

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

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HERE COMES THE
RUCKUS
BY MARK PETERS

FREE

32-PAGE
MEDIEVAL
SKIRMISH
RULEBOOK



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UK £5.99



NEVER MIND
THE BILLHOOKS
HERE'S THE

RUCKUS

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FROM THE EDITOR

Let's get ready to Ruckus!!

We have already provided you with a couple of teasers for *Never Mind the Billhooks - Here's the Ruckus*, with Designer's Notes in *Wi433* (January) and battle reports in *Wi434* (February), now it's time for the real deal! Your free medieval skirmish rules are here and we're sure you are going to enjoy gaming some tabletop hack and slash as much as we have enjoyed developing them.

Praise for that development goes to the game's dedicated designer Mike Peters and ruleset editor (*Wi's* own) James. With the help of a dedicated group of playtesters Mike has been able to transform his vague ideas on downsizing *Never Mind the Billhooks* into a stand-alone set of rules which borrows from its *Billhooks* big brother, but is able to fight its own battles and hopefully win its own army of fans.

Gather your band of warriors and lead them to glory (or at the very least - lead them on a raid to steal your opponent's cattle!).

While there is more than enough to enjoy in your *Ruckus* supplement, there's also plenty of interest inside this month's mag, with cowboys, Panzers, Penda, cogs, elephants, and immaculate brushwork all vying for your attention.

Happy reading and rolling,

Dan Faulconbridge
Editor

This month's cover is 'Ruckus' by Neil Roberts.

Below: The scene that offered the initial inspiration for Neil's cover art.



CREDITS

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OBSERVATION POST

New and forthcoming wargames stuff you need to know about

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

ON MILITARY MATTERS - ASSORTED BOOKS

We sent our Observation Post skirmishers through On Military Matters' book library and they returned with this report!

SMALL DEADLY SPACE SECOND EDITION

Small Deadly Space 2.0 is an American Civil War battle manual by Steve Fratt that takes an interesting look at the subject matter. Rather than dedicate his attention to the physical factors of warfare, the author (who, as a published Civil War combat historian, a college professor of Military History, and a 20-year veteran of Civil War re-enacting, is not lacking in pedigree) chooses to focus on the psychological.

Morale and cohesion are tracked on hidden dashboards, and act as a primary factor of friction. Division Staff Officers can rally the troops to bring them up, but defeats and fatigue will lower totals, and morale is a key element in the game. It determines whether your men go in, or settle for a protracted firefight, while defenders test against it to determine how much defensive fire they can put out.

This is wargaming where leadership and troop psychology is key. If an attack looks like it might stall, then a Staff Officer can rush to join, allowing the attackers to reroll the Close Action dice that determine possible success. Only when a two-to-one result is achieved will a Close Action be decided, which may require more Staff Officers joining the fray. At the end of the turn, every unit that was in combat tests their current morale to see if troop stands are removed from play.

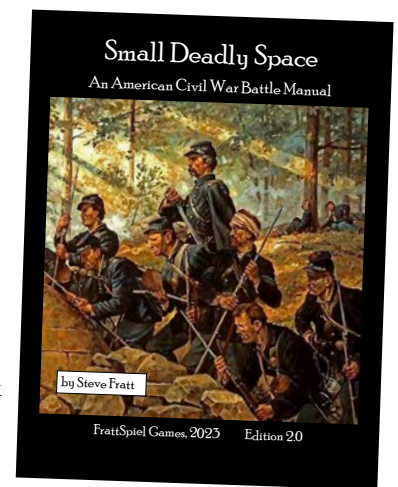
That is, of course, just the tip of the iceberg in what is an extremely dense ruleset. The author is unrelenting in detail, with each possibility given specification aplenty; this will greatly appeal to some, but be equally off-putting to others. We certainly felt that getting the exciting bit - the rules - front and centre before tens of pages on different stands and scales would increase the appeal, but you can't fault the thoroughness, with everything getting a photograph to enhance the description. This slightly odd order of rule presentation, along with the inexplicably oversized text given to the game's name every time it is mentioned, are really our only major criticisms, though.

The author has taken a different approach to battle here, and created a system that flips the focus of players, making the psychology of battlefield trauma a hugely deterministic factor on control and command. The depth here is demanding, and, if you're after a quick pick-up-and-play game, you should certainly look elsewhere, but the systems will reward patient players with a wealth of simulation options.

We also must applaud the number of gameplay examples, all illustrated through photographs showing the author's 6mm Heroics and Ros collection, that bring clarity to a lot of the text. Photographs of re-enactments add to the history and overall informative tone here, too; this will be a good reference book as well as a ruleset.

If the depth of the core game isn't enough to satisfy your search for realism, how about heading to the Kriegspiel section for optional rules? Want 14 pages on the nuances of cavalry? You've got it! These Kriegspiel games get a whole new section on phases, bringing a wealth of extra battlefield friction to the game.

With its section on history, a bibliography, and various appendices, this might be the only book you need for your ACW wargaming.

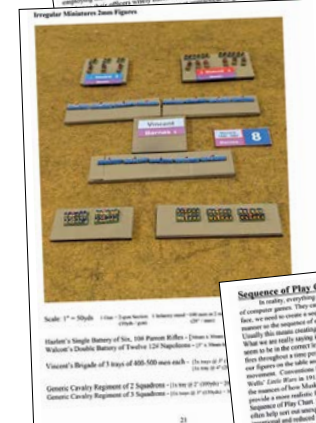


DETAILS

- **SCALE:** Scale agnostic
- **PERIOD:** American Civil War
- **PRICE:** \$58
- **FORMAT:** 174-page full-colour softback wirebound
- **AVAILABLE FROM:** onmilitarymatters.com



The Infantry
 "The Infantry 'loses' that the invention of the Mini ball 'revolutionized modern combat'." The technical ballistics improvements, combined with traditional Napoleonic tactics created the specific conditions of the Civil War, as well as the 'new' problem that is introduced in the minds of Civil War gamers and creates the personal focus on the wargame rules. Cavalry re-enactment in the last thirty years has evolved in the way of understanding of the role of Cavalry in the Civil War, and the way it is represented in the game. The author's focus on the role of Cavalry in the Civil War is not just a historical fact, but a reflection of the way the game is played. The author's focus on the role of Cavalry in the Civil War is not just a historical fact, but a reflection of the way the game is played. The author's focus on the role of Cavalry in the Civil War is not just a historical fact, but a reflection of the way the game is played.



Sequence of Play Chart
 In reality, everything on the battlefield is happening simultaneously. This is the advantage of a computer game. The author's approach is to create a sequence of events that is a reflection of the way the game is played. The author's approach is to create a sequence of events that is a reflection of the way the game is played. The author's approach is to create a sequence of events that is a reflection of the way the game is played.



Books and Earth images courtesy of Greg Hill from Onmilitary.com (1) and Onmilitary.com (2)

SKIRMISH ACTION

This is a revised edition of Lee Sowers' WWII skirmish rules from 2016, which offers platoon- and company-level action through rules that, though quite condensed, offer some intriguing tactical possibilities.

One of the game's unique selling points is its variable activation sequence. The draw of a playing card (e.g. a seven of clubs) will correspond to a unit HQ with matching number and colour (in this case the seven of spades), and it will become active. What makes this game stand out from the crowd is that a C-in-C might have multiple cards, and when one of these is drawn it can either activate itself (and then discard all its cards, unable to activate again), or pass the activation to a unit HQ under its command. If it opts for the latter, it will maintain any other cards, and, once these are drawn, the C-in-C can make the same choice again. This is the primary friction in the game, and it works very well.

In an activation, two of the following can be performed: fire, move, spot, improve cover, go on overwatch, or Qtest (Quality Test - roll over your quality rating on 1D6) to rally or repair. Spotting is used to see if the enemy are in nearby terrain, improve cover will afford you a better defensive bonus against fire actions, and overwatch readies you to fire during an enemy activation. It's all neat stuff that makes for a flowing game, and allows more granular rules - such as concealment, and a wide range of vehicles, artillery, and aircraft - to function well in gameplay. Should you want to, you can add all manner of optional rules: recon by fire, mines, fortifications, night fighting, national differences, and more. There's even an option of adding in range attenuation, and a more traditional Igo Ugo activation for purists.

A third of the way through the book, with the rules done, the author turns his attention to ways to play. There's a standard tournament option, followed by assorted scenarios based around dramatic moments and famed actions, illustrated with splendid scenic photographs. After that come more optional extras ('by player demand') and a whole host of tables covering army lists for the various nations. If this kind of thing isn't your cup of tea, then this isn't the ruleset for you, as they take up close to half of the book.

With quick reference sheets and tokens rounding things out, this is a very generous book that could be your one-stop shop for Second World War gaming.

MARENGO CAMPAIGN AND ACROSS THE PO VALLEY

These scenario books from Tom Garnett take in some of the lesser-known campaigns of the Late-French Revolutionary Wars, covering the Second Coalition's adventures in Italy and Switzerland. The first in this three-volume series was *Suvorov in the Alps*, which is followed up by the two books examined here.

The battles within are intended to be played using Rich Hasenauer's *Regimental Fire and Fury* rules, and each book has a section at the back noting changes to be made to accommodate these campaigns. Players will find that the events of the campaigns can easily be applied to their own Napoleonic ruleset of choice, however, with minimal tweaking.

Across the Po Valley

This tome documents how the successes of Napoleon Bonaparte were wiped out in 1799 by a campaign led by the Russian hero Marshal Alexander Suvorov. Twelve scenarios will take your tabletop battles from the northeast to the southwest of northern Italy, following the Russian-Austrian coalition. Each scenario shows a battlefield map, and provides details of the terrain, features complete orders of battle, and has special rules to give each game a unique flavour.

The Battle of Magnano, Battle of Adda River Line, Battle of Cassano, Clash at Bassignana, French Attack at San Giuliano Vecchio, Battle of 1st Marengo, Battle of Tidone Creek (the French morning attack and Coalition counterattack), Battle of Trebbia (Coalition right column attack and French right-wing attack), Battle of Novi (Austrian and Russian attack), and Battle of Genola all get scenarios.

Marengo Campaign

This book covers the newly-created French Army of the Reserve, led by Napoleon, on their second Italian offensive, attempting to regain the ground lost in 1799. This campaign ended with victory in Northern Italy, against the Habsburg Empire, at the Battle of Marengo.

Scenarios include Val D'Aosta, Chatilion, Ivrea, Fort Bard, Romano-Chiusella River, Turbigo, Milan and the Po River, Casteggio-Montebello, and Marengo (including Dessaix's counterattack). The Assault on Fort Bard is a night assault, limiting visibility to 12", but 'star shells' can be fired by both sides' howitzers to illuminate pockets of the tabletop; The French flanking attack at Romano-Chiusella River meets hastily-prepared Austrian field works; vineyards at the Battle of Casteggio-Montebello will slow troop movement; Austrian units in Hadik's Division in later parts of the Battle of Marengo have lower morale (due to excessive casualties in the morning), etc. It's a lot of historical flavour that fans of the period will relish!

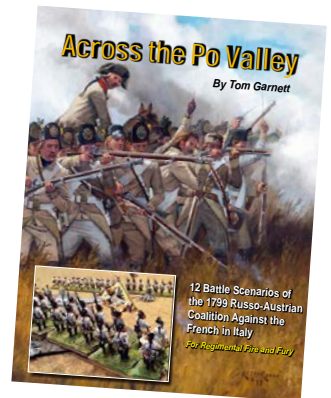
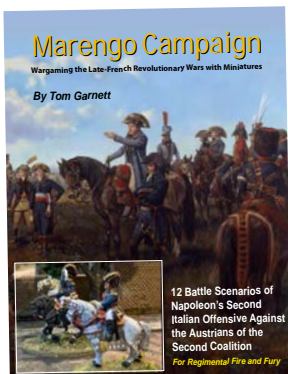
DETAILS

- SCALE: 25/28mm but flexible to 15mm
- PERIOD: World War Two
- PRICE: \$39
- FORMAT: 92-page full-colour softback wirebound
- AVAILABLE FROM: onmilitarymatters.com



DETAILS

- SCALE: 28mm
- PERIOD: Napoleonic
- PRICE: \$34 and \$32
- FORMAT: 84-page full-colour softback wirebound
- AVAILABLE FROM: onmilitarymatters.com



OSPREY GAMES - THE SILVER BAYONET: EGYPT - SHADOW OF THE SPHINX

If you're paying attention to this, you're probably already a fan of *The Silver Bayonet*, so we're going to skip over getting into detail on the entirety of the book. You know what to expect from the chapters already, as they follow the same format and order here as in previous releases from the series. Instead, we're going to take a deeper look at the meat and bones (quite a lot of bones!) of this expansion: the new recruits, the extra monsters, and new rules.

That's not to say that the new campaign isn't worth talking about - it's the kind of pulpy adventure you'd hope for, with tomb raiding through a buried temple or lost city (depending whether you're playing the competitive or solo campaign) - but such story-driven gaming is better discovered by the players as they go, and not spoiled here.

A NEW NATION

Rather than just let the existing nations pepper their Units with hired locals, the author has introduced a new nation - Egypt - that has a host of unique soldiers to choose from. If other Units want to add them, they can use the 'going outside the list' rules in *The Silver Bayonet's* core rulebook.

As well as many of the existing soldier types, the Egyptians can pick from five new soldiers created specifically for them. Top of the pile is the Mameluke, who replaces the Officer, and weighs in at a hefty recruitment cost of 30. In return for that expense, you'll get a skilled rider with marvellous martial skills who is armed to the teeth!

At the other end of the quality spectrum, for just 4 recruitment cost, are the Egyptian Conscripts; these badly-armed peasants' only real skills are to create a distraction, or swamp opponents through strength in numbers. As the controlling player, however, their extremely low cost will allow you to pick out some elites for your Unit, and bulk up the numbers with these reluctant conscripted men and women.

Bedouin Raiders are more elite troops who can ride, and have a unique attribute - Experience in the Desert - which allows them to ignore the penalties that Extreme Temperatures, Loose Sand, and Thirst can bring (more about them later). Follower of the Old Gods is an Egypt-themed Champion of the Faith, while a Janissary or two will fill out your more standard soldier slots.

There's one extra soldier available to the nations of France, Spain, and Russia - the Knight Hospitaller - who is far from the military glory that the order once exhibited. Serving as more of a medic, this knight is more about buffing your other soldiers than charging into the fray.

DETAILS

- SCALE: 28mm
- PERIOD: Fantasy/Napoleonic
- PRICE: £14.99
- FORMAT: 64-page full-colour softback
- AVAILABLE FROM: ospreygames.com



Above: Mameluke.

Right: Conscript.



Above (left to right): Bedouin Raider and Follower of the Old Gods.



Above: Janissary.



Left (left to right): Veteran Hunter, Officer, and Artillerist.

TRICKY TERRAIN

The desert sands are an unforgiving and harsh environment - one that would seem utterly alien to many of the foreigners who visited the land as the Napoleonic conflict expanded. As the author puts it: "Desert sands, punishing heat, and very limited water sources are unusual in the generally green lands of Europe, but are integral to adventuring in Egypt." Three new rules address this point of friction, making life just a little tougher for the men and women in your Units.

Any attempts to sprint will be hampered by Extreme Temperatures and Loose Sand. The former will result in a figure that rolls seven or less for their sprint suffering the loss of one health; the latter makes it harder to sprint the extra 4". Unless you succeed with a 13 or more (15 if uphill), the sprint will only be 2". Sprinting tends to be an automatic extra in the opening turns of our office *Silver Bayonet* gaming, so it's good to have to give it some further consideration here.

Thirst works a little differently, based on your unit's ability to access a water source in the previous scenario they played. If they couldn't, it results in them starting with -1 health in the next game. Should your unfortunate Unit fail to satiate their thirst for a series of games, the result is cumulative. Indeed, if you played long enough without access to water, you could start to see your weaker men dying of thirst! Very grim.



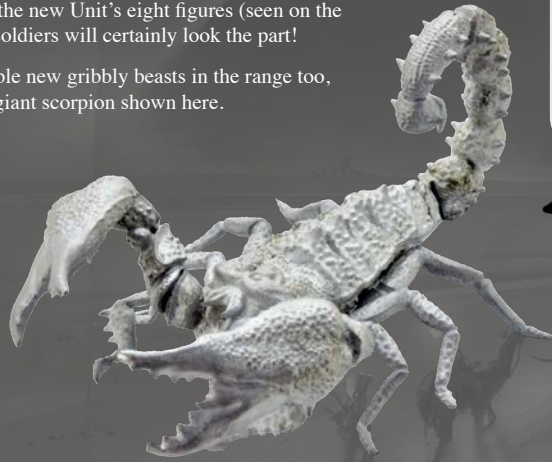


UNDER THE MICROSCOPE

NEW FROM NORTH STAR

Scattered between the paragraphs of these pages are some of the great new figures from North Star that accompany this *Silver Bayonet* expansion. They bring a totally new aesthetic to the game, and, if you follow North Star's painting, you'll shift your palette away from the Napoleonic darkness that tends to populate the game's tables. With the flowing fabrics, tucked turbans, and prodigious pants on show across the new Unit's eight figures (seen on the previous page), your soldiers will certainly look the part!

You'll find some terrible new gribbly beasts in the range too, such as the multipart giant scorpion shown here.



A final new rule - The Mummy's Curse - is a way for soldiers to face the misfortune that many who raided Egyptian tombs were rumoured to suffer in reality. Various events can cause a soldier to roll and see if they are cursed after a game, and each time a soldier is told to roll for the curse it acts as a negative modifier, making the chance of them passing the test more difficult. Once cursed, a figure is less effective at passing survival checks, and this can compound with further curses.

In short, life in the desert is tough and, most likely, shorter than when doing battle across Europe!

OF GODS AND MONSTERS

While some entries in the bestiary might seem a tad mundane, such as a crocodile, by putting yourself in the sand-filled shoes of a lowly soldier of the 1800s, you can perhaps imagine how such a creature, the likes of which you'd never have seen online, in books, or in zoos, might seem rather more terrifying! These 'dragons of the Nile' are most deadly in water areas, and can use the new abilities Amphibious, Submerge, and Deathroll to move speedily and safely through water, then subject its opponent to drowning damage. For keen campaign creators, the addition of these water-based abilities opens new options for further monster creation. We're instantly thinking about Lovecraftian adventures with Deep Ones and other such horrors.

Want a more exotic creature in your games? How about the Serpopard, a mythical beast found in ancient Egyptian and Mesopotamian art, with the body of a great cat, and the neck and head of a snake. Snakes in full, and supersized, are represented by the Uraeus. These cobras stand taller than a man, and have the new Venomous attribute, which drastically reduces the movement and overall effectiveness of anyone bitten.

Werejackals appear like their European lupine cousins, but silver has no noticeable extra effect against them; you'll need to figure out new vulnerabilities. These nimble attackers have the intriguing new Leap attribute, and we really like how this works, encouraging players to take control of a Werejackal with a Monster Dice. Should they do so, they can make it Leap over terrain and/or into combat, which will then grant it an attack bonus, bringing about the possibility of a very unexpected and effective attack.

Rounding out the bestiary are Giant Scorpions, Swarms, Skeletons, Vipers, two varieties of mummy (Pharaonic mummies are particularly dangerous with all kinds of abilities, including one that allows them to suppress combustion and put out the flames they are weak to), and zombie camels. Any excuse to bring North Star's *Rangers of Shadowdeep* figure - a zombified version of a once noble ship of the desert - to the tabletop is very welcome with us, and reason enough to add this expansion to your collection!



MODIPHIUS ENTERTAINMENT - FALLOUT: FACTIONS RAIDERS

The last time we reviewed Modiphius Entertainment figures it was their plastic Brotherhood of Steel, in heavy armour. We were impressed with the three high-detail, high-quality, hard plastic figures in the set, and how they perfectly replicated the look of the *Fallout* video game world, but noted their rather steep price tag could put off all but the most devoted fans. This time, three new sets have arrived: they're still high-detail, high-quality, hard plastic productions, but the tone is very different. So is the number in each box: ten figures for the same price as the Brotherhood of Steel set of three. Do these sets offer the value we were craving? Let's find out!

EXTREME DETAIL

As you take in the wealth of options on the frames (two different ones in each box, along with ten bases and a build guide), initial impressions are very good. Variety is the spice of life, and death too, because there's an arsenal of weapons to choose from. Alongside tens of guns (along with improvised and specialist close combat weapons) are a ton of head possibilities, loads of extra kit, and some great-looking basing elements.

If you've not seen *Fallout* figures first-hand, you may be a little shocked by the scale. These are true scale 32mm figures, rather than the heroic scale 28mm that is often seen in historical ranges, so, while the bodies and legs stand a little taller, the hands, heads, and weapons are all noticeably smaller. There's a lot of detail on those tiny heads, which is a bit intimidating, but will also be exciting to keen painters. Despite the scale variance, we have no doubt these frames will be a kitbasher's dream!

While building the intricate figures (we put together some of The Operators, but The Disciples and The Pack are much the same), you'll be struck by the quality. Each model fits together exceptionally well (the assembly guide is excellent), and, once constructed, your Crew's men and women look more like finely sculpted metal or resin models than something built from a multi-part kit. Modiphius have jumped to the top tier of plastic producers with these models, matching the quality and detail you get from Games Workshop or Victrix.



DETAILS

- SCALE: 32mm
- PERIOD: Sci-fi/post-apocalypse
- PRICE: £35
- MATERIAL: Hard plastic
- AVAILABLE FROM: modiphius.com



Above: The Operators.



Above: The Pack.



Above: The Disciples.

A RAIDER FOR ALL TASTES

As befits the chaotic, post-apocalyptic world of *Fallout*, the models are incredibly varied in style and attitude.

The Operators are the most elite in the sets, somewhat like an organised crime syndicate. They have the pick of the weapons, more regimented armour, and some even wear business suits into battle.

The Pack, true to their name, are rather animalistic in their look and approach to battle. If you took a Furry [Careful if you Google that word; not all results will be safe for work! - Ed], injected them with adrenaline, sat them in front of a sewing machine for a couple of hours, then armed them with some experimental weaponry, you'd get something like the look of these extremely fun models.

Finally, there are the Disciples, who thrill in the act of murder, and are designed to fit the bill, looking sharp, deadly, and almost like weapons themselves, thanks to the sharp angles of their armour.

These sets are tied to the release of *Factions*, which is a more accessible, 'gang'-focused game than *Wasteland Warfare* (the other Modiphius *Fallout* game). *Factions* puts a focus on building a Crew and taking them into action, so The Operators, The Pack, and The Disciples are perfect for that.

We talked about value at the start of the review; if you download the quick start PDF for *Factions* (which is free) and build a set of Raiders (which come with crew creation rules and profiles for your figures), you'll be able to start playing for the price of one box of figures. We'd call that great value, and heartily recommend getting hold of one (or all) of these great sets.

BLOODY MINIATURES - A REGIMENT OF FOOTE

Bloody Miniatures specialise in 28mm figures aimed at conflicts such as the War of the Three Kingdoms (ECW), or the Thirty Years' War, in the first half of the 17th Century. Their releases so far have focused on filling some of the colourful niches not typically covered by figure manufacturers, such as armed civilians, storming parties, or dismounted horsemen. This eighth release is a slight change to this approach, as its theme, 'A Regiment of Foote', is about providing the core command, pike, and shot figures for a typical foot unit of the period.

This release comprises five packs each of four foot-figures: two packs of musket-armed figures, two packs of pikemen, and a command pack. Packs are available at £9 each, or at a discounted price of £40 for the whole release. As with the previous releases from Bloody Miniatures, these are one-piece metal castings, with pole weapons available separately.

This release of figures maintains the very high quality of sculpting and casting that we have come to expect from Bloody Miniatures. The artist behind them is Nick Collier, who sculpted the original 28mm ECW ranges for Bicorn Miniatures and Renegade Miniatures. The Bloody range has been designed to match with these original ranges in terms of size and style. This means they are at the chunky-and-tall end of 28mm (the Bloody Miniatures website has a very handy size-comparison picture so you can check out how well figures will match with your existing collection). Miniature-painters of all abilities will appreciate the very well-defined details on the figures that pick up drybrushing, washes, and careful, detailed brushwork beautifully. They really are a joy to paint.

DETAILS

- SCALE: 28mm
- PERIOD: Pike and Shot
- PRICE: £9 per-pack or £40 for the full set
- MATERIAL: Metal
- AVAILABLE FROM: bloodyminiatures.co.uk



Above: *The Shotte Give Fyre.*



Above: *The Shotte Atte Readie.*

Right: *The Gentlemen of Warre (Command pack).*



The two 'shotte' packs cover figures firing, and figures at the ready. These would make nice front and rear ranks for a unit with two ranks of figures. One of the firing figures is kneeling, and one has their musket held quite high, which also provides the opportunity for three ranks firing to be modelled in the style of a period 'Swedish Salvo'. All the figures are equipped with bandoliers, swords, and beautifully-detailed matchlock muskets. They wear shortish soldiers' coats and broad brimmed hats, with all figures having subtle variations that make them feel very realistic for this pre-uniform period.

The two pike packs cover figures at the advance (pike upright), and figures at porte (pike between upright and level). All figures are helmeted, and one figure in each pack is armoured with back-and-breast tassets. The rest wear a variety of coats and cassocks, once again giving that slightly irregular, period feel. The figures are mostly armed with swords, while one has a hatchet tucked in his belt instead. As pikemen, all the figures come open handed and are supplied without pikes. You can either add your own, or buy the new packs of pike that Bloody Miniatures have included in this release. These are aimed at being a compromise between brass spears, which are pretty much indestructible but lack details, and traditional cast white-metal pikes, which bend, and are difficult to straighten. The new Bloody pikes come in packs of four at £1.95, and are cast from a harder recipe of white-metal that should hold up better to rigours of the wargames table. Each pike is individually detailed, showing accurate period pike

heads and langets (the metal protective strips running from the head of the pike for a foot or so down the shaft). Pike figures armed with these weapons are sure to be the envy of their miniature colleagues!

The final pack of the release is a classic four-figure command pack with an officer, ensign (standard bearer), drummer, and sergeant. All the figures are characterful, with suitably gentlemanly clothing and interesting poses. The pack includes a separate flag staff, partisan (probably for the officer), and halberd (probably for the sergeant).

While it is quite possible to make a single 20-figure unit using just the five packs in this latest release, it is also very easy to add in more pike, shot, or command figures from the rest of the Bloody Miniatures range, or indeed the Bicorn range, to make bigger units, or to add more variety of figures to a unit. Bloody Miniatures also produce a very handy accessories range that includes weapons, heads, and hands. These provide seemingly infinite options for conversions, making it possible for every figure in your force to be unique.

In summary, this is another very welcome release from Bloody Miniatures. It will be useful to those who want another option for rank-and-file infantry of the first half of the 17th Century, especially in the more 'heroic' 28mm size of figures, and will be warmly welcomed by fans of the period. Looking to the future, Bloody Miniatures seem set to continue expanding their range, and we await the next release with eager anticipation. Bloody Miniatures, march on!

Below: *The Attacking Pikemen (left) and the Upright Pikemen (right).*



WARGAMES ATLANTIC - AFGHAN CAVALRY

Arriving like a bolt from the blue (in their method of attack and their unexpected appearance through the *Wi* letterbox), Wargames Atlantic (WA)'s Afghan Cavalry are here. This new set includes two different frames - riders and light horse - with four of each packed into the box, allowing twelve dramatic mounted figures to be built.

These skilled riders are a welcome addition to WA's Imperial Conquests range, and match up well with the Afghan Warriors set they released a few years ago. As with that set, these riders are focused on the action against the British on the North-West Frontier, but you could go further back than that, or even a bit further ahead, especially with a few weapon swaps.

DRAMATIC HORSES

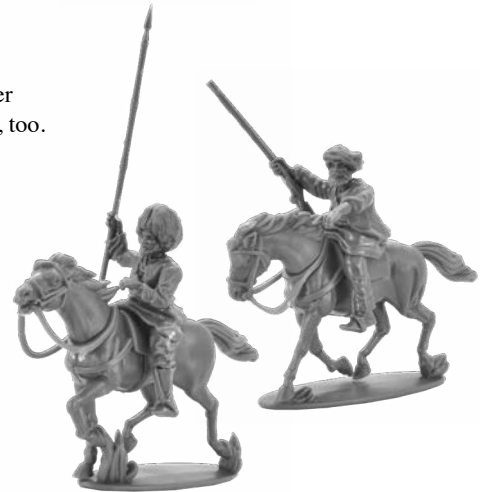
Catching the eye immediately is the new frame of dynamic light horses. These are some great sculpts and, thanks to the two-part head pieces (see right), they have far more refined reins than you see on most cavalry. Each frame has three body options in two halves, designed to match rather than be mixed, and four head-and-reins combos, which can be put on any of the horses. Tails come separately, and can vary the overall feel of the horse quite a bit; some are flowing behind, while others are swishing to the side.

EQUIPPED FOR BATTLE

The riders are rather good, too, with detailed parts and a variety of options. Four different *talwar* swords are included at different stages of use, and the one being drawn from its scabbard looks particularly cool. Accompanying those swords there are two small *dhals* (buckler-shields) - and, if you want to ride to the rhythm, there's a drum. Fans of firepower will appreciate the two sets of arms using jezails, and a more standard musket is included, too.

Our only possible issue with the set raises its head, or rather spreads its legs, when the rider bodies are put on the horses. The riders' legs flare away from the saddle and sides of the horses, and will repeatedly topple off until you glue them in place. While there's nothing inherently wrong with a somewhat wide straddle, it is a bit unusual, and, as they don't 'pinch' at the top, it leaves them very loose on the saddle. Sure, you'll want to glue them eventually, but it is quite nice to prime and paint figures in the saddle, and that's tricky here. Because you built and painted the figure, you'll be far more aware of it than any onlooker, but it's worth considering before you buy a set or two.

Back to the frame, and there are a lucky 13 head options to choose from, with a variety of turbans in different styles. It's worth noting that all but one are tucked, so you'll need to add your own turban ends for some tribes, but that can be done easily with a small bit of Green Stuff. More heads come in other headgear, such as the *karakul* hat. Adding extra versatility to the set is the sheepskin-covered cap called the *telpek*. This, along with a lance on the frame, bring some great options for making Herati cavalry, further broadening your gaming possibilities.



DETAILS

- SCALE: 28mm
- PERIOD: Colonial/Interwar
- PRICE: \$34.95/£25
- MATERIAL: Hard plastic
- AVAILABLE FROM: wargamesatlantic.com

OVERALL

There's little to fault this set, and, other than our issue with the wide straddle of the riders, these are some splendid figures. The riders have great options, and it's genuinely surprising how much dynamism and drama the refinement on the horses brings to the figures. These light cavalry are easy to build, and will quickly be ready to ride into battle on the tabletop, taking part in history and gaming that spans a wide period, all without breaking the bank

ALSO FROM WA...

Minimal basing requirements help get your army tabletop-ready in a flash; these round, 25mm, textured bases, with a 3mm bevel, will be a godsend if you've fallen behind in getting your *Bolt Action* force or sci-fi army up to tournament standards. No need for sand, rocks, and PVA glue here, just stick your figure's feet to the pre-formed and textured base and get painting.

This new set of **Textured Bases**, from WA's General Accoutrements range, costs \$15/£10 for 48 bases, making them pretty good value for the level of convenience they provide. James has based up some WA skeletons for use in *Silver Bayonet*: *Egypt* gaming.



HELION & COMPANY - VICTORY OR DEATH: A WARGAMERS GUIDE TO THE AMERICAN REVOLUTION 1775-1782.

Helion's latest release in their Wargames series is written by David C Bonk and focuses on the American Revolution. The first chapter provides a Strategic Overview that begins with the causes of the war, before moving on to provide a detailed year-by-year account of the campaign. This section is clear and well-written, and the full-colour maps included are very useful in keeping track of the evolving situation. The next chapter covers the oft-neglected campaign in the West Indies.

The bulk of the book details the armies that fought in the conflict. It begins with the American militia before moving on to the Continental regulars. There is a huge amount of information provided here, with a year-by-year breakdown of all the units involved, their strengths, and their locations. The tactical doctrine practised by the Continental army is also discussed, as are the reforms carried out by Baron Von Steuben. There is also insight provided into the use of light infantry and artillery. The same level of detail is then provided for the forces fighting on behalf of the British, with American Provincial regiments and German mercenaries bolstering the British regulars. Again, a huge amount of information is provided about organisation and unit strengths during the various campaigns. An exploration of the French and Spanish forces involved in the conflict leads into a section detailing the often-overlooked contributions of Native American forces.

Any wargamer looking to start collecting this period will want uniform detail, and this book provides it in spades. Tables list the coats, collars, cuffs, turnbacks, waistcoats, breeches, and hats of all the regiments in the war, along with detailed notes regarding if, for example, hunting shirts were worn, or if hats had brims down. For the Continentals, the tables show uniforms for 1776 and 1778, with any other changes noted in the text. Similar tables are provided for the British regulars, provincial regiments, German units, French, and Spanish. Finally, the weapons used by the armies are also discussed.

There is a short chapter on naval warfare, followed by a further chapter on strategic choices not taken. This chapter is again broken down year by year, and provides a fascinating number of suggestions for 'what if?'-style campaigns.

The final section on wargaming begins with an overview of available miniatures in various scales, and the terrain that players may need. The author then provides five rules-agnostic wargames scenarios, which list the forces available to both sides, suggested deployment, and objectives. Again, coloured maps are provided, and the scenarios are illustrated with photos of wargames battles in action.

As a primer for anyone collecting the American Revolution, this book is hard to beat. The wealth of information it contains is worth the cover price alone, but the writer's engaging style makes this a must for anyone playing this period.

SPECIAL OFFER FROM HELION & CO.

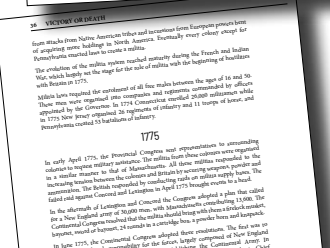
Those fine folks at Helion are kindly offering all *W* readers **20% off** the RRP of this book, when purchased via their website, between 20th April and 31st May. Use code **REVOLUTION20** when checking out.



In 1775 North America was divided between British and Spanish holdings. British controlled the 13 colonies and Canada. The lands west of the colonial border had been set aside for the Indians.

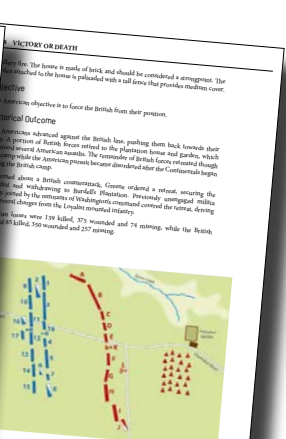
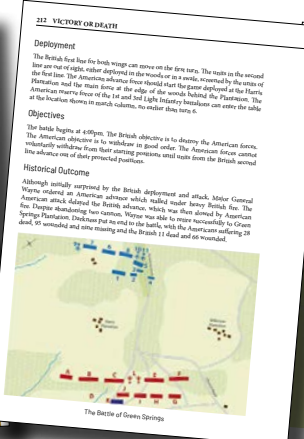


At the start of the American Revolution the islands of the West Indies were divided between Britain, France, Spain, the Netherlands, and the Dutch. With the city of Havana being the seat of power, the West Indies became an important theatre of war.



Scenario	British	American	French	Spanish	Native
114. VICTORY OR DEATH	1000	1000	0	0	0
115. VICTORY OR DEATH	1000	1000	0	0	0
116. VICTORY OR DEATH	1000	1000	0	0	0
117. VICTORY OR DEATH	1000	1000	0	0	0
118. VICTORY OR DEATH	1000	1000	0	0	0
119. VICTORY OR DEATH	1000	1000	0	0	0
120. VICTORY OR DEATH	1000	1000	0	0	0
121. VICTORY OR DEATH	1000	1000	0	0	0
122. VICTORY OR DEATH	1000	1000	0	0	0
123. VICTORY OR DEATH	1000	1000	0	0	0
124. VICTORY OR DEATH	1000	1000	0	0	0
125. VICTORY OR DEATH	1000	1000	0	0	0
126. VICTORY OR DEATH	1000	1000	0	0	0
127. VICTORY OR DEATH	1000	1000	0	0	0
128. VICTORY OR DEATH	1000	1000	0	0	0
129. VICTORY OR DEATH	1000	1000	0	0	0
130. VICTORY OR DEATH	1000	1000	0	0	0

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H	4th Light Infantry 300
I	5th Light Infantry 300
J	6th Light Infantry 300
K	7th Light Infantry 300
L	8th Light Infantry 300
M	9th Light Infantry 300
N	10th Light Infantry 300
O	11th Light Infantry 300
P	12th Light Infantry 300
Q	13th Light Infantry 300
R	14th Light Infantry 300
S	15th Light Infantry 300
T	16th Light Infantry 300
U	17th Light Infantry 300
V	18th Light Infantry 300
W	19th Light Infantry 300
X	20th Light Infantry 300
Y	21st Light Infantry 300
Z	22nd Light Infantry 300
AA	23rd Light Infantry 300
AB	24th Light Infantry 300
AC	25th Light Infantry 300
AD	26th Light Infantry 300
AE	27th Light Infantry 300
AF	28th Light Infantry 300
AG	29th Light Infantry 300
AH	30th Light Infantry 300
AI	31st Light Infantry 300
AJ	32nd Light Infantry 300
AK	33rd Light Infantry 300
AL	34th Light Infantry 300
AM	35th Light Infantry 300
AN	36th Light Infantry 300
AO	37th Light Infantry 300
AP	38th Light Infantry 300
AQ	39th Light Infantry 300
AR	40th Light Infantry 300
AS	41st Light Infantry 300
AT	42nd Light Infantry 300
AU	43rd Light Infantry 300
AV	44th Light Infantry 300
AW	45th Light Infantry 300
AX	46th Light Infantry 300
AY	47th Light Infantry 300
AZ	48th Light Infantry 300
BA	49th Light Infantry 300
BB	50th Light Infantry 300
BC	51st Light Infantry 300
BD	52nd Light Infantry 300
BE	53rd Light Infantry 300
BF	54th Light Infantry 300
BG	55th Light Infantry 300
BH	56th Light Infantry 300
BI	57th Light Infantry 300
BJ	58th Light Infantry 300
BK	59th Light Infantry 300
BL	60th Light Infantry 300
BM	61st Light Infantry 300
BN	62nd Light Infantry 300
BO	63rd Light Infantry 300
BP	64th Light Infantry 300
BQ	65th Light Infantry 300
BR	66th Light Infantry 300
BS	67th Light Infantry 300
BT	68th Light Infantry 300
BU	69th Light Infantry 300
BV	70th Light Infantry 300
BW	71st Light Infantry 300
BX	72nd Light Infantry 300
BY	73rd Light Infantry 300
BZ	74th Light Infantry 300
CA	75th Light Infantry 300
CB	76th Light Infantry 300
CC	77th Light Infantry 300
CD	78th Light Infantry 300
CE	79th Light Infantry 300
CF	80th Light Infantry 300
CG	81st Light Infantry 300
CH	82nd Light Infantry 300
CI	83rd Light Infantry 300
CJ	84th Light Infantry 300
CK	85th Light Infantry 300
CL	86th Light Infantry 300
CM	87th Light Infantry 300
CN	88th Light Infantry 300
CO	89th Light Infantry 300
CP	90th Light Infantry 300
CQ	91st Light Infantry 300
CR	92nd Light Infantry 300
CS	93rd Light Infantry 300
CT	94th Light Infantry 300
CU	95th Light Infantry 300
CV	96th Light Infantry 300
CU	97th Light Infantry 300
CV	98th Light Infantry 300
CU	99th Light Infantry 300
CV	100th Light Infantry 300



- SCALE: Any
- PERIOD: American War of Independence
- PRICE: £26.25
- FORMAT: 216-page, full colour book
- AVAILABLE FROM: helion.co.uk



UNLEASH ARMoured FURY THIS APRIL!

GOT ARMOUR? JUST ADD THE RULES...



Achtung Panzer! calls upon the extensive range of enormously popular Bolt Action vehicles to bring exciting tank-on-tank battles to the tabletop. There are a great number of players already in command of impressive platoons of armoured fighting vehicles, and raring to jump into Achtung Panzer! with their existing collections. We've crafted some rules-focused bundles to aid such tabletop tankers in getting straight to the action!

These 'Vital Intelligence' bundles contain the rulebook and all the cards and tokens needed to get playing. A host of Databooks allow you to field a wide variety of WWII armoured vehicles, and additional cards allow you to employ powerful Assets which bring additional firepower or supporting infantry elements to bear, play Events to force your opponent to adapt to an ever-changing battlefield, and deploy renowned Tank Aces, replete with unique Ace Skills, to dominate the battlefield.

Check out the exclusive bundles at warlordgames.com!

COME AND PLAY A DEMO GAME AT SALUTE!

We're running demo games of Achtung Panzer! at Salute this year. Just stop by our booth and we'll get you commanding a tank in a game of Achtung Panzer!

GET STARTED WITH ACHTUNG PANZER!

Achtung Panzer! puts *you* in command of a tank platoon and thrusts you into the heart of the action on the battlefields of World War Two. Take charge, and lead your armoured forces to glory!



Achtung Panzer! Blood & Steel Starter Set

£100 / €120 / \$150

Achtung Panzer! is the brand-new game of WWII tank combat that lets you fight exciting close-quarter battles in dense terrain, showcasing the mettle of iconic armoured fighting vehicles as well as their crews. With enormous customisability and a rewarding campaign system, no two games will be the same. The Blood & Steel starter set arms you with everything required to get playing, including a rulebook, a quintet of highly detailed plastic tanks, cards, tokens, and terrain! Can your tactical acumen and the fighting spirit of your tank crews carry the day?

Contents:

- 1x 108-page Achtung Panzer! rulebook
- 1x Blood & Steel booklet
- 2x Panther Ausf. A medium tanks
- 2x Sherman V medium tanks
- 1x Sherman Firefly Vc medium tank
- 2x Ruined Farmhouses
- 20x Asset cards
- 52x Events cards
- 4x Tank Ace skill cards
- Phase & time tracker
- Full-colour decal sheet
- Vehicle damage markers
- Tokens, markers and Datacards
- Tank stowage & accessories
- Six-sided dice



British Army Tank Force

£110 / €132 / \$165

Contents:

- 3x Churchill infantry tanks
- 1x M10 Wolverine tank destroyer
- 1x Humber armoured car
- Assembly guides and full-colour waterslide decals
- Vehicle damage markers
- 10x Asset cards
- 2x Tank Ace Datacards
- 4x Tank Ace Skill cards
- Phase & time tracker
- Datacards for 18 vehicles
- Tokens & markers
- Tank stowage & accessories
- Mounted & Dismounted tank crew



Soviet Army Tank Force

£110 / €132 / \$165

Contents:

- 3x T-34/76 medium tanks
- 1x Josef Stalin 2 heavy tank
- 1x KV-1 heavy tank/KV-2 assault tank
- Assembly guides and full-colour waterslide decals
- Vehicle damage markers
- 10x Achtung Panzer! asset cards
- 2x Tank Ace Datacards
- 4x Tank Ace Skill cards
- Phase & time tracker
- Datacards for 16 vehicles
- Tokens & markers
- Tank stowage & accessories
- Mounted & Dismounted tank crew



German Army Tank Force

£110 / €132 / \$165

Contents:

- 3x Pz IV Ausf F1/G/H medium tanks
- 1x Tiger I Ausf. E heavy tank
- 1x Jagdpanzer 38(t) Hetzer tank destroyer
- Assembly guides and full-colour waterslide decals
- Vehicle damage markers
- 10x Asset cards
- 2x Tank Ace Datacards
- 4x Tank Ace Skill cards
- Phase & time tracker
- Datacards for 16 vehicles
- Tokens & markers
- Tank stowage & accessories
- Mounted & Dismounted tank crew



US Army Tank Force

£110 / €132 / \$165

Contents:

- 3x M4A3E8 Sherman 'Easy Eight' tanks
- 1x M18 Hellcat tank destroyer
- 1x M5 Stuart light tank
- Assembly guides and full-colour waterslide decals
- Vehicle damage markers
- 10x Asset cards
- 2x Tank Ace Datacards
- 4x Tank Ace Skill cards
- Phase & time tracker
- Datacards for 16 vehicles
- Tokens & markers
- Tank stowage & accessories
- Mounted & Dismounted tank crew

PRE-ORDER NOW AT WARLORDGAMES.COM



RELEASE RADAR

Paul Matthews brings you some of his favourite new (and forthcoming) releases in the wargaming world, in the hope that your interest will be piqued by what he has to share.

MORE ANTHROPOMORPHIC GOODNESS FROM OATHSWORN!

One of the UK's top indie tabletop miniature companies, Oathsworn (oathswornminiatures.co.uk), which is run by the husband and wife team of Micheal and Jo Lovejoy, created [*Wi* award winning! - Ed] *Burrows and Badgers* in 2015. Now, almost a decade later, the range has grown to include over 200 figures, a popular skirmish game, and a sumptuous set of MDF buildings, created by none other than Sarissa Precision!

Now, their range of miniatures is set to expand yet further with this latest litter of armoured anthropomorphs. Although a relatively small release of only eight figures, there can be no denying they're all incredible miniatures! Sculpted in Oathsworn's distinctive combination of Green Stuff and Brown Stuff, these armoured animals are angry and armed to the teeth!

You can add these superb miniatures to your *Burrows and Badgers* collection when they debut at Salute in April.



Our regular Radar operator Dom Sore is taking a break from the dials for the next couple of months and handing the transmitter over to Paul Matthews of Tabletop Creative (tabletopcreative.co.uk).

IRON DUKE MINIATURES' ZULU WARRIORS, SIR! THOUSANDS OF 'EM!

Iron Duke Miniatures (irondukeminatures.co.uk) are in the process of releasing a new set of minis for their Orange River range. These figures are styled after Northern Nguni (Matabele or Zulu) warriors and are intended for wargames set in the 19th Century.

As well the Anglo-Zulu War of 1879, this era also includes the Great Trek, in which primarily Dutch emigrant farmers (or Boers) faced resistance from native African tribes such as the Mzilikazi, the Ndebele, and the Zulus. These miniatures can also be used in games set during the Matabeles' many wars of conquest on the high veld.

The figures are provided with the full body-length shields used by these warriors during the first half of the 19th Century and the Anglo-Zulu War. This extensive range includes leaders, dynamic-posed warriors, and casualties. The warriors are cast with either integral spears or open hands, and all packs include shields (which sport cast-on spears) and a sprue of weapons. Whilst all the figures included in this initial wave have been sculpted with feathered headdresses, an imminent second wave of figures will feature bareheaded warriors.

They are available through IDM's UK distributor, Empress Miniatures, either through their online shop, (which ships globally), or from their trade stand at major UK shows.



WARP MINIATURES EXPANDS ITS UNDEAD COLLECTION

Formerly known as Warploque Miniatures, Warp Miniatures (warpminiatures.com) is the publisher behind the marvellous *ArcWorld* fantasy skirmish game.

Alex Huntley - the creator, owner, writer, and sculptor behind *ArcWorld* - has ploughed his own furrow for some years now. Having switched from traditional to 3D sculpting, Alex's work has become more polished of late, whilst retaining its charm and idiosyncrasies.

The next wave of *ArcWorld* miniatures includes more of Alex's characterful, 28mm scale, fantasy miniatures. This new release focuses on the undead. Missing from the original six *ArcWorld* factions when the game was launched in 2013, the first undead *ArcWorld* miniatures were introduced in 2016's *ArcWorld: Trouble* in the North Kickstarter. Since then, their ranks have grown, bolstered by this latest set of fabulous miniatures.

Central to this new wave, the new *ArcWorld* two-player set - *Duel of the Dead* - is due for general release in August of this year. Successfully Kickstarted in 2023, this starter set includes two complete vampire and ancient dead warbands, a campaign booklet, and dice.

Warp are also due to release a further set of miniatures designed to compliment the *Duel of the Dead* set. This wave of fourteen miniatures includes a bog magus; an assortment of other skelts, thralls and spirits, and a ghostly pug.

It looks like this ghoulish bunch can expect to meet some resistance before they run amok in *ArcWorld*; this new wave of miniatures also includes a halfling vampire hunter. Armed with a stake-firing crossbow, this pint-sized van Halfsing (seen below right) is ready to send these errant exanimates back to the grave.

Due for release August 2024.



ANOTHER ROLL OF THE CROOKED DICE

Crooked Dice (crooked-dice.co.uk) have been creating cinematic, pulp-themed miniatures since 2018. Their catalogue already boasts a smorgasbord of retro-inspired miniatures and games designed to hit you right in the nostalgia.

This upcoming collection of miniatures - due for release in May of this year - features a collection of figures inspired by fondly-remembered action figures from the eighties.

This new wave features a paramilitary group which could only be described as the enemy of the free world. Led by a megalomaniacal homage to the sci-fi villain and satirical political activist Lord Buckethead, this organisation possesses a seemingly endless army of fanatical, crimson-clad foot soldiers, almost indestructible robots, and a school of amphibious mutants.



Above: Enemy Leaders.



Above: Enemy Grunts.



Crooked Dice's new releases also includes four Mutant miniatures inspired by a certain set of heroes in a half shell (see left). As well as this quartet of ninjas, you can also get your grubby hands on two rocksteady brutes and a trio of robot mousers! Cowabunga, dudes!

A MINI FUTURE

Future War Commander now has its own dedicated miniature range. The company-to-division level sci-fi battle game tends to be most popular at 6-10mm scale, and Pendraken (pendraken.co.uk) have entered the fray supporting the game with a range of tasty 10mm models.

Pendraken don't do anything by half and have already released (in 2024) over 80 packs in the range, supporting the Human Collective, Corporate, Empirical, and Theological factions.

All the tiny humans are perfectly formed, and the tanks, support weapons, and artillery have clean lines and plenty of character, oozing a classic space opera look.

The models are all cast in metal, with the tanks and artillery consisting of two to four parts.



Above: Anti-aircraft Vehicle.



Above: Main Battle Tank.



Above: Power Infantry.

Above: Commanders.



Above: Regular Infantry.



Above: Main Battle Tank Enforcer.



Above: Self Propelled Gun Vehicle.

SBG SEES RED

French company SBG Editions (sbg-editions.myshopify.com) continues to expand its impressive *Cursed Empire* range with a new set of Crimson Guard miniatures. A knightly order of old, the Crimson Guard are one of the last bastions between the realm of Thargos and the insidious Darkun.



Sculpted by Lions Tower's Dan Kelly, these 28mm scale miniatures are cast in resin and available individually or in a set of nine. As well as *Cursed Empire*, they'd make a great addition to any wargame, and the miniatures' pseudo-Greek style will also lend them to roleplaying games, such as Osprey's *Jackals* or that oldie-but-still-a-goodie, *Runequest*.



FULL METAL (WELL NEARLY!) MINIATURES

Already boasting an impressive range of 28mm figures for the Vietnam War, Full Metal Miniatures (fullmetalminiatures.com) have now turned their attention to the 1980s and a brand new range of 28mm and 20mm minis for the British Army of the Rhine (BOAR): infantry, support weapons, and vehicle crews are all coming on board.

The range comes with a choice of four different heads: Parachute Beret, Parachute Helmet, Royal Marine Beret, and Infantry Helmet MK1V.

Produced as a collaboration between Full Metal Miniatures and Flank March Miniatures; the former will produce the physical figures, while Flank March will sell the STLs.

The physical models are an interesting mix of metal bodies with resin arms, heads, and weapons. One benefit of which is that the resin parts don't need to be 'bulked up' for casting.

Soviet Motor Rifles, Paratroopers, and West Germans are all on the way, so 'Cold War gone hot' gamers should be well catered for.

It's worth noting the price of these minis too: £1,75 for a single figure is very cheap for figures of this quality.



AND FINALLY...

At the time of writing, Footsore's (footsoreminiatures.co.uk) epic Vikings Kickstarter is entering its final days. Having smashed its funding goal, it's now unlocking some tasty stretchgoals. The campaign features a host of incredible miniatures sculpted by the sickeningly talented Matt Bickley. Blessed with sumptuous detail and dynamic poses, they really are beautiful miniatures.



The Kickstarter will be over by the time you read this, but don't despair; the good folk at Footsore have informed me the miniatures should be on general release in the last quarter of 2024; start saving your shekels now!

I'll be transmitting again, same time, same place, next month. See you all in *Wi438*.

SPECTRE

M I N I A T U R E S

BLEEDING EDGE WARFARE IN MINIATURE

BRINGING HIGHLY DETAILED, ACCURATE AND DIVERSE 28MM MINIATURES - WITH IMMERSIVE AND DYNAMIC WARGAMING RULES FOR FIGHTING TOMORROWS BATTLES ON THE TABLETOP.



SPECTRE OPERATIONS

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QUICK FIRE!

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

MAKING EXPLOSIONS

By Alex Mahon

I recently started playing the miniatures game *World of Tanks*, based upon the hugely popular online game. It's a rather casual 'pick up and play' wargame from Battlefront, presenting a light-hearted approach to tank warfare. It's 15mm scale, played on a 3' by 3' board, so games are very quick and destructive.

After detonating your opponent's tank, and looking smug about it, you place a cardboard token to represent its fiery demise. Not very exciting, if you ask me, so I went about making low-cost 3D markers that represent a far fierier and explosive end. They had a very positive response from my club members so I thought I would share the method.

All supplies can be found in hobby, craft, or art stores. You'll need:

- A hot glue gun
- LED tea lights (CR2032 batteries included)
- Soft toy stuffing
- Black aerosol spray

For anyone who hasn't used a hot glue gun, they are useful, but, as the name indicates, very hot whilst in operation. Be careful, lest sticky molten glue leaves your fingers feeling like they've touched the boiling panels of an exploded tank!

Most tea light sets come with batteries, so make sure they are fitted before starting your build.

You can also use these explosion markers for any game system that has explosions. I have proudly added them to my *Bolt Action* and *Gaslands* games.



1) Remove a suitable piece of stuffing from your bag; you want it to be no bigger than your fist. Too big and you won't see the illumination effect.

2) Once the glue gun is hot enough, glue the stuffing around the base of the tea light. You should encompass the whole tea light, so it's like a ball of candy floss, with the tea light on the bottom.

3) Turn on the tea light, to make sure you're happy with the glow effect and shape. You can carefully trim the stuffing at this point, if you feel the explosion looks too big. Carefully pull segments off the stuffing or snip at it with scissors.



4) Once you are happy with the size and shape, take your 'fluffy clouds' outside and give them all a gentle dusting of black spray from the aerosol can. This doesn't want to cover them, just somewhat obscure the extremities of the cloud.

5) Leave them to dry and you're done!

RACE FOR THE REICHSTAG

By Alessandro Guidi



Above: The Reichstag freshly built...

The Soviets assumed that the Reichstag was defended by at least 5,000 men, but the German defense consisted of only 550 soldiers under the command of SS-Obersturmbannführer (Lieutenant) Gerhard Babick of the LSSAH. His forces consisted of around one hundred men from the 11th Company of the 3rd Battalion of the LSSAH, concentrated mainly in the Reichstag itself and surrounding buildings, with a detachment commanded by SS-Untersturmführer (second lieutenant) Hamann in the Ministry of the Interior.

Kampfgruppe Anhalt could also count on 250 sailors, sent by Admiral Doenitz as a Guard of Honor for the Führer's Chancellery. Finally, there were also around a hundred Volksturm and Hitler Youth, and later a detachment of 100 paratroopers from the decimated 9th Fallschirmjäger-Division.

Babick established his command in the cellar of a ruin behind the Reichstag.



Above: The Königsplatz.

At 7am on 30 April, the Russian riflemen of the 150th Infantry Division attacked the Ministry of the Interior, but they were repelled, overwhelmed by fire from behind, coming from the Reichstag and the Kroll Opera House.

The decisive assault was finally launched at 6pm on 30 April. The attack, preceded by a new bombardment from artillery and rocket launchers, was made by three battalions with great energy. The Soviet soldiers charged across the Königsplatz, crossed the partially flooded ditch of the tunnel under construction, and, partly protected by the fire of the tanks that had approached the trench, reached the steps of the Reichstag.



Above: ... and with painting and weathering detail.

Using a mortar horizontally, the attackers managed to break through the barred doors of the Reichstag and enter inside, where a terrible hand-to-hand battle ensued, room by room, floor by floor. At this point, a Soviet team telephoned the command saying they had reached the first floor.

The flag in the famous photograph was raised by Captain V.N. Makov but the feat was immortalized on May 2 by the famous photographer Evgenij Chaldej, who recreated the scene of the red flag waving over the Reichstag using three soldiers present at that moment on the field.

The diorama here, which has won several awards, was created in 1/72 scale (20mm) and the *Rapid Fire* ruleset was chosen to play the game. The miniatures are from different companies, some in plastic (Revell Caesar, Italeri, Plastic Soldier Company) and others in metal (especially CP models).

Among the curiosities are a Panther equipped with infrared.



Above: A Tiger II.

The dimensions of the diorama are 2m x 2m and the base is made up of eight polystyrene panels on which the various scenic elements are positioned. These are from various companies (GCmini, 4Grounds, Italeri, Pworks, etc.).

You can see more of my work online at madelitewargamers.it or on Instagram @der_grauerwolf.



Above: The creator oversees his board.

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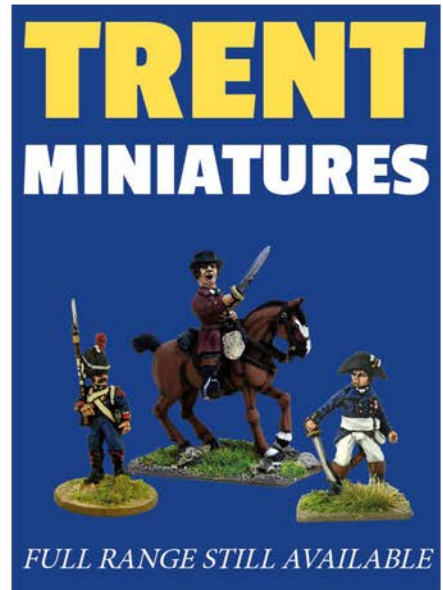
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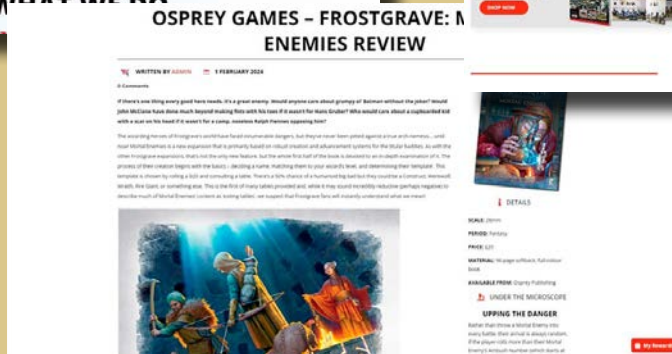
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CAUSING A RUCKUS



***Never Mind the Billhooks Here's the Ruckus* author Mike Peters discusses the early stage of the game's development, and lets some of the pre-release players tell their *Ruckus* stories.**

The first game of *Ruckus* took place in 2022 at Bristol Independent Gaming, on a cold November night. It seemed inauspicious to me, as Bristol Independent Gaming (BIG)'s Jim and I put some figures on a table that was liberally strewn with terrain, pushed them about, and rolled dice. I really wasn't sure about it - to say it was in a raw state would be an understatement - and I probably wouldn't have played it again if Jim hadn't given me an encouraging shove with his words: "I think you may have something here. Let's try again next week!"

The following week came, and Jim cleverly evaded playing by grabbing two BIG regulars and pressing them into service. To begin with, it was somewhat against their will, with me nervously observing, but after a few turns, the reluctant conscripts were energetically rolling dice and checking lines of sight. It was from this session that the concept of Mishaps and Calamities emerged, and the belief that maybe *Ruckus* (although that name didn't exist then) could actually work.



Above: A snapshot of the first proper game of *Ruckus* at BIG.



BRISTOL INDEPENDENT GAMING

Bristol Independent Gaming, which is a great gaming venue and hobby store, has become a second home for me, and a great advocate for *Billhooks* and *Ruckus*. The owner, Jim, has been very supportive of my game, and ever since he gave me the first push to persist with it, he has never been short of ideas. Not only is he always ready to talk through a new scenario or rule, he has printed a whole village and army Camp for *Ruckus* gaming. One day we will get them painted and on the table!

Every Wednesday evening at BIG is *Ruckus* night, often with multiple games being played on several tables, and it's there that my local playtesting takes place - and, sometimes, the magic of a final rule refinement happens.

A year and a half later, what seemed at first like a throwaway idea has become anything but. Encouraged by a growing group of players, *Ruckus*, as my baby was eventually named, has evolved into the free ruleset that comes with this issue.

Although the game is still set in a historical context, *Ruckus* is very much a narrative event that the players create between themselves, aided by various mechanisms that have been added to the rules throughout its developmental phase. As such, it is as much about your story as it is about history, and there are

many ways in which you can adapt the game to suit your own narrative. Players should feel free to take ownership of *Ruckus*, use whatever figures they have available (although, with its low figure count, the game's a good shot in the arm for hobby projects, too), and make the game their own.

Here are some ways, as told in their own words, in which early *Ruckus* players have used the game to author their own adventures on the tabletop.

MARK TAYLOR

My major wargaming adversary and special pal, Mark, has been playing *Ruckus* since its first outing - which is surprising, since he has an aversion to skirmish games! His Gaston Villa Retinue has already been featured in previous articles [see *Wi432 - Ed*], but Mark has created some beautiful Landsknecht and Swiss Retinues, too. It's Mark who prompted me to write profiles for Robin Hood et al., as well, which led to a whole Outlaws of Sherwood campaign that I will no doubt release at some point or write an article about.

Mark Taylor: When my good friend and wargaming buddy, Mike, told me he was thinking of designing a skirmish game based on *Billhooks*, I replied with my usual positivity: "I don't like skirmish games. They're rubbish!"

Encouraged by my enthusiasm, he set about writing *Ruckus*. A couple of months later, chained to a chair, I agreed to a playtest. Within a few minutes, our heroes were name-calling and boasting about their impressive codpieces, and I can honestly say I have never laughed so much, or had so much fun playing a wargame. I now have half-a-dozen retinues, from Robin Hood to the Italian Wars, and I am hooked! I don't like skirmish games, but I love *Ruckus*!



BEN MALLETT

Ben is a *Ruckus* veteran, and one of the players from BIG. An early convert to the game, he has been a great help with playtesting.

Ben Mallet: Rob Squires and I decided to combine *Billhooks* and *Ruckus*, to fight two interlinked games over a small village. We began with a scouting mission to the village, which was a perfect setting for a game of *Ruckus*. We placed three objectives across the table, ready to be captured, and whoever held the objectives at end of the game would acquire a benefit in the subsequent *Billhooks* clash.

Our three objectives were:

- An abandoned artillery piece: capturing this would allow you to add it into your army.
- Some wandering priests: tracking them down would grant a Wandering Cleric event card from the Gallia Theatre, found in *Billhooks Deluxe*.

- A cart in the centre of the table: whoever got to it first would take a special event card of their choosing before the *Billhooks* battle began.

The *Billhooks* game that followed was a sorry affair for my army. After a few failed morale tests, they just crumpled, and my Wandering Cleric event card proved no help! Rob won the artillery piece in the *Ruckus* game. Perhaps that made the difference.

We had an exciting evening using this combination of the two games, and we learned a lot. For future games, we might experiment more with the rewards from the preliminary *Ruckus* encounter, and consider the possibility of playing the games in reverse order, with the *Billhooks* result determining which leader is found in a Warwick-esque retreat, fighting off pursuing combatants in the fog! Whatever we do next, this experiment definitely gave us much to think about for future *Ruckus/Billhooks* combined games.



BRISTOL WARGAMING SOCIETY

By June last year, *Ruckus* had begun to look like a proper game, having bulked up from a scribble on a scrap of paper to some 30 pages. I had begun to trust the positive feedback so far; thinking it might be an ok game, I held a demo day at Lincombe Barn (right), the Home of Bristol Wargaming Society (BWS). I am delighted to say they took it to their hearts.

Nick Pope immediately wrote a *Carry On*-themed raid scenario called Oh! What a Cock Up!, in which the raiders were out to steal the neighbouring village's prize fighting cock.

Much hilarity ensued, and *Ruckus* has been regularly played at BWS since then. They have tested the rules to breaking point, with little regard to period detail. They used zombies in one game, which allowed the skill Berserk Fury to be used an astronomical number of times, creating much mirth amongst these lawless, hardcore gamers.

BWS are now talking about a *Ruckus* Open Day!



RUCKUS OVERSEAS

NEW ZEALAND

Anthony March: I aim to play some games based around Christian Cameron's books, set in 15th Century Italy. Much of the action is urban brawls, so the men are typically unarmoured and using their arming swords (right). The main characters will each have three versions - unarmoured, in half armour, and in full harness.

JAPAN

Stuart Reynolds: I moved from Kent, UK to Kanagawa, Japan in March 2023, where I am finally putting my history degree to use through teaching. *Warhammer* is sparse in Japan, historical games are non-existent, and, although there is a sizeable expat gaming community, I wanted to introduce some locals to gaming.

We cannot hope to build a community here without the support of the locals, and I have been putting the work in to teach and translate rules for various games, so that people can get involved. Gunplay games, card games, and train models are all popular in Japan, so tabletop wargames seems like the next logical step. It has been a great way to share my culture, improve my Japanese language skills, and have a great time doing it.

I have played a few dozen games of *Ruckus* now, using proxy miniatures until my Perry minis order arrives, and I have to say, this is one of my favourite skirmish games in recent years! I particularly love the duelling system.



ISLE OF WIGHT

Elliot and Nigel Davie have been using *Ruckus* to play samurai against ninjas, with no major changes to the rules, just the setting. They've called their variant Never Mind the Naginatas.

Elliot Davie: Four of us started playing *Ruckus* with a different spin, as we had been itching to get a samurai project onto the table. With very minimal adaptation of the retainer profiles, we soon had a table flooded with katana-wielding samurai, Ashigaru spearmen, and even a few chaps with handguns.

Our gaming started with the four daimyo charging headlong toward each other from several farmsteads and a castle. One heroic samurai held a rival daimyo and his samurai at bay for many turns, as his own daimyo stalled and refused to move forward, thanks to the game's random activation.



ROB SQUIRES

Rob Squires: Over the last couple of months, I have been playing a *Ruckus/Billhooks* campaign with some friends, set during the fictional Second Breton War of Succession, 1400, using Hundred Years' War rules [currently still being playtested for *Ruckus* - Ed] for both systems. The overall narrative has essentially been an RPG, wherein I initially acted as the games master, controlling adversaries and NPCs, and making use of the *Push* RPG system.

We have played two tabletop sessions so far, totalling nine games of *Ruckus* and a *Billhooks* battle. We played the first game at Bristol Independent Wargaming, and each of the three players had a spear within the same *Ruckus* Retinue. Each spear was composed of different types of Retainers: one of archers, one men-at-arms, and the other jinetes. Their objective was to find an undisclosed holy relic and, at the end of the first session, whilst playing the *O Brother, Where Art Thou?* mission, despite a straightforward capture of brother Ambrose, one of the heroes betrayed the other two, killing several of them and absconding with the monk!



The second session was at my house; we played for eleven hours, which I think is testament to the joy and unpredictable humour that *Ruckus* provides. This gaming centred around a chase, wherein the two players who were betrayed in the last game chased the other. The key events for this session were an ambush played using *Billhooks* rules, and a city escape at night using *Ruckus*.

Meanwhile, on the other side of the field, a clash of archers was in full flow, with heroic Ashigaru snapping bow strings, and falling dead left, right, and centre, thanks to Mishaps and Calamities. After taking heavy casualties, three of the warbands were forced into a retreat, and the remaining, successful daimyo seized the day.

We found *Ruckus* offered a dynamic and agile game, even for four players. There were plenty of 'movie moments', such as heroic last stands against all odds, cowardly retreats, and plenty of backstabbing. We intend to develop our games into a campaign, and to work on adding further retainers such as ninjas, cavalry, and ronin.



CONCLUSION

Ruckus is written as a standalone game of Medieval skirmishes, set in the Wars of the Roses. It can be played straight from the book, numerous times, with each game giving a completely different experience, but, as you can see from these stories, it can also be very different. With a little imagination and experimentation, the game can be adapted to fit your own figure collection and your own ideas, to tell a story that is unique to you. What will your *Ruckus* look like?

CLASH OF STEEL

TABLETOP TANK BATTLES

Clash of Steel is a brand-new game from the design team at GF9 and Battlefront. It features **Dynamic Mission Based Game Play** to ensure that every battle is unique and cinematic. It is based on an **Alternative History** where the war in Europe finishes in 1944 with the surrender of Germany, but restarts just four years later in the face of Soviet aggression.

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MELEE IN THE AGE OF PENDA



Game Designer Daniel Mersey turns to a Steve Jackson game to get help with skirmish rules for Seventh Century Anglo-Saxons.

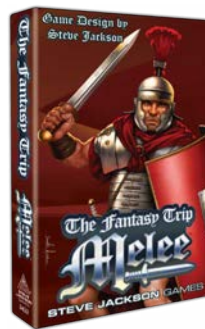
I am always on the lookout for a different take on Anglo-Saxon man-to-man skirmish games to use with my 18mm Wiglaf Miniatures Age of Penda range. Plenty of other gamers do exactly the same using 28mm miniatures, and I've heard tell of a few enthusiasts who push individually based 6mm models around a tiny tabletop too!

Fighting small skirmishes, from a single historical period, using different sets of rules, provides a wide array of gameplay and combat styles, depending on the designer's original intentions. This means that each game tends to play out very differently with each set of rules. There are plenty of rules options to choose from for the Anglo-Saxon period, and, of course, once you have a collection of individually based miniatures, you can try out lots of different sets of rules using the same figures each time. For me, this is one of the big advantages of skirmish wargaming with single-based models!

One set of rules that's reasonably new to me, but has actually been around for a very long time, is Steve Jackson Games' *Melee* board wargame. Intended as a

card counter and paper hex mat game, it's very easy to convert the rules for use with miniatures and either a hex mat or non-hexed table. I got hold of these rules about five years ago, when a new box set was released. Encouraged by a historical-ish Roman soldier on the front of the box, and the main example of play in the rulebook being a duel between Flavius the Legionary and Wulf the German, I set about trying out a few Age of Penda skirmishes and liked the results.

This article includes the stats I now use when building an Age of Penda *Melee* warband, plus some additional notes on adapting the rules to suit the period. *Melee* isn't restricted to the Age of Penda - it works for anything from fantasy through all flavours of Ancient and Medieval warfare, right up to the dawn of gunpowder weapons - so even if the Anglo-Saxons aren't your thing, I hope you'll check out these rules for your own period of choice.



STEVE JACKSON'S MELEE

Melee, written by US game designer Steve Jackson, was first published in 1977 by Metagaming Concepts - making it an early entry into the world of fantasy wargaming rules. A companion set of rules called *Wizard* was published in 1978, and introduced magic into the game. Over time, the system evolved further into both *The Fantasy Trip* and *GURPS* roleplaying games, but the original tabletop skirmish game lived on in its own right, and a revised boxed edition was published by Steve Jackson Games in 2019.

Movement is hex-based, and each warrior is given a numerical value for Strength (ST) and Dexterity (DX). Strength is basically 'hit points', and Dexterity is used to determine order of attack and whether or not that attack hits home - rolling equal to or under your Dexterity on three D6s. These are determined at the start of the game, with players dividing 24 points between the two stats for each warrior, with a minimum value of eight for each (Experience points buy increases).

Warriors are then equipped with weapons and armour, with players choosing equipment according to the model's Strength and Dexterity values. For example, a broadsword can only be used by a warrior with a Strength of twelve or higher, and chainmail armour absorbs three points of damage per hit but decreases Dexterity (and the likelihood of hitting an opponent) by three and reduces movement from ten to six.

This means that no points values are needed as the game is naturally balanced by the two main stats and the restrictions and benefits they impose. Very clever!

Melee allows for interesting match-ups between heavily armoured, powerful, but sluggish warriors and lightly armoured, weak, but nimble warriors - making it great for Anglo-Saxon combat.

There are various special tactics, such as attacking over distance with pole arms, using missile weapons (including thrown rocks, which is a fun touch!), dodging, dropping, or swapping weapons, and shield-rushing your enemies. So there's a bit of crunch and tactical detail in these rules, rather than simply running up and hitting someone with a sword.

PLAYING WITH OR WITHOUT A GRID

I embrace tabletop games that use a hex or grid for movement, proximity, range, and so on. I find it waves away niggly arguments over measurements and angles, and makes it easier to entice a non-wargamer into trying out a game. *Melee* falls squarely (hexagonally?) within this style of gaming. Many wargamers are not so keen on (or outright loathe) grids and hexes, but it's easy to work around the lines to play *Melee* in a more traditional way.

To keep things as simple as possible, I dug out some *Battletech* paper hex mats, which are overlaid with a 1" hex, are coloured, and come with terrain printed on them. It's also possible to print out a plain 1" hex mat from the *Melee* download links (or if you have the boxed game, just take the included mat out of the box, unfold, and play!). I like to add a bit of 3D terrain, such as trees and buildings, to increase the game's visual appeal, but terrain doesn't feature heavily in *Melee*. Missile range is measured in the delightfully named 'megahexes', each of which is three hexes in length (so 3" if playing without a grid).

If you don't have a 1" hex mat easily to hand, or don't like that aesthetic, it's pretty easy to play on a non-gridded tabletop using inches as the basic measurement. You may need to jiggle, wiggle, and fudge a few callings on facings and movement with your opponent, but if you're already used to playing skirmishes with individually based miniatures, I don't foresee you having any major problems.



THE MELEE AGE OF PENDA STATS TABLE

- I've created six unique warrior types, from the well-armoured and well-armed Warlord, through a selection of spearmen, down to bowmen and javelinmen. In addition, any warrior can be upgraded to Veteran (adding 1 point to either Strength or Dexterity).
- I find the sweet spot is around five or six models per player, but *Melee* plays well with fewer models or more models once you're used to the rules (or if you choose to streamline some of the fiddlier parts). The example in the rulebook is a one-versus-one duel, but I prefer having at least a trio of miniatures on each side.
- To play a balanced game, each player should take the same number of zero Experience warriors, and then add an equal points value of warriors based on Experience points. For example, each player could have three zero Experience warriors, plus 300 points of warriors chosen from the Experience column.
- Some warriors can choose between a javelin or spear. In *Melee*, a spear is a two-handed weapon, so shields must be slung when using them. That doesn't work for Anglo-Saxon warfare, where most warriors fought with spear and shield together, so I decided to fudge the rules. Given the limited choice of weapons available, I've found it works fine to class spears as one-handed weapons, giving a bit more heft than a hand-held javelin alongside the benefit of the shield. To balance things, I don't allow one-handed spears to 'jab' (the same as javelins).



Grabbing *Melee* for free!

You can try out the rules for free by downloading the official files from the following links:

- preview.drivethrurpg.com/en/product/306835/the-fantasy-trip-melee
- warehouse23.com/products/the-fantasy-trip-melee-pdf

Of course, buying the boxed version of the game means that you also get a load of nicely drawn card counters, a hex playmat, and some dice (right).



- All warriors carry a seax (dagger). You won't realise how useful this is until you roll a 17 or 18 to hit, resulting in a dropped or broken weapon!
- Unarmoured Warriors are given cloth armour, to give them a slightly improved survivability compared to skirmishers. I envisage this as the thick wrap-around jacket shown on Wiglaf Miniatures Vendel warriors, or other similar lightly padded clothing. If you prefer, remove this cloth armour to improve their Dexterity value.
- An often-overlooked restriction in *Melee* is that a model can carry only one dagger and two other weapons (or one other weapon and a shield). If you'd like more fluidity in combat, you may decide to allow each sword- or spear-armed warrior to carry an additional javelin, used only as a thrown weapon rather than a regular weapon. Allow this either for all warriors (except bowmen) or no warriors, or agree a number of javelins per-side and distribute them between your warriors as you wish.
- You might consider downgrading chainmail to have the same effect as leather armour in Anglo-Saxon era *Melee* games. This makes the warrior a bit more vulnerable, but increases movement and makes it easier to hit enemies in combat (-2 armour adjustment, saves two hits, movement allowance eight). I feel this change speeds play up quite nicely, as chainmail combined with a shield automatically blocks four points of damage from each hit and many 1D -1 damage weapons are used in play. It also makes broadswords a weapon to be very wary of!
- The final column shows which Wiglaf Miniatures packs contain suitable models for each warrior type in *Melee*. I use only sword-armed warriors for Companions, named leaders for Warlords (such as Raedwald from PEN01 or Oswald from PEN07), and only spear-armed models for Armoured and Unarmoured Warriors. This keeps identification simple during play.

28 Years And Still Going Strong

This article is the first of the year by veteran *Wi* contributor Dan Mersey, and it marks 28 years since he first contributed to the magazine! Dan never fails to inspire and entertain with his submissions and we're looking forward to reading his next 28 years' worth of content. If you missed any of Dan's previous 38 articles, we recommend you go back and check them all out in The Vault, via the *Wargames Illustrated* website.



Age Of Penda Stats For Melee

Model	Strength	Dexterity (Armour Adjustment)	Movement Allowance	Armour (Hits Saved)	Weapons (Damage)	Experience Points	Wiglaf Miniatures Pack Code
Warlord	12	15 (-3)	6	Chainmail (3) Small Shield (1)	Broadsword (2D) or Small Axe (1D+2) & Dagger (1D-1)	300	PEN01 PEN07
Noble Companion	11	14 (-3)	6	Chainmail (3) Small Shield (1)	Broadsword (2FD) & Dagger (1D-1)	100	PEN01 PEN02 PEN05 PEN08
Armoured Warrior	11	13 (-3)	6	Chainmail (3) Small Shield (1)	Javelin (1D-1) or Spear (1D+1) & Dagger (1D-1)	0	PEN02 PEN05
Unarmoured Warrior	11	13 (-1)	10	Cloth (1) Small Shield (1)	Javelin (1D-1) or Spear (1D+1) & Dagger (1D-1)	0	PEN03 PEN06
Bowman	9	15	10	None	Small Bow (1D-1) & Dagger (1D-1)	0	PEN04
Javelinman	10	14	10	None	Javelin x 2 (1D-1) & Dagger (1D-1)	0	PEN04
Veteran Warrior	+1 to either Strength or Dexterity					+100	



The photos all show 18mm Wiglaf Miniatures, painted by Steve Dean, on a Battletech paper hex mat.

PULP FIGURES

by Bob Murch

www.pulpfigures.com

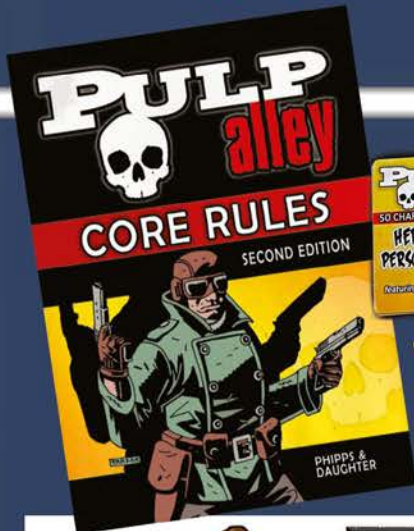
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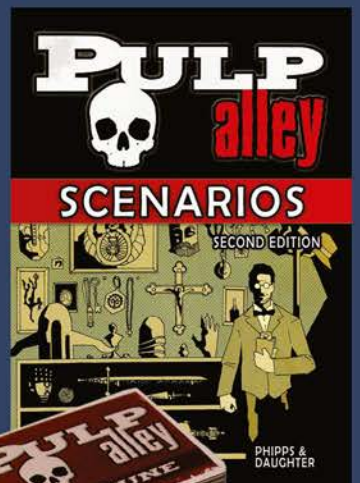
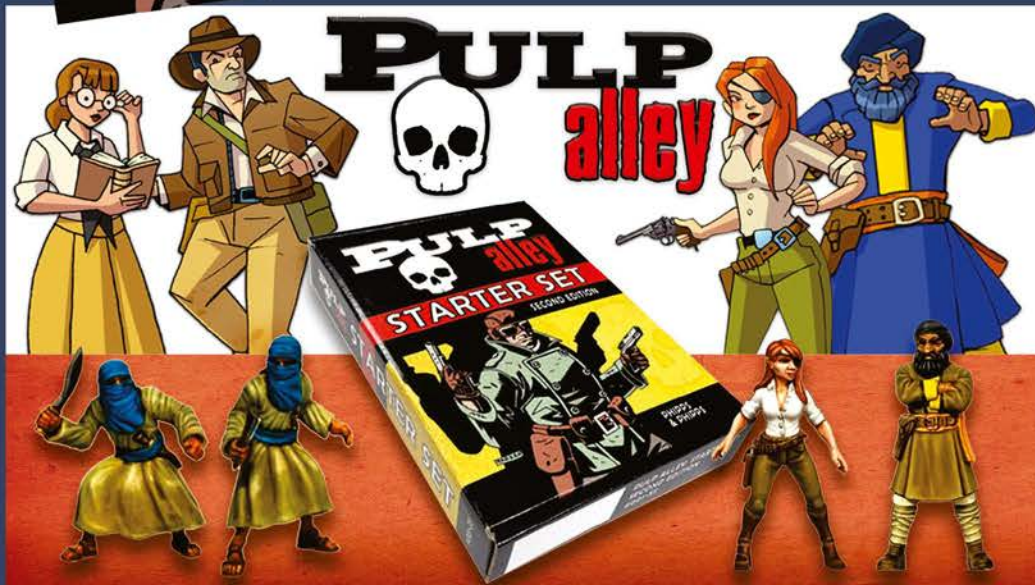
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Unboxing:



DEAD MAN'S HAND REDUX

We are joined by Mark Wheatley of Great Escape Games as we lift the lid on their new incarnation of the popular wild west gunfight game, *Dead Man's Hand*.

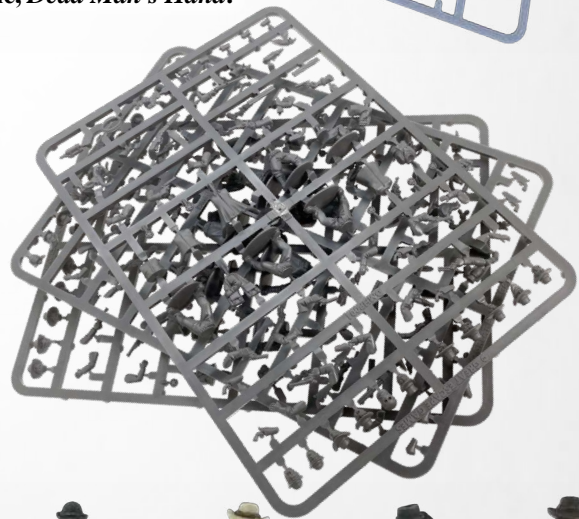
Knocking out a rulebook is easy, or so it would seem. Obviously, it helps if the rules are good and people want to buy them, but, as the proliferation of wargaming rulesets released every month will indicate, actually publishing a book these days is within the budget and skillset of many people. Producing a boxed game, on the other hand, is not to be taken lightly; the investment of time and money means that wargames manufacturers need to be very confident in the strength of their product. Great Escape Games have recently taken that leap from book to box with *Dead Man's Hand Redux*

Weighing in at £90 and 2kgs, Great Escape Games (GEG) are hoping that *Dead Man's Hand Redux* will take their western gunfight game to a new audience of gamers looking to adventure in the Old West, and provide existing *Dead Man's Hand* (DMH) players with enough reason to part with their cash and build on their existing enjoyment of the game.

We have been very keen to get under the lid of *Dead Man's Hand Redux*, so, when Mark Wheatley of GEG called round to drop off a preview set, we decided to lasso him into taking us on a tour of the new box.

Wargames Illustrated: Right, Mark, let's lift the lid on this varmint, and you can guide us through what's inside.

Mark Wheatley: Sure. First up we have a fist full of plastic sprues. On the top here, we've got three frames of figures, two of which are Gunfighters. These frames are from our first plastic box set, released back in 2021. Each



Above: Gunfighters I and II - Cowboys and Cowgirls.

frame contains five multipart plastic Cowboys. They are very heavily inspired by the old Games Workshop *Mordheim* frames, with separate heads and bodies. Because you don't need many figures for *DMH*, we wanted them to be as adjustable, poseable, and changeable as possible. There are also loads of different heads and arms, so you can create a bespoke gang.

The other figure frame is the Gunfighters II, the Cowgirls. Exactly the same premise as with the boys - loads of different, interchangeable parts.

Wi: I've always liked the extras that come on your frames, like the cactus, rope, and the cattle skull.

MW: Yes, we like to make the most of the space available. We've got a chicken on the ladies' sprue, and we carry that on with the frames of our buildings.

Wi: Before we move onto those frames, just let me check how many miniatures we have in total on the figures' frames?

MW: Fifteen in total. You need about seven for a gang in *DMH*, so 15 figures means you can put together two gangs from the box.

Wi: Buildings, then. An important part of *DMH* games?

MW: Certainly. Games of *DMH* don't *have* to take part in the streets and towns of the Old West, but players will often want to situate their games there, and buildings offer much-needed cover when the guns start blazing.

As well as the figures, there are eleven other plastic frames in the set, nine of which make up the buildings, forming three buildings in total. These frames are all new - available for the first time in *Redux*.



Above: Extras include a cactus, rope, and a cattle skull.

Wi: Are the three buildings all the same?

MW: Yes, but you can switch up the configuration quite a bit, forming buildings with different windows, or doors on different sides, etc.

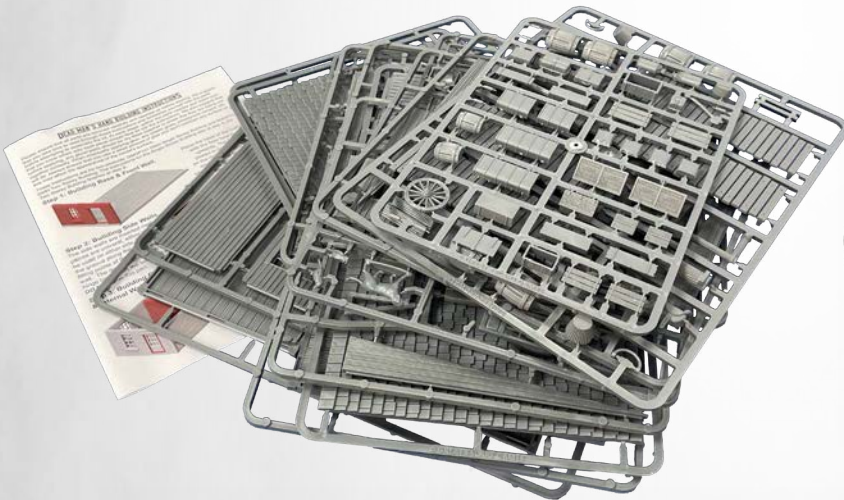
The buildings all click together using slots and grooves, and a dab or two of glue will keep them fixed together.

Again, there are extras on the building frames: dogs, birds, cats, and barrels.

Wi: They're really sturdy sheets of plastic.

MW: Yes, we wanted to make sure they were substantial, with no chance of warping. We also wanted them to fit with the look of our existing MDF building range.

Wi: There are also a couple of other plastic frames in the box.



Below: Some extras on the building frames, like dogs and birds.





METAL MINIS

Mark: Over the last ten years, we have been extending our range of metal figures. We now have metal figures for 30 different gangs, and there are more on the way, mirroring those featured in our new books: *The Good*, and *The Bad and The Ugly*.

Right: The 'Renegades' gang.



MW: Yep: the Boardwalks and Street Scatter sprues. The Boardwalks really add to that western town look (when positioned around the buildings), and the Street Scatter (seen right) also helps to create a feel of the Old West, with hitching posts, boxes, barrels, water troughs, bottles, and grain bags on there.

Wi: Moving all those frames to one side, and dipping our hand back into the box... next up, we have the reduxe *Dead Man's Hand* rulebook, which has clearly had a redesign; it looks really neat, crisp, and modern.

MW: Thanks, it's had a complete redesign, with new (and improved!) layout and photos.

Wi: What about changes to the mechanics?

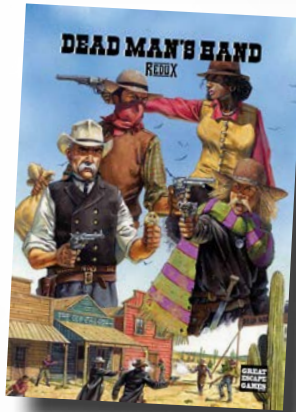
MW: We're billing this as a polishing of the rules. We, and the wider *DMH* community, have been playing the rules for over ten years now, and there are a few things that just don't quite work the way we intended them to, so there are some slight tweaks to account for that. A few of the 'common' cards have also seen some updates. We've modified the way hand-to-hand combat works, so it's now a new action called Fighting, and we've brought in new rules for mounted characters. That's pretty much it for the mechanics.

Wi: And yet the book is quite a bit bigger than the original...

MW: Ahh, well, much of that is down to the campaign system. When we first published *DMH*, it just featured the initial four gangs and the rules. Then we released *The Legends of Dead Man's Hand*, which brought with it four more gangs and the campaign rules. We've now simplified and condensed the campaign rules, and added them to the new rulebook.

Wi: As you briefly mentioned earlier, there are new cards in the box set (seen above right); again, these are newly designed. They are mini playing cards (as in the original *DMH*), so they take up less space on the tabletop?

MW: Yes, *DMH* is a game first, and a historical simulation second, so we don't shy away from cards and tokens. In fact, the last thing you are going to pull out of the box is the sheet of tokens...





ONLINE

You can find loads more *Dead Man's Hand* content in the *Wargames Illustrated* Vault by heading to our website and searching for 'Dead Man's Hand'. Make sure you check out our recent interview with Mark, where you can watch him and editor Dan unbox *Redux* on YouTube.

Wi: It is, indeed! These are thick cardboard pop-outs.

MW: Yes, you have everything you need for a game there: double-sided tokens for Movement, Under Fire, etc.

Wi: Actually there is one last essential in here: four dice, D10s and D20s.

MW: Oh, yes! That's everything you need to play, or expand *Dead Man's Hand*.

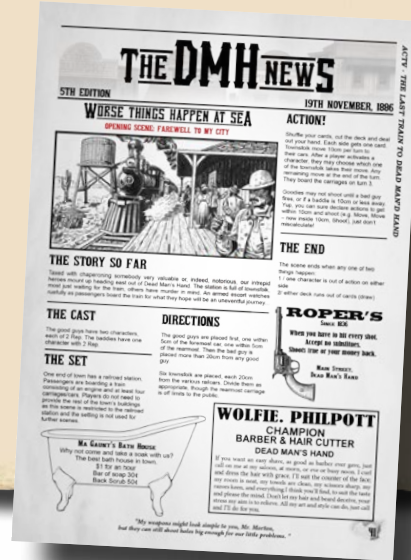
Wi: As ever, upon the release of a new product, we all want to know, what's next?

MW: Well, the *Redux* rulebook contains rules for four gangs: Lawmen, Outlaws, Cowboys, and Desperados. In June of 2024, we've got a new book coming out called *The Good*, which features another 13 gangs. In August, we're publishing *The Bad and The Ugly*, which features a further 13 gangs. Both books introduce several brand-new gangs: The Texas Rangers, The Family, The Spirit Walkers, Buffalo Soldiers, The Regulators, and Pioneers.

By the time you read this, we will also have the two-storey building out in plastic, and, later this year, we have more buildings coming. These will all fit very neatly with those in *Redux* - in fact, you will be able to switch out the fronts and headers, and swap and change to your heart's content all of the buildings we produce in plastic.

SCENARIOS

The scenarios in the rulebook have been expanded, and had a makeover. The original four scenarios from *DMH's* first edition are still there, another four have been added, and all the scenarios are now presented to look like they are a part of *The DMH News* - the game world's local newspaper.



New plastic figures are on the way, too, in the form of Mounted Gunfighters I. They will be the same characters as those featured in the original box set, but (you guessed it!) mounted - and Mounted Gunfighters II will come shortly after that.

It's worth pointing out that everything that comes in the *Redux* box will also be available to purchase individually: Street Scatter, the rulebook, the cards, etc.

Wi: Thanks for taking us on that rodeo around *Redux* Mark; we wish you luck with it all. I'm sure all the good, bad, and ugly gamers out there will love it.

Dead Man's Hand Redux is available (overseas) in the USA from (amongst others) badgergames.com and in Australia from warandpeacegames.com.au



Above: The contents of *Redux* (minus the rulebook!) fully constructed.

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HOWDAH YOU DO?



Nick Buxey revisits a painting passion that saw his miniatures first featured in the pages of *Wargames Illustrated* - elephants!

Besides loving wargaming I have always loved animals and enjoyed the opportunity to add them, in miniature form, to my wargames armies. Common pack-animals like ponies, donkeys, and mules have found their way into my collections, and mules featured significantly in a demonstration game I contributed to some years ago, which was set during the Carlist Wars in Spain. Pack-llamas were fun to create for my Conquistador games, as were pack-yaks for Back of Beyond excursions.

Way back in 2011, I created a game-within-a-game for a demo of the Battle of Sedgemoor. Spectators were given a list of British wildlife to spot, scattered

across the tabletop; tracking-down where to buy 28mm-scale herons, foxes, rabbits, badgers, etc. was time-consuming, but fun for me.

Playing wargames set in Africa, such as *Congo* and *Death in the Dark Continent*, allows for a whole menagerie of indigenous creatures to find a place on the tabletop; it's a great excuse to indulge one's interest in wildlife, and it's very pleasing that so many manufacturers produce miniature animals.

Perhaps, though, my greatest pleasure has been found in preparing elephants for use on the tabletop. Elephants definitely make a statement! Oddly enough, the very first photo *Wargames Illustrated* ever featured

of my work was a model of an elephant I had painted. It was a bit of a fluke, really, as Vendal Miniatures' ancient Indian elephant was the only item I contributed to the huge demo-game into which I had been invited to participate at the 2006 Old Glory World Championships. I was merely a guest player at Like a Stone Wall's Battle of Hydaspes (I hadn't yet made the move from Hertfordshire to Nottinghamshire and become a full contributing member of the group), so it was a wonderful surprise that my elephant caught the eye of *Wargames Illustrated*'s photographer. Alas, 'Jumbo' was eventually sold on eBay (like many of my collections) when a financial crisis hit some years ago.



Above: No elephants here, but there are plenty of other creatures around this overgrown garden from the edges of the Battle of Sedgemoor game!



Above: My Vendal Ancient Indian Elephant, as it appeared in *Wi231*, January 2007.

A PACHYDERM PAINTING REVIVAL

Fifteen years would pass before I painted another 'nellie' and, coincidentally, it was another classical Indian one. I've never been much into Ancient wargaming, but my good friend Doctor Nick Gilmore certainly is. Along with him and our mutual pal, Darren Smith, we have been playing regular Ancient wargames at the Doc's home. Darren Smith has produced a fine set of relatively simple, but highly playable rules for the Ancient period, called *Ages of Warfare*. They are not, as yet, published. The peer pressure got to me (in the best possible way!), and I opted to create a classical Indian army, which I could field in their numerous Ancient armies. Why classical Indians? I had just watched the extended director's cut of *Alexander*, ten years after its release! Putting aside any inevitable criticisms that such films provoke, I have to say that I thoroughly enjoyed the movie, particularly the battle scenes (and why shouldn't Alexander have an Irish accent? As a Macedonian, he would have certainly had an accent for the ears of his Greek allies).

I began my army with King Porus' command elephant, and I opted for the 1st Corps 28mm range. My research into ancient Indian patterns for elephant cloths yielded some lovely designs, and spurred me on to painting the first elephant.

Finding the entire modelling and painting process extremely satisfying, I resolved to add two units of two elephants to my fledgling classical Indian army. For Darren's rules we use the tried and tested army lists from *De Bellis Antiquitatis*.



Above: The command elephant of King Porus, c 326 BC.



Above: I began each cloth by blocking-in the main background colours, then carefully drawing the border colours with the paint brush. Once these were done it was just a matter of patience and a steady hand to add the patterns.



GATLING GUN-GA DIN

The Indian subcontinent also provided me with a very different approach to creating 28mm elephants for the wargames table. I can remember watching George Stevens' *Gunga Din* for the first time as a child, and I have loved the 1939 film ever since. Readers of *Wi* may recall an article that I wrote on gaming the war against the Thuggee murder cult during the British Raj in India: *Stranglers in the Night, Wi390*. This article chiefly examined the factual history of the Thugs, and how their depredations were stamped out by the British East India Company, but the inspiration came from the movie that left such a deep impression on my five-year-old self.

I had intended to follow that article up with a more fanciful and wholly fictitious conflict with the Thugs, based on *Gunga Din*. Alas, it was one of those projects that never quite got finished off. Now, however, I have added the elephants to my collection and am one step closer to playing it!



The elephants I chose this time came from the Aventine Miniatures range, but I wanted these ones carrying Gatling guns, and I decided to have one elephant kneeling, with crew ready to reload the weapon. That meant adding the carrying platforms and more.

Green Stuff formed the mattress-like cushion beneath the platform, while the carrying platforms were made from plasticard. I created a woodgrain effect with judicious application of the craft knife to carve lines and knots. Straps were made from thinner plasticard, which can be bent and will hold its shape. Mahouts came from Empress Miniatures, and the Gatling gun is from Redoubt Enterprises.



THE PULP GAME THAT NEVER WAS

In the movie *Gunga Din*, the Thuggee cult is revived by a power-crazed 'mad guru', who builds an army of followers, and plans to defeat the local British garrison before sweeping across the whole of India. Great 'pulp' stuff! I got some figures painted and actually built a Thug temple (with elephant details), inspired by the one shown in the movie, which I'd have situated in the mountains of the North-West Frontier!

The climax of the movie comes when the regimental *bhisti* (water-carrier) and would-be soldier, Gunga Din, is captured by the mad guru and held captive, alongside three British army sergeants. They are to be the bait in the Thug temple for a trap to be sprung. The Anglo-Indian army marches straight for the temple and, thus, straight into the trap. However, at the last minute, courageous Gunga Din blows the beloved bugle that he secretly keeps alongside him and warns the British column. The column miraculously disperses into combat formations, as if rehearsed for such a crisis. As the various infantry and cavalry units move into their combat formations, a company of elephants carrying gatling guns and their crews moves forward to unlimber and assemble their terrible cargo.



Left: Soldiers Three and Gunga Din by Pulp Miniatures.



Above: The Temple of Doom!

For the game that never was, I had envisaged an 8' x 6' table with tall cliffs/mountains either side of the long sides. These would have been stackable, modular pieces to build up the height, enabling gamers to create bespoke 'ledges' for figures to be placed on. Cork bark would have provided rock texture, painted in suitable rosy-beige tones.

The Thug temple would have been nestled at the far end of the table, in a gap between the mountains, with various other rock formations breaking-up that area - perfect ambush terrain for the Thug army. A dirt road down the length of the table, by which the British forces would have approached the temple, would allow harassing attacks by small units of the Thug army along the way. There are plenty of rulesets to choose from, and *The Men Who Would be Kings* was at the forefront of my mind.

Wargamers are great 'dreamers', and I am no exception, but I think the game would have materialized if I hadn't been laid low by a heart-attack at the end of 2021. Since then, it has seemed sensible to scale-back my ambitions, but one never knows what the future might bring.

Carrying the crew

This elephant presented me with the challenge of making a seat for the crew, as well as finding suitable figures to represent the men riding atop the beast. Plasticard was used again to create the seat, which is actually very simple, with just a few lengths glued together. The footrests are placed into the Green Stuff cushion to give the riders extra support.

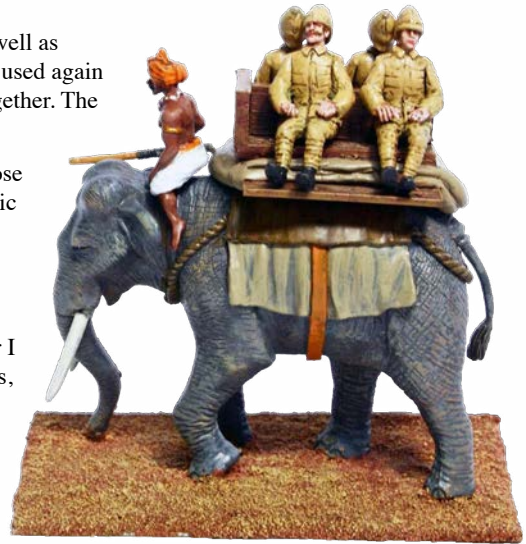
The crew were converted from Tradition 30mm seated British WWI drivers, whose service cap heads were exchanged for pith helmets from a Perry Miniatures plastic British Infantry Sudan/Afghanistan box set.

Ready to fire

The final project was to make an elephant that had disgorged its load and was kneeling in readiness to reposition the gun or retreat. No wargames manufacturer I could find makes such a pose, but I eventually found what I needed at Shapeways, the online source for STL files and 3D-printing companies. MiniNature (shapeways.com/shops/mininature), who produce an exquisite range of wild animals and birds in a range of scales, were a company I had used before when procuring Asian water buffalo for my Thug game. There it was! Eureka! A kneeling elephant!

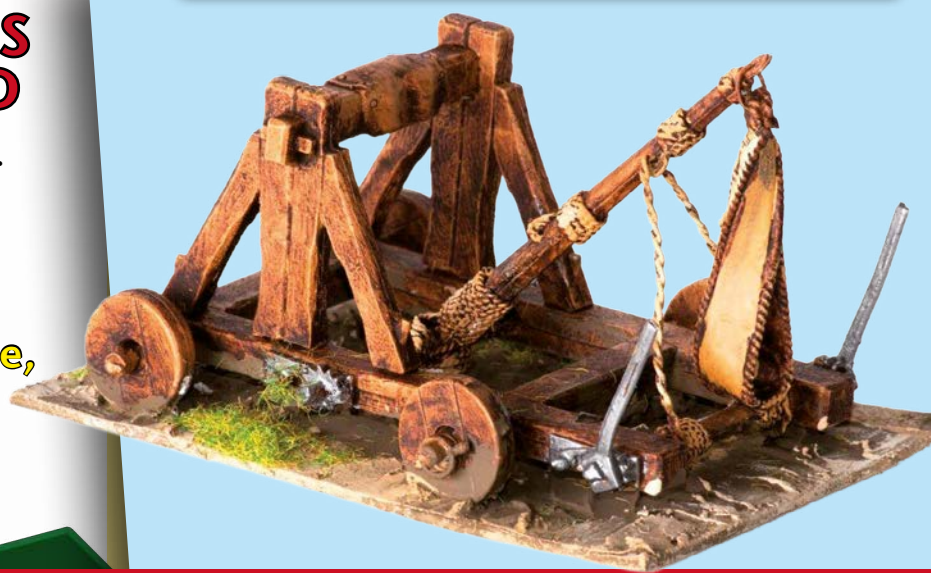
Once the 3D-printed figure arrived, I was able to construct the platform, straps, and accoutrements as I have explained previously. Kneeling crew came from a colonial British gun team, and spare Gatling magazines were from Redoubt.

Well, there you have it, I'm a mammoth elephant fan, and have gained immense satisfaction from representing these majestic beasts in my wargaming armies. Animals of any kind definitely have a place in our hobby, and I encourage you to work some into your next project!



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HAMMERHEAD 2024 PAINTING COMPETITION WINNERS GALLERY



Above: Editor Dan holds court as he announces the winners.

Every year we sponsor the Hammerhead Painting Competition, and the standard just keeps on getting better. Here we present some of the wonderful winners.

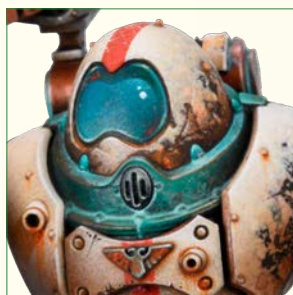
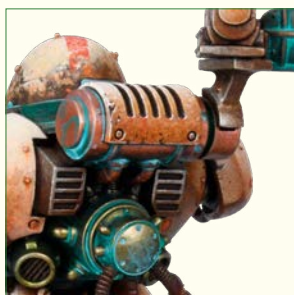
On the 2 April 2024 keen painters swarmed our stand at Hammerhead to submit figures into our yearly painting competition. Once the entry window closed at midday, *Wi's* James joined Martin Collier, who was our guest judge after winning of Best of Show in 2022 and 2023, to decide who would be victorious this year. With the standard of entries getting better and better they had a difficult job, but managed to pick out some beautiful examples of just how good historical, fantasy, and sci-fi figures can look once skilled brushsmen have given them their attention!

SCI-FI UNIT/WARMACHINE/MONSTER

Winner

Adeptus Mechanicus Kastelan Robot by David Soper

When the other participants saw David Soper turn up at his first ever Hammerhead Painting Competition, they knew they'd be in for a hard time if their entry shared a category with his. David has won multiple Slayer Swords and numerous prizes at other competitions but, recently, suffered a bit of painting burnout. He returned to the competition scene with a sole entry at Hammerhead and, sure enough, his beautifully textured and weathered Kastelan Robot easily secured the top spot in the category. The judges couldn't find fault with the construction, basing, and pristine painting, and, after a bit of deliberation, they also awarded the figure the Best of Show trophy.



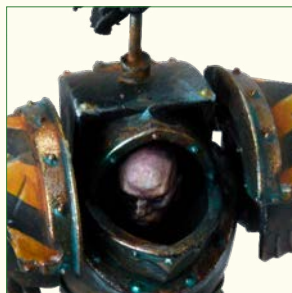
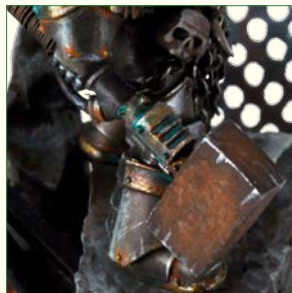
SCI-FI SINGLE MINIATURE

Winner

Warsmith by Fet Milner (right)

Fet was quite baffled at winning this category, as his moody Chaos Space Marine figure was the least favourite of his entries (he also placed second in the Open category). His Warsmith captured the grimness of Games Workshop's sci-fi world, showcased some great true metallic texturing, and was presented on a muted but highly effective base, pushing it ahead of the competition.

*Ogryn Servitor
by Mark Lifton*



*Sanguinius by
Ben Trenoweth*

HISTORICAL SINGLE MINIATURE

Winner

Trumpet-Major of the 27th Dragoon Regiment 1809 by Christopher Tasker

A staggeringly involved miniature from Christopher made it easy to pick the winner in this category. His converted and part sculpted horse was one of the finest we've ever seen in 28mm. This bold beast included thin tail hairs, frothing saliva, fine reins, and anatomically correct elements. The rider, which mixes parts from Victrix and Perry Miniatures, was equally lovely. As well as the great build, the painting was pristine and his miniature was in the top three when the judges considered the Best of Show winner.



**Trumpet-Major
27th Regt.
Dragoons
1809**

*Major Erwin König
by Aaron Vayro*



*The Battle of
Britain by
Ruben Lopez*



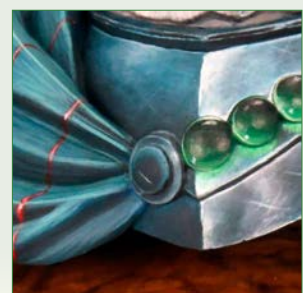
SALUTE 2020
**THE BATTLE
OF BRITAIN**

OPEN

Winner

Knight Owl by Kevin Collier

Whimsy and characterful, clean painting combined on this bust from Kevin. He created a piece that looks like it's been plucked from a charming children's fantasy story and the texturing of the feathers, along with the expressive eyes, made the piece a real standout.

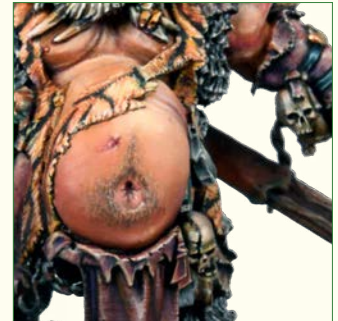


DIDRAMA/DUEL

Winner

Tiger Hunt by Lee Hebblethwaite

In its inaugural year this category had some exciting entries, but Lee's scene won through powerful storytelling and the brilliant texturing applied to the coats of the sabretusks.

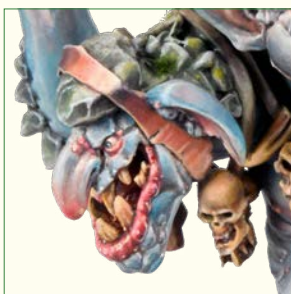
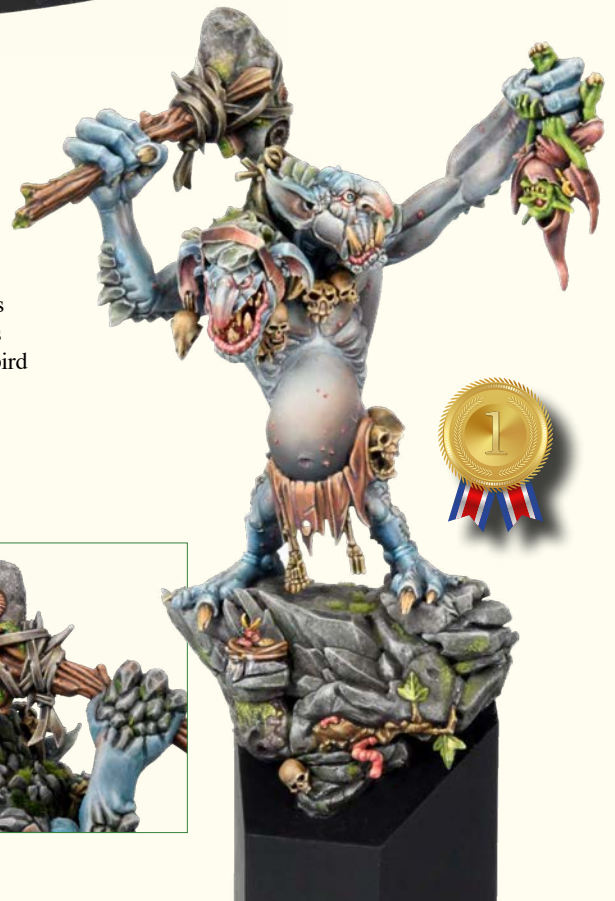


FANTASY UNIT/WARMACHINE/MONSTER

Winner

Troll by Lee Hebblethwaite

Lee's Troll was a tour de force in texture and tone. As soon as the judges assessed the entries from a distance, they placed this standout at the top end and it never got moved down. No matter how far away or close you get there's something to enjoy, from the distinct and realistic looking form of the muscles and stones to the close up texturing and extra minutiae, such as the squalling bird and escaping earthworm on the base. This one was in the running for Best of Show but didn't quite match David Soper's near to perfect painting.



HISTORICAL UNIT OR WARMACHINE

Winner

**Ney's charge at Waterloo 1815
by Paul Mackay**

No stranger to winning prizes at Hammerhead, prolific painter Paul entered multiple categories this year (also coming third with his Sci-Fi Unit) and secured the win here with this dynamic group of Perry Miniatures. His bold brushwork, along with a hint of desperation in the poses of the figures, conveyed the pageantry and reckless boldness of Ney as he rushed the British line.



Sd.Kfz 250/8 Stommel
by Aaron Vayro



Fraser's Jacobites
by Jonathan Jones



KALISTRA

Winner

Samurai Charge by Richard Jackson

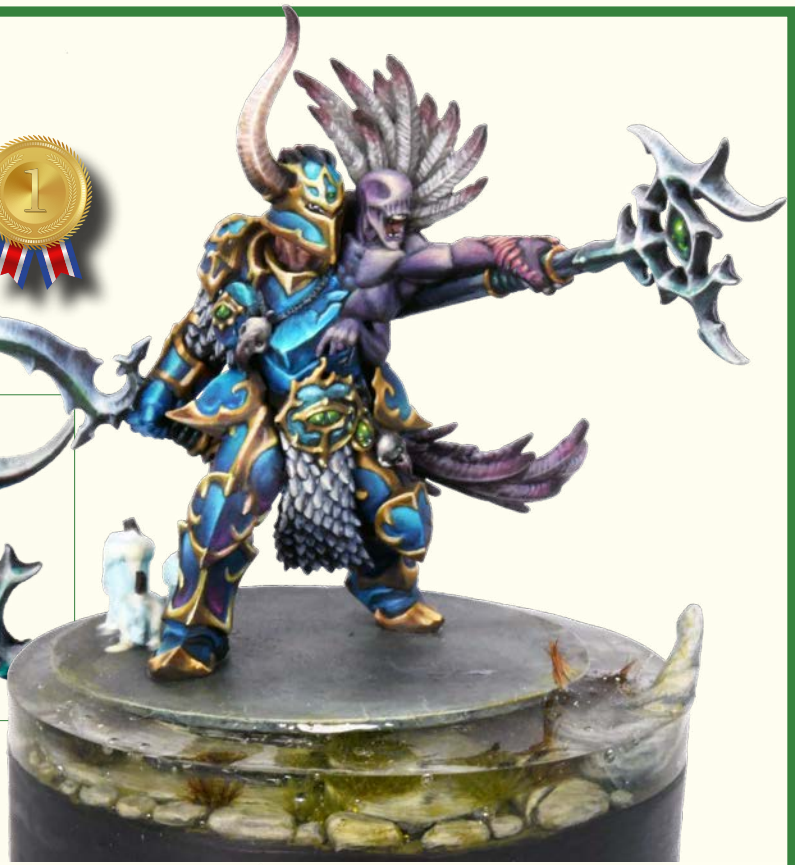
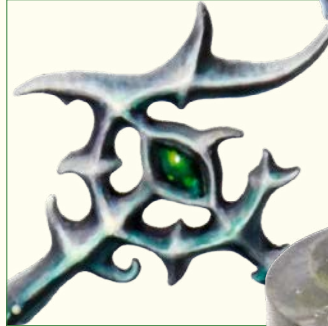


FANTASY SINGLE MINIATURE

Winner

Cursling by Liam Hopkins

Liam was victorious because he made great use of contrast. By placing saturated blues and shining golds next to a more muted and fleshier palette, along with well textured feathers and cool silvers, this chaotic creature made a real impact.



*Nurgle Champion
by Joey Ferriday*



*Goblin Fungoid
Shaman by
Aaron Vayro*



YOUTH

*The last defence, dwarves vs
iron golem by Edward Walker*



SEE YOU NEXT YEAR OR AT F.M.S?

The quality of entries at the show keeps on improving and we're expecting even more excitement next year, as painters spread the word that Hammerhead is a friendly competition with judges who are happy to offer feedback. Our thanks to Martin, who did a wonderful job as a guest judge; we're happy to announce that he'll return in 2025 to don the assessors' cap again. If you want to show off your painted figures before then, Martin is part of the team that run the Fen Model Show (FMS) at The Maltings, Ely. Why not visit this weekend event, held over the 27 and 28 July, and join the friendly community that is developing around it?

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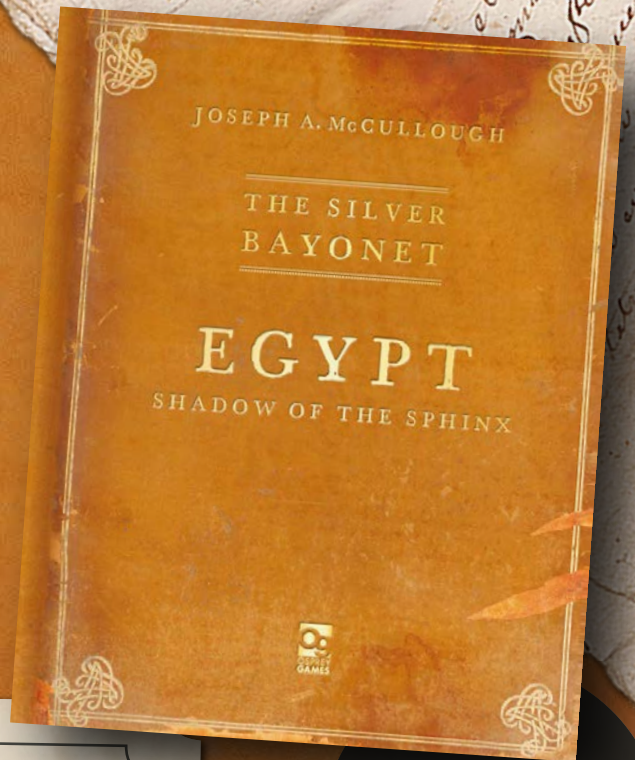


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THE SILVER BAYONET

EGYPT

SHADOW OF THE SPHINX



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Explore the mysteries of this great land, venture into lost cities, forbidden ruins, and even beneath the Pyramids themselves. Contained within *The Silver Bayonet: Egypt: Shadow of the Sphinx* are two campaigns, one competitive and one for solo or cooperative play. Face an array of terrifying new foes, including mummies, werejackals, and serpopards, many not known to the living for more than 3,000 years...

Written by Joseph A. McCullough
Illustrated by Brainbug Design

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FANATIC FABRICS



Wi Painter Matt Parkes grabs the Warpaints Fanatic baton and shows us how he used the paints to create some fetching fabrics to brighten up the Old West.

They say you can't teach an old dog new tricks, but can you teach an old dog to use new paints? We asked resident *Wargames Illustrated* painter Matt Parkes to teach himself to use, or at least to try, the new range of Fanatic paints from The Army Painter, and despite him being the oldest dog at *Wi*, he took to the task with gusto.

The Fanatic paints have been doing the rounds here at *WiHQ* for a couple of months now. James nabbed them to apply some strokes to the Perry Miniatures Dutchy of Warsaw figures (see

Wi436), and he and *Wi*'s media guy, Joe, have also produced a video on the new wonder bottles (see youtube.com/@WargamesIllustrated), but it was high time Matt got in on the act and started using Fanatic paints for some of his projects.

Matt's not one for frippery, so rather than wax lyrical about the qualities of the paints, he just got on with putting the paints to task and showing us how he went about painting a couple of cowpersons (one boy, one girl) from the new *Dead Man's Hand Redux* box set, with a focus on the fabric of their clothing.

TRIAD WE MIGHT TO MAKE IT CLEAR

Throughout this guide Matt has used The Army Painter Fanatic paints and employed their Flexible Triad system. The basic idea of the Flexible Triad system is that Fanatic paints are grouped into pots of six paints/colours, collectively called a Flexible Triad and given an appropriate name e.g. Teals. Within each Flexible Triad, the shade of the colours ranges from dark to light. To mirror the labelling system on the paint pots, throughout this article we have labelled the darkest colour in the Triad (1) and the lightest (6). You will also notice that the names of the Flexible Triad and the name of the paint appear as bold text e.g. **Desaturated Cool Greens (6) Mossy Green**. We hope this makes it easy-peasy to follow what paints are being used and from what Flexible Triad.

To find out more about the Flexible Triad system see *Wi435* and *Wi436* or search online, where you will find a whole heap of useful information (including an explanation of why you get six paints instead of three in a triad!)



Above: The six paints of the Vibrant Green Flexible Triad.

THE WELL-DRESSED SHERIFF

Matt Parkes: There's no denying this fella has got the law on this side (check out the size of his badge!), but more importantly he's a dedicated follower of fashion, giving me the opportunity to try out several different fabric/pattern painting techniques.



FELT HAT

I based my colour scheme and look of the material here on the character of Tom Nuttall from *Deadwood*. I was after a subtly pitted look, without the hat accidentally looking worn/weathered. I used the Fanatic **Black & Grey Flexible Triad**, with a little help from (6) **Matt White** from **Warm Greys & Whites**.



1. Despite the broad spectrum of the Fanatic paints, I wanted a grey that was somewhere between (1) **Matt Black** and (2) **Deep Grey**, so created a mix of the two colours for my first coat, building up to (3) **Uniform Grey**.



2. I applied a dot-work highlight using more of the same three colours, before applying a very slight additional highlight with (6) **Matt White**.

CHECKED TROUSERS

Challenging to undertake, but eye-catching when complete, I decided to again tap into the clothing patterns on display in *Deadwood*, and give my stylish Sheriff a pair of checked slacks. I fancied brown here, so went with the (obvs!) **Browns Flexible Triad**, for the main colour, and (4) **Ancient Stone** from **Light Naturals** for the check line colour.



1. Reaching for my 00 brush I began by drawing vertical lines down the trousers with (4) **Ancient Stone**.



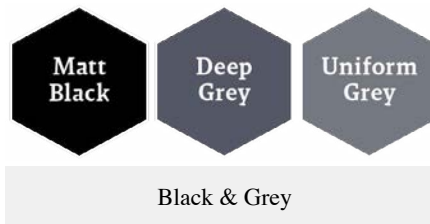
2. Drawing horizontal lines next, I did the same again. I tidied up any (several!) mistakes during the process with (2) **Bootstrap Brown**.



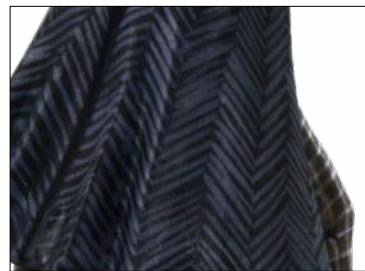
3. I'm pleased with the result, and the fact that this 'old dog' still has a steady hand!

HERRINGBONE COAT

The herringbone pattern gives a subtle but effective lift to an area of fabric on any model that can get away with wearing it, and my stylish Sheriff certainly can. Again, I turned to the **Black & Grey Flexible Triad** here, painting over a (1) **Matt Black** basecoat.



1. (2) **Deep Grey** was used for the thin lines of the herringbone pattern.



2. With (1) **Matt Black** employed to cover over any stray strokes.

After the strips were completed, the peaks on the fabric were highlighted with (3) **Uniform Grey**.

OTHER DETAILS

Necktie



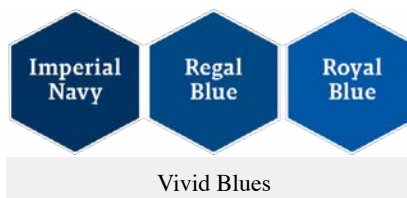
I Couldn't resist a few small details on this area, so using the **Desaturated Blue-Greys Flexible Triad** (1), (2) and (3) I painted the necktie a light blue, adding small dots with (4) **Wolf Grey**.



Waistcoat



Vivid Blues (1), (2) and (3) were used, followed by a Wash of **Dark Blue Tone**.



THE HOME SPUN HOMESTEADER

This determined frontierswoman has been quick to pick up her shotgun in defence of her home and family. She is wearing a smart but practical matching skirt and jacket - I wanted her to look 'very plaid' so I kept that theme going throughout her outfit, with a shock of auburn hair to offset the busy pattern.



Teals

Desaturated Cool Greens



Desaturated Cool Greens

1. Having painted the model's clothing using a basecoat of (1) **Scarab Green**, from the **Teals** Flexible Triad, I then painted over with (1) **Evergreen Fog** and (2) **Medieval Forest** from the **Desaturated Cool Greens** Flexible Triad, with no added highlights as these would disappear under the pattern.

2. I began my plaid check with the heaviest, vertical line, building up over a number of strokes, using (again from **Desaturated Cool Greens**) (6) **Mossy Green**.

3. The vertical lines are built up in the same way, and with the same colour. Sticking to paints within this one Flexible Triad ensures a harmonious finish.



4. I continued the checked pattern on the upper parts of the clothing. Consider the flow of fabric when applying your lines. You don't want to stick to the same angle on a sleeve as on the torso area or legs.



The finished plaid patten show in close-up.



5. Next up were the overlaid ultra-thin black pinstripes, which give the patten its plaid look. I used **(1) Matt Black** for the black line.



Black & Grey

MORE TO COME

I have really enjoyed my first foray into the Warpaints Fanatic range, the paints really do give great coverage, and although I found a few gaps in the range - e.g. a shade between Matt Black and Deep Grey - it's fun to still do some mixing now and again. I look forward to extending my experience with the range in future *Wargames Illustrated* articles and bringing you more tips, tricks, and ideas on painting your minis.

SEE HOW MATT PAINTED THIS BUILDING IN W/431



JOSEPH A. McCULLOUGH

THE SILVER BAYONET

EGYPT
SHADOW OF THE SPHINX

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Egypt: Shadow of the Sphinx is a supplement for *The Silver Bayonet*, in which the players' special units explore the mysteries of this great land, venturing into lost cities, forbidden ruins, and even beneath the Pyramids themselves in two campaigns, one competitive and one for solo or cooperative play. In addition to the rule book there is the official figure range.



Conscript

Mameluke

Janissary

Follower of Old Gods

Bedouin

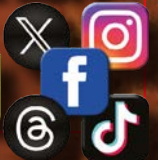
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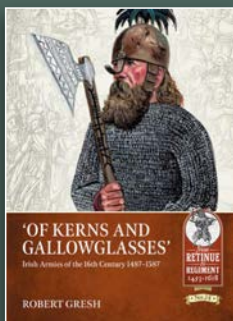
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Of Kerns and Gallowglasses

Irish Armies of the 16th Century 1487–1587 Robert Gresh



Ireland at the outset of the Tudor era was a highly militarised society, with more than sixty Gaelic lordships maintaining independent armed forces. By the 1540's, the centralising Tudor state had ended the self-rule enjoyed by the Anglo-Irish Pale and was embarked on an increasingly severe programme of reconquest.

The early part of this period saw Irish lordships enjoying a degree of local autonomy, exploiting newly found sources of wealth and expressing great confidence in a building boom of castles and associated churches and monasteries with continental affiliations.

The book includes comprehensive army lists and unprecedented detail on Irish arms and armour of the period, tracing developments over time. New period sources and iconography are made use of. Besides the "rising out" of the Pale and the traditional Irish troop types (horseman, gallowglass and kern), a thorough examination is made of Scots Highland mercenary activity in Ireland, including weapons and organisation.

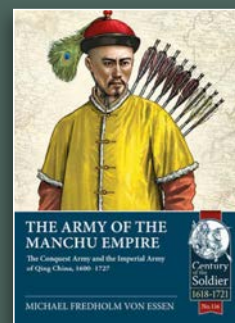
The book features specially-commissioned colour plates by renowned Irish artist Season O Brogain.



The Army of the Manchu Empire

The Conquest Army and the Imperial Army of Qing China, 1600–1727 Michael Fredholm von Essen

This book describes and analyses the Manchu, or Qing, army in all its aspects. The emphasis lays on the Qing army in the seventeenth and early eighteenth century, because this is the time when the Manchu military system developed its own characteristics and reached maturity. Furthermore, having achieved this and in the process conquered one of the largest empires ever gained, the Qing army changed but little before c. 1850, when the Taiping War marked the beginning of the end of the Qing empire, as well as changed the character of the Manchu military system.



In this book, Michael Fredholm von Essen presents new research on an army and military campaigns previously seldom described in English. He explains the development of the Manchu Conquest and Imperial Qing Armies and details the military system of Qing China, which until 1912 fought a variety of enemies ranging from Ming Chinese, Mongols, and Tibetans to Russians and Western Colonial armies.

Richly illustrated, the book also has a large full colour section.



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Pimp my Cog



The *Wargames Illustrated* team take their lead from MTV's seminal vehicular enhancement show: *Pimp my Ride*, to construct an MDF model cog which we think you will all agree is fresh, ballin', and even a bit tight.

For those of us without the time or inclination to scratch build 28mm scale medieval warships, our go-to model for games of *Never Mind the Boathooks* (and equally good for any other medieval naval game) has been the 'Medieval cog sailing ship' produced by Sarissa Precision. This vessel transforms from flatpack to battle-ready (excluding the 'need' to apply paintwork) over around an hour of construction time, and is perfectly serviceable for anyone's nautical tabletop tussles. However, once you have two or three of these standard cogs in your fleet, thoughts will turn to adding a few extras to the model to make it stand out from the rest of your argosy.

Here's what we did to 'pimp' one of our cogs and make it look 'da bomb' on the tabletop (don't worry, there will be no further noughties hip-hop/MTV cultural references in this article - we will keep it trill from here on in).

Extensive research (i.e. typing 'medieval naval battle' into Google) revealed one particularly good point of visual reference by way of a contemporary image of medieval naval combat. It

comes from *The Romance of Gillion de Trazegnies* circa 1464, and shows a sea battle between Gillion (a Flemish nobleman), his retinue, and the soldiers of a Saracen Prince. The artwork shows a number of interesting, and modellable, features on the vessels displayed, which we included in our cog conversion:

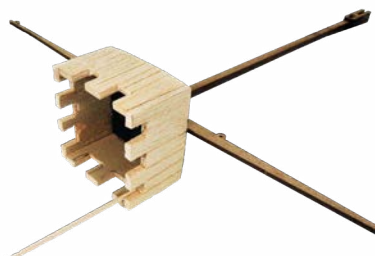


- 1) **Fighting top:** The crow's nest near the top of the mast, designed to accommodate two or three archers, providing a platform which offers a great vantage point from which to rain-down arrows.
- 2) **Covered canopy:** Providing some protection from the elements and enemy arrows.
- 3) **Naval ensigns:** In the form of long banners/streamers.
- 4) **Shields:** Hung/attached onto the 'walls' of the ships.
- 5) **Furled sails:** Rolled up/gathered sails.

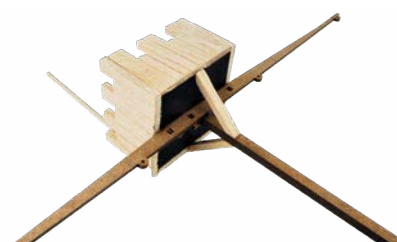
We turned to *Wi* model maker and brush-wielder Matt Parkes to provide the necessities, beginning with the Fighting Top.

Fighting Top

When working with wood/MDF Matt usually turns to the same material to construct his additional parts. For the fighting top he used balsa wood, cutting out its four castellated sides with a hobby knife, before gluing them together (with a Plasticard floor section) to form the structure.



Two struts were also cut from the balsa and used to attach/glue the fighting top to the MDF mast. Matt also added a flag pole in one corner of the top.



Covered Canopy



Next up was the slightly more complex construction work of the Covered Canopy. Again, balsa wood was employed, to create the frame, along with some offcuts from the cog's MDF sheet.



Matt glued the 26 individual struts in place on the vessel's sterncastle after measuring and doing a dry fit of everything off-model.



The canopy cover was made from graph paper, stiffened with PVA glue, then painted with a design that mimicked that seen on the *Gillion de Trazegnies* manuscript.



The canopy's frame was painted in an opulent worn gold.

Ensigns

One striking feature of the *Gillion de Trazegnies* image is the flags, or ensigns. Similar streamer style banners can also be seen on contemporary illustrations of the famous naval Battle of Sluys, 1340 (seen right).



We loaded our cog with as many ensigns as we could squeeze on.



These came 'ready-made' from several 28mm Wars of the Roses flag/transfer manufacturers, including Pete's Flags and LBMS.

Shields



Shields attached to the side of vessels, are another notable feature of contemporary medieval naval illustrations, so Matt copied this look by purchasing appropriate 'shield packs' from Gripping Beast, along with LBMS transfers. They were painted off-ship and stuck in place once they had dried.



The word 'appropriate' is used in a broad sense here because none of the shield (or ensign) designs are intended to fit neatly with any particular army, nobleman, nation, or period.

PIMPED UP RULES

It's all very well looking good on the tabletop, but what does all this pimping do for those all-important stats in a game of *Never Mind the Boathooks*. Well, a Fighting Top will give your 'Shooters' an additional area to shoot from, and those stationed there have a 360° arc of fire (unlike 45° on deck). There are no rules for the covered canopy or 'wall' shields, but troops under a canopy and behind fore-or-sterncastle shields could move up one Armour Class when shot at, or have one successful shot negated - as the offensive arrows land harmlessly in the canvas of the canopy, or bounce off a shield.



See how Matt made this sinking ship in W431.

Furled Sails



The lack of a sail with the Sarissa cog is something Matt rectified with the copious use of more graph paper.



First, he folded the paper to form a convincing shape, then tying it to the mast crossbeam with twine. He then hardened it with watered down PVA and stained it for a weather-worn look.



Here you have the good ship whatever she's called pimped up and ready for tabletop action, either in a game of *Never Mind the Boathooks* (still available from the *Wargames Illustrated* webstore) or any other medieval naval wargame.

Fallout

FACTIONS

Nuka-World



LAUNCH PARTY REPORT

James headed to Modiphius Entertainment's *Fallout: Factions* launch party, in the heart of the Lead Belt, and took in the gaming and miniature painting action.

Had some kind of disaster - a freak hurricane, exploding gas leak, or (to keep things *Fallout*-themed) minor nuclear explosion - hit Nottingham's tSN Arena on Friday 15 March, the wargaming world would have lost a vast swathe of YouTubers and other nerdy notables.

Thankfully, none of the cosplayers at the event (right) had brought a Nuka-nuke launcher with them; we safely huddled into the wargaming venue's upstairs space and got an early peep at Modiphius' latest game - *Fallout: Factions*.

Nuka-Colas were sipped, unnaturally coloured doughnuts (some kind of radioactive icing, no doubt) were chomped, new plastic figures were painted, and we were guided through skirmish encounters on some fantastic-looking boards. In between chats with friends old and new, and leaving with a bag full of *Fallout* swag (check out the review of the new plastic Operators on page 10), I interviewed a couple of the Modiphius crew about *Fallout: Factions*, and the expansive range of figures that goes along with it.

DESIGNING FALLOUT: FACTIONS

James Hewitt is a storied game designer who worked on Mantic's *Dreadball* and *Hellboy* games, as well as Games Workshop notables such as *Age of Sigmar*, *Silver Tower*, *Necromunda*, *Adeptus Titanicus*, and *Blood Bowl*, before joining Modiphius.

Fallout: Factions is his latest creation and, once there was a gap between him giving demos of the game, I quizzed him about its design.

Wargames Illustrated: What was your journey to Modiphius and *Fallout*?

James Hewitt: I've been designing games for about ten years now, which still astonishes me! I started to do some freelance work on *Fallout* after I left Games Workshop's Design Studio, from the little studio I set up with my partner, Sophie. About a year ago, Modiphius asked me to come aboard, and Sophie took over as head of Game Design. It's been lovely, because with freelance you tend to work on a game then send it off, but here I've gotten to lead the team and watch it - and *Fallout: Factions* - develop.



Wi: Is *Factions* the first game that you've worked on from start to finish while at Modiphius?

JH: It's hard to say exactly. There have been a couple of other things in between, but I think so, yeah. I'm Senior Game Designer, so I don't just do *Fallout*; I'll be working on anything from Modiphius that's not an RPG, so that's wargames, board games, and card games. That doesn't mean I'm lead designer on everything, but I'll help with development, and I also do a lot of training and coaching with the team. That's one of my favourite parts of the job.

Wi: You taught game design theory at Needy Cat Games, the studio you set up with your partner, didn't you?

JH: Yes, I really enjoy helping people get to grips with game design. We did a lot of work on developing a vocabulary for the design process and thinking about its stages. I apply that at Modiphius, too. A project starts with a research phase and ideas boards, then we make a test build. That's a little five-minute slice of gameplay to make sure we aren't getting too invested if it's not quite right. After that, there's the mechanical build, where we flesh out the game, and only then do we start to write the full rules manuscript. It's a process that helps standardise things, and, over time, it will keep on expanding.

Wi: With Modiphius transforming Bethesda franchises into tabletop wargames, you're already quite connected to the world of video games. Does that connection with a different type of game designer help or hinder you?

JH: At Games Workshop, and now Modiphius, I've done a lot of work on existing franchises. That brings its own challenges. It's important to keep in mind that different media have different limitations. The trap a lot of people fall into is trying to duplicate every element of the initial product, rather than capturing the essence in a new format. *Fallout's* a great example; Bethesda's video game presents just one window into it. As a designer, I must step back, and, rather than decide how to adapt the video game, I need to work out how to adapt the world behind it into a tabletop game. I might throw in some direct references to the video game to please the fans, but I don't have to work out how best to get action points in if they aren't appropriate!

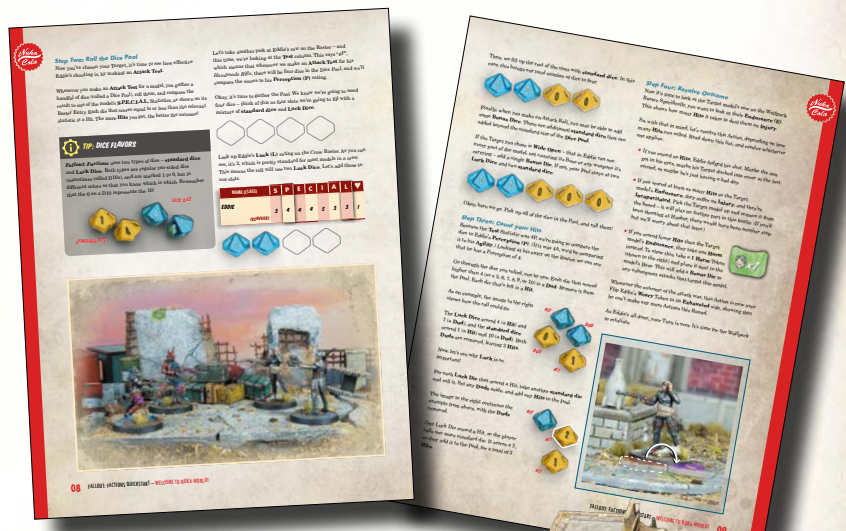
Wi: *Factions* certainly seems to capture the essence of the video game world.

JH: Yes, there are elements that will be instantly recognisable to anyone who knows the video game series, such as the S.P.E.C.I.A.L. stat line [a series mainstay based on the core stats of Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck]. The work was how to turn familiar systems and visuals into something that was easy to apply on the tabletop.

The thing I'm most proud of with *Factions* is that if you strip away the theme, the special rules, and the advanced stuff, what you're left with is a really interesting core action economy at the heart of the game. Players alternate models back and forth across a round, and if I activate a model, I can spend fatigue to perform actions. Each model has two fatigue



Above: James Hewitt introduces some new players to *Fallout: Factions*.



THE BOARDS

There were some impressive boards at the event, representing different parts of the apocalypse-stricken theme park of Nuka World. My favourite was Kiddie Kingdom (bottom left), with vibrant oversized candy and the 'Blast Off!' carousel, but the Old West and a more standard park area also had great gaming areas.



to use in a round, but, if I activate and only spend one fatigue, I can then come back to that model later in the round.

Adding to this, each model has a bubble of command around it, with a range equal to their Charisma stat, and this allows players to influence things further. If I chose to take a shoot action, I could give fatigue to friendly models in my Charisma sphere to roll extra dice and make a more powerful shot. Another possibility is giving a model within the sphere of influence a fatigue, in order to move it along with the active model.

There's a constant decision-making process about how best to use actions and balance your crew's fatigue. It makes for an interesting puzzle with a simple question - what's the best way to use my actions? - but a huge range of answers. It can be very easy to overextend if you go all in and use lots of fatigue early in a round, but it might be the decisive action that puts you ahead.

Wi: Does getting fatigued have any negative effects beyond stopping figures from activating again?

JH: It does. Should a model with a sniper weapon spot a fatigued figure, it will be more effective against them, gaining bonus dice for that shot. Other rules get similar modifications. Likewise, there are suppression rules that are based around fatigue.

A big game-swing can come if a model gets taken out. Friendly figures within 3" must take a test to see if their nerve holds. If they fail, they either take one fatigue or, if they already have full fatigue for the round, they are removed from play. If you load up with fatigue early on, it could have dire consequences.

Wi: Even in the short games being played at this event, it's clear there's a lot of risk and reward in action.

JH: Hubris is probably my favourite thing to put in a game! When I lose in a game, the dice may have played a part, but I want it to be a learning experience, from which I can assess what I could do differently next time. I think that's a good way to ensure folks want to play again. We've run demos for people in the company who are not necessarily gamers, and they pick it up quickly. You can see in their eyes; after a round or two, they're no longer worried about how the game works, they're trying to win!



It gives the feel of a classical strategic wargame, but one wherein the mechanics are accessible enough to engage with straight away, while having enough depth to bring real crunch to the game. I've not seen another skirmish game that mixes this level of granularity with simplicity.

Wi: Now that it's being released, where does this game leave you for adding more in the future? I'm guessing you have plans for all kinds of expansions.

JH: We're looking at a lot of extras to come but you never want to plan too far ahead before a game comes out. No matter how much testing you do, you'll get so much feedback from the first day of release. Players will find ways to break things in entertaining ways.

We've got plans, of course, but they're ready to change depending on feedback. We've filled the game with what we call 'hooks and levers': things onto which we can hook new rules, and levers that lead to other rules. That gives us so much design space ahead, for everything from a new test modifier to sweeping extras. I'm very excited to see where they go.

The team's worked hard to get the right balance. The narrative's a light touch, but there's enough to get you engaged, and the systems are simple enough that they carry you along - and have massive potential.

Wi: The *Fallout* world is ripe for storytelling, but you are clearly very excited by game design and the systems that make wargames tick. Was *Factions* designed from more of an RPG/storytelling approach, or was it led by systems that let people do their own storytelling?

JH: The first thing for me, with any game, is working out the tone and vibe that I want the game to deliver. With *Factions* it was very clear. We already had *Wasteland Warfare*, which is an extremely deep game - very granular, with a great AI system, but also with a somewhat high barrier to entry. *Fallout: Factions* is separate to that, and intended to be for everyone. Today has been great, because there are people playing who are big *Fallout* fans, but not tabletop gamers, and they're getting into *Fallout: Factions* immediately.

Wi: I've heard that you're broadening the in-person playtesting you're doing at Modiphius these days, too.

JH: As Modiphius expanded, especially over lockdown, things got increasingly remote, but about a year ago Sophie set up a central office for design in Nottingham. Tabletop games need a table! In the office, we have a standard sized dining table so that we can make sure everything works, and fits in the normal gaming environment people might have at home.

It's about trying to replicate the player experience as much as we can during development. We start with what we call solo testing (although that may be with a design buddy), and the main objective there is to determine 'is this functional?'. You then go to guided testing, wherein a group of people are observed - and somewhat directed - by the designer. Unguided testing follows; this is where you give the game away, then see how it plays in your absence. That cycle is employed multiple times throughout the design process, gradually evolving the games. We tend to do the first two stages in-house, then put it out externally.

The worst thing in game design is to sit at a computer and never play for real. There's only so much you can do remotely, or virtually, and I think you can tell when games have been designed via software like *Tabletop Simulator*. The space sometimes isn't considered. Sometimes there will be cards on the other





side of the table to read, but you can't zoom in with your eyes!

Wi: Everyone's had fun getting together to play today, so you've clearly done something right! To end our chat, how would you sell *Factions* to some of the more dyed-in-the-wool historical gamers who read our magazine?

JH: What's of universal appeal is the core action system, and the sense of playing a deep, strategic wargame. If you like some of the lighter historical wargames, like those produced by Too Fat Lardies, then *Factions* is going to be for you. Even if the theme doesn't appeal, it's a very tasty and crunchy

wargame, and I'm sure that players will make it their own, perhaps with more fan-created historical variations!

Factions has a lot of interaction between players, because the game is light and doesn't require constant rule-checking, which makes for a pleasant and social experience. That can be quite a rare thing at the gaming table.

It's extremely easy to get started with *Factions* for a minimal investment, too. There's a free quick-start guide online, and each of the new plastic sets of Raiders - The Pack, The Operators, and The Disciples - has a crew creation guide and profiles included in their boxes. That means two friends could buy a box set of ten figures each and be ready to play, though the Battle for Nuka World starter set is the very best way to begin your *Fallout* adventure.

Wi: Thanks for guiding us through some of *Fallout: Factions*' systems and design process. We're excited to see how the game develops over the coming years.

PAINTING THE FALLOUT FIGURES

Callum France cut his teeth painting for Crooked Dice before joining the *Wargames Illustrated* team, where he applied his brush skills to various historical projects. It was clear, with his developing painting techniques, that he was destined for great things, and, sure enough, the day came where he nervously told us that he had been presented with the opportunity to paint miniatures for a sci-fi franchise he was a fan of. Happy/sad for Callum, we waved goodbye, and a year or so later, he is well-established as one of Modiphius' Studio Painters.

I caught up with him at the event, to find out how things are going post-*Wi*, and (finally!) to get a close look at some of the great *Fallout* miniatures he's been painting.

Wi: You've been working on a lot of behind-the-scenes studio paint jobs at Modiphius. It must be a relief that the figures you've been painting are finally being shown off.

Callum France: Wasteland Warfare Wave nine had the Raiders - Operators Bosses and Disciples Leaders boxes, and we've just started to show off the first half of wave ten, which are all painted by me. I work predominantly on the *Fallout* miniatures, as we try very hard to keep consistent across our lines. I'm developing my house style on them, while the *Elder Scrolls* miniatures (and the occasional *Fallout* set) are painted by Polish painting studio Castle Brush.

Wi: How do you work out a house style when you are painting miniatures from an established property?

CF: A key criterion is that I must represent what's in the video game. That doesn't mean it has to be a one-to-one copy, as with miniatures, I might need to bring levels up with highlights. It's *Fallout*-plus, I suppose - true to the game, but elevated in contrast, saturation, and brightness.

Wi: And for colours, is it almost like historical painting, where you're sticking to a fixed scheme?



Above: Callum chats to *Wi* contributor Pete the Wargamer about the new *Fallout: Factions* plastics.



Above: Crater Warlord (left) and Mr Fuzzy (right).

CF: Yes, I try to stay true to the digital designs in that way. I have a program to view the assets in 360 degrees which helps me nail the minute detail, but it only reflects a standard lighting, not necessarily how they appear in game. It got interesting in wave ten of the releases, as *Fallout 76* [the latest of the video games], which the figures are from, used a different lighting engine. That made it more of a challenge to find the true colour, as there were day/night cycles of light, varied biomes with their own tones, and so on. When painting a figure like a Mothman, it would be a bit blue, a bit grey, sometimes black. It was a lot of fun to make those decisions, and add in a bit of my artistic approach and sensibilities.

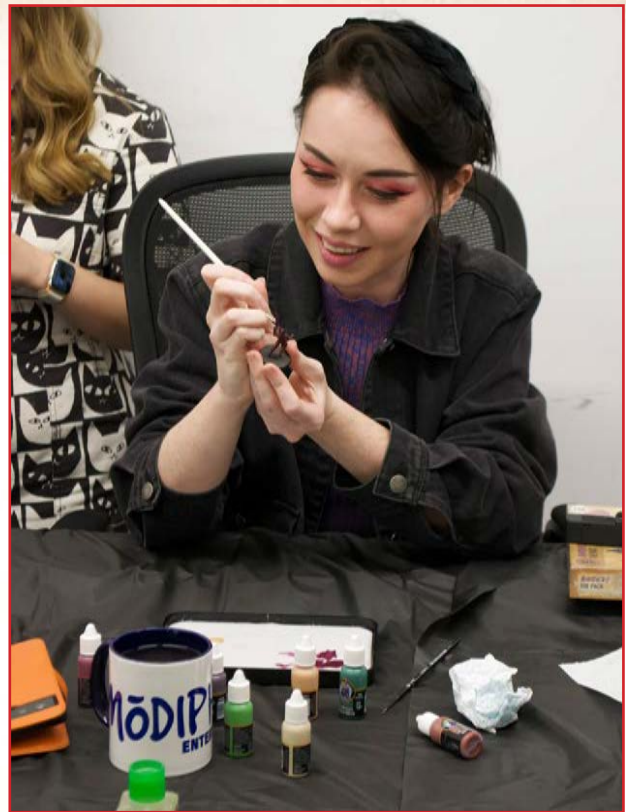
Wi: There are times where you experiment with things like lighting effects. The nuclear glow can sometimes come through, and it looks like you had a lot of fun on the glass helmet of one of the Zetans you painted.

CF: Yes, typically, we use the standard lighting, but I'll sometimes have to jump into the game - woe is me! - to see alternate kinds of lighting references and locations. These will sometimes be directed in the brief, too, along with various images to check as I paint.

Wi: The background and worldbuilding behind *Fallout* is huge. I imagine you've learned all sorts about that.

CF: I've learned a lot in a very short space of time, because there are some real experts here! There was one time where I had to repaint something, as I'd brought in elements of outside sources, and we wanted to stay true to the real game. Other than that, I now know so much about the world that I feel quite comfortable. I work closely with the 3D team, who produce the sculpts, and that's nice as it benefits the models both ways. They'll explain to me why they have produced various things the way they have, and I can give feedback about any tweaks, here and there, that could improve the figure from a painting perspective. There's no ego involved and it's lovely. I mentioned a house style: while I'm trying to elevate that with my painting, they are doing the same with their design.

Wi: It must be quite a challenge for the sculptors to make things their own, as they are working on figures that have already been designed in



Above: YouTuber *Rogue Hobbies* reaches for the bold colours to paint an *Operator*.

3D for the video games.

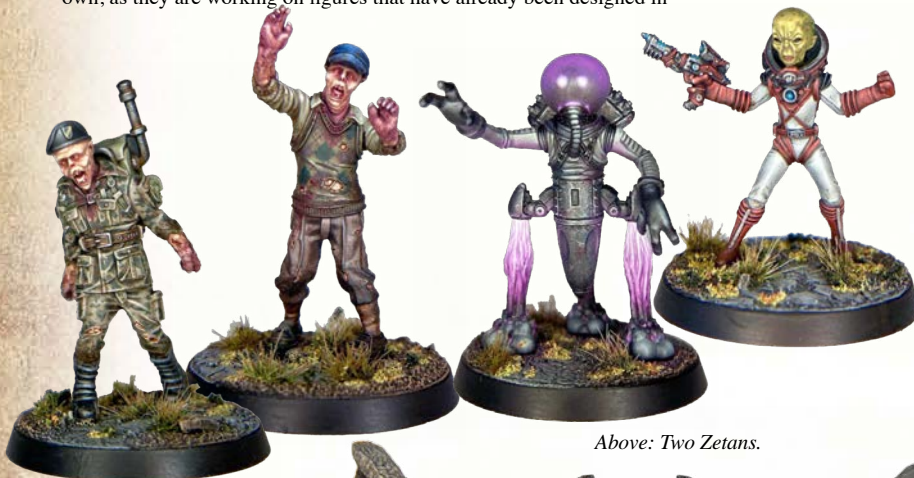
CF: Exactly. The trickiness is trying to translate how 15 belts on a raider can be applied to a miniature. We try to be as faithful to the game as we can, but we are 32mm 'enhanced' scale, so we must adapt thicknesses and levels of detail in places to make it possible to produce figures that can be painted by a normal human being!

Wi: Your painting standard may be a little beyond that of a normal human being! Speaking for the more 'normal' painters, the scale and detail of the *Fallout* figures can be a little intimidating. Do you consider that at all?

CF: Yes, in part that's why it's great to have events like this, where we can get people painting and they can see for themselves how rewarding it is to put paint onto the new plastics. The first waves for *Fallout: Wasteland Warfare* were very realistic, perhaps a little too realistic, whereas now that the house style's evolving, it's about finding a more suitable middle ground. We don't want the figures to be heroic-scale, but we want to make it easier for people to paint them, and more accessible when they apply detail to areas. I encourage people to get hold of some of the newer miniatures and see what they think.

Wi: You tend to take a lot of time on each of your single miniatures, which obviously helps you get these great results for the box art. How long do the folks at Modiphius give you to achieve such splendid finishes?

CF: It varies, but we try to time-box two and a half days from start to finish, including building and clean up. I'm very lucky that Modiphius want the best finishes; I get a



Above: Two *Zetans*.

Above: Two examples of *Ghoulish Remnants*.



Above: Two *Cult of the Mothman* members and one of the giant creatures they worship.

WHERE TO FIND THEM

To keep up to date with what Callum's working on, why not give him a follow on Instagram: [@callumpaints](#)

Nuka World and the associated figures are out now; find out more about the game and the *Fallout* world at Modiphius' website: [modiphius.net](#)



reasonable amount of time to elevate the details when I paint.

Wi: At this event, and in all your own painting, you're using a specific brand of paints. How are you finding Two Thin Coats?

CF: They're very good. I know some people may get cynical about something like that, but it's not a skill! If you look at the box art painted by me, it's all been done with the range from Trans Atlantis Games. We try to be very faithful to the paints used when showing box art and paint recommendations, as we want to encourage people to have a go themselves.

I really like the consistency of the paints. I grew up with Citadel paints, and these feel like those on steroids! They thin down really well, and for my style of painting – a lot of feathering, blending, glazing – they achieve a smooth graduation of colour, which is particularly important for box art. They're ideal. When you thin some other brands, you start to see the pigment, and there's none of that here. A smooth application is always good, and there are some wonderful colours in the range. I'm fond of the muddy browns, and Ray Gun Glow worked great for some of the Zetan weapons.

Wi: If someone's thinking about dipping their toe into the *Fallout* miniature world, where might you suggest they start?

CF: I think wave ten of the releases is a good point and, of course, *Fallout: Factions*, which is a wonderful starter set. There are some great figures, accessible plastics, and some crazy gribbly beasts and weirdness.

It's nice to expand into the world of *Fallout 76* and *Nuka World* (in which *Fallout: Factions* is set), because the video game developers, Bethesda, really started to let their imagination loose with these newer entries.

Wi: Thanks for chatting Callum, it's lovely to see you doing so well!

Right: A group of adventurers get ready to enter Nuka World.



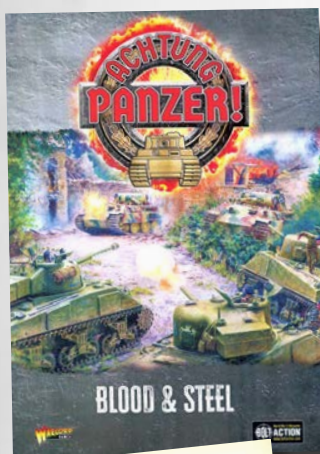
Above: The Pack.



Unboxing: Achtung Panzer! Blood & Steel



We are joined by author Mike Bradford to guide us through a detailed look at the *Achtung Panzer!* starter set.



Bursting at the seams, this is a box set packed with rules, models, and more tokens than you shake a 17-pounder at! *Achtung Panzer! Blood and Steel* is the latest offering from Warlord Games and we invited *Achtung Panzer!* author Mike Bradford over to *WiHQ* to help us unpack the (RRP) £100/ €120/\$150 starter set for this new armoured warfare game.

Wargames Illustrated: Hi Mike, do you like what Warlord Games have done with all your notes and scribbles about WWII tank warfare?

Mike Bradford: I really do. It's come a long way from the scraps of paper and, makeshift tokens we were playing with nearly eight years ago. The production value is fantastic.

Wi: Let's begin our delve into the box by plucking out the *Blood and Steel* (B&S) booklet, which I guess is a quick-start guide. Following a brief introduction to the game, we have Mission 1: First Blood. Are missions a crucial part of the game?

MB: Yes, I'd say so. The one in the booklet is a straightforward tank matchup, in which players put their five tanks from the B&S set on the tabletop and learn the basics of the game on a pretty level playing field. Other

missions, featured in the main rulebook, provide players with more challenging scenarios like taking and holding a bridge, or clearing infantry from a village. This first scenario is quite generic, but that's the idea - it's a learning platform.

Wi: Also, in the booklet we have some factual information about the two tanks in the set; British Shermans and German Panthers. Where these the two tanks you had in mind when you designed the game?

MB: When we started playing it was with the models that myself and (co-author) Roger had to hand, which fitted with the Sherman versus Panther period and theatre - mid- to late-war in Europe. We've tried early- and desert-war and the game works for all periods and locations, but Shermans vs Panthers is certainly a good starting point.

Wi: There are also some historical notes on a couple of tank aces Rudolf von Ribbentrop and George 'Killer' Dring in the booklet. Where do they feature in the game?

MB: Each tank has a crew; your tank can be of variable quality and so can your crew, but there were certain tankers who were notably better (or perhaps luckier) than others. In B&S we focus on Ribbentrop and Dring because they were particularly interesting. Players will encounter more Aces in the main Rulebook.

Wi: There's also handy model assembly, decal, and painting guides included, but we'll put the booklet to one side so we can pluck out the first of several bags of cards. This one contains the six Tank Datacards, detailing: the Sherman V and (on the other side) Sherman VC Firefly, the Panther Ausf. A, and (on the reverse side) Ausf. D, plus Ace Datacards for



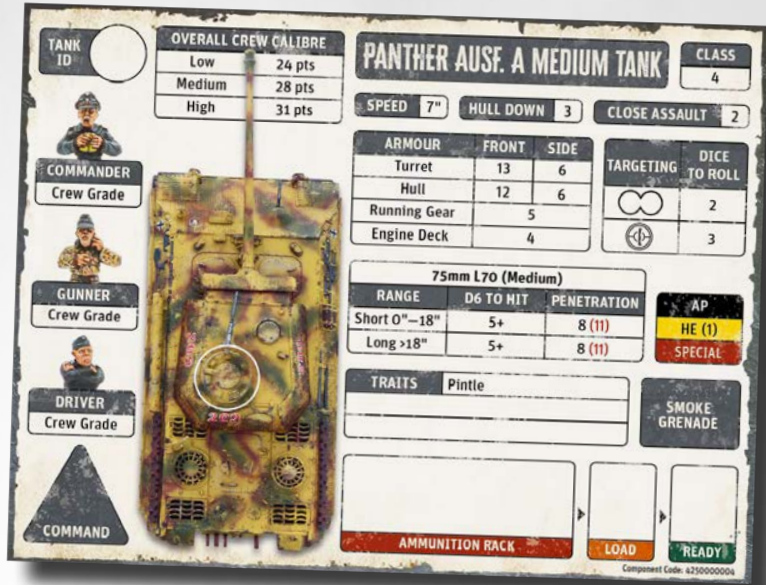
Ribbentrop's and Dring's tanks. Are these cards (example seen right) integral to the game? Do you need them at the side of the table when playing?

MB: Yes. Players need one for each tank they will be using. All the info needed for that tank is on the Datacard.

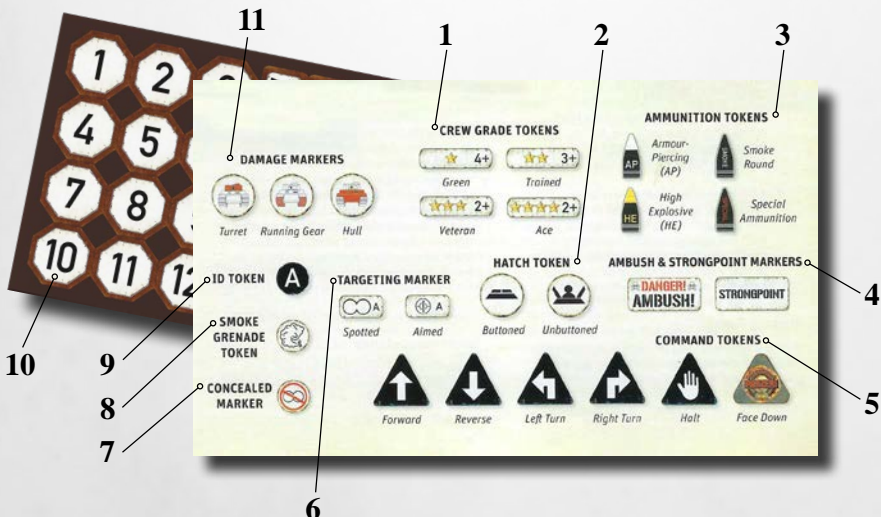
The left of the card shows the crew members, or rather crew roles: Commander, Gunner, and Driver, representative of the men in the tank. Generally, tanks had more than three crew, but reducing it to three roles for game purposes makes things a bit simpler. Using the card, players record their Crew Grade. The cards are also used to track ammunition, and there are vital statistics on there for the tank, to aid quick reference.

W: Our next card pack out of the box contains two sheets of punchboard tokens. There's quite a lot of chits here!

MB: *Achtung Panzer!* is a token heavy game and these tidy little punchboards contain the lion's share of what players need. Here's a rundown:



1. **Crew Grade Tokens.** To signify if the crew are green, trained, or veteran.
2. **Hatch Tokens.** This indicates if the tank's commander is 'unbuttoned'; peering out of the vehicle hatch, giving himself a better vision of the battlefield/tabletop, but also risking having his head blown off.
3. **Ammunition Tokens.** Signifying the different shells available to the tanks in *B&S*. These are placed in the ammunition rack on the Datacard, and move through the load process, ready for firing.
4. **Ambush and Strongpoint Markers.** These indicate areas in which anti-tank teams may be hiding, and Strongpoints - a strongly fortified defensive position. The flip side of these Markers reads 'Cleared' - to be displayed when this danger has been dealt with: e.g. a building has been raked by machine gun fire and there is no further chance of an ambush.
5. **Command Tokens.** These chits are placed, face down, on the command triangle of the Tank Datacard. The arrows indicate the player's choice of direction of travel.
6. **Targeting Markers.** To indicate that a tank has successfully spotted an enemy and is able to aim - thus improving its chance of hitting.
7. **Concealed Token.** To show the tank can't be spotted at long range.
8. **Smoke Grenade Tokens.** When employed, smoke provides some makeshift cover.
9. **ID Tokens.** One to go on the Tank ID space of the Datacard, it's twin on the corresponding model.
10. **Initiative Markers.** Every turn is made up of three action phases. At the beginning of each turn all the initiative tokens are placed in a bag or cup and one is drawn out for each tank. The markers are then placed, face down, next to the models, the tanks are then activated in ascending numerical order. It's actually not quite that simple, because players do get the chance to manipulate the order of play by a making a successful Radio Check and reordering the markers.
11. **Damage Tokens.** To indicate when and where the tank has taken a hit.



Wi: OK, thanks, that's a good summary of the myriad tokens/markers required for the game. Is this Action Phase and Time Tracker (right) important?

MB: Well kind of, that's something Warlord Games suggested. I figured that players would be able to count up to three easily enough without a tracker, but Warlord decided to include this gizmo so players can indicate which phase of the turn they are on - each turn has three phases - and the time tracker (the numbers seen around the edge), is used to track the passage of time in a mission - each mission having a time limit to complete.

Wi: Moving to the cards. The first ones we have out of the box here are the two sets of Asset Cards: one deck for the Germans, one for the Brits. Where do these feature in the game?

MB: At the beginning of the game players can 'buy' Asset Cards, they have a certain number of points to spend depending on the roll of a D6, plus a modifier based on the number of tanks in play. The stars at the top of the cards indicate the asset's cost, ranging from one for something like an artillery barrage, to four for a 75mm PAK 40 anti-tank gun strike. Assets are generally offensive in nature, resulting in some kind of attack on your enemy's tank/s, although some cards can be used in reaction - to cancel the effect of cards played by your opponent.

The problem with assets is they are not guaranteed to produce the goods, a player can buy them, but they can only be deployed when an Event Card allows the player to do so.

Wi: You have led us very neatly into the next item out of the box, Event Cards - a deck of 52 standard sized cards. When are these played?

MB: After every third (and final) action phase. Each player begins the game with a hand of between three and five cards, depending on the number of tanks in play, and at the end of the turn, players replenish their deck, based on the number of stars of their highest commander.

Events represent chance occurrences on the battlefield and include things like Fog of War - causing smoke and dust to obscure line of sight - and Charmed Life, which allows the reroll of a failed Crew Test.

Wi: The last set of cards out of the box are the Ace Skill Cards.

MB: Unsurprisingly, these apply to the Ace Commanders. The Tank Datacards for the Aces show which cards should be given to which commanders, and they include skills like Killer Instinct - allowing the player to roll additional dice to hit - and Silver Bullets, which gives the player two rounds of Special Ammunition.

Wi: Here comes the rulebook! 108-pages, wrapped in a softback cover, lovingly illustrated, and tastefully designed... but not something we are going to go into detail about here, other than to point out a few particulars. I notice (like the box cover), the book has the *Bolt Action* logo on the cover - the rules aren't directly related to *Bolt Action*, are they?

MB: No, not at all. I hadn't even played *Bolt Action* when I wrote *Achtung Panzer!* The only real connection is the fact that it's a WWII wargame, and the *Bolt Action* models are spot on for use in *Achtung Panzer!*

Wi: As well as rules (obviously!), what else should we look out for in the rulebook?



Above: Action Phase and Elapsed Time Tracker.

Right: Asset, Event, and Skill Cards.



FIREFLY TO THE RESCUE

While the Sherman V had provided sterling service to the British Army in the earlier stages of the war, by 1943 its main 75mm gun came up short against the new wave of German armour. Seeking to address the problem of its below par firepower, a couple of officers from the Royal Tank Regiment proposed fitting the Sherman with the highly effective Ordnance Quick-firing 17-pound anti-tank gun, and thanks to their persistence in the face of dissenting voices from the Ministry of Supply, the 17-pounder was pressed into service and the Sherman Firefly (named for its ferocious barrel flash) was born. It went on to prove devastating against the armour of the larger German Panthers and Tigers, particularly during the battle for Normandy.

British tankers load 17-pound shells aboard a Firefly.



MB: Following on from First Blood, there are a further six missions/scenarios in the Rulebook, and a campaign game, in which players can lead their platoon through several battles, gaining experience, Reputation Points, and advancing their Crew Grades along the way. Players will lose lots of tanks when campaigning, but as the commander of the platoon, the players lead a charmed life and can't actually be killed during the course of a campaign.

It's also worth noting that the Rulebook contains stats for over 100 tanks, taking the game well beyond the confines of *Blood and Steel*, with Soviet and American tanks featured, as well British and German.

Wi: The last piece of paperwork included is the box card divider, which also doubles as the Quick Reference Sheet, I guess that provides all the crucial information players will need during a game?

MB: Yes, it's not everything you need to know, but there is some very useful info on there, like the actions players can take and stats for firing, which is, of course, the heart of the game.

Wi: Heaving all that paper and cardboard to one side, we now reach in the box for the plastic models and pull out two German Panthers and three Shermans. These models all come from the existing *Bolt Action* range, the Panthers via Warlord's collaboration with Italeri, while the Shermans (two Sherman Vs and one VC Firefly) are Warlord's own work.

MB: In the game the Firefly is quite capable of taking on a Panther head-on, while the Sherman Vs will struggle against their superior foe, unless they can get round the side, where the Panther's armour is much weaker.



CREW LET OFF

Wi: We notice Warlord are selling some Achtung Panzer crew models - do they play any part in the game?

MB: Not the crew on foot, no. They are nice models though, and we did toy with some rules for crew escaping from the tank and having to leg it to safety, but it slowed the game down too much, and it didn't seem in the best possible taste to be playing at gunning people down who were running for cover! So, in the game bolting crew are just assumed to escape to safety, invisibly.



Wi: There's also a couple of new/unique blister packs of stowage here (seen left). One British, one German I believe.

MB: I'm not sure it matters too much; I think they are pretty interchangeable.

Wi: Does stowage have any effect in the game, or does it just help to 'dress' your model tanks?

MB: In the campaign game you can upgrade your tank, and you could use items in the stowage packs to show you have strengthened the armour of your vehicle, and so on. I'm not sure the banjo will particularly help though.

Wi: Is there a banjo? Oh yes, so there is!

MB: And a bicycle. These things will certainly add a lot of character to your tank models and help identify one from the other on the tabletop.

Wi: Earlier you mentioned the importance of cover in the game, so it's fortunatus that *B&S* provides four frames of plastic buildings - Warlord's existing Ruined Farmhouse models.

MB: These ruined buildings are a great starting point for any battle across Central or Northern Europe, and gamers can use any of their existing terrain to create an *Achtung Panzer!* battlefield. Incidentally, a playing area of 6'x 4' is ideal for the game but whatever space people have available can work for *AP!*

Wi: Thanks for helping us get to the bottom of the box, Mike. Now you've got to help me get everything back in.

MB: Yes, that's tricky, well done to the Warlord Games packers for managing to fit everything in!



New stowage (left and above) and not so new ruined farmhouses (below).



BASE CURRENCY



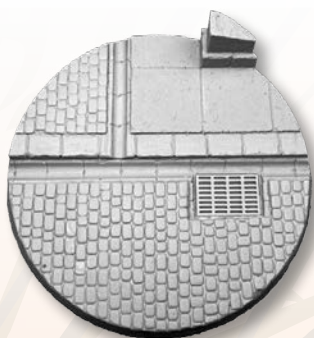
Mike Peters gets down to base-ics and makes his *Ruckus* figures game-ready with magnetic coins and magnetised tokens.

There are many ways to base your figures and a whole world of different bases to choose from. However, if you want my penny's worth, you cannot beat the humble coin itself! A penny (or your nation's low-cost equivalent) is a preformed, magnetic, weighty, and durable base that can be easily obtained. You probably already have an army's worth at home in jars or drawers. There's probably enough to base a few characters in your pockets!

But I'm getting to the end before I do a light introduction. Let's look at some of the other options first, then we can discard them with a hearty "pshaw!" and reach for the coins!

SPARING NO EXPENSE

When it comes to figure basing everybody seems to use something different, and everyone has their favourite. Top of the pile for visual finesse must be scenic resin bases; these can depict everything from a piece of planking, cobbles, a leaf strewn forest floor, the volcanic lava pools of planet Z, and whatever else reality or the imagination can place on the ground. These weigh in at a pretty penny, however, maybe a fiver for a small pack, and are impractical for most gaming. They're a fantastic choice for display or showing off small vignettes, however.



Left: A 90mm cobblestone base from Dragon Forge design would be perfect for an impressive vignette, but might be overkill for your army!

Next come plastic or MDF bases, which are offered in different sizes and shapes by as many companies as you can think of. These are certainly not the priciest option, and some figures will come with a set included. They're going to set you back more than a penny, though, and you will need to buy ferrous paper or a magnetic sheet if you want to magnetise them and make them more useful in your gaming and transportation.



If you are a penny pincher like me, then you can use waste card, beer mats, and scrap plastic packaging. Recycling is ethically sound, it need not cost a penny, and it's far easier to cut and shape such materials than it is to cut MDF. If you hang out in wargaming circles, then there is always a plentiful supply of beer mats too! Card is not particularly durable, though, and may require rebasing through accrued damage, while many disposable plastics are too thin to be fit for purpose, particularly with heavy metal figures. My armies were always based on beer mats back in the day, but since then the penny has dropped...

A PENNY FOR THEM...

20mm round bases - a price comparison:

Warbases	£1.20 for 25	4.8 pence each
Renedra	£4 for 64	6.25 pence each
Tiny Worlds	£3.99 for 20	20 pence each
Pennies	£1 for 100 (and magnetic)	1 pence each

“Look after your pennies and the pounds will look after themselves!”

PERFECT PENNY PERFORMANCE

We’ve established that the price is right, but what other reasons are there for defacing the Queen’s (and now the King’s) head? Pennies have other advantages over more standard bases, and an obvious one is their weight.

They give your figure a low and small centre of gravity, which provides stability and allows them to stand upright on any surface. This benefit is slightly offset if you mount thousands of figures with the coins and must carry them to an event, but that will already be a weighty proposition.

When the penny drops, or rather the penny-based figure, it will tend to land base first and, as pennies are made from solid metal, this helps to prevent damage to your precious figures. The base takes the impact. This is particularly true of plastics and 3D prints, which are particularly light; the penny base will land first every time.

Pocket sized

The penny’s small area - a nifty 20.3 mm diameter - means they are an excellent size to fit into and between tabletop terrain when you are skirmishing. Previous problems like balconies, narrow gaps, and thin walkways need never be a problem again. Crew compartments on open topped vehicles, or howdahs on great beasts, can also easily fit your newly minted minis.



NOT ALL PENNIES ARE CREATED EQUAL

Older pennies are less suited to our needs. These ‘copper’ coins were traditionally made from a bronze alloy of copper, tin, and zinc, but in September 1992, they changed to copper-plated steel. Both types are the same colour, weight, diameter, and design and will be found in tills across the UK together, but it is the new coins that are attracted to magnets. The iron content in the steel core is what makes them magnetic and ideal for our needs.

I have a large bag of pennies that I got from the local bank - ten pounds worth/1,000 bases - most of which, but not all, were minted after 1992. To pick the ‘good’ pennies I use a small magnet on a stick and dip into the bag with it.

Magnetised bases are the best because you can affix tokens to them (see over the page) and use magnetic sheets or rare earth magnets in your cases or boxes to make the figures easier to store and transport.

“See a penny, pick it up, all day long you will have... one more free magnetic, heavy, indestructible, protective base!” *



Units of currency

Some companies now produce penny sized sabot movement trays with 3mm holes drilled to accept magnets. This allows you to put penny mounted figures into units for maximum versatility. If you’re playing a game that needs ranks and flanks then leave your figures in the tray but, should the desire for a skirmish game take you (or you might want to form figures into ad hoc skirmish unit), then you easily can. This works particularly well for games like *Billhooks* and *Ruckus* as you can use the same figures for both games.

Another great advantage of sabot-based units is that figures can be swivelled on their bases to help long weapons fit in the ranks without fouling the men in front. You can also easily conduct casualty removal and the more devoted hobbyists can even create fillers to replace the figures that have been taken out, easily slotted and fixed into place thanks to the magnets.

Now we have established that pennies make ideal wargames bases, how do we mount our figures on them?

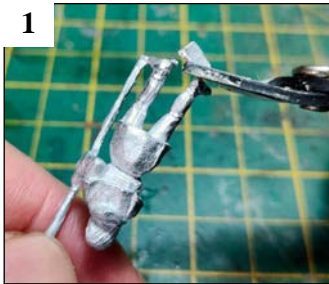


* I may have to get this catchy ditty printed on a T-shirt.

FIGURES WITH A PUDDLE BASE

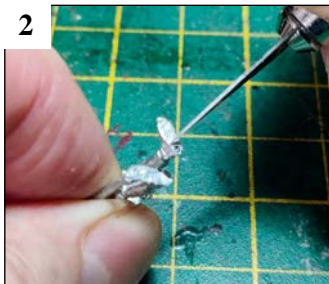


1. Grab your figure...
2. ... and a strong contact adhesive to fix it onto your penny.
3. Once dry, fill around the puddle base with modelling putty.



FIGURES WITH A SLOTTA BASE

1. Clip off the base tab with clippers.
2. Flatten the underside of the feet then score them with a knife. This creates extra contact area and will make for a stronger bond.
3. Use a pallet knife, sculpting tool, or similar to smear a small blob of Green Stuff onto the soles of the feet...

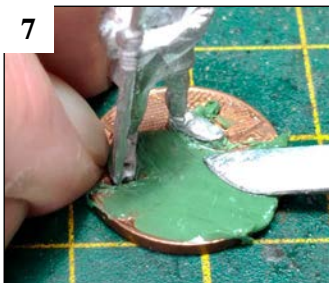
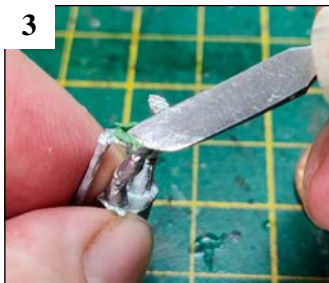


4. ... and while it is still tacky, apply a small drop of cyanoacrylate glue.

5. Press the feet of the figure firmly onto the penny and use the blade of the sculpting tool to smooth the Green Stuff down, ensuring a good seal.

6. The glue is often absorbed into the putty, causing it to turn white, as shown on this figure, but this should still dry just fine.

7. Finally, smear a thin coat of the putty across the base to obscure the coin's details and provide a good surface to paint or add scenic elements to.



Right: Puddle and slotta base figures mounted on pennies, ready for painting.

INFLATION

For figures with a wide stance, or even mounted figures, you can use a 2p, with its 25.9 mm diameter. As with the 1p, you'll want to find coins from 1992 or later. When deciding what size base to use... remember...

"2p or not 2p, that is the question!"

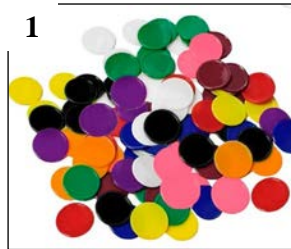


MAGNETIC TOKENS

Another wonderful property of the metal penny base is you can place magnetic tokens beneath it that will stay firmly in place when you move the figure, to indicate any in game status.

This is something that is particularly useful in my game of *Ruckus*, saving on tokens getting left behind and confusion growing as we try to backtrack and work out who suffered what status. Many other games that use such tokens - *The Silver Bayonet*, *Frostgrave*, and *What a Cowboy!*, to mention a few - will also benefit from base currency!

1. I use cheap plastic tokens that are 24mm in diameter, so the penny fits snugly inside. These are widely available, and I got my multicoloured set of 200 for £7 online.

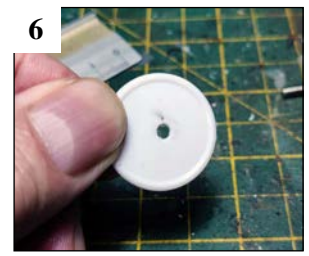
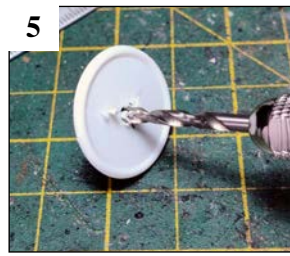
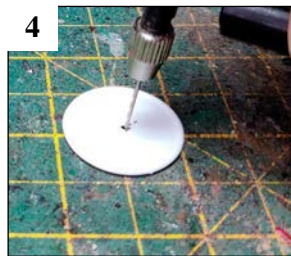


2. As well as your tokens you'll need a pin drill with a 3mm bit, some 3mm magnets and some superglue.



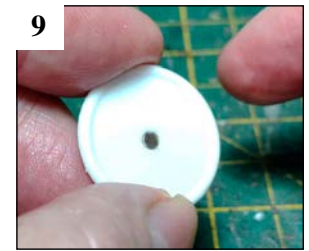
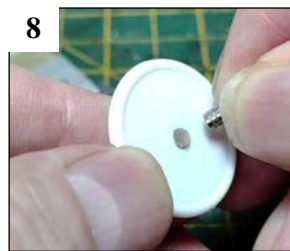
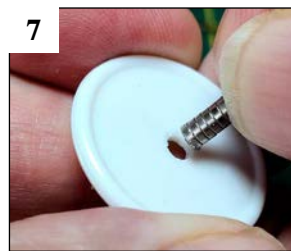
3. Mark the centre of the token.

4. Make a small pilot hole that just dents the surface. This makes drilling the bigger hole easier and reduces the chance of slipping.



5. Drill the hole using a 3mm bit. I like this pin drill from Army Painter, as it is well engineered, comes with four different sized chucks, and the bits are sharp!

6. The hole!



7. Insert a 3mm magnet into the hole. I find it is best to keep the magnets in a stack, so that I can insert one and break it from the stack by moving sharply to the side...

8. ... Leaving a magnet behind in the token.

9. Finally, press the magnet flat if it isn't already, then secure it with a blob of superglue.

So, there you have it, the perfect penny: a small, cheap, strong, durable, magnetic, and excellent way to base your figures, whatever game you play!



Above: In my game, *Ruckus*, a white token indicates a Mishap; for whatever reason, the Crossbowman here cannot shoot this turn. A red token indicates a wound, so this Captain had better take care. The Squire on the right has had a bad day too, as the yellow token indicates a Calamity has befallen him and the Pink (which stacks thanks to the magnets) shows that he has had his armour broken.



Above: The combination of penny base and magnetised token means that every time the Captain moves, he takes his token with him. If you put them the right way up you can stack several tokens this way and carry them along each time your figure activates.

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