless joins.



Above (left to right): Smudge the otter scout and Tommy I'th' Hood, Tanuki rogue, both in bare resin.

DETAILS

- SCALE: 28mm
- PERIOD: Fantasy
- PRICE: £8 to £25
- MATERIAL: Resin
- AVAILABLE FROM: fenrisgames.com

ANSCHLUSS PUBLISHING - FORGOTTEN BATTLES: OPERATION BARBAROSSA

Anschluss Publishing continues their quest to highlight 'Forgotten Battles' with the latest in their ongoing range of WWII scenario books. This one heads to Russia, 1941, and the frontier battles that signalled the opening of Operation Barbarossa.

Designed for use with Anschluss' *The War on the Ground* rules, the 20 scenarios within will nevertheless serve players of any system well. The detailed research behind each battle, plentiful gameplay variations, and extensive army lists (ranging from Company to Battalion level) are sure to provide inspiration no matter what rules the reader might favour.

The book - module eight in the ongoing series on *Forgotten Battles* - is the first of a planned three-volume set that will tackle the War in the East in 1941. Author Peter Heath focuses on the frontier battles from the first nine days of the German offensive; this concentrated timeframe of study should give prospective readers a good indication of how granular the details within get. Some books use fewer pages to cover the whole invasion of Russia than this one devotes to just over a week of combat, but it's a pleasure to examine these battles so closely through the informed guidance of Peter's writing and gaming ideas.

PROGRESSING YOUR GAMES ACROSS THE FRONTIER BATTLES

The book begins with a short introduction from the author, then an overview of the prelude to the fighting; after that, it's straight into the scenarios, starting with the 68th Fortified Region in the early hours of 22 June 1941 and the main thrust of the Army Group's Centre.

The chapters and scenario sections then progress chronologically, skipping back-and-forth between Kiev (which has eight scenarios in total) and other areas. This progression will aid the reader in developing and playing mini campaigns based around the events covered, as will the focused maps for each scenario and the broader overview maps of the wider regions.

Scenarios are presented in a recurring format: an introduction, presentation of the forces involved (including reinforcements and when they will arrive), special rules, victory conditions, and the aforementioned game map. There's details of the troops involved too and occasional special rules.

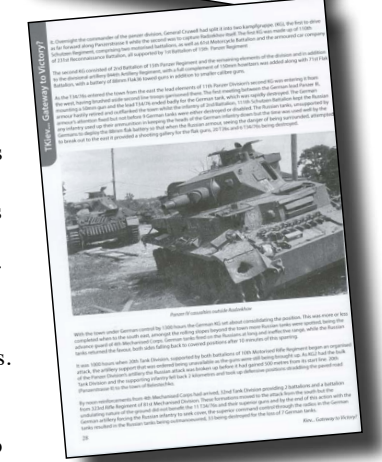
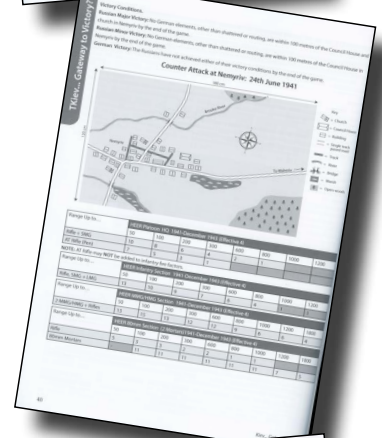
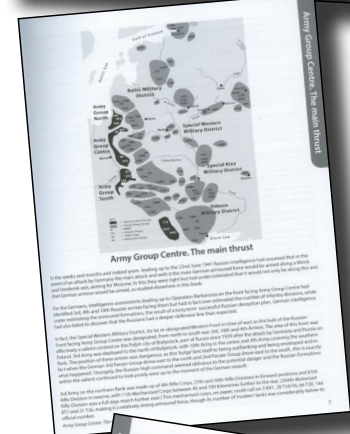
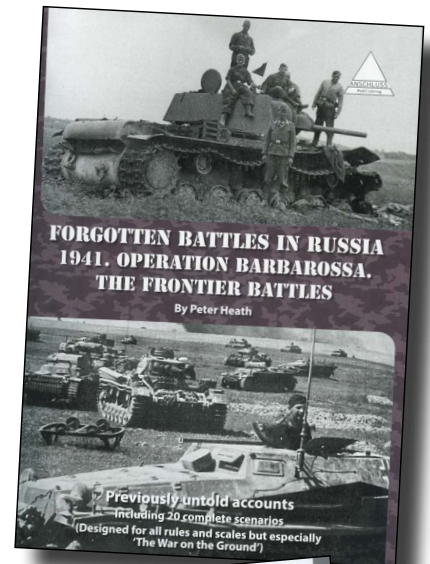
Armour quickly arrives on the scene, and Field Marshal Von Rundstedt's forces are well equipped to destroy their opposition. The power of the Panzer divisions was telling in the history of the frontier battles, and that's something this book doesn't shy away from, presenting major imbalances in some scenarios. The Russians (the book chooses that over the use of 'Soviet') may be less organised and not as well trained or equipped, but they can still put up a fierce defence and gain smaller victories in the face of the German push across some of the scenarios.

VARIETY IS KEY

Objectives and force composition vary a great deal as the days of the campaign go by: Scenario 3 sees German Pioneer sections armed with Demolition Charges taking out Russian pillboxes, Scenario 7 presents 'Lieutenant Ivaskovskiy's problem' with German armoured cars taking on Russian T26 and T38 tanks. Scenario 9 moves to 24 June, and this time German motorcycles face off against Russian Kliment Voroshilov tanks. These kinds of asymmetric forces bring variety and challenges to the German player in what is usually considered a walkover assault for them. German overconfidence is examined in detail too, such as in Scenario 11 where Russian units ambush the advancing 14th Motorised Infantry Division.

Everything culminates with a return to 'Kiev... Gateway to Victory?' and two scenarios: one that takes place on 28 June - the Russian attack on Hranivka with tanks fighting around an urban environment - and one on 29 June - Russians trying to capitalise after hitting the Germans with a heavy air raid.

Pages 84 to 121 present an exhaustive listing of the Russian and German army structures, and this will be particularly exciting for Russian players as their forces tend to be far less documented. While the content is exciting, the way it is laid out is less thrilling. Anschluss put on great looking games that showcase their rules and miniatures, yet other than on the back cover, these aren't shown. The book's interior could do with some colour and inspirational imagery, particularly in the army lists. This is, however, really the only complaint about an otherwise excellent scenario book that focuses in on a less gamed part of WWII. We're excited to see what's next in the series.



DETAILS

- SCALE: Assorted
- PERIOD: World War Two
- PRICE: £30
- MATERIAL: 122-page, black and white, softback book.
- AVAILABLE FROM: anschlusswargames.com

1ST CORPS - EARLY WAR GERMANS

If you're looking for a versatile, extremely capable, and well-equipped army to take to the tabletop, the early war Germans are pretty much the pick of the bunch for World War Two. Their Blitzkrieg assault seemed nigh-on unstoppable through the first couple of years of combat and brought them success in the invasion of Poland and the taking of France and the Low Countries.

These new infantry options from 1st Corps add to the existing early war Section and Supplement packs that are available and bring characterful new weapon teams and commanders.

DETAILS

- SCALE: 28mm
- PERIOD: World War Two
- PRICE: Between £3 and £7.20 per-pack
- MATERIAL: Metal
- AVAILABLE FROM: 1stcorps.co.uk

TRIPOD MG34 TEAM

There are already advancing and prone MG34 teams available from 1st Corps, which are made up of just two figures each (painted figures below right). This new set adds a more defensive role by placing the Maschinengewehr 34 on a tripod and doubling the number of crew.



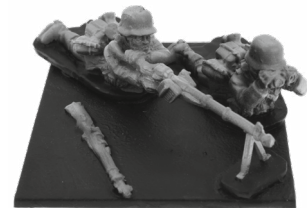
Arguably the most advanced machine gun in the world when it was initially deployed, the MG34 could pump out a ferocious rate of fire when in a fixed position, but it required a team to sustain it as ammo would be rapidly expended and the barrel would overheat and need changing out.

The crew here are all single part, but the gun, rear legs of the tripod, and the ammo belt need to be fixed together (shown left). At £7.20 it's the most expensive set; but once built it, makes a great little scene with a gunner, spotter, loader, and a soldier rushing up with extra ammunition. It could easily be formed into a mini vignette with the addition of some defensive cover.



PANZERBÜCHSE ANTI-TANK RIFLE TEAM

The PzB 39 would eventually become inadequate against the heavier armour the later years of the war brought but was mass-produced during the early war. This one is fired prone, and there are nice details in this £3 kit: extra cartridges near the breach (so the gunner can easily grab them and reload), a spotter using binoculars, and a spare rifle and bipod mount as separate parts.



50MM MORTAR TEAM

The 50mm Granatwerfer 36 light infantry mortar was seen in the early years of the war but was notoriously heavy and complicated to use. The 1st Corps set is made of two prone figures and the same spare rifle that comes in the PzB 39 set. Details are good, and the crew have a robust 'chunky charm' to their sculpting style.

Above: Note that we added square bases to our gun teams; they aren't included in the packs.

PLATOON OR COMPANY COMMAND

Perfect to lead your Blitzkrieg, these officers are posed in various 'leader stances', checking maps, scanning the horizon, and shouting commands. They're all hefting around a good bit of kit and carry MP 40s. As with the existing NCO set in the range, this pack of four one-piece figures is £6.



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(Photo shows the Goblin defenders of the Mine Entrance from North Star's Oathmark Demo game)

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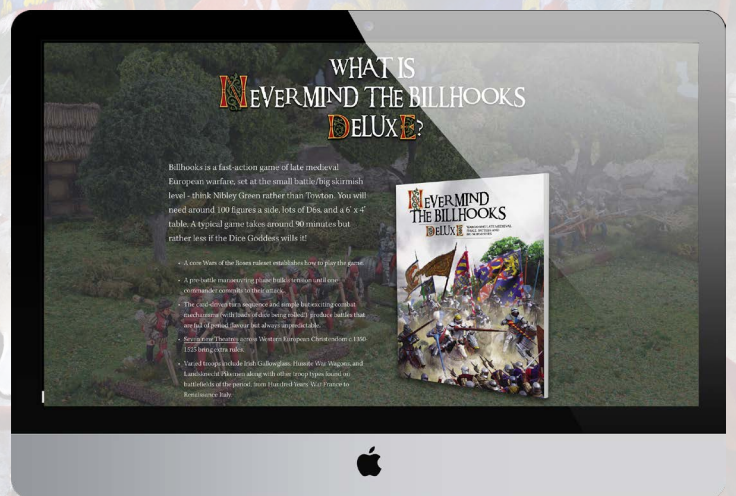
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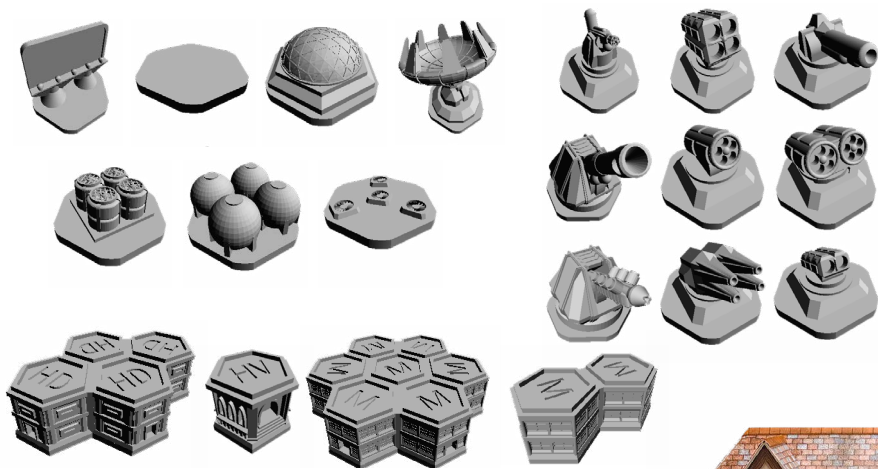
RELEASE RADAR

Dom Sore shares a selection of less mainstream new releases in his monthly column.

A BUILDING BONANZA

There's no excuse for just rolling out a flat gaming mat and doing battle across a featureless plain with the lovely lot of specialist terrain available these days, and this is highlighted by several products I am going to be introducing you to this month. Wargame Forge via Mighty Minis UK (mighty-minis-uk.com) have a new range of 6mm hex shaped constructs that will be perfect for *Battletech*, *Epic*, and other small scale sci-fi games. There are five building types - Light, Medium, Heavy, Hardened, and Gothic - plus two sets of toppers to add variety to them on the tabletop. There are base levels and higher levels for the buildings, 15 weapon toppers, and seven more civilian toppers (billboards, vents, communication dishes, etc.). You can pick and mix the options and they'll be 3D printed to suit the needs of your sci-fi urban warfare board.

I'm working out the feasibility of extending my home hobby setup into an attic-based gaming and painting area; this month I've been checking out a host of terrain options along with the usual mix of minis and miscellanea.



Upping the size to 00/H0 scale are some releases from Metcalfe Models (metcalfemodels.com): a Water Wheel, Modern Train Station Platform, and Hotel. They are all made from card, and if you're new to this range, you're in for a treat. Their buildings are easy to put together and look really good with the details all a part of the card sheets. These are suitable for 1/72 and 20mm games, even if they are a little smaller than true scale models would be. The Tudor style Hotel is probably the pick of this bunch, and with a little extra work, could suit various periods. If this scale is to your liking, make sure you check out the many model railway manufacturers out there as they stock and produce very interesting options.



Above: Hotel.



Above: Water Wheel and Modern Platform.

Available in various scales are some new offerings from MarDav (mdminis.co.uk), roaring into 2023 with some products they worked on over their 'break' for the festive period. They have been showing off six new kits, produced in their usual resin and of varying complexity. Czech Hedgehogs, a Horse Drawn Limber, and Downed Aircraft Markers are some of the smaller options, while the Generic Airfield Tower is an impressive kit. The two Japanese items - the Daihatsu class landing ship and a Japanese Gun Emplacement - are particularly nice to see as they are both items that are normally only produced for the Allies or German forces around the Atlantic wall. Now you can build a better Tarawa set up or recreate one of the many Japanese landings of the Pacific theatre.



Above: Control Tower.



Above (left to right): Daihatsu, Japanese Gun Emplacement, Downed Aircraft, Horse Drawn Limber, and Czech Hedgehogs.

The final buildings for this section come from Oshiro Terrain (oshiromodels.wixsite.com) and are maybe the most interesting as they are building facades rather than full structures. They denote either a Victorian Terrace or Factory and come in 28mm scale primed resin. These would be ideal to border the edge of your table (they even have interior details) or you could model them as part of a film set for your 7TV games. I am hoping there will be more additions to the range so that I can play *Westworld* in all its '70s glory.



Above (left to right): Factory and terrace house.

ANCIENT INDIANS

New Ancient Indian figures are coming thick and fast at the moment, like these 28mm resin releases from V&V Miniatures (vminiatures.com). This single set of four archers is a lovely looking teaser for a new V&V range themed to the 'Age of Alexander'. The stern looking but gloriously detailed and realistically posed figures (with three loosing and one reaching for an arrow) certainly have me primed for whatever's next.



If you're too impatient to wait for more V&V releases, then why not have a look at the figures available from Scropha Miniatures (myminifactory.com/users/scropha-miniatures)? These are STL files to be printed on your home setup or via commercial services, and they look great. There are classical and heavy chariots, infantry, and archers available; both chariot sets include two different configurations as well as crew and are provided with spears, bows, shields, and whips. The two infantry sets contain eight different figures each, and while all sets are scaled



to 28mm, it should be possible to up or downscale them as you need. I wonder if the Ancient Indian arrival has something to do with the new *SAGA: Age of Hannibal* expansion from Studio Tomahawk. We need more elephants though!



MODERNISH

Two codes of character-packed 28mm white metal goodness from 1st Corps (1stcorps.co.uk) join their C20th Follies range. The first pack features four Explorers who all are bedecked in various animal furs to keep themselves toasty, while the other pack - the Postal Pilots - are kitted out in interwar flying gear. They carry assorted weapons - some obvious like the machine gun, others less so like the pistol behind the back - and all eight figures have the characterful faces and poses you'd expect from sculptor Mark Fuller. I am sure I can get these minis into my Home Guard Army somehow.



Above (left to right): Postal Pilots and Explorers.

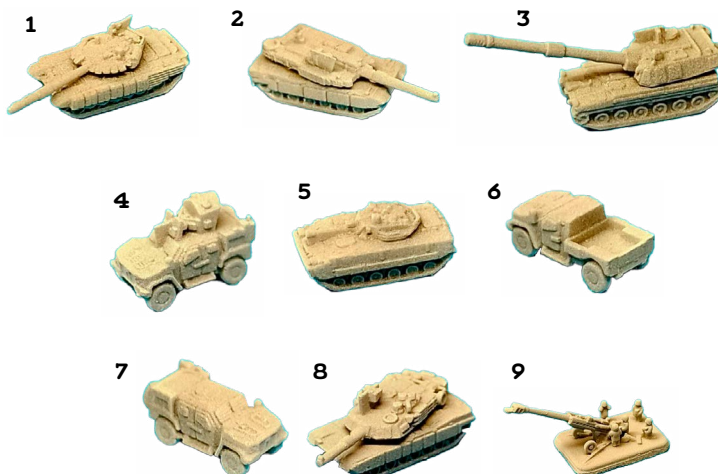
Moving further towards the present in our timeline are 20mm plastic resin figures from Early War Miniatures (earlywarminiatures.com) for their Dutch/KNIL World War Two range. This is a large expansion includes: an Army Signals Unit, M20 Lewis Gun on AA mount, HMG, Mortars, KNIL 11 man squad with helmet and bush hat options, Horse Team and limber with field gun, BSA motorcycle with anti-tank rifle, and BSA Motorcycle with sidecar and LMG. I think that is everything but there could be more. The limber with field gun is an unusual and welcome addition, and I am sure we will see people converting that for other armies of the time.



Above: Horse Team and Limber with Field Gun.
Below: KNIL Rifle Squad.



Closer still to modern times and there's another large release, this time from Osmý Oddzial, distributed by Magister Militum (magistermilitum.com). I still haven't scratched my micro armour itch yet, but these will no doubt work their way into the collections of those who have; there are a lot of new 3mm codes, including the M777 155mm howitzer (9), M1A2 SEP v2 (8), M1280 General Purpose vehicle (7), M1278 JTV Utility vehicle (6), M1278 JLTV Heavy Gun carrier (4), MN 651 K9 Thunder SPH (3), MN 652 K21 IFV (5), MN 650 K2 Black Panther (2), and T-72B3 (1). These are tiny vehicles with excellent detail, and yet again, I find myself marvelling at modern sculpting and casting capabilities.



HOBBY HODGEPODGE

Do you know anything about the German Peasants' War of 1524-25? Me neither! Steel Fist Miniatures (steelfistminiatures.com) do though, and they have released some fantastic figures for it in 28mm metal. You may need several hundred models to make a peasant army worth its salt, so the five packs from Steel Fist are a good start. They offer peasants standing, peasants advancing, peasants attacking, a command group, and handgunners and crossbowmen. Even though the peasants are revolting, the sculpts are lovely and armed with a range of standard and improvised weapons. We all know they are going to fail against the forces of the ruling class, but by Jove they will give it a good go first!



STOP PRESS

This is turning out to be a good month for German Peasant fans - Artizan Designs have also just released the first of their German Peasants War range!



Another set of fantastic 28mm figures are the Three Outlaws from Bac Ninh Miniatures (bacninhminiatures.blogspot.com). These sculpts represent Kannuki the Giant, Unosuke the Bad, and Inokichi the Ugly, and if you're a fan of Akira Kurosawa movies, you might recognise them! Use the figures in your 19th Century Japanese battles as they protect a village against government forces, or maybe they are out there to steal from the villagers.



Above: Kannuki the Giant, Unosuke the Bad, and Inokichi the Ugly.

Midlam Miniatures (midlamminiatures.co.uk) provide our monthly fantasy taster with a pack of two 28mm Ram Men. One of these beastly creatures is armed with a bow, while his compatriot is armed with a spear and shield. Both come in at 32mm tall from hoof to top of the head so will match up with their more human counterparts. It is remarkable how menacing sheep can look, and if you add a weapon of war into the mix, you will understand why I am wary of Ovines in all circumstances; there's danger in them there fields!



GANGS OF ROME II

Most successful games in our hobby get a redo at some point or other, and *Gangs of Rome* from Footsore Miniatures (footsoreminiatures.co.uk) is currently being Kickstarted as *Gangs of Rome II*. This will produce a new A4 rulebook and some new miniatures, but existing figures will still be usable in the updated edition. There are several rule changes to help the game flow, and this will be a welcome update to an already excellent game. We rarely mention Kickstarters as they can be unreliable beasts, but with multiple campaigns under their belt, we have quite a bit of faith in Footsore's ability to fulfil. What are you waiting for? Let's get to Rome!

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





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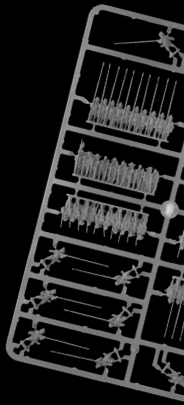


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QUICK FIRE!

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

TWO ADRIATIC HARBOURS FOR THE PRICE OF ONE

By Dave Watson

My current wargame project is the Napoleonic Wars in the Adriatic, the subject of my next book, *The Frontier Sea*, to be published this Spring. Most of the great powers contested the lands around the Adriatic Sea during the Napoleonic wars: Austrian, French, Russian, British, and their foreign regiments fought up and down the coast. Sometimes this was with or against local leaders like Peter I of Montenegro and Ali Pasha of Ioannina.

I have included a wargaming appendix in the book. One scenario involves an attack by a Royal Navy frigate captain on one of the many small ports on the Dalmatian coast. Sadly, nothing in my 28mm scenery collection looked anything like the typical Venetian harbour. As this will also be used for the Glasgow and District Wargaming Society's participation game at the Carronade show in Falkirk, it needed to be a robust and flexible piece of scenery.





Not being noted for tackling DIY jobs around the house, I shocked my wife when she found me sawing sheets of 18mm MDF! Three formed the baseboards on a 6' x 4' sea mat. I expanded my collection of Mediterranean buildings from the Tablescope range, which are ideal and light. Applying some of my old model railway skills, stone harbour walls and cobblestone roads were glued in place, and some greenery was placed around to 'plant' the buildings so they could be removed for transport. These towns often had an old castle or at least a gun battery; I had a gun position from a previous display game and added that along with a Roman ruin. The harbour was then populated with cranes, boats, pontoons and the like, mainly sourced from stalls at the Battleground show plus a helpful local firm - Anyscale Models.

Why is this board a two for one? I have another book being published shortly, *The Soft Underbelly: Turkey and the Second World War*. Unfortunately, there wasn't space for a wargaming section in this one, so I am writing a separate scenario booklet to go with it; one such scenario covers a British plan to create a bridgehead with the Partisans on the Adriatic. The main buildings wouldn't have changed much, but instead of a gun position, there are concrete bunkers, an oil storage tank, and more



modern harbour accessories. This will be the basis for our WWII participation game at the Claymore show in Edinburgh this August.

Not the quickest project to complete, but it should get many different uses in the coming years.

MORE QUICK FIRE! PLEASE!

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

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

Send your emails to: wi@wargamesillustrated.net

Use the subject title 'Quick Fire!'.

CHANGEABLE BASES

By Laurence Urhegyi

I've been working on making interchangeable bases for the same unit of models, with magnets used to aid swapping them around. Using some Warlord Games/Wi freebie figures, I've based the models up in three different environments: a snow-covered landscape, a grassy field in summer, and a sandy desert.

Like many (probably all!) wargamers, I've always loved the spectacle of the hobby: what a feast for the eyes it is to see well painted armies of miniatures on a great looking board with appropriate terrain. One thing has always irked me though: when the bases of our models do not match up with the rest of the surroundings. It doesn't matter how much effort you put into making your bases look great: a snowy base will always look out of place on a grass board, and a grassy base will throw things off in an urban setting.

Hence these magnetised, interchangeable bases. It's just a proof of concept now, applied to a couple of Scot's Guard, but there's no reason why it couldn't be applied to a full army. It is easy to achieve with 1mm magnets fixed into the figure and the base, and in theory the same bases can be used for multiple different armies!



Above: The different basing options.



Above: Scot's Guard in the desert.



Above: One of the figures with magnets at its hooves.



Above: Scot's Guard in the snow.



Above: Scot's Guard in the summer fields.

IN PRAISE OF TINY GETTYSBURG

By Paul Davies

An internet search for 10mm ACW buildings led me to the eBay store of WarFayre, and what an excellent discovery it was too! They 3D print ACW, Napoleonic, and WWII buildings; if your scale of choice isn't already catered for, they'll discuss options from 10mm to 32mm, and there are plans to introduce a 6mm range too.

Given the detail of the models, it's clear that WarFayre owner Brian Brand works from top quality STL files, and the thought and care that goes into their design and subsequent printing is obvious. I immediately bought four 10mm Gettysburg buildings from the range.

Codori farmhouse and barn 10mm

Codori farm was at the centre of Pickett's Charge, although the two-storey rear extension wasn't added until 1877.

It is the most complicated of the four buildings I bought and features two structures: the main building with rear extension and the barn. The ground floor of the farmhouse is a separate component with an integral plank effect floor and walls. The first and second floor sections are also similarly detailed and separate; so if you wanted to leave the building in individual elements and insert figures, you could easily do so.

Barn detail is similarly sharp, and it too comprises individual elements, with separate doors and a nicely executed slatted hayloft floor.

As with all the buildings, the price depends on the scale or the size, but this 10mm Codori Farmhouse with barn, being the most complicated of the buildings, was £12.95.



George Weikert's house 10mm

George Weikert's farmhouse (bottom left) was used as a field hospital during the battle, and the print comprises ground floor, first floor, loft, and roof. There is a separate veranda, balcony, with roof too, all full of sharp detail and texture. I would draw particular attention to the balustrades, which are impressive at this size. Weikert's Farm costs a mere £4.50.

Snyder farmhouse 10mm

The Phillip Snyder farm (bottom right) was the start point for the attack by Hood's Division on 2 July. It's another fine little model, following the same construction principles as the previous ones, and costing just £3.95.



Trostle House 10mm

Trostle House was used as Major General Sickles' headquarters and is undoubtedly my favourite of the four. It is another building from the Gettysburg battlefield, but like the others, it could be used further south... maybe during Sherman's March to the sea through Georgia?

Separate storeys and roof, with window shutters and finely executed balustrade and balcony, combine to make this a building full of character, and for only £4.95, well... it would have been rude not to add it to my collection!



Too much detail?

There were some 'issues' with the windows: a lot of cleaning was needed to remove the very thin 'flash' in the openings, and the vertical frames of most of the windows varied a lot in thickness. In the end, I cut most of them out. At this size, they'd hardly be noticeable anyway, and the purist could replace them with brass mesh or something similar if they preferred. The sides of several windows needed to be filed smooth to remove what may have been intended as curtains but didn't look right for me.

To be fair, there are bound to be a few problems when scaling down from a larger master, and when you consider that some parts of these buildings were almost paper thin, and the balcony balustrades were only about 1/2mm thick, then one needs to make a few allowances.

As far as I am concerned, these are very fine miniatures offering extremely good value, and I'll be buying more. Before that, I need to get them painted, and I've made a start with George Weikert's farmhouse. As you can see below, a rather basic application of paint with some wetbrushing to bring out details accentuates the varied textures across the model. The bright white balcony really pops, and when painted, the fine detail in the balustrades seems even more impressive highlighted against the brick of the building.



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FOCUS



Get the lowdown on what to do with this month's free Warlord Games frame.

This month's freebie frame* is a 'try before you buy' sample of the new Warlord Games Pike & Shotte Epic Battles figures. Whether you have the Infantry or Cavalry/Artillery frame, you'll be able to get your figures tabletop ready in no time by following the handy Assembly and Painting Guide on the Warlord Games website, or you can take inspiration from what our in-house painter, Matt Parkes, has conjured up with his magic wand/brush.

CAVALRY

Parliamentary Cavalry Trooper

This figure features many of the buff colours typical of all Civil War soldiers - horse or foot - but taking inspiration from the watercolour *Parliamentarian soldiers at a tavern*, by William Barnes Wollen, this trooper wears a (probably) civilian coat, dyed green.

He also wears a more typical lobster tail helmet, employed by both sides during the war, and is depicted here with his sword drawn at the charge.

Royalist Cavalry Trooper

Any gamer who knows even a modest amount about English Civil War (ECW) cavalry will tell you the Roundheads and Cavaliers dressed pretty much identically; however, we couldn't help the stereotype of labelling the horseman in the floppy hat as a Royalist. He is also wearing a dyed army coat.

He is armed with a drawn flintlock pistol while having a flintlock carbine slung across his leg, and a sword (with a posh bronze hilt!) sheathed at his side.



BOOM! BOOM!
 Take a look at Matt's brushwork on the artillery in the *Pike & Shotte* - what's it all about? article on page 50.

*Excludes European subscribers - very sorry about that but export costs make it impossible.

Washington's Dragoon Standard Bearer

Matt wanted a bash at creating an Epic scale cavalry standard; so to make things difficult for him, we asked him to provide a flag for Washington's Dragoons. This very active regiment are thought to have carried a 'swallow-tailed' cornet, which looks great on the tabletop and provided Matt with some challenging knife work!

Warlord Games have an excellent web page dedicated to the English Civil War standards, which can be found by Googling 'Warlord ECW standards'.



Smaland Cavalry Trooper

With this figure, we leave the English Civil War and head North (and back in time) to the Thirty Years' War (TYW). All the Epic Battles Cavalry figures are entirely suitable for the TYW, and Matt has depicted this model with stereotypically Scandinavian hair and beard. He has also provided him with blue cloth jacket under his breastplate, as seen in illustrations of the Smaland Cavalry in Osprey Publishing's *The Army of Gustavus Adolphus 2 Cavalry*.

New Model Army Dragoons

Dragoons provided a welcome splash of colour to the cavalry of the English Civil War, so we decided to make this mounted figure a Dragoon officer and provide him with some red-coated dismounted troopers for protection. Matt has gone for a deep/blood red for their coats and light blue trousers, as seen in the Osprey book *Soldier of the English Civil War (2)*.



Haselrigge's Lobsters

Perhaps the most famous cavalry regiment of the English Civil War. Their distinctive lobster armour was the last hurrah for armour clad warriors on the battlefields of England. Unfortunately for them, that last hurrah led Haselrigge's Lobsters off a cliff to their doom at Roundway Down in 1643. If you would like to see more by way of reference, check out the excellent Sir Arthur Haselrig's Regiment of Horse: The Lobsters Facebook Group.



BASES

What? You wanted bases with your free figures! You want the moon on a stick! Unfortunately, bagging and shipping constraints meant we couldn't provide you with them this time around, but it's quite simple to sort out bases for your freebie Epic P&S figures. Either head to the Warlord Games webstore and pick up some base frames for less than the price of half a flagon of ale (even at ye olde Wetherspoonse), or make your own by searching for the 'Epic Bases' article on the *Wi* website, and following the simple instructions there.

Matt's basing scheme:

Stage one	Stage two	Stage three
English Uniform	Green Ochre	Desert Yellow

PAINTING THE DRAGOONS AND LOBSTERS THE MATT PARKES WAY

THE RIDERS

	Stage one	Stage two	Stage three
DRAGOON			
Jacket	Burnt Cadmium Red	Red	Baal Red (CC)
Cuffs	Field Blue	Intermediate Blue	
Belt sash	Field Blue	Intermediate Blue	
Hat	Black	Neutral Grey	Black Templar (CC)
Feather	Deck Tan	White	
Beard / Hair	Black	Neutral Grey	
LOBSTER			
Armour	Gunmetal	Black Templar (CC)	Natural Steel
Belt sash	Yellow Rust	Cygor Brown (CC)	
Feather	Orange	Baal Red (CC)	
BOTH			
Skin	Heavy Skintone	Gulliman Flesh (CC)	Sunny Skintone
Sword	Gunmetal	Black Templar (CC)	Natural Steel
Sword hilt	Bronze	Black Templar (CC)	
Boots	Green Ochre	Buff	Snakebite Leather (CC)

DRAGOON



LOBSTER



All of the paints used by Matt are Vallejo except where noted (CC) - Citadel Contrasts.

THE HORSES

	Stage one	Stage two	Stage three
DRAGOON			
Body	Hull Red	Flat Earth	Cygor Brown (CC)
Mane / Tail	Black	Neutral Grey	
Reins	Leather Belt	Cygor Brown (CC)	Brown Sand
LOBSTER			
Body	Chocolate	Cygor Brown (CC)	Chocolate
Mane / Tail	Khaki Grey	Buff	Cygor Brown (CC)
Reins	Leather Belt	Buff	Brown Sand
BOTH			
Saddle	Chocolate	Cygor Brown (CC)	Brown Sand
Blanket	Leather Belt	Cygor Brown (CC)	Brown Sand
Hooves	German Grey	Neutral Grey	
Reins metal	Gunmetal	Black Templar (CC)	
Gun case	Chocolate	Cygor Brown (CC)	Brown Sand
Stirrups	Gunmetal	Black Templar (CC)	Natural Steel

INFANTRY

Prince Rupert's Bluecoats

Warlord Games Head Honcho John Stallard suggested two interesting Regiments of Foote we might want to paint up for display, the first being Prince Rupert's Bluecoats.



Above: From part painted acorns... There's nothing revolutionary about Matt's approach to painting these Epic miniatures, but his method does require lots of patience, a systematic process, and great brush control for all the sharp edge details.

The enigmatic Prince Rupert of the Rhine assumed command of Sir Thomas Lunsford's Regiment of Foote after being impressed by their fighting ability, and they went on to feature in several key English Civil War battles from Adwalton Moor, 1643, to Marston Moor, 1644, building a fearsome reputation.

Matt has chosen to paint a command and musketeer stand for this eye-catching Royalist regiment. The same paints are, of course, applied to the elements across the unit, but it's on the command that you can generally get a bit fancier and add some character. The command stand's banners are a testament to Matt's steady hand!



Above: It doesn't take a lot of extra detail to bring more variety to your ranks. By simply mixing up the colour on some of the hats on the musketeers, it makes what could be a repetitive unit look more realistic and 'alive'.

Above: Notice how the application of Citadel Contrast paint over the skin of this command stand smooths out and corrects the tone of the flesh from the earlier stage.

BANNER REPAIR

With so many pikes and banner poles projecting from the ranks, there's a risk of breakages. Have no fear, fixes are rather simple:



1) Oh no, our bannerman has had a bit of a mishap and gotten all bent out of shape!



2) Snip away the offending item with clippers and clean up with a knife.



3) Find a suitable replacement - we used North Star's wire spears.

4) Cut the spear down to size with clippers, then file the cut flat.



5) Drill out the hand with a precision pin vice, slot the spear into the gap, then fix with a dab of thin superglue on the top and underside.

PAINTING PRINCE RUPERT'S BLUECOATS THE MATT PARKES WAY

MUSKETEERS



	Stage one	Stage two	Stage three
MUSKETEERS			
Base	English Uniform	Green Ochre	Desert Yellow
Shoes	Leather Belt	Cygor Brown (CC)	Brown Sand
Socks	Deck Tan	White	
Trousers	German Grey	Neutral Grey	Basilicanum Grey (CC)
Jacket	Dark Prussian Blue	Prussian Blue	Pastel Blue
Cuffs / Collar	Deck Tan	White	
Belt Sash	Hull Red	Red	Heavy Skintone
Belt Buckle	Gunmetal	Black Templar (CC)	Natural Steel
Sword	Gunmetal	Black Templar (CC)	Natural Steel
Sword hilt	Bronze	Black Templar (CC)	
Sash	Deck Tan	White	
Skin	Heavy Skintone	Gulliman Flesh (CC)	Sunny Skintone
Hair	Black	Neutral Grey	
Helmet	Gunmetal	Black Templar (CC)	Natural Steel
Pike	Flat Earth	Cygor Brown (CC)	Brown Sand
Pike top	Gunmetal	Black Templar (CC)	Natural Steel

COMMAND GROUP



	Stage one	Stage two	Stage three
OFFICER			
Boots	Leather Belt	Cygor Brown (CC)	Brown Sand
Trousers	Green Ochre	Buff	Snakebite Leather (CC)
Armour	Gunmetal	Black Templar (CC)	Natural Steel
Gloves	Green Ochre	Buff	Snakebite Leather (CC)
Hair / beard	Black	Neutral Grey	
Hat	Chocolate	Cygor Brown (CC)	Brown Sand
Sword	Gunmetal	Black Templar (CC)	Natural Steel
Sword hilt	Bronze	Black Templar (CC)	
DRUMMER			
Jacket	Hull Red	Red	Heavy Skintone
Drum top	Deck Tan	White	
Drum detail 1	Hull Red	Red	Heavy Skintone
Drum detail 2	Gunmetal	Black Templar (CC)	Natural Steel
STANDARD BEARER			
Jacket	Heavy Green	Basilicanum Grey (CC)	Intermediate Green
Sash	Hull Red	Red	Heavy Skintone
Hat	Chocolate	Cygor Brown (CC)	Brown Sand
Trousers	Hull Red	Red	Heavy Skintone
Boots	Leather Belt	Cygor Brown (CC)	Brown Sand

The Marquess of Newcastle's Whitecoats

Like any pre-modern troops clad in 'white', debate rages over the exact whiteness of The Marquess of Newcastle's troops' coats, which simply means - paint them as white as you like. Matt has gone for a sheep white/grey for his stands of pikemen and musketeers, and this not only looks a little warmer than a stark white but allows him to apply subtle, purer edge highlights over the greyer basecoat. You will notice the wide range of different headgear worn by the musketeer - which helps with the multi-conflict, multi-adversary nature of the models.



Above: Notice that the wood on these pikemen looks subtly different to that on the Bluecoats? That's because Matt's left this flatter where he added a hint of freehand grain on the lower part of the previous pikes. This gives the impression of a different kind of varnish, wood, or finish. It also saves a little time!



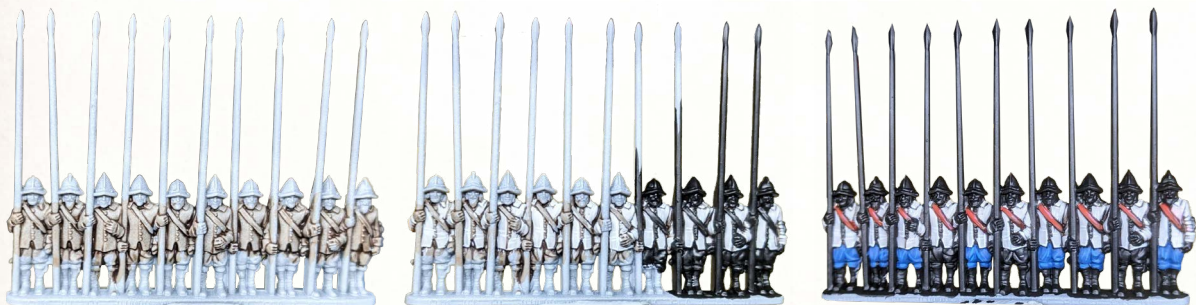
Above: there are a lot of fun details to pick out on these figures but they are quite 'cramped' and some of the more challenging rank and file to paint. If you want to speed up your painting areas like the bags slung across their fronts could be done quickly by applying a coat of brown Citadel Contrast or Army Painter Speed Paint over the base white colour - skip any other stages.

PAINING THE MARQUESS OF NEWCASTLE'S WHITECOATS THE MATT PARKES WAY

	Stage one	Stage two	Stage three
TROOPS			
Trousers	Dark Prussian Blue	Prussian Blue	Pastel Blue
Jacket	Deck Tan	White	
Sash	Hull Red	Red	Heavy Skintone

PICK YOUR PRIMER WISELY

Matt used a black primer on many of the infantry and cavalry options. This adds instant depth to recesses between the colours you apply on top and makes things really pop. On the pike unit here, however, which shows a lot of white, it was more sensible to start with a white primer then paint black around it. White would take many coats to cover a black primer - black only takes one coat to cover a white primer!



On the musketeers, however, with a lot less white showing, Matt decided it would actually be easier to apply several coats over black.



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Tank-hunters

INFANTRY PLATOON

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HEAVY TANK-HUNTER PLATOON

1x Jagdtiger Tank-hunter

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3x T-34 Tanks

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GAMECHANGERS: WITH FOUR WISE MEN



OUR FOUR WISE MEN ARE...

We sit down for a few pints, some grub, and some Gamechangers chatter with a quadrant of wargaming wise men for this month's theme introduction.

- John Stallard: CEO of Warlord Games.
Pete Brown: *Wargames Illustrated's* most frequent article contributor.
Rick Priestley: Author of *Warhammer*, *Black Powder*, *Hail Caesar*, and more.
Andy Callan: Mr Billhooks! And *Wargames Illustrated* issue one contributor.

Wargames Illustrated: Pete, you've brought various books with you in what John's jokingly described as your 'ropey old toss bag'... I think many wargamers would refer to it as a collection of classics, though. How about we kick things off by discussing some of these well-thumbed tomes?

Pete Brown: Well, if you're talking gamechangers then you have to go back to where things started and see how they've evolved from there. The connective tissue of all the rulesets I started out playing - particularly the Wargames Research Group's offerings - is loads of stats and loads of tables.

Andy Callan: Maybe for you youngsters! When I started out it was still Grant and Featherstone, so there wasn't anything so complex. The WRG represented a deliberate attempt to intellectualise the hobby - this is the Wargames Research Group; it isn't just playing with toy soldiers, it's serious stuff! Geeks should be interested in it, so it needs lots of tables and more closely argued rules than you've ever come across. It was certainly a deliberate step... not necessarily one in the right direction - for me certainly not - but they made wargaming serious business.

Rick Priestley: I think my first WRG set was the then brand-new and table-heavy 3rd edition in the early '70s. It was something that we really bought into - that concept of complication and detail... but then we kind of grew out of it. A lot of people didn't of course, and as the game got increasingly complicated, it appealed more to the existing players rather than new ones.

PB: Even a simple little battle would take days to set up and play. The use of tables and factors was in everything at that point; you'd tot up all your dice and cross reference on tables to take casualties off. I think you were sometimes taking away half men and things like that which just wouldn't fly in modern wargames.

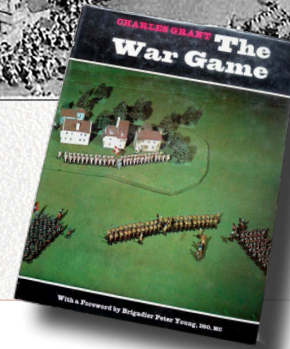
John Stallard: Yes, WRG is about percentages of casualties - it's based on 20s - and Bruce Quarrie did it with 33s. Three men to a hundred.

AC: There was a time in motion element in play in the '60s and '70s too - a man can walk so far in a moment of time, so you extended that across the entire wargame. But it never worked.

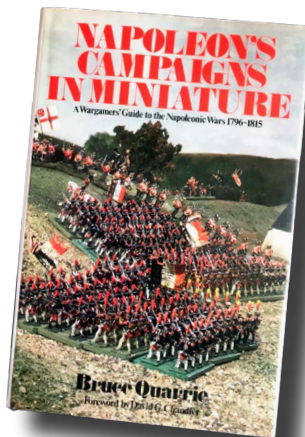
RP: Yes, those are ground-up mechanics, you didn't get top-down mechanics until later. Everyone knew, even at the time, that it didn't work or make a truly entertaining wargame, but it was the 'done thing' and it persisted.



Donald Featherstone (left) and Charles Grant (right) set the foundation for modern wargaming to build upon. The Wargamer's Newsletter and The War Game were a couple of their early works of note.



PB: The other style of rules that presented a step forward after WRG, were those like *Pony Wars - B Troop Ain't Coming Back* and Howard Whitehouse's *Science versus Pluck: Too Much for the Mahdi*, which is one of my favourite sets of rules [See Pete's 'Why I Love...' article about it in *Wi397* - Ed]. They introduced a roleplaying type of element where you had to be the officer and lead the men. These also introduced the concept of an umpire playing against all the players.



BATTLE IN A BOX

Wi: *DBA* and *DBM* seemed to quash some of the complexities of the early WRG books when they arrived.

AC: *DBA's* appeal was that you could have as many armies as you liked - you only needed 12 elements, about 50 figures tops, and usually 15mm too so it didn't take long to paint that and get it onto the tabletop.

PB: I think with other wargames you can get 'mission creep'. You start off with a battalion or a few companies of British Napoleonics and the next thing you know you're doing Waterloo so army lists really do rein that in - with *DBM* you can put the lid on the box and just call that army done.

RP: *DBA* has become a little sub-hobby in its own right and the people that still play it are very much of that generation. They're WRG grognards who like that style of game.

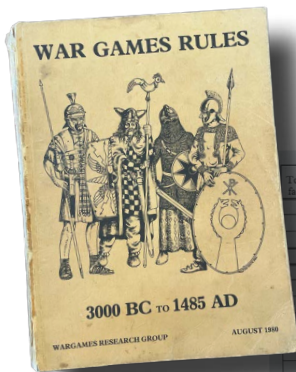
AC: It's very legalistic.

PB: Yes, it's more like chess and you'll do ahistorical things: "I'll put my skirmishers forward to fight his knights because skirmishers are on two, knights are on three." That's really... well, nonsense! But it was certainly revolutionary.

AC: It was, and it was a real surprise to come from that stable who were famed for thick books and loads of tables. The rules themselves are about six pages tops - it's very pared down.

JS: Realising less is more and then acting on it is a bold thing to do. *DBA's* not my cup of tea but I can see how clever it was and how much courage it takes to knock everything back. That refinement is a big thing in modern games.

Left: Left: *Science versus Pluck*, one of Pete Brown's favourites from the legendary Howard Whitehouse.

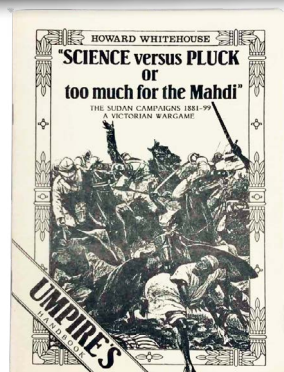


Total of factors:	Number of figures shooting or fighting:													
	10	20	30	40	50	1	2	3	4	5	6	7	8	9
-3	3	6	9	12	15	0	0	1	1	1	2	2	2	3
-2	4	8	12	16	20	0	1	2	2	2	3	3	3	4
-1	5	10	15	20	25	1	1	2	2	3	3	4	4	5
0	6	12	18	24	30	1	1	2	3	3	4	4	5	6
+1	8	16	24	32	40	1	2	2	3	4	5	6	6	7
+2	13	26	39	52	65	1	3	4	5	6	8	9	10	11
+3	16	32	48	64	80	2	3	5	6	8	9	11	13	14
+4	20	40	60	80	100	2	4	6	8	10	12	14	16	18
+5	25	50	75	100	125	3	5	8	10	13	15	18	20	23
+6	32	64	96	128	160	3	6	9	13	16	19	22	25	28
+7	40	80	120	160	200	4	8	12	16	20	24	28	32	36
+8	50	100	150	200	250	5	10	15	20	25	30	35	40	45
+9	63	126	189	252	315	6	13	19	25	32	38	44	50	57
+10	80	160	240	320	400	8	16	24	32	40	48	56	64	72
+11	100	200	300	400	500	10	20	30	40	50	60	70	80	90
+12	126	252	378	500	630	13	25	38	50	63	76	88	101	114

Above: *Napoleon's Campaigns in Miniature* by Bruce Quarrie.

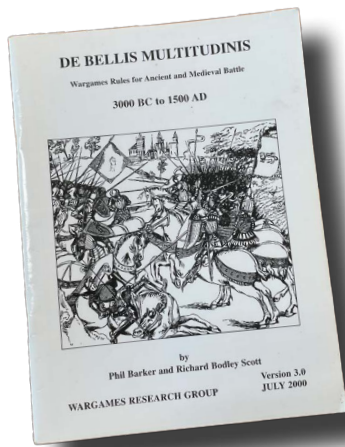
Above and right: Table-tastic rules from the Wargames Research Group.

To me they feel like fun precursors to the stuff the Too Fat Lardies are doing now and games like *Congo*; anything that is card driven and has more player interaction or interaction with the umpire. On the Venn diagram of wargames and roleplay games they feel like they sit right in the centre and they're a whole world away from WRG and its important questions like "have your heavy cataphracts got darts?" [everyone laughs]



FANTASY BATTLES AND THE RETURN OF THE D6

Wi: Was *DBA* (and *DBM*'s) paired down approach a reaction to the growing popularity of another system that arrived in the '80s? One you might be familiar with, Rick?



Above: *DBA* players getting down to business at Britcon 2022.

RP: When we wrote *Warhammer* it was with a very specific brief that it had to be D6 based because that was the dice everyone has in their home already and we were targeting youngsters. The system seemed very old fashioned in some respects because of that choice, very Featherstonian, and I got letters from people telling me so. Some kind folks would offer to rewrite *Warhammer* with more 'modern ideas and systems' in place. They never imagined we'd taken inspiration from previous simpler games deliberately; they assumed our design choices came from ignorance of WRG.

AC: Dice are an essential part of the experience. If you can't cheer your successes and mock your opponent's failures, then what else is there? It's about those crucial moments that can go one way or another.

RP: Or you can use a reroll! We started using them in the late '80s, I think, with *Warhammer* 3rd Edition. They are a way of avoiding tables to some extent, by pushing the odds one way or the other within constrained limits. I think roleplaying games had that kind of element going for them too.

AC: I'm a fan of the D6 but I view polyhedral dice, which came from the *D&D* influence, as a step back. I say that even though I know they were a huge gamechanger.

RP: Well, the first ones were 20-sided dice numbered zero to nine twice; percentage dice.

AC: Those I could see but it was when it went to D8s and 10s and 12s.

JS: Those dice, I think, added a sophistry making it look a bit more grown up.

THROW TO KILL

For each hit scored roll a D6 and consult the following chart to find how many of the hits have killed.

Attack Strength of attacker	Toughness Grade of Target					
	A	B	C	D	E	F
1	4	5	5	6	6	N
2	4	4	5	5	6	6
3	3	4	4	5	5	6
4	K	2	3	4	4	5
5	K	K	2	3	4	4
6	K	K	K	K	3	4

Left and below: *Warhammer One*, inside and out.

SAVING THROWS

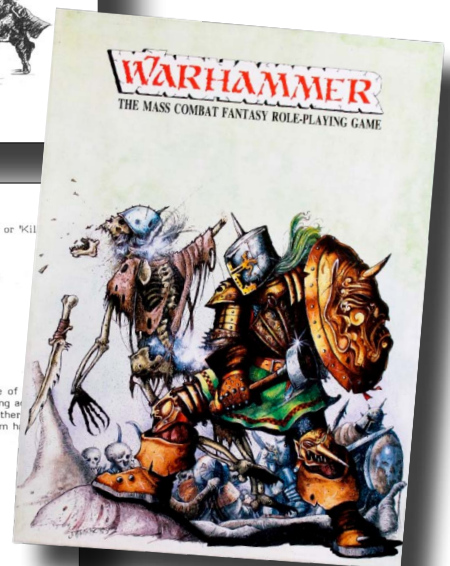
A model that is armoured or shielded may attempt to 'save' itself against each 'Wound' or 'Kill'. This 'Saving Throw' is intended to represent the protective value of armour. Roll a D6.

Shield or chainmail armour or metal breastplate only	6
Shield plus chainmail armour or complete plate armour only	5
Plate armour plus shield or Mithric armour only	4
Mithric armour plus shield	3

Mounted figures may add 1 to the dice. Troops wielding weapons which require the use of hands may not gain any Saving Throw advantage from having shields - which must be either slung at the back or dropped. Mounted Troops whose horses, or equivalent, have barding may add a further their Saving Throw - so they will gain an extra 2 in total: +1 from being mounted and +1 from barding.

It is harder to save against blows struck with higher Strength Grades.

Strength Grade	Dice Modifiers
4	-1
5	-2
6	-3



PB: The only time I've seen it used successfully is where the worst troops roll a D4 and better troops D8s and D10s.

RP: That does mean that worse troops are more predictable though so it's an odd system even then. I found D12s could be useful because you can do a clock face off them.

PLAYER ENGAGEMENT

PB: *Warhammer Historical* was a big change - it massively simplified things and brought a freedom from tables that was mixed with the feeling of more accurate historical themes on the tabletop. But if we're talking gamechanging core elements of the rules then the big improvement is the hit and save system.

RP: And that's cycling back to the '50s! Tony Bath's *Ancient* rules do the same thing really. It made sense because it's all about armour.

JS: Armour saves bring the other 'inactive' players into it. That's a key thing and it has become a major element of modern game design; nobody can be sat there for half an hour while one force is doing everything.

Interactive game turns are an improvement in modern wargaming that was driven, somewhat, by the seemingly long-abandoned search for the Holy Grail of simultaneous movement. It never worked but it was deemed to be the thing because it sounds great when you're

arguing about it in the pub. In the reality of gaming, it's horrible and writing down your orders is just irritating.

PB: I think something that's becoming clear is everything goes through cycles, but I can never see something like *WRG* coming back. I can't imagine that amount of maths - "33% of your figure is dead" - can return. [the group chuckles]

Variations on electronic tables that calculate things have been around for a while but have never caught on. Full automation would take something away too. When you roll those dice, even though you have no control over the numbers, you think you have.

AC: Yeah, you do, it's about the way you roll the dice! Toss them limp wristed and it'll never work well. Equally, 'power rollers' who hurl them off the table are just annoying!

RP: I agree that it would be impossible to go back to pages of numbers and tables; you just can't sell a commercial set of wargames rules that has maths in it now. I'm talking basic addition and subtraction here. Even a standard dice can be too much with its numbered faces for some game manufacturers; they want a dice that has symbols instead these days. Something shifted there and newer gamers seem to find numbers hard.

Wi: A game like *SAGA* certainly seems engineered to follow the 'anti-maths' ethos.

AC: Yes, you're spending all your time fiddling about with a board at the side of the table and barely touch the figures there.

RP: When it first came out, I did think that was a mistake - that it would pull people away from the game. Also, having



Above: Rick (right) and Grippig Beast's Lord Sherwell get to grips with a playtest version of *SAGA*, back in 2010. (Either that or they are just staring aimlessly at some pretty dice).



Above: Rick (centre) and (as it happens!) Andy Callan (right) playing in the Wi 1067 campaign.

fancy dice with symbols on struck me as a risk because I know how hard they can be to source, and I think they did struggle with that for some time. It seemed to strike a chord though.

AC: It's that review classic - this is the sort of thing that will be liked by people who like that sort of thing!

RP: We played *SAGA*-come-*Hail Caesar* as a campaign based around the Norman invasion of England. I was fighting for the forces of King William, the rightful king, and I played an Anglo-Saxon traitor; our t-shirts all had Team Bastard written on them. It was great fun! [See the article in *Wi305* and picture below - Ed]

AC: While *SAGA* pushes back against the maths it seems to embrace the flavour of the history. That's the thing with wargaming - there's not just maths involved but the recreation of history, or



Above: A WAB tournament at Games Workshop's Warhammer World, back in the days when historical games were allowed in.

at least the feel of the history. What really turned me from WRG is what you see on the cover of *War Games Rules: '3000 BC to 1485 AD'*. So, you rock up at your club with some ancient Greeks and you could be facing anything from Egyptians to Wars of the Roses English. What brought me into the hobby was an interest in history; most of the things I write are set in a very specific period because I want to recreate that rather than some all-encompassing grand system. I think that over time the systems that make different rulesets unique are increasingly added to bring that author's flavour of the particular period of history while retaining gaming fun.

RP: The basics of all wargames really are geometry and probability. And then throw in the social mix and some history!

PB: Yes, modern games are certainly very different for the social factor. When you talk gamechangers you go from Featherstone and Grant in the early days to WRG and the like. That's a period of increasing complication and massive rules. Then comes *Warhammer* and *DBM* with dice and simplification. A few other classic games, like *Too Much for the Mahdi*, started adding roleplay elements but now you see far more roleplay elements; the moments when things go wrong on the battlefield - friction - seem to enhance the social element and tend to come through cards. I don't think there are many sets of rules coming out now that don't have their own cards.

EASIER PRODUCTION

RP: That's a mechanical change that has come about, in part, because of production restraints that were in place earlier. In the late '80s we went through a phase of getting really into cards and Brian Ansell was very keen on this at Games Workshop. He created the card system used in the MB/GW collaboration game *Battle Masters*. That's essentially the same system TooFatLardies use. I certainly hadn't seen it before then and although it was really interesting implementing it outside of a boxed game was difficult because cards were expensive. There were only two manufacturers in all of Europe who produced cards, and it was impractical to do card mechanics because runs had to be so big; you could do one in English and sell to Britain, America, Australia, New Zealand, but the French, German, and Italian markets were so small that the runs for them were just too large. In the end we ruled out card mechanics unless you could do the cards on die-cut sheets.

JS: So that's a completely commercial decision.

RP: Yes, nowadays cards and special dice are much easier to do, and cheaper.

PB: And the availability of casters, miniature ranges, plastics, even print on demand figures means that it's easier and easier to play obscure periods or battles. It's a far cry from looking at adverts and trying to guess from little sketches what you'd get. Technology and availability of materials play their parts.

JS: And in that respect - seeing the figures you are going to get - you must give magazines like *Wargames Illustrated* some gamechanger credit. Bryan Ansell was famous for saying it was Duncan [*Wargames Illustrated's* founder - Ed] who rescued the toy soldier industry and I think there's a lot of truth in it. I think it would be a much-reduced thing if we didn't have the magazines he put together.

AC: The idea of just being able to see what you were going to get before you ordered it; that was an astonishing breakthrough because you used to fire off orders and you'd wonder what the hell it was when you got it.

JS: Well, it could be anything if you ordered off Peter Laing!



Left: Some of the cards for *Never Mind the Billhooks*.

THE WARLORD FACTOR

Wi: Many former Games Workshop people have gone on to become serious historical wargaming influencers. John, you've created a company that seems to have bridged the gap from *Warhammer* to historical with *Warlord Games* and *Bolt Action*.

JS: The brief for *Bolt Action* that I gave to Alessio was to write something akin to *Rogue Trader*, like what Rick wrote decades before. Two or three sections a side with a light vehicle, or a tank if it's major. We stole those ideas from Workshop for sure and I believe that the game design, along with our miniatures being less of a financial investment than GW's, brought people over. People had a familiarity with WWII as well, thanks to *Private Ryan*, *Band of Brothers*, the *Medal of Honour* video games, and so on.

Wi: And Rick, you cover various broader periods for Warlord in games such as *Pike & Shotte*, *Hail Caesar*, and *Black Powder*.

RP: Wargames have always been divided into core periods but years ago I think people used to think more in terms of horse and musket as a broad category.

JS: I would say that now people play more periods.

RP: Yes, in the '70s you had Ancients, WWII, and Napoleonics. You'd never see something like the War of the Austrian Succession.



Left and above: Back where it all began for *Bolt Action* (2012), the game at least, the figures had been around a while longer.

BOLT ACTION!
A PREVIEW OF THE OSPREY PUBLISHING/WARLORD GAMES WWII RULES BY RICK PRIESTLEY

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JUST A FEW OF THE INFLUENCES FOR THE BOLT ACTION WARGAME

AC: Mike's Models was the other one - my brother bought the entire Anglo Zulu war setup and they were terrible so you'd have to send off for samples first.

RP: Then there was the classic of sending off for samples and wanting one of everything; they'd assume: "oh yeah, these guys are recasters!" and it was just some eager young boy wanting to get as much as they could!

Wi: So, recasting's not a new negative gamechanger?

RP: No, it's been around forever and it was a lot easier back then because the models were generally small and one-piece and made in the same metal... other than Hinchcliffe who used battery lead as far as I know!

Wi: Are there other less 'rulesy' and more manufacturing or wargaming adjacent gamechangers?

RP: When it comes to the evolution of the sculpting of detailed figures - greenstuff came in the '80s and you couldn't originally get that in England, we had tubs of it shipped to us.

JS: I think it's strange that gaming mats have taken so long to become popular rather than boards too.

RP: Is that again a technological thing; the printing costs finally came down? And then add in MDF kits and we're all in agreement that wargaming's much to easy now? [Chuckles]

PB: You're starting to sound like Henry Hyde - he misses the challenge when you had to go to the library and do research! Now everything's an internet search away. But in between that I think there's another gamechanger - Osprey!

AC: Oh god yes, who hasn't got hundreds of Osprey books?

RP: Everyone's an expert now!

Wi: It seems like the recent evolution is that many wargames are becoming a bit smaller - large skirmish is increasingly popular.

AC: Painting standards and figure quality is so much higher now. You can also see more online, so I think that adds to the standards that players want to present on the tabletop. You can't do that with the 700 or so figures we used to crank out at speed.

RP: Photography has become universal with digital cameras and people can share what they've done. The standard of painting has changed to match that.

PB: Is it now doing what they complain about in things like fashion magazines - presenting the unobtainable to people?

OUT FROM THE SHADOWS

JS: Is wargaming, and I think I already know the answer, now a far more socially acceptable hobby than it was in the '60s?

RP: I think so, you don't get beaten up about it anymore. I've seen girls playing games with miniatures recently, which is great, and would never have happened a decade or two ago.

PB: The fact there's a Games Workshop on every high street means that it's broken through somewhat but also the geeky chic aspects that are now on trend add to the acceptability.

JS: It's really great to see people painting miniatures and even whole families doing it together. I think that's another thing that Games Workshop pushed by encouraging young visitors to stores to put some paint on a Space Marine. Some of my fondest times were when my dad would give up some hours and paint Airfix soldiers with me - those were precious moments. Thanks dad!

PB: My daughter's doing art at college and one of the students there is doing a *Warhammer 40k* diorama as an art project. It's become an accepted art form because of the amount of skill that goes into making and painting figures.



Above: 'Superman' Henry Cavill visits Warhammer World, bringing kudos with him. Could his much heralded Warhammer TV series plans provide a trickle-down effect into our hobby?

JS: Having to hide that you're a wargamer was a particularly serious business back in the early days because of the Vietnam War. They tried to ban it at Preston polytechnic.

AC: We had to disguise it. It wasn't called a wargames group and it was kept very quiet.

WARGAMING IS DEAD?

JS: Wargaming does have a survival instinct. I remember about thirty years ago I was talking to my mate Tom Meir [Legendary Ral Partha miniature sculptor - Ed] and I asked him if he was going to make any more historical models. He looked at me like I was mad and very seriously said: "Wargaming's had it; have you not played *Sid Meier's Gettysburg*?" That computer game led to him making the commercial decision to get out of wargaming. And when Rick and I were at Games Workshop there was a never-ending stream of journos coming in who would always imagine we'd be worried gaming was going to transition to fully computer based but no, it was going to be both.

Those questions about things that could 'kill wargaming' have evolved to digital production and home printing now. It's all part of the hobby but there's never been more models sold across the world than there are now... and how many different manufacturers are there? We are spoilt!



Above: *Sid Meier's Gettysburg* - the wargames killer!

MINIATURE COMPLEXITY - A COMPARISON

RP: In the '80s Bryan always used to say that he expected a 25mm/28mm figure sculpted in a day at Games Workshop whereas now they'll take weeks on a single character. The LE2 Imperial Space Marine from Pete's box of old school delights was made by Bob Naismith and it goes against one of Brian Ansel's rules - never make a figure going along the slot because it's inherently difficult to cast. That's certainly not a consideration now.



Above: The Salute 2023 miniature produced by Warlord games in their next stage of Warlord Resin. This new method, which has taken years of refinement, produces stiff but strong resin cast models that can be produced quickly with incredible levels of detail.

Right: Then and now - the first LE2 Space Marine and a modern multi-part plastic Chaos Lord from Games Workshop.



Above: Some of Pete's old figures including classic Tom Meir elves that Rick used to ship out from Games Workshop way back when.

AC: Absolutely, you can get anything you want - the most niche of a niche troop is available. If you were playing a medieval game when I was starting out all you had was Airfix, Robin Hood, Sheriff of Nottingham, that was it to cover everything.

RP: Yeah I think it's interesting because when early wargaming miniatures came out in about 1970 if you were a wargamer you were also a plastic kit builder; you had Airfix, Tamiya, all that sort of stuff. You were also a board wargamer; you had Avalon Hill, SPI. You were probably a militaria collector too; you had sets of medals and bayonets and other bits and pieces. It was a very broad hobby but now specialisms have developed in each. People don't tend to branch out as much.

PB: Perhaps it's because there's no longer the small independent local hobby stores that are selling all those things in one place?

LOOKING AHEAD

Wi: What's going to have changed in ten years' time?

RP: Do you think people will still be reading magazines?

JS: I wouldn't like to be in that industry, would you? [laughs]

PB: I honestly think that physical books and magazines will always have a place but for me the worry is about people's appreciation of history. I was watching a quiz show the other night and the challenge was to name Civil War battles - the contestants couldn't get a single one! I think younger generations will still want to play games, but will they have the broad knowledge to find historical gaming appealing?

JS: I think that the biggest threat now, along with some of the supply problems we've been seeing, is what seems to have become known as wokeism. It doesn't matter where it comes from but jourmos are going to do what they do; they could write a story right now - some sensationalised thing - that one wargames manufacturer is making Nazis, another is producing Imperialist British soldiers to slaughter natives, and another is sculpting slave owning Confederates. What an outrage! I can just see that it can then progress to people deciding they don't want their children playing x and y.

I think that clearly Games Workshop will still be at the forefront of promoting general tabletop battling worldwide and hurrah for that!

I'm always curious how many historical wargamers there are worldwide. It used to be you'd struggle to find another person locally who plays but now it seems every town's got a club of some sort. I think there are probably only the same number of historical wargamers in all North America as there are in Britain because of the vast distances. Maybe the internet and gaming over video chat changes that.

AC: Yes, I did a bit of that during Covid and as long as it's run by someone who knows what they are doing it works quite well.

PB: I wonder if the pandemic actually gave people the chance to rediscover their hobbies and that'll have a positive effect going ahead.

JS: We certainly sold masses of paint over the last couple of years to people who finally had time to finish their armies. I think wargaming's going to be healthy a decade from now but who knows what the gaming trend will be. It could be dictated by some new popular culture phenomenon. Paddy Mayne being all the rage recently helped us sell a lot of jeeps!

Ultimately, Games Workshop have 500 stores worldwide and something like 7,000 trade accounts. I see them as the ice breaker pushing ahead and historical's the little trawlers behind offering something different, cheaper, and a little more intellectualised perhaps!

Wi: Thanks very much everybody!

OVER TO YOU...

What have been your gamechangers in our hobby?
What did our four wise old men miss out from their discussion?
Let us know your thoughts and we will include them in a future issue.

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THE BARONS' WAR: OUTREMER



We take a look through this exciting new expansion book, discuss the new armies, rules, and figures available, and suggest some exciting Crusader States historical battles you can play at a skirmish level.

Footsore haven't rested on their laurels since their medieval skirmish game - *The Barons' War* - won the Best New Rules category at the 2021 *Wargames Illustrated* Awards. *Outremer*, their second printed expansion since then, moves the action away from the gloom of Europe to take in the Crusades, 1098 to 1291. Pack your sunblock, sharpen your holiday blade, shove your religious fervour into the overhead storage, and jet off for some thrilling skirmish battles in the Crusader States!

INTO THE NEW BOOK

The background to the Crusades is a far cry from the European scuffles that are covered by the core *Barons' War* rules. *Outremer* begins with a background section, penned by Benedict Coffin, that capably fits the highlights and power exchanges from two centuries of combat into 24-pages. This introduction takes the reader through the chronology of the seven Crusades while casting its focus over the areas and peoples those Crusaders were invading.



EXPERT OPINION

Dr Steve Tibble is our regular Crusades contributor and an expert on the period; so much so that he's one of the authors suggested in *Outremer's* further reading section! It seemed sensible to pass the book his way so we could share his first impression and some gaming ideas. Check box out with this style throughout this article to read his thoughts.

The First Crusade (1097-99)



In 1095 Alexius Komnenos, basileus ("king") of the Roman empire in Constantinople, sent envoys to the court of Pisa to ask for help in fighting the Seljuq Turks.

Pope Urban II saw an opportunity to unite the warring nobles of Christendom through a grand enterprise which would lift them beyond petty political squabbles and direct their religious fervour into the service of God. Speaking from the steps of the Lateran Basilica on the fourth day (27 November) 1095 of a well-attended and carefully orchestrated assembly at Clermont he preached the first Crusade.

Of course, no account of Urban's speech was recorded at the time, but events later in Europe's medieval warfare and the suffering of Christians in the east at the hands of the Seljuq Turks called for a new kind of warfare - an armed pilgrimage. According to Richard of Croyland, the first crusade was called by Pope Urban II in 1095. "All who are by the way, whether by land or by sea, or in battle against the heathen, shall have through the power of God with which I am invested". All once a multiple battle to do so, the Pope had responded to the call.

This section provides tantalising tidbits on the background and culture of the Middle East, reinforced through faction details and traits later in the book. Curious armchair historians can check the list of further reading suggestions that ends the introduction.



EXPERT OPINION

ACADEMIC ACCURACY

Steve Tibble: This comprehensive and thoughtful extension to the Barons' War offers a new type of gaming for the Crusader States and brings some very distinctive (and very important) troop types into a field that has been sadly overlooked.

Refreshingly, *Outremer* is based firmly on the latest academic research. Armed with this knowledge, Benedict Coffin and Andy Hobday are not afraid of challenging the historical and visual clichés that have hamstrung much of Crusading wargaming over the past decades. They have taken this research, and with the lightest of touches, converted it into a very playable and insightful set of wargaming expansion rules. This is particularly true when looking at the way in which new retinues are introduced and the new Crusades-specific rules, which add a much needed sense of nuance and granularity.



Plentiful character and infantry figures with personality are available in the new Footsore range. Shown here (left to right) are Military Order Knight riding barded horse, Knight with Sword and Shield, Military Order Sergeant with Crossbow, Military Order Knight with axe, and Knight Commanders (mounted and on foot). These represent just some of the different weapons and armour options you can equip your combatants with for gaming.

Retinue Lists

Most of the book consists of faction-specific retinues for the armies and enemies of the Crusader States. These function in much the same way as in the ones in *The Barons' War*, the difference is that these have plentiful new Crusader States possibilities across nine broad options: Settled Franks, Crusading Franks, Military Orders, Seljuqs, Fatimids, Zengids, Ayyubids, Mamluks, and Bandits and Bedouin.

The Armies of Outremer and Forces of Islam are your playground to design incredibly diverse armies. Each Retinue type has a selection of broad Abilities and associated points costs, backed up by traits to nuance the force, then there are plentiful unit selection options.



The specialists from the Forces of Islam bring some punch to their generally less well-equipped armies. You may take a maximum of one group of Naffatun per 500 points, which stops these explosive equipped troops from becoming too much of a powerhouse. They can throw their Naptha Grenades up to 10" and will force targets to pass an immediate Morale check or become Broken. They can upgrade to the Naptha Siphons for 4 points per figure, and these are potentially even more devastating and have greater range.

No single book could provide an exhaustive list, but *Outremer* certainly does its best. Troops vary from lowly Pilgrim Rabble, through local Christian infantry and assorted tribesmen, to Turkik Ghulams and heavily armoured Military Order Knights. New specialised units feature too, using some special rules that are new to this book, and others that are a continuation of abilities established in *The Barons' War*.

Light horse Faris have 'kwa wa farr' - a hit and run ability, Naffatun can be equipped with Naptha Grenades or Siphons for pyrotechnic attacks, Saint Lazarus Leper Knights fight on and attack through losses they take, Assassins can target specific

The options available to each command choice and unit are comprehensive. This Baron has a veritable armoury to choose from and can be accompanied by a command group with a bannerman, musician, and priest if you so desire.



enemy commanders in units, Hospitallers help friendly units to rally, and many of the Armies of Outremer are emboldened by their 'faith' and 'devotion'.

You only need to take a quick peek at some of the new figures Paul Hicks has sculpted to accompany *Outremer*, shown throughout this article, to see the wonderful diversity available. We've highlighted some more of their new rules and points of interest along with them.



The Forces of Islam can choose an Emir or Sayyid as their commander and must then pick an Askar - the core of professional cavalymen paid for and supplied by the city-state - for them to lead. Fatimid, Isma'ili, Khurasanian, Kurdish, Mamluk, and Turkic all have their own flavour. Mamluk groups get +2 Attack dice when Inspired if they are on Barded mounts, representing their dedication to their master. Fatimid infantry are masters of the ranged volley; their archers do not get Hindered if line of sight is drawn through a friendly Group close by. The Turkic tribes of the steppe are masters of hit and run attacks, and if your retinue consists of unarmoured cavalry, they may Evade oncoming charges if they pass a Morale roll.

Looking good!

We've rushed headlong into the content with the impetus of a Teutonic Knight's charge, but we've not yet talked about another major part of *Outremer's* appeal - how nice it looks. The visuals and layout provide the initial 'oomph!' as you flip through this small-format book. It has a modern design aesthetic and includes many inspiring images of beautifully painted



figures. There's some great artwork and plentiful maps present; everything oozes the 'used to work at Games Workshop' production quality you'd expect from author Andy Hobday, who used to work at Games Workshop!

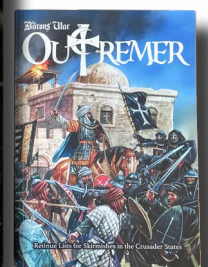
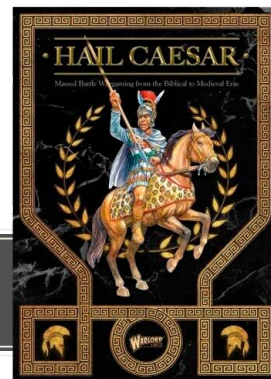
We're also pleased to say that function goes hand in hand with form; the book is logically ordered, and the Faction lists, Traits, and Abilities of the different armies can all be parsed quickly and effectively without a load of page flipping. Things do get a little crammed at times, and although we are nit-picking here, that cramming does raise a question and brings up the small-format elephant in the room...

Why so little?

We remain unconvinced that small-format rulebooks are a good alternative to larger ones unless they are 'getting started' guides with low page counts. Small-format books with plentiful pages such as *Outremer* constantly flip closed, which is a real pain when gaming. Some might argue that this size makes it more transportable, but we say "pshaw!" to that and cluck our tongue while we heft around multiple Really Useful Boxes full of our armies and terrain!



Next to *Hail Caesar*, *Outremer* is rather small.



When a book is designed as nicely as *Outremer*, it feels like an act of blasphemy against the layout gods to use a smaller format too! The pages could look stunning if they were twice as large. More space would allow the cramped tables the breathing room they deserve and allow for more scenic shots, figure photos, and larger maps and artwork.

Some may love these smaller books (though we're yet to speak to any truly passionate fans), and we recognise practical elements play a part here - printing costs and keeping the format consistent with the original *Barons' War* book - but if ever a rulebook's deserved more real estate, it's *Outremer*!

Gaming with character

Enough of that, let's get back to the effusive praise! Named characters can be chosen to lead your army if both players agree to it, and there are ten Dramatis Personae in the book. Richard the Lionhearted; Gerard de Ridfort, Grand Master of the Knights Templar; and the unfortunate King Louis IX of France are some of the *Outremer* options, while the Forces of Islam can be led by Salah Al-Din, Sultan of Egypt; Shīrkūh, the Kurdish Lion; Gökböri, Emir of Harran and Erbil; and Sultan Baybars, Father of Conquests.



EXPERT OPINION

ARMENIANS

Steve Tibble: Armenians are a particular favourite of mine and feature heavily in the new retinues.

It is good to see them having an all too rare shout-out for their value and abilities. These were the tough, unsung heroes of many conflicts in the region, and incidentally, they were also highly inter-married into Frankish society. Most of the early kings of Jerusalem, for instance, were at least partly of Armenian descent.



FRANKISH ABILITIES

NAME	DESCRIPTION	POINTS
ARMENIAN	Once Byzantium's frontier against the Arabs, Armenia's soldiers fought bravely for the empire, Antioch, their own kings or even the Fatimids. If a Group with the Armenian Ability fails a Morale check and would be Broken as a result, it may immediately re-roll the test provided the Group has more models than Morale dice.	1

Each of these has different abilities, equipment, options, and command group upgrades to define their character, and if they don't quite suit the type of game you wish to play, you can use the character creator to concoct your own special leader.

There are plenty of lighter mounted options to choose from, including the Christianised local allies - the Turkopoles (left) and Muslim Medium Cavalry.



EXPERT OPINION

SCENARIO: TYRE 1124 - WHEN SALLY MET HAVEDIC

Steve Tibble: Armenian soldiers provided important military specialists for the Crusader armies. The fact that they had developed and maintained such specialisms showed the extent to which these skills were exercised. At the critical siege of Tyre in 1124, for example, the besieging Venetian fleet had initially been in charge of the Christian siege artillery, but the Tyrian counter-battery fire was so effective that it was felt necessary to neutralise it before further progress could be made.

The Crusaders' eventual success was largely due to the expertise of an Armenian artillery specialist with the great name of Havedic [No chortling at the back! - Ed]. It is a safe assumption that Havedic and his peers were veteran professionals whose services were constantly in high demand. A region in a perpetual state of war was a natural training ground and an active marketplace for high-calibre mercenaries such as him.

How about playing a scenario involving a sally from Tyre where a fast-moving group of Tyrian soldiers aim to take out Havedic and put an end to his irritatingly effective counter-battery fire?

The attackers

Tyre was still nominally an Egyptian Fatimid possession at this time, with a polyglot garrison: the sally party 'retinue' can thus, ironically, also include a significant number of Armenians (either Christian mercenaries or Muslim converts) with which to attack their fellow countryman [see 'Armenian infantry' on p. 84 of *Outremer*]. In addition, you can realistically include any number of sub-Saharan African troops and grenade-throwing Naffatun whose mission is to disable the offending Frankish catapult [see pp. 83 and 85].

The defenders

Havedic's immediate retinue will consist of several Armenian companions, supplemented by standard Frankish troops, or (again, if you want something equally realistic but a little bit different) Venetian marines and combat engineers. They should take up a defensive position behind some rudimentary fieldworks.

A hasty attack

The element of surprise is critical, so the sally's success is set to an extremely limited timeframe. Tyre was highly defensible because it was on a relatively narrow causeway; exiting from a sally port was not possible in secret. Enforce an element of speed on the besiegers if they are to get the job done and have any chance of survival. After turn three, bring additional Frankish/Venetian reinforcements into the game every turn to further bolster the defence of the artillery.

Peril on the Pilgrim Road

Into its later pages, the book provides a mini-campaign between two invented protagonists - Lorenzo di Firenze of the Knights Hospitaller and Nizar ibn Malik who leads Ayyubid raiders - which takes place across six scenarios. The forces provided for each game, along with the different challenges, highlight the intriguing tactical clash at the core of much of *Outremer*; who will emerge victorious between the armoured strength of the Franks and the nimble hit and run specialists of the Forces of Islam?



Eastern Infantry's standard Equipment is a Spear, but as with most units in the book, they can pay extra to use other weapons. These have paid +1 extra per warrior for Composite Bows, which have a long range of up to 20" and a short range of up to 6", and gain +1 attack at long range. The Recurve Bow special rule means that at short range these bowmen will ignore one defence dice of a target in Mail, ideal for punching holes through the warriors of the Crusader States.



EXPERT OPINION

EXHAUSTION - THE UNFORESEEN CONSEQUENCES OF HARDSHIP

Steve Tibble: One of the other very fine features of the *Outremer* expansion is the inclusion of special 'Exhaustion' rules to simulate the effects of heat and the other climatic characteristics of the region [see pp. 138-40]. These are so good that it is tempting to try to play a scenario that focuses on how exhaustion impacts groups of heavily laden men in the Middle East, and there's a particular clash that rushes to the forefront of my mind.

The scene is the battlefield of Hattin, 4 July 1187. The Frankish army of King Guy of Jerusalem has been on the march for too long and spent a seemingly endless night without water. The men are exhausted, their fighting capabilities are massively degraded, but the Sea of Galilee is within sight... the only problem is the 30,000 Muslim soldiers in the way!

I managed to walk the battlefield on the anniversary in 1987, and as any fair-skinned person who has walked the Horns of Hattin on 4 July will know, the temperatures are crippling. That's without wearing layers of armour or having the dubious pleasure of fighting your way through thousands of people who are trying to kill you.

The Franks' ostensible objective, the town of Tiberias, was in Muslim hands before the march even started, and Saladin's men controlled all of the main watering points along the way. Some attempts have been made to paint Guy's march as being less foolhardy than it might seem. It is true that there were minimal water supplies at Turan and, probably, at Maskana; both were along the line of march the Crusader army took. There were also relatively abundant springs at the village of Hattin, but the army never reached the springs there. It was a disaster.



The outcome of each battle impacts what comes next: if messengers escape from battle four, then the Knights of Lazarus will arrive as reinforcements in the final battle; if Ayyubid forces hold control points at the end of the Assault mission, they will have a broader deployment area in the next fight, etc. Supplies, assassins, and healers all play a part in the development of the campaign, and armies grow from 500 points to 1,000 for the final clash.

The campaign also gives the book the opportunity to re-examine the siege rules established in *The Barons' War* book, with a handy roundup of details as well as a breakdown of the features of the Hospitaller Fort that features in the campaign. Siege equipment options get two pages of ideas and rules, and this is something exciting about skirmish games; the depth in the options is pleasing and dramatic, with ladder assaults and improvised battering rams possible in *Outremer*.

New rules

The final 14 pages cover new rules and some *Outremer* themed tokens. It's more than just deserts that you'll game over, and terrain gets a detailed breakdown: the sands, river deltas, cultivated lands, and cooler Northern terrain are all examined.

You can't have a good holy war without a holy relic at the centre of your show of religious pomp and power; these icons can be purchased as relics or banners by any Retinue, but the True Cross is exclusive to Armies of Outremer. These all have the potential to become the central target for games or even campaigns, and should you want to make your gaming historically adjacent, the True Cross was lost to Salah al-Din at the battle of Hattin in 1187.

Finishing off the extras is Exhaustion, an optional special rule that ups the penalties suffered when your warriors over-exert themselves in the oppressive heat. Groups with Weary tokens



The Isma'ili sect of Shia Muslims relied on killing enemy leaders instead of military strength. One Infantry group per 500 points in a Retinue that has chosen the Isma'il Askar may select the Assassin upgrade. The Assassin will single out an enemy of their choice from the target unit and fight them one-on-one within a broader melee.

will progress to Exhaustion if they complete an action that would make them Weary again, command groups performing three actions in a turn will Exhaust themselves, and groups wearing Mail will become Exhausted if they lose any combat while Weary. The effect of this is that they'll suffer a rather nasty -2 penalty to any dice roll, and you'll want to try and recover in the Housekeeping phase to regain some combat effectiveness.

SCENARIO: HATTIN 1187: THE POOR BLOODY INFANTRY



The men have decided that enough is enough. Their commanders think, entirely correctly, that their only hope is to keep marching, keep attacking, and try to punch a way through to the springs, but the Frankish infantry are done. Disorientated and barely able to move, they begin to disobey orders en masse. They push their way up one of the nearby hills (or 'horns') so that they can take refuge behind some ancient walls. Dehydration and exhaustion have clouded their judgement and eroded their loyalties.

The poor bloody infantry

The retinue should be taken from the 'Settled Franks' list [pp. 31-49], but they are all on foot and should be split between mercenaries and militia (conscripted farmers and shopkeepers).

The Muslim defenders

Their opponents are an Ayyubid retinue, which can be drawn from Ghulams [p. 76], Faris [p. 77], Mamluks [p. 78], Horse Archers [p. 79], and if you want to include some infantry, from Muslim Warriors or Muslim Archers [pp. 81-2]. This force should be smaller than their opponent's.

Pushing up the slopes

The Frankish infantry retinue's mission is to force their way up the lower slopes of the hill. Their entire force is Exhausted and should be penalised accordingly from the start of the game.

Victory points for the scenario should be allocated by temporary survival rates: how many Franks can get across the table towards what they falsely believe (in their exhausted state of bewilderment) to be 'safety'?





Beautiful single figures, such as these bannermen and wielder of a holy relic (left and centre), along with more basic troops – Pilgrim Rabble and Abid Infantry - will not only look great in games of *Outremer* but will be perfect to add to armies for games such as *Lion Rampant* and *SAGA*.

OVERALL

Covering such a broad period is no small task, but *Outremer* tackles it with a boldness, efficiency, and inspiring diversity in its offerings. We're really excited by this book and can't wait to get some skirmish level games going in the always intriguing and powder keg charged atmosphere of the Crusader States.

If you're already fascinated by this period of history then *Outremer*, along with the weighty range of new Footsore figures that accompanies it, will be like all your religious and non-religious holidays landing at once (along with a few excellent wargaming shows thrown in for good measure)!

If you're yet to dip your toes into the warm sands of the desert, this book has the potential to turn those grains into a quicksand pool of temptation that will pull you, inexorably, into wargaming a new period.





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LATE ROMANS



PIKE & SHOTTE™

EPIC BATTLES

WHAT'S IT ALL ABOUT



Epic Pike and Shotte is the third in Warlord's Epic series. They began with the American Civil War/Gettysburg, moved on to Napoleonic/Waterloo, and now it's the turn of Pike and Shotte to go through the shrinking machine and come out the other side at around 13.5 millimetres high.

We caught up with Warlord Games' Steve Morgan (amongst other things author of the *Pike and Shotte* rules) and asked him about all things Pikey and Shotte.

Wargames Illustrated: Let's start with the basics, Pike and Shot (vis Shotte), covers which conflicts specifically?

Steve Morgan: Our new Epic figures are aimed squarely at The English Civil War (1642 -1651) and The Thirty Years' War (1618 to 1648), although you won't be hauled in front of the wargaming police if you use them for other mid-17th Century European conflicts.

Wi: What are the benefits of going Epic, as opposed to larger scale wargaming?

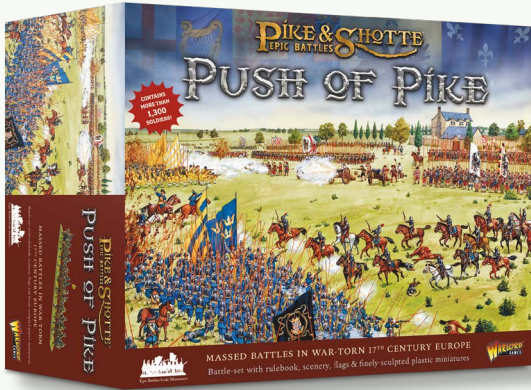
SM: I think that depends on the person 'going Epic'. Some people like the idea of refighting smaller battles using a one-to-one figure-to-soldier ratio, but probably more people like the idea of being able to take on big battles like Edgehill, Naseby, or Breitenfeld, but on a modest sized tabletop.

Getting toys on the table quickly is also a big appeal. The figures do lend themselves to great paint jobs if that's the way you want to go (like the ones Matt Parkes has done for *Wi*), but actually, you can do a basic paint job in Epic scale, and they look really good from a couple of feet away - the distance gamers normally view figures from.

Epic also allows the truly ambitious (with a big table!) to not just fight bigger battles, but to use that extra space more imaginatively - rather than having a battlefield that is edge to edge with figures - players can incorporate sweeping flank moves, or include more villages, forests, or hills.

Wi: Yes, you can get away with a basic paint job, but what about (shock horror!) not painting them at all?

SM: Well that's one of the reasons we do the starter sets in two different coloured plastics, something that worked really well with the Waterloo and Gettysburg sets. You can actually get the models out, put them on their bases, and start



Above: Push of Pike starter set.



Above: Parliamentarian Commanders, Prince Rupert (left) and Ralph Hopton (right).

Above: Parliamentarian Commanders, Arthur Haselrig (left) and Cromwell (right).



playing a game straight away, which hopefully then gives the gamer the impetus to get them painted. You can get a couple of games under your belt before you even lift a brush.

Wi: When we played Epic Napoleonic for a magazine article, after that set came out, we got a surprisingly positive reaction from readers who sounded relieved that they were 'allowed' to play games with figures they didn't have to paint.

SM: I'd like to think one of the advantages not only of the scale but of playing with unpainted figures is that it makes the period more accessible. I think historically, one of the difficulties with persuading people to try the English Civil War, Thirty Years War, or any Pike and Shotte period is that people assume it's difficult to get going, and you need to have an in-depth knowledge of the period; you really don't. I think it's another barrier you're taking away from people giving it a go. Once folks play the period and see how spectacular it looks on the tabletop, that mixture of Pike, Shotte, and massed Cavalry just looks wonderful, with or without paint applied.

Wi: Having said all that - are the Pike and Shotte plastic frames going to be in two different colours!?

SM: They are. Grey and beige-brown in colour, I believe. It wouldn't look right having bright blue and bright red, so these frames are more subtly different than in previous sets.

Wi: And are they going to be presented in a similar way to the previous Epic releases - is there going to be a big starter set?

SM: Yes. Push of Pike. Like the Waterloo and Gettysburg sets, Push of Pike will have enough in the box for two opposing sides: figures, terrain, and the rules - everything you need to get started.

Wi: So Push of Pike will contain the 'pocket-sized' set of rules? Again like Waterloo and Gettysburg.

SM: Yes. Waterloo and Gettysburg contained rulebooks that were based very heavily on *Black Powder*, Push of Pike's rulebook will be based on the *Pike and Shotte* rulebook.



Above: A truly impressive sight on the tabletop - the full Push of Pike starter set ready for gaming fun.

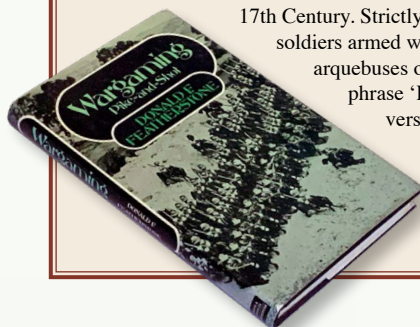
The *Push of Pike* rulebook will be Epic English Civil War (ECW) and Thirty Years' War (TYW) focused. So measurements and ranges will be adjusted for all things Epic, and anything not ECW and TYW that was in *Pike and Shotte* has been stripped out. Elements from *Pike and Shotte* supplements, such as *To Kill a King* and *The Devil's Playground*, have also been added.

Wi: Just remind us - is *Pike and Shotte* a stand-alone rulebook or do you require *Black Powder*?

SM: To give you the full picture, it began with a couple of us playing English Civil War games using the *Black Powder* rules, but it soon became clear that required significant tweaks, so we started writing a *Black Powder* supplement to cover the necessary rule changes and additions. During the process, I consulted with Warlord's boss and resident ECW expert John Stallard and *Black Powder* writer Rick Priestley. Both were adamant that the period needed its own standalone set of rules rather than a *Black Powder* supplement, so *Pike and Shotte* the rulebook (rather than supplement) was born.

WHAT'S IN A NAME?

Pike and shot is the name given to the tactical infantry formation that first appeared during the Italian Wars of the late 15th and early 16th Centuries, and was used until the development of the bayonet in the late 17th Century. Strictly speaking, the formation combined soldiers armed with pikes and those armed with arquebuses or muskets. In wargaming terms, the phrase 'Pike and Shot' (or it's faux olde English version - Pike and Shotte) refers to gaming and warfare in the 17th Century, as coined by the Godfather of Wargaming Don Featherstone.



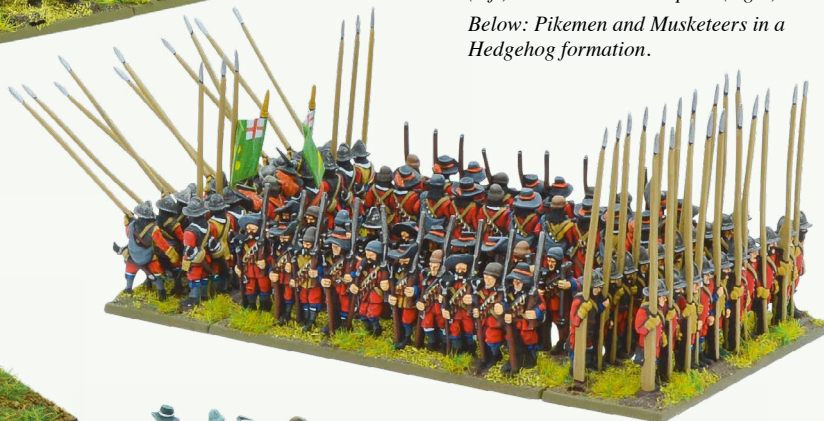
Above: Imperialist Cuirassiers.



Above: Protestant Alliance Commanders, Christian IV of Denma (left) and Gustavus Adolphus (right).
Below: Pikemen and Musketeers in a Hedgehog formation.



Above: Cuirassiers.



Above: A Saker and light gun, from the initial cavalry/artillery frame. Painted by Matt Parkes. See more of Matt's work on page 26.



Above: Commanded Shotte.

Below: Parliamentarian Saye and Seles Regiment.



SHOP FRIENDLY

With his commercial cap on, Steve pointed out one of the key advantages of Epic.

Retailers can easily run in-store demo games of *Black Powder*, and now *Pike and Shotte*, using Epic figures and starter sets. Most shops have a 6'x4' or 4'x4' table space available, and although it's difficult to get a grand sweeping battle of (for example) Napoleonics on a table of that size in 28mm, with Epic they can. And with having the two different coloured plastics, the store owners don't necessarily have to paint up the figures, which is always a bit of a bugbear for them. I think it's fair to say gamers are (quite rightly) heavily influenced by what they see being played; at Salute, Partizan, Historicon, or other wargames shows that's easy, there's loads of space, and in-store Epic games really help with that "look at what we're doing" angle of the hobby because they have a much smaller footprint.

PIKE & SHOTTE EPIC BATTLES PUSH OF PIKE

Wi: Okay, got that. And the rules you get in Push of Pike are a version of *Pike and Shotte* right?

SM: Yes, although they are heavily adapted. They feel similar enough that people who've played *Pike and Shotte* will know how to start and how to get the basics of the game. But there are some fundamental changes to give it that Epic feel.

One of the biggest changes is the move to more combined units; the pike and the muskets operating together. One of the reasons they were separated in the 28mm version of the rules was to allow more tactical flexibility to represent different armies/nations/conflicts and also just the ease of getting started in the period. With Epic scale, a lot of that is actually sorted out by the scale of the figures and how the actual game works. So having

combined units as the basic building blocks of the army is one of the major differences.

Wi: That's interesting because we just assumed it was going to be the obvious stuff being changed like movement and shooting distances, but there's actually rule mechanics changes as well?

SM: Yeah. 'Mechanics' is probably a bit of a push, but specifically there are changes in that relationship between the pike and the musketeers.

Wi: Where is it all going to go from here? Are we going to be seeing this initial release supported by future releases in Warlord Resin or metal figures?

SM: Yeah. The studio are already working on a whole load of new material, including more plastics. Like our other Epic ranges, you can be sure *Pike and Shotte* will be well supported with new releases over the next couple of years. [You can see lots of photos of forthcoming Epic P&S figures dotted around this article - Ed]

Wi: Will all those new releases be in the English Civil War - Thirty Years' War bubble?

SM: Yes, absolutely. At the moment, the entire plan around Epic *Pike and Shotte* is arranged for the ECW-TYW.

Wi: And what's the next Epic release after Epic *Pike and Shotte*? You know what us wargamers are like, we are interested in the new thing for about five minutes before we want to know 'what's next?'

SM: Well, that's a good question. I think there's a couple of options we're working on at the moment. The great thing about history is there's a lot of it. There are some fantastic periods we could choose, and we continue to listen to our customers about what they would like to see in Epic.

Wi: Can we request the Anglo-Zanzibar War of 27 August 1896 in Epic please?

SM: I will add it to the list.

Wi: Thanks very much Steve, and good luck with it all.

SM: Thanks!



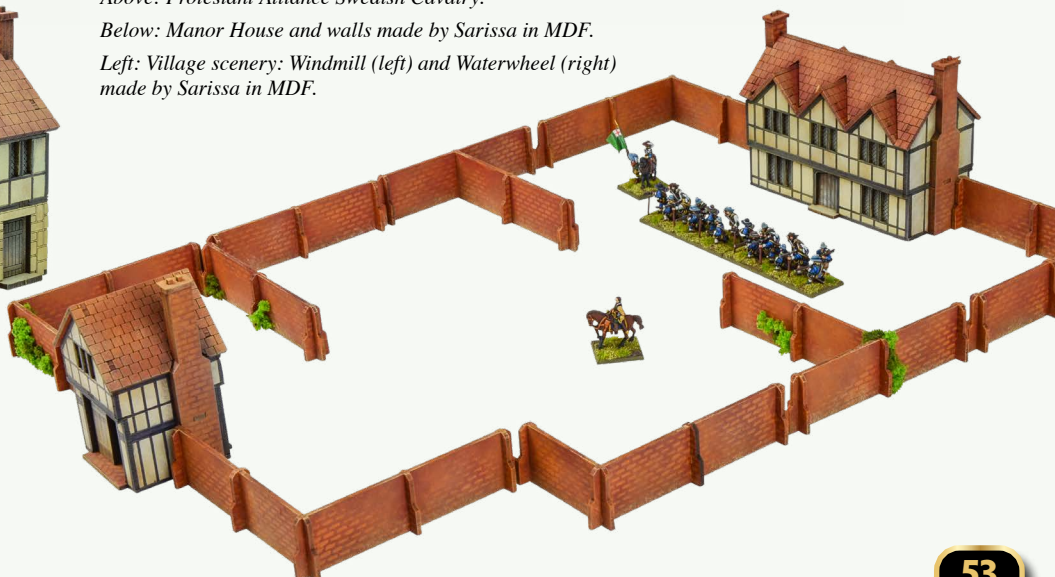
Above: Protestant Alliance Swedish Cavalry.

Below: Manor House and walls made by Sarissa in MDF.

Left: Village scenery: Windmill (left) and Waterwheel (right) made by Sarissa in MDF.



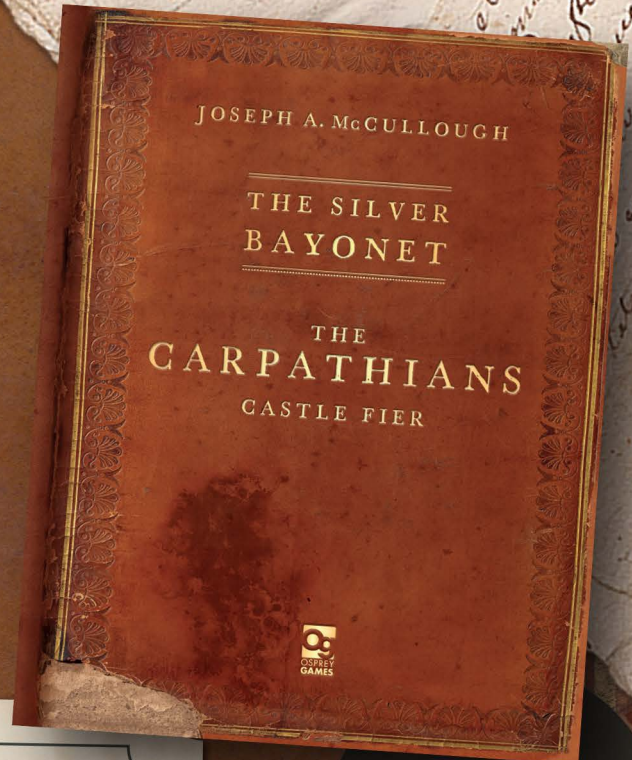
Above: Gun emplacement.



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MUSKETS & TOMAHAWKS TO FALLEN TIMBERS

We showcase the paint jobs Matt Parkes applied to North Star's new Native American warriors for *Muskets & Tomahawks* and suggest some tabletop battles to use them in.

Sometimes figures land in *Wargames Illustrated's* pile of new releases that cry out for a beautiful paint job. North Star's latest finely sculpted and cleanly cast *Muskets & Tomahawks (M&T)* figures did just that, so we passed them to our resident brush-wielder, Matt Parkes. While he busied himself at his hobby desk, the rest of the *Wi* team jotted down gaming ideas to get the figures onto the tabletop as soon as the paint had dried.

PAINTING THE WYANDOT

Colour choices

Matt decided that it would be easier to fully paint the miniatures to a 'pre-detail stage' before adding final flair with further layers of intricate markings on skin and fabric. In doing this, he made sure his general scheme was cohesive, natural, and reflective of the mood he wanted to convey. Several Peter Dennis paintings became the primary reference point, and in studying them, Matt picked the following palette of paints for his pre-detail work across the figures.






Above: When the different colours Matt selected are placed together, they are very harmonious, but there is also some differentiation brought by varying levels of warmth and a few darker and lighter tones that add depth to shadows and much needed 'pop' to highlights.

All paints used are Vallejo unless stated otherwise.






Above: *The Indian right*, 20 August 1794, 10.30am. About 350 Wyandots and Canadian volunteers trying to move around the American left flank have encountered 550 dismounted Kentucky horsemen and are being driven back through the woods. Artwork by Peter Dennis from CAM 256 *Fallen Timbers 1794* © Osprey Publishing www.ospreypublishing.com

1. SKIN


Basecoat	Chocolate 
Midtone	Flat Earth 
Highlight	Saddle Brown 
Pop highlights	Citadel Contrast Guilliman Flesh

Contrast paints can be applied as spot highlights if used in multiple thin coats.

2. RAWHIDE

Basecoat	Flat Earth 
Midtone	Desert Yellow 
Highlight	Ivory 

3. LEATHER

Basecoat	Flat Earth 
Midtone	Khaki Grey 
Highlight	Buff 



4. WOOD

Basecoat	Beige Brown 
Midtone	Brown Sand 
Highlight	Buff 

PRE-PAINTING VISUAL RESEARCH

Matt studied artwork from the Osprey book *Fallen Timbers 1794: The US Army's First Victory*, before getting started on his 28mm versions of the Native Americans. The images within this Campaign book, painted by the legendary Peter Dennis, depict combat in wooded areas (previous page) and fields of tall grass. These pieces of art showed environmental details that would eventually dictate Matt's approach to basing, but more than that, they guided the tonal choices he applied to the clothing and skin of the figures. Finally, Peter's canvas paintings inspired where Matt added fine-detail to the *M&T* minis and in what colours.

As historical wargamers, we are used to looking at both contemporary and non-contemporary paintings for our visual research, but Matt's approach here is a little different to the button counting and facings checking we often study those paintings for. We can examine the work of a modern master, such as Peter Dennis' illustration shown on the previous page, to guide the tone of highlighting and shading we choose. We can also refer to older pieces of art that we admire and try to emulate the richness of colour and tone that made artists of the period, such as Benjamin West, famous chroniclers of the times.

The more we study other forms of painting, the better our painted figures will look, and the closer our 28mm efforts will get to becoming 3D works of art!



Above: *The Death of General Wolfe* by Benjamin West.

Focusing on the fine details

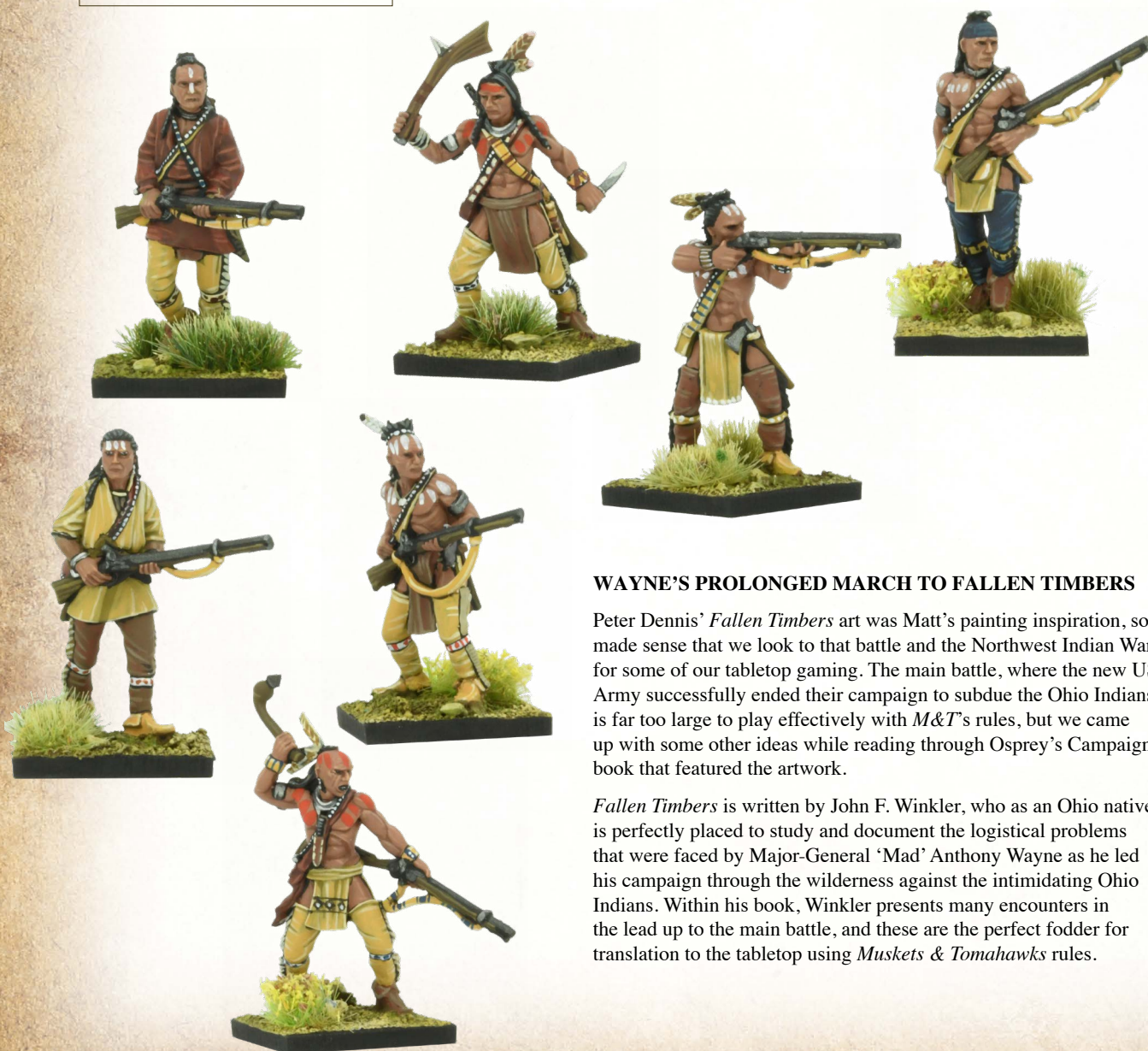
With the figures looking tonally harmonious, it was time for Matt to add further details. Although he wanted these to stand out, he didn't just choose colours that were as bright as possible. Doing so would have ruined the natural look the models had so far; paints such as white and cream offered a more neutral option, and a few splashes of red, blue, and orange were used sparingly. This added impact but complemented the overall colour scheme on the figures rather than causing eye straining clashes.



Once viewed at actual size, the looseness of the freehand work begins to look a lot less loose!



The figures look wonderful from a 'gaming distance', but get closer, and you can see that the freehand patterns on the skin, bags, and straps are quite loose and expressive. Obsessing over ultra-fine freehand is unnecessary on gaming pieces and potentially less impactful when viewed from a distance. You don't need (or indeed want) your painted details to be at the microscale if figures are destined to be seen from afar by other players around the gaming table!



WAYNE'S PROLONGED MARCH TO FALLEN TIMBERS

Peter Dennis' *Fallen Timbers* art was Matt's painting inspiration, so it made sense that we look to that battle and the Northwest Indian War for some of our tabletop gaming. The main battle, where the new US Army successfully ended their campaign to subdue the Ohio Indians, is far too large to play effectively with *M&T's* rules, but we came up with some other ideas while reading through Osprey's Campaign book that featured the artwork.

Fallen Timbers is written by John F. Winkler, who as an Ohio native, is perfectly placed to study and document the logistical problems that were faced by Major-General 'Mad' Anthony Wayne as he led his campaign through the wilderness against the intimidating Ohio Indians. Within his book, Winkler presents many encounters in the lead up to the main battle, and these are the perfect fodder for translation to the tabletop using *Muskets & Tomahawks* rules.

A difficult end to 1793

Wayne's efforts in the year before *Fallen Timbers* were hampered by outbreaks of illness (influenza at Hobson's Choice and smallpox from Fort Harmar) and a lack of supplies. Gathering more supplies and protecting the wagons that pulled them forward became a logistical nightmare, and Wayne increasingly discovered that advanced camps and forts, for no clear reason, lacked the flour and other essentials his Army needed.

This slowed their progress and left them open to ambush from Ottawa Indians; wagon-convoys were particularly vulnerable on the roads between camps and forts. Ottawa Chief Little Otter stalked the convoys (right) and launched attacks on groups of wagons and the supply depots that dotted the wagon trails. One such raid was at White's Station, where civilians were killed and supplies destroyed, further adding to Wayne's logistical challenges.

These attacks will all make for challenging and varied small scale skirmish games. You can use the 'Ambush' scenario from page 67 of the core *M&T* rulebook for a general attack (and the raids on convoys are a perfect excuse to paint some wagons and supplies that will be useful in many games ahead), but it's when you bring in extra modifiers from the *Redcoats & Tomahawks* expansion that the raids will get particularly interesting. Civilians could be added (page 38 of *R&T*), desperately trying to defend themselves and their supplies against Little Otter's attackers, and the 'Massacre', 'Raid', and 'Capture' missions (pages 38 to 39 of *R&T*) would all suit the different attacks made by the native peoples. If you want to play your games from the perspective of Wayne's Army, there are further options. They could have a lead group of scouts on an 'Exploration' mission (page 39 of *R&T*) or make attempts to save supplies/civilians in 'Protection', 'Evacuation', and 'Defence' missions (pages 40 to 41 of *R&T*).



Below: Artwork by Peter Dennis from *CAM 256 Fallen Timbers 1794*
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Into 1794 - reinforcements and defence at fort recovery

Fort Recovery was constructed by a group of Wayne's men between late 1793 and March 1794 on the bank of the Wabash River at the site of St.Clair's Defeat. While this defensive position was being built, ambushes continued to occur, and you could focus games on the wagon road between Fort Greenville and Fort Recovery - Wayne's Trace. Consider throwing all manner of weather effects into these encounters to enhance the inhospitable atmosphere the early part of the year would bring; 'Violent Winds', 'Snow', 'Fog', and 'Storm' can all be found on page 61 of *M&T*.

In June, Ojibwe, Potawatomi, Ottawa, and Wyandots from Michigan and Canada gathered to attack the recently constructed Fort Recovery. In part, this was to try and locate eight pieces of abandoned artillery that had been left buried on the battlefield at Wabash in '91. They never ultimately located the artillery, but during their searches, various small skirmishes took place. You could build an entertaining narrative mini campaign around these encounters, which are all described in Osprey's *Fallen Timbers* book (pages 49 to 54), leading up to a grand finale on 30 June 1794. Along with British officers, the large gathering of Native Americans besieged Fort Recovery. This battle is too large to fight effectively with *M&T*, but sections of the attack could be played between notable characters you've developed in previous encounters, perhaps with new skills, experience, or injuries they've picked up along the way playing a part in the final outcome.

ST. CLAIR'S DEFEAT

This 1791 battle has been described as "the most decisive defeat in the history of the American military" and is also known as the Battle of a Thousand Slain. That name is not hyperbolic; the casualty rate of Arthur St. Clair's soldiers was a staggering 97 percent killed, captured, or wounded. In comparison, the army of the Northwestern Confederacy - who encircled and attacked the American camp - only suffered around 60 killed or wounded.

This catastrophic battle ultimately led to a change of command and the foundation of Wayne's Legion of the United States. By building Fort Recovery, in 1794, on the site where so many Americans had lost their lives, Wayne was making a statement that under his leadership things would be different.

Ultimately, the troops in Fort Recovery suffered high casualties but retained control of their defensive position. They were aided in their defence by two 6-pounders, two 3-pounders, and a small carronade they had uncovered during the construction of the fort - these were some of the very guns that the native warriors were searching for.

From this point until the Battle of Fallen Timbers, Fort Recovery became a vital staging ground for Wayne's further advances.

Fallen timbers, 20 August 1794

After a prolonged and difficult journey, the actual Battle of Fallen Timbers was a very brief finale. The Army's victory was swift and led to the Treaty of Greenville the following year, largely ending decades of conflict between the Americans and the Ohio Indians.

The number of fighters involved in Fallen Timbers make it far too large to be comfortably played with *M&T*

rules, but there are still snippets of the greater battle that can be split out and gamed. Osprey's book, as you'd expect, has a comprehensive, moment-by-moment breakdown of the fighting with maps, artwork, and more. The text details interesting combinations of combatants clashing in varying terrain. The American right came under attack on the Maumee River floodplain, with Ottawa and Ojibwe attacking through man-high grass. To the centre, fighting took place around the trail through Fallen Timbers, with light tree cover and Ottawa attacking infantry and artillery as they formed into lines. Deeper into the heavy woods, Canadians and Wyandots advanced to attack the American left flank. This encounter, where they met a strong defence from dismounted Kentucky horsemen, is shown in the Peter Dennis art that inspired Matt's painting as well as the scenic shot we took, shown below.

These moments (and a whole lot more) are sections of a grander battle that you can comfortably play with *M&T*.



THE FOREST FLOOR

Shown here is a detail of the ground from another of Peter Dennis' paintings in Osprey's Campaign book. Matt tried to emulate this look on his bases by drybrushing their texture with green and brown patches, then scattering small areas of varied clump foliage to represent the forest floor without making them too complicated.



Right: Detail from 'the American center' artwork by Peter Dennis.
© Osprey Publishing www.ospreypublishing.com

THE BATTLE OF SANDUSKY, 4 JUNE 1782

There are other American expeditions you can play out in this region, and some involve the Wyandots Matt has represented in his miniature painting. In one of the final campaigns of the American Revolution, Colonel William Crawford came up from around Cincinnati in late May and arrived at the Sandusky River area with the intention of destroying Native American towns to halt their attacks on settlers.

He and around 500 Pennsylvania militiamen approached the area, intending to surprise the Natives, but a group of Wyandot and Delaware had gathered to oppose them. Fighting began on 4 June but proved indecisive for either side; the Americans took refuge in a grove (later referred to as 'Battle Island') but readied to retreat when British and Shawnee reinforcements arrived the following day. They looked to escape by nightfall, but the retreat was a disorganised mess and led to further skirmish battles, this time without the command of Crawford who had become separated from most of his army. Some Americans were captured, but many managed to escape to Pennsylvania; Crawford, however, was captured in the thick woods, sentenced to death, tortured, and burned alive at the stake. This may seem like a particularly brutal reprisal, but it was in retaliation for the Gnadenhütten Massacre from March the same year, when close to 100 peaceful Natives had been murdered by Pennsylvanian militiamen.

Crawford's failed campaign offers more options for skirmish gaming, this time within the American War for Independence. A wide variety of hit and run attacks are perfect for the native player, while defensive and escape/breakthrough games are more suited to Crawford's volunteer militiamen. The small timeframe and compact region in which various fights took place, by daylight and under the cover of darkness, makes this expedition ideal for a mini campaign.



'What if?' variables - the Natives being less aware of the oncoming attack, or Crawford managing to stay with his men - could make for a very different outcome and give replayability to events.

THE SIEGE OF FORT WILLIAM HENRY, 3 TO 9 AUGUST 1757

Going back a few decades to the French and Indian war, we can mix history and Hollywood with the siege of Fort William Henry. Lieutenant Colonel George Monro's British defenders were vastly outnumbered and surrendered to Louis-Joseph de Montcalm's French and Native American force. The terms of the surrender should have allowed the British safe withdrawal to Fort Edward, but - as depicted in *The Last of the Mohicans* (somewhat fictitiously but with a basis in historical events) - Montcalm's allies

violated the terms, attacked the departing British, scalped soldiers and civilians, and took captives. In *The Last of the Mohicans*, it is a Mohawk named Magua (played by the legendary Wes Studi, seen above) who leads this attack and becomes the film's 'baddie'.

Editor Dan requested that Matt paint one of the North Star figures to match Magua with striking black warpaint around his neck and lower face. Though the film is full of melodrama, the chase made by Magua in pursuit of Hawkeye, Uncas, and Chingachgook, could make for some great small skirmish encounters. Chingachgook (played by Russell Means) wields a gunstock war club with dramatic effect in the film, and the North Star M&T packs include a figure armed with one of those, while various other models could represent Daniel Day Lewis' Hawkeye.



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*“Daddy, what did the Light Car Patrol do in the Great War?”
Little enough, my son, little enough, but like most of the rest,
they did what they were told to do, and did it as well as they could.”*

Captain Claud Herbert Williams,
Light Patrol Cars in the Libyan Desert

BACKGROUND

Beyond the well-known European theaters of the First World War (WWI), the southern shores of the Mediterranean and the coastlines of the Red Sea represent strategic fronts from which various Central and Allied powers sought to mobilize local forces against their enemies. In response, the Ottomans and Germans sought a local Arab leader to organize a revolt against the British in Egypt. That man was the Grand Senussi, Sayyid Ahmed al-Sharif al-Sanusi (1876-1923) who succeeded his grandfather as leader of the movement in 1902, becoming The Grand Senussi.

Across North Africa, German agents actively tried to foment anti-French resistance but were unsuccessful in their attempts to incite tribal leaders to revolt. The most productive attempt by the Central Powers to put pressure on the Allies was launched in the fall of 1915 from eastern Libya into Egypt's Western Desert. Its goals were to attack British-occupied Egypt from the West and to encourage insurrection, which would divert British forces from preventing an Ottoman attack on the Suez Canal. This anti-British revolt was instigated by Ottoman liaisons with German and Ottoman material support and was carried out by the Senussi forces of Sayyid Ahmed al-Sharif.

This article presents a sampling from my forthcoming 14-scenario book, *The Senussi's Little Miniature War, 1915-1917: A Forgotten WWI Conflict in the Western Desert*. The full book will be available from Caliverbooks.com in the UK or OnMilitaryMatters.com in the US.

The name of this article was borrowed from the book *Steel Chariots in the Desert: The Story of an Armoured-Car Driver with the Duke of Westminster in Libya & in Arabia with T.E. Lawrence* (Leonaur, 2005) by S.C. Rolls. This book, along with *Light Car Patrols, 1916-19: War and Exploration in Egypt and Libya with the Model T Ford* (Silphium Press, 2013) by Captain Claud H. Williams, Royal Geographical Society, were inspirational for me digging into this part of the conflict. Both books are highly recommended if you are interested in armoured cars and light patrol cars during WWI in the desert.

It became known as the Senussi Campaign and took place from November 1915 to February 1917. Along the coast, the Senussi crossed the Libyan-Egyptian border in November 1915 and fought a campaign in which British Empire forces initially withdrew. The British then defeated the Senussi in several engagements and recaptured the coast in March 1916. In the interior, the campaign continued until February 1917, after which a peace was negotiated; the area then became quiet for the rest of WWI, except for British patrols by aircraft and armoured cars. It is the adventures that can be had on the wargames table with these pioneering, gamechanging cars at war that my article focuses on.



Above: Senussi going to fight the English in Egypt.

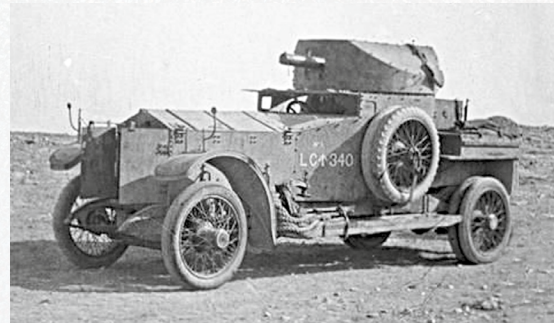
ROLLS-ROYCE ARMoured CAR

The type of armoured car used initially during the Senussi Campaign was the Rolls-Royce, with one squadron of twelve vehicles sent to Egypt (and later replaced with Ford Model T light patrol cars). The paint scheme used on both the Rolls-Royce and Ford Model T cars can easily be confirmed as 'khaki-painted', and contemporary photographic evidence confirms this.

The Rolls-Royce chassis was a 2x4, with single front and double rear tire axles and metal wire wheels. Tires were filled with Rubberine, a puncture-sealing substance. Two to four wheels were carried as spares. The armour consisted of 12mm thick rolled steel plates riveted around the chassis to a light frame. The engine hood and radiator were completely armoured. The rear of the chassis, between and above the axle, was wooden and used for wooden storage boxes, in which was stowed the spare ammunition for the .303 Vickers-Maxim water-cooled machine gun. The gunner had to open the doors at the rear of the turret to retrieve spare ammo. Spare parts and other equipment were stored on the side wooden catwalks, mostly in wooden boxes.

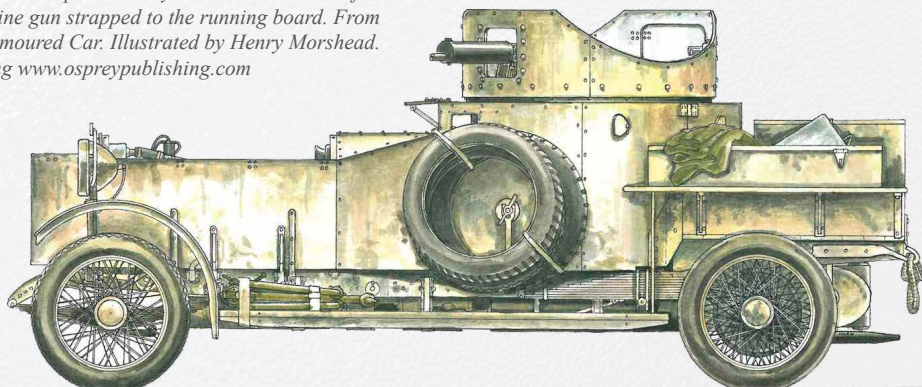
- Dimensions: Length 16', Width 6' 4", Height 8' 4"
- Top Speed: 45mph on road (for wargaming: 3D6" on road, 2D6" off, 1D6" in rough)

The full crew of a car consisted of a driver and two gunners, or sometimes an officer (commander) in lieu of the second gunner. However, the confined space made it almost impossible for three men to be usefully employed at one time. Usually, only two men were carried in each vehicle; for combat purposes, a third was added. With only two crew, the driver acted as assistant gunner, making shift as best he could to feed the cartridge-belt into the gun breech with one hand while managing the steering wheel with the other.



Above: One of the armoured cars at Sollum, Egypt, in April 1916.

Below: Armoured cars operating in desert regions often had the upper panels of armour removed from the turret and above the engine. It may not have reduced the heat but at least it improved the airflow for both the crew and the engine. Crews were rapidly learning the art of self-sufficiency as they roamed deeper into this inhospitable land. Water, of course, for the car first, then the crew; spare tires to replace those shredded on the harsh surface; and stout tow ropes and chains permanently attached. Notice the folded tripod for the machine gun strapped to the running board. From The Rolls-Royce Armoured Car. Illustrated by Henry Morshead. © Osprey Publishing www.ospreypublishing.com



Cars vs camels

The Senussi were expert raiders who could seemingly strike from nowhere then disappear. Their usual method of attack was on camelback; they knew the desert better than the opposing British camel-mounted units (formed to combat the Senussi threat) and were far superior riders. Although the Senussi camels were vulnerable to artillery and machine gun fire, the British needed a better option to chase down their mounted foes.

Cars, such as the heavy Rolls-Royce, were actively used as armoured cars and tenders in the Western Desert because they provided much needed mobility against the Senussi. These were, however, a mixed blessing: although they provided mobile firepower and were practically invulnerable against small arms, their weight limited the kinds of terrain they could cross. These vehicles could not keep pace with the fast-moving camels and were quick to bog down in soft sand, in which the camels were unaffected. The armoured cars often got stuck in Wadis (dry rocky riverbeds) or needed hauling up steep, soft, sand dunes. If mules were not available, men had to push or drag the cars in the excessive heat.

Additionally, armoured cars required constant attention because they often broke down and needed tire changes. Finding enough water for man and beast, not to mention radiators in the cars, was a constant problem. The men also had to build roads by strengthening desert tracks and removing the rocks (or most of them) to make tracks passable for vehicles.

Distances in the desert were measured in how far a camel could travel in a day. Eventually, based on the problems and issues mentioned above, it was decided that a lighter, more reliable car was needed. The modified Ford Model T, which could move swiftly and carry the additional fire power, gave birth to the Light Car Patrols (LCPs).

LIGHT CAR PATROLS (LCPS)

At the beginning of WWI, Henry Ford refused to let his cars be used in combat conditions as he did not want the US drawn into the war. Eventually, Ford changed his mind, and the Model T was used as a patrol car. The British purchased about 19,000 of these cars during the war. The Model T patrol cars were used by the British Army in France, but they proved particularly effective in Palestine, Mesopotamia, Egypt, and Libya, where they were used for raiding, reconnaissance, and supporting the cavalry.



Above: Box art from ICM's 1:35 Ford Model T with ANZAC crew.

FORD MODEL T LIGHT PATROL CAR

The Ford Model Ts were unarmoured, had oversized 3½"-wide tires filled with Rubberine, radiator condensers, primitive sun compasses, and were able to traverse uncertain terrain.

- Dimensions: Length 11' 1", Width 5' 6", Height 6' 1"
- Top Speed: 40-45mph on road (for wargaming: 4D6" on road, 2D6+3" off, 1D6" in rough).

During the Senussi Campaign, the LCPs combed the Western Desert from end to end. The information they gained provided the Army with detailed maps, which were later used in World War Two, as well as a thorough knowledge of how men and machines could operate efficiently in such harsh, demanding conditions. With the end of WWI, the LCPs were disbanded, but the lessons learned were not forgotten. Work was continued between the wars by Army Motoring Clubs that were formed by the garrison of Egypt. It would not, therefore, be out of place to claim that the LCPs of the Western Desert were the original ancestors of the Long Range Desert Group of WWII.



Above: Empress Miniatures Ford Model T, painted by Mark Hargreaves.

Formed in 1916, there were seven Light Car Patrols (LCPs), under the overall command of Lieutenant-Colonel Llewellyn Partridge. Each patrol contained six Ford Model T cars with 22 men total (two officers, two sergeants, two corporals, and 16 other ranks). The Model T was more than simply one of the many soft-skinned vehicles used extensively by the army to complement the Rolls-Royce armoured cars: it was used often in fighting and was very highly regarded because of its terrain versatility.

The Model Ts used were rudimentary and differed little from their civilian counterparts, save that a small cargo space was constructed on the back for carrying supplies. Various boxes were added in the rear and along the side running boards for stowage of the kit required. In addition, many of the external fittings, such as mudguards and engine covers, were removed to lighten the weight of the car for use in soft desert sand.

While each Ford Model T car usually carried a crew of two (driver and gunner), a commander (officer or NCO) and another gunner acting as a loader could be added if necessary. Five of the six cars in each patrol were generally armed with a Lewis machine gun, either mounted on the rear or on the passenger side, which could also be dismantled from the car itself to take advantage of cover from available terrain. Some later models were equipped with a Vickers in the rear cargo space, which was able to fire rearward. The sixth car in each patrol was unarmed and served to carry equipment for maintenance and supply of the other cars, like tenders did for the Rolls-Royce armoured cars.

In 1927, the Ford Motor Company ceased to manufacture the Ford Model T, but not before the car's 19-year production life and sales figures of over 15 million had guaranteed the Model T its rightful place as the most successful motor car of its time.

The car crews

The car crews considered themselves something of an 'elite', which may have been somewhat justified. When war broke out in 1914, only a tiny percentage of the population had any working knowledge of automobiles: a small number of well-to-do gentlemen (not all of military age) who drove their own cars, professional drivers, chauffeurs, mechanics, and members of the infant motor industry. Those of the latter group were intensely possessive of their skills and completely self-reliant; their standard of maintenance was exceptionally high. It was a matter of personal pride for them to get their cars over what might otherwise be thought of as impossible terrain.

Vehicle reliability

Weather and terrain put the armoured cars through a punishing campaign. The wear on the new Rubberine tires was especially trying. These tires were designed to meet the intense cold of a European winter, but "in the heat, the plastic filling solidified and broke back axles at an alarming rate".

Notable actions

In two of the most derring-do and gamechanging actions of WWI, Hugh Grosvenor, 2nd Duke of Westminster, mounted raids against superior forces. The Duke commanded a squadron of nine armoured cars in Egypt during the Senussi Campaign in 1916. Raiding the enemy at Bir Asiso (14 March 1916), the armoured cars swept in, taking on the Senussi and their artillery at close range, and eventually destroying their encampment. It is reported that Senussi camels laden with munitions exploded when fired upon. Hearing that the crews of the HMT Moorina and HMS Tara were being held prisoner at Bir Hakeim (17 March 1916), the Duke gathered his forces and sped across the desert, 120 miles into enemy territory in Libya. Confronted by the 'steel chariots', the Senussi turned and ran, allowing for a bloodless rescue of the captured ship crews.

These actions showed how armoured, wheeled vehicles gave a distinct advantage over tribal forces, their defensive ability and speed making them a real desert gamechanger. Both the Bir Asiso and Bir Hakeim scenarios are in my forthcoming Senussi scenario book. [For details of the rescue of prisoners at Bir Hakeim, you can also see Bob's article 'Deeds That Thrilled the Empire' in *Wi*386 - Ed]

T.E. Lawrence described the armoured cars that accompanied the Arab forces as, "more valuable than rubies in the desert", and they certainly helped the Arab

AVAILABLE MINIATURES

Many companies make Rolls-Royce armoured cars. Finding the proper light patrol cars is much harder. While Company B makes a suitable light patrol car (Interwar-AFV Model T LCP), listed as 1/56 scale, it is a bit small for 25mm and best suited for 1/72 scale. The best light patrol car, listed as 1/56 scale, is from Empress Miniatures and fits for 28mm (Model T Ford). This model even has a stripped-down version with the bonnet (engine hood) removed. Empress Miniatures also has various crews and weaponry for the cars, including Lewis Guns and Vickers (and a dismantled Vickers).



Left: Empress Miniatures' stripped-down Ford Model T.

Revolt against the Turkish forces. Lawrence's five armoured cars and four tenders were without fault as they constantly sabotaged the Hejaz Railway (the Turks' only supply lifeline to Medina) through rugged desert terrain. There are many critical actions where the cars were used against the Turks successfully, including against forces guarding the various stations along the railway.

The Ford Model T light patrol cars patrolled the desert and the various oases for Senussi caravans, provided fast mobile firepower, and were certainly gamechangers in the unforgiving, dusty, difficult environment [Bob's forthcoming Senussi scenario book includes light patrol car scenarios, and the next issue of *Wi* has a full gameplay system and scenario for you to take on: The Race to Munassib Pass - Ed].

The Ford Model T light patrol cars were also employed in Mesopotamia and Palestine against the Turks. The latter theater of war provided one of history's rare examples of large bodies of cavalry working harmoniously with motor vehicles to achieve a complete victory. The Light Car Patrols acted as the eyes of the Cavalry Divisions to which they were attached and proved of inestimable value as British forces pursued the beaten Turkish Army northwards.

Light patrol cars took part in stemming the tide of the Egyptian Revolution of 1919, which was a countrywide revolution against the British occupation of Egypt and Sudan. Additionally, both Rolls-Royce armoured cars and light patrol cars were involved in the insurrection in Mesopotamia of 1920. These overlooked theaters would provide some great actions for the tabletop!

SPECIAL RULES FOR YOUR GAMING

Becoming bogged down

When moving in soft sand, swampy, or boggy areas, add one extra different colored D6 dice (a 'bogged' dice) to the dice rolled for movement. Roll before the armoured car uses its standard movement value.

- If the roll on the 'bogged' dice = 6, the vehicle has become bogged down halfway during its movement that turn. Ignore any other result on this dice if not a 6.
- A bogged armoured car may not move, but its turret still functions.



Above: A Ford Model T light patrol car with Vickers .303 machine gun on tripod in rear.



- Each turn, the driver has a chance of breaking free. Roll 1D6:
 1 = bogged for remainder of game.
 2 to 4 = still bogged and can check next turn.
 5 to 6 = may move next turn.

Dust clouds

Vehicles create dust clouds that are 2" wide and the full distance of their movement that turn. Dust clouds are behind them as they move through the sand, with the following effects (use cotton wool to mark the dust clouds):

- Any vehicle going through a dust cloud loses 1D6" movement/halves its standard movement value.
- Firing through a dust cloud is -2 to hit.
- Dust clouds last for one turn.

Mounted machine guns

Early vehicles, such as the Ford Model T light patrol cars and the Rolls-Royce armoured cars, were not stable platforms for firing. Regardless of the ruleset used, the rules listed below must be used for all vehicle-mounted heavy machine guns (HMGs) and light machine guns (LMGs):

- An HMG mounted on/in a light patrol car may fire only to the rear 45-degree angle, fires as a LMG both in effect and range, and the vehicle may only move up to half movement that turn (half of what is rolled on the movement dice).
- An HMG takes one turn to dismount from a non-moving vehicle and set up and then fires next turn as normal.
- An LMG mounted on/in a light patrol car fires as normal dice regardless of whether the vehicle is moving or not; but if moving, there is a -1 to hit and only fires at half range.

Player-to-player communication

For multiplayer scenarios where British forces are chiefly composed of armoured cars and/or light patrol cars, it is very important that there is no verbal communication between players about where they should move, where to shoot, etc., unless their cars are within 6" and stop for one turn to allow communication (during which, they cannot fire). This reflects the confusion and noise of the vehicles revving their engines and churning up the sand.

A leader could elect to stand up in an armoured car (with turret open) or light patrol car to give flag/hand signals to other cars within 18" while moving, but players should be required to do that at the table, without words, for a bit of fun roleplay. Simple hand signals should be worked out between players prior to the start of a game to prevent a game of charades. But trying to convey more complicated messages could have some interesting consequences!

It is extremely important for the referee to enforce this rule because it prevents easy coordination, which is too often allowed in games and would not have occurred in the field. If a player violates this rule, some penalty should result (i.e., car breaks down, machine gun jams, or whatever the referee devilishly decides).

Repair tenders

Historically, additional tenders (trucks/lorries/cars) were used for carrying extra ammo, spare parts, tires, etc., to help repair broken-down armoured cars and light patrol cars. Of the six light patrol cars in a LCP, one was used as a tender. A team of fitters and recovery experts accompanied each battery or LCP. For emergency use, two spare wheels (minimally), extra gasoline, and water were allowed in each car.

Water was a particular priority. In those days, cooling systems were not pressurized, and boiling was the rule rather than the exception. In such circumstances, cars had the priority for available water, and



Above: Rolls-Royce armoured cars from Empress Miniatures, painted by Mark Hargreaves.



Above: LRDG 'Bantam' jeeps hit an Axis supply dump. 15mm miniatures and terrain from Battlefront's Flames Of War range.

Left: A beautiful collection of different Ford Model T light patrol cars by Empress Miniatures, from the collection of Mark Hargreaves.

if necessary, men were expected to go thirsty. Using water in the radiator for drinking was a Court Martial offence, and depending on the type of heavy machine gun being used, the water in cooling jackets was equally sacred.

For wargaming, include a repair tender in any scenario that has armoured cars or light patrol cars. The tender carries extra ammo (two resupplies) and allows +1 to the repair dice roll each turn (indicating extra experienced personnel to assist) if the repair tender is adjacent to the broken-down vehicle [full rules for repair are in the article next issue - Ed].

IN CONCLUSION

The relative strengths and weaknesses of the Rolls-Royce armoured cars and the Ford Model T light cars for desert use had been clearly demonstrated during the Senussi campaign. The armoured cars had excelled as attack vehicles, and the light cars had been used mainly as support vehicles. In the latter stage of the Senussi campaign operations, however, mobility was more important than armour. The Ford Model T car had good ground clearance, was lightweight, and was easy to maintain, so it quickly became the vehicle of choice for long-distance desert raids and reconnaissance patrols.

It wasn't just the deserts of WWI where they made a difference. In the oft-overlooked Irish Civil War (1922-23), 13 Rolls-Royce armoured cars were given to the Irish Free State government by the British to fight the Irish Republican Army (IRA). These vehicles were advantageous in street fighting and excellent for protecting convoys. One of the most famous actions was at Beal-na-Blath, County Cork, where General Michael Collins was ambushed by anti-treaty IRA forces.

At the outbreak of WWII, 76 Rolls-Royce armoured cars were in service, and they were part of the shore defense during the Battle of Britain. These could be a great addition to Operation Sea Lion or Dad's (even *Vlad's* for *7TV*) Army scenarios. By 1942, they were withdrawn from frontline service as modern designs became available.

Light patrol cars carried on further into WWII. The Long-Range Desert Group (LRDG) was a reconnaissance and raiding unit of the British Army. Their most notable offensive action was during Operation Caravan (13 September 1942), an attack on the town of Barce, northeast of Benghazi, and its associated airfield. One part of the force attacked the airfield, claiming 35 aircraft destroyed; the other attacked the barracks. After Axis forces surrendered in Tunisia in May 1943, the LRDG moved operations to the eastern Mediterranean, carrying out missions in the Greek islands, Italy, and the Balkans.

Armoured cars are still an essential element of modern warfare, having replaced the duties of light cavalry. Most militaries have an equivalent,

such as an armoured personnel carrier (APC) or armoured fighting vehicle (AFV). Popular for peacekeeping or internal security duties, their size and maneuverability are compatible with tight urban spaces designed for wheeled vehicles. While armies still use armoured cars, many militias and irregular forces adapt civilian vehicles into AFVs and troop carriers; in some regional conflicts these 'technicals' are the only combat vehicles present.

The impact of the armoured cars and light patrol cars in World War One cannot be overestimated. The armoured cars were virtually impenetrable to small arms fire, though some were put out of commission in battle due to difficulty moving over soft sand and such. In contrast, the light patrol cars, though unarmoured and more susceptible to enemy fire, were fast-moving and could better negotiate the terrain of the Western Desert. Overall, the armoured cars and light patrol cars combined to instill fear in the enemy forces, especially tribesmen, and proved to be a true gamechanger in the desert despite their initial difficulties in getting across the tricky terrain.



BEHIND GERMAN LINES



SOVIET PARTISAN WARFARE 1941 TO 1944

Paul Leach provides a 'toolkit' for collecting figures, planning forces, and getting gaming with Soviet partisans and their German foe during WWII.

"In occupied regions, conditions must be made unbearable for the enemy and all his accomplices. They must be hounded and annihilated at every step, and all their measures frustrated."

Joseph Stalin

Nazi Germany's war machine wasted no time running roughshod over the Red Army when it launched Operation Barbarossa - the invasion of the Soviet Union - on 22 June 1941. The multi-pronged offensive ploughed across a massive front as the weeks passed, gobbling up territory and leaving destroyed or encircled Soviet defenders in its wake, while sending others reeling in retreat. The German high command envisioned its armed forces would achieve total victory in a matter of months, believing their aggressive strategy and tactics would soon overwhelm the Red Army despite its greater numbers. Beyond mopping up pockets of resistance and establishing administrative authority in conquered regions, they saw no real need for long-term security planning; surely the civilian population would embrace the Germans as liberators and abandon Joseph Stalin's oppressive Soviet regime?

The near-lightning victory they planned never came to pass; an ongoing misery of partisan warfare in German-occupied Russia, Belarus, and Ukraine continued for years.

Presenting my Soviet partisan toolkit

This article offers tabletop recommendations for building armies, choosing scenarios, and creating 'unit story' narratives for your campaigns based around the growing Soviet partisan movement and the German efforts to combat it. Wargaming Eastern Front insurgent and counter-insurgent operations presents interesting challenges for German and Soviet players, who often have less than the best soldiers, weapons, and equipment as they fight the tabletop battles for rural villages, thick forests, and lonely roads.

*Top of the page: Artwork by Johnny Shumate from Soviet Partisan vs German Security Soldier. Eastern Front 1941-44.
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My article is geared towards skirmish wargames like Too Fat Lardies' *Chain of Command*, Warlord Games' *Bolt Action*, and Grey For Now Games' *02 Hundred Hours*, but players should also find the material quite suitable for wargames portraying company or battalion levels of command.

"In areas occupied by the enemy, partisan units, mounted and on foot, must be formed; sabotage groups must be organized to combat the enemy units, to foment partisan warfare everywhere, blow up bridges and roads, damage telephone and telegraph lines, set fires to forests, stores, and transport."

Joseph Stalin
3 July 1941

THE GROWING POWER OF THE PARTISANS

The armed civilian guerrillas of 1941, joined by Red Army stragglers and escaped prisoners of war, did little to substantially hinder the German efforts at the front, but they would soon turn into a menacing presence who emerged from forests and marshes to attack German supply convoys, outposts, and even communication and logistic hubs. Over the next two years, partisan activity escalated and successfully sabotaged the country's rail network by blasting tracks, destroying rolling stock, and attacking rail stations. Red Army personnel (especially demolition and radio specialists) were often delivered to remote airstrips or parachuted in to join the growing semi-autonomous brigades, some of which boasted several hundred guerrilla fighters. Although controlled by Communist political officers, the brigades remained more-or-less under Red Army command.

Lieutenant, 2nd Leningrad Partisan Brigade

- 1: PPSH-41 submachine gun.
- 2: Officer-pattern greatcoat.
- 3: Model 1935 tunic with collar tabs, buttons, and rank insignia.
- 4: Officer-model breeches.
- 5: Leather gloves.
- 6: Officer's boots in a soft leather variant.
- 7: Hat, of the popular astrakhan Shapka-ushanka type, with a red star on the front.
- 8: Holster for a Model 1895 Nagant revolver.
- 9: Leather map case.
- 10: Binoculars in a leather case.



Artwork by Johnny Shumate from *Soviet Partisan vs German Security Soldier: Eastern Front 1941-44*. © Osprey Publishing www.ospreypublishing.com

Rural support and civilian combatants

The guerrillas leaned hard on rural communities for supplies and recruits through a mixture of patriotic appeals and terrorism; the Germans boosted partisan recruitment efforts by failing to deliver on the 'liberator' myth too. Instead of freeing the Soviets, the Germans essentially enslaved elements of the conquered population; sometimes whole villages disappeared, their inhabitants massacred or forced from their meagre homes if security forces suspected them of harbouring or otherwise aiding partisans.

Except for actual Red Army personnel serving within the partisan brigades, Soviet insurgents wore civilian clothing, sometimes mixed with military issue. They used any weapons they could get their hands on, including civilian hunting weapons, captured German equipment, or small arms secretly delivered by the Red Army. On occasion the partisans employed abandoned German light anti-tank guns, but such assets presented upkeep and mobility challenges for the kind of war they fought.

The guerrilla fighters improved their tactics with experience and hands-on Red Army leadership, performing best when attacking with stealth and greater numbers to achieve their objectives before security forces could effectively respond with superior firepower. Partisan successes favoured undermining the enemy and avoiding lengthy set-piece battles for ground. Even so, they risked provoking coordinated counter-insurgent sweeps to drive them from their hideaways if their activities or numbers proved too troublesome for their German occupiers.



Above: Although weapons could be brought in from Soviet lines by foot or air, throughout the war, partisans were to some extent reliant on weapons captured from German forces. Here, a young Leningrad Region partisan aims a captured MG 08/15 light machine gun, while his rifle armed compatriot vigilantly looks on.

PARTISANS ON THE TABLETOP: ARMY LISTS

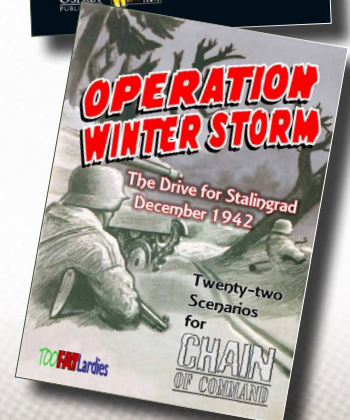
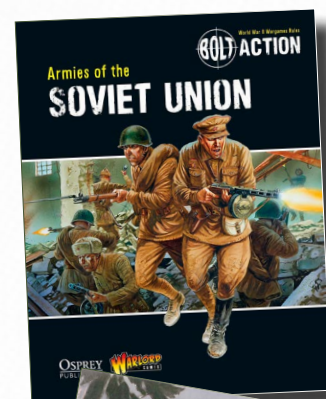
Most World War Two rulesets (understandably) don't mention Soviet partisans in their core army lists; it's a big war, and there's only so much space publishers can devote to secondary (tertiary?) subjects like guerrillas.

Bolt Action and *Chain of Command* feature them in supplements - *Armies of the Soviet Union* and *Operation Winter Storm*, respectively - but players can easily build a tabletop force from scratch by adapting Red Army profiles and choosing sensible weapon and support options. In short, a Soviet partisan force needs to field plenty of troops that can move quickly and tolerate a lot of casualties, supported only by what they can carry or drag to the fight.

The Red Army special rules in *Bolt Action* - 'The Great Patriotic War' and 'Quantity Has a Quality all of its Own' - make a good fit for the partisans, enabling them to bring the numbers and take the hits. 'Razvedchiki', the Soviet's special scouting characteristic in *Chain of Command*, really hits the spot for partisan mobile attack philosophy. Treat rank-and-file partisans as militia/conscripts but upgrade seasoned guerrillas and Red Army leaders and specialists to regulars.



Above: A largely female group of partisans in the Pskov region in late 1942. Significant numbers of young women were drawn into the partisan movement from the local population.





Above: Russian partisans burst from their cover whilst the German soldier in his SD.KF2 looks the other way. All models by Warlord Games.

SOVIET PARTISANS IN THE DARK

Grey For Now Games' *02 Hundred Hours* has you covered if you want to play covert night operation games with Soviet partisans and German security forces. Download their free Faction Reference PDF, which includes stats and costs for partisans and Soviet leaders, to get started. Since you can mix different factions to create a tabletop force, you can add Regular Troopers and Russians leaders to your partisan force, representing veteran guerrillas or attached Soviet military professionals.

Adding some resistance flavour

02 Hundred Hours' recent Partisan Resistance Cell expansion, though focused on France, adds new gameplay features and characters that can be translated to work within Soviet partisan forces. Many of the game's new Plan cards are applicable to this theatre, and those that aren't as thematically appropriate still feature usable mechanics.

Sample Partisan force one (20 points)	
Russian Officer	6 points
Partisan Subordinate	3 points
Regular Trooper x 2	4 points
Partisan Regular Pairs x 2	5 points
Requisitions	2 points

Sample Partisan force two (20 points)	
Russian Officer	6 points
Partisan Subordinate	3 points
Partisan Regular Pairs x 3	7.5 points
Partisan Regular x 1	1.5 points
Requisitions	2 points

Sample Partisan force three (20 points)	
Partisan Officer	5 points
Partisan Sergeant	3 points
Partisan Regular Pairs x 4	10 points
Requisitions	2 points

The partisan characters included could, with a name and figure switch, easily fit into your Soviet resistance too. Edith and Remi only need a name change to become Red Army demolition and radio specialists. Sniper Marie and close-range combatants Astrid and Luc are all suited to various skills found in the specialists of Soviet partisan forces. Even Jedburgh team rules included in this expansion can work as proxies for more specialised Red Army arrivals; elites who have parachuted in to support and coordinate the guerrilla warfare efforts.

German security forces

Your German security forces can take on some covert operations as a change of pace, especially with the missions Butcher and Bolt, Havoc, Evade, Capture, and Intelligence. Use partisan stats and costs for most of these conscript-quality soldiers, adding German leaders and Regular Troops if desired.



COLLECTING AND MODELLING YOUR PARTISANS

28mm metal Soviet partisan figures are available from Artizan Designs and Crusader Miniatures (both sold through North Star Miniatures and Badger Games), Black Tree, Warlord Games, and more. Players can also recruit interwar figures who look the part, especially Russian Civil War partisans (Cobblestone Castings) and Spanish Civil War Republican militia and International Brigade types (Empress Miniatures). Don't forget to include actual Red Army models for specially inserted infiltrators or escaped POWs too.

If you want to customise some characterful partisan figures, then Wargames Atlantic and Warlord Games' plastic ranges are ripe for kitbashing; it's just a matter of attaching the right heads, arms, and weapons to the right bodies.

The Wargames Atlantic Partisans (1): French Resistance models can be equipped with German firearms to work perfectly right out of the box (well, after assembly). Bring even more partisan appeal to these figures by adding more German gear: the arm combos from Wargames Atlantic's German Sentries kit offer some quirky options, and a ton of Warlord's German plastics sets (Early War, Grenadiers, Winter, and Waffen SS) have excellent weapon options.

Warlord's Soviet weapons sprue is a must too, of course, but make sure you have a good selection of open-handed arms (you likely have them in your bits box already if you have collected any plastic WWII infantry) to support them. Adding Wargames Atlantic partisan heads and weapons to Warlord Soviet and German winter bodies for more variety will make for a fantastically varied force of Soviet figures.



Above: Crusader Miniatures Partisan Commanders.



Above: Crusader Miniatures Partisan Tankhunters.



Above: Warlord Games Soviet People's Militia Squad.



Above: Black Tree Partisan Tank Bombers.

SAMPLE SOVIET PARTISAN KITBASHES

These are some of my conversions, made from a variety of Wargames Atlantic and Warlord Games plastic World War Two sets.



Dmitri: Body - Wargames Atlantic Partisans (1): French Resistance, arms - Warlord Games Winter Russians.



Igor: Body - Wargames Atlantic Partisans (1): French Resistance, arms - (right) Warlord Games German Grenadiers, (left) Warlord Games Winter Germans.



Sasha: Body - Warlord Games Winter Russians, arms - Wargames Atlantic Partisans (1): French Resistance.



Radimir: Body - Wargames Atlantic Partisans (1): French Resistance, arms - Warlord Games Winter Germans.

A RAGTAG GERMAN DEFENCE

While the security divisions of Germany's Heer (army) served as the primary means of ensuring the safety of rear areas, these light infantry formations fell chronically below the required manpower to truly control the countryside. Frontline needs quickly siphoned away the best soldiers from the security divisions, leaving only older reservists to shoulder the task. They often shared the burden with a variety of auxiliary units, including SS police, Osttruppen (former Soviet soldiers recruited to the German cause), and civilian militia collaborators.

If they were lucky, security divisions could supplement their ad hoc commands with detachments of better-quality regular army and Waffen-SS units when conducting offensive operations. The German Luftwaffe also pitched in with anti-partisan units drafted from its aircraft maintenance crews and other personnel. Even so, the security forces could do little more than safeguard the logistical arteries feeding men and resources into the Eastern Front. Periodic large-scale sweeps most often only dispersed the partisan brigades rather than destroy them.

Apart from certain insignia, German security forces' uniforms were not particularly distinguishable from regular army issue despite the diverse origins of the soldiers. They generally ranked as second- or third-rate in combat effectiveness, with most Osttruppen coming in last.



Soldat, Landeschützen-Bataillon 960

- 1: MG 08/15 light machine gun.
- 2: Kar 98k rifle.
- 3: Model 1940 tunic.
- 4: Late-1939 boots.
- 5: One set of three rifle-ammunition pouches.
- 6: Bread bag.
- 7: Water bottle.
- 8: Stahlhelm 40 helmet.

“This part of the country suffered from frequent partisan attacks, often by large groups of men. Whenever this happened, every mechanic and warehouseman abandoned his tools and inventories for a machine gun to protect the supplies themselves.”

Guy Sajer
The Forgotten Soldier

PARTISAN ‘ARTILLERY BARRAGES’

Although partisans couldn't rely on artillery battery support, you can still allow them to have access to pre-game tabletop barrages if available as an army list purchase or a scenario benefit within your chosen ruleset. This barrage would represent the shock of a surprise mortar attack and/or infiltrator assault, with casualties simply representing broken or routed soldiers rather than troops getting hit by an artillery strike.

Many security forces had to perform their duties without the benefit of Germany's best armaments, often relying on automatic weapons of Great War vintage or equipment captured in Germany's Blitzkrieg heyday. This does not mean they faced the partisan threat without advantages, even if they had to fight them with obsolete heavy support assets such as light antitank guns and captured French armour.

Notable exceptions

There is still the opportunity for variety in German forces that will bring interest to the tabletop: security division mobile ‘Alert’ regiments (though these were often redeployed at the front), Eastern ‘Cossack’ horse cavalry, and SS police units recruited from the Baltic states.



Artwork by Johnny Shumate
from *Soviet Partisan vs
German Security Soldier:
Eastern Front 1941-44.*
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SECURITY FORCES ON THE TABLETOP: ARMY LISTS

When it comes to fielding low quality German security forces, pretty much any World War Two game system has you covered - just choose conscripts or green troops (the terminology may vary) and tweak them for motivational and/or weapon challenges if their situation merits. *Bolt Action* differentiates Ostruppen and training units from other Inexperienced soldiers by giving them the 'Shirkers' special rule, which makes them resistant to taking orders. For *Chain of Command*, you might consider adding +1 to every 'Bad Things Happen' check when assessing Force Morale. If a given security squad uses Great War vintage light machine guns (such as the German MG 08/15) instead of standard issue MG34s or MG42s, reduce the weapon's firepower. For games that don't separate light machine gun rolls from overall squad or platoon firepower rolls, or that don't reflect nuanced differences in conscript quality troops, you can apply special rule below.

INFERIOR WEAPONS/TRAINING

Reroll automatic hit results and use the new results instead for units either equipped with antiquated weapons or lacking training and motivation.

For example, if your ruleset considers all '6 to hit' results on D6s as automatic successes, reroll them and use the new results. This is an easy way to slightly downgrade the effectiveness of low-grade tabletop units without making them unplayable or having to remember different dice roll modifiers.



Above: Wargames Atlantic German Sentries.

COLLECTING AND MODELLING SECURITY FORCES

There are so many 28mm metal German security figures equipped with standard army kit and weapons that it feels unnecessary to get into details here. Instead, let's explore some plastic options that you can use to create some more bespoke options.

It's hard to think of a more appropriate core set of security troops than the German Sentries kit by Wargames

Atlantic, initially released with the *02 Hundred Hours* starter set. These would make a welcome addition to any tabletop platoon, whether they are patrolling a defensive perimeter or out in the countryside searching for insurgents.

Wargames Atlantic also make plastic kits for Great War German and French armies, which means you can give your plastic sentries (or any of the Warlord plastic German kits (Early War, Grenadier or Winter)) MG 08/15 LMGs or other captured weapons mentioned earlier in the article. The French set already has weapon frames that are usable for 1940 army builds, which means you can equip your security troops with MAS-38 submachine guns and FM 24/29 LMGs in addition to a large selection of rifles dating back to the early 20th Century.

If you need pro-German militia, consider arming some Wargames Atlantic partisans with Great War rifles and maybe attach a German NCO.



Above: Warlord Games Russian Partisans defend a ruined Sarissa house (and some precious Debris of War boxes).

SCENARIOS AND CAMPAIGNS

Scenarios that tell a story built around the insurgency and counter-insurgency framework of partisan warfare on the Eastern Front will make for a fascinating and immersive series of games. Broadly speaking, scenarios that clearly define the attacker and defender play to the strengths of partisan and anti-partisan missions. You should favour objective-oriented games where the partisans are on the attack - the capture or destruction of supplies, fuel, and vehicles; blowing up bridges and railway tracks; eliminating enemy VIPs or entire garrisons - but there can come a point when the Germans will respond with force and go on the attack. In these missions, the objectives of security forces should include ground-taking missions intended to eject partisans from villages or their hidden strongholds in forests and marshes. This does not mean that meeting engagement scenarios are wrong for wargaming partisan-themed battles; considering their tentative nature, they would work well as a prelude to a grander, more vital attacker/defender game.

Building a good insurgency warfare campaign narrative doesn't require a linked set of escalating and predetermined encounters - in fact, it just needs to follow the ups and downs of the two opposing factions and measure success by the support or acquiescence of local populations, military honours, or good old ideological victories.

Get the players invested in the fates of their tabletop soldiers by rewarding scenario victors with significant, but not overwhelming, advantages such as permanently upgrading a squad's quality or giving them improved deployment in the next game. Don't underestimate the power of naming combatants too; players will become far more attached to their brave attackers or put-upon defenders if they're on first name terms with them!

“Without understanding very much, I followed the sergeant who was at the head of our group of fifteen soldiers and plunged into the snowy slope. As I pulled myself up on the white barrier, I could see very clearly a swarming mass of black figures emerging from a stunted woods and proceeding at right angles to our line of march.”

*Guy Sajer
The Forgotten Soldier*

SIMPLE PARTISAN WARFARE CAMPAIGN RULES

CHOOSING SCENARIOS

Generic battle scenarios with defined attacker/defender roles play best, but even meeting engagements can work so long as the players assign an attacker as noted below. If the players cannot agree on a particular scenario, then the defender chooses two options and the attacker picks one of them.

WHO ATTACKS? WHO DEFENDS?

Players roll a D6 before each game, with the highest roller choosing who attacks and who defends. The player who won the last scenario adds +1 to their roll, and you should consider giving the Soviet player an incentive to be on the attack - some kind of VP bonus at the end of the game perhaps.

REWARDING VICTORY

When a player wins a battle scenario, they may choose an advantage that represents improved combat effectiveness and better local intelligence in the next game, such as:

- **Army morale bonus**

The army is tougher to break. Examples: +1 unit to army breaking threshold in *Bolt Action*, -1 to 'Bad Things Happen' checks in *Chain of Command*.

- **Follow me!**

The player may reroll one failed unit order test per turn, taking the second result instead.

- **Unit upgrade**

Upgrade one team or squad to regular status. Remove any negative traits, such as 'Shirkers' in *Bolt Action*. This advantage can be chosen multiple times. A destroyed upgraded unit is replaced with its earlier version.

- **Zeroed in**

Roll twice and take the best results when making barrage dice rolls.

WINNING THE CAMPAIGN

The first player to win three games as the attacker wins the campaign. The victories do not have to occur over three consecutive games.



Above: Desperate Russian partisans clash with a German armoured patrol. All models by Warlord Games.

MULTI-PLAYER BILLHOOKING



About this time last year, Giles Shapley, aka Eric the Shed, shared with us his journey through several multi-player tabletop refights of the battles of the Wars of the Roses. For this Gamechangers article, Giles tell us how he tweaked the *Never Mind the Billhooks* rules to allow for more players, more figures, and ultimately bigger battles in those games.

At the time I penned The Shed Battles article for the March 2022 issue of *Wargames Illustrated* (Wi411), my gaming buddies and I had played through eleven of the sixteen big battles I had earmarked for WotR refights. Since then, we have gone on to complete the set, concluding with Stoke Field, 1487, played in April 2022. We didn't run the battles as a campaign; each one was a standalone game, so no need for recording casualties, positions, etc. - no scary paperwork.

The majority of our games were played on a 5' x 12' table and typically involved four to six players. All the games (bar one) were fought in one evening; so although we had more players than 'recommended', we managed to make sure this didn't stretch the game beyond manageable three or four hour sessions.

Regular *Never Mind the Billhooks* battles feature around 100 - 150 points per side. Our games averaged around 350 points per side - so just over double a 'normal' game.

The following seven pointers are my suggestions on how to run bigger, multi-player games of *Never Mind the Billhooks*. They are not radical ideas and are all born out of practical experience in playing games on big boards with several players and lots of 'toys on the table'.

OUR SEVEN POINT GUIDE

1) Bigger battles means more nobles, vis-à-vis more Leaders; for *Billhooks* games, this means more Leader Cards in the deck. You can download as many Leader Cards as you like from the *Never Mind the Billhooks* webpage, or you can go a bit flash and design your own - complete with shields, crests, and titles - like we did. You could also 'flash the cash' and purchase the Core/Albion Card Deck followed by the Extra Leader Card Deck. The Extra Deck provides you with a further ten Leader cards for the Albion (WotR) and Europa Theatres.

In our refight of The First Battle of St. Albans, 1455, with 650 points in total,

we had 22 nobles/Leaders in play, each having their own card.

2) Our games have shown that it is not necessary to field an umpire, but one player should take responsibility for turning the cards to denote commander's orders and be the custodian of the Bonus and Special Cards.

3) The Morale Tokens for all players on each side should be combined into one pot. This ensures that it is a team game with the possibility that a single player's forces could be wiped out but their side may still win.

4) I would strongly recommend that the forces used in big battles are the 'standard' listed units. The inclusion of multiple Veteran and/or Levy units will slow the game down and cause confusion.

5) Likewise, Leaders should be more often than not rated as a Class Two 'Commander'. There is of course the proviso that sometimes you need specific leaders/characters to stand out from the



Above: Henry Tudor cajoling the Stanleys to join the fight, during *The Battle of Bosworth, 1485*.



Above: Some of the Turn Cards we created and used for our *Battle of Stoke Field, 1487* game.

crowd. For example; we made key personalities, such as Edward, Earl of March, and Warwick the Kingmaker, Class Three Heroes and the feeble-minded Henry VI a Class One Dolt.

6) To speed things along, we would typically limit the number of units assigned to any Leader to a maximum of four. In many cases, they only commanded two units.

7) To quicken the pace of the game, whilst one commander was carrying out his action, the next card in the Play Deck was turned, allowing the following player to begin considering his actions. Players who spent too long deliberating their next action would be chivvied along by the others to maintain momentum.

EASY AS THAT

We played our 16 Wars of the Roses battles before the release of *Never Mind the Billhooks Deluxe*, but nothing has changed; we would still play the battles in exactly the same way, and the seven tips mentioned above are as relevant to *Deluxe* - and the new theatres included in there - as they were to the pre-release version of the rules.

If you do try out some *Billhooks* multi-player or big battle games, make sure you take some photos and head to the *Billhooks* Facebook Group to share your experiences; the members there are a really welcoming and friendly group, and I'm sure they would love to hear all about it.



Above: *The Battle of Ferrybridge, 1461*. One of our smaller big battles. The Lancastrians would win if they held the bridge by the end of the evening.

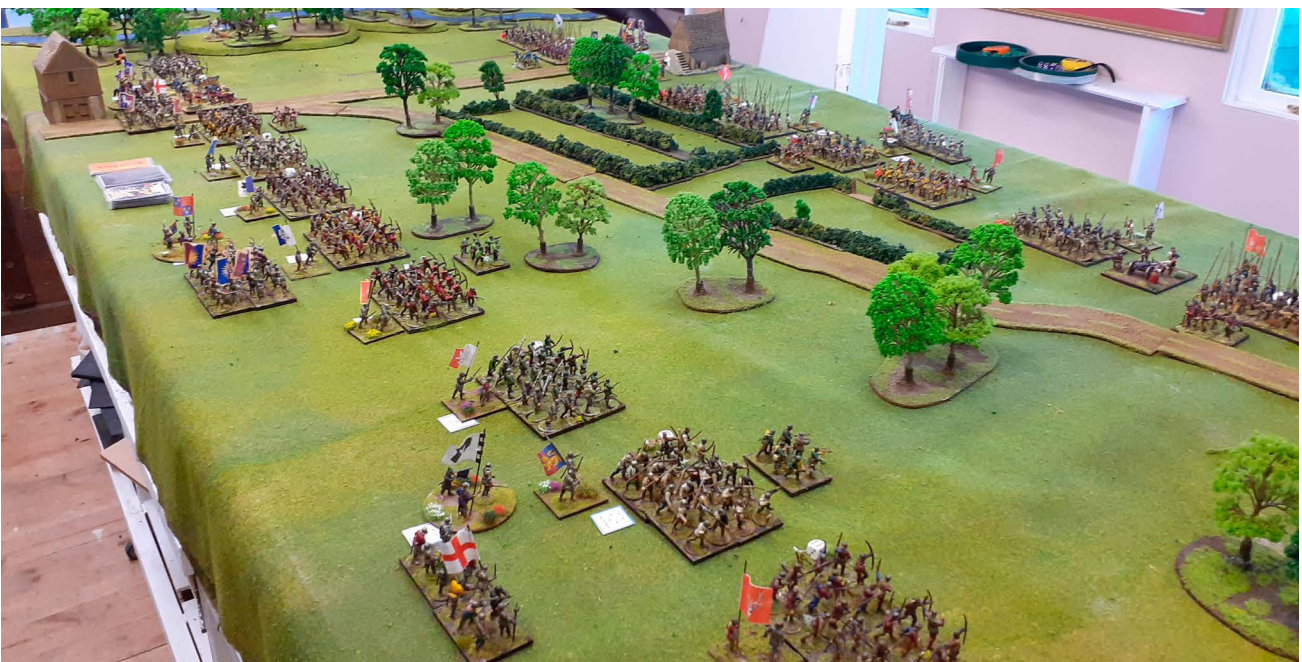


WEATHER

The weather regularly influenced battles of this period. Accounts of the Battle of Northampton, 1460, report that it was raining heavily and that the rain had a major impact on the Lancastrian artillery. Unlike the topography of a battlefield, which is fixed, weather can vary during the course of the day; winds will shift, and rain or snowfall could get lighter, heavier, or indeed stop.

Although not specific to multi-player or big battles, we decided that we definitely needed to incorporate the effects of weather in our refights of historic Wars of the Roses battles. These are our rules for incorporating weather into *Billhooks* games.

- 1) Print out the Weather Chart (seen over the page and also available on the *Wargames Illustrated* website) and place it somewhere unobtrusive on the tabletop.
- 2) Print out the Weather Card and shuffle it into the Play Deck at the start of the game.
- 3) Place a token (e.g. a coin, not a dice - someone will pick it up!) on the Weather Card indicating the initial weather condition. This should default to 'Dry', but players can agree to start anywhere on the card, depending on their knowledge of the real battle.
- 4) Whenever the Weather Card is drawn, roll a D6
 - 1 - 2 The weather gets worse. Move the Weather Token down one place on the Chart.
 - 3 - 4 The weather remains the same. The Weather Token doesn't move.
 - 5 - 6 The weather improves. Move the Weather Token up one place on the Chart.



Above: The Battle of Tewkesbury, 1471. Our refight was hotly contested by ended in a hard fought draw.

USEFUL RESOURCES

- My blog. You will find reports on all 16 of our big battles on my blog, with lots of photos and scenario specific rules you are welcome to use in your own battles.

shedwars.blogspot.com

- The *Never Mind the Billhooks* website. Where you will find lots of useful downloadable accessories - including extra Leader Cards

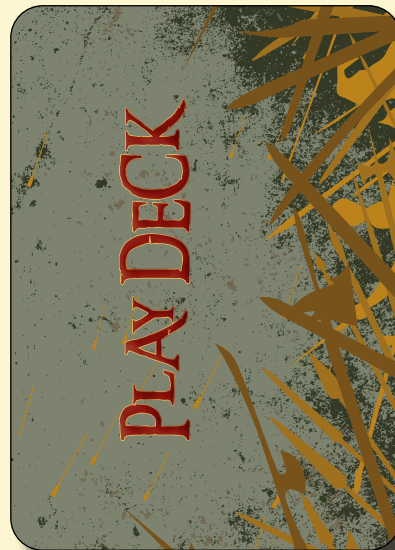
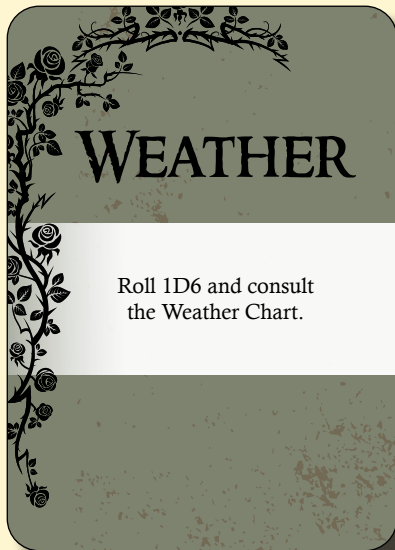
nevermindthebillhooks.com

- The *Billhooks* Facebook Group. Everything *Billhooks* related is discussed here. This is a great place to find out what other *Billhooks* players are up to and to pose any rules questions.

facebook.com/groups/billhooks

- The Shed Battles. My previous article about our (at the time) eleven big battle refights is in *Wi411* and available to view via the *Wargames Illustrated* Vault.

wargamesillustrated.net/the-vault



WEATHER CHART

Condition	Effect	Token
Dry	All units may shoot.	
Light rain or snow	All Bows shoot with full effect. When rolling to Hit, Artillery will misfire if any 1s are rolled - the gun may not fire this turn.	
Persistent rain or snow	Bows are reduced to 12" range and only 6s score a Hit. Artillery may not fire.	
Heavy rain or snow	No units may shoot.	

SCENARIOS FOR VALOUR & FORTITUDE

Following last month's rules for using the *Strategy & Guile* campaign system with *Valour & Fortitude*, the game's designer Jervis Johnson presents a S&G campaign scenario followed by a V&F battle scenario.

CAMPAIGN SCENARIO: THE WAR OF LIBERATION, 1813

A *VALOUR & FORTITUDE* CAMPAIGN FOR 2-6 PLAYERS AND ONE UMPIRE

The War of Liberation is a Campaign scenario for use with the *Strategy & Guile* campaign system for the *Valour & Fortitude* rules. One player is the umpire, and the other players command the forces that are taking part. Each turn represents one day.



1.0 THE CAMPAIGN MAP

The map for the campaign can be seen on page xx. Every location on the map has a number to identify it. In addition, some of the locations on the map are colour-coded. These are where the players muster their divisions and are locations that they must control to win the campaign. A key for the colour-coded locations is shown below:

1.0.1 CAMPAIGN MAP KEY		
Victory locations	Map locations	Location colour coding
Major Victory Location (3 Victory points)	4, 43	Red with white lettering
Minor Victory Location (1 Victory point)	24, 28, 51	Red with black lettering
Mustering grounds	Map locations	Location colour coding
La Grande Armee 1st Division	1, 5, 7	Blue with black lettering
La Grande Armee 2nd Division	13, 25, 26	Blue with white lettering
La Grande Armee 3rd Division	37, 45, 48	Black with white lettering
Coalition 1st Division	32, 33, 34	Off-white with black lettering
Coalition 2nd Division	35, 46, 56	Green with black lettering
Coalition 3rd Division	10, 61, 63	Prussian blue with black lettering

2.0 CAMPAIGN PROTAGONISTS

The campaign is fought between two teams of protagonists: La Grande Armee and the Sixth Coalition. Each side has three divisions. If there are less than six players taking part in the campaign, some of the players will need to command more than one division each.

2.1 CHOOSING THE ARMIES

The umpire must decide how many points the sides have to spend on the units in their divisions. La Grande Armee can have between 500 to 1,000 points. The Sixth Coalition has 10% less points to spend on units than La Grande Armee. For example, if the umpire decided that La Grande Armee had 500 points to spend on units, the Sixth Coalition would have 450 points.

The Commander-in-Chief (C-in-C) for each side divides the points amongst the divisions on their side and then assigns each division a mustering ground. A division cannot be allocated more than half or less than a quarter of the points that are available. The player commanding each division then uses the points allocated to the division to create the brigades in the division.

Players from La Grande Armee must use the Napoleonic French and/or Napoleonic French Allies army sheets.* Coalition players must use the Napoleonic Austrian, Prussian, or Russian army sheets.**

Divisions can include units from different army sheets, and La Grande Armee brigades can include French and Allied units, but units in Coalition brigades must be chosen from the same sheet.

Once the players have chosen their units and allocated them to brigades, they must allocate their brigades to their division's detachments and record on their division roster** which of the locations in the division's mustering ground the detachment will be set up on at the start of the campaign.

2.2 SETTING UP THE MAP

Once the players have finished filling in the division rosters for the divisions they command, they must give them to the umpire. Once the umpire has all of the division rosters, they should deploy all the detachment markers for all of the detachments on the campaign map and then return the division rosters to the players along with a copy of the campaign map.

The campaign is then ready to start.

3.0 CAMPAIGN VICTORY

The campaign will carry on until an armistice is agreed between the two sets of protagonists. When the armistice is agreed, the side that has the most victory points wins the campaign.

3.1 THE ARMISTICE

The umpire will keep track of the number of battles that have been fought during the campaign, not counting battles where either side retreated before the battle. At the conclusion of the fourth battle, and at the conclusion of each battle after that, the umpire must roll a dice, adding the number of battles that have been fought to the roll. On a roll of 10 or more, an armistice has been agreed. When an armistice is agreed, the game ends and the winner is determined.

ALL HAIL THE ARMISTICE

The Armistice was introduced in the *Strategy & Guile* rules in *W422*, but I would just like to remind readers what a great way this is of avoiding the dreaded 'never ending wargames campaign, or 'fizzle-out'. In real terms, it separates the political machinations of a conflict from the military operations. After all, wars/campaigns more regularly conclude with handshakes away from the battlefield than bullets on them.

* Printed in the October 2022 issue of *Wargames Illustrated* (W418), and/or available from perry-miniatures.com
 ** Roster sheets are available from perry-miniatures.com

The French battle line at Leipzig.



3.2 VICTORY POINTS

Victory points are scored at the end of the game for winning battles and controlling certain locations on the map. The side with the most victory points is the winner. In the case of a tie, the campaign is a draw.

3.2.1 Battles

A side scores one victory point for winning a battle where both sides have at least three brigades involved in the battle (including any reinforcements). The umpire must keep track of the victory points each side has scored for winning battles.

3.2.2 Victory Point Locations

Leipzig (location 4) and Dresden (location 43) are worth 3 victory points each at the end of the game. The other victory locations (24, 28, 51) are worth 1 victory point each. Victory point locations are controlled by the last side to have a force in the location (including a patrol). At the start of the campaign, the French control Dresden, and the Sixth Coalition controls all of the other objectives.

4.0 CAMPAIGN WEATHER TABLE

Use the following weather table for the campaign.

Weather Roll (2D6 are required)	Result
2-3	Terrible Weather
4-5	Poor Weather
6+	Good Weather

5.0 SPECIAL RULES

The following special rules are used in a War of Liberation campaign.

5.1 ENTRENCH ORDERS

Entrench is a special order that can be used by both sides in this campaign. When a player issues an entrench order, they can add an entrenchment to a detachment. Record the entrenchment in the Brigades section for the detachment on its roster sheet.

A detachment can have any number of entrenchments. All entrenchments are lost when a detachment moves. Patrols cannot build entrenchments. If any detachments involved in a battle have entrenchments, each of the entrenchments can be used to either build a redoubt (5.1.1) or to fortify a terrain feature (5.1.2). A player can use two entrenchments to build a redoubt and then fortify it.

A2	1st, 4th, Ita, 2x entrenchments	5
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Example of a detachment with 2 entrenchments.

5.1.1 Redoubts

A redoubt is a defensible terrain feature that is square or triangular with each side 4"-8" long. It must be set up on the tabletop before either side deploys and before any fortified terrain is chosen. It must be placed wholly within the area where friendly units can deploy. Redoubts can be garrisoned by one unit of any type plus up to two artillery units.

Attackers can choose which unit in a redoubt they attack if there is more than one (different attackers can attack different units). Units in the redoubt can lend melee support to other units in the redoubt if they are not under attack themselves.

5.1.2 Fortified Terrain

Fortified terrain is used to upgrade a terrain feature to a fortified terrain feature. The terrain feature that will be upgraded must be chosen before deployment starts. It must be a terrain feature that provides cover and that is wholly within the area where friendly units can deploy. The first two losses suffered by a friendly unit that is in cover in fortified terrain are negated instead of only the first loss.

5.2 CLASH OF PATROLS

If opposing patrols are located at a victory location, and neither side has any brigades at that location, then a Clash of Patrols battle is fought to determine which side must retreat and which side gains control of the location.

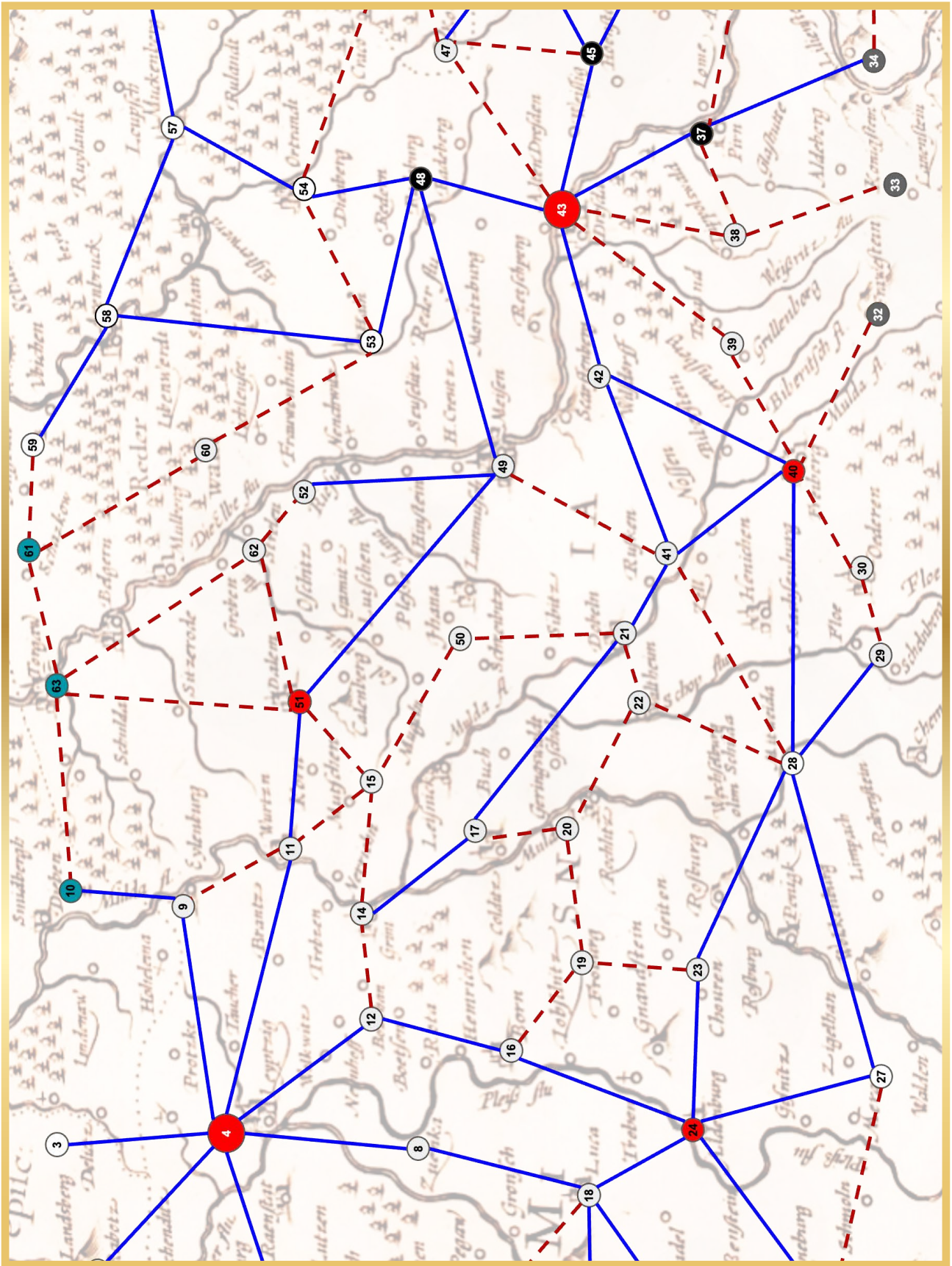
Use the following Clash of Patrols scenario to resolve the battle.

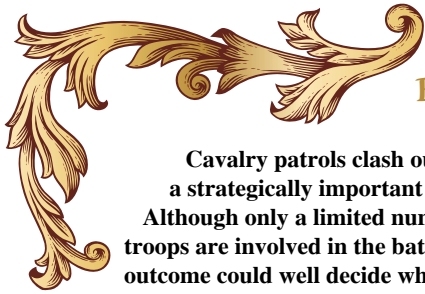
The Austrians defend the ridge at Nossen.





CAMPAIGN MAP: THE WAR OF LIBERATION, 1813





BATTLE SCENARIO: CLASH OF PATROLS

Cavalry patrols clash outside a strategically important town. Although only a limited number of troops are involved in the battle, its outcome could well decide who will win the campaign.

1.0 THE ARMIES

The players pick units with a value up to 100 points chosen from their side's army sheet. All of the units must be cavalry units that do not have the heavy cavalry special rule. The players must then organise the units they have picked into brigades of two to four units. Each side gets one leader for each brigade plus one army leader. Finally, one player on each side must be chosen as their side's overall commander.

2.0 THE BATTLEFIELD

Each overall commander rolls a dice, rolling again if the scores are tied. The commander that rolls higher sets up the terrain for the battle (2.1). The other commander then picks one long table edge to be their side's edge of the battlefield. The opposite table edge is the other side's edge of the battlefield.



The thin black line at the Battle of Leipzig.

2.1 TERRAIN FEATURES

The commander setting up the terrain can do as they see fit as long as at least two-thirds of the battlefield is hills or clear terrain, and terrain features are limited to the following types:

Defendable Terrain: A group of one or two buildings and their associated walls, or a circular group of trees up to 9" across. Each of these terrain features is defendable terrain that can be garrisoned by one unit.

Linear Terrain: Walls, hedges, and fences of any length that are not part of a building.

Rivers and Streams: One river and/or up to three streams of any length. A river must have at least one bridge or ford for every 24" of its length.

Hills and Roads: Hills or roads of any size or length.

GETTING A HEAD START

- 1) To save time, the players can pick their armies before the day of the game.
- 2) If one player is hosting the game at their house, we recommend that the host set up the terrain and their guest pick the table edge. This allows the terrain to be set up in advance of the game.

2.2 OBJECTIVES

After the terrain has been set up, one objective marker is positioned at the centre of the battlefield. The overall commanders take turns to set up four more objective markers one at a time, starting with the commander that set up



The Imperial Guard at the Battle of Wuzen.

Marching to the sound of the guns at the Battle of Wuzen.



V&F author Jervis and Michael Perry look at something really interesting just off camera.

the terrain for the battle, until a total of five objectives have been set up. The commanders' objective markers must be set up more than 24" from their edge of the battlefield and more than 18" from any other objectives.

3.0 DEPLOYMENT

The overall commanders take their overall leader figures and then allocate the brigades in their armies amongst the players on their side as they see fit. The players must then agree on the game time limit (see section 2.2 of the *V&F* rules). After the time limit has been agreed, the players alternate setting up brigades from their army one brigade at a time, starting with the player that set up the terrain. Units must be set up wholly within 18" of their table edge.

4.0 FIRST TURN

After both sides have deployed, the player that set up the terrain must roll a dice. On a roll of 4+, they can decide which

side takes the first turn. On a roll of 1-3, the enemy overall commander decides which side will take the first turn.

5.0 VICTORY & DEFEAT

The winner of the game is determined using the standard rules for Victory and Defeat (see section 11.0 of the *V&F* rules).

6.0 SPECIAL RULES

The following special rules are used in this battle:

2.1 No Messengers

Units with the Scouts special rule do not receive a +2 modifier to their messenger tests.

2.2 Command Confusion

When a Tide of Battle Fate card is drawn, in addition to its normal effect, the active side's brigades cannot be activated that turn (skip that turn's action phase).



The French pour forward at the Battle of Nossen.

HELL ON HOOVES



Colonel (Retired) Bill Gray delves into the history and tactics of the Polish Winged Hussars and discovers that we might need to change our gaming to better represent them in tabletop battles.

THE ANGELS OF DEATH

New research continues to cast the Winged Hussars in an entirely different light. These horsemen, it seems, were not just superior Eastern European knights but a formal, deliberately crafted fusion of multiple battlefield systems that combined to make enemies shake in terror every time the *Husaria* charged.

While their origin remains mysterious, new studies show it may well have been far earlier than once thought. The term Hussar seems to come from the Serbian word *Gusar*, meaning 'bandit'. If you were a 10th Century Byzantine Emperor looking for some good *Chonsarioi* irregular light horse with lance, shield, and a noticeable lack of scruples, these doughty Serbs were a bargain! They often boasted ornate shields replete with eagle feathers as a sign of strength and power; this unique fashion statement would evolve and become legendary.

Constantinople fell in 1453, and the *Gusar* found employment with Christian kingdoms in the Balkans. When those too fell to Islam, these unemployed brigands moved north into fertile lands around southern Hungary known as the Pannonian Plain, also known as Rascia. The timelines and politics are complicated, but in general, Rascia acted as a buffer zone between the Porte and Hungary and was the scene of constant fighting. This forced its people, the Rasciani, to move into southern Hungary while the original population moved further into the interior to avoid the mess. Indeed, Hungarian King Mathias Corvinus noted in 1483 that over the previous eight years, nearly 200,000 of these ethnic Serbs immigrated into his kingdom.

The *Gusar* needed work, and Hungary was only too happy to oblige, adopting their services as light cavalry to secure the mountainous frontier with the Ottomans. They became the model for other countries who likewise needed cheap, throwaway horsemen to fight in uneven terrain and conduct

raids and reconnaissance. The classic Hussar was born: the beer hall brawlers twirling their mustaches, with their fur lined jackets rakishly thrown across one shoulder. Always in debt, and more often in some sort of trouble, these were the great, great (and a bunch more greats) grandparents of Zieten and Lasalle, pipe and all.

But things were rather different in the Polish-Lithuanian Commonwealth. The first detachment of *Gusar* to serve in Poland was hired by Marshal of the Court Andrzej Jędrzej Kościelecki to support the Polish Royal Household in 1500.

SABATON

It may surprise you to read that the inspiration behind this article came, in part, from a tune by Swedish power metal band Sabaton. Their song *Winged Hussars* (and much of their other music) is based around historical events, and it adds a musical layer to these supermen horsemen of their day. *Winged Hussars* celebrates the *Husaria*'s victory over the Ottomans at the siege of Vienna, and it can be found on Spotify, YouTube, and elsewhere.



Above: Swedish power metal band Sabaton.

The 1501 Rascian Reforms of Polish King John I Albert further integrated the light horse *Gusar* into the military, while the first three formal detachments raised came about due to an act of the *Sejm* (Polish parliament) in 1503. The *Gusar* were still light horse, but gradually they became something more, transitioning into heavy shock cavalry. It was for this reason they eventually replaced the traditional Polish Medieval knight and the *Obrona Potoczna* - a state funded permanent defense force charged with guarding the southeastern frontier from Ottoman incursion. Finally, from 1563 - 1576, Polish King (and Prince of Transylvania and Grand Duke of Lithuania) Stefan Bathory completed the transition of the *Husaria* into the winged, unstoppable cavalry we all know and love today.

The *Husaria* racked up victory after victory from this point on, with the battle of the Kahlenberg during the siege of Vienna becoming the stuff of legend, and one that was well deserved. That changed during the 8 July 1702 battle of Kliszow when 600 *Husaria* charged a line of Swedish infantry. As Swedish General Otto Vellingk wrote, "At first, in pretty good order against our own, they held their ground against the first volley of our infantry. But after the second volley, they could no longer endure the fire. They quickly fell back before our own could advance, and ultimately escaped from our eyesight."

Battlefield impediments such as 'Swedish feathers' and the rise of gunpowder made *Husaria* shock tactics tenuous, so they reverted to a light horse then ceremonial role. Finally, in 1776, the Winged Hussars passed from active duty into legend when the *Sejm* disbanded them and turned their traditional close combat role over to the now equally famous Polish Uhlans. But that is for another article; lets dive into what makes Winged Hussars so appealing and effective at the height of their glory years and consider, for this Gamechangers theme, how we might need to change our games to really show off their abilities in tabletop battles.

THE HUSARIA TACTICAL SYSTEM

Researching this article, it became obvious that looking at the *Husaria* as simply a type of cavalry was misleading. The *Husaria* were a complex, formally developed system of interlocking parts all working together to make the whole far greater than its components. Though *Husaria* were not regulars they organized and fought that way through four subsystems.

WARHORSE

One of the most overlooked components of this system was the horses (or *Tarpan*) the *Husaria* rode, equine nightmares so effective that to sell one to somebody outside the Polish-Lithuanian Commonwealth was punishable by execution. Obviously, these were no ordinary horses.



Above: A Hussar of the Courtier Company wearing a 'half-lobster' breastplate with just three or four lames at the waist (reconstructed from an example in the Graz Armoury dated 1595). Artwork by Velimir Vuksic from WAR 94 Polish Winged Hussar 1576-1775 © Osprey Publishing www.ospreypublishing.com



They were hybrids, a mixture of old Polish heavy equine stock and smaller eastern horses (Anatolian, Persian, Kurdish, Crimean, Caucasian, and Arab) acquired from the Tartars. What resulted was horses about five feet high from hoof to withers; relatively large when you consider the average Eastern European was only 5' 6" at this time. These creatures were highly trained, beginning instruction at the age of five and only starting active service at age seven.

Husaria mounts were durable, able to trundle 75 miles a day while carrying 220 pounds of human and his accoutrements, yet the horse was still expected to perform competently in battle at the end of a day's march. This meant the ability to charge quickly over short distances, nimbly turn left or right, immediately recover, charge again, then again if necessary. Although *Tarpan* had a 30% mortality rate, their intense training and physiology allowed them to continue pounding forward at the gallop after being wounded. Little wonder that the animals themselves gained a reputation for immortality.

Equine immortality didn't come cheap - each *Tarpan* cost over 130 pounds of silver - but they were worth it with one old saying indicating that, "a *Husaria* minus his horse was like a body without a soul."

Left: The charge of Prince Alexander Sobieski's company at Vienna, 1683. Artwork by Velimir Vuksic from WAR 94 Polish Winged Hussar 1576-1775 © Osprey Publishing www.ospreypublishing.com



WINGS

The burgonet helmet and plate armor has always been a defining feature of the *Husaria* but not nearly so much as the wings. As noted previously, they may have been a natural evolution from the eagle feather decorations on early *gusari*, but after Bathory took over, the wings became less sartorial and more practical as a tactical weapon.

There were several varieties with some *Husaria* wearing a single wing, most others a pair. The feathers came from raptors (birds of prey, such as hawks) and thus were mostly in natural colors such as black, white, and brown, though they could be painted for parades. The wings were either attached directly to the back of *Husaria* or on the rear of the saddle he rode.

The whole ensemble looks splendid on the tabletop but has enormous battlefield functionality too with physical and psychological effects that would impact humans and horses.

The wings and their tall, curved frame, acted as a second layer of protection if a rider received a saber strike from the rear; the assailant had to slice through the wings before his weapon ever reached any plate armor. Ottoman cavalry was notorious for lassoing opponents and dragging them off their horses too, and this proved near impossible because of the widespread wings that rose over a *Husaria* helm.

Many studies seem to think the wings' primary impact was psychological rather than physical, especially against Moslem armies. At full tilt the wings seem to have made both a clapping and weird whistling noise, seemingly from mounted Christian angels, all suggesting the wrath of Almighty God. This was sure to put the fear into devoutly religious Ottomans, or Cossacks, or Rus. Indeed, it was a known practice to move an Ottoman Mehta Band (and if you have ever heard one, you'll understand) to the vicinity where the *Husaria* might show up to conceal the wings' noise. And here is where the *Tarpan* part of the equation surfaces; *Husaria* horses were used to the noise made by the wings, and that cacophony would drown out gunpowder, Moslem music, and other sounds of battle.

Remember when Napoleon said morale was three times as important as physical damage?

ÜBER LANCE

The well-appointed *Husaria* came with an arsenal of weapons, which in early times included bow, arrow, and shield.



Above: 15mm Polish Wargamer Company Winged Hussars. Painted by Battle Brush Studio.

Below: The hefty *Husaria* *Koncerz* sword is 5' long and could almost act as a backup lance!



Such weaponry continued to be used by Polish *Pancerni* (so named after their chainmail armor) medium horse who were elevated to *Husaria* status to replace losses. The classic Bathory *Husaria* also carried a *Koncerz* (a narrow thrusting sword almost 5' long, specifically designed to punch through armor), a *Palasz* broad sword, and a *Szabla*, or saber. Also on the saddle was a *Nadziak* (a vicious spiked hammer for cracking armor like an eggshell), a brace of pistols, and a carbine.

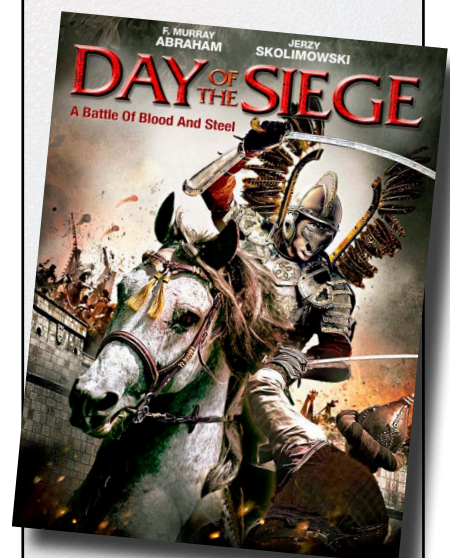
Their primary weapon, though, was the *Kopia*, a military engineering marvel manufactured and provided by the state. Although shorter examples existed, the *Kopia* lance was normally 20 feet long, just right to provide the *Husaria* a distance advantage over not just enemy lancers but pike armed infantry.

An apple shaped knob called a *Galka* provided a hand guard, and the shaft of the lance was made of hollowed pine or fir to make the *Kopia* a single use weapon. It was glued together and often packed with sinews or silk threads to produce a composite device that was both light and sturdy. It also easily broke when slamming into the body of a hapless opponent, exactly what was supposed to happen. The Poles realized that while the initial impact of lance armed cavalry charging could be devastating, in the swirling melee that often followed, a *Kopia* at close quarters was simply too long and unwieldy when going nose to nose with *Sipahi* with a scimitar. Thus, like Napoleonic lancer units whose second rank used only swords, the *Kopia* was designed to break on impact and thus force *Husaria* to draw sword or saber to continue the fight.

ON THE BIG SCREEN

Polish/Italian movie *Day of the Siege* may take some artistic liberties with its story and cheesy CGI, but the *Kopia* snapping in two after skewering some hapless Ottoman rider is clearly shown, and this is very accurate.

What is not accurate, and seems to be a trend in movies, is *Husaria* with red lances and swallow tailed red and white pennants sporting a Maltese cross. Examples of this do exist, but it was certainly not universal. Known pennant colors for some of the *Husaria* at the siege of Vienna include Sobieski's Royal Banner (Choragiev, also known as Rota or company) which is crimson and blue, Prince Jacob's Banner in yellow and red, Prince Alexander's Banner in yellow and black, Grand Marshal Lubomirski's Banner in red and white, and Voivode of Krakow Potoski's Banner in black and yellow.



CHARGE!

The structure and tactics of the *Husaria* may strike you as rather Medieval. Essentially, a member of the ruling nobility contracted with the state to raise and maintain one or more Rota of *Husaria*, named *Rotmistrz*. Unit size could vary but was usually between 180 to 200 soldiers. The *Rotmistrz* then recruited his cavalymen from the senior nobility (*Szlachta*) who were able to financially support things; Polish history has always been known for having a very large nobility, and one wonders if this was deliberate in part to maintain the *Husaria*.

The actual Hussar (*Towarzysze* or companion) plus about five to six retainers (*Pacholiks* or youths) formed a retinue called *Poczta*. Several of these *Poczta* formed a Rota and several of these a Pulk, or regiment. The concept does suggest Western feudal knights, but while the Normans and others were superbly skilled in individual combat technique, they lacked the unit and large formation drill displayed by Hussars, and this is the big difference.

In tactics, specifically the charge, there seems strong evidence that Rota and Pulk were well drilled in unit and multi-unit tactics not just individual skills. Consider, for example, the stages of the charge:

- The Rota would deploy 450 to 500 meters away from the enemy in two distinct lines with far larger lateral gaps (12' or more) between them than were found in Western formations. This allowed for maneuverability, including wheeling, facing the flank or rear, and moving in different directions.
- Riders walked the first 60 meters with lances lifted straight up.
- During the next 150 meters, the *Husaria* increased speed to a trot.
- About 150 meters from contact, the lances went down into a couched position, speed was increased to a gallop and the second line moved forward into the gaps between horses of the first with the entire formation contracting its frontage.
- At 50 yards from the enemy, the entire formation shouted, "Mother of God!", then slammed into the enemy at a full gallop or sprint.

The result was often physically devastating, but the Hussars' reputation was a powerful weapon on its own. At the Battle of Gniew (1 October 1626), Sweden's King Gustav Adolf entrenched his army rather than face the *Husaria* in the open field; in many respects, he was already half beaten - psychologically conquered - before the first clash of steel. This may have been the ultimate point of the entire *Husaria* tactical system - their own pioneering form of psychological warfare!



Above: Hussars on the charge in one of David Bonk's *Carnage & Glory* games featuring the Polish-Lithuanian Commonwealth against the Kievan Rus.

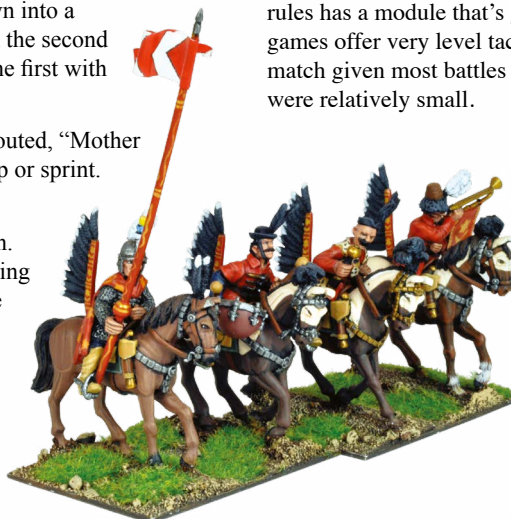
COMING DOWN THE MOUNTAINSIDE TO THE TABLETOP

Gamers who wish to recreate the *Husaria* have a solid pewter foundation to start from. There are a lot of companies who make figures for this period, both friend and foe, though the darlings of them all are the 15 mm figures from Polish Wargamer Company. This range is pleasingly broad and detailed - they even make a Mehta Band - and the figures fit with their rules for the period, *By Fire and Sword*. It's no surprise that this offering is top notch; who would know this era better than Poles?



Above: 15mm Mehta Band from Polish Wargamer Company.

Other fine rules include *Husaria* by the Pike and Shot Society (if you can find it), while Nigel Marsh's *Carnage and Glory* computer moderated rules has a module that's great for this theater. Both games offer very level tactical play, which is a good match given most battles involving the *Husaria* were relatively small.



Left: The Assault Group Polish Hussars from their Renaissance collection.

If you really want to up the scale and replay something as large as the siege of Vienna in 1683, you're in luck! Nick Dorrell of Wyre Historical Books UK has just released yet another installment in the *TWIGLET* (*Twilight of the Sun King*) family, this time a completely new module for *Twilight of Divine Right* called *With Fire and Sword, East European Battles in the Period 1605 - 1676*. It is backed up by three scenario books: *The Rise of Sweden 1605 - 1629*, *The Deluge 1632 - 1660*, and *The Wars for the Ukraine 1654 - 1676*.

Despite the high quality of these product lines, could it be we have misjudged the true impact of the *Husaria* completely? Perhaps their power was not a matter of cracking skulls but cracking morale. Based on what I'm reading, that's what I am leaning towards more and more, and with that in mind some tweaking of rules might be necessary. The suggestions that follow are largely for low level tactical games, but given most actions were small - each figure might represent 20 men or so - they should work and add a bit of variety perhaps not yet seen in pewter actions.

FEAR OF IMPACT

There should never be any question about the *Husaria* having the resolve to charge, but whether their targets stick around to fight is something that is worth rolling for. Even a Janissary facing down the glinting tips of 20' long lances, wielded by what looks like a choir of winged Christian angels, galloping fearlessly on seemingly immortal steeds, is going to consider a hasty retreat. There should be some sort of Fear of Impact roll that at best allows the target to fight normally, at worst will have them break and flee, but probably results in them becoming Disordered before the charge hits. Perhaps give a beneficial +1 to the dice roll if the target is Ottoman with a nearby Mehta Band.

STAMINA

Most rules saddle cavalry with some sort of exhaustion penalty after completing a charge, but that shouldn't apply to these guys. Depending upon ground and time scale, allow the *Husaria* to charge two or perhaps three turns in a row without any sort of Blown penalty.

MELEE

Many rules penalize lancers after the first round of combat because they are disadvantaged by fighting with their unwieldy lances in close quarters. Disregard this for the *Husaria*; the *Kopia* snapping on impact, along with the brutal efficiency of the *Koncerz* and *Nadziak* the Hussar would switch to, makes for continued combat effectiveness. I



Above: *Winged Hussars* by *The Assault Group*.



Warlord Games produce 28mm Polish Winged Hussars for their *Pike & Shotte* range.



Above: Warlord Games Polish Winged Hussars emerge from the mist and accelerate towards their foe. These figures are beautifully painted by Francesco Thau.

haven't found a similar concept moving forward in time - not with Prussian Uhlans nor French Chevauleger-Lancier - and this is an oddity I need to investigate further. Should the Hussar actually get a combat bonus in the second round to represent the shock of their continued melee effectiveness? That's something for you to decide, but it is probably worth running by your opponent before you implement it!

ARMOUR

The *Husaria* should be considered as fully armored heavy cavalry, but most rules probably have penalties when a formation is hit in the flank or rear regardless of their protection. Your riders should certainly not be considered immune to such penalties, but their wings did provide some degree of extra protection, so if the normal penalty is a -4, reduce it to a less devastating -3 or -2 and so on.

DRILL

Obviously, the *Husaria* should be considered Elite for morale purposes. I would also classify them as Regular rather than Irregular in their drill and training. The Winged Hussars don't exactly match up to the common definition of the word - something that implies the steady ranks of Old Fritz's Pomeranian Grenadiers, or Napoleon's Grenadiers a Cheval - but *Husaria* are close enough in that regard because of their ability to perform relatively complex drill as units and multi-unit formations. This strongly suggests a degree of soldiering compatible with the organization of Roman Legionaries or Frederick's lads.

MOUNTED FIRE

Winged Hussars can execute mounted fire.

DISMOUNTED COMBAT

Winged Hussars should be able to dismount and issue fire or engage in melee. Some rules logically penalize cavalry fighting on foot as such brawling is not their natural combat habitat, but make the *Husaria* exempt from such penalties. Records show they were just as evil, wicked, mean and nasty when fighting on the ground. Consider the 11 June 1694 Battle of Hodow when 100 *Husaria* and 300 Pancerni dismounted, entrenched themselves in said village, and sent a 40,000-man army of the Crimean Khanate packing. Casualties were 100 Poles and some 2,000 of the enemy, and when the *Husaria* ran out of shot, they picked up Tartar arrows to fire out of their muskets.



Above: Warlord Games Winged Hussars.

SKIRMISHING

Husaria were used to screen the army on the march, when it was deploying for battle, and even to protect the digging of defensive siege trenches. Allow *Husaria* to skirmish similarly to light cavalry.

ELEARS

These were a super-elite 100-man detachment drawn from the best of each Rota. If you want to add some extra flavor, and a truly fearless elite unit into your army, consider the *Elears*. They should be utterly fearless and even more fearsome of the charge and beyond (consider the second-round combat bonus mentioned in the melee section) than other *Husaria*. These 'best of the best' horsemen should be extremely limited and only appear in truly notable battles; they were far too valuable for use in smaller, less significant missions.

CAMPAIGNS

Operational campaign rules or board games as a platform for generating tabletop battles will often penalize heavy, shock horse that goes into battle towards the end of a day's march. While this fatigue mechanic is logical for most armies, the capabilities of the Polish-Tartar hybrid the Poles bred leads me to suggest dropping such rules in the case of the *Husaria*.

Below: Warlord Games' Polish Winged Hussars make a fearsome sight as they charge in at 40 miles per hour.





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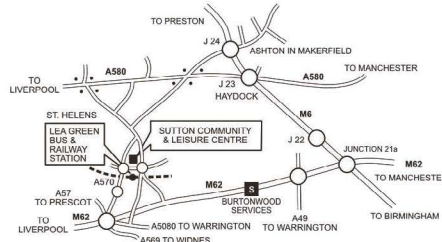


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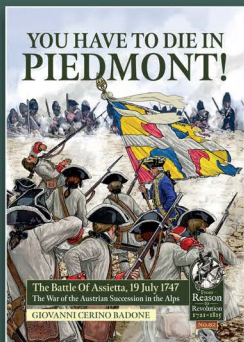
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Giovanni Cerino Badone



On 19 July 1747, two armies clashed high in the Alps. A powerful French force under the Chevalier de Belle-Isle, some 18,000 strong faced an Austro-Piedmontese force considerably weaker in strength but entrenched in fortifications on the Assietta plateau. A series of attacks were beaten off with heavy casualties, Belle-Isle himself being killed as he attempted in vain to reinvigorate the stalled advance, and the end of the day found the French in full retreat. This new study provides a detailed analysis of the campaign and battle, part of a theatre of war that has

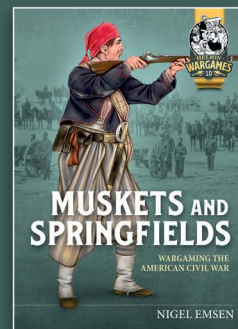
received scant treatment to date in the English-language historiography of the period. The inclusion of detailed orders of battle and strength figures for the armies makes this work a must-have for wargamers.



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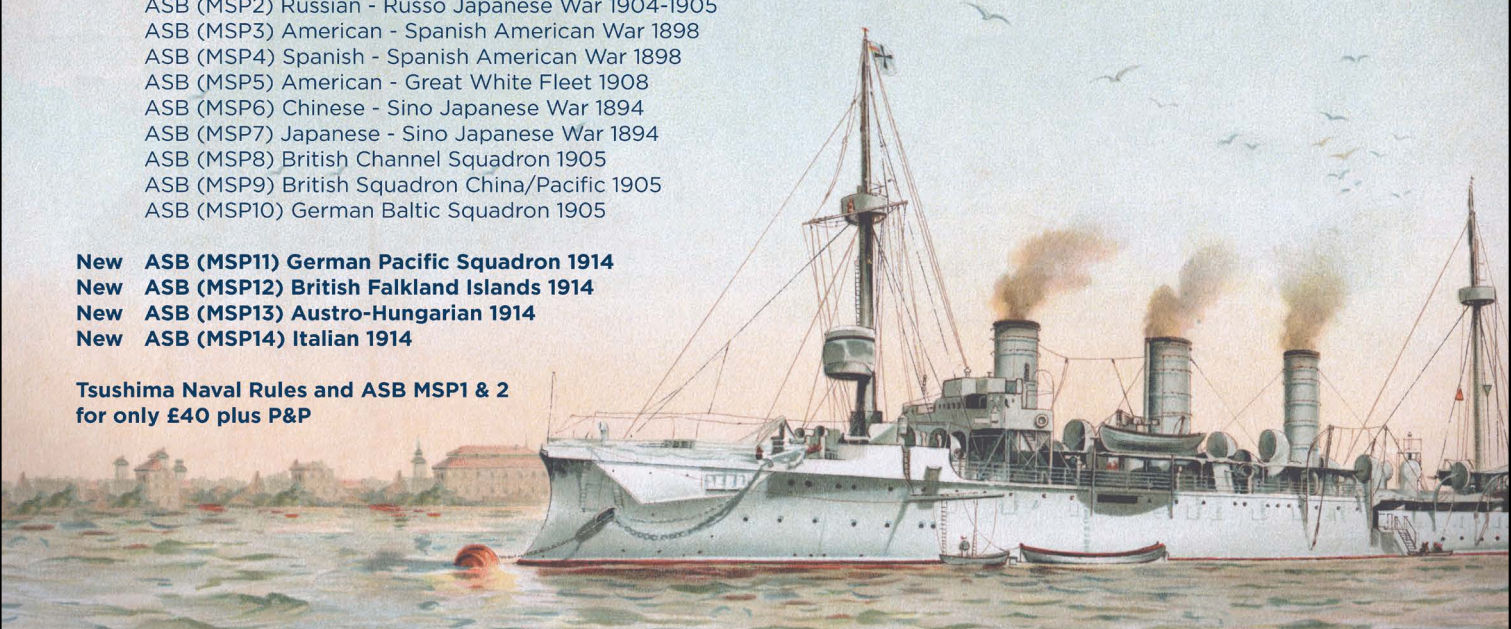
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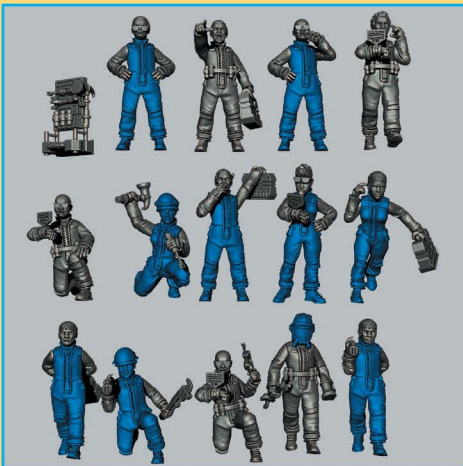
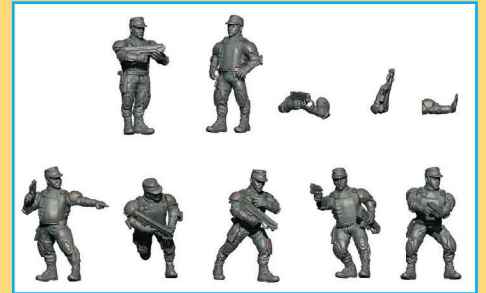
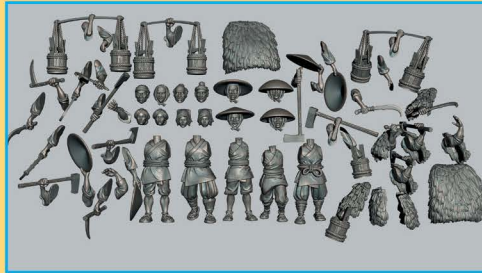
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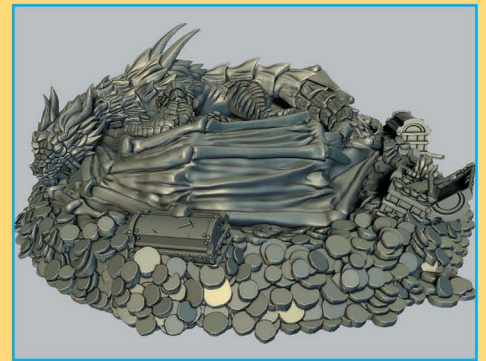
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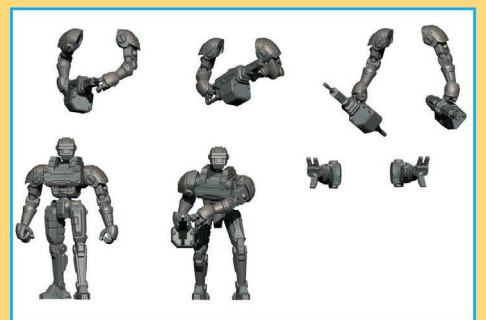
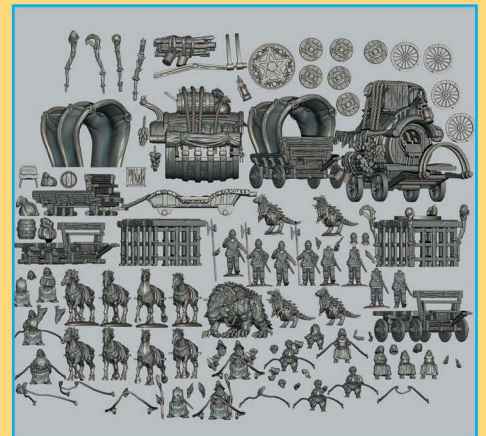
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