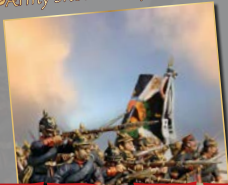


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FROM THE EDITOR

Valour & Fortitude was first given away free with the October 2022 issue of *Wargames Illustrated*. We followed that up in October 2023 with the second edition of *V&F* - free with *Wi430*. So, it would make sense to follow up again in October 2024 with the third edition... only we don't need to.

The second edition of Jervis Johnson and the Perry's rules is as close to 'spot on' as they can get it, so there is no need for a third edition (famous last words); instead we bring you the *Valour & Fortitude Army Sheet Compendium*, which contains Army Sheets/stats for the American Civil War, the Franco-Prussian War, and the First Carlist War.

It is possible to expand the scope of *V&F* by 'simply' adding Army Sheets for different periods and conflicts, and over the last year Jervis has been doing just that for those mentioned above, plus the American War of Independence and the War of the Triple Alliance. All (bar one) of these additional Army Sheets are available for free download from the Perry Miniatures website, but we wanted to treat existing and potential *V&F* players to a printed Compendium of some of those most desirable sheets. There's also a brand new and exclusive set, in the form of those for the First Carlist War. You will also find fan produced Army Sheets for the Indian Rebellion/Munity on page 42.

Beyond our *Valour & Fortitude* coverage, we have plenty more to wet your wargaming whistle inside this issue, including painting horses, prohibition gangsters, gaming and modelling with full-colour MDF buildings, *Billhooks* in Poland, fan analysis of *Bolt Action Third Edition*, and more.

Happy reading and rolling.

Dan Faulconbridge
Editor

Cover artwork: A Prussian firing line during the Franco-Prussian War, by Marco Capparoni. Inspired by a photograph by Michael Perry, seen on the cover of the Valour & Fortitude Army Sheet Compendium.

Below and next page: Photographs by Michael Perry, taken from the Carlist Wars section of the Valour & Fortitude Army Sheet Compendium.

Note: The third part in our Vietnam Vehicles series will be included in a future issue of the magazine.



CREDITS

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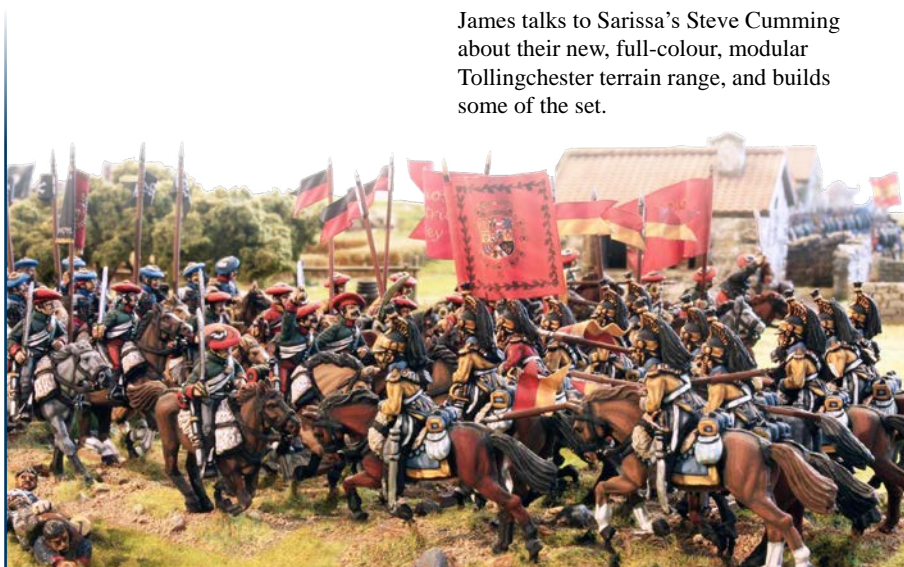
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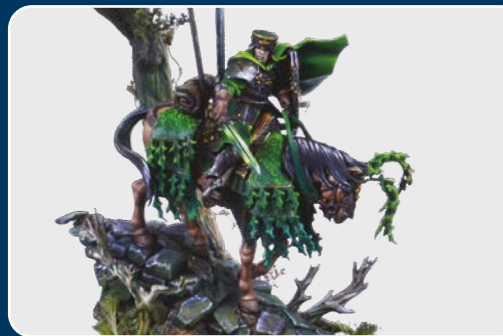
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OBSERVATION POST

New and forthcoming wargames
stuff you need to know about

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

BELLOLUDI - ASSORTED RULES

BelloLudi, who hail from the Netherlands, produce a selection of rulesets designed for folks who have never encountered tabletop battles before, as much as they are made for (and by) seasoned wargamers. That broad demographic means that the rules, which cover a dizzying array of periods across multiple publications, are accessible and easy to learn, but do they live up to the company motto of 'Easy Rules, Tough Choices!'?

It would be impossible to cover all the books written by Peter van Dop and co, so we've picked out a trio that showcase the core systems (and their variations).

BIG BATTLE GAME: 1660 - 1721

With armies organised into player-controlled brigades (games are intended for multiple players), made up of three cavalry squadrons or four foot-battalions, this ruleset certainly has the potential for very big battles. The basic rules take up just ten pages, and the other half of the book is devoted to extras, which means that the systems are extremely compact and concise. Despite their brevity, we can see potential for a good bit of tactical challenge here through the way command is handled.



Commands can be given to an entire brigade or to individual squadrons, and require a roll on the game's special Command Dice (seen left). On a 1, 2, or 3, your order is executed, with that many moves allowed (reforming takes 1 move). Should you roll a zero, the unit will not respond, but other unordered units in the brigade can still be given orders. The worst possibility is rolling a B; this is a Blunder, and stops orders being given to other unordered units as well as forcing the unit you rolled for to make another roll on the Blunders table.

DETAILS

- SCALE: 28mm, but versatile
- PERIOD: Assorted
- PRICE: PDF rules 9.95€, printed rules 15€, bundle (including cards and dice) 25€
- FORMAT: PDF or full-colour, small format, softback book
- AVAILABLE FROM: belloludi.nl



UNDER THE MICROSCOPE

DECKS OF FATE

If you want to modify play further, you can add in the game's card decks, which contain cards with various modifiers to boost your troops and command or negate your foes'. Shown here is the Skirmish deck and a range of its possibilities. These cards allow play to stay simple at its core while being modified by fun extras. New wargamers will probably see these as extra entertaining flavour, but more practiced generals will instantly recognise the potential to swing the game at a vital moment.

He dropped like a stone
The unit commander has tripped.
Until a new commander has been named the unit will stand still, i.e. until a commander card is played.

What's that?
Dust clouds on the field. The unit sees very little and fires with one dice less. That is, until a commander card is played.

Commander!
With this card you can remove the effect of 1 card. Both cards are then removed to the discard pile.
Or rally one soldier or, remove one disorder.

Steady men!
Remove one disorder marker.
(one time use)

Blunders' random results span retreating, moving left, right, straight ahead, or even charging. This is a simple way to bring friction to the game, and command is enhanced by a rule that allows troops within 12" of the enemy a free move, with no dice roll needed, which makes your army more efficient and predictable when they are close to the action.

If you understand the above, you're pretty much ready to play all BelloLudi's games to some degree, as these mechanics drive their action regardless of the period or scale.

HITS = CHITS

Shooting comes after movement, with simple D6 rolls to determine hits after basic modifiers are applied. After that, each type of unit can react in different ways to charges that have been made. Cavalry can counter-charge, artillery will open fire, and infantry can form square against cavalry.

A simple dice-off (with the charger hitting on a 4+, and the defender on a 5+) is then made. Support from other units can make a difference by modifying the rolls, as can fighting from a defensive position or in certain formations, while being shaken or attacked in the rear or sides will apply minuses to your roll.

Damage in the game translates to chits, which represent how each unit's morale is holding up. With four to six chits, the unit is shaken and has a -1 in hand-to-hand and shooting; seven or more causes them to be taken out of play entirely. It's your mission to load the enemy units with chits, and win by attrition.

EXTRA RULES

With the basics learned and tested, players can add terrain modifiers, different troop types - Elites, Militias, Engineers, and variations on the Infantry, Artillery, and Cavalry - and consult a point system to create more balanced clashes.

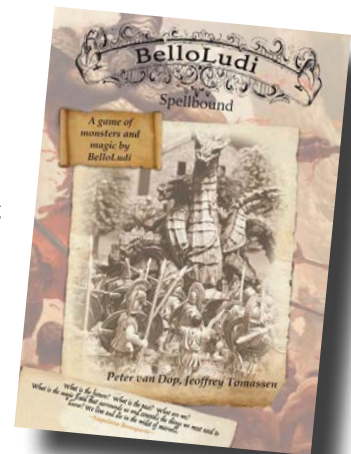
That's pretty much everything, covered in a book that condenses decades of warfare into 20 pages. This brevity will appeal to some and repel others, but it's easy to learn (despite a few translation issues and typos), and ensures play is quick and easy.

SPELLBOUND

Spellbound, co-written by Jeffrey Tomassen, is an interesting book, as it can be played standalone or have its rules for magic and monsters added to any of BelloLudi's existing rulesets for a fun mashup of reality and fantasy.

New here are Casters - individual figures that can zing spells around the battlefield, but risk blowing up in a ball of magical energy if they Blunder. Their powers include raising up reinforcements as summoned infantry, sending out Ethereal Missiles to blast enemy units, buffing or debuffing troops, seeing upcoming cards in the deck or opposition's hand, and even manipulating the landscape.

Monsters are another fun addition, coming in different sizes, causing fear (reducing the result on enemy Command Dice), and packing a big punch in melee. There are also Occult Conduits (think magical items), Monstrous Abilities, and special Scenarios to bring even more variety to your gaming. The book remains compact (28 pages this time), but there's plenty to enjoy.



VIETNAM!

In BelloLudi's skirmish-level games, players take command of two or three units of ten to twelve figures, and the rules function in much the same way, but formations are either open order (-1 to hit them) or bunched up.

Due to the scale of battle, extra orders are available, such as ambushing (reacting to enemy movement), throwing grenades, sending out smoke, hopping into a vehicle, or rallying. This makes the skirmish games from BelloLudi a little less accessible to new players, but potentially more rewarding challenges for seasoned wargamers. The rules are densely packed with variations that will make your gaming feel Vietnam-appropriate, such as the many terrain and booby trap/IED considerations, artillery support, and specialist weapon variation.

BelloLudi produce plenty of other books, covering Ancients, Napoleonic, ACW, the World Wars, and more, so if you master the basic systems, you'll be set to play through all of history. If you're not opposed to removing a few complexities from play, and can look past some translation issues, this is an appealing series for anyone wanting to get through big battles at a pace, or hoping to bring new players to wargaming.



MODIPHIUS - FALLOUT: FACTIONS 'BATTLE FOR NUKA-WORLD' STARTER SET



A lot of different Starter Sets make their way to *Wi Towers* and, while they're often a good-value entry into a new or existing game, most focus on quantity to lure players in. Not so with *Battle for Nuka-World*, Modiphius' new set, produced for their *Fallout: Factions* skirmish game. Yes, the box is quite packed, but the priority is very clearly on quality.

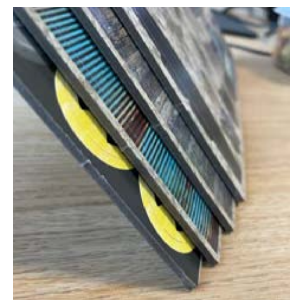
Components such as tokens are well-produced, presented, and even nicely packaged - dividers ensure everything gets to you in pristine condition in a similar style to large Games Workshop sets. The quality of the art and layout distinguishes the set from other offerings, too, with bold colours across the card terrain, and a nice mix of original and video game art/renders in the 80-page rulebook. That book is a beautiful publication that we'll get to a little later, but, overall, this is a set that hits a production standard most wargaming companies only dream of.

PRISTINE PLASTICS

Figures are, of course, a big draw with any introductory box. The miniature count included in the *Battle for Nuka-World* Starter Set is a very manageable 20, and these are all plastic characters. That means you can easily go from unboxing to playing over the course of a weekend, rather than over weeks, which is the case with the far heftier offerings some companies provide. That'll appeal to some, but might put off folks who see these sets as opportunities to 'bargain hunt' and get the most minis for their money.

Factions' plastics come on two very detailed frames, and, while there are some build variants, the designs all have their own character and personality sculpted into their rather fixed poses. These are more than just multi-part, regimented models; each crew and its characters are distinct. The Operators (bottom right) are well-equipped, organised, and carefully drilled, while the Pack (top right) are feral and ferocious.

Building and painting the crews will prove quite complex for a hobby newbie, as there are small and fiddly parts, but everything fits together very well. The 32mm realistic scale means there are rather tiny heads and hands, which will make painting a challenge, but the unforgiving design is offset by the quality and the fact you'll only need to construct and paint ten figures for each crew.



Above: The card stock for terrain and counters is extremely thick, and has a very satisfying weight to it.



A WILD WORLD

Unless you've been hiding under a radioactive rock this year, you'll be familiar with the video-game-turned-hit-Amazon-Prime-series that inspires this tabletop game. *Fallout's* post-apocalyptic, retro-meets-sci-fi, wacky world is a fertile gaming environment, and one that Modiphius have embraced for years within their complex *Wasteland Warfare* ruleset.

Here, with *Factions* - a new and more accessible skirmish ruleset - players are taken to the year 2287, 200 years after nuclear war irradiated the US. To the west of Boston, Massachusetts, lies the former amusement park, Nuka-World, and it is in this quirky environment that crews will battle it out to claim territory and gain supremacy.

DETAILS

- SCALE: 32mm
- PERIOD: Post apocalypse
- PRICE: £85/\$114
- MATERIAL: Full-colour, large format, softback book; card terrain and tokens; hard plastic multi-part miniatures; paper battlemap.
- AVAILABLE FROM: modiphius.net

Right: Instructions for building the game's card terrain are found via a QR code, and, once constructed, it all looks great. We particularly liked how the buildings can be turned 'inside-out', then given different extras on top to completely change their look. These are both the same building but with the sides flipped around and different toppers to go from a Nuka Cola booth to a Wild West shop.



After an introduction to the world, the game's components, and the terrain, the functions of crews and models give the first proper insight into the workings of *Factions'* systems. At the core of each character is the S.P.E.C.I.A.L. profile - seven stats that define characters' proficiency at various things. The higher the number, the better your model will be. The stats are Strength (melee and heavy weapon attacks), Perception (rifle firing and some special rules), Endurance (resistance to damage), Charisma (offering support), Intelligence (keeping cool during battle, and interacting with Battlefield features), Agility (pistol and grenade attacks, and climbing), and Luck (general success).

These are a direct translation from the video game, and will be familiar to anyone who has played *Fallout's* various digital incarnations; thankfully, they're intuitive stats to learn, too, which will suit anyone who is new to the game. Stats can go up to 9, but most average out around 4, while Luck, which is hard to come by in the Wasteland, averages out at 2.

NUCLEAR TESTS

S.P.E.C.I.A.L. Tests are used to determine most actions in the game, from opening fire, to whacking someone around the head, to interacting with a terminal. Each test lists what stat to refer to and how many dice can be rolled (the Pool Size). That Pool begins with 10-sided Luck Dice (you get as many as your Luck stat), then has Standard Dice added to it until the number reaches the Pool Size. You need to roll equal to or lower than the relevant stat to get a Hit; everything else is a Dud. For each Luck Dice Hit you roll an additional Standard Dice, any further Hits are added, and there may be extra Critical Effects triggered. With the total number of successes determined, you then calculate the outcome. That's the basics of how most of the game's actions function, and, with modifications added through extra rules, it is a solid system that brings surprising variation and tactical challenge.



Above: With obstructed targets proving more difficult to hit, it's great that the set comes with so many cover options.

S.P.E.C.I.A.L. TESTS

The most common way for dice to be rolled is as part of a S.P.E.C.I.A.L. Test. This is called for whenever a model attempts to do something with an uncertain outcome, such as firing a pistol, swinging a baseball bat or trying to hack a computer terminal. A player rolls a number of dice and compares the result to one of the model's S.P.E.C.I.A.L. statistics to determine the outcome.

Bottle: Uh, hey, Cappy, if you make these Tests all the time, what's so special about them?

Cappy: Not special, Bottle - S.P.E.C.I.A.L.! Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. It's a really handy way to measure what someone's good at.

Bottle: Oh, now I get it!



Above: Bottle and Cappy feature regularly, adding their voices to various rules. They're a lovely comedy duo but also provide clarity, yielding a thematic 'designer's notes' commentary.



UNDER THE MICROSCOPE

GAME FLOW

A game of *Factions* takes place over a set number of Scenario-determined Rounds, and, with this naming choice, *Factions* makes itself somewhat counterintuitive for any regular gamers. Each of these Rounds are what we might usually call turns, and these are then split into a series of Turns (which we might call activations) wherein the Active model can make one or more Actions.

It's a slightly odd choice, but once you get past that, things are simple. Any model that is not Exhausted can become the Active model, and perform actions until they no longer wish to do so, or, more likely, become Exhausted. Unengaged models can move, open fire, recuperate, or search an area, while Engaged models can back off or fight.

Most of these actions apply only to the Active model, but Movement Orders can be given to other figures within the Control Area of the Active model, allowing multiple crew members to move at once. Models can also offer Supporting Fire if they are close, and this provides Bonus Dice to the ranged attack. This use of nearby crew members can be a great way to push forward unexpectedly, or open fire with a real show of force, but it's worth noting that any model given a Movement Order or offering Supporting Fire takes Fatigue. How many radioactive eggs do you want to put in that basket?

Extra nuance come from the Fatigue system, which builds for each model, gaining a Fatigue each time they perform an action or suffer negative effects from actions taken against them. If they get Exhausted, they become unable to activate. This puts player-focus on activation order, and makes it worth trying to put Fatigue onto powerful models that have not yet activated.

Harm also builds, making models more susceptible to injury from further attacks by giving Bonus Dice to the attacker. Each of these (and other) extra rules are well-explained and often illustrated with examples to bring further clarity. They do, also, come with tokens; as play progresses, the board will get quite swamped with different counters, so, if you're the type of player who likes your battlefield clean, this may not be the game for you!



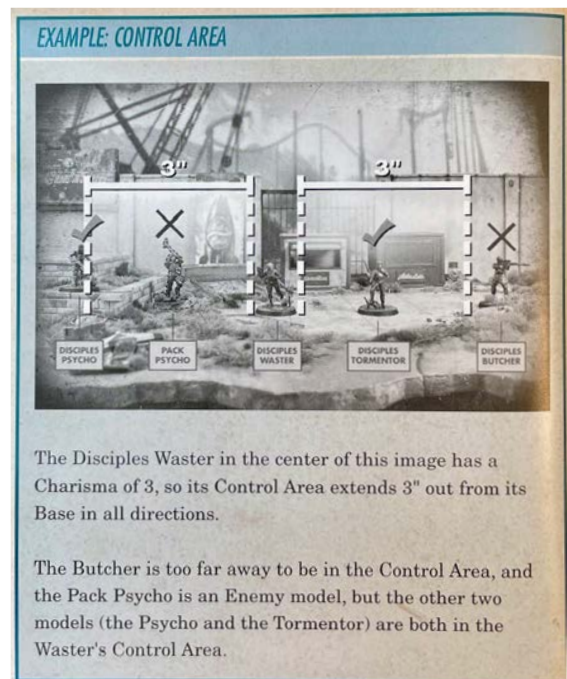
LAYERS OF COMPLEXITY

On page 24, you're told to stop reading and get playing, as the basic rules are done - but there are all kinds of extras ready for you, once you've got a few games under your belt. Radiation Tokens can litter the play area, reducing Endurance when models go too close, and crews can search for Chems, to boost their abilities during play. There are twelve Chem options, and each has very different effects: Nuka-Cola increases a model's Control Area, and Rad-X removes the danger of Radiation Tokens - not so impactful - but Day Tripper boosts Luck by 2, and Psycho Jet provides two Bonus Dice to an Attack and recovers 2 Fatigue, which could be a real game-changer.

Ploys add further intrigue, manipulating the game's standard rules at key moments that you choose, with some generic options (get an extra Turn, improve the chance of success during a Test, remove Fatigue), and other more *Faction*-appropriate or Scenario-specific Ploys mix things up.

With location-specific rules, crew creation, campaigns (called Stories), six scenarios, faction lists (for the two crews included and The Disciples), weapon profiles, and a very handy reference appendix, the rest of the book is packed and well worth a proper explore.

Overall, this is a compelling introduction to *Fallout: Factions*, one that the office's wargaming veterans admire for its interesting systems and rulebook quality, and the video game fans find appealing for the figures, bold terrain, and vibrant tokens. If skirmish gaming's your thing, then it's well worth a look.



The Disciples Waster in the center of this image has a Charisma of 3, so its Control Area extends 3" out from its Base in all directions.

The Butcher is too far away to be in the Control Area, and the Pack Psycho is an Enemy model, but the other two models (the Psycho and the Tormentor) are both in the Waster's Control Area.

Above: Many rules have illustrated examples to add clarity.

ATHENA MINIATURES - WARS OF THE ROSES VIGNETTES

We all like a vignette or two on the tabletop, and Athena Miniatures have provided us with several new options for just that (and more) as part of their Wars of the Roses (WotR) range.

Athena already has twelve WotR vignette packs available, including Knights getting into their armour, a surgeon at work on his operating table, and drunken soldiers. These have now been joined by: The Court (£14 for eight minis), Those Who Toil (£11 for five), and some ne'er-do-wells in the form of the Give us Your Purse pack (£3.50 for three).

All the figures are of a simple design style, fitting in neatly with the existing Athena WotR catalogue, and very slightly chunkier than Perry sculpts.

If you are looking for material for some Wars of the Roses vignettes, or just to add a sprinkling of civilian life to your medieval battlefields, then these packs provide a great deal of highly-serviceable options.

DETAILS

- SCALE: 28mm
- PERIOD: Wars of the Roses/Medieval
- PRICE: £3.50 - £14
- MATERIAL: Metal
- AVAILABLE FROM: athenaminiatures.co.uk



Above: Give us Your Purse features three medieval ruffians.

Above: Those Who Toil: a farmer, his wife, and several generations of their family, ready to work the land on your wargames table.



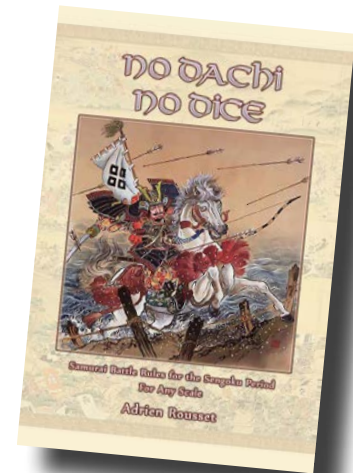
Above: The Court comprises eight miniatures: a portly lord and lady, her ladies in waiting, the lord's attendants, and a petitioner with his advocate.

CALIVER BOOKS - NO DACHI NO DICE

No Dachi No Dice's release is perfectly timed for anyone who has just purchased a few boxes of Wargames Atlantic's new 10mm plastic Samurai and Ashigaru.

Adrien Rousset's rules work around a core system of Honour points, which are used to pick forces and to play out game elements. Each Daimyo begins with four bases of Samurai and Honour points, which they can distribute to their Tai Commanders. Each of these Tai Commanders then has 20 Honour points to spend on their troops.

Once the game's underway, Honour is at the core of many systems, such as number of dice rolled, activation order, casualties, and more. Thus, the game plays very differently to more Western-themed games, with Daimyos needing to manage their Honour carefully in order to stay effective as the game progresses.



The rules do a great job of conveying the history and mechanics of widely varied Eastern battle philosophies throughout, with a look at complex formations, challenges that impact Honour, passing written orders, changing loyalties, and more.

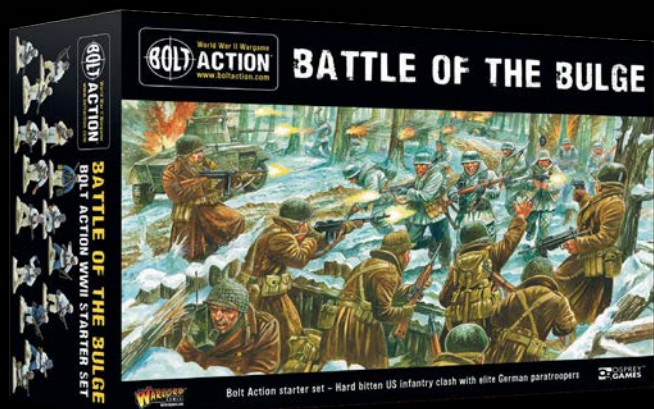
Shooting and melee use quite standard D6 systems, and D20s are used in activation (a result above the number of Dishonour markers held must be rolled, or your unit will flee instead of activating), but D3s, D4s, and average dice are all in the mix, as well. These could probably have been dropped in favour of more actions using the first two dice options, but this is a minor quibble when faced with such generous content. The book finishes with extensive campaign rules that include nuances like seasonal change, diplomacy, and provinces.

Well-presented scenarios and play tokens are included too, making this a fine one-stop shop for your Sengoku gaming needs.

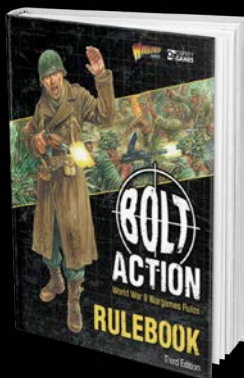
DETAILS

- SCALE: Any
- PERIOD: Sengoku
- PRICE: £16.50
- FORMAT: 50-page full-colour, large-format, softback book
- AVAILABLE FROM: caliverbooks.com

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RELEASE RADAR

Dom Sore's here to tempt you with new and upcoming hobby releases.

A FISTFUL OF MEXICANS

My next gang for *Dead Man's Hand* could well be inspired by the new Mexican Revolution figures from Knuckleduster Miniatures (knuckleduster.com). The initial two sets in this new range are packs of Skirmishing Irregulars in 28mm pewter. The figures are all armed with some kind of rifle, be it repeater or bolt-action, and, while the poses mainly capture the act of firing, there is some variation. One is reloading, and others are on the move, which makes for a nice bit of distinction. One has a separate arm that I can only assume is removed for ease of casting, but that will also make conversion easier, if you're into a little miniature rejigging. I like the large number of bandoliers on the figures; this reminds me of the *Three Amigos*!



Some of my favourite games have had new versions released this year, including *Dead Man's Hand*, which has been occupying a lot of my hobby time. This month's Release Radar gets underway with potential gunslinging goodies for *DMH*, before we move on to my usual eclectic mix.



Riding in for a slightly later period than the Mexican Revolution, although it does depend on which of the revolutions we are talking about, are new Federale Mounted Command from Pulp Figures (pulpfigures.com). This pack contains two metal minis - a Commander and a Bugler - on rather dapper-looking horses. The Bugler is a younger man, which is what you would expect; those young lungs are essential to being heard on the battlefield! The Commander is a more mature gentleman with a mighty fine beard, and he looks very enthusiastic, waving his sword. His horse doesn't quite match his enthusiasm, but as anyone who has done pony-trekking will confirm, that's the nature of horses... at least, it is when I'm riding them!



Bugler (above) and Commander (left).

TERRIFIC TERRAIN

There are more ways to get terrain onto the tabletop with minimal effort every month [check out Sarissa's pre-coloured offering on page 72 for one new method - Ed], but the easiest is to buy it, ready-made, from folks who specialise in it - people like The Last Valley (flickr.com/photos/thelastvalley). They are well known in the UK wargaming scene, which means that their offerings at shows sell out rather quickly. The nature of print being what it is means that this news might get to you too late, but you can pre-order whatever their next release



will be! Their new vegetable patch with storage is a large piece, built to Last Valley's excellent standard, with plenty of character. A nicely-modelled wicker fence borders rows of growing veg, and a fine storage shed with a pantile roof fills the rest of the MDF base. The price for these pieces is so good that it feels almost criminal to pay so little. Maybe it's time I revisit ideas for the Cabage Patch Wars.

Bridges are an oft-forgotten feature on my tabletops, and I was keen to change that. Whilst looking for some small river-crossing points I came across the new 3D-printed stone bridge from Head Bunny Games (headbunny.games). This model is more of a footbridge than a vehicle bridge, and would be ideal to span a small stream in a hamlet or, perhaps, to connect a farm to its new vegetable patch across the way. This is the kind of bridge that has been built throughout history, and will not look out of place in Ancient Rome or a more modern rural environment. Versatility is a wonderful thing in any wargaming item, so this period-agnosticism is a welcome feature.



FURRY (AND HAIRY) FANTASY

Head Bunny Games (headbunny.games) aren't just about terrain; they've released a set of 3D-printed werewolves that are available at 28mm or 32mm scale, depending on how imposing you want them to be. You can also get them printed with a range of basing styles: plain, paved, industrial, undercity, and spacesport. These bases can be 32mm or 40mm, so you're well covered for all kinds of different gaming options, and can take your versipellis to past, present, and future locales. Perhaps you could mix these in with Wargames Atlantic's plastic werewolves - the bigger scale of Head Bunny's figures could help them to stand out as leaders.



Above: Feudal Dwarf Knights with Shields.



Above: Feudal Dwarf Archers and Jester.

If werewolves are not your thing, then how about something a little shorter, but still rather hirsute? There is a fine range of dwarves available to pre-order from Infamous JT (infamousjt.com), with classic dwarves split into two styles: Norse and Feudal. They're nicely compatible, even if their inspirations are centuries apart, which makes for a great-looking range in all. It's quite a sizable drop of goodies, too, with 14 packs to get your teeth into. Choosing from this lot's going to be a real challenge. Do you want the Pony & Handler pack, with a rather prominent carrot? Maybe the Norse Dwarf Characters, with a very good boy helping them carry their gear, will draw your eye? How about some heavily-armoured Feudal Dwarf Knights with Shields? There is range of beard-styles for you to peruse, and even a couple of clean-shaven dwarves and a jester. This excellent range deserves to do well, and, with a bit of luck, sales will mean we get more of them in future waves of releases.



Above: Norse Dwarf Characters.



Above: Norse Dwarves with Crossbows.



Above: Norse Dwarf Youngbeards.



Above: Norse Dwarf Berserkers and Shieldmaidens.



Above: Norse Dwarf Pony and Handler.

ANCIENT WONDERS

Footsore Miniatures (footsoreminiatures.co.uk) have added some rather debauched members of society to their *Gangs of Rome* range. The Lions of Bacchus are three 28mm white-metal figures who spend much of their time in and around the Circus Maximus. There ostensibly to keep order, they are just as likely to cause disorder; that is one of the perils of being a devotee of Bacchus. Just make sure you keep your beer and wine out of their sight, and you'll be alright.



Sticking with Footsore, a piece that could have fitted into the terrain section earlier is the new Fortified Hospital for *The Barons' War* supplement *Outremer*. This is a hefty collection of resin to make an impressive fort. It's 136mm x 174mm x 247mm, and includes two gates set into walls, two more wall sections, a chapel, a round tower, a small square tower, and the hospital building. If you've got the 3D-printing setup at home, you could buy the STL of the Fortified Hospital and save yourself a good bit of cash.



Something a bit more traditional-historical now: 12mm white-metal Parthians from Kallistra (kallistra.co.uk). There are five packs in the initial release - Command, Horse Archers, Heavy Cavalry, Spearmen, and Archers - and these are figures designed for mass ranks, and offered at a price point that will allow you to build up a big force. I'm particularly keen on the Command pack, as it provides foot and mounted command figures, but I can't help but feel sorry for the horses of the heavy cavalry; there's a lot of mail, which is not so nice for keeping cool in the desert, but it should help keep them alive.



Above: Horse Archers.



Above: Spearmen.



Above: Command.



Above: Archers.

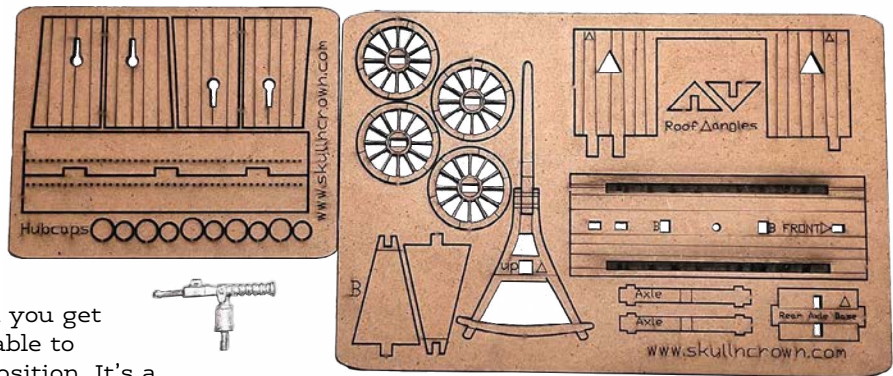


Above: Heavy Cavalry.

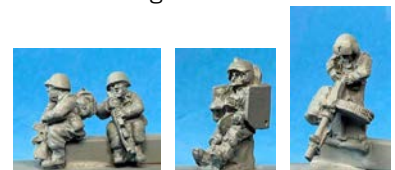


MARVELOUS MISCELLANY

The Burgundian War Wagon from Skull and Crown (skullncrown.com) was a must-feature figure for this month's column, even if it doesn't fit too neatly into the other sections I've presented. This is an MDF kit that comes with a pewter swivel gun, and, should you get a number of them, you will be able to create an excellent defensive position. It's a simple idea that has been executed well, and these mobile defences will be useful beyond their intended purpose. I can see them in fantasy armies, and being used to make a camp in rules like *Sword and Spear*. *Never Mind the Billhooks*, where wagons feature prominently in the Hussite Theatre, could be a beneficiary of this release too. Get some Pavises while you are at Skull and Crown to add to other projects too!



If something more modern better fits your tastes, how about some 15mm US chopper crew for Vietnam games? Peter Pig (peterpig.co.uk) might make the best 15mm range for the Vietnam War, and this crew of a pilot, door gunner, and seated figures will add a lot of detail to your air cav. The chopper door gunner looks like he may be enjoying his work a little too much, while the seated figures look thoroughly jaded from whatever they have been through - or are heading towards.



To finish I want to highlight a book aimed at newcomers to model kits. Produced by Ammo by Mig (migjimenez.com), *Scale Modeling for Beginners* is a 120-page softback that covers the basics of scale modelling. These techniques (described in English and Spanish) will be applicable to wargamers, too, especially those who play in more modern theatres that feature various vehicles. This first volume in the series deals with assembly, and has many full-colour photos for readers to learn from, covering tools, preparation, glues, and everything else you'd need. I am excited to see what comes next; even we seasoned older gamers can continue to learn new things.

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



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Aug 25

With Dr Waitman Beorn



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QUICK FIRE!

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

WELCOME TO A WORLD OF FUN!

By Gary Weston

I've been a wargamer for too many decades to mention. When I started, way back in the day, the choices available were somewhat limited, compared to today's plethora of options. I began my collection with Airfix Romans and, when money was available, Minifigs Napoleonic.

I have always loved Napoleonic gaming, and I fondly remember the rules written by Trevor Halsall. I always felt that Napoleonic should be done on the 'grand' scale, with hundreds of figures on the table.

Over the years, I sold off my original figures; I could never face the time and effort involved (or the cost) of building sufficiently-large forces to recreate the look and feel I desired.

It's been a long time coming, but that's all changed! Bam! WoFun figures appeared on Facebook, and I was immediately intrigued: pre-printed flats in Perspex. Thousands of figures to choose from. Was this the answer?

After some research and reaching out to folks on the wonderful WoFun Facebook group, run by enthusiast Dermot Connolly, I decided to get some 18mm samples for the Peninsula War.

To say I was impressed would be an understatement. Here was a scale that worked for grand battles, and I didn't have to paint anything! I couldn't empty my wallet fast enough! Within a matter of weeks, I had over 2,000 infantry, 500 cavalry, plus skirmishers, limbers, and artillery pieces, and they were all ready to go straight onto the table.

I know Perspex flats will not be for everybody, but for those of us looking to do large games with maximum impact, I believe this is a game changer (pun intended): wonderfully-printed figures, bases included, a huge range, and they look good when arrayed on a gaming board. Figures are available in 10mm, 18mm, and 28mm, with 18mm being my go-to (small enough for large engagement, but detailed enough to differentiate).



Show me how to get 96 figures fully 'finished' for under £20, and I might revert to more-traditional minis; until then, I have truly found a World of Fun. I should temper such heavy praise with a disclaimer that I am not affiliated with WoFun in any way! For me, this expansive range has made long-time goals possible, and it is something that other wargamers should seriously consider. The ability to jump into a new period, or try out a new set of rules immediately, and at a reasonable cost, is an exciting development.

Months of painting to get troops on the table are now behind me... apart from skirmish games!

MORE CRIMEAN WAR FRIPPERIES

By David Bickley

I enjoy the occasional opportunity for modelling with various peripheral pieces for my wargames projects; I find it disrupts the tedium inherent in painting both armies for a project. You may recall that earlier this year (W438) I showed two such fripperies for my Crimean War project utilising spare British standard bearer figures, an Orthodox priest, and two Warlord Games Russian 12-pdr guns and crew. I now have a few more to show off, each with its own backstory.

Last year, Eureka Miniatures Australia acquired the rights to a new range of Crimean War-era figures from a Russian designer. With the regrettable regional unpleasantness intruding into tabletop life, the range has sadly been in something of a hiatus since, but when I saw online that Nic from Eureka had cast some Uhlans for a fellow gamer, I thought I'd take a chance and enquire if I might also acquire some figures. I snagged dismounted Cossack Scouts, Casualties, and a Dressing Station set. Mixing the latter two sets has produced three bases of figures to populate a Russian field-dressing station.

The figures include two Orthodox nuns in a nursing role, medical orderlies, and a number of casualties in different stages of treatment or recovery. They were straightforward to paint, though somewhat more delicate in sculpting style than the more robust Great War Miniatures, Warlord Games, and Foundry figures in my collection.

Moving on to further fripperies: as I trawled through my Lead Pimple, I found amongst the spare painted Foundry figures a stout Turkish officer, a British naval officer, and an infantry officer alongside a photographer and camera set of indeterminate manufacture. I decided to assemble the photographer and his subjects in a small vignette and soon I was adding a photographic van to the collection, in tribute to Roger Fenton's pioneering work in the Crimea.



My friend and regular opponent, Phill, assembled and sprayed a Warbases horse-drawn van and draught horse while I was away on holiday. I painted it and added graphics made on Word. It seemed appropriate to me that this vignette should pay homage to a contemporary well-known photographer of wargames miniatures. So here (seen below) is the photographic van of one 'D. Faulconbridge Esq', intrepid traveller and expert photographer of wargames figures far and wide. The end product may not resemble Fenton's photographic van closely, but it does give the nod to the original.

Four Great Wars Miniatures figures - a sergeant and three rangers - became a final project and were put on guard duty! The sergeant was posed perpendicular to the three privates, as if inspecting them before they took up their duty as guards somewhere in the camp.



WARGAMES FOR THE COMMUNITY

By Pete Brown

It is not often that a good news story about wargaming makes the national news, but recently, Tactic North East was covered by a number of major news outlets following the opening of their inclusive gaming space in Sunderland.

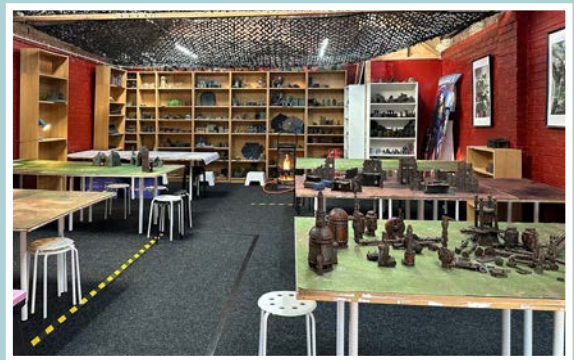
Chris Whyte, who runs the project, explained that it is organised as a community interest company (CIC), essentially a not-for-profit organisation, wherein any money made is reinvested in the venue and events. Chris said: "That's fundamental to the way we operate and our mission, as it places our beneficiaries at the heart of what we do, rather than a profit motive. It also means that we can apply for funding so that we can offer the space on a 'pay what you can' basis, while being able to host community-outreach projects. We believe that nobody should be excluded because of their financial means."

Indeed, the club has been granted £5,000 in funding from Sunderland Business Improvement District (BID) to provide additional services, including paint-and-play days, as well as gaming social events. The BID distributed the money through its Sunnyside Activation programme, which aims to build a sense of community in the area.

"This is exactly the sort of initiative the Sunnyside Activation programme was designed to encourage" said Sunderland BID CEO Sharon Appleby. "It's a wonderful facility, not just for young gamers, but also for older members of the community who may be feeling a little lonely, or isolated, and who enjoy spending an evening playing games in a friendly, welcoming environment."

Tactic North East, located at Back Norfolk Street, Sunnyside, engages enthusiasts in everything from *Warhammer*, to board games and tabletop historical battles. The space, which houses six gaming tables, is also a regular site for gaming tournaments and social nights, where people can enjoy the games, learn new ones, and make friends in a safe and inclusive setting.

Explaining the format, Chris said: "We partner newcomers with more experienced gamers, so that they can be (re)introduced to the hobby, if they need that. I've found that most people are extremely friendly, enthusiastic, and happy to share knowledge, and are usually quite interested in what other groups are doing. We'll often have a couple of tables playing *40k* who will gather to look at the next table playing *Lord of the Rings*, or *Oldworld*, or even *Turnip 28*, and there's a mutual admiration when they start looking at paint jobs and discussing how they achieved effects. I think we have been quite lucky in that the siloing that you sometimes see just doesn't happen here. It was a very conscious effort on my part that it be a space driven by what people wanted to play or do in it, rather than me placing arbitrary restrictions on what it could be. We are very much led by those who come here."



There are gaming socials at the Gallery every Monday evening, tabletop gaming sessions on Wednesdays (both held between 6pm and 10pm), and gaming every Sunday between 10am and 4pm.

Wargames clubs around the UK, and overseas, often struggle to attract and retain members, and to generate sufficient funding for space rental. Tactic North East may have hit upon a format that is good for the community and eligible for external funding to maintain operations.

Anyone interested in visiting Tactic North East, or contacting them to discuss the club format, can do so through Facebook, their website, or by email on hello@tacticonortheast.com.

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Valour & Fortitude

@ BRITCON



Nearly two years after its initial release, and one year after the second edition was given away free with the October 2023 issue of *Wargames Illustrated*, *Valour & Fortitude* went 'live' at Britcon 2024, held at Nottingham Trent University in August.

Known antithetically as 'the Lead Belt', or the turf of the wargaming Mafia, Nottingham, England is home to *Wargames Illustrated*, Jervis Johnson, the Perrys, and at least 50 other wargaming companies and personalities. It would have been remiss of us not to attend a gaming convention less than a mile from our doorstep. Collectively, we decided that if we were going to 'do' Britcon, we should use it as an opportunity to showcase some great-looking *V&F* games. Convention organiser, Tim Porter, offered us a very comfortable (carpeted floors and air conditioning!) side room at the venue, and on day one of the two-day event, with a lot of help from our friends, we filled it with three large, luxurious, and award-winning *V&F* games.

SOUTH EAST SCOTLAND WARGAMES CLUB - THE BATTLE OF NIVELLES, 1815

Presented by our friends from north of the border, this 'Best Historical Game' award-winner from Salute 2024 ponders a 'what if?' two days before the Battle of Waterloo. The encounter assumes that Napoleon shows a little more respect to Wellington, reorganising his forces and pulling together elements of the 1st and 2nd Corps, before moving them down the road to Nivelles, west of Waterloo. In the game, they are joined by a Light Cavalry Division, half of Kellerman's Heavy Cavalry Corps, and elements of the Old Guard.

Napoleon's revised plan is now to outflank Wellington, using Ney to fix the enemy at Waterloo while Napoleon sweeps round the flanks, and cuts off any retreat to the Channel Ports.

Having received scouting reports of Napoleon's manoeuvres, Wellington responds by assembling a force of three divisions, reinforced by Heavy Cavalry, and sending them to Nivelles. The rest of army holds its position at Waterloo to face Ney and await the Prussians.



The buildings used on the table were commissioned and custom made by Total Battle Miniatures. The guys were keen to avoid the temptation of using commercially-available 'Waterloo' buildings and terrain, to make sure the game wasn't mistaken for that battle.



The French figures were all Perry Miniatures, while the British included some Front Rank in their... ranks.



This regiment was either preforming a very complicated manoeuvre, or was (more likely) shaken.

By midday, things were going well for the French. They were on the offensive, and had taken one half of a 'defendable area' (as defined by the V&F rules) in the middle of the board.

Team Bonaparte continued to perform well throughout the day, and as the sun set on Nivelles, the French where in control of the field/table.



THE BOONDOCK SAYNTES - THE BATTLE OF UNAO, 1857

The 'Best of Show' game from Partizan 2024 was a new recruit to the *Valour & Fortitude* stable. You can read about how and why the Sayntes turned to *V&F* on page 42. The game itself was a refight of a lesser-known action that formed part of the British Relief of Lucknow campaign. While the battle was interesting, the table, festooned as it was with hundreds of vignettes and dioramas, was an absolute standout!



For the buildings, Boondocker Ian Cluskey takes MDF skins, then 'Indian-izes' them by adding arches, domes, and more. Minarets (or Minar) are commonly seen by the roadside in India, so Ian was keen to feature them on the table. The one seen here (left) started life as a lighthouse model.



While Ian uses 1840s watercolours as the inspiration for his muted colour palette, there are shocking busts of colour on the table, like the bright reds and golds of the wedding party.



Ian is fascinated by the Indian animal eco-system, which is represented well on the table. You don't have to look far to see dogs chasing cats, monkeys on rooftops, or water buffalo bathing in the river.



Group member Colin Hodgson applied his talents to the far side of the table, scratch-building a pontoon bridge across a river made from tissue paper, emulating the colour of Indian inland water perfectly.

MESSRS PERRY AND JOHNSON - FRANCE'S LAST CHANCE IN EGYPT, 1801

We head over to North Africa for our final *V&F* game, showcasing figures and terrain from the Perry Miniatures collection, and pitting Napoleon's advancing French against defending Ottomans, aided by their British allies. This is a hypothetical battle unfolding somewhere near Cairo.

This game was the first playtest for the forthcoming Napoleonic Ottoman Army Sheet for *V&F*, and the first time Alan Perry's Ottomans had been used in anger. We asked Alan about his range:

"It's a really interesting range to sculpt and paint; there are so many different pieces of weapons and kit on the figures that I don't get to work with very often - lots of cloth too - and I like sculpting cloth! They are a lot of fun!"



Alan Perry commanded the Ottomans, and had to fend off a determined assault by desperate French.

It wouldn't be a Perry demo game without a smattering of interesting vignettes. This one features some Ottoman Engineers busily working on earthworks, and (in a scene reminiscent of a Mediterranean beach holiday) struggling to erect the parasol of a tent.



The wargaming glitterati were out in force at Britcon. Here, the Perry twins flank Rick Priestley, who was keen to come out for the day and dispel rumours of a steady decline into insanity. This photo (left) confirms that there should be no fears on that score.

Jervis was on hand to make sure the correct rules were adhered to, and that no one was wearing the same colour T-shirt.



ELSEWHERE AT BRITCON

Away from the *Wi Room* at Britcon, hundreds of gamers were furiously rolling dice and manoeuvring models in 22 different tournament and competition games. From the ancient (*DBA*) to the modern (*Bolt Action*) - in several senses of the words - the convention centre was abuzz with gaming action, with participants from as far away as Thailand taking part.



Left: One of the top attractions at Britcon (and many UK shows) is the Lard Zone. Gamers participated in 14 different TooFatLardies games, including a Vietnam version of *What A Cowboy*, and the yet-to-be-released *Midgard*.



Below: Spilling out of the Lard Zone room were James Morris and his team with their *Midgard* table.

Below: Alongside all the games, there is always a smattering of traders at Britcon, looking to satisfy the needs of the players, and passing browsers.



FROM MUSKETS TO BILLHOOKS



The *Wi Room* was dedicated to *Valour & Fortitude* all day on Saturday at Britcon, but on the Sunday our three *V&F* games were whisked away and replaced by three games of *Never Mind the Billhooks*. *Billhooks* author Andy Callan and a team of faithful acolytes presented *Billhooks Italia*, *Boathooks*, and *Fantasia*.

Left: Austen Kime (left) was caught practicing his 'game face' prior to taking on his dad (right) in a game of *Never Mind the Billhooks Italia*.



We had a great weekend of gaming fun at Britcon, whether it was *V&F*ing on the Saturday, or switching to *Billhooks* on the Sunday. Many thanks to the members of the South East Scotland Wargames Club for battling through the horrendous traffic to be with us, the Boondock Sayntes for all the effort they put into displaying their table - which takes at least two hours to construct and deconstruct - the Perrys, Jervis, and all their players. Thanks also to our Sunday Billhookers for forgoing a rare sunny English summer day to transport showgoers back to medieval (and fantastical) Europe.

ONLINE INTERVIEWS

There is much more to enjoy from the *Wi Room* at Britcon on the *Wargames Illustrated* YouTube channel. Scan the QR code below or search 'Wargames Illustrated' to view interviews with Jervis Johnson, the Perrys, and the guys from the Boondock Sayntes and South East Scotland Wargames Club.



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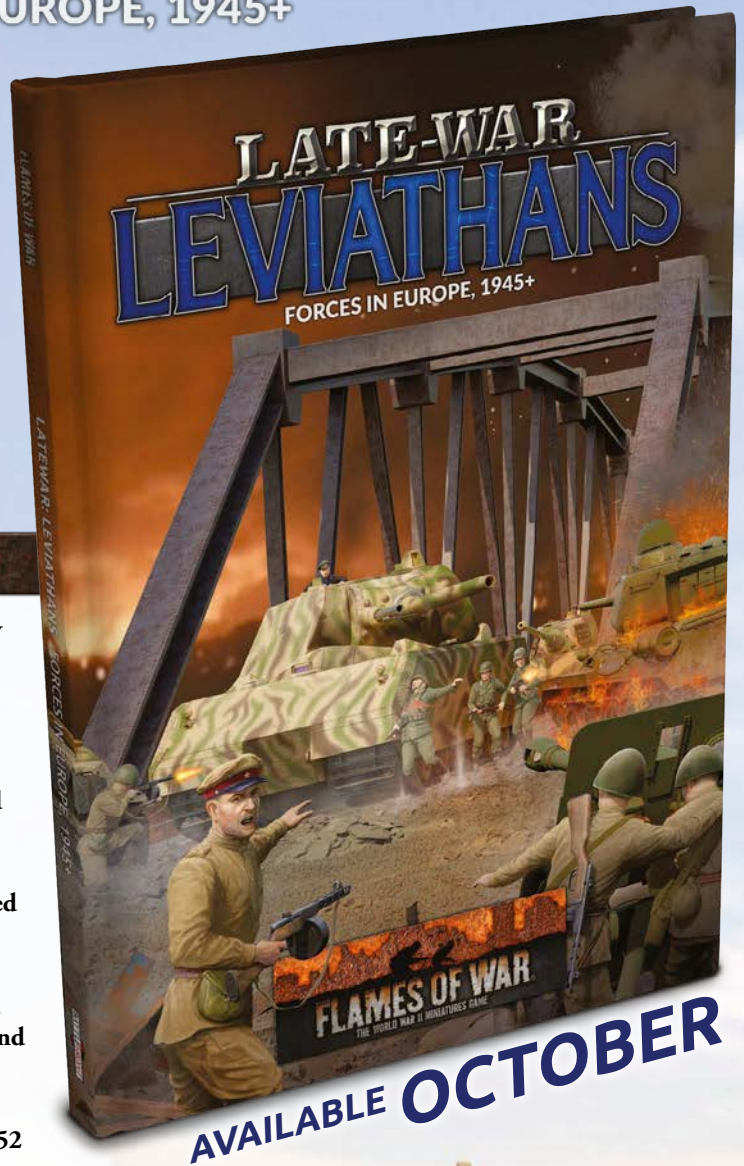
During the course of World War II all the major powers were working on new and radical designs of weapons and equipment, the most famous among them being the German *Wunderwaffen*, Wonder-Weapons, like the Maus super-heavy tank. The Allies were also busy developing the new designs incorporating lessons learned from the fighting as well as newly developed technology such as the American T-28 assault tank, the British Centurion universal tank, and the mighty Soviet IS-7 heavy breakthrough tank.

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- How to play Big Games with Leviathan tanks.
- Instructions on how to build: US Formations fielding T28 and M26 Pershing assault tanks, T29, T30, and T34 heavy tanks, M26 Pershing and M4 Easy Eight medium tanks, and armoured rifles.
- British Formations fielding Tortoise and Churchill assault tanks, Centurion and Charioteer tanks, and Saracen mounted motor infantry.
- German Formations fielding Maus and E-100 super heavy tanks, Tiger II and Tiger I heavy tanks, Panther (8.8cm) and Panther (7.5cm) tanks, E-100 and Skorpion tank-hunters, and Panzersturm infantry.
- Soviet Formations fielding IS-3, IS-7, T-10 heavy tanks, T-44 and T-54-1 medium tanks, ISU-130 assault guns, and BTR-152 mounted motor rifle infantry.



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BOLT ACTION THIRD EDITION



EXCITING STUFF DOM SAW

Following last issue's interview with designer Alessio Cavatore, we asked *Bolt Action* superfan Dom Sore to dive into Third Edition's major changes, and tell us how he thinks they might impact the game.

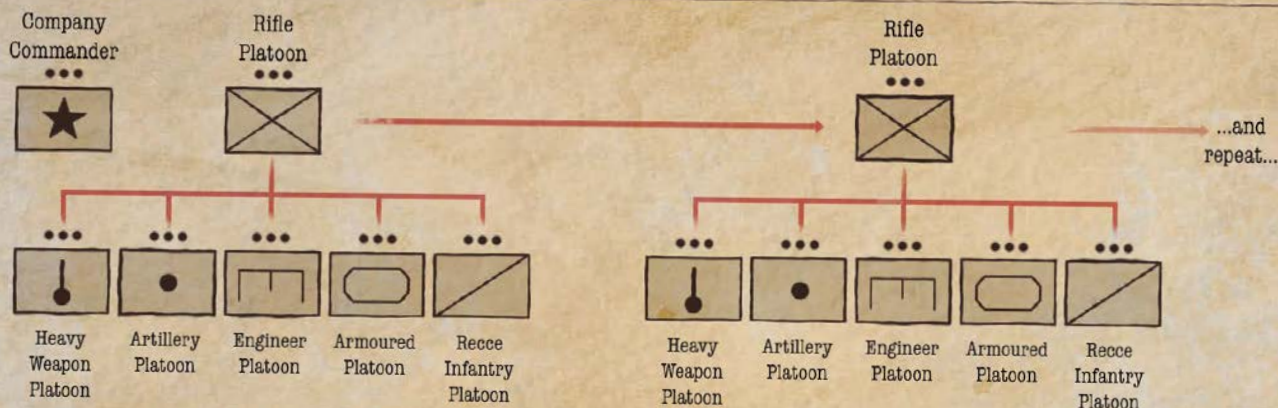
It was very illuminating to read the interview with Alessio, and see what he views as the major new elements in the latest edition of *Bolt Action*. Having had a chance to read through the new book, I can confirm that there are many changes, both big and small, that will impact how the rules work and how the game flows. I envy new players to the game; they will only ever have to contend with learning the new rules, rather than forgetting the old ones! I suspect some of us veteran Bolt Actioners will make many a mistake as we adjust, after eight years with the Second Edition, but here are my initial impressions on Alessio's new effort, and on some of the changes he picked out in his interview.

Note: I have also included a 'Third Edition Vibe' rating at the end of each section, showing my first impression of how much I think the changes will improve the game.

PLATOON STRUCTURE

First up are the new selectors, and, where once there were two generic selectors, there are now six: Rifle, Heavy Weapons, Engineer, Artillery, Armoured, and Recce. Each platoon has minimum requirements (the Rifle platoon contains the officer and two infantry squads you will recognise from the old generic Platoon selector, for example), and, once you've fulfilled the requirements, you can add optional units or another selector. You continue this until you hit your agreed points limit, but there are some restrictions; you can only add one of the optional selectors when you have a Rifle selector, so there's no doubling up on Armoured selectors unless you include two Rifle platoons.

Force Structure



What does this mean for us? Well, perhaps the most important thing for any long-time players is that old armies are still likely to be valid; a rifleman is a rifleman, after all. If you only have one tank or armoured car, you will need another one to field a viable Armoured selector, but, considering the drastic army changes that some games' new editions require, an extra armoured vehicle is a minimal expense.

You can still replicate the old Generic platoon, but with differing restrictions. What is easier is fielding more than one of a unit, like multiple artillery pieces or mortars. Possibly the most useful change is that you now definitely take one transport or tow per unit in a selector; the Second Edition selectors often limited you to just one. You will be paying an 'officer tax' for each extra platoon here, though, so be wary.

There is a lot more flexibility overall with the new platoon structure, and I reckon it's simpler to understand. As new supplements and the updated Army books come out, we will see where the new sweet spot is. Will it be four heavy Howitzers? Or all the tanks? One thing that will be harder to accommodate will be the almost ubiquitous Brengineer build*, as there will be a tax to fielding the engineers.

There are some sample forces provided for you to enjoy, and it's notable that these are all 1,250-point lists - what was a game of 1,000-point lists is growing a little larger.

THIRD EDITION VIBE: POSITIVE

NATIONAL RULES

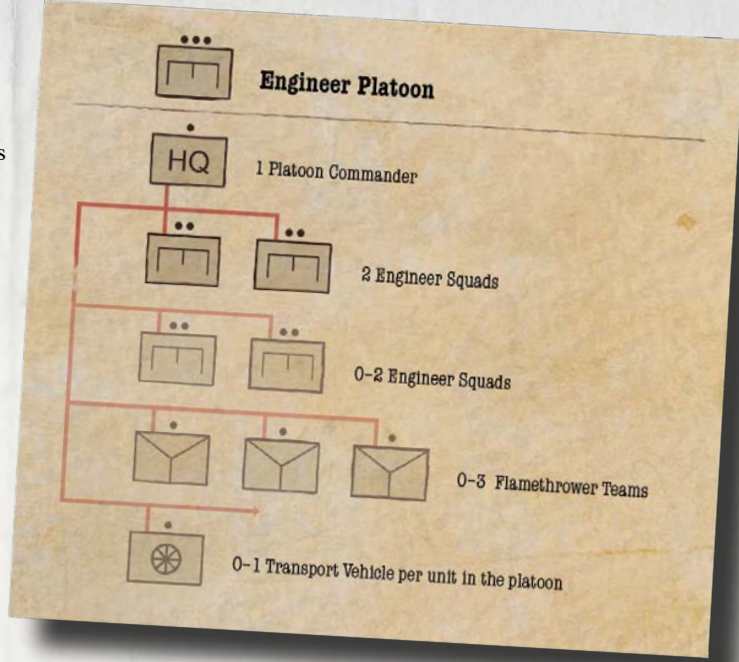
The national rules presented for the five army lists have seen some tweaks. The biggest change is the removal of Free Units, which is likely to carry through to the other nations when their own lists are released. This is a great change to the rules, as Free Units were often game-changers in the wrong kind of way; I'm not sad to see them removed.

Another change is the complete removal of Tiger Fear, which most players will not mourn. Whether it was forgotten or deliberately not used (in some cases it broke the general rules of the game), it was much derided. Other changes are seen in the Japanese Banzai rule, and US Fire and Manoeuvre. These subtle - but crucial - changes will cause a few players to reexamine how they play their armies.

The changes we have access to in the rulebook are limited, but they show a more even-handed approach to special rules, and these will hopefully continue as more books are released. They will impact how some nations play, and will probably confuse veterans at first. What will be particularly interesting is seeing how the negative rules that were applied to some of the 'minor' nations are addressed when those armies get their own books. Will they be removed or updated, and what will the other nations get in place of their Free Units?

THIRD EDITION VIBE: POSITIVE

* Brengineers - A common tactic on the competitive circuit is the use of five Engineers in a transport, to come onto the table and cause havoc. It is much favoured by Johnny Curran of Tabletop Tommies, although he prefers his US version. They are so named because the British player will often put the Engineers in a Bren carrier, which creates the portmanteau.



Above: Ambush! British infantry surprise a German column.



Above: Umrao Singh's Victoria Cross Action by Peter Dennis © Osprey Publishing Ltd. Taken from *Weapon 28: The Bren Gun*.

SHOOTING

Shooting sees the first major change to overall gameplay. It has been revamped, and now involves three stages, rather than two, and a reduced number of modifiers. You still roll to hit, and roll to damage, but now the defender can get a cover save. That means that being caught in the open will not end well for you.

Modifiers have been changed so that there are only four to-hit modifiers: moving, pinned, inexperienced, and point-blank range. Long range and cover are removed from the previous options. Pinned is a flat -1 to hit, rather than being based on the number of pins a unit has, and this is a massive change. Needing to roll a 6, followed by another 6, will become rarer, which means hits will come easier.

Damage rolls are the same, and any that are successful go onto the cover save, which is based on the style of cover - hard or soft - and whether the target is down.

This was not a change that was being requested by the community, and I don't think the simplification of the modifiers will change how players approach gameplay overall. Of all the changes, I am not sure why this one has been done, and it echoes the sentiments felt when templates were introduced in the Second Edition. I'll have to get a good few games under my belt to see how the new shooting rules impact the game.

THIRD EDITION VIBE: NEUTRAL



Above: Soviet Maxim MMG Team.



Above: German Heer MG34 MMG Team.



Above: British SAS Armed Jeeps.



Above: Belgian MMG Team.



Above: US M5 Stuart Light Tank.

MACHINE GUNS

Something that was screamed out for was an improvement to machine guns, and many homebrew changes attempted to resolve the Second Edition situation. Alessio has put his own 'fix' in writing with the Third Edition: medium machine guns get an extra shot, and heavy machine guns get their shots doubled, while light machine guns get a point reduction.

When this is taken with the changes to snipers, machine guns will be more usable, but they are probably still not 'fixed'.

Vehicle machine guns have been heavily restricted in Third Edition, to half normal shots, meaning the Dakka Stuart** will be much less effective than it used to be. It also means my favoured Italian tanks and armoured cars are not as good either... but I can overlook personal bias to see that there's some great potential here. The change to vehicle machine guns is the biggest modification, and I'm interested to see how that impacts the meta over time.

THIRD EDITION VIBE: POSITIVE

** Dakka Stuart - A name given to the Stuart tank that incorporates a popular 'Orky' word from *40k*. The Dakka Stuart was much loved by competitive players as it was in the sweet spot of cost and effectiveness. Also applies to Stuart equivalents.

CLOSE COMBAT

Close combat has had a slight but very impactful change: combat is, by default, fought simultaneously now. There's no more catching your opponents in the open and whittling them down before they have a chance to fight back. That is a very positive change, and one that leads to defensive positions becoming even more vital, too, as a defender will attack first if they are in one.

This is a change that will catch many a player out if they start with Third Edition and attempt the same tactics that used to work for them. Some units will suffer because of the new rules; Gurkhas, for example, are still dangerous, but their close combat skills are not as impressive and lethal as they once were.

THIRD EDITION VIBE: VERY POSITIVE



Above: As daylight falters, a Japanese Banzai charge erupts!



Above: *Jumping on Dropzone T*, by Steve Noon © Osprey Publishing Ltd. Taken from *Campaign 270: Operation Market-Garden 1944 (1)*.

POINTS

Points have changed... but not all points. A full list of what's new and what's will not be in the wild sooner, rather than later, for everyone to pore over, I'm sure. Some of the differences are going to take months of play to be properly assessed, and, as more army lists are revealed, the overall balance here will present itself.

Officer units have been revamped, and they are slightly cheaper while removing options. There are now only Platoon and Company Commanders who don't automatically come with bodyguards/assistants; these are now costed as per their infantry platoon comrades, although they do keep their free choice of weapon.

Vehicles have seen the biggest changes. Certain transports and armoured vehicles have become cheaper, and those big cats are now much more cost-effective to field, so we will likely see more of them around.

THIRD EDITION VIBE: NEUTRAL

MISSION SELECTOR

Rather than a set of twelve scenarios, as presented in the previous edition, you now have two kinds of scenarios: Battle and Story. Story scenarios are the ones we have come to expect from *Bolt Action*, and six are provided. The major difference - and my keenest interest - are found in the Battle scenarios. Three separate dice determine settings for your scenario: the first sets one of six victory conditions (kill points, objective capture, etc.), the second nails down deployment zones (long edges or quarters), and the third determines deployment type (Meeting Engagement, Prepared Positions, or Fog of War).

This provides a possible 42 scenarios, although players are free to pick and choose which elements they will use. Players can keep things fresh with the Battle generator while we wait for new supplements to give us more options. Event organisers could give players a shock by throwing these random scenarios into the mix, too.

While the Battle scenario generator is a welcome addition, it feels like a missed opportunity. Other systems use something similar but to much greater effect; Studio Tomahawk's *SAGA* and Warhost's *The Barons' War*, for instance, feel like far more fleshed-out options. For a game of the size, popularity, and importance of *Bolt Action*, and a war of such immense scope, there could have been a truly great generator.

For now, competitive players will likely see the same kind of scenarios that appear at events already, at least in the short term, until (I hope) additions appear in new books.

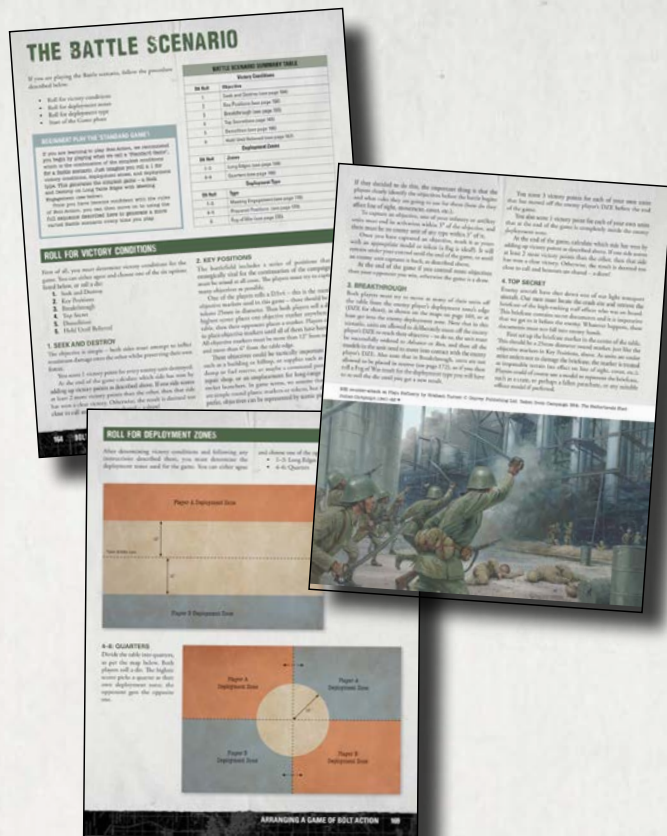
THIRD EDITION VIBE: NEGATIVE (JUST)

OVERALL

I'm a naturally conservative gamer when it comes to rule changes, but I am happy to conclude that the Third Edition of *Bolt Action* seems to be an improvement. It has incorporated some feedback from the community, and added extras that, while they perhaps weren't asked for, look like they will improve the game.

Even after reading Alessio's rationale for the new cover saves - removing modifiers from shooting that players would often forget to implement - I'm not sure that an extra lot of dice rolling was something the game needed. Plenty of playing will reveal whether the extra element of chance is a good addition.

The real proof of this *Bolt Action* pudding will be the community's desire to purchase the new Army books as and when they appear. That will determine if the latest *Bolt Action*, in its Third Edition, is a success. The future of the game looks rather bright right now.



Above: Get off the beach! GIs brave withering gunfire on Utah beach.

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PUBLIC ENEMIES PART TWO

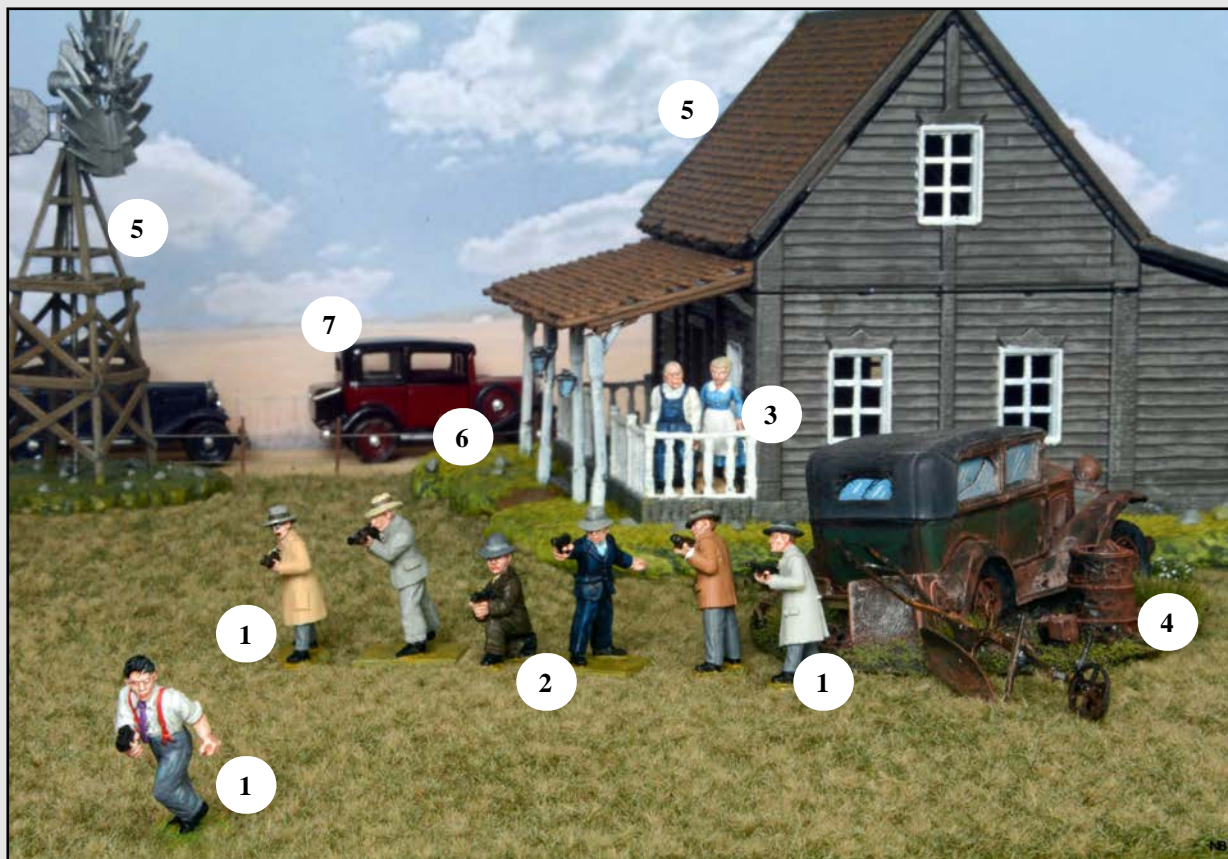
THE CHANGING FACES OF PUBLIC ENEMY NUMBER ONE

Last issue, Nick Buxey's pictorial story of the gangsters of the 1930s showed the rise and fall of John Dillinger. Part Two follows the men who assumed the moniker of Public Enemy Number One after his passing.

With Dillinger accounted for, Charles Arthur 'Pretty Boy' Floyd was named as the new Public Enemy Number One, and the hunt for him intensified. Floyd and Adam Richetti were wanted for their alleged participation in the Kansas City Massacre, 1933, and they were travelling from New York State to Ohio when their car crashed. Conspicuously dressed in suits, they aroused the suspicion of the locals, who informed Ohio police.

When the police tried to apprehend the men a shootout ensued, two officers were wounded, Richetti was eventually arrested while Floyd got away. Floyd's eventual demise, like so much of that which occurred during the War on Crime, is open to controversy. The Bureau's line is that he was tracked down to a farm near Liverpool, Ohio, and ran from the Bureau men. When he ignored the order to halt, he was shot and mortally wounded, expiring soon afterwards. Melvin Purvis, under the supervision of Sam Cowley, led the Bureau posse that killed Floyd. In his brief but vicious crime career, Floyd was credited with killing ten victims.

Liverpool, Ohio, 22 October 1934



Charles 'Pretty Boy' Floyd runs in vain from a posse of Bureau men, which has tracked him down to a remote Ohio farm. This scene owes much to the 1973 movie *Dillinger*, which is not historically accurate, but poignant. The elderly couple who gave him sanctuary watch from the porch of their farmhouse. The car that Floyd hoped would provide his escape is an old rusty wreck: "Hasn't run since '29, boy".

Above:

(1) Floyd is converted from a Great Escape Federal Agent figure, as are the Bureau men at each end of the line. (2) The rest of his assailants are from Copplestone and Dixon. (3) The farmer and his wife are Pulp Figures conversions.

(4) The car wreck is from Rusty Rail, USA and the old plough is from Duncan Models' O scale range.

(5) The farmhouse and windmill are 3D-printed from CNC Universe, via eBay.

(6) The wire fencing is from Commodore Studio, also via eBay.

(7) The cars are 1/43 diecast models by Rio and Nash Avtoprom.

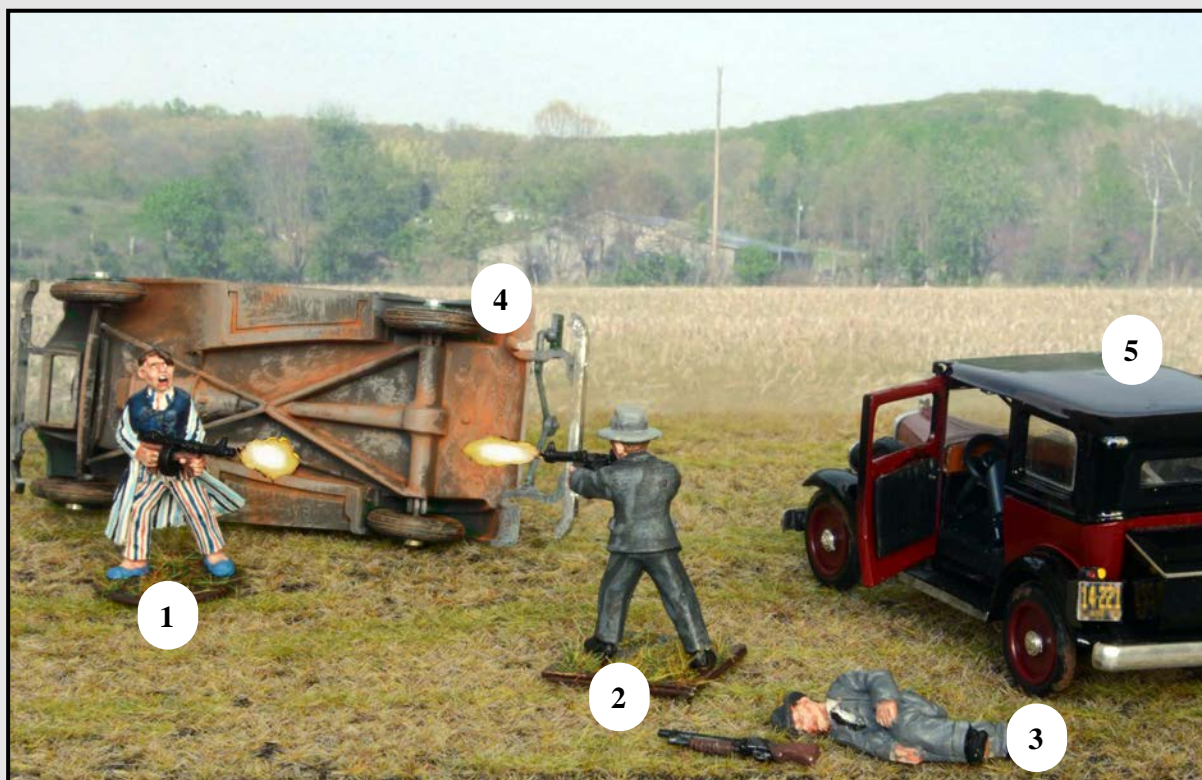
BABY FACE NELSON

With Floyd dead, the Bureau named Baby Face Nelson as the next Public Enemy Number One. He was spotted driving towards Chicago in his V8 sedan with his wife and his associate John Paul Chase. Bureau agents pursued him in their car, but Nelson turned the tables, countering to chase them! A gun battle ensued in which no one was hurt, but Nelson's car was damaged. Meanwhile, another Bureau car, manned by Sam Cowley and Agent Hollis, took up the pursuit.

With Nelson's car slowing down, he pulled off the main highway, with the Bureau men following. As both parties exited their vehicles, a shootout began. It ended with Nelson being wounded, and the eventual deaths of both agents. Nelson, his wife, and associate escaped in the agents' car, but Nelson died later. The Bureau of Investigation had claimed another Public Enemy, but at a cost.

Baby Face Nelson's last stand

This scene shows the shootout at Barrington, Illinois, 27 November 1934, and owes more to the movie *Dillinger* than real history, although the shoot-out was real enough. Nelson is seen still in his pyjamas, dressing-gown, and slippers, plus a bullet-proof vest(!), having (according to the movie) just escaped from the Little Bohemia Lodge. Of course, this is not true, but I do like the scene.



Above:

(1) Nelson is a converted Coppleson Castings gangster, and (2) Cowley is also from Coppleson. (3) Hollis (wounded) is from Dixon Miniatures, while his pump-action shotgun is from Steve Barber's gangster range.

(4) Nelson's wrecked car is a 1/48 plastic kit by Renewal, with added detail.

(5) The agents' car should be a Hudson, but I could not find one in scale, so have used a Rio 1/43 diecast, as it features opening doors.

MA BARKER, THE BARKER GANG, AND ALVIN KARPIS

The Barker gang was on the Bureau's list of suspects for the Kansas City debacle. They had made headlines with their kidnappings of rich men and the ransoms demanded for their release, not to mention robberies and murders along the way.

The mother of criminal sons Herman, Lloyd, Fred, and Arthur ('Dock', or 'Doc') Barker, Kate 'Ma' Barker has gained a reputation as a fierce gun-toting matriarch. This is largely due to the legend that the FBI wove around her after her death. That she knew her sons were criminals and encouraged them is not in dispute, but her 'Bloody Mama' image is far from the truth.

All her sons spent time in state penitentiaries, and Herman chose to take his own life, rather than be arrested. After a nationwide hunt by the Bureau, following the sensational kidnappings, 'Dock' Barker was captured and sent to Alcatraz. When Ma and Fred were finally tracked down, to a rented holiday home in Florida in 1935, a subsequent siege and shootout led to their violent deaths.

Hoover stated that Ma Barker had been found dead with a tommy gun in her hands, thus cementing her legend. Gang member Alvin Karpis was eventually captured in 1936, reportedly by Hoover himself, but this is open to question.

Hideout shootout

Ocklawaha, Florida, 16 January 1935 - Ma and Fred Barker are besieged in their hideout by Bureau agents. The entire house is subject to a torrent of bullets, and both eventually die in the onslaught. I have shown Ma Barker with a tommy gun, as was the case according to the FBI record, but this is likely not true.



Above: Fred and 'Ma' Barker.

Above:

(1) Ma and (2) Fred are made by Old Glory (Blue Moon).

(3) The room is scratch-built from foam-board, with fittings - based on contemporary photographs of the scene - made from plasticard. The blankets and bedding are made from Green Stuff, the dark furniture is from a 1/48 plastic dolls' house set, the 1/48-scale wrought-iron bedstead and mirror are from Lasershrinkray, via Etsy, the 1/48 lace runner on the chest of drawers is from Jdayminis of Canada, via Etsy, and the rug is from dollshousegallery, via eBay.

With the demise of the Barker gang, the Bureau claimed to have won the 'War on Crime', but there was another notable duo whose fate I've not yet covered.



Above: Bonnie and Clyde.

Finishing in W443

Nick will conclude his gangster trilogy in W443 with a look at the (mis)adventures of Bonnie and Clyde.

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THE INDIAN REBELLION IN

Valour & Fortitude



Ian Cluskey and Jervis Johnson provide a handy introductory guide, and Army Sheets, for *Valour & Fortitude* gaming in the Indian Rebellion/Mutiny.

The *Valour & Fortitude* (V&F) rules are focused on armies and conflicts that feature in the Perry Miniatures figure range - the Perry twins did help develop the rules, after all. But it was always the hope of *Valour & Fortitude* author Jervis Johnson that gamers would 'run' with the rules, devising Army Sheets and rule amendments for V&F based on other periods and conflicts, whether dove-tailing with Perry models or not. In a slightly more contrived way than those honest intentions suggest, we at *Wargames Illustrated* asked the Boondock Sayntes wargames group if they would like to work with Jervis in developing V&F Indian Rebellion sheets for use at Britcon 2024, specifically for their Battle of Unao, 1857 demo game, which was featured in the *Wargames Illustrated* Room at the show (see page 26). Duly obliging, they presented a spectacular demo game at Britcon, played with V&F Army Sheets for their chosen period: The Indian Rebellion/Mutiny, 1856 - 57.

The Boondock/Johnson lists are available on the following pages for your deliberation and application. Before we get to the stats, Ian Cluskey of the Boondock Sayntes provides a handy introductory guide to the forces covered in the sheets.

THE REBELS

Mutineer regulars were the battalion sized regiments of Sepoys, who had either murdered their British officers or, if the officers were popular, tactfully sent them on their way. Their drill was that of British infantry and they were well-trained, capable soldiers. Before the Mutiny, there were usually two regiments brigaded with a British battalion. The latter were the offensive grouping, and the Sepoys were the support formations, often finding themselves short of ammunition.

As the Mutiny grew, enthusiastic but less-well-trained men flocked to Delhi and other centres. They were often incorporated into existing regular formations. In the gaming context, the resulting dilution in quality will call for adjustments to the fire, melee, and tenacity ratings for later battles. These drafts altered the nature of the conflict, arguably taking on the characteristics of a rebellion with emergent leaders.

The East India Company managed India as a collection of amenable princely states. Some remained loyal, others joined the rebellion, and each had their own Princely contingents, whose duties were to collect taxes or goods, and perform a policing role. These varied in effectiveness with the British-drilled and -uniformed Gwalior contingent a match for the best Sepoys, but many were a motley collection of paid brigands, often armed with matchlocks, tulwar and Dahl shield.

Badmashes were random collections of locally-armed civilians, deserters, opportunists, or militia intent on defending their villages. They were poorly armed with antiquated weapons, but had unpredictable enthusiasm.

Ghazi was a general term for enthusiastic religious zealots, armed with blades. They were usually Muslim; the Hindu equivalent were Sadhu swordsmen.

Mutineer cavalry comprised well-mounted regiments without their British officers but, like the Sepoy infantry, they had an experienced cadre of officers that knew their business. Their normal brigade role was the same as that of the infantry - to support a shock formation of British cavalry.

Irregular cavalry were more regular than the name suggests! They appeared very similar to the regulars, but usually had to provide their own mounts. Many of these cadres remained loyal to the British, in scratch units made famous by officers like Hodson.

The infamous *zambureks* - war camels with very light guns (1-pdrs) mounted on the saddle - usually came from Princely states, and deployed on flanks to support the horse.

THE BRITISH

European infantry comprised the British regiments on India service, and the long-standing European regiments of the three East India Company Presidencies. Their high melee and Tenacity ratings reflect their aggressive and vengeful determination in this theatre.

The Sikhs are a colourful feature of the period. Many were the mature men of the Sikh Khalsa - or their sons - who were re-employed as Company Sepoys after the Anglo-Sikh Wars. One unit was forcibly recruited from a penal unit of Thugees from the Punjab. They were determined



and aggressive soldiers who regarded the Mutineers as traitors who had humbled them in the Anglo-Sikh Wars.

Civilian infantry comprised those gathered to help garrison the many endangered enclaves that characterise the conflict. They had good access to arsenals and ad hoc training.

Gurkhas were not the Gurkhas of the Raj, and can be regarded as light infantry. They were probably armed with Baker rifles, as per the Napoleonic British *V&F* sheet.

European detachments were the small formations operating as light infantry, and were the most likely to have access to the limited supply of Enfield rifles that attracted the ire of the Sepoys. They thought it cowardly to be shot at by rifles that outranged them.

Volunteer cavalry comprised officers, NCOs (of the now-Mutineer cavalry), and other civilians who could ride. They suffered from food shortages for

the horses, but were highly motivated and vengeful.

The Sikh and Punjabi cavalry are volunteers and cadres from the Irregular cavalry described in the Mutineer list. Hard, capable horsemen, they needed strong leadership, and with it, they were extremely useful.

As the conflict carried on into 1858, there were more Queen's Regiments arriving in India. These should probably take the unit profiles from the British Napoleonic lists.

COMMANDERS

Havelock has the 'Steady boys' leader trait. The CIC of the British army can remove 1 loss marker from 1 unit within 9" of Haelock in British fate phase.

The Indian commanders improved over the conflict, but at least one commander in a Mutineer list should be 'Cautious'. A cautious army leader cannot use the automatic activation rules, and 1 is subtracted from activation rolls for a cautious brigade leaders.



BRITISH ARMY SHEET (1857-1859)

Use this Army Sheet for British armies during the Indian Rebellion from 1857 to 1859.

UNIT PROFILES							
Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
European Infantry	16-24	Musket (12")	3	5	5	Disciplined Musketry, Skirmishers, Square	29
Sikh Infantry	16-24	Musket (12")	2	5	4	Skirmishers, Square	23
Civilian Infantry	16-24	Musket (12")	3	2	3	Light Infantry	14
European Detachment	8-12	Musket (12")	2	3	4	Disciplined Musketry, Light Infantry	24
Gurkha Detachment	4-8	Musket (12")	2	2	2	Fierce, Light Infantry	14
Cavalry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Sikh or Punjabi Cavalry	8-10	Sabre	-	3	3	Carbines, Light Cavalry	19
Irregular Cavalry	8-10	Lance	-	3	2	Hit & Run, Light Cavalry, Swift	20
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
Artillery Units	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Horse Artillery	1	Cannon (36")	1	2	2	Cannister, Horse Artillery	24

UNIT OPTIONS

The following options can be given to units and leaders from this army.

Elite Units: Units can be elite. An elite unit can have 1 added to its fire value for 3 extra points (or 9 extra points if it is artillery), 1 added to its melee value for 2 extra points, and 1 added to its tenacity for 4 extra points.

Enfield Rifles: Infantry units can be armed with Enfield Pattern 1853 rifled muskets. Increase the range of a unit armed with Enfield rifled muskets to 18" and their points cost by 2 points.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any Card	Act on Initiative. Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
King	Remember Cawnpore. Play this card in your fire phase. Pick 1 British brigade. European infantry units and detachments from that brigade that are not in contact with an enemy unit can fire in the fire phase and carry out an assault action in the following action phase.
Queen	The Bibs Garth. Play this card at any time. Pick 1 European infantry unit or detachment, or 1 Volunteer Cavalry unit. Roll 1D6 and halve the roll. Remove that many loss markers from the unit that you picked.
Jack	Remember Nana Sahib's Treachery. Play this card in your action phase. Pick 1 European infantry unit or detachment, or 1 Volunteer Cavalry unit. Add 1D6" to that unit's move distance and add 1 to its melee value until the end of that turn.
10	Capture. Play this card in your fate phase. Pick 1 enemy-controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
8	Inspiration. Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
7	Directed Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
5	Stubborn. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).
4	Breakthrough. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat, or double).
3	Confusion. Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
Ace	All Out Attack. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Disciplined Musketry

Reroll hit rolls of 1, before modifiers are applied, for fire or melee attacks made by this unit if it is in line formation and is the main attacker.

Fierce

Reroll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit, as long as it carried out an assault action that turn.

Headstrong

If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time. Subtract 1 from its melee value the second time it fights in the same turn. It does not assault again if it defeats the second opponent.

Hit & Run

Before this unit fights (but not when it fights back), its commanding player can say that it will hit and run. If they do so, they roll a dice. On a 1 this unit suffers 1 loss, on a 2-3 nothing happens, and on a 4+ the target suffers 1 loss. This unit must then retreat.

Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of it.

Light Cavalry

This unit has the open order special rule. In addition, add 2 to messenger tests for this unit.

Light Infantry

The following rules apply to a light infantry unit:

- It has the open order and skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.

- Halve the losses it suffers in the fire phase if it is occupying defendable terrain.

- It can occupy defendable terrain after it has made a move or retreat.

Open Order

This unit can be set up in a deployed formation called open order instead of line or attack column. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order, even if they are not from the same brigade.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

- It is a deployed unit that has a move distance of 3".
- It cannot assault.
- Add 1 to the attack value of artillery that shoot at it.
- Halve its fire attack value and add 1 to its melee attack value.
- At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.
- A square that loses a melee automatically routs.



REBEL ARMY SHEET (1857-1859)

Use this Army Sheet for Rebel armies during the Indian Rebellion from 1857 to 1859.

UNIT PROFILES							
Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Mutineer Regulars	24-36	Musket (12")	2	4	4	Skirmishers, Square	20
Princely Contingents	24-36	Matchlock (16")	2	3	2	Skirmishers	10
Badmashes	24-36	Matchlock (16")	1	3	2	Militia, Skirmishers	8
Ghazi Fanatics	8-12	Swords	-	2	2	Fierce, Light Infantry	17
Cavalry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Mutineer Cavalry	8-10	Sabre	-	3	3	Carbines, Light Cavalry	19
Irregular Cavalry	8-10	Lance	-	3	2	Hit & Run, Light Cavalry, Swift	19
War Camels	3-6	Saddle Cannon (24")	1	2	2	Light Cavalry	16
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	11
Artillery Units	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Rocket Artillery	1	Rocket (60")	1	2	2	Rockets	24
Field Artillery	1	Cannon (48")	1	2	2	Cannister	20
Antique Artillery	1	Cannon (48")	1	2	2	Static Artillery	18
Horse Artillery	1	Cannon (36")	1	2	2	Cannister, Horse Artillery	24

UNIT OPTIONS

The following options can be given to units and leaders from this army.

Elite Units: Units can be elite. An elite unit can have 1 added to its fire value for 3 extra points (or 9 extra points if artillery), 1 added to its melee value for 2 extra points, and 1 added to its tenacity for 4 extra points.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any Card	Act on Initiative. Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
King	Overthrow the Oppressors. Play this card in your action phase after you activate a brigade where the majority of its units are Mutineer Regular infantry units. Add 1D6" to the move distance of all units in that brigade in that action phase.
Queen	Extra Ammunition. Play this card in your fire phase. Pick 1 friendly brigade. Add 1 to the fire value of Mutineer Regular infantry units from that brigade in that fire phase.
Jack	Favourable Auguries. Play this card in your fate phase. Pick 1 friendly brigade. Add 1 to valour and fortitude tests for that unit for the following 3 turns.
10	Capture. Play this card in your fate phase. Pick 1 enemy-controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
8	Inspiration. Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
7	Directed Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
5	Stubborn. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).
4	Breakthrough. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat, or double).
3	Confusion. Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
Ace	All Out Attack. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Carbines

This unit can use its carbines to skirmish (see the skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

Fierce

Reroll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit, as long as it carried out an assault action that turn.

Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of it.

Light Cavalry

This unit has the open order special rule. In addition, add 2 to messenger tests for this unit.

Light Infantry

The following rules apply to a light infantry unit:

- It has the open order and skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is occupying defendable terrain.
- It can occupy defendable terrain after it has made a move or retreat.

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

Open Order

This unit can be set up in a deployed formation called open order instead of line or attack column. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order, even if they are not from the same brigade.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

- It is a deployed unit that has a move distance of 3".
- It cannot assault.
- Add 1 to the attack value of artillery that shoot at it.
- Halve its fire attack value and add 1 to its melee attack value.
- At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.
- A square that loses a melee automatically routs.

Static Artillery

This unit must be set up unlimbered, cannot change its facing or reform, and cannot be a reinforcement.

Swift

Add 6" to the move distance of this unit.



BRINGING A FANTASY CITY TO LIFE

GUARDS OF TRAITOR'S TOLL

PARC ONE

Grey for Now Games' Graham Davey has added his own fantasy city - Traitor's Toll - to the pantheon, creating a game to run within it, too. James interviewed Graham at *Wi Tower*, and here they discuss the nucleus of the city, and the game's broader rules.

Wargames Illustrated: Graham, thanks for joining us and bringing a preview of your new game, *Guards of Traitor's Toll*. Where do you want to start?

Graham Davey: I think the right place to begin is with the idea of the fantasy city. I've always loved it. It goes back to *Fighting Fantasy* books for me; the original *City of Thieves* was probably my first one, and

there was *Kharé - Cityport of Traps* in the *Sorcery* range. These books were my intro to the hobby, really.

Wi: Did you cheat your way through them like I did, or play them properly?

GD: Oh, it was a lot of fingers in pages, and I didn't really roll all that many dice! It was about getting through the story; I didn't want to die and have to drag myself back through the



whole thing. After *Fighting Fantasy* came *D&D*, with iconic places like Waterdeep and Baldur's Gate, then in video games there are epic RPGs like *Skyrim* and *The Witcher 3*, which are packed with fantastic cities. I love Ankh-Morpork, although I've kind of tailed off a bit on Terry Pratchett's books - I haven't read everything at the back end.

Wi: I assume you got into the Games Workshop side of things as well, what with your history with that company.

GD: I love the *Warhammer Fantasy Roleplay* stuff, and cities like Middenheim and Bögenhafen cram so much story and plot together, alongside danger and politics. That's always far more interesting to me than romping around the countryside or heading into a deep dungeon when it comes to fantasy. In a city you can't often just... sort out the problem by killing!

Wi: And your new game, set in a fantasy city, allows players to take that alternative approach to gaming and not always sort out the problem with slaughter?

GD: Oh yes! It draws on all those ideas and inspirations, and allows me to create my own little city. I haven't been as explicit in the layout and design as with

many fantasy cities, though. There's no map for Traitor's Toll, for example. If you were roleplaying, that would probably be essential, but for a wargame, I just need to suggest districts. Getting too specific would close off any future ideas I could implement, or that gamers could bring to the tabletop.

There is a less-explicit, broader background in development, though, with stories set in the city. Some of the models, terrain, and scenarios will reflect those tales. A big, overarching kind of story would be great to work into expansions over the coming years, and specific buildings might come out that are linked with characters, but for now, it's a broader space in which players can experiment.

HE BUILT THIS CITY!

Wi: *Guards of Traitor's Toll* must be a rather different design experience to your other games, because it's only limited by your imagination, rather than the historical constraints you have to apply to *Test of Honour* and *02 Hundred Hours*. Is that difficult, or enjoyable?



INSIDER
INTERVIEW

GD: I love it! There's a discipline in historical rules and figures that you must follow, with uniform specifics, realistic settings, and events, but with *Traitor's Toll*, I've been able to focus on the interesting characters and creatures that have inhabited the many different fantasy worlds that inspired me over the years. Now, I can actually create my own.

Wi: All that fun reading and gaming was actually decades of research! Despite having the freedom to 'do anything', you've kept quite constrained with the broad design of the city. What is the tone that you're going for with the world and the rules?

GD: I guess the boring answer is that I'm going for a sweet spot wherein each player can make it their own. If you wanted it light and humorous, for the Pratchett style, then you could take that route; if you wanted to embrace the darker side, for Games Workshop-style cities, that's possible, too.

The overall idea is that *Traitor's Toll* is an independent city on the border between two large nations, and it controls the trade route through the mountain. The entire purpose of the city is to rinse every traveller and merchant of as much coin as possible! At various times, those big nations have tried to invade, and would very much like to take over the city, but *Traitor's Toll* generally pays off both sides to keep itself independent.

That's the broad overview of the city, but at the same time, there are all these kinds of little... storms happening! These stories and events going on are what the game focuses on: pickpockets, thieves, and murderers, of course, but it could just be a merchant who's got lost in the winding streets.

Very early in the design, a key desire (that stayed throughout) was to make a game that isn't just about who can kill each other the fastest. When you get down to it, that is what 99% of wargames are! I experimented with diverging from this somewhat in *02 Hundred Hours*, though killing is still a factor, I think it's the narrative of play in that game that really caught people's attention. The fun bit for me is bringing out the story elements and making them work in a game.

In *Guards of Traitor's Toll*, you play - unsurprisingly - the guards. They're not allowed to just murder anyone and their motivation is more likely to be to assist someone in need, to put out a fire, or to chase down a pickpocket. If someone's murdering people in the street, then of course you're going to need to use whatever force necessary to put them down, but there will be a whole mix of different tasks that you're going to need to complete as you play. I've called it an adventure skirmish game.



A Guard Captain (left) and Cut Throat, made from the multi-part plastic frames that come with the Guards of Traitor's Toll Starter Set.

Wi: Is it still player versus player?

GD: It's semi-co-op. We'd both go into the city with our team of guards - a captain and their little crew - but there are four different lords of the city, and they're each charged with providing guardsmen to help keep the peace. That brings about a little bit of competition. We may be working together in some situations, but at the end of the day, we're trying to be the best, get the glory, and get the most arrests.

You generally have a Guard Captain and five Guards, but they won't be all on the table at the beginning, and there might be a limit on how many figures you can get on the table at any time. At the end of each turn, you can call in reinforcements; you define where they'll come from at the beginning of the game.

The exact size of the game varies a little, depending on the number of players. *Guards of Traitor's Toll* can be played with one, two, three, or four players. It works really well for solo play, because even in multiplayer there are still systems that have you, essentially, playing against the game.

Wi: You've made it a lot easier to set up a table with the splendid Sarissa Tollingchester terrain now available [see page 72 for more on that - Ed], but what's the overall table size?

GD: I've been playing on 3x3, which is the same as the other two games I've designed. I think you can bring it down a little bit, maybe even to 30" by 30"; the important thing is to make the board terrain dense. I haven't done too much testing going bigger, but there's no reason one couldn't. A large table will make it harder to cover the gaming surface with a limited number of guards, so it will spread you thin, and bring new challenges. I'm hopeful it'll kind of be self-balancing.



A Guard armed with a spear, and an Elven citizen with an owl, both made from the plastic frames.

Wi: How do the different Guard patrols know what they need to be doing?

GD: They'll have a basic mission. That might be a simple patrol, but it might be a search for smuggled contraband (smuggling's a big thing in this city), it might be a house that's on fire, and you're trying to help put it out and rescue people, or things may begin with a body and a blood trail to follow. In that situation, you'd need to investigate, question people, and find out what's happening.

At the start of each game, there are no enemies to fight; rather, it's a table full of city folk, going about their business. Depending on the scenario, you'll be drawing cards, or the scenario will set out specific things that happen. All kinds of little side quests come up to drive the action, and each of these that you complete will give you some kind of reward: an item, a boost to your abilities, or cold, hard cash.

RESTLESS STREETS

Wi: It sounds like there are more citizens on the table than there are Guards, then?

GD: Yeah. We're aiming for 24 city folks in the starter set, and you'll want to get them on the table, versus perhaps three guards at the start of the game. The city dwellers aren't direct opponents, but, through one of the game's key mechanics, their anger and rebelliousness can rise.



With the vast array of parts on the plastic frames, you can create a hugely-varied collection of city-dwellers. Find out much more about the Traitor's Toll miniatures in the next issue of Wargames Illustrated.

As you draw cards through the game, every kind of crime that happens causes a rise in Discontent - the people aren't happy about crime-infested streets and Guards doing nothing about it! Completion of your little quests, such as arresting a criminal, will reduce Discontent. Should your Guards kill the wrong guy in a pursuit, however, or act disproportionately to the severity of the crime, then Discontent is going to go way up.

High Discontent is inconvenient because it makes the citizens disinclined to help, which they might otherwise normally do. If you're chasing a suspect and a city dweller's nearby, they might stick out a leg, but if Discontent is up, they are less likely to offer any assistance. Discontented citizens also refuse to answer questions when you're investigating, too. If your Discontent is really high, it causes huge problems, and there's a limit; once that's reached, it's game over!

Wi: That sounds really cool - a little bit like the challenges of different Alert levels in *02 Hundred Hours*. Are there other systems that folks will find even more familiar?

GD: Yeah, the basic play mechanics are like *Test of Honour*. How good your stats are will dictate how many dice you roll and (though they're different-looking swords) you're trying to roll as many swords as you can with those dice! The same basic success will be rolling three swords.

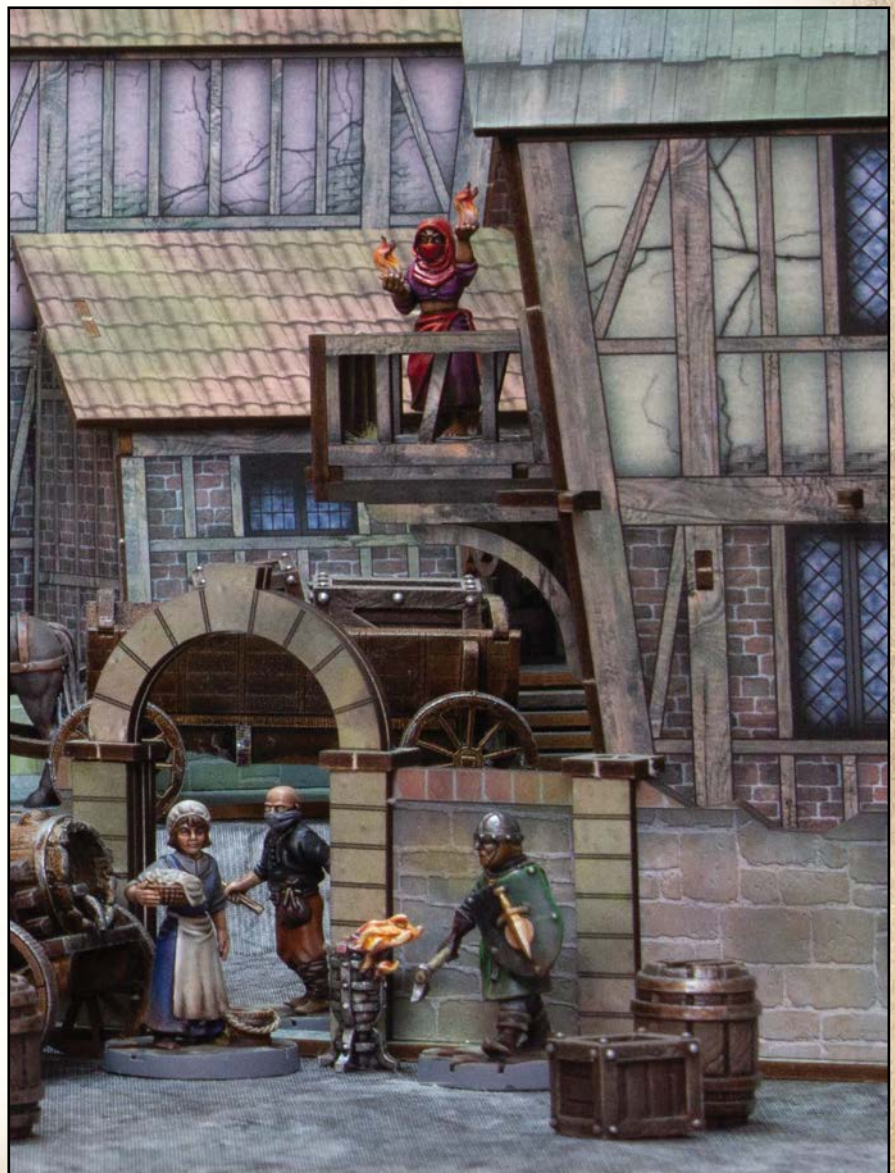
The combat system is a little bit more complicated, as the Guards aren't just out to kill, and not all the city residents are armed to do so. Characters can try and strike to wound, or to seize and subdue. Muggers and brawlers will be doing that second one in combat, and it's how Guards arrest people... though it's helpful if they're already a bit wounded first, as it makes them easier to wrestle!

Wi: How does the activation of the citizens work, as they're not under the direct control of a player?

GD: This is closer to *02 Hundred Hours*' movement. If figures are just walking about, then their Wit stat determines things, because it's about how well they know the way they're going. It's the same with spotting things. The higher your wit, the more dice you'll roll, and choose from. The direction in which a sword is pointing determines the way that the figure can move.

As with my other games, who moves is determined by the drawing of tokens from a bag. If you draw a Guard, then you get to move one of your Guards, but you might draw a suspect token; in that situation, you pick one of the current suspects and activate them. You could attempt to run them towards your guards, to aid you in capturing them, and that's where the multiplayer aspect comes into it - along with elements of friction.

If you played my previous two games, you'll find familiar elements here.



Statistical streets

The stats and tests in *Guards of Traitor's Toll* will be familiar to anyone who has played Graham's other games, even though some of the names are a little different!



Wits

Used for moving around, spotting people, and general awareness of where others are. Can also be used when questioning the city folk.



Aim

Used to hit things with whatever weapon you choose to wield, be it bow, sword, or a potato thrown in anger!



Agility

Essential in avoiding being hit, but also for running fast, climbing, and other traversal.



Brawn

The strength behind your hits, but Brawn is also used for generally looking tough. When you question someone, you can try and persuade them through Brawn (to intimidate) or Wit (to charm them). Using Brawn in such circumstances can increase the overall Discontent, though.



Heart

Bravery, and the model's ability to command other Guards around.

Wi: Did you have a starting point mechanic for the game design, or did you just begin having fun playing about with the city, and working out how to make it function?

GD: The Discontent idea was quite an early thing. It's like how *Test of Honour* gives you an interesting choice of doing the dishonourable or honourable thing. I like that kind of extra layer of decision-making. It's akin to *02 Hundred Hours*' alarm as well. The higher the level, the more trouble is going to come your way.

In both previous games, there's been a little scene in my head. In *Test of Honour*, it was an amazing swordsman spinning around, cutting down one guy, then twisting to hack at another, and I wanted to translate that to the tabletop. In *02 Hundred Hours*, it was the sneaking, and the cinematic 'popping up from behind with a blade to the throat' stealthy kills. For *Guard of Traitor's Toll*, it was the chase! There are lots of films that do a great job of showing a chase through a crowded city, with Guards coming from different directions, civilians getting in the way, and a horse and cart pulling out at the most inconvenient time! I really wanted to convey that - careering around corners into dead-ends, new threats, jumping off balconies, etc. - in this game.

ASCENDING AMBITIONS

Wi: How does verticality feature in the game?

GD: In a game like GW's *Necromunda*, everything was designed around verticality. The terrain that came with it was very open, almost like sci-fi ruins, which meant that play was often about finding interesting vertical lines of sight, and moving across high bridges. Falls would give you real trouble too. In their fantasy skirmish game, *Mordheim*, it was a ruined city, so the terrain was more open. That sort of gameplay is even more challenging when it's a functional city with complete buildings.

Guards of Traitor's Toll isn't designed for interior combat because a key part of the appeal is building a glorious-looking fantasy city with Sarissa's vibrant terrain. It would be a shame if the table ended up with the roofs off and scattered all over, spoiling that key aesthetic.

To counter that, I seriously lightened the rules for going into buildings. If you do, you immediately place your model onto one of the balconies or bridges on or connected to it. Once there, if someone chases you in, you might decide to battle at that raised point, dash away, or jump down to the ground. That



means that you can see all of the action without worrying about what's in buildings - the fun's on the streets or the higher-up balconies and bridges, so there's no need to add a load of extra and complicated mechanics for fighting inside.

Wi: As you get closer to release, you're broadening playtesting. How is that going?

GD: Going well so far. My daughter's old enough to play with me, so she's been very helpful for internal testing. I'm starting to find people from the Facebook group who are interested in helping, too, but playtesting's a lot more work than some people might expect. Nothing's finished, so players need to create dice, print out cards, and document things during play.

I'm at the phase where I need a lot of discipline in responding to feedback and asking myself whether I really need certain little nuances, where I can further simplify bits, and how I might get play to move a little quicker while feeling just as satisfying.

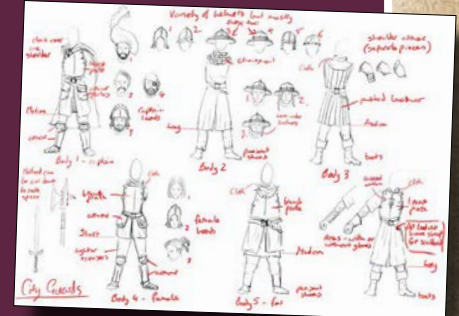
The start of the design is the easy bit - you can do anything! The second half is where you must cut out a lot of your great ideas for the good of the overall game, but nothing's gone forever. You can bring those ideas back later down the line. The core rules have to be really simple and playable, but in a lot of cases, the stuff that gets cut in the first version will be added back in later expansions.

Wi: It certainly sounds like a lot of fun, and it looks great, too... but that's something for next time. For now, thanks so much for the chat, Graham!



PARC TWO...

Come back next issue for the continuation of the interview. Graham talks about the new plastic and metal miniature range in more detail, explains the overall design process of Grey for Now's figures, and shows off some more granular rules associated with the residents of Traitor's Toll.



BASIC BLENDING: HARD-EDGE HORSES



Matt Parkes shows a punchy but smooth-looking technique to paint horses, and shares some tips on completing caparisons and applying decals.

Blending is a technique from which most painters, especially army painters, shy away. Doing it properly can take hours of back-and-forth, carefully smoothing the transitions between two colours until they are seamless. I'm here to share a quicker and far more forgiving option, which I call hard-edge blending. It creates a look that works for army figures, and the large areas of horse flesh that cavalry units offer are the perfect canvas on which to master the technique.

HARD-EDGE AND HIGH-CONTRAST BLENDING

I've started with a dark basecoat here, and picked out colours that transition quite obviously and starkly. This doesn't create a subtle final result, but I wanted to demonstrate the process as clearly as possible. To follow my colour scheme, you will need the following Army Painter Fanatic paints:



Basecoat



First highlight



Second highlight



1) Apply the Brigandine Brown basecoat to the flank of the horse.



2) Slightly thin the paint to aid smooth application. Paint a stark edge line with Paratrooper Tan around the area that will feature the highlight.



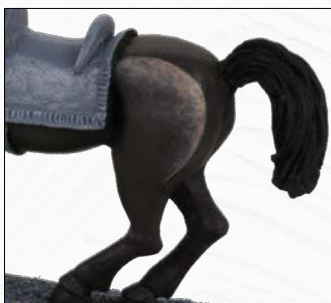
3) Thin the Paratrooper Tan by another 50%, to a 'watercolour' consistency, then apply it near the edge line. It will look uneven, but don't worry!



4) Push (or pull) the paint into the line with your brush. This will create a gradual build of saturated colour towards the line while leaving less in the area away from it, giving the illusion of a transition. You'll need to work quite quickly before the paint dries, otherwise it will leave tidemarks.



6) Apply a stark line of thinned Command Khaki along the previous line, but keep this line a little shorter.



5) Wait for the paint to dry completely, then repeat the 'watercolour' process if you want to increase saturation.



7) If you want to make it even punchier, apply a second coat to the line to increase saturation.

VICTRIX MEDIEVAL KNIGHTS - APPLYING DECALS

I couldn't resist putting some of my horse-painting techniques to the test on Victrix's awesome new plastic Medieval Knights.

This one is painted for the Barons' War, and I applied decals to the caparison to enhance the detail.



I use Mr. Hobby's Mr. Mark Softer and Setter to aid the process. Softer helps with the initial placement - determine where your trimmed decal will go, then add a drop of Softer to the area to make the decal more pliable, helping it to curve around folds on the miniature. Setter is applied once the decal is fixed; it levels out the application area, blending the raised edge of the decal into the rest of the figure.

Here, I nicked one of the decals with a scalpel to ease its placement over a prominent fold in the fabric of the figure. This small gap on the left tower was easy to paint over once everything was fixed in place and had dried thoroughly.



COLOUR PALETTES

Using the basic technique shown above, you can work with different colours to add more nuance and extra stages to different-coloured horses. The suggested washes should be used to add more smoothness over the blends, applied carefully and evenly:

Bay

Blend stages



Final highlight



Wash



Hair



Brown

Blend stages



Final highlight



Wash



Hair



White

Blend stages



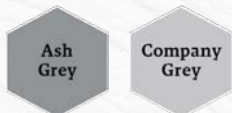
Final highlight



Wash

No wash

Hair



LESS FLESH, MORE CLOTH - PAINTING CRUSADER HORSES

If you're tackling the Crusades, as I was with this Victrix Medieval Knight, chances are you'll be painting a good bit of white cloth. Here's my quick guide to making sure your cavalry looks pristine.

I start with grey primer, as the caparison and cloak take up most of the figure, and should therefore occupy the most painting attention. After an off-white basecoat in Company Grey (coverage can be rough; the look will be smoothed out gradually), it's time for the white paint.



1) Set out the main areas of light with a first rough coat of thinned white. As you can see, this is quite patchy, but the key is to accentuate the form and leave the recesses in shadow. It's all about making creases look flowing and deep.



3) Apply edge highlights with a less thinned mix to add definition and distinction to the white.



2) With the same white mix, double up the paint in areas that should catch the light more. As with the first step, your application can be quite quick and rough.



4) Heavily thin the white paint, and apply it to smooth out some of the rougher areas. Things may still look a little dirty here, but as soon as you add details around the white, it will look brighter and more pristine. You can see how much the black I've added at the edges has accentuated the caparison, clothing, and shield on my knight.



You can, of course, use this technique with different colours to paint whatever unit of cavalry you please. If the majority of the horse is showing, start with the hard-edge approach, but if most of the horse is covered in caparison, begin with that, then finish things off with the horse flesh.

Don't be scared to mix up colours, and be sure to add a bit of kicked-up mud and dirt to add extra realism, too!

Simple decals were added to create the distinctive and iconic Crusader livery, applied as described for the Barons' War knight, on page 55.

BILLHOOKS POLONIA

THE THIRTEEN YEARS' WAR, POLAND, 1454-66

A new theatre for *Never Mind the Billhooks Deluxe* by Marcin Sowa, featuring the forces of the Polish Crown against the Teutonic Order.



Introduction by Andy Callan

Like most of us, I suspect, the Thirteen Years' War (fought in what is now Northern Poland) is not a conflict I was familiar with. When Marcin Sowa, a keen Polish wargamer, mentioned on the *Billhooks* Facebook page that he was using my rules to refight battles from this conflict, I encouraged him to tell us more. I soon realised he was producing something that would make an interesting

and worthy addition to the range of European Theatres already covered in *Never Mind the Billhooks Deluxe*.

Anything involving the Knights of the Teutonic Order has instant visual appeal - all those white robes, black crosses, and eagles make for truly iconic warrior images, unfortunately adopted by certain later German regimes! Marcin's research showed that the war introduced an interesting combination of troop types,

formations, and tactics too; ones not previously covered in the *Billhooks* rules. He was able to skilfully cater for them by making only a few period-specific amendments. Best of all, since this conflict was contemporary with the Wars of the Roses, most players of the game will already have figures suitable for the core troop types - all that's needed are some additional flags and specialist troops to get an army up and fighting.

The state of the Teutonic Order in the 1460s

Teutonic Order territory	♣ Castle of the Teutonic Order
after 1466	○ Town
until 1466 ceded to Poland-Lithuania	⊙ Hanseatic city
Bishoprics and city of Riga in Livonia	⚐ Seat of the Grand Master
Border of the Holy Roman Empire	♣ Seat of the Land Master
Pr.-Bsp. = Prince-Bishopric	



Above: Map Teutonic Order, 1466

Previous page: Artwork by Gerry Embleton from MAA 445 Medieval Polish Armies 966-1500 © Osprey Publishing www.ospreypublishing.com

It would be tedious to give a blow-by-blow account of the conflict, and a quick Google search will tell you all you really need to know! Suffice it to say that the Teutonic Order - originally founded to crusade against pagan Baltic tribes - was long past its sell-by date by the time of the 13YW, and its rich territories were now surrounded

by solidly Christian states, casting covetous eyes on them. The immediate cause of the war was the Kingdom of Poland's support of the Prussian Union, a confederation of Prussian nobles and cities formed, initially, to extract privileges from the Teutonic Order, and then in direct rebellion against it. The net result was a decisive defeat of the Order, which lost half its lands and was forced to swear fealty to the Polish Crown. The real winners were the Polish nobility, who secured far-reaching privileges and a powerful role in the running of the kingdom, at the expense of the urban middle classes.

Without further ado, I will hand over to Marcin, for his take on how to adapt the *Billhooks* rules to play this interesting period. I am sure it will not be long until I start seeing Polish and Teutonic Knight armies at forthcoming *Billhooks* tournaments.

BILLHOOKS POLONIA TROOP TYPES

1. INFANTRY

The enlisted and mercenary troops, both on the Teutonic and Polish sides, were armed with the best arms and armour they could gather or afford, as their life depended on it! Mercenary infantry (called *Draby*) had various weapons for hand-to-hand combat: swords, axes, or halberds. The most common armour was plate half-armour (breastplate), and the most popular helmet was the capalin (kettle helmet).

On the Polish side, there was a heavy missile troop presence. Crossbows were predominant while hand firearms, although present, were rare. The crossbowmen were often protected by pavisemen (soldiers with pavises) and *kopijnicy* - soldiers in plate armour with long spears. At the Battle of Świecino, the Poles used their crossbow infantry to stealthily approach and shoot the charging Teutonic cavalry from the flank.

On the Teutonic side, most infantry were used for hand-to-hand combat, while crossbowmen defended the war wagons.

Town Militia and Levy

The Prussian Union's insurrectionary activities in the first phase of the war were carried out by armed townspeople, who took the Teutonic strongholds of Gdańsk, Toruń, Elbląg, and Królewiec

Right: Skirmishers, from the collection of Michał Kucharski. Perry and Warlord figures.



by surprise and then demolished them. Citizens - mainly craftsmen from guilds and the commoners - also took part in defending the cities of the Prussian Union and serving to maintain the city walls. Occasionally, city militias would support mercenary troops in active operations. An example of the use of militia in battle is the Battle of Świecino, 1462 (see the scenario, below), where reinforcements from Gdańsk consisted of 400 *drabów* (melee mercenary infantry), 300 cavalymen, and 200 militiamen.

Town militia were usually crossbowmen or infantry equipped with halberds or other polearms.

The exhaustion of the Teutonic financial reserves in the second half of the war made it difficult for the Grand Master to continue the war using professional troops. As the war progressed, the Order recaptured many towns and castles and regained support among the commoners of some towns in the Prussian Union. The Order would then arm these new recruits to serve as poor quality levy.

2. CAVALRY

In this war, cavalry often fought in column or wedge formation, with the best-equipped knights in the first ranks and on the flanks. The column-wedge formation was flexible, allowing the exchange of fighting units and rest for men and horses. To reflect this mixed formation, I have made a rules amendment - some cavalry units may be arrayed in **two ranks**.

Noble cavalry (*Pospolite ruszenie* - Noble host)

The knights (nobles) would be gathered and commanded by castellans and voivodes - state officials who were responsible for an administrative district. Part of their responsibility was the organisation of the district's military forces. The basic unit was the 50 - 400 men strong *chorągiew* (banner), based on their territorial origin. The most powerful magnates would form their own banners. Banners were gathered into bigger units - *hufce* - Wards in *Never Mind the Billhooks* terms.

Equipment and armour were of a high quality, although in territories which had recently enjoyed peace it could be outdated or incomplete. Individual training was also a high standard, but group training tended to be poor. To reflect this, this type of cavalry is relatively powerful in Melee, but it manoeuvres poorly by operating in a single line, and has relatively low morale. It can be fielded in two variants - heavy and medium - the latter having a lower save roll and with fewer attack dice.

Mercenary or enlisted cavalry

These were professionals paid by the Order, the Polish King, or the Prussian States. They had high levels of individual and group training, modern weapons, and armour.

On both sides, recruited mercenaries were mainly Czechs and Germans. On the Polish side, there were also enlisted (paid for) troops recruited from the nobility, and the King funded a large detachment of his household cavalry from his own coffers. The mercenaries were sometimes known to change sides at the end of their contract (or even mid-campaign!), while the enlisted men dispersed to their homes.

Units with homogeneous equipment were rare, which is why they are limited to the King's household units and detachments gathered by the Grand Master of the Order (Noble Cavalry).

Most Cavalry units (called Banners or Ensigns) were mixed in character, with the heavies riding to the front and medium cavalry to the rear ranks.

A speciality of this period was the large proportion of mounted crossbowmen in the rear ranks. The mounted crossbowmen did not form separate detachments. They loaded crossbows as they rode and shot from the rear, over the heads of the front ranks. This type of shooting is called *nawija* in Polish.

In the game, a unit of such mixed cavalry can shoot while charging. Like other crossbowmen, the first shot is made from the whole line, and subsequent ones, due to the slow loading of the crossbow, with half of the models.

Tartars



Above: Michał's completed Teutonic City Guard.
To see more of Michał's work visit: dwarf-crypt.blogspot.com



Above: Teutonic knight Rudolf von Sagan, his bannerman, and champions. Von Sagan was a Prince of the Silesia region who fought for the Teutonic cause due to his firm religious beliefs. He died during the Teutonic victory at the Battle of Chojnice, 1454.

They can be included in a Royal Polish Army, commanded by the King. The Tartars were light cavalry horse archers, who harassed the enemy with their shooting, and did not attack intact formations. They were most useful in pursuit, as well as scouting, capturing prisoners of war, destroying villages and fields, and obtaining supplies.

In the game they are activated by the Skirmishers card or by Leader order. They can only make frontal attacks on enemy Skirmishers and Daunted troops.

3. ARTILLERY

Two types were used: Field Guns (Houfnice) and Light Guns (Tarasnice) - as in the Bohemia Theatre.

War Wagons

Mercenary soldiers from Bohemia introduced war wagons into the Polish military art. In the war against the Teutonic Order, the battle wagons were used only defensively, to fortify and secure a camp. Their importance was seen at The Battle of Świecino where, after the first hours of fighting, both sides agreed to take a break to allow for rest and replenishment with new lances from their camps. The war wagons were manned with infantry; mainly crossbowmen and artillery.

During the battle, the war wagons were tied with chains and therefore immobile. They provided a solid support for cavalry and were considered as a final point of resistance.



Above: Infantry of Bernhard von Zinnenberg, a notorious mercenary commander who fought for the Teutonic Order. Perry Miniatures, from their Mercenary and Agincourt box sets.

BILLHOOKS POLONIA RULES

All the Core *Never Mind the Billhooks* rules continue to apply, except for the clarifications, changes, and additions that are set out below. Consult the Polonia Quick Reference Sheet (at the end of this article and available for online download) for all stats of troops in this theatre.

ARMY AND UNIT ORGANISATION

INFANTRY

Bands

Formed of six Skirmishers, individually based or in irregular groups. They may be armed with bows, crossbows or (sparingly) handguns. 6 points per Band.

Companies

Formed of twelve infantry. Two ranks of six figures.

Companies can (only) be:

Crossbowmen. 12 points per Company. Upgrade to Veterans for 3 points extra per Company or downgrade to Town Militia for 3 points less. Equip with pavises for +3 points per Company.

Medium Infantry. Mixed polearms. 12 points per Company. Upgrade to Veterans for 3 points per Company.

Town Militia. Mixed polearms. Always Levy. 9 points per Company.

Teutonic Peasant Levy. Poorly equipped with mixed weapons and no armour. Always Rabble. 6 points per Company.

CAVALRY

Squadrons

Formed of eight mounted figures. Individually based or in twos. Can (only) be:

Polish Noble Heavy Cavalry: Formed in one rank. 24 points per Squadron.

Polish Noble Medium Cavalry: Formed in one rank, alternating Knights and Medium Cavalry (four of each). 20 points per Squadron.

Mercenary or Enlisted Heavy Cavalry: Formed in two ranks. 24 points per Squadron. Upgrade to Veterans for 6 points per Squadron.

Mercenary or Enlisted Mixed Quality Cavalry: Formed in two ranks. Four Knights (front rank) and four Medium Cavalry (second rank). 20 points per Squadron. Upgrade to Veterans for 5 points per Squadron.

Mercenary or Enlisted Mixed Weapon Cavalry: Formed in two ranks. Four Knights (front rank) and four Mounted Crossbowmen (second rank). 20 points per Squadron. Upgrade to Veterans for 5 points per Squadron.

Bands

Formed of six figures. Individually based. Can (only) be:

Tartars: Horse Archers. 9 points per Band.

ARTILLERY

Section

Light Artillery: Two crew. Can be manhandled by crew (move 4"). May be carried on board a Wagon. Take only one action to deploy or pack up. 6 Points.

Field Artillery (Houfnice): Three crew. May be towed behind a War Wagon. Otherwise, immobile. Standard artillery rules apply. 9 points.

ARMY TROOP RESTRICTIONS

Teutonic Order

Cavalry - a maximum of 75% of the army's total points.

- Mercenary Heavy Cavalry: One Squadron, or up to two Squadrons if the Grandmaster is present

Infantry - a minimum of 25% of the army's total points.

- Crossbowmen or Crossbowmen with pavises - at least one Company.
- Medium infantry - at least two Companies

Poles

Royal Armies (Commanded by the King)

Cavalry - a minimum of 75% of the army's total points.

- Noble Cavalry - at least one Squadron
- Noble Medium Cavalry - at least one Squadron.
- Tartars - no more than two Bands. They count towards the 'Skirmishers & Artillery' total.

Infantry - no more than 25% of the army's Troop points.

- Crossbowmen or Crossbowmen with pavises - no more than one Company.
- Medium infantry - no more than one Company.

Other Polish Armies (Mercenary forces)

Cavalry - must be at least 50% of the army's Troop points.

- Noble Medium Cavalry - no more than one Squadron.

Infantry - must be no more than 50% of the army's troop points.

- Crossbowmen - at least one Company.
- Medium infantry - at least one Company.

LEADERS

SPECIAL LEADERS

Although not a skilled military commander, The **Polish King** Casimir IV Jagiellon, if present, provides his army an additional Army Morale Token, and enables the muster of a unit of Tartars and a greater number of nobles.

The range of his command is 12" rather than 6". He cannot be attached to a unit, but, within the command range, he can Rally a unit. He can't lead mercenary forces. The cost of this leader is always **5 pts**.

The **Grand Master** of the Teutonic Order, Ludwig von Erlichshausen, was also not a skilled commander, He took part in the lost sea battle in the Bay of Świeża. However, he does give the army an additional Army Morale Token, his presence also enables the muster of two units of mercenary heavy cavalry instead of one. The range of his command is 12" rather than 6". He can be attached to a unit, and, within the command range, he can Rally a unit. The cost of this leader is always **10 pts**.

PREPARE FOR BATTLE

For the **Optional Scouting Phase** players count not only Light cavalry (since only Tartars are available!) but also Infantry Skirmishers.

ACTIONS

SPECIAL ACTION

Cavalry units cannot dismount.

SHOOTING

When a unit is shot at from its front, all Hits fall on its front rank.

If shot at from behind, all Hits fall on its rear rank.

Otherwise, Medium and Mixed Cavalry share Hits equally between the two types, with any 'leftovers' taken by the best armoured type.

Crossbow and Handgun companies: count only half their number for each Shoot action after their first of the battle.

Shooting during the charge - A **Mixed cavalry** unit can Shoot with crossbows - but **only** when attacking the enemy. The appropriate number of dice must be rolled at the moment of contact. For their first attack of the battle all mounted crossbowmen in the unit count, but then only half for each subsequent attack. Hit for 5+. There is no specified shooting range because they can shoot only when advancing to contact. Any Hits inflicted by this shooting count towards losses in the Melee.

MELEE

REACTIONS

Crossbowmen and **Handgunners** react like archers in the core rules.

Heavy, Medium, and Mixed Cavalry may charge or counter charge (reroll 1s). They share Hits equally between the two types, with any 'leftovers' taken by the best armoured type.

Tartars

Mounted Crossbowmen can always successfully Evade Infantry by Moving enough to avoid contact.

If they are attacked by enemy Cavalry, roll a dice:

1 - 3: They Evade one charge move (14").

4+: They Evade two normal moves (20").

This is usually enough to get them clear but not always!

If they Evade, they do not get Disarrayed, since this is their usual method of fighting.

MELEE PROCEDURE

War Wagons

Cannot attack, but the crews can, if not on board.

Once deployed, Wagons do not have a flank or rear.

In a Melee, roll 1D6 per crewman equipped with polearms, 0.5 per Crossbowman/Handgunner (so a full crew of six would roll 4.5 dice, which rounds up to 5).

Unengaged Wagons deployed in a train on either side of an attacked Wagon count as 'support' in a Melee, adding half of their crew to the defender's rolls in every round of combat.

Deployed Wagons count as a 'defended obstacle' if attacked; so enemy Cavalry are Disarrayed and count only half their number, and Infantry blocks count only their front Company. Attackers get no rerolls for Attacking or Charging.

Kills on a War Wagon crew are removed equally from polearm and missile men.

If the number of Kills is not divisible by two, an odd Kill always falls on a polearm figure as they are the first line of defence.

War Wagon saving throws

All Infantry inside a deployed War Wagon, or on its base, save on 3+ in Melee (and in Shooting).

If the Wagon has not yet been deployed, they save on 4+. If operating beyond the Wagon or pulling it, they Save only on 5+.

MORALE

Units do not need to take a Morale Crisis Test if friends attack into the flank of a continuing melee.

Peasant Infantry roll 2D6-1 for Morale

Knights and Tartars roll 1D6+1 for Morale.

All other **Cavalry** roll 1D6+2

War Wagon Crews make a Morale Crisis Test by rolling 1D6+1 (like Cavalry).

Treat each Wagon as a separate Unit.

They do not have to test if they are on board when they see friendly troops wiped out or routed.

If Daunted or Broken, they abandon their vehicles.

WINNING THE BATTLE AND ARMY MORALE TOKENS

Take one extra Army Morale Token if an army is commanded by a King or Grand Master, and one more if an army contains at least two War Wagons.

SCENARIO

THE BEGINNING OF THE END

THE BATTLE OF ŚWIECINO 1462

A relatively small battle in the Thirteen Years' War, just right for the level at which the *Billhooks* rules are pitched.

The early stages of the Thirteen Years' War had demonstrated the young king's lack of command ability and the low qualities of the knights of the Noble Host, which had not participated in any wars for several decades. The newly enacted taxes and the financial assistance of Prussian cities, whose citizens wanted to join Poland, enabled the Polish king to enlist professional troops under a new and very capable commander, the Burgrave of Cracow, Piotr Dunin.

In September 1462, Dunin, possessing some 1,100 soldiers, moved on the city of Gdańsk and province of Pomerania, which had previously been overrun by the Order. He received support from Gdańsk, and the towns of Tczew (900 enlisted men and militia) and Toruń (500 men). Dunin directed his army westward toward Lębork, but, his force became cornered by a more numerous Teutonic contingent (1,400 enlisted men and 1,300 armed peasants), commanded by two prominent Teutonic commanders - Fritz von Raveneck and Kacper Nostitz.

ORDER OF BATTLE

Polish army

1. Mercenary medium cavalry (20 pts)
2. Mercenary mixed cavalry (20 pts)
3. Crossbowmen (12 pts)
4. Crossbowmen (12 pts)
5. War Wagon (9 pts)
6. War Wagon (9 pts)
7. Medium infantry (12 pts)
8. Militia Crossbowmen (9 pts)
9. Taraśnica (6 pts)

Total: 109 points

Commanders

- Piotr Dunin C-in-C *** (0 pts)
 Maciej Hagen ** (5 pts)
 Paweł Jasiński ** (5 pts)



ORDER OF BATTLE

Teutonic Order army

10. Mercenary heavy cavalry (24 pts)
11. Mercenary medium cavalry (20)
12. Crossbowmen (12 pts)
13. War Wagon (9 pts)
14. War Wagon (9 pts)
15. Medium infantry (12 pts)
16. Peasant infantry (6 pts)
17. Peasant infantry (6 pts)
18. Taraśnica (6 pts)

Total: 104 points

Commanders

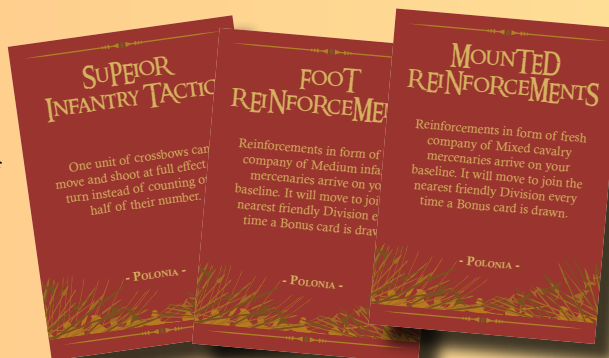
- Kaspar von Nostitz CinC *** (0 pts)
 Fritz Raweneck ** (5 pts)
 Eryk II Duke of Pomerania* (5 pts)



NEW BILLHOOKS CARDS FOR POLONIA

There are three new Special Event Cards for Polonia which can be downloaded from the *Never Mind the Billhooks* website, along with a copy of the Quick Reference Sheet.

nevermindthebillhooks.com



DEPLOYMENT

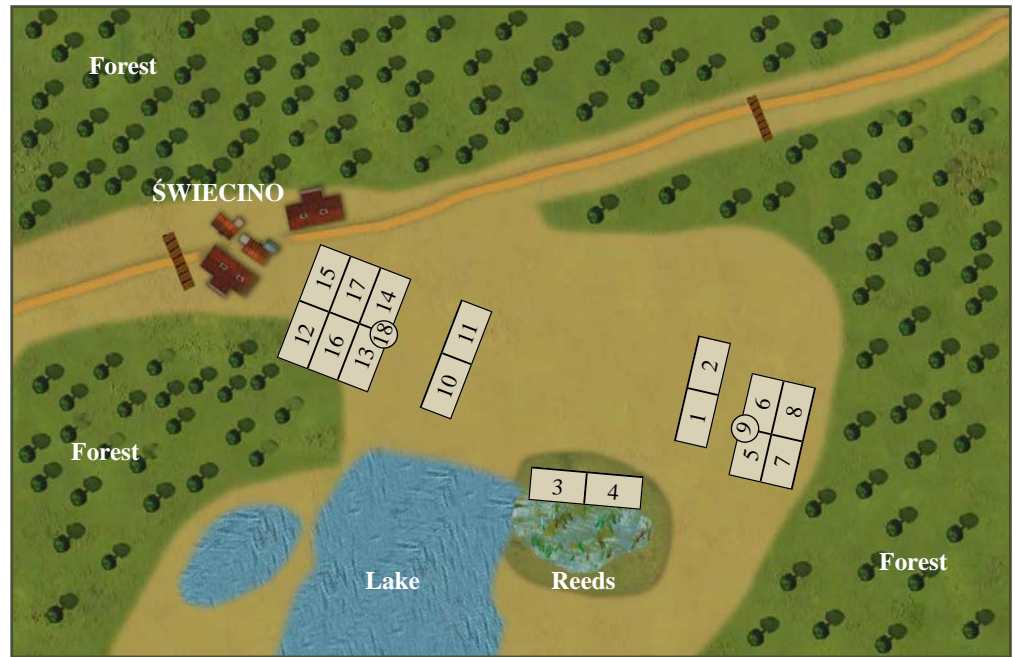
Place the artillery (9 and 18) between the War Wagons, which should be positioned to form the Teuton and Polish camps (with additional palisades) behind their armies, near Świecino, and against the Eastern Forest edge.

Alternative Deployment

Teutonic Order:

Anywhere in the open within 9" of the Western table edge.

Poles: Anywhere in the open within 9" of the Eastern Forest edge. Missile troops may be deployed in secret (use markers or dummies) anywhere in forest in the eastern half of the table, or anywhere in the reed bed, next to the lake.



Note: The numbers on the map relate to the units in the two armies. Refer to the Orders of Battle on page 63.



Above: Mounted Mercenary Crossbowmen, from Perry Miniatures' Light Cavalry 1450 - 1500 plastic box set.

SPECIAL RULE

If the Teutonic Player draws a Special Event Card in the game - ignore the card and instead gain reinforcements - a unit of Mercenary Medium cavalry with Eryk II will appear on the forest edge near Świecino.

THE HISTORICAL BATTLE

Both sides fortified their camps with War Wagons and makeshift palisades. The Teutonic Knights, initially thinking they had outnumbered the Polish forces trapped, barricaded all the local roads through the surrounding forest. They deployed their heavy cavalry in the first line, followed by enlisted and peasant infantry. Dunin also deployed his cavalry in the first line but left his militia in the camp. The crossbowmen, on the other hand, were located on his left wing, concealed under the cover of bushes and reeds on the lake shore.

The battle began with a cavalry charge, which, since they were evenly matched, did not bring a clear advantage to either side. A break was agreed at noon (it was supposedly still an age of chivalry!) so that horses and men could rest and replace broken lances. In the second phase of the battle, the Polish cavalry

LOMBARDIA - ANOTHER NEW BILLHOOKS THEATRE ONLINE!

Go to nevermindthebillhooks.com to find the (free) rules for Billhooking in Lombardia, 14th - 15th Century Italy.



Sir John Hawkwood
GiM64

deliberately stayed behind, allowing the crossbowmen to stealthily approach and fire on the advancing Teutonic Knights from the flank. The crossbow bolts proved deadly. Raveneck was wounded and his cavalry array was confused. This was just what Dunin had been waiting for; he launched another cavalry charge, which completely smashed the enemy. Since the Teutonic Knights had themselves blocked the roads, their only option was now death or surrender. The third phase of the battle saw the Poles storming of the enemy camp, with both infantry and cavalry taking part.

Dunin himself was wounded in the hand during the cavalry fighting, and later in the thigh by a shot from a bombard.

The defeat of the Teutonic Knights was total - 1,000 men were killed, including 250 knights. The entire camp was captured with 200 loaded Wagons and 15 bombards.

The battle is considered as a turning point in the Thirteen Years' War, as the Polish strategy now shifted decisively onto the offensive. In July 1463, Dunin laid siege to the castle in Gniez, which fell in January 1464, restoring communications between Gdańsk and the Kingdom of Poland, while at the same time blocking the Order's vital supply route to the West.

POLONIA QUICK REFERENCE SHEET

TROOP TYPE	POINTS	MOVE (CHARGE)	SHOOT	MELEE - D6 Per figure	SAVE - Shooting	SAVE - Melee	NOTES
Polish Noble Cavalry	2	8" (12")	-	2	4	3	1) Charge or Counter-Charge – up to twice per game. 2) When Charging: reroll 1s, 2s, and 3s in first round of Combat. 3) Must pursue Broken enemy 4) roll 1D6+1 for Morale.
Heavy Cavalry	2	8" (12")	-	2	4	3	1) May Charge or Counter-Charge (reroll 1s in first round). 2) Roll D6+2 for Morale.
Medium Cavalry and Mounted Crossbows	1.5	8" (12")	Mounted Crossbows Hit on 5+ in attack	1.5	4	4	1) May Charge or counter-charge (reroll 1s in first round). 2) Noble Medium Cavalry roll 1D6+1 for Morale. 3) Others roll 1D6 +2 for Morale.
Tartars	1.5	10" (14")	6" (L) Hit on 5+	1	5+	5	1) May only attack Skirmishers or Daunted/ Disarrayed troops. 2) Always Evade if Attacked. 3) Roll D6+1 for Morale. 4) Must pursue Broken enemy.
War Wagon	9	-	12" Hit on 5+	See Notes	3	3	1) Crew is 3 shooters and 3 Medium Infantry. 2) In Melee they roll 0.5D6 and 1D6 respectively. 3) Roll D6+1 for Morale.
Medium Infantry	1	6"	-	1	4	4	
Peasant Levy	0.5	6"	-	1	6	5	Roll 2D6-1 for Morale.
Town Militia	1	6"	-	1	5	5	Levy (9pts per company). Roll 2D6 for Morale.
Crossbow Company	1	6"	9" (S) Hit on 5+ 15" (L) Hit on 6	1	5+	5	Count only half numbers for each Shoot Action after their first.
Skirmisher Missile Troops	1	8"	12" (L) Hit on 5+	0.5	5+	5+	1) Always Evade if Attacked. 2) Shoot only once in a turn.
Field Gun and three crew	9	N/A	30" Hit on 6	0.5	5+	5+	1) Roll 2D6 per Artilleryman when Shooting. 2) All hits are Kills. 3) Three or more 1s = the gun blows up. 4) Minimum crew: two.
Light Gun and two crew	9	4"	20" Hit on 6	0.5	5+	5+	1) Roll 2D6 per Artilleryman when Shooting. 2) All hits are Kills. 3) Three or more 1s = the gun blows up. 4) Minimum crew: two.

HISTORICON 2024 PAINTING COMPETITION

We showcase some of the fantastic winners from this year's competition.

As Historicon once again opened its doors to the wider wargaming public, one of our US correspondents, Dave Taylor, organised and ran the *Wargames Illustrated*/Historicon Painting Competition. At the second event since the return from the Coronavirus pandemic, Dave, and his assistant Brien Dulaney, were hoping the number of entries would rival last year's total (62). They were pleasantly surprised when they finished up with over 100 single figures, units, vehicles, and dioramas in the display cases.

The Historicon team provided those cases and put them in a more prominent location than last time - the lobby space outside the ever-popular vendor hall. This year Dave split one of the categories, changing the Historical Unit/War Machine category to have a 25mm+ category and a Small Scale category. The hope was to encourage great 20mm (or smaller) tanks and troops as they wouldn't be up against the larger, more detailed 25mm (and up) entries.

A wonderful array of periods and genres were represented, with many high-quality entries. Congratulations to this year's winners, particularly Andrew Waxtel (*right*), who won three 1st place medals, a 2nd place medal, and the award for Best In Show!



HISTORICAL UNIT/ WAR MACHINE - 25MM+

1. Chris Velas
LRDG Gun Truck

2. Bill Witthans
Samurai Band



HISTORICAL SINGLE MINIATURE

1. Aaron Simmons
Athenian Warrior

2. Bill Witthans
Thor, Viking God



Some of the winners from this year's event are veterans of miniature painting competitions, whilst others were entering for their first time. Fantastic details, like the wonderful freehand owl, painted on this shield (above) show off years of painting education and hours of patient brushwork!



SCI-FI SINGLE MINIATURE

1. Andrew Waxtel
Necron Lord

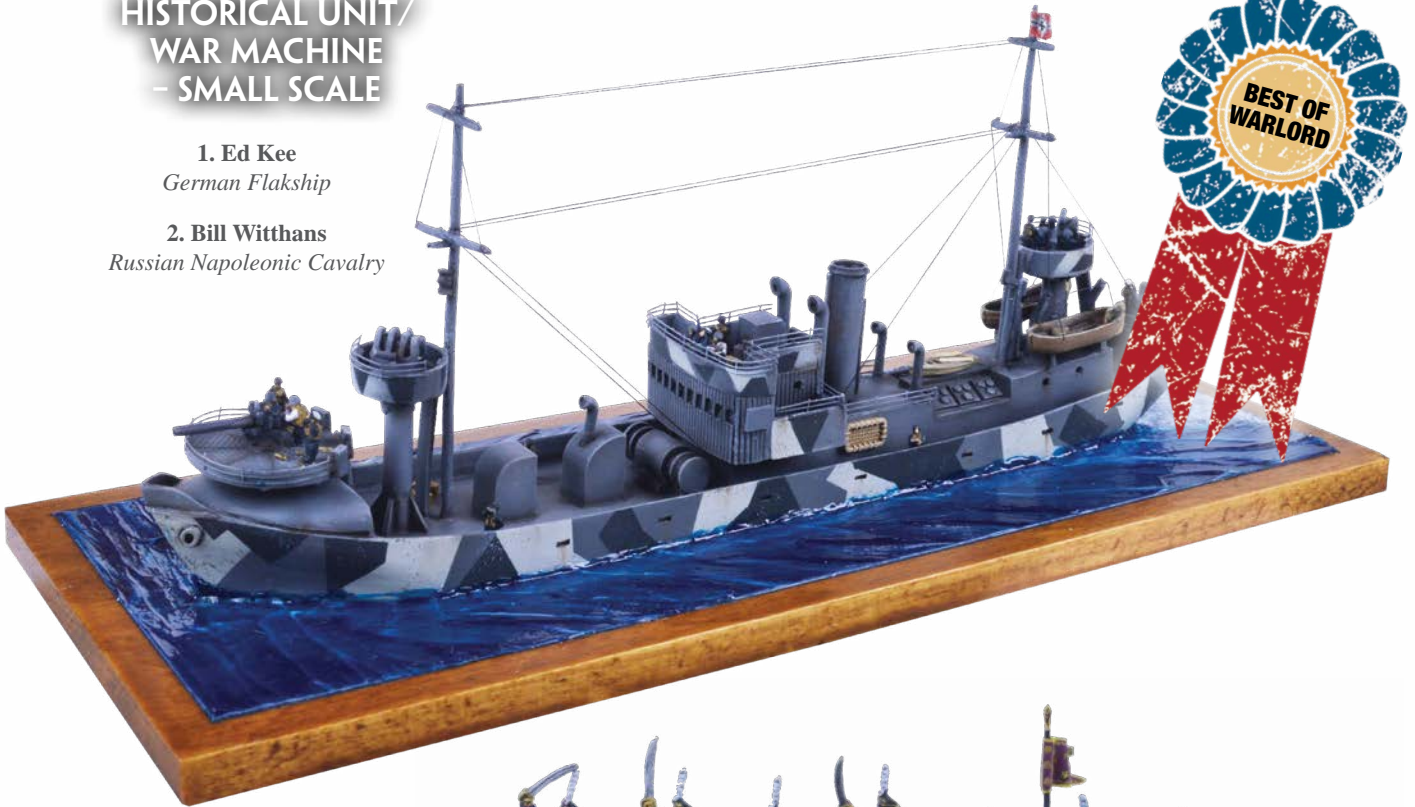
2. Justin Jackson
Space Wizard



**HISTORICAL UNIT/
WAR MACHINE
- SMALL SCALE**

1. Ed Kee
German Flakship

2. Bill Witthans
Russian Napoleonic Cavalry



OPEN

1. Gregory Zuniga
Skater Girl

2. Erik Johnson
Pirate Bust



FANTASY SINGLE MINIATURE

1. Andrew Waxtel
The Green Knight

2. Justin Jackson
Vampire Lord



FANTASY UNIT/ WAR MACHINE

1. Aaron Simmons
*Left at The Bottom
of The Garden*

2. Andrew Waxtel
Nykea



DIORAMA

1. Aaron Simmons
Bocanegra, Small Tyrant

2. Ed Kee
*Death of the HMS Thunderchild
(seen on page 71).*



SCI-FI UNIT/WAR MACHINE

1. Andrew Waxtel
Warlord Titan

2. Jeff Smith
Fenrir the Merciless



TRAVELS THROUGH TOLLINGCHESTER

FULL-COLOUR MDF FROM SARISSA

James talks to Sarissa's Steve Cumming about their new, full-colour, modular Tollingchester terrain range. He also builds the Market Day Starter Set and shares some construction tips.

Wargames Illustrated: It's always nice to see what's on the way from Sarissa and, no surprises, it's more great-looking MDF terrain! This time, however, there's an extra feature - colour! Well, colour that goes far beyond the usual burnt-edge brown we're used to! Can you tell us a bit about this exciting new development, Steve?

Steve Cumming: This is the first scenery set from our full-colour Tollingchester range, which has been developed alongside Graham at Grey for Now Games, to go with his fantasy skirmish adventure game *Guards of Traitor's Toll* [See page 48 - Ed].

He wanted help with a small range to support the launch of his game; we've done a little bit more than that! This range was born from that collaboration, and what we're showing off now is just a small part of the whole range, which will be revealed and made available over the coming months. We're very excited about it.

Wi: The colour element is something you've been working on behind the scenes for a while now, right?

SC: Yeah, we've had the capacity to do full-colour products for just over four years. We do a lot of tokens and templates, and we've done stuff for other people, but we haven't done any buildings yet. That was because we wanted it to be the right product, rather than just colouring up buildings we already had.

Below: With nothing but the addition of some Archon Studio and Footsore figures, our Tollingchester set looks pretty incredible.





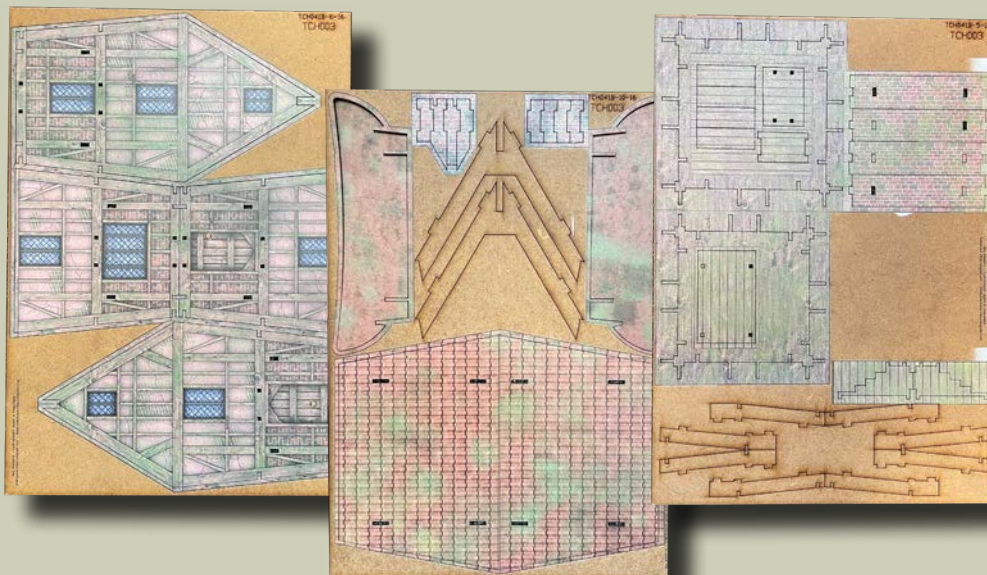
Above: The full Market Day set (minus a few of the optional extras) on a Medieval Ruins mat by Deep Cut Studio.

We see this as a completely different product from our standard core range, which will still be there and supported. This is something else entirely. The design process starts with the knowledge that it's going to be full colour, and we must consider everything based on that, like where the undercuts are, and what

you'll be able to see and not see. If we didn't give it this kind of consideration, we could end up colouring something, only to realize it doesn't work in the final build. That's because we don't generally print on opposite sides of the same sheet, and we need to think about that in advance.

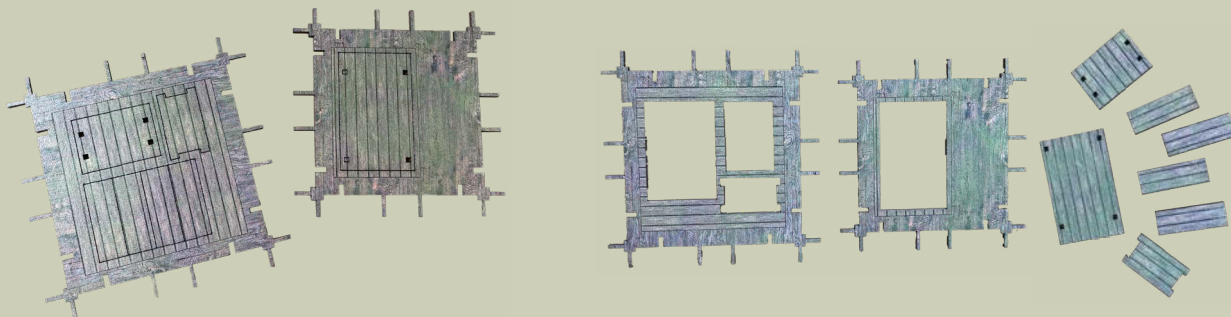
THE CORE OF TOLLINGCHESTER

An impressive but somewhat intimidating number of MDF and cardstock sheets tumble out when you remove the Market Day Starter Set's shrink wrap. That amount of stuff is welcome; while £137.50 is good value for a set containing two 'standard' houses, one taller one, and countless extras, it's certainly not a cheap investment, so it's nice to feel like you're getting your money's worth! With so much to make, where to start? I'd suggest one of the main structures.



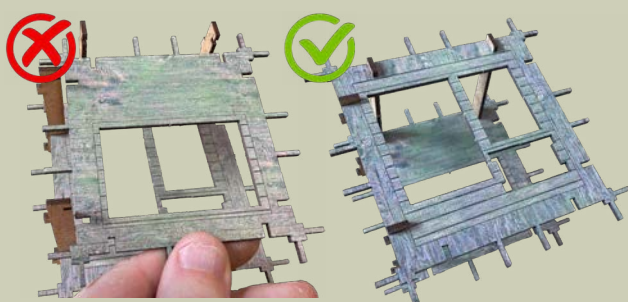
Left: Each building comes on three MDF sheets and, while the coloured designs might change, most of the build process is identical.

Thankfully, the core of each of the three main buildings follows the exact same build, with two internal 'floors' that are joined by eight plain MDF supports. The first assembly took me a little while - the instructions provided, as with many Sarissa kits, can be a little abstract - so I wanted to add some detail to help you when you start building your fantasy city.

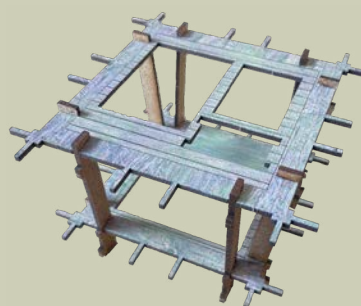


1) These two pieces are the internal structure of your build. They will never be seen, except for the beams that project around their edges. Take care when removing these parts from the frame, as, while surprisingly strong, the beams can get stuck and snapped. If you feel resistance, you can ease a sharp scalpel around the edges to loosen things.

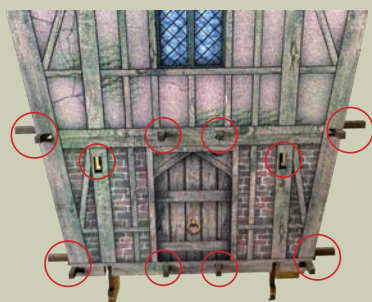
2) Remove the extra bits in the middle before you start the build. You'll probably work this out yourself, but, as it's not shown in the instructions, I mention it for completeness. These parts will make the steps that lead to the door of your house.



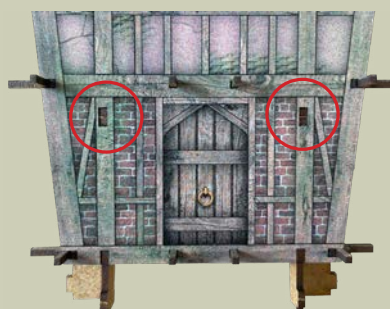
3) The floor with the larger dimensions needs to go on top when you start adding supports. This is how the walls will get their York Shambles-like lean to them.



4) I recommend dry-fitting the first four supports to get a good idea of how they go together before committing to glue. Once you've done this, you can add some superglue (none of this structure will be seen, so careful blob placement is not required) to fix things in place before adding the final four supports.



5) Adding the first wall is the scariest part of the build, but it's not as bad as it may first seem, and, once you're done with the first house, the rest will be quick and easy. It can take a while to feed the beams (circled) through the different holes; the key here is patience. Line things up as best as you can before feeding the beams through, and, if you need to slightly push some beams in a direction to get them to match up with the holes, you'll be relieved to find that they have some flex to them. 'Wiggle' the wall further onto the supports, alternating between the upper and lower row of beams, so that you carefully push it closer.



6) When you've gently edged the wall into place as far as you can, you'll need to apply some final force. This is to click the support wedges through the wall (circled). Make sure you support behind where you're applying pressure and push on the hole areas. A satisfying 'clack' will signal that the scary part's over... until it's time to build the other three walls!

The more you do, the easier it gets, but it's worth noting that the play in the structure decreases as more walls are added, so accuracy in lining things up and pushing beams into the holes becomes increasingly important.



7) After pushing all four walls into place I secured them with superglue, applying it behind the structure along seams, where it will not be seen. You can experiment with different thicknesses of glue, but I used what was on hand - a relatively thick type from Army Painter - and it worked just fine.

Master these steps and your city build will take no time at all. It took me about 25 minutes to construct my first house and a couple of extras but, with that done, I had all the knowledge needed to speed through the rest of the build. It took me less than two hours to put the whole set seen in these photos together. That's a terrific pace to bring an outstanding-looking and totally tabletop-ready terrain setup together.

CUSTOMISING THE CITY

As well as the core buildings, there's a wide variety of add-ons: simple walls, balconies, towers, market stalls, buttresses, etc. These, along with the range of colours printed on the sets, ensure a huge diversity in the look of your fantasy city.

Gameplay at height can be enjoyed with the addition of steps and walkways, too, and given the way that the lower parts of each structure are designed, it'd be easy to place them in areas such as swamps, docks, and riversides.

If you want to customise things further, there are plans for shields and signs that can add more character to certain areas of the city.



Left: A standard building in the Tollingchester range already looks good...



Right: ...but once it's been peppered with a wide range of extras (we fixed things in place with sticky tack), it gets even better!

Wi: The buildings are a nice blend of fantasy and medieval. That will make them useful for a lot of different settings, even though the original impetus was Graham's fantasy game.

SC: Yes, and we've kept it quite modular. There are a lot of removable parts that you can shift about. You have a range of core buildings - five of them - but even among those, the art styles and graphics can change, so you can swap bits around. There are add-ons, like balconies, buttresses, shop fronts, etc., too. These push on, so you can apply them to make a shop, then switch it back to a house the next day. There's a lot of modularity, even down to the chimneys and steps.

Wi: What about scale and interiors?

SC: They're designed for 28 to 32mm, and there are no interiors. The choice to go single-sided and not do interiors was one of cost. Adding interiors would increase the price, and most people won't really want them, so we decided against it. This also allowed us to expand the range significantly. We have 40 to 50 core products, and once you start mixing and matching, the options are endless.

We're looking to start shipping in mid-September, but that's just the starter sets. Initially, there will be Market Day and Town Starter Sets, along with a large all-in bundle if you want everything from that first wave. After that, there are a lot more products coming.

Wi: Are you planning to expand into other themes with printed MDF?

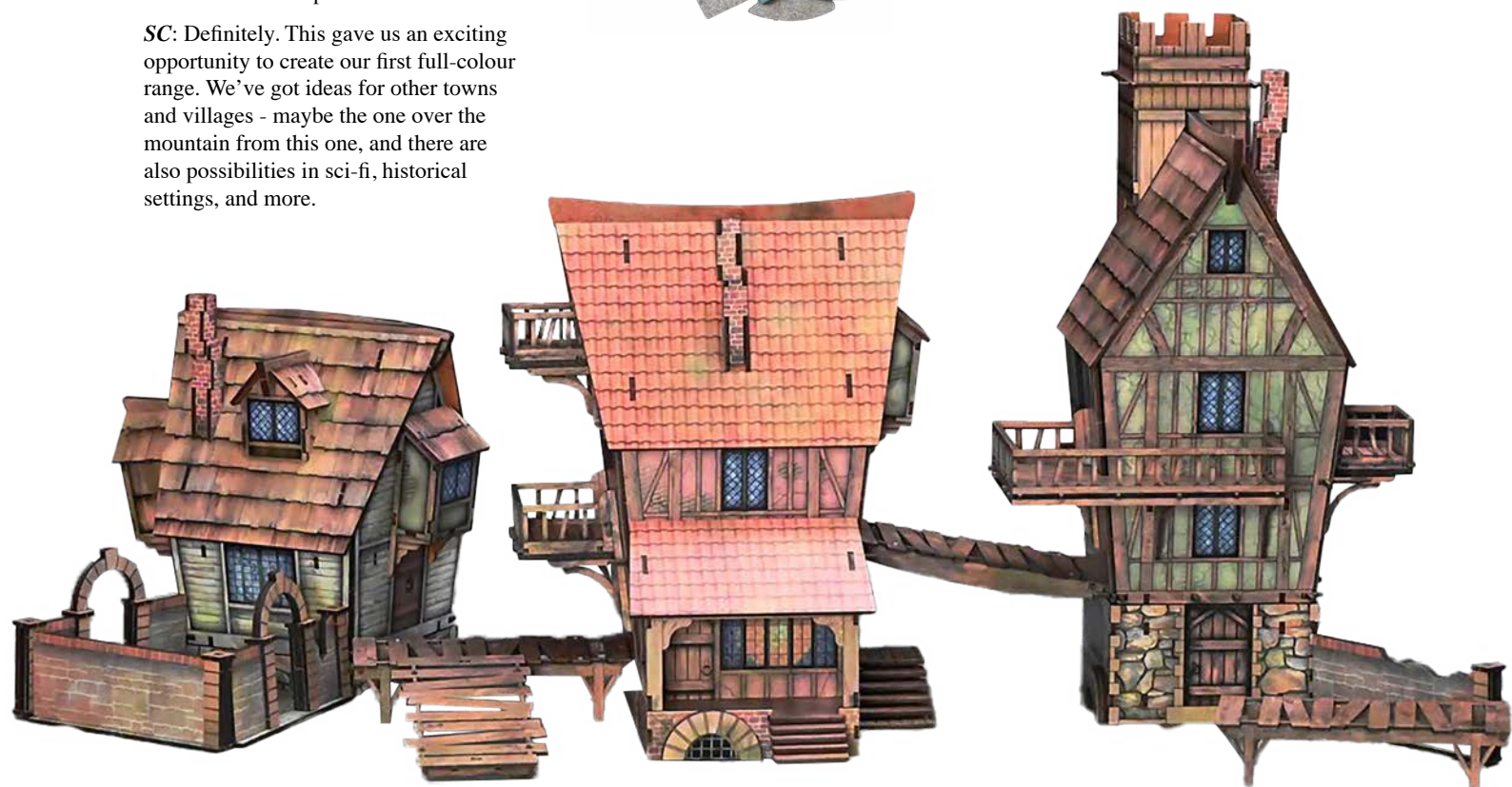
SC: Definitely. This gave us an exciting opportunity to create our first full-colour range. We've got ideas for other towns and villages - maybe the one over the mountain from this one, and there are also possibilities in sci-fi, historical settings, and more.



Above: A ragtag band of Russians fight through a spooky village in a game of The Silver Bayonet. The Tollingchester range will suit all kinds of fantasy and historical worlds, and we had a lot of fun adding a little scatter terrain here to make the scene look even more realistic.



Left: Where there's a need for prints on both sides, such as these roof elements, the sets are designed with two pieces that butt up against each other.



Above: The other Starter Set, Town, is built around three core buildings too: a Gunnel Street Warehouse, Gaolers Lane House, and Market Row Shop.

GET YER ROOFING RIGHT

It's important to get the correct placement of the bay window roof pieces, otherwise they won't sit flush with the sides of your buildings. Check that the back edge lines up before gluing the roof on, as there is a right and wrong way!



Wi: Will this printing change the price?

SC: There's a slight increase because of the printing, but we've been clever about the design, so they're still good value. A set of a core building is around £20 to £25, which isn't much more expensive than our traditional kits. The launch will run for about eight or nine months, with releases spread across that time, and everything should be out by Salute next year.

Wi: That's great to hear! Thanks for showing these buildings to us. I'm excited to get my own fantasy city - Griffchester - on the tabletop in the *Wi* gaming area!

Below: We couldn't resist putting the buildings onto a water board and placing some of Games Workshop's wonderfully versatile Laketown terrain around them - until we can get our hands on more of Sarissa's own walkways. Figures are from Archon Studio.



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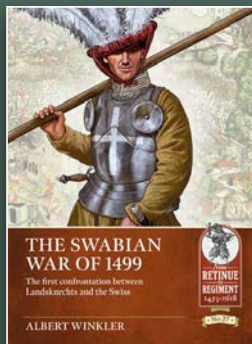
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The first confrontation between Landsknechts and the Swiss Albert Winckler

In 1499 a ferocious war was waged between the Swiss States and the Holy Roman Empire. It was a costly conflict with an estimated two hundred villages destroyed and over twenty thousand troops killed, as well as uncounted thousands of non-combatants. The Swiss had developed one of the first truly tactical infantries, capable of complex manoeuvres in both offensive and defensive roles. But in the Swabian War, they faced another tactically astute infantry, the German Landsknechts, who based their military system on the Swiss model. In a series of campaigns and battles, the two forces met in closely fought contests, leaving the impression that the Swiss infantry's dominance as a military force had met its match. This new book, the first on the war in the English language is well illustrated and features specially commissioned plates by artist Giorgio Albertini.



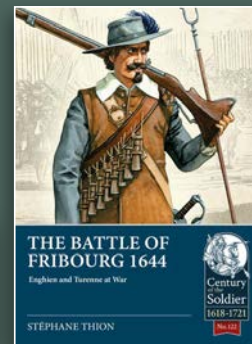
The Battle of Fribourg 1644

Engnien and Turenne at War Stéphane Thion

Early August 1644 saw the two greatest French men of war of the mid-seventeenth century, Turenne and the future Grand Condé, attempt to dislodge the Bavarian general Franz von Mercy from the heights of Fribourg in the Black Forest.

The battles of 3 and 5 August were among the most difficult that the French Generals would face over their careers: their carefully prepared plans were thwarted by the shrewdness of their opponent and some unfortunate initiatives on the part of their subordinates. The battles were so costly that they brought Mazarin to tears. On learning of what could be considered a victory, the Cardinal is said to have stated that France would have been lost if it had won many similar victories.

The context of the campaign, the character of the three protagonists, the phases of the various battles, the armies involved, and the lessons learned are all analysed in detail in this study.



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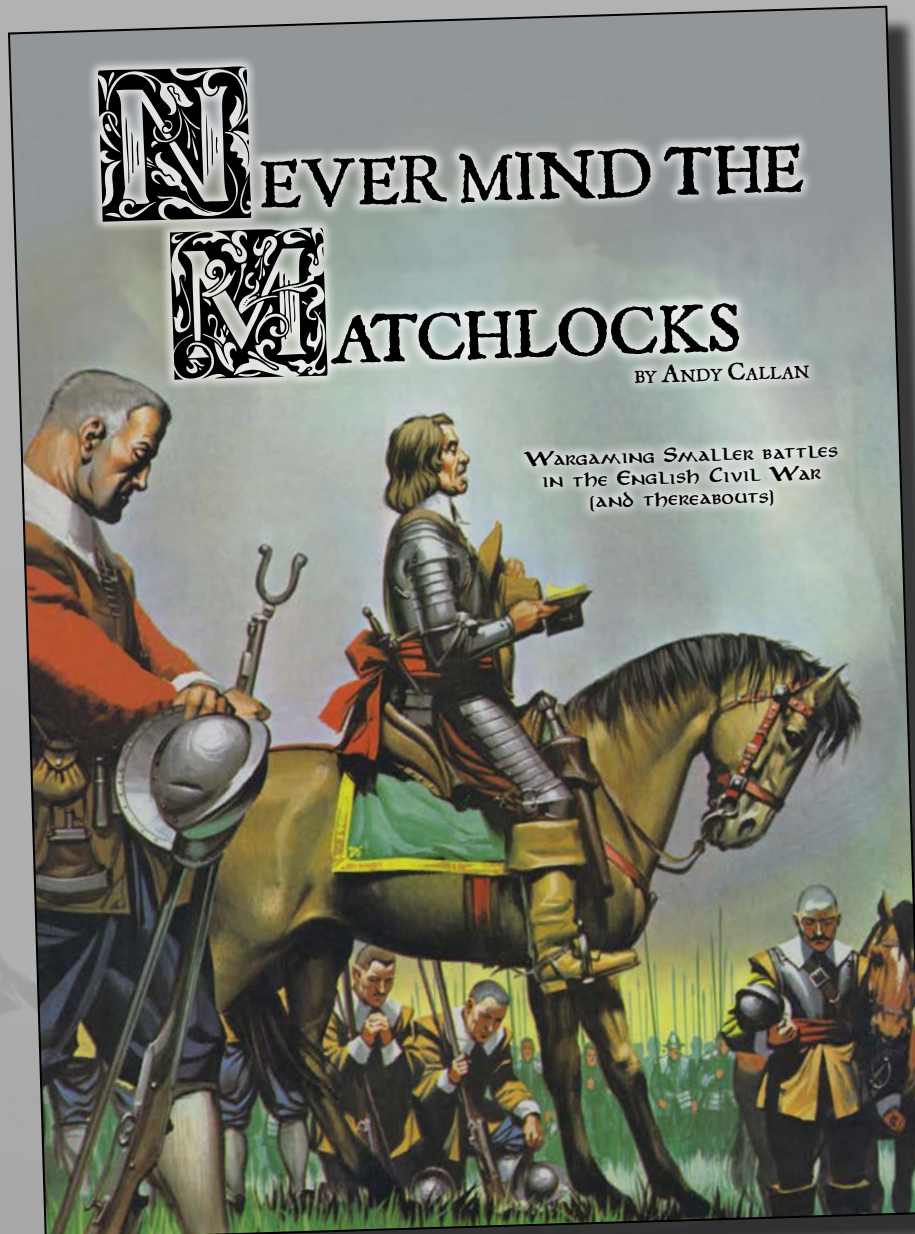
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