

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

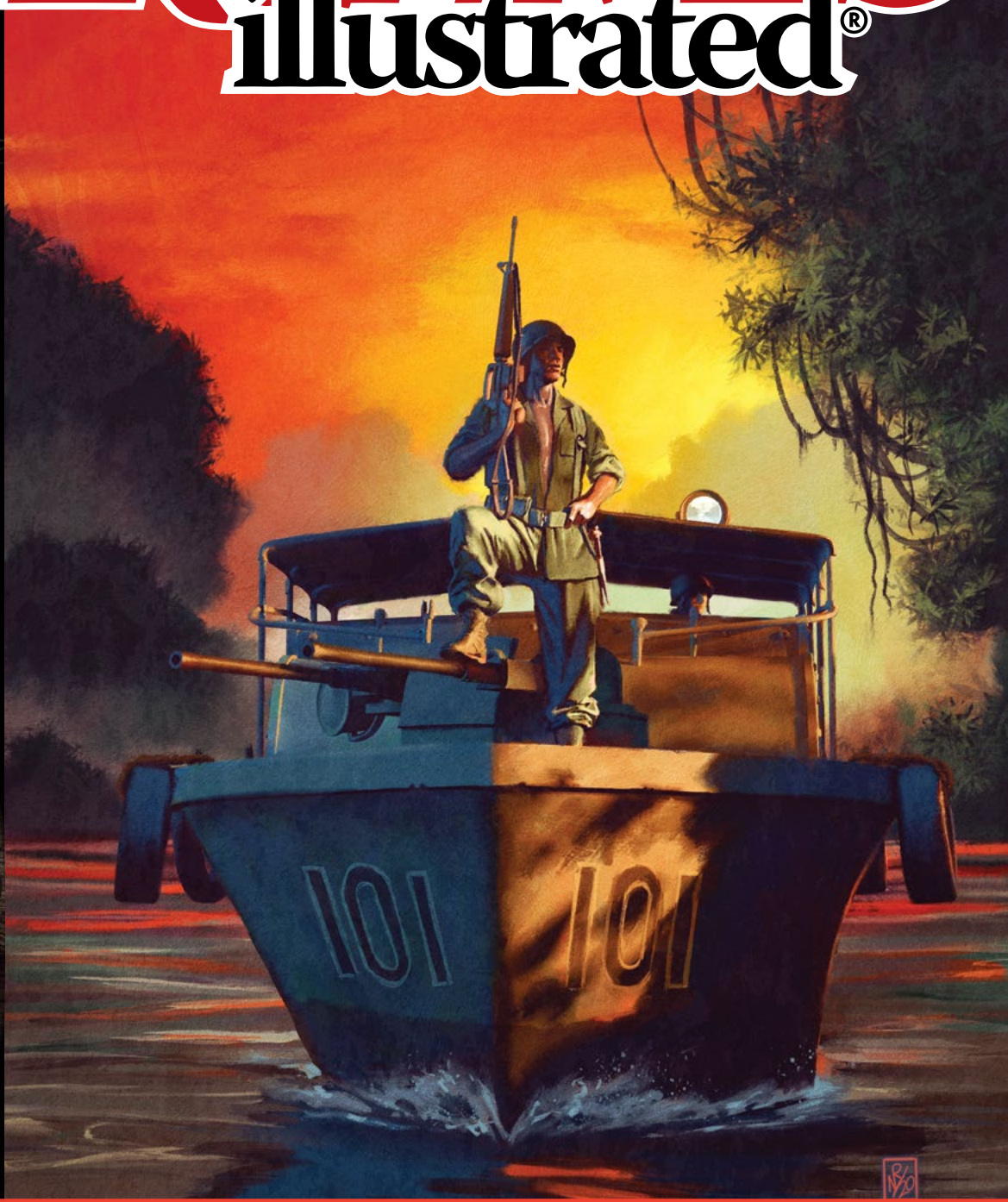
WARGAMES illustrated®



Riverine Warfare



WARGAMING ON AND AROUND WATERWAYS



SAGA

AGE OF HANJIKAL



ISSUE 396
DECEMBER 2020
UK £5.25



TEST OF HONOUR
Inside the latest supplement



SAINT LOUIS
On crusade with the warrior saint



IT'S ONLY ROCK AND BARK
But we like it!

PLUS: APOCALYPSE NOW * THE INCHON LANDINGS * MAKING ARTILLERY * AND MUCH MORE

CONTENTS



▲ **OBSERVATION POST** 14



▲ **ESTUARY ENGLISH** 36



▲ **A BRIDGE TOO FAR?** 58

WARGAMES
illustrated

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

wargamesillustrated.net



wargamesillustrated



@wargamesill



/WargamesIllustrate

FROM THE EDITOR

As we go to print with this, the December issue of *Wargames Illustrated*, things around WiHQ and indeed the rest of the county are feeling decidedly un-Christmassy. In a few days this green and pleasant land (read: dark and wet land at this time of year) will be heading back into a national lockdown. For any publisher the biggest challenge thus created comes with the fact that shops across England will be closing – adding to a number of our stockists that are already shut across Europe and likely to close across the US. All this meaning that we - and other small publishers/businesses - need to tighten our belts.

We were planning on including a free ‘How To ...’ modelling supplement with this issue of the magazine, but I hope you will forgive us for the fact that the uncertainty of not knowing if there will be stores open to sell this magazine means we are not able to throw money at that particular ‘freebie’ at this time.

However, looking on the bright side, plans are afoot and agreements in place for some smashing cover mounts throughout 2021. Doubtless next year will see the wargames show circuit reborn, clubs around the world reopening their doors and gamers again meeting across the table to enjoy some social un-distanced pewter and plastic pushing and joyful dice rolling.

Here’s hoping! 🙌

Dan Falconbridge
Editor and Owner

(Keep up to date with the latest Wi lockdown implications at wargamesillustrated.net)

Our front cover artwork by Neil Roberts shows a US Navy patrol boat on a river somewhere in Vietnam, circa 1969.

The photo below shows a 25mm Japanese fighting ship in resin, by Scheltrum Miniatures (first featured on the cover of Wi167!)



CREDITS

Produced in the UK and the USA.

The Wargames Illustrated team: Daniel Faulconbridge, Ian Bennett, Mark Boam, Asun Loste-Campos, and James Griffiths.

Printed in the U.K. by: Acorn Printers.

Copyright © Wargames Illustrated 2020

CONTACTS

Customer Service & Subscriptions
help@wargamesillustrated.net
Tel (UK): 0044 (0)115 922 5073

Contributions
contributors@wargamesillustrated.net

Advertisements
adverts@wargamesillustrated.net

Quick Fire
wi@wargamesillustrated.net

Distribution
trade@warlordgames.com



PEFC Certified

This product is from sustainably managed forests and controlled sources

www.pefc.co.uk

CONTENTS

QUICK FIRE! 8

Our regular look at what your fellow readers have been up to over the last month.

OBSERVATION POST 14

New and forthcoming products in the wargames world.

FULL PAPER JACKET 20

Your monthly book preview column.

THEME: TALES OF THE RIVERBANK 24

Noel Williams has been thinking about boats and how to incorporate them into wargames.

IT'S ONLY ROCK 'N' BARK, BUT I LIKE IT 30

James Morris shows us how to use pine bark to create great looking rocky terrain.

THEME: ESTUARY ENGLISH 36

Barry Hilton contributes to this month's theme by taking us on a hazardous journey up the Vlie estuary in search of plunder and mischief.

LOUIS IX. SAINTS, HOOKERS AND MERCENARIES ON CRUSADE 44

Crusader expert Dr Steve Tibble tells us a bit more about Saint Louis and the ill-fated Eighth Crusade.

THEME: GUNBOATS AND RIVERINE EXPANSION FOR DEATH IN THE DARK CONTINENT 48

Regular contributor Nick Buxey takes his custom built French *Cannonière* upriver and into the 'Dark Continent' of Colonial Africa.

TEST OF HONOUR: SENGOKU 54

The first expansion for *Test of Honour* is here, bringing clans and more to the Sengoku period skirmish game. Graham Davey, the Daimyo at Grey For Now Games, gives us all of the details.

THEME: A BRIDGE TOO FAR? 58

Neil Smith dives into this month's Riverine Warfare theme, keeping dry by traversing the many possibilities and problems associated with bridges over rivers in wargames.

WHERE'S MY ELEPHANT? 66

Dom Sore's our regular guide through the SAGAverse, so we handed him the latest expansion; *Age of Hannibal* and asked for his thoughts.

THEME: APOCALYPSE HOW? 72

A roller-coaster ride along the Nung River, transforming the iconic mission of the *Erebus* in *Apocalypse Now* into a series of scenarios.

OPERATION CHROMITE: THE INCHON LANDINGS 76

Did last month's theme of Hit the Beach leave you craving more amphibious assaults? Jim Graham's here, with a look at the Korean War's Operation Chromite.

RAPIDLY READY RIVERS! 82

Has this issue's themed content got you eager to go waterborne? We've got some quick fix terrain ideas to build a riverine ready table in mere minutes!

RECREATING A WORLD WAR 2 BLAST SHELTER 85

Andrew Pearsall recreates a World War II blast shelter in 28mm, inspired by his findings at the decommissioned airfield at RAF Perton.

MUGHAL ARTILLERY 88

Tackling Indian artillery with the 'Wargames Widow'.

CRUSADER APOCALYPSE 92

Dr Steve Tibble, author of *The Crusader Strategy* (Yale 2020), concludes his four-part series about wargaming options for the crusader states. This time the drama leads us to a nondescript Galilean village named Hattin.



▲ APOCALYPSE HOW? 72



▲ OPERATION CHROMITE: THE INCHON LANDINGS 76



▲ MUGHAL ARTILLERY 88



▲ CRUSADER APOCALYPSE 92



HAVE YOUR SAY AND VOTE
FOR YOUR FAVOURITE 2020 RULES,
MANUFACTURERS, ARTICLES,
AND MORE!
VISIT
WARGAMESILLUSTRATED.NET
DON'T MISS OUT!

SUBSCRIPTIONS

THERE ARE **TWO** DIFFERENT WAYS TO ENJOY
WARGAMES ILLUSTRATED

PRINT

RECEIVE THE WORLD'S BEST-SELLING WARGAMES MAGAZINE
DIRECTLY TO YOUR DOOR AND **SAVE ON THE COVER PRICE!**



12 ISSUES FOR ONLY

FROM **£60**

QUARTERLY SUBSCRIPTIONS
AVAILABLE FROM **£20**

U.S. SUBSCRIBERS PAYING BY U.S. CHECK:
THE PRICE OF A 12 ISSUE SUBSCRIPTION IS \$125.

PRIME

THE Wi ONLINE MEMBERS CLUB. WITH EARLY ACCESS TO THE
LATEST MAGAZINE AS A DOWNLOADABLE PDF, **PLUS 33 YEARS'**
WORTH OF MAGAZINES VIA THE Wi VAULT AND LOADS MORE
BENEFITS, AS OUTLINED ON THE OPPOSITE PAGE



ALL FOR A MONTHLY MEMBERSHIP OF

£5.99

TRY PRIME FOR JUST **£1.00**
FOR THE FIRST MONTH

COMBINE THE TWO FOR THE LOW MONTHLY COST OF

UK £10

INCLUDES THE MONTHLY PRINT MAGAZINE AS WELL
AS ALL THE BENEFITS OF A PRIME MEMBERSHIP.

WHAT'S INCLUDED

Subscribe online at
WARGAMESILLUSTRATED.NET

Or by post with UK cheque at

Wargames Illustrated,
29 Eldon Business Park
Attenborough, Nottingham
NG9 6DZ, UK



Or by phone on
0044 (0)115 922 5073

Any subscription issues, please email
HELP@WARGAMESILLUSTRATED.NET

	PRINT	PRIME
THE MAGAZINE	✓	✓
PRIMETIME*		✓
+ Figure Spins		✓
+ Exclusive Content		✓
+ Videos / Interviews		✓
GIVEAWAYS		✓
THE VAULT		✓
DISCOUNTS		✓
£5 OFF AT NORTH STAR		✓
FREE RULES PDFS		✓

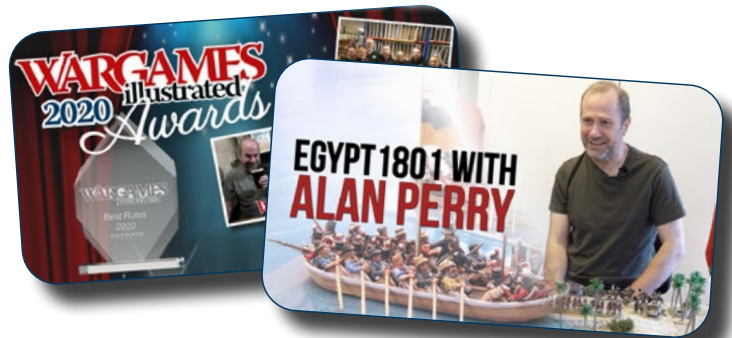
*Receive a round-up of the latest wargames news and behind the scenes info straight to your inbox via our weekly news bulletin - **Primetime**.

WI PRIME CONTENT INCLUDES:

FIGURE SPINS



INTERVIEWS, FLIPTHROUGHS AND UNBOXING VIDEOS



SPECIAL OFFER



PERRY MINIATURES
'BILLHOOKS' STARTER
DEAL **20% OFF**

£5 OFF AT NORTHSTAR



EVERY ISSUE OF WI AVAILABLE
(AND SEARCHABLE!) VIA THE VAULT



WWW.WARGAMESILLUSTRATED.NET

Giants IN Miniature FIVE-YEAR ANNIVERSARY PAINTING COMPETITION

It's hard to believe our Giants in Miniature range was launched half a decade ago. What better way to celebrate than with an epic painting competition?

If only there was an equally momentous moment ahead, when the results of such a competition could be announced ... Crikey, would you look at that, we're closing in on issue 400 of *Wargames Illustrated*. What a serendipitous turn of events!

GET YOUR BRUSHES AT THE READY

We want to see your painted Giants in Miniature! We've created a range of categories, along with varied judging criteria, to ensure painters of all levels can get involved. You could win glory and fame in the pages of *Wi*, along with some fine prizes.

You can enter as many miniatures and/or scenes as you'd like; each entry will have a chance of winning the Main Category it is entered into, and we will fit it into Sub-Categories that are applicable. In that way even the less experienced brushmasters may be rewarded for their exciting entries!

MAIN CATEGORIES

Each of the four Main Categories has these fine prizes available!

- Winner – £100 North Star Voucher, one year *Wi* Print and Prime subscription, choice of ten GiM.
- Four runners up – 3 month *Wi* Prime subscription, choice of three GiM.



Above: Then and now – Sergeant John M. Stryker, the first GiM from Wi336. Saint Louis, the latest release, taking the range to 57 codes.



2. BEST DIORAMA

A diorama, with a size limit of 30cm by 30cm. Convert, scratch-build, create, and feel free to include miniatures produced by other companies as long as at least one GiM miniature is the focus of the scene. Technical painting skills are important, but equal consideration will be given to the drama, dynamism, excitement, or fun visible in the diorama. Any number of miniatures (can be converted) should be fixed to (or in some way incorporated on) the diorama base.

1. BEST SINGLE MINIATURE

The winner here will apply a clean, pristine, accurate, technically excellent paint job. Conversion and basing skills will be considered in the judging but the model can be as is if you prefer.

3. BEST UNIT/SCENIC

This is a creative photography category as much as it is a painting challenge. We want to see a GiM in-situ – it could be on the battlefield or at any relevant (or irrelevant) location. Models from any manufacturer may be included as long as at least one GiM features prominently. Images can use scenery, dramatic lighting, practical effects, digital effects and editing, and will be judged on these elements.

SUB-CATEGORIES

We'll put your submissions into any relevant sub-categories. This gives you more chances to win, particularly because the winners and runners up from Main Categories are exempt from getting prizes in the Sub-Categories.

- Winner – three month Wi Prime subscription, choice of five GiM.
- Four runners ups – choice of a GiM.

A. KEEPING IT OLD SCHOOL

Your entry includes any of the first ten Giants in Miniature to have been released. Some of these are sold out, others are still available in extremely limited numbers.



The five Old School GiM still available from our store.

Back row (L-R): GiM 02 Leon Trotsky, GiM 06 John Churchill, GiM 01 Sergeant John M. Stryker. Front row (L-R): GiM 08 Steampunk Victoria, and GiM 04 Lord Kitchener.

B. FROM THE SILVER SCREEN

Your entry includes any of the Giants in Miniature that are a take on characters from the movies (and we'll include other forms of media too).



Left to right: GiM 13 Warrior Woman, and GiM 14 A Couple of Bastards.

C. RARITIES

Your entry includes any of the Giants in Miniature that are sold out on the *Wargames Illustrated* webstore. If you can't see the model on our store pages but it's lurking in your pile of shame, it's eligible!

D. I DESERVE LOVE TOO!

Your entry includes one of the five Giants in Miniature that are, bless them, currently the least far through their limited number run (excluding the last five GiM releases).



Give these five some attention!
Back row (L-R): GiM 21 Pulp Agent, GiM 32 Presley Neville O'Bannon, GiM 48 'JT' (The Survivalist). Front row (L-R): GiM 38 Unknown Soldier, and GiM 40 Johnny Clem (Civil War Hero).

E. LIFE BEGINS AT 50

One of the most recent Giants in Miniature – from GiM 50 onward.



Left to right: GiM 51 Beowulf, and GiM 50 Marshal Ney.



THE BIGGIE! WI READERS'S CHOICE GiM

After all the entries have been assessed we will post our favourites online (the winners, runners up, and other commendable entries). You will be able to choose your favourites and determine the Reader's Choice winner. Judge by whatever criteria you want, we will tally your votes, the top picks will receive some outstanding prizes!

- **Winner**
 - Be a Giant in Miniature – Your likeness, sculpted to fit whatever period and army you prefer, will be released as a GiM!
 - 10 copies of your GiM.
 - A Harder & Steenbeck Infinity CR Plus 2-in-1 Airbrush.
 - A Broken Toad Mk3 Brush Set.
- **Second place**
 - A Harder & Steenbeck Infinity CR Plus 2-in-1 Airbrush.
 - A Broken Toad Mk3 Brush Set.
- **Third place**
 - A Broken Toad Mk3 Brush Set.

THE JUDGES

- Dan Faulconbridge – Wi Editor, Owner, and creator of the GiM range.
- James Griffiths – Wi Project Manager, former professional mini painter, and office “hobby boy”.
- Special guests – We'll have some surprise judges too, from competition painters to industry luminaries.

HOW TO ENTER

This is a submission by email competition; you can begin submitting entries right now! Send them to competitions@wargamesillustrated.net with the Main Category name you are entering in the subject. Attach as many images as you would like (tips for taking great photos can be found at wargamesillustrated.net/contributions) and we will do the rest.

The deadline date for submissions is 1st February 2021! There are more details and terms and conditions on the *Wargames Illustrated* website, wargamesillustrated.net/gimcomp

QUICK FIRE!

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

FOILING YOUR FLAGS

By Tim Lee

In view of last month's excellent coverage of the Wars of the Roses, I thought I would offer this small suggestion to your readers.

As anyone who has gamed the WotR knows, it seems every man and his dog had a banner or flag, showing his family livery or coat of arms. The Perry's plastic figures come with paper banners and flags, of course, which are a great starting point, but I was looking for something a bit more robust.

Traditionally gamers have cut up old toothpaste tubes to make banners, as they can be bent to shape, giving the impression of the flag ruffling in the wind. Now I value oral hygiene as much as the next man, but I just couldn't use enough toothpaste to make all the banners I needed! So, I started looking for alternatives.

After some digging on the internet, I found a company (Fred Aldous - fredaldous.co.uk) selling small rolls of aluminium tooling foil which was exactly what I was looking for. A roll 31cm wide and 91cm long was about seven quid (\$9 US), and I could get an awful lot of banners and flags out of that!

The material is thin enough to cut with scissors but thick enough to only need a single piece rather than double (like paper flags). I make it big enough to wrap around the flagstaff and squeeze it firmly to hold it. The banner stays put without glue, which means if I ever need to change it, I can simply unwrap it. I'm no great painter but I'm quite pleased with the results I've achieved. After priming the aluminium and painting the design I varnish it before bending it into shape.



CELTS DIDN'T HAVE RICHES EITHER (BUT STILL DID A BANG-UP JOB)

By Owen Chow

My foray into 1/72 / 20mm wargaming began in my high school wargames club - the supervising teacher needed a system and models that kids without income could afford, which ended up being Basic Impetus at 1/72 scale. It was fun, it was fast, it was historically appalling - in our wargaming universe, the Crusader States had time-travelled to fight the Romans! It left a lasting impression: one didn't need to go to Games Workshop, spend a fortune (and declare bankruptcy a few months later) to play miniature wargames.

I'd always told myself that I'd get back to 1/72. A global pandemic later and I remembered I had, in fact, enough miniatures to start an army, and at under £45 (\$60 US) to boot. I've painted up several units in the hope of getting in some games at my local wargames club (led by the same high school teacher, but the crowd is now a little older!). I've picked up Celtic Britons to start with and it's really hit home that spending more money doesn't equal more fun. I'm actually enjoying the process of painting and modelling the monopose miniatures; the onus is on me to differentiate them and I'm having more fun because I'm more involved in the process.

CELTIC TIPS FOR ALL SCALES

When I start a new army, I map out its visual themes - multicolour plaids, bare flesh, woad, severed heads, and disorganisation here. Classic barbarian archetypes, perhaps, but an army is also identified by what it doesn't have. In this case, my Celts don't wear furs or have beards. The bright plaids actually detract from the idea of dark, savage barbarism - they have a developed culture with its own patterns.

The easiest way of painting plaid is to paint horizontal lines, then vertical lines using the same colour and roughly equal spacing on the surface, before filling in the intersections with a different colour, usually a lighter tint of the same colour. You're just painting crosses, essentially. Vary the plaid patterns, make them stand out. A great thing about 'barbarian' armies is that you don't have to be neat, it fits in the archetype better!

The same principles apply when painting woad or warpaint. The Celts were tribal, without uniforms, so mix up the patterns and placement, be scruffy about it. As for bare flesh and severed heads, they're just a case of modelling, but I make sure I choose minis that emphasise this theme and add severed heads with green stuff modelling putty.

With all this disorganisation, however, the units need something to pull them together and make them feel like part of the same army. I think the bare flesh does it nicely, which is consistent across units, even those with clashing plaids and tartans.

All taken together, you get a riot of colour that stands out on the battlefield!

If you're interested in seeing more, I have a Youtube channel at: [youtube.com/user/CenturionCommodus](https://www.youtube.com/user/CenturionCommodus)



Above: Celtic cavalry video.



Above: Multicoloured plaids.

MORE QUICK FIRE! PLEASE!

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

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

Send your emails to: wi@wargamesillustrated.net
Use the subject title 'Quick Fire!'.

A LOCKDOWN THAT WILL LIVE IN INFAMY

By Kyle Cruickshank

Much like other wargamers, lockdown gave me a chance to get some extra painting in. Although our club was closed until recently, the yearly tradition of choosing a new game system to focus on still happened. For 2020 we went back to historical gaming and the new ruleset by TooFatLardies - *Infamy, Infamy!*

I was a bit late to the party, many members had already claimed Roman armies, so I struck out to be one of the 'antagonists', the mighty Germanic Tribes from Germania! Getting stuck right in I made an order for a starter set, some movement trays from Warbases, and left the bank with pocketfuls of pennies to base the models on.

It had been a while since sitting down and doing some painting, so I picked a simpler scheme and used Games Workshop's Contrast Paints to speed up the process. With a base of black primer, followed by a quick burst of white from above, the models had a good light/dark contrast to work over very quickly. From here I used the Contrast colours in a thinned down and controlled wash (sometimes not quite so controlled!). The undercoat's highlight and shadows showed through nicely with one coat of Contrast for the most part; if it did not look good, I applied a second coat. A final dry-brush of a lighter colour helped bring out the details and give them a bit of a worn look.

Working from one section of a model, through a unit or group, helped to keep things moving. When I first started painting the army a unit would take a few evenings. Near the end of the army, blocking out the colours before applying the contrast I was able to get a unit of ten done in about the length of a Marvel film. Some of the characters got a bit more time spent on them, depending on what level leader they might be.



GAMING AND THE FINAL PUSH

When one of our club mates offered to host a game, where we could all learn the rules, it spurred me on to get enough units completed to play. Our host heaped on extra pressure, ruling that models must be not only painted but also mounted on flocked bases and movement trays. A stern rule but one that helped my clubmates and me to get our painting done.

We learned, from that game, that many of us had heavily overcommitted in our enthusiasm; we had far too many models for *Infamy, Infamy!*'s large skirmish mechanics. It didn't stop any of us from wanting to finish what we had and ensure plenty of possible variety for future battles.

The final push was an intensive weekend of painting, helped along by an understanding partner, a marathon of Marvel films, and the same techniques I described earlier. Sans shields I completed 20 warriors, ten veterans, four slingers, six javelinists, four leaders, six random ambush markers, and a cart.

Although the process of painting the units evolved, the core colours stayed the same, and I think they give a good overall sense of cohesion. They may be a bit simple, compared to some folks' painting efforts, but once on the table the look comes together. Now if only the dice rolls will do the same!



OFF TO THE DESERT

By Allan Tidmarsh

One project that had sat, awaiting completion for a while, was a basic desert terrain setup. During lockdown earlier this year I set up my gaming table with what I had and made a short list of items I needed to add: some small sand dunes, a well, a small oasis, and a fort.

My narrow gaming table is set against a wall and has some fixed, generic scenic backgrounds around it. This helps to bring an illusion of depth and prevents items falling off the sides and back. The table's desert surface is created with a piece of sandy coloured felt and desert background scenery boards are added to improve the effect.

I revisited the scenic items I already had and made sure they had a consistent colour scheme that worked with the backgrounds and felt surface. A little bit of repainting and dry brushing with suitable colours was done before I got started on the new items.

I made a little well using a small resin casting I had, scraps of strip wood, card and foam board. Some small sand dunes were made using a card base and frame with sandy coloured felt stretched across it. To form part of a desert oasis, I made a small pond of water on an MDF base, painted it blue, and finished it with three coats of gloss varnish. Scatter and some tufts on the edges finished the job and it works nicely with an arrangement of palm trees and sand dunes.

I then embarked on my large build item, a fort. The design of the fort is based on the Airfix legionary fort, scaled up in size for use with 28mm figures. The main construction is with foam board and card, attached to an MDF base. I initially covered it with a coat of light beige chalk paint, then added light washes, before dabbing on a slightly darker colour wash with a sponge.

A most enjoyable time was spent working on the scenic items for my basic desert setup, I now have a useful set that I can use for a variety of game scenarios.



REDCOATS

By Tadhg Culley

I'm 30 years old and totally new to the historical wargaming hobby. With this global pandemic giving me plenty of spare time, I thought the moment was ripe to leap headfirst into a fresh, creative pastime Well, I certainly jumped in at the deep end! I thought I would start small and gradually ease myself into things but inevitably soon had my first five armies planned!

I've always loved history, so was definitely not short of ideas on the various eras I wanted to explore. My friend and I are starting with the American War of Independence and I have gone for the British Redcoats. History is clearly on his side with the Continentals!

In my first month immersing myself in this fascinating new hobby I have got myself well and truly stuck into it. I have finished painting a foot regiment of grenadier infantry, two cannon crews of artillery (6lber and 3lber cannons) and two mounted generals. I chose them to be the 64th (2nd Staffordshire) Regiment of Foot (nicknamed 'The Black Knots') and Generals Cornwallis and Howe. I am currently painting twelve cavalry which will become the 17th Regiment of (Light) Dragoons (also known as the '17th Lancers'). For these models, I chose Warlord Games and Perry Miniatures to get me started. I have two more infantry regiments planned (42nd (Royal Highlands) Regiment of Foot (aka 'The Black Watch') and 38th (1st Staffordshire) Regiment of Foot along with some scenery.

As far as rulebooks go, since I'm so new to wargaming, I went with *Black Powder* hardback rulebook along with the softback supplement *Rebellion* being that we had chosen AWI.

My friend and I have agreed to give ourselves six months to build our armies with Spring 2021 pencilled in as a good time to meet up for some wargaming. It gives us plenty of time to paint, model and learn the rules. Hopefully this global situation will also have calmed down by then.



CONCLUDING THE PUNIC WARS (...WELL NEARLY)

By David Bickley

For the third phase in developing my Punic Wars collection (see Quick Fire Wi394 and 395 for phases one and two) I needed to move on to the Carthaginian side of the project. Like its historical predecessor it needed to be a cosmopolitan force, this time made up of figures from a number of manufacturers, rather than from one manufacturer as the Republican Romans were.

Rather than leap straight in to the three units of Hannibal's Veteran infantry which I envisaged as the core of the army I decided to work on several of the allied elements deployed by the Carthaginians.

I started with some Numidians, both mounted and javelin armed skirmishers. They were available from a number of manufacturers, but my gaming buddy Phil had successfully mixed A&A Miniatures with his Aventine C3rd Romans, so I chose to add my Numidians from A&A Miniatures for no other reason than that. I added a unit of twelve cavalry, mounted three to an 80x40mm MDF base, giving me four bases in total. In our version of Neil Thomas' *Ancient and Medieval Wargaming* rules these can then be anything from one to four units in a game. Similarly I added three bases of javelin armed skirmishers giving us the possibility of OM to three bases in our games

Next I added a couple of units sourced from Wargames Foundry in the shape of two bases of Spanish Caetrati, each with four figures, plus four bases of Celtiberian cavalry, each with three figures. The Foundry figures came with a rather uninspiring collection of shields for



Above: Spanish Caetrati from Wargames Foundry.



Above: Italian hoplites from Aventine Miniatures.



Above: Carthaginian from Aventine Miniatures.



Above: Numidian skirmishers from A&A Miniatures.



Above: Numidian cavalry from A&A Miniatures.



Above: Celtiberian cavalry from Wargames Foundry.

the Celts, so I replaced these with shields from A&A and used the bespoke transfers from Little Big Man Studio to bring the figures to life.

The Caetrati come with small shields moulded on the figure, I had some old transfers for Victrix figures left over, which fitted the shields passably if you squint and didn't look too closely!

With these figures completed the next phase of the Carthaginian army would be the heavy infantry.

Perversely, rather than start with the Veteran infantry, I first painted a unit of Southern Italian hoplites. With those completed I tackled the first of the Veterans, as with the Hoplites these were sourced from Aventine Miniatures with shield transfers from LBM.

With these completed the remaining figures to complete the army, at least for now, are two more units of Hannibal's Veteran Infantry, a unit of Spanish Scutari, and two units of Celtiberian infantry, the latter two sourced from Crusader Miniatures.

At some stage I plan to add some Spanish cavalry from Wargames Foundry to round off the Carthaginian army. For the Republican Romans I've an Allied legion still to tackle, but that's for next year I think. More of those at some future date though, that's quite enough for now!



FOUNDRY



CHRISTMAS SALE

Season's Greetings. Our sale is here! Use code XMAS10 for 10% off orders over £50, XMAS20 for 20% off orders over £125, XMAS25 for 25% off orders over £250. Our sale includes metal miniatures, books & box sets of models such as our Suitable for SAGA warbands & Foundry Collectable sets. For the first time our sale includes our fantasy site Warmonger Miniatures AND Casting Room Miniatures.

We have everything you need for Christmas: gift cards, t-shirts, polos, jumpers, collectable box sets, paints and a selection of festive models can all be found on our website. If you aren't sure what you want for Christmas ask for a Foundry gift card! You can also use our website to create a wish list to send to your friends and family.

Sale excludes all paint, paint brushes, tools, bases, clothing, bundles and pewter: lead free models. Postage not included in discount. See our website for all terms and conditions. Christmas sale ends January 4th 2021.



www.wargamesfoundry.com
www.warmongerminiatures.com
www.castingroomminiatures.com
 01636 526 886

OBSERVATION POST

NEW AND FORTHCOMING 'WARGAMES STUFF'
YOU NEED TO KNOW ABOUT.

RULES, SUPPLEMENTS & FIGURES

STUDIO MINIATURES - AFGHAN TRIBESMEN

SPINS

Following a successful Kickstarter back in 2016, Studio Miniatures have been steadily expanding their First Afghan War range, with the recent focus being on native Afghan tribesmen.

Received for review recently are samples (seen in this page) from 14 of the 23 'Afghan' packs available. You will find these (and the other nine packs) in Studio Miniatures website shop, listed under both '1st Afghan War' and 'North West Frontier 1890s'. Slightly incongruous as the First Afghan War was 1839 - 1842, but the point being that most of the Afghan tribesmen can be used for conflicts throughout the 19th Century.

It's happy days for fans of wargaming with 28mm Afghan tribesmen because these well sculpted and cast figures add to those of a similar quality already on offer in metal from Artizan Designs, as well as plastics from Perry Miniatures and Wargames Atlantic.

You will find more options for cooler weather gaming with these figures from Studio Miniatures, with several clothed in fur-lined pashtuns, as opposed to the Perry and Atlantic figures which wear summer/warmer weather garb.



Above: A selection of Afghan Tribal Cavalry.

Below: A selection of Afghan Tribesmen.



Prices are £5.50 for command packs (three minis), £6.00 for all infantry packs (four minis) and £6.50 for cavalry (four minis – not including horses. Yes, we thought that was odd too!).

Take a look at our review of their earlier releases in this range on wargamesillustrated.net.

Above (L-R): Studio Miniatures, Perry Miniatures, Artizan Designs and Wargames Atlantic.

UNBOXINGS, FLIPTHROUGHS AND SPINS

You will notice that our Observation Post features sometimes include sub-headings of 'Unboxing, Spins or Flipthrough'. These are terms taken from our online Primetime Bulletin, which our Prime members will already be familiar with.

WiPrime members get to see video unboxings of games and miniature box sets, along with video 'flipthroughs' of new rulebooks. Plus interactive 'spins' of figures - using the wonder of modern technology some of the miniatures you see on the pages of *Observation Post* spin around at the swipe of the mouse, providing a 360 degree view of the figure.

To find out more about WiPrime visit wargamesillustrated.net



NORTH STAR – OATHMARK: PLASTIC UNDEAD SKELETONS AND METAL UNDEAD CHAMPIONS

SPINS

There's a new *Oathmark* supplement on the way, *Oathmark: Oathbreakers*, which introduces the forces of the dead to the mass-battle fantasy game. To accompany it North Star Military Figures has created a horde of new undead.

First is a frame of plastic skeletons, packed with everything you might need to build a shambling undead army. These are 28mm scale, multipart miniatures; each boxed set will contain six frames – 30 skeletons in total.

There are five skeletal bodies on the frame that incorporate the torso, legs and a base as one part. Beneath the bodies are enough arms and heads to build a wide range of different looking, variously armed skeletons. These options will cover all that you could need in your games of *Oathmark*, as well as being suitable for many other fantasy games. In the corner of the frame are additional command elements – these can be used to build a standard bearer and/or a unit champion.

These undead certainly look skeletal – walking and fighting stacks of reanimated slender bones, with a gothic and dark style, but they proved resilient to the various drop and bend tests we subjected them to. The models go together relatively quickly; their shoulder sockets are the only somewhat fiddly part of the build, with some arms attaching slightly awkwardly.

If you are on the lookout for great looking skeletons, with plenty of options, these could certainly be the rickety undead horde you're looking for!

UNDEAD CHAMPIONS

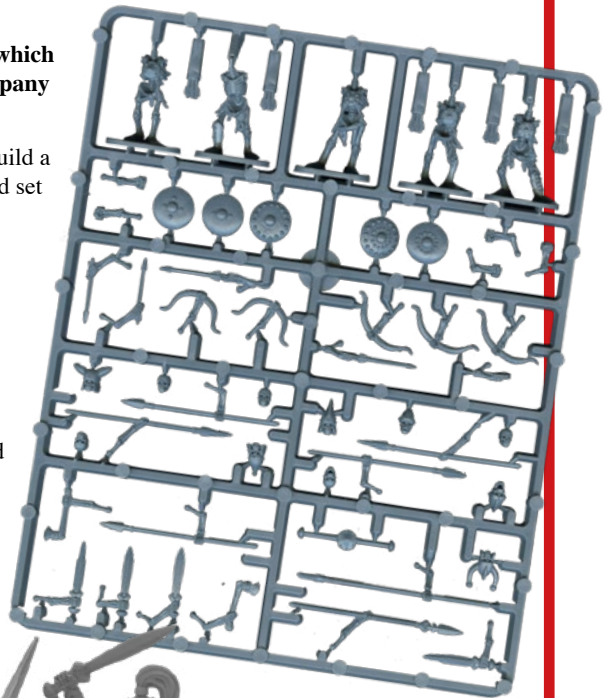
Marching ahead of the plastic skeletons are six new, single-part, metal cast Undead Champions. They come in two sets of three models, the first of which contains three shambling skellies armed and armoured with similar variations to the plastic models. These are 28mm scale but there's more bulk and grandeur to the metal champions than you find on many undead miniatures, including the plastics they accompany.

Clad in dramatic, wind-blown, tattered robes and layers of armour, we suspect veteran fantasy gamers will find their minds drifting back to times of old – these sculpts are reminiscent of classic Ral Partha, Grenadier, and Games Workshop skeletons, but with modern day design flourishes all over the place.

NECROMANCERS AND MUSICIANS

The Necromancer pack contains two different raisers of the dead, each at different degrees of personal decay, along with a skeletal musician.

The models say it all here – the fully dead Necromancer manages to have a menacing face when it's just a skull; the (semi?) living one is a fantastic baddie sculpt and the musician and his flat gong looks set to lead the dead to combat.



Above: Undead Champions.

Left (left to right): Two Necromancers and a musician.

Below: Oathmark Plastic Skeleton Infantry.



PLASTIC SOLDIER COMPANY - HUNDRED YEARS WAR ENGLISH MEG STARTER ARMY

SPINS

Of all the Ultracast figures we have seen recently (and we've seen quite a few here at WiHQ) – these are the best. In terms of design they are well researched and believable, in terms of detail they are sharp, and in terms of casting they are pretty clean and - crucially for Ultracast - not too bendy.

Of course they will bend if you force them and debate has raged here in the office as to whether “that lance is bent” and “have I just bent it back or did it make no difference?” Considering that with some other Ultracast products we have been in no doubt that parts have been bent in all sorts of strange ways, this arguing over *minutiae* is definitely a welcome one.

Having spent several hours over the last weekend clipping, shaving and gluing hard plastic HYW figures together I have a sudden new appreciation for Ultracast (insert other manufactures names for similar material here), especially when it is this well produced. Having to make just one ‘snip’ before the figures are painting-table-ready is a big plus in my opinion.

Looking beyond the material, in this prototype (i.e. it didn't come in a box) ‘Pacto Start Army’ designed for Mortem et Gloriam we have 111 figures: three mounted command (knights), six foot command (foot knights), 18 men-at-arms on foot, 54 longbowmen and 30 billmen. A whole English HYW army in your pocket, or at least in a small Really Useful Box.

I am impressed by the number of poses here. Assuming I was going to find several repeats of the same frame, I was pleasantly surprised to find the majority are unique. I did try and figure out if the same figures were repeated on different sprues, but this sent me dizzy, so suffice to say - you get a lot of different figures in this set.

The archers lack some of the subtleties in pose of 28mms from say Perry Miniatures, but for 15mm they are very well done and showcase a nice range of different ‘armour’ and sidearms.

The Billmen are slightly less varied but are again interestingly armed and armoured.

The foot men-at-arms come on one sprue of six times two, plus six other different figures on a third sprue, all with an interesting mix of static and ‘in the thick of the fighting’ poses. One of the shields is very odd, bringing to mind a foam hand, but the rest of the armament looks great - who doesn't love a Hounskull helmet on a figure?



Above: Archers.
Below: Billmen.



Above: Men-at-arms.



The Mounted Knights (seen left and below are in short supply, curiously four men and three horses, but again these are nice sculpts with nothing fairground-ride about the horses.

The final sprue contains six command figures, including a priest and a praying knight, all six figures are asking to form a command diorama.

As with most PSC MeG releases, these miniatures are manufactured under licence from Corvus Belli, they originally appeared in metal, but PSC have done a splendid job of relaunching them in Ultracast (bendy resin to me and you), attractive in both design and price, weighing in at £35 for the box.



BRUTAL CITIES: NEO-BRUTALIST BUNDLE

There's no shortage of people producing MDF terrain right now; for anyone new to make their mark it's going to take something a bit different. Enter Brutal Cities, a relatively new Australian company who are creating some impressive laser cut kits, themed to a cyberpunk style.

We know that wargame loving Australians often get gouged on prices, especially with the extra shipping costs they pay to import hobby products. Brutal Cities offers some home-grown options, so that's the 'something a bit different' box ticked!

This bundle is a hefty pack of four buildings, designed primarily for gaming in Corvus Belli's *Infinity*, but suitable for use in pretty much any 28mm to 32mm sci-fi gaming. All Brutal Cities buildings are available individually and there are more in the range. Owner and creator Ryan J. is an architecture graduate with five years of experience in the business, but the draw of minis led to him creating Brutal Cities.

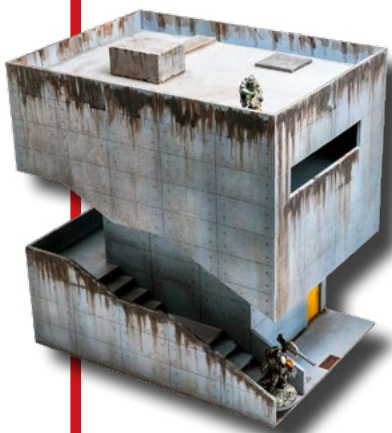
So, are they any good? Yup! They're not only good, they're really splendid!



Above: Easy-Aug Shop.

step process on paper in front of you. It's testament to how well-designed the parts are that the build was still quite quick and easy. There's smart thinking in the way that levels are supported; elements fit together well, creating a stable, robust final model.

The Data Centre is a sizable 220 x 220 x 348mm and despite the lack of instructions (our only major complaint with the range as a whole to be honest) we feel it'd be a brilliant addition to the collection of anyone who plays sci-fi games.



Above: The Institute.

The quality is clear the moment the shrink wrap comes off. This is solid, high-quality MDF and we encountered no problems at all. The cuts are accurate, lots of detail to a depth that leaves things easily popping out where they should and staying fixed together when they are supposed to! There's little of the burnt wood smell, or the finger staining black edges, that are common in laser cut offerings from other companies either.

INFINITY SYSTEMS DATA CENTRE

This is a seriously cool building that mixes practical lines, cover options, ladders, and stairs (all making it great for gaming) with a cool looking futuristic 'shard' tech-tower. There's even a sliding door leading to the upper interior.

There are no proper instructions with the model and an online video, showing the Data Centre being constructed, just isn't the same as a step-by-



Above: The Vantann Office Building.



Above: Infinity Systems Data Centre.

THE OTHERS

The Institute is a bulky, monolith-esque, block type building with a cool cutaway staircase in its side. Its brutalist architectural style, while perfect for near-future or science-fiction gaming, would fit into weird war or even modern combat. The design includes a stairway wide enough for 40mm bases and has an accessible upper story interior. Dimensions are 183 x 250 x 262mm.

The Vantann Office Building looks more basic but has a removable back wall, so you can get at the interior. There's a lift for vertical access and the style would fit into modern wargames rather nicely. The dimensions are 251 x 96 x 270mm.

Finally, we have the **Easy-Aug Shop** – a concrete hab structure that has been built on the top of a 'heritage listed grocery store'. This is another building that'll fit into modern gaming rather nicely, we reckon, and it is a good size at 156 x 210 x 173mm.

Once brought together they look genuinely stylish. These aren't just practical and basic buildings to game around, they look architecturally smart and 'grown up' – making a cyberpunk location that anyone would be proud to do battle over.

The set certainly weighs in at the higher price point for MDF models (around £160) but you're paying for quality.



Above: BEF Riflemen.



Above: BEF Riflemen with bayonets attached.



Above: Bren Gunners advancing.

Right: BEF Bren Gun Team Standing.



1ST CORPS: WW2 BRITISH EXPEDITIONARY FORCE

UNBOXING

First Corps make a fine habit of 'big spread' releases when they tackle a new range, and that's what they have done when expanding their already extensive World War Two range by introducing the British Expeditionary Force, or BEF.

The BEF were the first Brits sent across the Channel to fight with their French allies against the tide of the German advance. They saw action in 1939 and '40 in Northern France and Belgium. These figures can be used for wargames set during the 'Early War' during the 'Battle for France' or indeed as Home Guard throughout the war – they may be called into action during Operation Sea Lion.

There are fifteen codes in the first release, but by the time you read this there will be around 23 on sale, with a total of 30 by the end of the year.

First up are the backbone of the BEF, the riflemen. These come in four different packs, each containing eight figures armed with Lee Enfield rifles, either with or without bayonets and with or without "helmet covers".

Following those are five packs of Bren Gunners. These follow a similar pattern of Advancing or Standing and helmets covered or not. There is also a prone team.

Hopefully the accompanying photos convey the high quality of both the design and casting, along with the array of different life-like poses and good proportions. I particularly like the slightly ill-fitting (by modern standards) baggy woollen trousers.

The rest of the range features Mortar, Vickers and Boyes anti-tank teams, and Platoon, Company and Battalion Commanders. With the most dynamic poses on display in these latter packs.

Further releases will round off the range with one and two pounder anti-tank guns and casualties.

First Corps should be applauded for such a comprehensive and well-designed range of figures.



Right: World War II BEF front and back.

Right: A platoon with armour support.



PARTIZAN PRESS: TEXICANA II: THE ALAMO & BEYOND

WARGAMING THE FIGHT FOR TEXAS 1836-1859

By CHRIS SWAN

FLIPTHROUGH

There will not be many wargamers to whom the story of the heroic defence of the Alamo will be unknown. The commanders, William Travis, Jim Bowie and Davey Crockett, have gone down in American folklore for their brave, but ultimately futile stand against the Mexican forces under Santa Anna. Despite its fame, the Texan War of Independence remains on the fringes of mainstream wargaming, which is a shame as it is an interesting and colourful period.

Texicana II by Chris Swan aims to change all that, introducing the war to those who have not thought about gaming it before whilst also providing useful information and ideas to those who already game this period. The book is an A4 size softback publication that runs to 119 pages, many of which are in full colour.

Each chapter begins with a historical overview of the campaign before discussing key engagements.

These battles are then presented as scenarios, with army lists provided alongside information about the key antagonists. We begin, as the title suggests, at the Alamo, where the author takes us through the background, personalities and key events of the battle. As a wargame, this battle could be something of a foregone conclusion so the author suggests fighting just one aspect of the battle at a time, such as the assault against one section of wall, for example. There are also special rules to allow for random events that add flavour to the game. This pattern is continued in part two, which deals with the rest of the independence campaign and provides scenarios for battles at Coletto Creek, San Jacinto and Salado Creek.

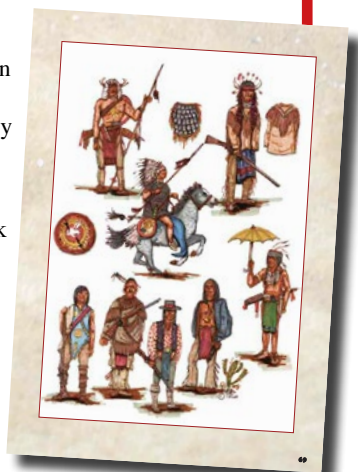
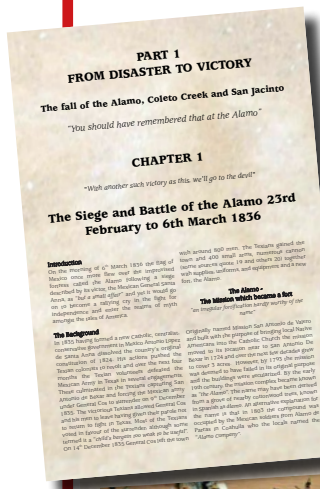
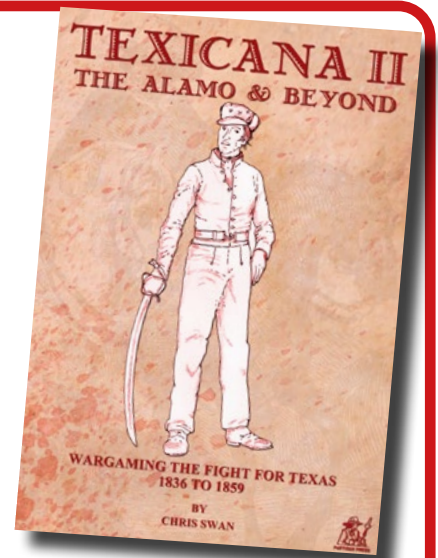
Chapter three deals with the Mexican army, its background, organisation and uniforms whilst Chapter four does the same for the Texian army. There is a full colour page for each side showing uniforms for many of the regular, and irregular, units alongside some ideas on how to represent them in wargames using the *Black Powder* rules. As well as using the special rules provided in the *Black Powder* rulebook to individualise certain regiments, the author has included some special rules of his own to give each army both a period feel and to help it act in the way it did historically. This was a nice touch and showed that the author has really put some thought into how best to wargame this period.

Chapter five deals with the war against the Comanche and again provides background, key historical figures and details of the campaign before providing the Battles of Little Robe Creek and Plum Creek as two wargame scenarios. Again, a page of full colour pictures is provided showing the Comanche and their Texian opponents as well as details of how to represent them using *Black Powder* rules. I liked these scenarios, as the author has suggested some nice rules to represent the often random response the Comanches could have to the death of their leaders, which ranged from fleeing in terror to fighting to the death to avenge them!

The final chapters deal with the Mexican uprising against their new Texian governors, better known as the Cortina Uprising, which I must confess I had never heard of before. Again, full historical details are followed by details of the protagonists, the armies and the key battles.

Finally, the appendix discusses the availability of miniatures for the various conflicts covered in the book along with some random event cards to use for each of the battles that appear as scenarios.

I have to say that the author really does know his onions when it comes to this period. The historical backgrounds are interesting and genuinely discursive, whilst he has obviously put a lot of thought into how best to play out the battles of these campaigns as wargames. Those of you used to the high production values of other supplements on the market at the moment might find the photos of the miniatures in the book, along with the artists prints, a little rough and ready but they get the job done and illustrate what the armies of the period should look like. Overall, if you already play this period or think you might like to know more, this book will suit you down to the ground.



FULL PAPER JACKET

BOOK PREVIEWS FOR THE BUSY WARGAMER

BY NEIL SMITH

I write this month's column as lockdown looms again and the spooky wee virus once more takes up residence where it is not welcome. That does not make me feel very Christmassy, how about you? But, clouds and silver linings and all that; a toasty fire, comfy chair, the Christmas brandy all to yourself, and a good book to read, might just alleviate those winter blues. With that in mind, we have quite an eclectic mix of new books this month for you to enjoy.



ANCIENT

The Ancient History section has furnished us with very slim pickings for December, but Gabriel Baker's *Spare No One: Mass Violence in Roman Warfare* (Rowman & Littlefield) is a thought-provoking exception. Baker examines the Roman Republic and argues that total destruction of cities and enslavement or killing of populations was part of the Roman strategy. This might not affect your next game of *Hail Caesar*, but it should have an impact on wargaming campaigns involving the Romans.

PIKE & SHOT

We shoot forward through the centuries to the era of long pikes and heavy matchlock muskets. While Europe was still in the throws of an apocalyptic Thirty Years War, England decided to have a war of its own from 1642 to 1651. Stanley Carpenter's *The English Civil War* (Routledge) examines all aspects of that conflict, including essays on armies, battles, and campaigns. December is the month where some of us plan out our 2021 wargaming projects and drop hints to anyone with gift-giving capabilities. If the ECW intrigues you, this book will need a large stocking and a generous friend but should be worth it. If you choose the Royalist cause to back on the table, then *The Armies of Sir Ralph Hopton: The Royalist Armies of the West 1642-46* (Helion) by Laurence Spring will make you sit up and take notice. Hopton commanded three armies in the West Country and Spring tells you all you need to know to get your version organized, painted, and on the table.

AGE OF REASON

Italy does not automatically spring to mind when The War of Spanish Succession comes up in friendly conversation – this was surely a conflict limited to Flanders and Germany, right? Wrong. William III of England spent almost ten percent of his war chest on supporting the war against the French in the Italian states. This was news to me too, but I am intrigued, and now there is a book *Armies of the Italian States during the War of the Spanish Succession* (Helion) by Ciro Paoletti to lure us into something shiny in 10mm or 15mm.

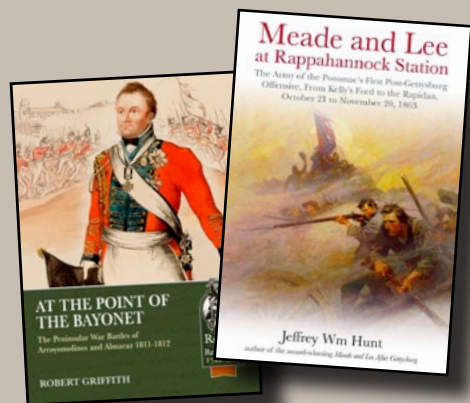
Our second book in the period of the Age of Reason covers a thoroughly unreasonable man in *Bloody Ban: Banastre Tarleton and the American Revolution, 1776 – 1783* (Savas Beatie) by Oscar Gilbert and Catherine Gilbert. He was “the most barbaric and hated officer in America”, which makes him interesting almost by definition. Tarleton was an excellent cavalry commander, and certainly ruthless, though sometimes rash. The most interesting theatre in the American Revolution was in the South where Tarleton haunted his enemy until his bubble burst at Blackstock's Farm in 1780. He is also a great character to put on your table and base small battles/large skirmishes around – I suspect you will be shouting “Charge!” a lot if you do.

NAPOLEONIC

We return to Italy for our Napoleonic reading this month with *Napoleon Absent, Coalition Ascendant: The 1799 Campaign in Italy and Switzerland, Volume 1* (University of Kansas Press) by none other than Carl von Clausewitz helped by the translation skills of Nicholas Murray. Clausewitz, if you do not know, was a contemporary general and military thinker who wrote ten volumes on war. Some were theory, but others, such as this one, were observations and analyses of the war going on around him. Those include the battles of Trebbia and Novi, which might provide a starting point for those a bit jaded with the usual European battles and campaigns.

And speaking of niche Napoleonic, how about the actions of Rowland Hill in the

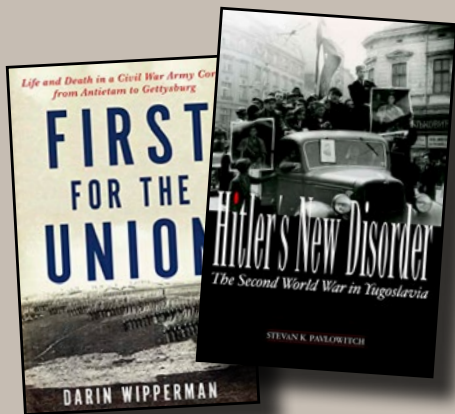
Peninsula? Robert Griffith's *At the Point of the Bayonet: The Peninsular War Battles of Arroyomolinos and Almaraz 1811-1812* (Helion) follows Hill through a surprise attack on a French Division and his destruction of a vital bridge using the same troops. As is typical with Helion's 'Reason to Revolution' series, Griffith gets into the weeds of his subject, covering everything you need to know to set this up on your table. Sometimes, Napoleonic can be daunting to wargame given the size of the major engagements, but Hill's exploits are distinctly manageable. His army also contained Spanish and Portuguese forces, which adds that wee bit extra variety to a Napoleonic wargame. If the Peninsula raised an eyebrow for you then this is a must-buy book.



ACW

There are more than a few books on the American Civil War coming out in December, but I have chosen two that I think will work best for wargamers. The first by Jeffrey Hunt has the cumbersome title of *Meade and Lee at Rappahannock Station: The Army of the Potomac's First Post-Gettysburg Offensive, From Kelly's Ford to the Rapidan, October 21 to November 20, 1863* (Savas Beatie), but it covers a period of the ACW that some others neglect. Despite his terrible loss at Gettysburg in July, Robert E. Lee retired in good order into Virginia, and George Meade, not quite off the leash, pursued him. Hunt tells a fascinating story of punch and counterpunch, which would make for a great campaign game with lots of manoeuvre and smaller battles to get your teeth into.

A bit like Napoleonic, the ACW can be a bit intimidating to wargame because of the big battles that you will want to fight. Darin Wiperman's *First for the Union: Life and Death in a Civil War Army Corps from Antietam to Gettysburg* (Stackpole) might provide a solution for that. A Corps is essentially a small army, with infantry, cavalry, and artillery, that can act independently or fight with other Corps as they did in the big battles. You could also use your Corps as different Corps with a little tweaking to fight the big battles as a 'simultaneous' campaign. Wiperman's book provides plenty of background inspiration whatever you decide.



VICTORIAN

The Victorian British army was full of fearless soldiers whose exploits filled *The Times* newspaper, thrilling those back home in the mother country. Stephen M. Miller follows one of Queen Victoria's finest in *George White and the Victorian Army in India and Africa: Serving the Empire* (Palgrave Macmillan). White fought in the Indian Mutiny, the Second Anglo-Afghan War, winning the Victoria Cross, the Sudan, and India where he commanded in Upper Burma and on the North-West Frontier. He also commanded the Natal Field Force in South Africa where he led the defence of Ladysmith. I have always liked the idea of following a soldier's career on the wargames table, so White's adventures sound like an ideal choice. Miller's book might just provide the impetus I need.

WORLD WAR I

Our first offering for the Great War is *Slaughter and Stalemate in 1917: British Offensives from Messines Ridge to Cambrai* (Rowman & Littlefield) by Alan Warren. It promises a fresh look at the three major battles of 1917. This is straight-up narrative military history where Warren claims the battles were mismanaged. That means, of course, that maybe we can manage these battles better. That, after all, is the genesis of most historical simulation wargames. There is more depth in Warren's book than in Brian Lane Herder's *The Meuse-*

Argonne Offensive 1918: The American Expeditionary Forces' Crowning Victory (Osprey), but the American involvement at the end of the war with all their mistakes, messiness, and fortitude, leading to a breakthrough and the collapse of the German army facing them, adds a layer to this conflict that I find fascinating and makes me want to find a way to wargame this part of the war.

WORLD WAR II

As always with WWII, we are spoiled for choice in new reading material. And, as usual, there is a lot of ground - and water - to cover. What better place to start than in the Balkans with Stevan Pavlowitch's *Hitler's New Disorder: The Second World War in Yugoslavia* (Oxford University Press). Disorder seems a polite term to use for the chaos that erupted when WWII hit this region, fuelled by two major ideologies clashing and factions running around pursuing local agendas. This was no holds barred warfare and that makes for some great potential wargame scenarios, especially for skirmish gamers and fans of asymmetric warfare. You also have to admire Pavlowitch's efforts in trying to sort it all out for us.

Ideological warfare fought on a massive scale, yet still up close and personal for the soldiers doing the fighting, is the subject of David Stahel, Craig Luther, and California Bakersfield's *Soldiers of Barbarossa: Combat on the Eastern Front* (Stackpole). You know the story: In June 1941, the Germans launched a massive invasion of the Soviet Union, sending the unprepared Soviets reeling back towards Moscow. But the Germans over-extended and the Russian winter stopped them before a revitalized Soviet army counter-attacked all the way to Berlin. *Soldiers of Barbarossa* describes what all that was like for ordinary soldiers. World War II skirmish games have been all the rage for a few years now, but there is still something to be said for getting out all the tanks and rolling them onto the plains. The Eastern Front is ideal for that, of course.

Highlighting the extremes of the WWII experience is a new book by Kevin Maurer, *Rock Force: The American Paratroopers Who Took Back Corregidor and Exacted MacArthur's Revenge on Japan* (E P Dutton). If you remember, Corregidor was the scene of MacArthur's humiliation in 1941 when the Japanese came calling and trapped his army. He was back in 1945 with the men of the 503rd Parachute Infantry Regiment who incredibly jumped onto the small island to fight 6,700 well-prepared and not inclined to surrender Japanese defenders - I had to check that this a true story because it is so extraordinary! The Americans won, which I am not sure is possible to replicate on the wargames table, but I am determined to give it a go, perhaps

as a co-op game with some like-minded friends, or even solo.

From a hot rocky island to the cold Atlantic we go. The prolific Angus Konstam brings us *British Battleship vs German*



Battleship: 1941-43 in Osprey's 'Duel' series. This was a clash of titans; the Kriegsmarine's capital ships, *Bismarck*, *Tirpitz*, *Scharnhorst* and *Gneisenau*, against the Royal Navy's V-Class battleships, HMS *King George V*, *Prince of Wales*, *Duke of York*, *Howe*, and *Anson*. They clashed at the Battle of the Denmark Strait in 1941 and the Battle of the North Cape in 1943. Some of them went to the bottom, but not without a fight. Wargaming battleship group combat is intense - there is nowhere to hide on the open sea when things go wrong - but worth trying if you have the space and time.

MODERN

The Vietnam War kicks up all sorts of interesting wargame scenarios. Edward Corlew's experiences as a door-gunner as told in his memoir *Vietnam by Chinook: A CH-47 Crew Chief During the TET Offensive* (McFarland) has inspired one more idea; an AI opposed helicopter insertion. Corlew narrates how his Chinook, the tandem-rotored beast capable of landing platoons of infantry into combat zones, was shot down three times, but he and his crew kept coming back for more. A wargame, bringing soldiers into a hot LZ, requires a model of the Chinook, some crew and soldiers, and little else other than suitable terrain; incoming fire being all off-table. Such a simple idea could be extended out easily into a multiple-player game. That sounds like a fun evening's entertainment, right?

That's your lot for this month. If you have enjoyed these previews, check out my military history reviews on hamsterwrangler.com/beatng-t Sundoku/.



FOUNDRY PAINT SYSTEM

20ml non toxic water based acrylic paint suitable for painting metals, plastics, resin, canvas, murals etc.

1A	1B	1C	17A	17B	17C	33A	33B	33C	54A	54B	54C
LEMON			WINE STAIN RED			ARCTIC GREY			CONKER BROWN		
2A	2B	2C	18A	18B	18C	34A	34B	34C	55A	55B	55C
YELLOW			SHADOW PINK			CHARCOAL BLACK			BUTTER FUDGE		
3A	3B	3C	19A	19B	19C	35A	35B	35C	56A	56B	56C
ORANGE			ROYAL PURPLE			36A	36B	36C	PALOMINO		
4A	4B	4C	20A	20B	20C	CHAINMAIL	ARMOUR	SPEARPOINT	57A	57B	57C
OCHRE			DEEP BLUE			37A	37B	37C	STONE		
5A	5B	5C	21A	21B	21C	BRAZEN	GOLD	SHINY	58A	58B	58C
FLESH			SKY BLUE			38A	38B	38C	DEEP MAUVE		
6A	6B	6C	22A	22B	22C	TERRACOTTA			60A	60B	60C
DUSKY FLESH			VIVID BLUE			39A	39B	39C	MADDER RED		
7A	7B	7C	23A	23B	23C	40A	40B	40C	61A	61B	61C
BUFF LEATHER			TOMB BLUE			SCARLET			PEATY BROWN		
8A	8B	8C	24A	24B	24C	41A	41B	41C	62A	62B	62C
CANVAS			TEAL BLUE			STORM BLUE			NIGHT SKY		
9A	9B	9C	25A	25B	25C	42A	42B	42C	63A	63B	63C
BONE YARD			BRIGHT GREEN			VIOLET			QUAGMIRE		
10A	10B	10C	26A	26B	26C	43A	43B	43C	64A	64B	64C
BASE SAND			FOREST GREEN			BRIGHT BOTTLE GREEN			DEEP MAROON		
11A	11B	11C	27A	27B	27C	44A	44B	44C	65A	65B	65C
RAWHIDE			STORM GREEN			BAY BROWN			FRENCH BLUE		
12A	12B	12C	28A	28B	28C	BURNISHED COPPER			66A	66B	66C
DRAB			PHLEGM GREEN			45A	45B	45C	PRUSSIAN BLUE		
13A	13B	13C	29A	29B	29C	BURNING GOLD			67A	67B	67C
SPEARSHAFT			MOSS			DEEP BROWN LEATHER			AUSTRIAN WHITE		
14A	14B	14C	30A	30B	30C	46A	46B	46C	68A	68B	68C
TAN			RAW LINEN			CADAVEROUS GREEN			BRITISH REDCOAT		
15A	15B	15C	31A	31B	31C	47A	47B	47C	69A	69B	69C
BRIGHT RED			GRANITE			COPPER WASH	BROWN WASH	BLACK WASH	RUSSIAN GREEN		
16A	16B	16C	32A	32B	32C	53A	53B	53C	70A	70B	70C
NIPPLE PINK			SLATE GREY			CHESTNUT			FRENCH DRAGON GREEN		



The Foundry painting method involves using three shades of each colour; building up in layers from dark to light to achieve a shaded three-dimensional effect. The three layers of colour give greater depth and subtlety to your work, enabling you to produce very fine, high quality models that will grace any

model soldier collection. We've arranged the colours in to sets of three, each providing a main colour teamed up with the shade and highlight that we would choose to use ourselves. We have over 350 different shades to choose from arranged in matching sets of three.

A more comprehensive description of how to use our paint system can be found in the Foundry Painting & Modeling Guide by Kevin Dallimore. Visit our website for thousands of Historical, Fantasy & Science Fiction models, painting guides, brush sets, military history books and more.



TALES OF THE RIVERBANK



Noel Williams has been thinking about boats and how to incorporate them into wargames. He's kind enough to share his thoughts here, with suggestions for how you might bring coastal skirmishes, beach landings, and all things riverine to your rulesets of choice.

Most historical wargaming rules don't include boats. Why? Is it because the writers think there were no significant land operations involving boats? Perhaps they feel that adding this extra dimension brings unwanted complexity? If so, then I think they might be wrong. Twice!

Of course, I exaggerate to make a point; I understand that boats had no role in many conflicts, so adding them to such rulesets would be pointless. Yet boats played a significant part in many theatres and periods, especially in the 18th and 19th centuries.

Many of the battles in the Baltic, Russo-Turkish conflicts in the Black Sea, Napoleonic actions in and around Egypt, such as Aboukir and Shubra Khit, engagements on the Barbary Coast and along the Danube, Greek struggles for independence, operations in the West and East Indies and, of course, British campaigns in the Sudan. Relief operations,

coastal assaults, opposed landings, artillery support of land actions, cutting out of warships - they all demand rules for boats alongside normal land combat.

Moreover, boats add tactical options in riverine combat: they can turn a river from an uncrossable obstacle into an opportunity to outflank or enfilade, they can be the literal centre of new missions and scenarios, or the location for a river based variant of a chance encounter, skirmish, or even a pitched battle. With all these possibilities, it might seem positively odd that rules such as *Black Powder* make no mention of boats.

“Civilization ends at the waterline. Beyond that, we all enter the food chain, and not always right at the top.”

Hunter S Thompson

My messing about in boats started with *Battlesworn*, Joe McCullough's recent expansion for his fantasy game, *Oathmark*. I very much enjoy these rules, and I also think they offer a fair bit to the historical gamer, though perhaps not at first sight. *Battlesworn*'s straightforward ideas for dealing with boats could be added to many conventional historical rulesets, whether for mass battle or skirmish. Its straightforward approach shouldn't unbalance an existing system nor detract from its central concerns.

Boats in *Battlesworn* use two key ideas to simplify things:

1) A boat shaped movement tray

The boat is essentially a movement tray for conventional troops; the game qualities of the boat are represented by the stats of its crew, which is also a conventional unit. So, boats have three elements:

- The physical model, acting as a tray.
- The troops being transported, who can enter and leave the boat.
- The crew, a standard unit in all respects, except it may not leave the boat. If the crew are eliminated in any way or if somehow forced to leave the boat, the boat is destroyed.



Above: The simplest of boats will make it easy to fit models in standard formation.

Complexity is avoided by giving the boat no characteristics of its own, other than speed of movement (and all boats may have the same speed) and capacity, which might be no more than the crew plus a transported unit, although giving boats different capacities adds a little more variation.

Otherwise, a boat's crew are, in effect, its properties.

EXAMPLE – A BLACK POWDER CREW AND BEYOND

A plausible crew for a boat in *Black Powder* would be a Tiny Unit of Light Infantry. The boat's stats will become:

Five figures of "Hand-to-Hand 6 / Shoot 1 / Morale 4+ / Stamina 3".

When all five of the crew are eliminated, the boat is destroyed.

You can easily adapt this simplification for almost any game:

1. Specify the type(s) of unit which can be crew.
2. Place them on a boat-like object (which they can never leave).
3. Declare the boat's speed and capacity, which can be used to carry other units.

2) Boats are merely places from which combat takes place

Combat occurs between the enemy units on their respective boats, not between the boats themselves. Shooting follows the normal shooting rules. Hand-to-hand occurs when two enemy boats are in contact, again using standard combat rules.

A rule states that the crew cannot be attacked if there is another unit on the boat – that unit must be treated as a priority target. This keeps everything simple, adding the new dimension without any supplement to existing working systems, as riverine battles are treated as land battles.

Battlesworn also adds small wrinkles: boats on a river may move involuntarily; shooters make deductions for shooting at or from an unstable platform.

THE UPS AND DOWNS OF BOAT-BASED BATTLE

Battlesworn's modifications are quite straightforward in rules terms, in practice they may be complicated by many factors, especially in larger historical games. The physical structure of a boat and how it relates to troop formations, lines of sight, and the limits of movement into contact may all cause disagreement or confusion. You will need to decide between precision and pragmatic compromise.

"The goal is not to sail the boat, but rather to help the boat sail herself." John Rousmaniere

Pragmatically, it makes sense to say that:

- Units can 'approximate' normal formations on a boat to address the physical oddities of boat shapes.
- The boat itself offers no cover to targets to save figuring out if that officer really can hide behind the rudder.
- LoS is 360 degrees so the orientation of units aboard boats doesn't matter.

- Any unit on a boat may fight any unit on another boat it contacts so no movement or manoeuvre is needed onboard the boat itself.

But each of these compromises makes things a little more abstract, which some people may find absurd, and it could perhaps create super-units which, whilst on a boat, can fight anyone and shoot at anything.

Relaxing or refining on the river

These abstractions might work best for skirmish games, which are typically less dictatorial about formation, though they may still require unit coherence. In turn, this might mean that mass battle rules most readily use only light troops to be transported on model boats, so that formation and LOS can be relaxed legitimately. Otherwise you will need boats designed and built for the units you'll be using, or you'll have to relax the requirement for fixed formations on boats.

"You would make a ship sail against the winds and currents by lighting a bonfire under her decks? I have no time for such nonsense."

Napoleon Bonaparte



Above: Venetian marines prepare to see off an assault by Ottoman corsairs.

In my view, allowing such rule relaxations is perfectly acceptable – I like the fact that they make combat and shooting calculation on boats easy. But for those who want a greater approximation to reality, some or all of the following might help:

1. Define LoS for a unit as “what a unit’s officer can see” which in most cases will be 180 degrees to his front.
2. For targeting purposes, draw an imaginary rectangle that encloses any unit that is not in proper formation. Regard that rectangle as the actual target.
3. Regard any unit aboard a boat as inevitably Disordered, with appropriate penalties.
4. When two enemy ships touch, only allow combat between units that are closest to the point of contact. If units are equidistant, then by players’ choice, with the active player making the first choice.

Moving your boats

How do boats move in relation to obstacles such as wrecks, rocks or docks and how do we organise embarking, disembarking and unit movement onboard a boat? I suggest opting for simplicity. Define terrain types for water in equivalent ways to those for land – e.g. “Sandbanks are Rough Terrain for boats. Halve movement.”

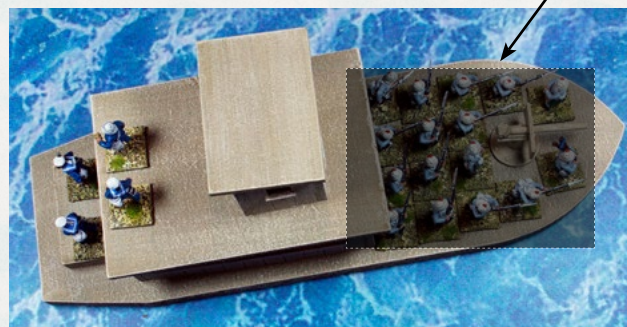
Do not allow units to move or manoeuvre on a boat at all, but allow them embark by ‘teleportation’ when their officer touches a boat, and to disembark by a similar convention, except the disembarking unit should be placed with its rear rank against the boat. This removes all need for fiddling around with formations and exact distances.

Right: The treacherous Nile is fraught with hazards.



Left: Unclear gaming - Irregularly deployed around a boat's superstructure it's difficult to be sure of line of sight and targeting.

Right: Clear gaming - Putting an imaginary rectangle around the perimeter of an irregularly deployed unit gives you a clear target area.



Target Area

“Should you find yourself in a chronically leaking boat, energy devoted to changing vessels is likely to be more productive than energy devoted to patching leaks.”

Warren Buffet



DISEMBARKING INTO COMBAT

Three possible options are:

1. Do not allow disembarkation into combat – though gamesmanship could potentially block disembarking units.
2. Allow disembarkation into combat, automatically pushing the enemy unit back to make room – though this ‘automatic pushback’ also permits gamesmanship.
3. Where an enemy unit is close enough to a boat to impede disembarkation, fight a combat as if the two units are in contact. If the onboard unit wins, the land-based unit must retreat a full move to allow the disembarkation.



Above: Disembarking from and embarking onto boats can be messy if the boat is not moored in a straightforward manner. Captain Mainwaring considers the difficulties in this Bolt Action game.

Even after deciding your preferences from the above, adding the rules might not be all plain sailing. Every rules writer knows the importance of playtesting amendments. We are largely extending existing rules, so there may not be many consequences, but it's as well to check. You may have introduced rule interactions that you didn't expect.

In *Oathmark* the immediate issue is the way that magic interacts with boats, as magic offers various exceptions to the normal run of play. Similarly, historical games often have long lists of Additional Rules (such as *Black Powder's* 'Useful Rules') which need working through for unexpected oddities.

"There is nothing - absolutely nothing - half so much worth doing as simply messing about in boats"

The Water Rat – *The Wind in the Willows*

I suggest playtesting as many extreme circumstances as the changes suggest. What happens if every unit on both sides is on boats? What happens if boats are fielded which all contain only artillery, or cavalry, or crew alone? What if several boats are moored side by side – does that count as a bridge? And so on.

Whilst this might seem tedious to some, for many gamers the explorations of such playtest games allow for unusual, sometimes stimulating variations on standard gameplay and might lead to the creation of unexpected scenarios, battles, or campaigns.



FURTHER IDEAS

Once your toes are wet you may like to wade deeper. There are so many possibilities that it would be futile trying to list them all. Instead, consider this as just a starting point – why not create boats of different specifications:

- A light and fast vessel with limited carrying capacity, crewed by Light Infantry.
- A slower boat, crewed by Line Infantry, able to carry a greater load.
- An even slower vessel, on which artillery can be mounted, and crewed by gunners.

Do watch out for refinements which involve improvising new rules, however, as these quickly and exponentially add complexity and confusion. Keep it simple, sailor!



Above: Here two Irregular 2mm battalions are transported (a little uncomfortably) on a French transport.

"If you wait by the river long enough, the bodies of your enemies will float by."

Sun Tzu

OATHMARK: BATTLESWORN

Oathmark, created by Frostgrave designer Joseph A. McCullough, is a mass-battle fantasy wargame that is building a good following with its simple but impactful rules. In the supplement *Oathmark: Battlesworn* Joe added not only the Battlesworn of the title – elite units who progress through linked battles in campaigns – but the core riverine combat rules that inspired this article.

If you want to check out more of Joe's own riverine rules you can get *Oathmark: Battlesworn* from Osprey Publishing.



Minatures by Perry Miniatures, Games Workshop, Old Glory, Gripping Beast, Indus Miniatures, Wargames Foundry, Warlord Games, Footsore Miniatures, and Sloppy Jalopy.

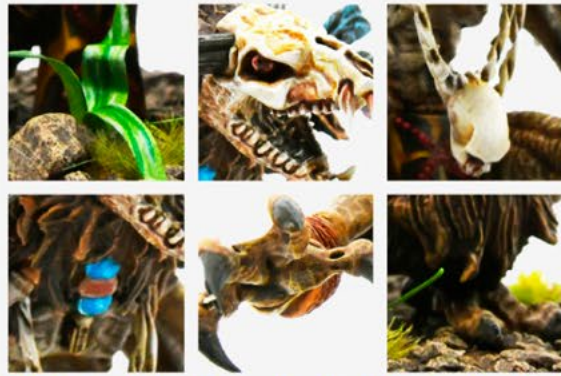
Boats by Sarissa Precision, Games of War, and Village Green.

Scenery by Ministry of Buildings, Ainsty Castings, Sarissa Precision, and scratch-built by the author.

Left: French 1801 light infantry assisted by an Ottoman gunboat attack a larger British gunboat.



Model shown: Wendigo - Wave 2 Release Jan 2020



MYTHIC AMERICAS

BE THE FIRST TO GET YOUR HANDS ON A MYTHIC AMERICAS STARTER SET - DECEMBER 2020



Developed in partnership between Warlord Games and Mythicos Studios, Mythic Americas takes players on a journey through American folklore, using the incredible Warlords of Erewhon engine to power lightning-fast skirmish games between warbands of the Mythic Americas!

Mythic Americas launches with a huge range of fantastic miniatures that embody the colourful dynamism of the Americas. The starter set contains a copy of the new rulebook and two warbands; one of bloodthirsty Aztecs, the other of proud Tribal Nations. We also have two fan-tastic pre-order deals, each containing the starter set and an army set, along with the special edition miniature!

COLLECTORS EDITION BUNDLE -
EVERYTHING YOU NEED FOR TWO ARMIES TO
PLAY RIGHT AWAY

£169 / \$270



VISIT OUR HQ STORE

UNIT 1, CENTRAL COURT, FINCH CLOSE, NOTTINGHAM NG7 2NN
CALL OUR UK OFFICE: + 44 (0)115 978 4495
TRADE ENQUIRIES: + 44 (0)115 978 4202
FOR NORTH AMERICAN TRADE: (602) 445 6406 (ARIZONA TIME)

WWW.WARLORDGAMES.COM

*...terrain worth
fighting over...*

www.adrianswalls.com

ADRIAN'S WALLS

*Proudly
manufactured
in Grimsby, England*

info@adrianswalls.co.uk



From Ancient to Modern times our resin ranges and our Sarissa Reimagined MDF ranges can provide pre-painted buildings and accessories for a multitude of gaming periods. From individual buildings through to full villages and towns - as well as individual statement pieces - we've got something for all scenarios available in 28mm and 15mm scales.

We also offer a full build and/or painting service for your MDF or resin products - all at very competitive prices. Please contact us for a quote.



Ranges include: 28mm - Ancient/Streets of Rome, Dark Age, 1600 - 1750, WWII, Vietnam, Holy Land to Asia, Mesoamerica, Border Reivers, European Renaissance (onwards), ACW/Wild West, African/Colonial, 55 Days at Peking, Russian Civil War, Frozen City, Ethereal Isles, Fantasy & Sci-Fi, Fauna & Flora, Rocks & Boulders, Flag Sheets
15mm - WWII, Vietnam, ACW Flag Sheets

IT'S ONLY ROCK 'N' BARK, BUT I LIKE IT



James Morris shows us how to use pine bark to create great looking rocky terrain.

Being a fan of the great outdoors, I seem to have spent a large part of my life looking at rocks. Nowadays, as a parent, I continue to spend a large part of my life looking at rocks while assisting the kids to climb them and worrying about having to call out mountain rescue! To be honest, I don't need much encouragement; as a gamer, a good pile of rocks always fires my imagination for yet more terrain-building. Whether you're creating Celtic Britain, Frontier America or the Khyber Pass, you're going to need some rock formations. Next to hills, trees and rivers, they are one of the most useful things to have in your wargames store - and the easiest to make - so what's not to like?

You can, of course, just use suitable rocks from the garden for your gaming table, but my terrain travels around to clubs and shows, so I appreciate the advantages of lighter materials. Plus, with a bit of creativity, you can get exactly what you want in a rock formation. Using tree bark for rocks in model making is nothing new; cork has been a staple of the model railway and pet reptile scene for many years, and pine bark has recently been making inroads into our tabletop layouts. It was a visit to Brimham Rocks in Yorkshire, UK that reintroduced me to this particular material. The extraordinary formations at Brimham (seen right) are the result of glacial erosion during the last ice age and - to my eyes - seemed particularly reminiscent of pine bark chippings that are sold in large bags in garden centres and are frequently used on children's playgrounds in the UK. Having acquired myself a few bark chippings, here's how I went about it.



Above: A 28mm Fictish noble by Gripping Beast rides through some of James's rock formations. Trees by The Last Valley.

MATERIALS

Pine bark chippings (you can dry these out in the oven if they are damp). So far, I've only found one eBay seller who sells smaller quantities of these for model making, but hopefully it's only a matter of time. Search for 'pine bark'.

- Acrylic paints (I used grey, brown, khaki, black, and white)
- MDF or thick plastic card for basing
- Dry sand (play sand, chinchilla sand and builders' sand are all fine)
- Ready-mixed filler
- PVA glue - wood glue is best
- Grass tufts, flock and foliage

TOOLS

- Hot glue gun
- Cutting mat
- Modelling knife for trimming bases
- Paint brushes
- Spatulas for applying filler

STEP 1: BASICS

First up is cutting some appropriate bases using whatever you have available (as usual, I would advise against cardboard as it warps very easily). In my case, I used some spare round and oval 2mm MDF bases from Warbases which I carefully trimmed down to a more irregular shape using a modelling knife (if you're going to do this with MDF, remember to wear a mask to protect against the very fine dust). Wherever possible, I always base terrain on irregular shapes to camouflage them; a base with a straight edge in particular, will often draw the viewer's eye away from the terrain piece. In the case of a pile of rocks, you may be able to get away with a very minimal base anyway as the rock can overhang the edge of the base. This can really assist with the illusion of the rocks being part of the tabletop rather than a clearly separate piece of 'drop on' terrain.



STEP 2: ROCK 'N' ROLL

Now comes the fun part – arranging the rocks on the base. Working from my reference photos of Brimham Rocks, I experimented with piling up columns of bark until I was happy with the effect. If you're making a henge, with pieces of rock embedded in the ground, a small saw should easily take the end off so you can stick it on the base at an appropriate angle. Pieces of pine bark can also be snapped off by hand or trimmed with a modelling knife to help them lie as you want them to.

Once you're happy with the arrangement, use hot glue to stick everything in place. PVA wood glue could also be used, but you will need to wait several hours for it to dry. (I confess to not being that patient!)

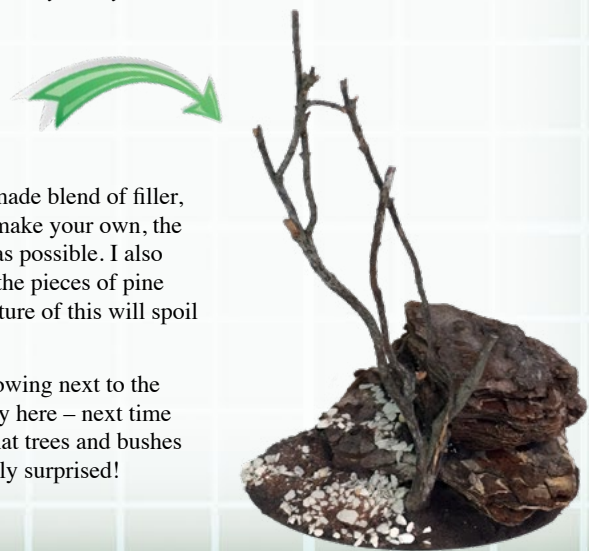
Tip: If you're planning to use the rocks on a 'deep pile' cloth base like my teddy bear fur gaming mat, add some weight in between the base and the bark. I hot-glued several scrap washers underneath each rock pile to encourage the piece to sit realistically on my terrain.



STEP 3: TRUE GRIT

I now added some texture to the base itself – my standard mix is a homemade blend of filler, brown paint and sand. Whether you use a commercial basing product or make your own, the key thing is to blend the rocks in with the base so that it looks as natural as possible. I also used this as an opportunity to fill in any unnatural-looking gaps between the pieces of pine bark, especially if some hot glue has squirted out (the smooth, curved texture of this will spoil the impression of rock if not covered up).

In this example, I have also glued a twig to the base to look like a tree growing next to the rock and added some clean cat litter as small rocks. Observation is the key here – next time you're out in the woods, have a look for the weird and wonderful ways that trees and bushes find a way to grow around that inconveniently-placed rock. I am constantly surprised!



STEP 4: PAINT IT GREY

Or don't. As a newbie gamer, I frequently painted my rocks a flat grey colour. I guess it was easy to mix up with spare emulsion paint, or maybe I never really thought about it. It was some years before I started looking more carefully and trying to reflect this in my terrain. My mantra is now: Rivers are rarely blue! Rocks are rarely grey! And sticking to this has most certainly improved the look of my terrain 100%.



Right: A range of acrylic paints will give you a more realistic colour palette for your rocks.



You don't need to carry out a geological survey of your particular rocks before painting, but DO look at some real rocks (or photos of them) for inspiration before you start work. Colour choice is critical. Don't feel bullied into the safe choices. Rocks are usually many colours – often changing across different parts of the rock- so you'll want to choose several base colours to work from. Don't try to reflect every single colour though; just the main ones will do. After some experimentation, I decided to go with three basic colours for my rocks, using cheap acrylics from an art shop: a mid-grey, a dark greenish-brown (raw umber) and a khaki green (Miniature Paints 82 Earth Brown, in my case). I gave each rock formation a liberal coating, painting in patches and mottling the colours as I went along, before leaving it to dry.

STEP 5: SELECTIVE WASHING

With bark being relatively absorbent, I discovered that an overall black wash just dulled everything down, so instead I mixed up my own black wash (roughly two-thirds water and one-third acrylic paint) and painted it into the recesses of the rocks. The aim is to create some areas of shadow and a little more variation.

STEP 6: THE GOOD OL' DRYBRUSH

When the wash is completely dry – there are a lot of drying stages in this project, so be prepared to work on it over several days – mix up a highlight colour. I used a very, very light green made by mixing some white acrylic paint with a dash of khaki (pure white tends to give a dry, cold look to your rocks. In this case, I wanted something more suited to the damper climate of Ancient Britain or Tolkien's Middle-earth.) Using a wide, soft brush, dry off as much of the paint as possible before dragging the brush over the top edges of the pine bark. As usual with drybrushing, start light and add extra layers if you feel you need to – it's much easier than trying to repaint mistakes. You can also experiment with different shades; light sandy browns (e.g. Vallejo Model Colour 70.819 Iraqi Sand) are also useful here.

Tip: While you can get away with cheap art acrylics for base colours, drybrushing is much more effective if you use model painting acrylics instead due to the higher concentration of pigment.



Right: After drybrushing and ready for some finishing touches.



Right: Moving from left to right, you can see the effect of careful drybrushing on this rock.

All photos have been taken by the author. The photo backgrounds are a download from artist Jon Hodgson's Patreon site: patreon.com/jonhodgsonmaps

STEP 7: FINISH WITH FLORA

If you're happy with the main rock surfaces, you can now paint the base using your usual method and then get on to the finishing touches that will bring your model to life. These could include:

- Adding some green stains to suggest moss on parts of the rock (I used a wash of Vallejo Model Colour 70.888 Olive Grey.) Selective use of short-pile static grass glued onto the rocks with PVA can also be very effective as a mossy layer.



Lichen has simply been painted on the top surface of this rock with some off-white acrylic.

- Lichen. Many stones in damp climates have white or yellow lichen patches on their top surfaces. To replicate this, I painted some irregular patches of very pale green on to the rock and then highlighted with a few dots of off-white.



Tufts and flowers by Gamer's Grass really add life to this chambered tomb (sorry!).

- Adding flowers, static grass, tufts and clumping foliage to blend in the base. Remember that tufts of long grass often grow around the edges of rocks (where they are sheltered and less likely to be trodden on) and that plants often sprout in cracks and on upper surfaces. Flowers can be used if you have a particular setting in mind – I often use yellow and purple to suggest moorland flowers and heather.

FURTHER ADVENTURES IN ROCK

If you've enjoyed making rocks so much that you want to do more, here's a few ideas.

TREES AND ROCKS

As well as adding the odd tree to the rock formation, how about adding the rock formation underneath the tree itself? It's a pretty straight forward job and easily varies the height and appearance of your woodlands.

WINTER

Rocks really lend themselves to enhancing a snowy scene, whether that's in Felstad, on the road from Moscow in 1812 or going north of the wall in Westeros. These have been created exactly the same way as above, but with a drybrush of pure white to create a cold, icy effect. The snow was added as a paste (a mixture of Woodland Scenics Soft Snow scatter material, white paint and PVA glue) on the top surfaces of the rock and then brushed over with white acrylic when dry. You can buy winterised tufts from several terrain suppliers or just choose some regular tufts and add snow paste yourself. If going for the latter option, I'd suggest that you choose neutral-coloured tufts in various shades of brown; bright green will almost certainly look out of place with your winter-themed terrain.



A touch of Last of the Mohicans – pine trees by Jarvis mounted on rocky outcrops. Huron 28mm figure by Galloping Major.



A layer of snow and a leafless tree instantly conjures up the spectre of winter with a 28mm Canadian Militiaman, again by Galloping Major.

FIGURES AND VIGNETTES

For the ultimate hero base, few things look better than posing atop a rock waving your weapon around and yelling. Yes, it may restrict the versatility of that character model, but it can really make a warlord stand out – especially on a large tabletop. It's important to make sure that the figure is standing level on the rock and is well-glued down, for obvious reasons! Pine bark is fairly easy to trim with a modelling knife to create a flat surface. Some Milliput epoxy putty is also useful to blend the figure's base with the top of the rock before painting. The odd creature can also be posed to good effect on or under the rock – the raven shown here is from a set of crows by Great Escape Games in their *Dead Man's Hand* range. These little touches can make a huge difference to your setting and may also find a use in your games – I can see my 'raven rock' making an appearance as a Celtic ambush point for *Infamy, Infamy!*



The raven and the rock (miniature by Great Escape Games).

North Star Military Figures Ltd,
Unit W41, Lenton Business Centre, Lenton
Boulevard, Nottingham,
NG7 2BY, UK
Mail Order: 0115 9704107
Trade Sales: 0115 9786656
Email: mailorder@northstarfigures.com
Web: www.northstarfigures.com

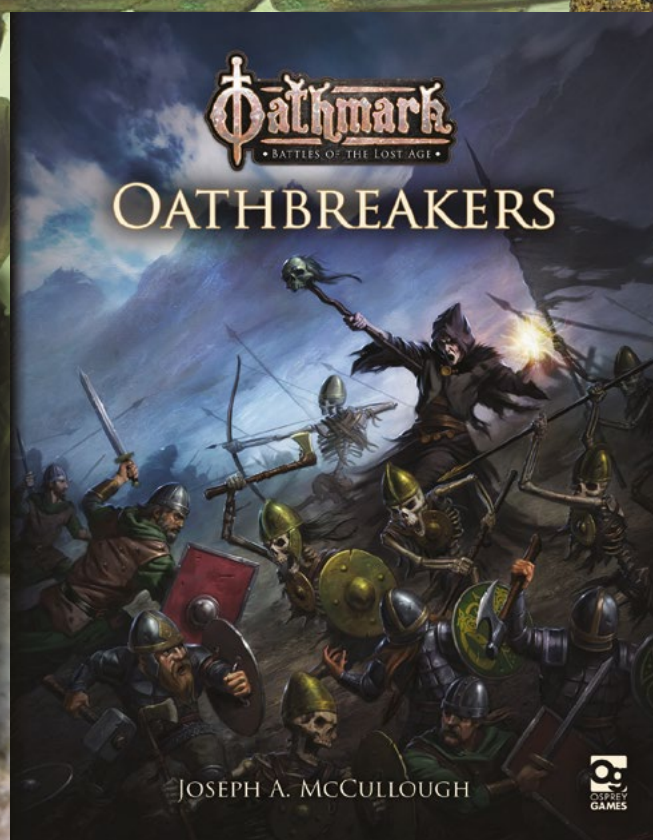
Nick Eyre's
NORTH STAR
Military Figures
Presents

Oathmark

• BATTLES OF THE LOST AGE •

OATHBREAKERS

This supplement for Oathmark: Battles of the Lost Age introduces the forces of the dead to the game. This book includes expanded rules for characters, which allow you to chart their progress from battle-to-battle, and watch as they grow in rank, responsibility, and power. All of these rules are then incorporated into a campaign featuring new scenarios.



Oathmark: Battles of the Lost Age range. Skeleton Infantry.



MULTI-PART 28mm PLASTIC SKELETONS

Hard plastic fantasy figures produced by North Star and Osprey Games.

www.northstarfigures.com

JOIN NORTH STAR
Nick Eyre's Newsletter

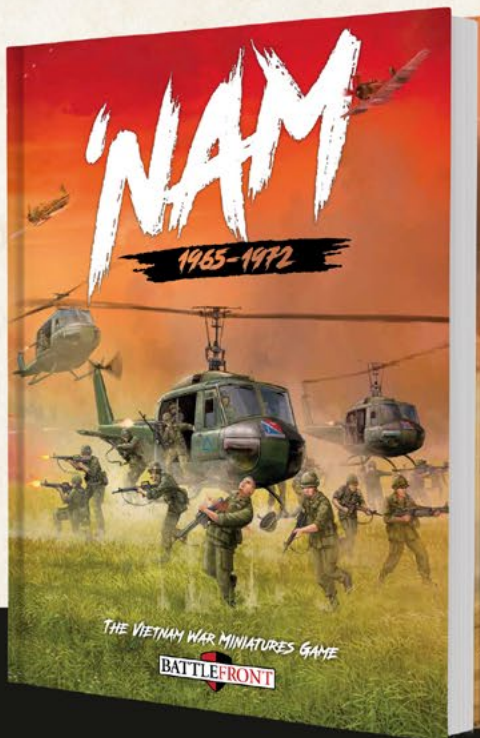


Oathmark figures are copyright © North Star Military Figures & Osprey Games. All rights reserved.



NAM 1965-1972

BUILD YOUR OWN BROWN WATER NAVY



**USE CODE
WIDEC
FOR 35% OFF
THE ENTIRE
'NAM RANGE'**

** Conditions apply.
Discount ends
31 Dec 2020*

PATROL BOAT



ASSAULT SUPPORT BOAT



ARMoured TRANSPORT CARRIER (H)



MONITOR BOAT



**TO SEE THE 'NAM RANGE
SHOP.BATTLEFRONT.CO.NZ**

ESTUARY ENGLISH

HOLMES'S BONFIRE AUGUST 1666



Barry Hilton contributes to this month's theme by taking us on a hazardous journey up the Vlie estuary in search of plunder and mischief.

The year 1666 was a big year for pyromaniacs. Many both in England and Holland, believed the Great Fire of London to be divine retribution for a perceived outrage perpetrated by the Royal Navy on the small town of Schelling in Friesland on 20 August 1666. The fire in England's capital was said to have been started by embers drifting across the North Sea from the smouldering ruins of Schelling. Nonsense of course, but the London blaze followed shortly after a naval expedition which has become known as Holmes's Bonfire. Rear Admiral of the Red, Robert Holmes, was charged with a daring raid on the Dutch coast whilst the main English fleet bottled up the wounded Dutch fleet in their anchorage off Texel island. The English had recently been victorious at the massive St James's Day battle of 25 July. Whilst the Dutch fleet licked its wounds at anchor, the English commanders Prince Rupert and George Monck, blockaded the coast with their own battered but triumphant armada.

Ratcheting up the pressure, they settled on a plan to raid the traditional anchorage

of the Friesland Admiralty along the Vlie estuary about twenty miles north of the main fleet base at Texel. The Vlie was relatively poorly guarded, known to be the home of the Dutch whaling fleet and the location of many warehouses belonging to the Dutch East India Company (VOC) and the States (Government). It was also an assembly point for hundreds of merchantmen plying the lucrative Baltic trade routes. The English were initially, less interested in attacking ships than in carrying off booty and Holmes's orders were specific. Land, gather as much plunder as possible, capture any easy pickings regarding ships and burn those too difficult to acquire. He was instructed to avoid civilian casualties, the plundering of homes and burning private property. All clear so far, but no plan survives contact with the enemy.

This action was part of the Second Anglo-Dutch War which took place between 1665 and 1667. Whereas the first war was between the English Commonwealth and the Dutch Republic, this conflict was between the restored Stuart monarchy and the Republic. Both sides indulged in limited land-based warfare in addition to the enormous naval actions for which the war is best remembered. The Bonfire is not that well known about in the English-speaking world and is a buried topic in Dutch history for obvious reasons.

HOLMES'S FORCE

Holmes was allocated nine frigates: *Advice 48, Hampshire 42, Tyger 40, Dragon 40, Fountain 40, Assurance 38, Sweepstakes 36, Garland 28 and Pembroke 28*. He also took five fireships: *Bryar, Lizard, Richard, Fox and Samuel*, together with seven ketches. Thirty-six sloops were made available. Prince Rupert's personal yacht *Fan Fan* which carried two guns, joined the expedition late in the day. The military component drew 300 men from each of the Red, White and Blue squadrons of the fleet; 600 were sailors and 300 sea-soldiers. Sixteen sixty-six was the year during which the world's first marine corps was formed - alas, that was Dutch. Holmes's military contingent was a scratch force. Formation of the Lord Admiral's Regiment would follow the next year. The expedition was organized into nine companies each of seventy musketeers and thirty pikemen. In addition, 120 volunteer 'Gentlemen' soldiers under Sir Philip Howard, accompanied the land forces.

NO EASY ACCESS

In the 17th century, the Dutch coast was a treacherous and almost endless series of mudflats and shoals. Navigating up the Vlie would be very hazardous and the English used a Dutch traitor of dubious provenance, Laurens Heemskerck, as their guide and pilot.

Above: Schelling burns.

As this mission required speed and stealth with limited time on target, the variables affecting success were many. First, the English had to navigate a narrow west-east channel called the Westerboomsgat. During this activity two frigates grounded. Heemskerck's boasts of intimate knowledge of the Vlie proved empty. Holmes was only able to get his flagship *Tyger*, the shallow draught *Pembroke*, the fireships and some ketches and sloops, to first base with the help of a captured Danish skipper who knew the waters. This was the Reede van Speckhoeck anchorage where the whaling fleet usually moored. His pre-mission intel proved faulty. The warehouses he expected to see on the western shore (Vlieland Island) were not there! These lay north of his position on the eastern shore at Terschelling Island but, he did not find this out till much later in the day. Running south for ten miles up the Vlie roads, lay over one hundred and fifty merchantmen riding at anchor. Not wishing to risk a landing yet, he unleashed his fireships on the moored cargo vessels. All except *Bryar* are known to have been expended in the attack. Over the next thirty hours or so, a frantic battle took place in the estuary and on both banks of the river. Dutch guard ships were attacked with gunfire and burners. English companies went ashore at Schelling and elsewhere to plunder the storehouses. Over one hundred Dutch merchantmen and some warships were

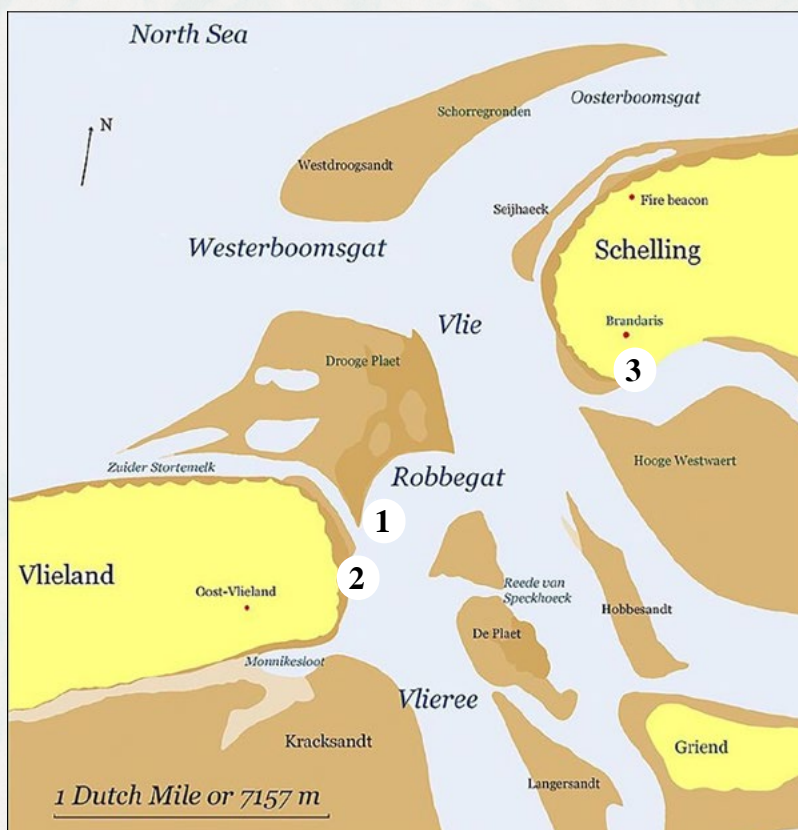
burned at anchor and thousands of sailors from the merchant fleet fled in boats upriver or trudged to safety across the vast mudflats on the western side of the estuary. The Dutch simply panicked. The raid cost over one million guilders in damage and caused the Amsterdam Stock Market to crash and rioting in the streets. Unfortunately, when the warehouses on Terschelling Island were burned, the fire spread to Schelling village which also went up. Some civilians died in the fire and others in a skirmish with English looters struggling back to the last ship out. For propaganda purposes and the consumption by a febrile domestic audience still reeling from the naval defeat of the previous month, the incident was spun. In 17th century Dutch Red-top style, the story ran; 'English massacre

helpless civilians' and 'Royal Navy burns invalid grannies alive shock!' The perfidious English were portrayed as behaving in a very un-Protestant way by breaking an unwritten pact amongst Brother Protestant nations of the North to avoid collateral damage when trying to kill each other in a war. The raid, although spectacular, achieved little other than to provide the motivation for the far more devastating Dutch reprisal attack on the Medway in the following year. Initially lauded at home as a derring-do hero, Holmes received less enthusiasm for his attack as time passed. He was also blamed by some as the cause of the humiliation which ended the war in the summer of 1667. The Dutch pulled off their own - even more spectacular - bonfire on the Medway.



Above: *Holmes's Bonfire* by Willem van de Velde the Elder.

GAMING THE VLIE ATTACK



So many opportunities exist to play out little vignettes from this two-day campaign that I was a little vexed when it came to the choice for this piece. I offer three 'riverine' skirmishes. All are based on real events during the attack. Each can be played in any scale. The actions can be beefed up and linked but all are stand-alone games.

RULES

For the naval battles, I used my soon to be published rules covering actions between 1640 and 1720, but any set of commercial rules that suit players could be used. The ship information given is generic. For the skirmish game I used *Donnybrook*.

Location of the actions on the map:

- 1 - The Race for Middelhoven.
- 2 - Charging Adelaar.
- 3 - Careful with those matches Jethro.

GAME 1: THE RACE FOR MIDDELHOVEN

Small scale naval battle

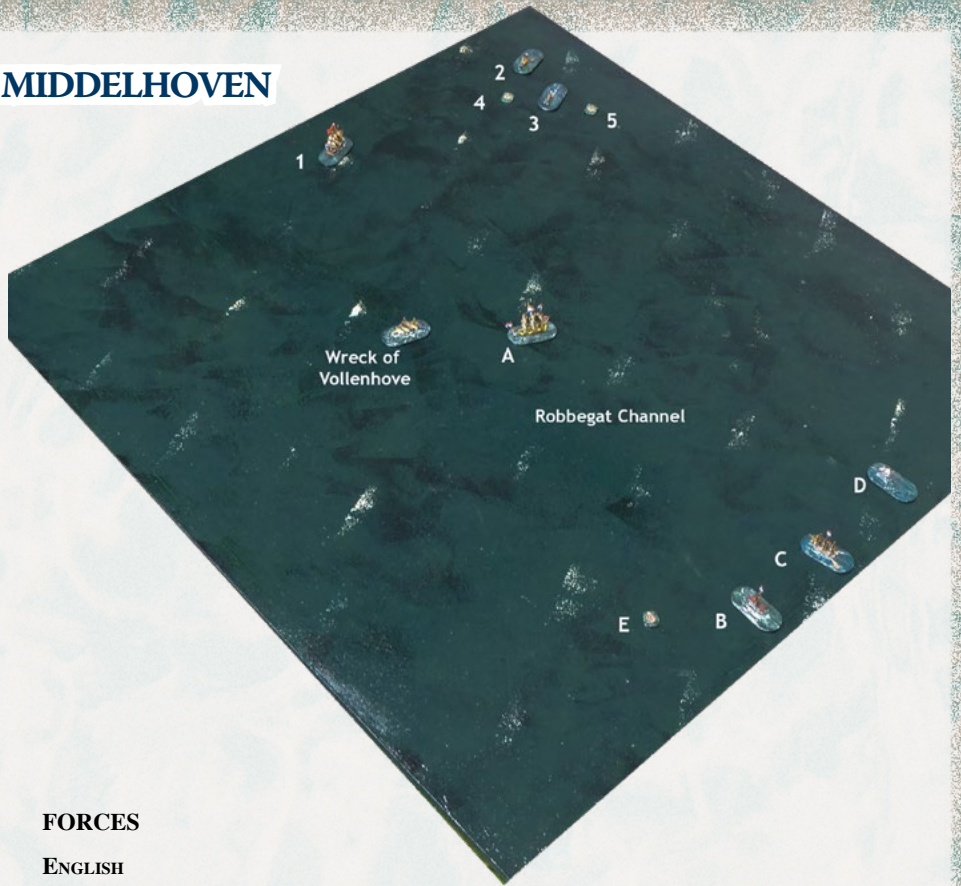
Having found himself boxed in the Reede van Speckhoeck, Holmes ordered his ships downstream once more to access the western channel into the Vlie Roads (Vliestroom) wherein lay the ten-mile long continuum of one hundred and fifty merchantmen stretching upriver toward the navy port of Harlingen. The fireships and frigates first dealt with the guardship *Vollenhove* and three large merchants blocking the Robbegat channel. The next target was the frigate *Middelhoven*. On seeing the English attack, its crew took to a sloop and fled. Then, the English fireship attacking it ran aground, so the Dutch crew turned downstream to reboard their ship. The stranded English then took to a sloop and both raced to possess the *Middelhoven*. The English won and burned her. No reference to a Dutch frigate named *Middelhoven* was found in reference material although *Middelburg* of 28 guns was found, so there is a possible transcription error in some sources. A frigate called *Vollenhoven* was found by not *Vollenhove*.

OBJECTIVES

This scenario models the race to save or burn, *Middelhoven*. The Dutch must repossess the frigate and repel any English attack. The English must capture, burn or sink the frigate. *Bryar* begins the battle grounded. *Middelhoven* must remain anchored in the channel until repossessed by her crew who are aboard the ketch *Raaf*. If that happens, she may upgrade to Drilled. This game has twelve turns. Table size is 2 x 2 feet.

MOVING IN THE VLIE ESTUARY

The entire Vlie estuary was a treacherous pattern of shifting mudflats and shoals. Every time a vessel moves in any of the scenarios there is a chance of it grounding. Regardless of direction of travel, each vessel should throw a D6 every turn. Dutch vessels ground on a score of 1, English vessels on 1 or 2. This simulates the dangerous nature of the silted-up river and the greater familiarity of the Dutch crews with their anchorage. The English vessels in the channel were all shallow draught units so the Dutch should not have the further advantage of shallower draught. Re-floating is achieved in a score of 5+ on a D6. Check to re-float at the movement step of each turn. The wind is blowing from the south east for all scenarios although some sources talk of a westerly wind on at least one of the two days. Check the wind direction on each set-up map to determine the effect it will have on ship movement.



FORCES

ENGLISH

1	2	3	4	5
<i>Pembroke</i>	<i>Bryar</i>	<i>Willow</i>	Longboat	Longboat
5th rate	Fireship	Ketch		
Drilled	Drilled	Drilled	Veteran	Veteran
28 guns	12 guns	6 guns	Marines	Marines
Light guns	Light guns	Light guns		

DUTCH

A	B	C	D	E
<i>Middelhoven</i>	<i>Raaf</i>	<i>Waterfal</i>	<i>Silveren Zwaard</i>	Longboat
5th rate	Ketch	Hoeker	Ketch	
Raw	Drilled	Drilled	Drilled	Drilled
26 guns	6 guns	8 guns	6 guns	Marines
Light guns	Light guns	Light guns	Light guns	



Above: *Middelhoven* on fire.

GAME 2: CHARGING ADELAAR

Small scale naval battle

On the lower westside of the Robbegat, just south of Vlieland, lay Monnickensloot creek – a short inlet into which several ships had crammed themselves for shelter. Blocking the creek was the 50 year old guardship *Adelaar*, permanently moored and carrying twelve 3pdr guns. Holmes's sloops wanted to get at the sheltering vessels beyond *Adelaar*, so they attacked her. The English were able to burn her as the Dutch crew abandoned ship during the onslaught. Thinking on, the English extinguished the blaze they had started and captured her instead. She was given to the traitor Heemskerck as a prize after the battle. During the two-day operation, the Dutch were able to bring up a trickle

of land-based reinforcements from the main fleet. A gun battery on the island of Vlieland adds weight to the defence in this scenario.

OBJECTIVES

The Dutch objective is to repel the English attack and prevent Holmes's boats reaching the merchantmen in Monnickensloot creek. The English must capture or destroy the *Adelaar* and have a least one boat or ship reach the creek behind her to win. Whatever rules are used, *Adelaar* should be classed as carrying 24 guns as she is presenting only one side of her hull wherein all guns are placed. This game has twelve turns. Table size is 2 x 2 feet.

LONGBOATS

The longboats used by each side can be sailed or rowed. They have no shooting capability and carry a contingent of armed soldiers or sailors which can attempt to board enemy vessels. These men can set fire to a target ship on a check of 5+ on a d6. They may attempt to set alight multiple ships. They move at a rate of 3 inches per turn if rowing and as per your rule set if sailing. Rowers can change direction at any time. Although the boats are small, the men they carry are combat soldiers and so should have an edge in any boarding action.

The forces involved in each action have been slightly inflated to create balanced scenarios but, the details are largely accurate. Both are described and were fought as naval actions, but could be run as skirmish games. Each of the vessels can be given a unit of models which can shoot and fight. In addition, the larger vessels can carry one or two 'shooting' artillery pieces.

FORCES

ENGLISH

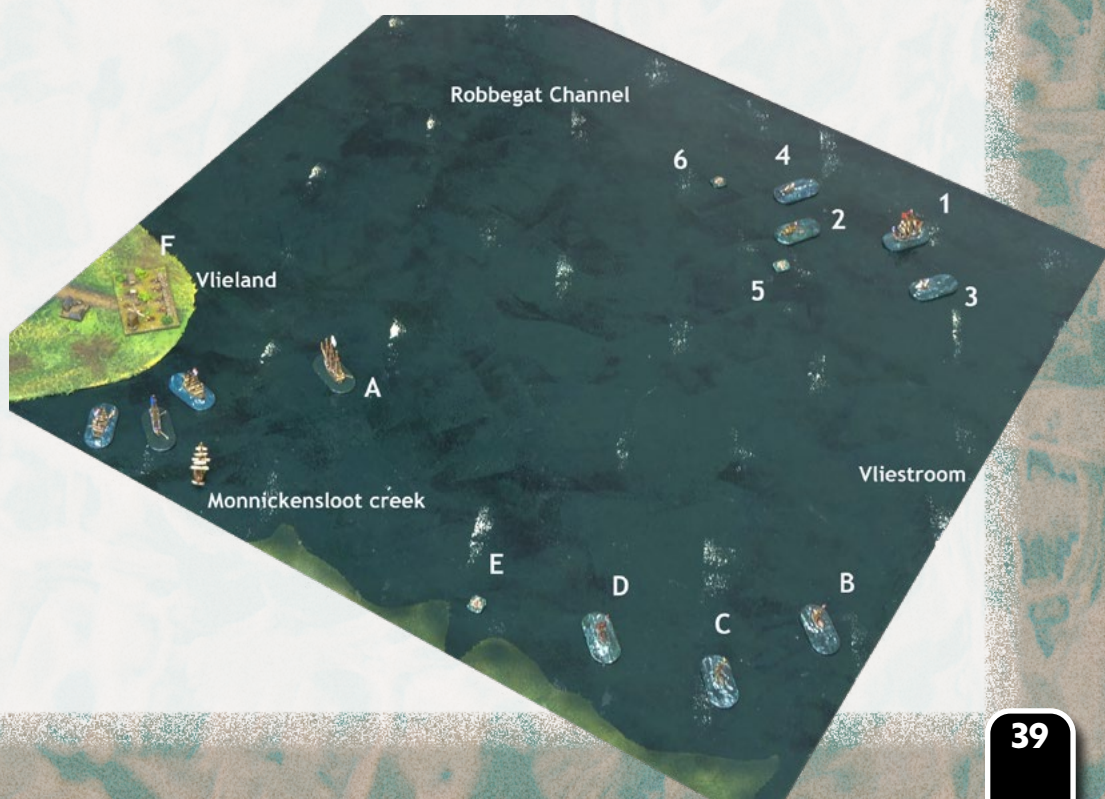
1	2	3	4	5	6
<i>Pembroke</i>	<i>Richard</i>	<i>York</i>	<i>Nightingale</i>	Longboat	Longboat
5th rate	Fireship	Ketch	Sloop		
Drilled	Drilled	Veteran	Veteran	Drilled	Drilled
28 guns	4 guns	6 guns	4 guns	Marines	Marines
Light guns	Light guns	Light guns	Light guns		

DUTCH

A	B	C	D	E	F
<i>Adelaar</i>	<i>Libel</i>	<i>Klok</i>	<i>Fontein</i>	Longboat	Shore battery
Frigate	Small merchantman	Ketch	Hoeker		
Drilled	Raw	Drilled	Drilled	Drilled	Drilled
24 guns	6 guns	8 guns	6 guns	Marines	
Light guns	Light guns	Light guns	Light guns		

TROOPS

The uniforms of the period were in transition between the older English Civil War/Thirty Years War styles and the evolving look of the Franco-Dutch and Nine Years War styles. In the skirmish game I chose to use models from the ECW period to represent sailors since these outnumbered soldiers by two to one in the English force. The Dutch militia have later style uniforms.





GAME 3: CAREFUL WITH THOSE MATCHES JETHRO

A Skirmish, using *Donnybrook* or your favourite set of 17th Century rules.

On the 19th, having realized his intelligence was wrong and that the original objectives of the raid – the warehouses of the whalers, States, and VOC were actually on Terschelling island and not Vlieland, Holmes landed six companies at Schelling. This prosperous town was famous for the enormous medieval Brandaris lighthouse and consisted of four hundred well-built stone houses. One company stayed with the landing boats and five marched to the southern tip of the town. Holmes sent in three companies to burn the storehouses. Most of the population had fled although there was token resistance. The English sailors started looting and to prevent this and force them to return to the boats to catch the high tide, Holmes ordered the burning of a few houses. This fire got out of hand and razed the whole town. Holmes also directed his ships to fire on his own shore companies to encourage them to embark! A solitary ketch was left to collect stragglers. This is where our scenario begins. Small groups of English soldiers laden with booty are struggling back to the last boat out. The islanders have rallied and want revenge on the invaders. Parties from Schelling are bearing down on the English.

OBJECTIVES

There are two groups of English raiders, each has booty. At the shore is a party of musketeers guarding the last longboat. Lying offshore is a ketch which will take everyone back to the fleet.

The English win if they get both parties and the loot back to the longboat, load up and get the boat out into the Waddensee towards Meg. The Dutch win if they kill or capture both shore parties, retrieve their possessions and overcome the boat guards. To retain their booty, the English parties must move at half speed. If the English have not achieved the objective by the end of ten turns, they have missed the high tide and are stranded on Terschelling. Table size is 4 x 4 feet.



FORCES

ENGLISH RAIDERS UNDER CAPTAIN ZACHARIAH SMOLLETT (DONNYBROOK ARMY FACTION)

Captain Smollett: long sword, two pistols (Commander)

1	2	3	4
Musketeers + Sergeant Harvey	Musketeers + Drummer Kerslake	Boat Guard + Sergeant Weston	Ketch <i>Meg</i>
8 + 1 models	8 + 1 models	8 + 1 models	Gun
Drilled	Drilled	Drilled	Drilled

- Smollett counts as a D12 Hero character. All other characters are from the Donnybrook Army Faction.

THE DENIZENS OF SCHELLING (DONNYBROOK MOB FACTION)

Burgomeester Thys van Leer: Mounted with long sword, two pistols (Commander).

A	B	C	D
Civilians + Adrian van Almonde (Poacher character)	Civilians + Jan Bootsma (Tall Stranger character)	Civilians + Martha Geneog (Doxy character)	Militie + Sergeant Cornelis Molenaar
12 +1 models	12 +1 models	12 +1 models	8 +1 models
Raw	Raw	Raw	Drilled (Army Faction)

- All characters are from the Donnybrook Mob Faction.



Above: Schelling Dutch counter.

RELATIVE STRENGTHS OF SHIPS

As gamers may be using different rule systems, it will be useful to have a relative strength point scale to work on for each size of vessel involved. From this, consult your own preferred rule set to determine how to handle each vessel's ability to sustain damage.

Long boat: 2 points

Sloop: 4 points

Ketch: 6 points

Fireship/small merchant: 8 points

Frigate: 10 points

HOW THE GAMES PLAYED

I completed and enjoyed all three games. Each ran to the full turn limit. The first two were played in 1/2400 scale and the third in 28mm (1/56). The race for Middelhoven was quickly won by the incendiary party which had transferred from the stranded *Bryar* to the ketch *Willow* just before the game began. Unluckily for them, three Dutch vessels arrived just behind and in the ensuing melee, *Middelhoven* was recaptured along with the ketch. The English then ran the re-floated *Bryar* into *Middelhoven* before her crew managed to reboard, setting her alight. The fireship was cut loose but ignited another Dutch ship. *Middelhoven's* blaze was doused by her Johnny-come-lately crew just in time for her to come under fire from the largest English ship *Pembroke*. With all remaining English assets lost or expended *Pembroke* fought on but was unable to gain control of the Robbegat Channel or overpower the remaining damaged but operational Dutch ships. One to the Dutch.

The second game was notable for various reasons, the most farcical being the repeated grounding of *York* which spent eight

turns on different sand bars. She contributed nothing for King and Country. The English squadron sunk or captured *Fontein*, *Klok* and *Libel*, although the latter, lost in the Monnickendam creek, was recaptured by the hardworking crew of a long boat which had already seen off an attacking English longboat and towed the burning *Richard* away from *Adelaar*. The drama culminated in a last turn boarding attempt by *Pembroke*. She ran alongside the tethered *Adelaar*, boarded her and appeared set to win the prize. The Dutch crew countered, capturing the English frigate and winning the game on the final throw of the dice. Only *Nightingale*, which had sailed into the creek but exited after an aborted boarding attempt, and the less than useless *York*, survived. Two to the Dutch.

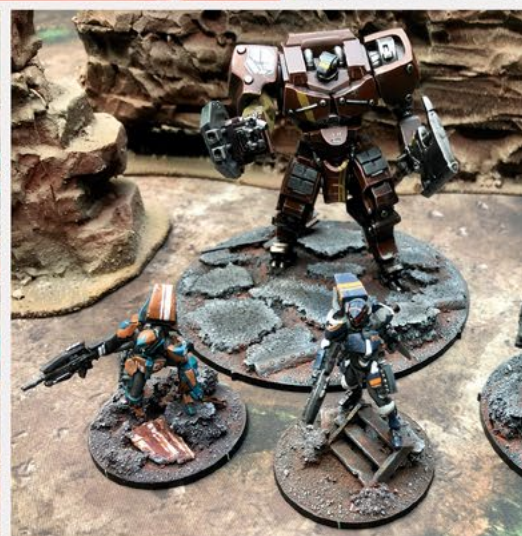
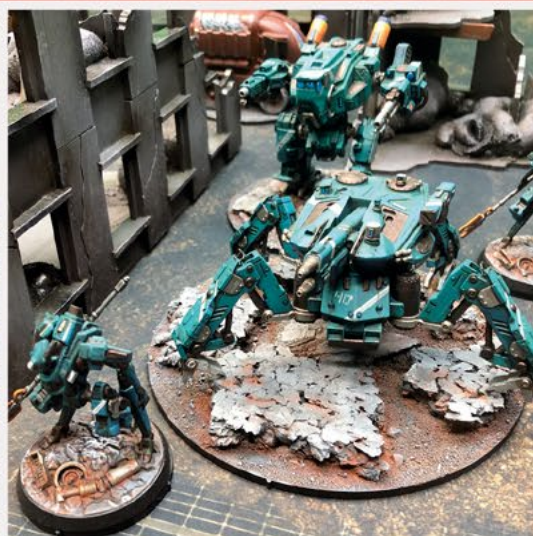
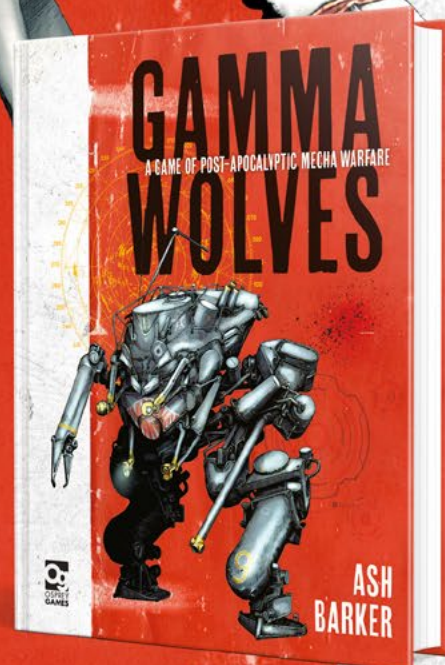
Thus far Holmes's Bonfire had been as successful as a wet November 5th in Woking. Redemption was at hand. The tail-end Charlies on Terschelling managed to fight their way to the last boat out, dragging their loot behind them. A shot from *Meg* separated Burgomeester van Leer from both his horse and his head and the looters sailed away into the Waddenzee making the end result: Holland 2 - England 1.

GAMMA WOLVES

A GAME OF POST-APOCALYPTIC MECHA WARFARE

In the blasted, radiation-scorched, wastelands of the Earth's surface, towering mecha do battle, defending the interests of one of the few remaining arcology governments, providing security for wilderness outposts, or seeking out loot and supplies as a mercenary company. With detailed rules for designing and customizing your mecha, from size and propulsion type to payload and pilot skills, and a campaign system that allows pilots to gain experience and skills as they patrol the shattered Earth, *Gamma Wolves* is a fast-playing game of post-apocalyptic mecha warfare.

PUBLISHING NOVEMBER 2020



AVAILABLE AT WWW.OSPREYGAMES.CO.UK

 OSPREY
GAMES

1st Corps

28mm Finest Quality Pewter Miniatures,
Resin Buildings and Vehicles

28MM ARTHURIAN

Our range of 28mm Arthurian miniatures includes Characters
and troops Romano British, Early Saxon and Picts.

Suitable for your Saga and
Dux Britannarium warbands,
Shield and Banner decals available
by Little BigMen Studios



Arthur



Aetius

Vortigern



Horsa and
Hengist



Pictish
Chieftan



King Arthur
and Standard
Bearer

Check the website or our Facebook page for more info:

www.1stcorps.co.uk

FOLLOW US ON FACEBOOK



FACEBOOK

Search for:
1st Corps



TWITTER

Search for: @Curteys

P&P Rates:
UK: 10%
Europe: 15%
RoW: £22



Official show stockists of Battle Flag



Water-slide transfers,
paper flags and HDF
laser cut buildings

3 The Parkway, Snaith, East Yorkshire, DN14 9JN, U.K. Tel: 01405 860094 or 01405 862928 Mobile: 07732563508

available between 10am and
7pm Monday to Friday

LOUIS IX

SAINTS, HOOKERS AND MERCENARIES ON CRUSADE



Our new Giants in Miniature figure is the saintly King Louis IX, famous for his crusading exploits, and particularly for the invasion of Egypt which he undertook as part of the doomed Seventh Crusade. Crusader expert Dr Steve Tibble tells us a bit more about Saint Louis and the ill-fated Eighth Crusade.

The Eighth Crusade had been launched as an attempt to relieve some of the pressure from the beleaguered crusader states of the Holy Land - it had its own strategic logic, but it was characterised by problems from the very outset. It had been unenthusiastically received by the French people when it had first been mooted, and much of the Christian army was delayed in arriving.

The French army eventually landed on the North African coast, just outside Tunis, on 1 July 1270, and began siege operations. Sickness soon broke out in the Christian camp, and the Sicilian fleet, led by Louis's brother, Charles of Anjou, arrived late. By the time Charles got to the siege works, much of the French army was sick, and

Louis himself, together with his son, were dead. The siege was eventually abandoned on 30 October 1270, a tragic end to the career of one France's most enthusiastic crusaders.

For wargamers, however, the Eighth Crusade is more than just a sad footnote. It provides us with a unique opportunity to game an extraordinary conflict between Christian knights fighting as mercenaries against their own crusading co-religionists.

MERCENARIES

Bizarrely, there was a little-known but lively mercenary trade going on in the western and central Mediterranean, largely played out between Christian Spain and the Muslim states of North

Africa. There was a long-standing tradition of Christian troops being employed by Muslim rulers in this region, and they were widely respected as professionals. When the Almoravid capital of Marrakesh fell to the Almohad army in March 1147, for instance, we know that many of the local civilians were killed, but the garrison, who were Christian mercenaries, were given the far more attractive alternatives of either conversion to Islam or a ticket home - most went back to Toledo as quickly as possible.

Eventually, large parts of the local military infrastructure in North Africa ended up being run by Christian mercenaries. The Almohad caliph,



SAVE ONE FOR ME

Being a saint, a king and a crusader - all at the same time - was never easy.

The Eighth Crusade also allows us to field some of the more exotic civilian figures that we may have gathering dust on our shelves - medieval sex-workers.

Louis IX of France (reigned 1226-1270) is an interesting example of the challenges facing medieval rulers in their attempts to manage prostitution, particularly in a crusading context.

Louis (later Saint Louis) was not a bad man. He was complex, and he occasionally had his moments. But his intentions were usually good. His problem lay less in intentions and more in the contradictions he faced in balancing the different roles which he had to fulfil - all had their own priorities and all were occasionally in conflict with each other. He was trying to run a country. He was trying to be an effective military commander, often under the most precarious circumstances. He was also trying to conduct himself - and his people - according to the often conflicting Christian principles of sexual continence, universal love and charity. And he was attempting to do all this, certainly by modern standards, with very limited resources.

In his capacity as a military commander there were other problems to consider. Wherever there were armies, there were bound to be prostitutes. But whether one was genuinely devout, or simply superstitious, this presented difficulties. The Church disapproved of sexuality in general and prostitutes in particular - and if ever a group of people were in need of God's unadulterated good favour, it was an outnumbered crusader army operating on the fringes of Christendom.

There were also practical issues. Keeping arrogant and independently-minded knights focused on boring but dangerous tasks such as sieges was always difficult, but was made slightly easier by the lack of distractions while on campaign in a foreign country. Prostitutes, however, presented an overwhelmingly attractive distraction, and made the already difficult task of enforcing military discipline even more awkward.

Louis did the best he could under the circumstances. He learnt through experience that it was extremely difficult to keep hookers away from armies, and vice versa. Even on campaign, where one would have thought that transport difficulties would have reduced the problem, there were large numbers of prostitutes on hand to service the men. Despite Louis's desultory attempts to stop them, the issue was never fully resolved. They eventually found a way of rubbing along together - the prostitutes realised that they could get by as long as they maintained a low profile and kept out of his way.

But there was a kindlier aspect to all this too - you don't get to be a saint without putting in some effort. In order to improve conditions for the prostitutes, Louis began a programme to give 'large and generous alms to...unmarried girls, prostitutes, widows, pregnant women...'. He set up a modicum of social care facilities to allow women who wanted to give up the game to retire. He also tried to 'save' and rehabilitate the younger women by giving them access to more respectable and safer ways of making a living. Following Louis's example, caring for such women began to take a more central part in French acts of public charity.

Medieval social care was necessarily rudimentary but it did move in the right direction occasionally.

The Eighth Crusade on the way to North Africa.



Yusuf al-Mustansir (reigned 1213-1224), had an elite Christian force based in Marrakesh commanded by the brother of King Alfonso II of Portugal, no less. Another was based in Meknes, under the command of a renegade whose father was a Christian mercenary leader named Gonzalo and whose mother was - probably apocryphally - said to be the sister of the king of Castile.



Above: 'Crusaders Landing at Tunis' by Chroniques de Saint-Denis (14th Century).

A later Almohad caliph, al-Mamun, only gained power with the help of Christian mercenaries and an army loaned to him by King Ferdinand III of Castile. He was so grateful to his mercenaries, and so eager to maintain their loyalty, that he broke with traditional Almohad practice, and allowed a Christian church, dedicated to the virgin Mary, to be built close to the mercenaries' headquarters in Marrakesh. Even more shockingly, he went so far as to declare ingratiatingly that 'we have rejected falsity and have published the truth and that there is no other Mahdi than Jesus, son of Mary.'

Even the military orders could be swept up in the mercenary industry that flowed so easily between Spain and the Maghreb - professional soldiers in a tight spot often had little else to trade. We know, for instance, that a Templar Brother named Bernard of Fuentes fled from Aragon to North Africa when the Templars were suppressed and persecuted. His talents were in great demand and he eventually became the leader of the Christian militia in Tunis. He did not change his religion, however, and he eventually returned to Spain, so that he could - prosaically, but very understandably - start to collect his old Templar pension.

But, however civilised relations might be, this cross-cultural human arms-trade sometimes led to very awkward situations. When the armies of the Eighth Crusade arrived outside Tunis in 1270, for instance, the Christian crusader forces inevitably found themselves confronting large numbers of Muslim troops - this was only to be expected. But they were also confronted by the elite Christian mercenaries of Aragon, who were acting as a bodyguard for the local Muslim ruler - which they did not expect.

And that was just the beginning. Even though some Christian Castilians were in the crusader army, one of their number - Frederick of Castile, brother of King Alphonso X - was the Muslims' senior military adviser. Extraordinarily and very

unhelpfully, further reinforcements for the Muslim cause were also provided in September 1270 - these were Christian knights, whose presence was legitimised by their king, James of Aragon. And just to make an unusual situation even stranger, their wages were even being paid by a Christian priest, the dean of the cathedral of Valencia.

The local ruler, al-Mustansir, had paid very handsomely for their services. And both parties to the agreement got what they wanted. Al-Mustansir got his high quality, reliable guardsmen. The king of Aragon got money, and, just as importantly, influence in Tunis.

But the splitting of Christian resources was extremely unhelpful. Loyalties, ambitions and interests were chronically divided. Discord was unhelpfully driven by the rivalries between different Christian dynasties - James of Aragon (effectively fighting by proxy on the Muslim side) and Charles of Anjou on the crusader side were arch rivals. The siege was eventually called off, and the crusade came to an embarrassing ending.

WARGAMING LOUIS AND THE EIGHTH CRUSADE

Long, unsuccessful sieges, and particularly those where the main dynamics are driven by disease and sickness, are very difficult to wargame - and boring. The presence of not one, but two Christian armies at the siege of Tunis, however, provides us with something rather different, and much more eye-catching - elite Spanish mercenaries facing off against French crusaders. We know that large scale skirmishes took place around the crusaders' siege camp, allowing us to field an unusual array of figures together. The local troops can include mamluk cavalry, and Egyptian and Arab infantry, all fighting alongside Bedouin and Spanish reconquista-style mercenaries. The crusaders, on the other hand, include many troops from across Western Europe, including French, Sicilian and Navarrese knights, infantry and marines. The siege of Tunis allows an unusual blend of figures to be fielded for a striking and unusual wargame on the sandy fields and dunes of the medieval North African coast.

Sacré Bleu! Sacré-Cœur

One of Saint Louis' most famous representations is an equestrian statue that fronts the entrance of Paris' Sacré-Cœur. Via WiPrime we'll show you how to use this month's Giants in Miniature release to replicate that statue.



PULP FIGURES

by Bob Murch

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

www.pulpfigures.com

U.S. NAVY!



- PYS-1 U.S. Naval Officers/NCOs
- PYS-2 U.S. Naval Deck Crew
- PYS-3 U.S. Naval Shore Party Rifles
- PYS-4 U.S. Naval Lewis Guns
- PYS-6 U.S. Shore Party, Helmets
- PYS-30 Hotchkiss 6pdr Deck Guns



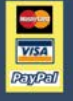
U.S. MARINES

- PYS-8 U.S. Marines/ Tropical #1
- PYS-9 U.S. Marines/ Tropical, Unit Builder
- PYS-10 U.S. Marines/ Tropical #2
- PYS-11 U.S. Marines/ Lewis & Browning Machineguns
- PYS-12 U.S. Marines/ Tropical, Tin Hats #1
- PYS-13 U.S. Marines/ Tropical, Tin Hats #2



Available in the UK & EU from:

Nick Eyre's
NORTH STAR
Military Figures



North American
Retail Inquiries Contact
www.cruciblecrush.com



GUNBOATS AND RIVERINE EXPANSION FOR DEATH IN THE DARK CONTINENT



Regular contributor Nick Buxey takes his custom built French *Cannonière* upriver and into the 'Dark Continent' of Colonial Africa.

Mention the words 'French Colonial' in a wargames context and it is likely that first thoughts will jump to the Sahara Desert, French Foreign Legionnaires, Beau Geste and Toureg tribesmen. Think again and it might be remembered that much of Indochina – particularly Vietnam – was as much a French colony (and fought over as savagely) as any European colonial empire. Indeed, I participated in a superb demonstration game at Salute 2019 set at Tonkin (now northern Vietnam) in 1885 that featured a splendid French gunboat (see 'You Tonkin ta me?')

Think yet again and it may, or may not, come to mind that the French were actually only second to Great Britain in colonizing territory in Africa and besides tramping across vast sandy desert wastes they also macheted their way through hundreds of miles of dense jungle in dark sub-Saharan Africa as well.

For all Europeans of the Victorian Age Africa was still a 'dark', largely unexplored, deeply mysterious, forbidding, yet fascinating continent. To the Victorian mind it just had to be explored, for Europeans to be enlightened as to its myriad mysteries and for them to 'bring enlightenment' to millions of 'poor black souls living in darkness'.

Of course, there was the attraction of wealth and power to be gained as well!

A look at a map of the continent (see opposite page) in the late 19th century clearly shows how the 'Scramble for Africa' divided the continent with a scandalous disregard for the existing indigenous peoples. The competing European powers faced potential conflicts as they established their territories, squabbling over borders as dogs might fight over bones. The extent of the French African Empire is plain to see, spanning much of West Africa.

One other thing is clear - the importance of the rivers that cut through vast areas of inhospitable terrain, acting as highways for travel.

CONQUERING THE JUNGLE

West Africa, including Dahomey, Equatorial Africa, Madagascar and Indochina all featured dense and often impenetrable jungle. The best way to overcome this formidable obstacle, when troops needed to move inland and expand the colony from the coast, was to use the natural river highways available. Thus, again and again, there are instances of all the European powers making use of armed boats – gunboats – to spearhead exploration and military expeditions.

Used as transport, weapon support and supply vehicles their first use can be traced back to 1841 and the British River Niger expedition, which included three iron-hulled paddle steamers (the first of their kind in RN service).

Both Britain and France built gunboats for the river systems in West Africa, many of which had very shallow hulls that could manage drafts of only one to two feet. Thus, if running aground, local natives might be 'prevailed upon' to pull them off again.

Looking to the French, in 1883 Colonel (later General) Gallieni took part in

YOU TONKIN TA ME?

This participation game, run by Gringo 40s and friends, won the Best Presented Game award at Salute 2019.

The board represents the battle at Tonkin from the Sino-French war, where the French army was involved in fierce fighting against the Chinese 'Black Flag', enlisted to aid the disorganised Vietnamese forces. You can see more of this game in *Wi383*.

With gunboats on the rivers, and the French Navy dominating the seas, the Sino-French war is another suitable option for this month's riverine theme. If you want to make wider use of *Cannonières* and other French naval vessels, it's well worth investigating.



SEE MORE IN
THE W3 VAULT

See more on this game in *Wi383*

operations on the upper River Niger, where a small gunboat, *The Niger* was launched to protect newly established French posts gained in the French colonial expansion from Senegal, Guinea and the Ivory Coast.

Knowledge gained of the territory was largely the work of the French officers involved. In 1885 Captain Delanneau made a voyage past the ruins of Sansandio, as far as Diabarbe. In 1887, the gunboat made a more extended voyage, this time reaching the mysterious and fabled city of Timbuktu. Lieutenant Hourst made another voyage from Timbuktu in 1896 and navigated the Niger to its mouth. The list goes on.

However, it was in Dahomey and on Madagascar where the use of gunboats, in combined operations with landing troops, was a vital part of the majority of armed conflict.

FROM HISTORY TO TABLETOP

For some time now I have been wargaming the events of the 'Scramble for Africa', using Chris Peers's excellent rules *Death in the Dark Continent*. Chris was clearly inspired by the history of Africa and its colonization and his book, published by North Star, is so much more than a book of wargame rules.

The rules themselves are, happily, hugely playable, allowing gamers to choose 'factions' from the plethora of those referred to in the



Above: A map of Africa in the late 19th century, showing how the European powers had carved up the continent in their 'scramble' for colonies. The major rivers, which provided highways into the interior, are shown in a darker blue.

text, both indigenous and European. armies can be fielded using a simple, but well-thought-out points system. Reflecting the nature of the many small (by European war standards) conflicts in Africa, armies are not huge and, thus, collecting a tabletop army for *DitDC* is within reach of most wargamers.

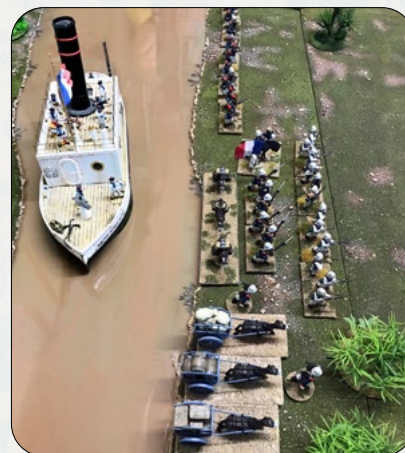
Chris's extensive knowledge and research of all things African is well reflected in the book and rules, which represent a massive and comprehensive undertaking. I became drawn into the period and the rules whilst gaming with my good friend Dr. Nick Gilmore, who already possessed some fine armies for the period, along with many quirky vignettes, animals and little details that make gaming this period so attractive.

After playing several games I, inevitably, wanted to field a faction of my own: but where to start? I settled on a French 'Armée d'Afrique' for a number of reasons; I like the élan of the French army of this period, I have always been interested in the exploits of the French Foreign Legion, I am attracted to the French uniforms of the period – especially the native troops – and I knew there was a good range of figures available by Artizan Designs/North Star that would fit the bill.

The many different troop types fielded by the French in their colonial wars are also an attraction: in West and Equatorial Africa (as, also, in their other colonies) the French mainly fielded *Infanterie de Marine*, *l'étranger Infanterie* and a variety of native troops – in this case *tirailleurs Sénégalais*, the well-trained backbone of the French colonial army in West Africa. The French navy also played an important role in most of France's colonial wars. It was an essential method of transport for the army and a support weapon for amphibious landings, coastal actions from the oceans, and for inland actions via the rivers into the interior of the 'Dark Continent'.



Left: A near-contemporary illustration of *Tirailleurs Sénégalais* and (above) their 28mm counterparts, converted from Artizan Designs figures.



Above right and below: Nick's forces hit the shore and prepare to defend themselves against possible threats.



CONQUEST IN PICTURES

The French were as proud of their empire as the British were of theirs, and regularly featured news of it through their newspaper *Le Petit Journal*. Much like the British *London Illustrated News*, but with the added attraction of a coloured front page, these publications have left us today with a valuable source of reference through their beautiful engraved illustrations. Study these illustrations and it becomes clear that West Africa, Equatorial Africa and Madagascar were as important to the contemporary French public as their North African and Indo-Chinese possessions.

On these pages one will see finely drawn, stirring pictures of French marines and *tirailleurs Sénégalais* storming Hova fortifications on the island of Madagascar, or bravely facing the dual terrors of rampant tropical disease and head-hunting amazons in the steamy jungles of Dahomey. Other illustrations depict the meeting of French explorers and accompanying troops with the kings and chiefs from the multitude of different peoples inhabiting the coastal regions around West Africa and then the ones living deep in the interior regions.

CARVING UP AFRICA

It is notable how few incidences there are of armed conflict between the European powers themselves in Africa. With some small exceptions, animosity between the European powers was kept to name-calling, official protests and stand-offs.

On the whole, the carving-up of Africa – like a huge joint of meat – was undertaken with astounding arrogance by the European powers calmly settling disputed boundaries between themselves. All European powers used locally recruited natives in their military forces, of course, and much ‘diplomacy’ and skulduggery featured in gaining territory through treaties with local princes or inciting them to shun the advances of other European rivals.

This makes for an almost endless series of ‘what if?’ games, where a French army might well get into deadly battle with a British army in some disputed territory between existing possessions. You only need look to the map of the continent to see that vital tributaries traversed between territories controlled by varying European powers.

Of course, such a battle in reality would inevitably lead to all-out war, and nobody really wanted that in the 1880s and 1890s. For our purposes, though, we can certainly toy with the possibilities of isolated commanders being panicked into a fight as territorial boundaries blur, with little consideration of the grander consequences.

When armed conflict did finally happen between Europeans in Africa, it was

because of the outbreak of the Great War in 1914. *Death in the Dark Continent* provides so much information for gamers to form their historical and ‘what if?’ actions around this period.



MY OWN FRENCH GUNBOAT

Inspired by the history, I felt a strong urge to add a gunboat to my 28mm Armée d’Afrique. As luck would have it, I already had the makings of such a boat. I had already shaped a suitable hull from blue high-density styrene – one of those abortive projects that litter all wargamers’ workrooms, intended as a German gunboat for Lake Tanganyika during the Great War.

I re-shaped this hull with card and went to work with a host of other materials to achieve my goal. For many details I scoured the internet, seeking out model boat parts, and without too much trouble I put together *La Reine Africaine*, my French gunboat circa 1890. With the boat made and painted she needed a crew and mine are from Askari Miniatures, who have a wide selection of figures in their French Army of Africa and (ideal for my gunboat) a set of seven French sailors with the correct uniform distinctions, such as their pom-poms. Duplicating the gunboat’s decking effect on the crew’s bases makes for a more cohesive look.

‘LA REINE AFRICAINE’ FRENCH GUNBOAT C1890

Rails, port-holes, and other nautical fixtures and fittings purchased from ‘Cornwall Model Boat Fittings.’

Deck and substructure made from a solid piece of high-density blue foam, shaped for the main body of the boat. Deck ‘planks’ scored into foam.

Deck-mounted 37mm revolving cannon from HLBS.

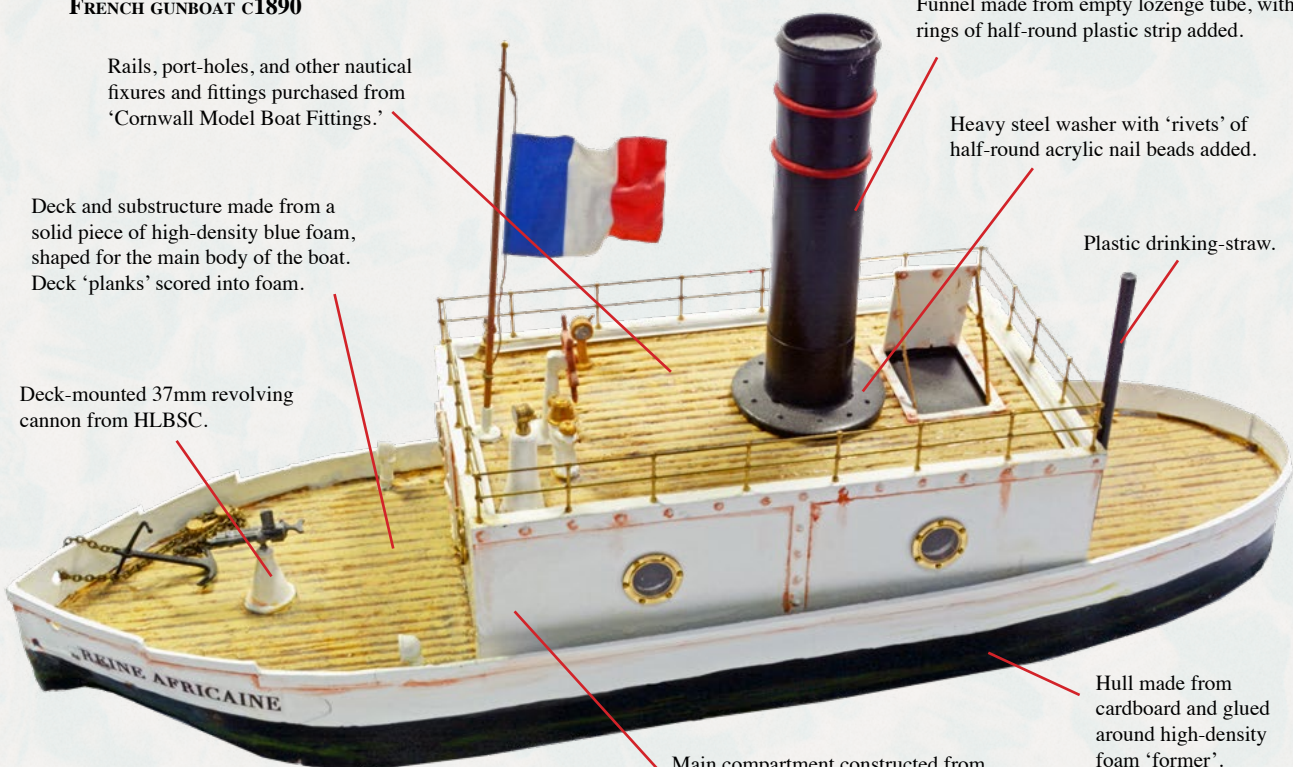
Funnel made from empty lozenge tube, with rings of half-round plastic strip added.

Heavy steel washer with ‘rivets’ of half-round acrylic nail beads added.

Plastic drinking-straw.

Hull made from cardboard and glued around high-density foam ‘former’.

Main compartment constructed from plastic card and detailed with half-round acrylic nail bead ‘rivets’.



OVERCOMING PROBLEMS

As the Europeans operated in increasingly ill-suited conditions, solutions had to be found to make the vital use of boats and gunboats continually possible. Ocean-going gunboats were great for coastal landings, but their heavy weight and lack of mobility was restrictive when used on inland rivers. Many natural obstacles – not least waterfalls and cataracts – meant that a way had to be found to overcome them. The solution was to construct prefabricated boats that could be dismantled and hauled overland to the next navigable river spot. This generally meant hundreds, sometimes thousands, of native porters.

Another major problem encountered was fuel, or rather the lack of it. Normally, coal would be used, but re-supply proved a phenomenal task. Instead, boilers were converted to burn wood and, thus, fuel had to be cut from the trees along the riverbank as the expedition progressed. Of course, this made the journeys slower and the expedition more vulnerable to attack. The larger-than-life exploits of Humphrey Bogart in Huston's timeless movie *The African Queen* and those of arch-villain Fleischer in *Shout at the Devil* in overcoming the odds of using river vessels are, perhaps, not so farfetched.

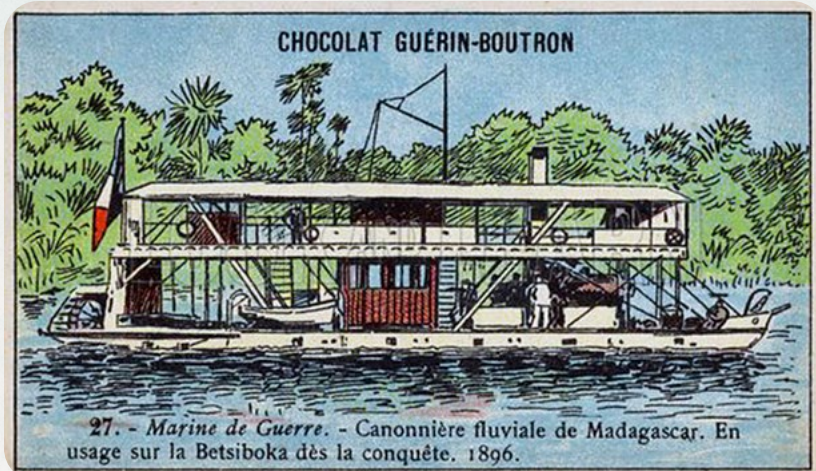
One well-documented example of a prefabricated French gunboat being hauled overland and re-floated was during Marchand's expedition in 1898, from Gabon, in French Equatorial Africa, to Fashoda in south Sudan, aiming to gain control of the upper Nile river basin and exclude Britain from the Sudan. For this purpose, Marchand borrowed a Belgian gunboat, the *Faidherbe*, sailed up the Ubangi River as far as possible, then dismantled the boat to carry it overland, including its one-ton boiler! The occupation of Fashoda almost led to armed conflict between Britain and France and is forever known to history as the Fashoda Incident. Like so much of African history of this period it makes for a great 'what if?' wargames scenario.



CHANGING THE FRENCH EXPANSION INTO A CONTRACTION!

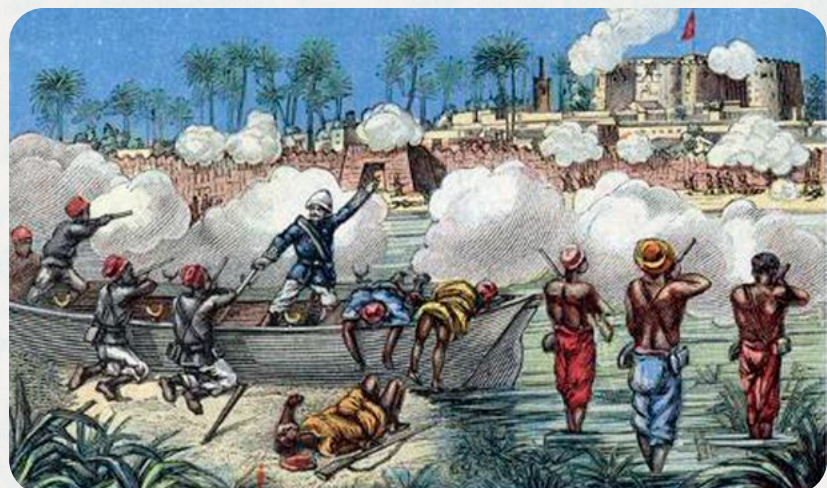
Unlike the French's historical expansion which, as with the other European powers in Africa, largely overcame their indigenous adversaries, my 28mm Armée d'Afrique has not enjoyed the same success. Despite having the same superior technology, weaponry and troop quality that the Europeans possessed my troops have fared rather poorly. This is more down to my legendary poor generalship, I reckon, rather than Dr. Nick's superb native armies ... but I would say that, wouldn't I?

I hope my adventures into Africa will inspire some readers to have a go themselves. *Death in the Dark Continent* is a fabulous ruleset, you don't need a huge army to play, and the games are full of character, diversity and intrigue – a balance between the perceived glory and actual ignominy of this period. If nothing else, recreating the stirring pictures of the Armée d'Afrique in action (accompanying this article in the form of contemporary sources (Dahomey and Madagascar) and my own fictitious tabletop recreations) is extremely rewarding!



Above: French River Gunboat as pictured in a contemporary illustration.

Below: Battle of Kousseri, 1900, River Chari.





ECW



MEDIEVAL



DARK AGES

MERRY CHRISTMAS!
AND A HAPPY NEW YEAR

ACW



MEDIEVAL

**SECONDHAND
WARGAMES FIGURES
BOUGHT & SOLD**

15mm & 25mm
Classical to WWII Eras in stock
Trading in figures, books &
games since 1993

Figures wanted for cash, part ex. or new for old

99 Birchover Way, Allestree,
Derby. DE22 2QH. UK

Telephone: 01332 559025

Email: hindsfigsltd@btconnect.com

MANY MORE PERIODS AVAILABLE!
ALSO
HINDS FIGURES OFFER A
COMPREHENSIVE
PAINTING AND
BASING SERVICE



HINCHLIFFE MODELS

A PART OF HINDS FIGURES LTD



VISITORS BY APPOINTMENT ONLY
We accept Cheques, Credit Cards and PayPal

www.hinchliffe.co.uk

Q&A:

Test of Honour S E N G O K U

The first expansion for *Test of Honour* is here, bringing clans and more to the Sengoku period skirmish game. Graham Davey, the Daimyo at Grey For Now Games, gives us all of the details.

Wargames Illustrated: Graham, thanks for coming over to WI HQ. So, a new expansion, *Test of Honour: Sengoku* - does this change up the period at all?

Graham Davey: Well the game's always been set in the Sengoku period, the Age of Warring Clans, where there's a massive civil war in Japan and all of the clans were in battle. The new game focuses in on those elements a bit more closely.

There are 20 new scenarios, new weapon types, rules for burning buildings, lots of fun stuff! The meat of the book is about the clans and the rules allow you to differentiate the various clans and play with rules for your favourite.

We're covering twelve of the most famous clans. These range from the honourable ones to some really nasty ones; you'll be able to use unique rules for each one of those.

The way you play is to choose your clan at the beginning of the game, but also choose an ally from one of the other clans. This gives access to some of their rules too, so there's lots of combinations possible.

Wi: So, this was a chance for you to get more granular; dig into the aspects that epitomised each clan's approach to warfare?

GD: Yes, absolutely. You've got the Shimazu clan who were one of the very honourable, traditional clans. The rules bring out that aspect in them - full frontal assault, nothing dodgy and dishonourable at all. Some of the clans are famous for adopting particular weapons. The Takeda were famous for their cavalry, Oda were famous for adopting muskets very quickly, so you can emphasise those aspects. There are also some of the more unpleasant clans, who were into bribery and underhand tactics, so it depends, whatever you fancy you can focus on that, as well as a little bit of something else with your allies as well.

Wi: Are the allies represented as alternative models on the tabletop?

GD: Well, the easy thing to do is just determine "those four guys are going to be my allies" but it's a good hobby opportunity to paint up some new guys in different colours and have all the iconography on your models that specifically sets them aside as allies.





We've also included, if you don't want to play as one of the clans, the *Ikkō-ikki*, who were warrior monks and peasant rebels; Ronin, if you want guys who are just masterless wanderers fighting for money; ninjas, if that's your bag; or simply bandits. These are all in the game and you can imagine any of those, for whatever reason, fighting for the clans as allies or mixed in with your main force.

Wi: And do you have new models on the way to tie into this?

GD: There's a variety of new things on the way. Some *Ikkō-ikki* peasants will reinforce the *Sohei* monks and we've also been working on some of the new weapons that are included in the book. There are guys with *ozutsu*, which are big really heavy muskets – virtually a handheld cannon.

Wi: You said 'handheld cannon' with quite a lot of glee in your voice there! Is it things like that that get your juices flowing as a designer and give you inspiration?

GD: Well I've done a lot more research this time around. The first time we wrote the game I had a general knowledge, mainly based on samurai films. [laughs] This time around I've done a lot more actual historical research and reading about the different clans and stories. There's just a variety of very unusual weapons, interesting stories, and it's all come out here. I've found that really inspiring and it's present in the book.

Wi: And has that changed your approach as either a game designer, or as the artistic developer for the range?

GD: I don't know if it's changed the approach – I think I've always tried to make the game rules, the mechanics, really reflect what is being represented. I think that's an important approach. It has been very inspirational in some ways. For example, there are 20 new scenarios in the book. Pretty much all of those are inspired by the characters and stories of the different clans.

Each of the scenarios is based on a different clan but it doesn't mean you have to have that clan to play it. So, for the Takeda who I mentioned before, with all their cavalry, there's a swift attack scenario.

The Hōjō clan - they were upstarts at the beginning of the period, they weren't a ruling clan. In fact, the Hōjō clan didn't exist at all. The head of the clan decided to overthrow his master and call himself Hōjō, an ancient clan name from hundreds of years before, to give himself an air of respectability. He then went and befriended

GREY FOR NOW OR GREY NO MORE?

Test of Honour Second Edition was released in June of 2019 by Graham's then fledgling company Grey For Now Games. Throughout this interview Graham talks about Grey For Now Games as 'we' but, as with many smaller game studios, that 'we' is mostly Graham himself, along with some freelancers who provide art and sculpts.

Graham puts it this way: "I'm doing it all myself, it's a proper one-man band. I do all the design and the writing but I'm also packing boxes and sending out orders to people – it's just me!"

Test of Honour was originally released when Graham worked at Warlord Games. After he and co-developer Andy Hobday left Warlord, each set out on their individual projects. Andy now co-owns Footsore Miniatures & Games, while Graham's focus stayed on ancient Japan; *Test of Honour* is his ongoing, growing baby.

At its core *Test of Honour* is a small skirmish game with forces of around twelve or so models. They are led by a hero, who is supported by some companions, and various clan soldiers. The name Grey For Now is a play on Graham's (then) rather bare, unpainted miniature collection. It seems, by focusing on small skirmishes and getting some rather talented painters to do studio jobs on his range of models, that the name is a little less apt. Things are looking rather brighter!

the guy in a neighbouring castle and when they went out hunting together, he murdered him too and took his castle. He gradually expanded into the whole of the province.

There's lots of stories like that and there's a scenario that's been inspired by that called 'Tea and Treachery'. It starts with all the characters from the two sides sitting down at a tea ceremony before it all kicks off and reinforcements come in from the sides. So that's just one example of how the history is inspiring the gaming.

Wi: Is that where you feel that the smaller skirmish rules fit with your design aesthetic, allowing you to get into more personal scenarios?

GD: Yeah, I think there's obviously lots of big battles in the Sengoku period but *Test of Honour* allows you to explore smaller stories because you have maybe ten, twelve models on each side. You can obviously play stuff that's inspired by the big military battles, that had 10,000 on each side but you just know that there must have been all these untold little stories and skirmishes – oh this lone guy and his two friends were sent to deliver a message and got ambushed – all these little, interesting tales that you can reflect on the table and choose which combination of models you want.

For me it brings it back to creating a cinematic story, rather than a purely military or historical story.



Wi: Ok, let's put you on the spot with a marketing challenge – what are this expansion's unique selling points?

GD: I'll explain how the clans work in more detail, but a few other bits first. There are rules for burning buildings, [See Playing With Fire - Ed] I've chucked in rules for cannons ... for a ten person a side game they aren't a standard part of *Test of Honour* but I spotted on Facebook that people had got their Samurai cannons so decided to include that.

There's rules for new weapons – there are the heavy muskets I mentioned, some new ninja weapons like tiger claws and weighted chains that they could spin around to entrap people. There are other unusual weapons like the *jutte* – a metal, sword-shaped bar, with a hook, designed to trap the enemy blade.

Then there's the main event – the clan rules themselves.

Wi: Yeah, we're eager to hear about the clans!

GD: Each clan has four different abilities you can choose from. At the start of your given battle you choose two of those abilities that you can use. These could be things like a bonus for a weapon the clan favoured, so the Oda clan get a little bonus with muskets. The Takeda clan get a bonus for horseback troops. Each clan has their own unique one of those.

There are other things – attacking unaware warriors would be an underhand, dishonourable bonus. Clans that trained hard may get more skill cards.

As well as choosing two of those four you also choose one skill from your ally. That gives you lots of combinations to try and as you play the abilities are triggered by new action tokens, which go into the bag. [Action tokens are drawn during the turn to determine the order of events and run the game – Ed] When those are drawn you choose which of your three abilities you are going to use at that point.

I went with that approach because there is already, inevitably, a lot to remember as you play – the basic rules, the skill cards – so I didn't want to create a whole extra layer of complexity that runs throughout the game. This means you just think about those extra bits at that specific point of the game, when the tokens come out. At that point you switch onto those new rules, work out which is best.



PLAYING WITH FIRE

One of *Test of Honour: Sengoku's* new additions is Buildings on Fire - the ability to set buildings alight. This can be done by any warrior within a building; the Fire Starter upgrade allows groups or followers moving past a building to set it ablaze, archers can even cause fires from range if they have the Fire Arrows upgrade.

Graham seems really excited about the options that this rules addition brings:

"Burning buildings allow more fun scenarios, from simply one side defending the village while the other tries to burn it down, to more complex possibilities. Maybe some bandits are raiding a village to steal from it, so they set fire to buildings to create chaos. There are already rules in the game for attacking a force that doesn't know you are coming – the unaware rules – so we've introduced the idea that if a building is on fire the guys who would normally move around randomly will head to the burning building. In theory that allows you to set a building alight in one place to sneak around the other side. So, there's gaming opportunities and it creates more storytelling, which for me is the real driver."



Wi: And maybe change your strategy accordingly?

GD: Absolutely!

Wi: It sounds like a cool system. A tactically astute player might be thinking 'this token could be on the way' and know that when it appears, they can adopt a more aggressive approach. Is that something you've encountered in playtesting?

GD: Yeah, it matters when in the turn the token comes out. Some, like the weapon skills, tend to give the bonus for the





rest of the turn. If the token comes out at the beginning of the turn then that's great but if it's at the end, then maybe you want to choose something else with more of an instant effect.

Wi: You mentioned earlier that you saw the community had cannon models and you added them because of that. Do you like that process – seeing what's going on with your fans and changing things accordingly?

GD: Yes, absolutely! I tend to be on the Facebook group quite a lot. It's a really nice, friendly community who are helpful to newcomers, and there are a lot of people

there who know far more on the subject of historical Japan than me. [laughs] It's a great place to get inspiration and ideas. They've all been helping to playtest all the scenarios, which have been thoroughly tested by volunteers in the community. They've made sure everything works and given suggestions for how to tweak and change things. It's been really nice.

Wi: Has lockdown affected that playtesting?

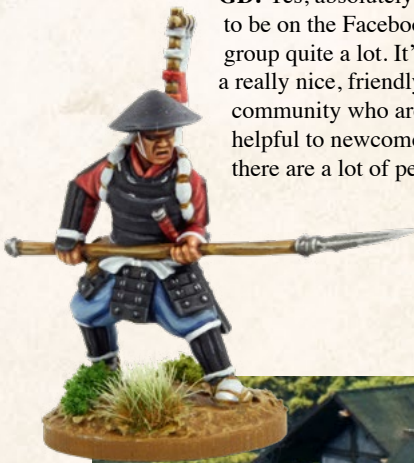
GD: It's swings and roundabouts – people have had more time to paint and anyone happy to solo play hasn't had a problem. But yeah, it's been harder for people to get together and play games. There wasn't much happening early on in lockdown but the last month or so there's been much more really useful help.

Wi: And not content with doing everything else, you've learned some new skills in lockdown too?

GD: Yeah, I thought I'd dabble in digital sculpting. It's something that's interested me for ages, and I've been through all of the processes of briefing other sculptors to design miniatures for me. I had a go, it seems to be going OK! I've got a few of my own sculpts 3D printed and painted up for me. The plan is to get at least some of those on sale, roughly in conjunction with the release of the book. The *ozutsu* heavy muskets will probably be some of the first.

Wi: And have you got any more plans or are you too focused on this release?

GD: I've got lots more ideas for models – there's a lot of scope. I have an idea to do a box of baddies! We already did the Unlikely Allies set, a collection of disparate characters who are all more or less good guys. The idea is to do a flipside and have an eclectic collection of ne'er-do-wells and ruffians and rogues. So nothing really started apart from sketches but that's one of the next things coming.



A BRIDGE TOO FAR?



Regular contributor Neil Smith dives into this month's Riverine Warfare theme. However, he's not even donned his trunks, he's keeping dry by traversing the many possibilities and problems associated with bridges over rivers in wargames.

Most of us have played a wargame over a tabletop that features a bridge. Indeed, there are few tabletop sights better than a carefully built bridge, laid across a lovingly painted river, ready for your regiment to cross, or your Tiger to take up position on and defy all-comers.

They don't just look great. Bridges have been an integral part of warfare throughout military history. They are vital to communications and logistics, which are of course crucial to any strategy. They also create puncture points for river line defences, where an attacker wants to seize the bridge and the defender usually tries to destroy it, or at least defend it with everything they have.

The reality of bridges in games, however, is that they don't often live up to their

visual or strategic promise. If they are not integral to the game, then they waste valuable gaming space. If they are the focus of the game, then they can render the river being crossed as negative space.

At their worst they narrow the game's focus to that single crossing point, with most of the deployed armies having little to do. At their best they do the same, narrowing the game's focus to that single crossing point, but with the entirety of each army doing all they can to aid the taking or crossing of the bridge. It's a fine line - one that I will attempt to traverse by looking at military history, then putting forth how we might manage the scenarios on our wargaming tables. All of these bridge problems are adaptable to fit any period with some imagination.

BRIDGEHEADS

Bridgeheads are formed when an attacking force crosses a bridge, then holds their position until the rest of the army arrives. In wargames, however, the attacker is often caught on the bridge by the enemy and cannot proceed. This can stall the game while new units are funnelled onto the bridge and others wait for their turn to enter the grinder.

One solution is to allow the attacker to create a bridgehead with a percentage of his force, perhaps determined by a random dice roll, or set the defenders back so that they must move before coming into contact with the crossing force. Either way, the idea is to take at least some of the battle off the bridge.

Above: Pegasus Bridge by Scritissa, from the Warlord Games set of the same name.

STIRLING BRIDGE, 1297 – SCOTTISH WAR OF INDEPENDENCE

This was a battle in the Scottish War of Independence fought between a Scottish army of about 6,000, commanded by William Wallace and Andrew Moray, against 9,000 English under John de Warenne, Earl of Surrey, and Hugh de Cressingham. Wallace and Moray led a rebellion against King Edward I. The rebels marched on Stirling, the strategic key to Scotland. The English army arrived soon afterwards, but to get to the Scots they would have to cross the narrow Stirling Bridge. Despite that, Cressingham ordered the English to cross. The Scots watched, knowing if they attacked too soon the bulk of the English would be unaffected. When around 2,000 of the English were across, including heavy knights, the Scots attacked, defeating a charge by the knights and cutting the rest off at the bridge. Surrey ordered the bridge destroyed then he retired. The hated Cressingham died in the fighting. For wargaming, the Scots attack might be decided by a D6 with modifiers to stall them after a certain percentage of the English have crossed.



The Scots attack the English vanguard during the Battle of Stirling Bridge. Stirling Bridge and Falkirk 1297–98 by Peter Armstrong, illustrated by Angus McBride. © Osprey Publishing Ltd.

GREAT BRIDGE, 1775 - AMERICAN REVOLUTIONARY WAR

Not all battles for bridges are epic events. In December 1775, Britain's American colonies were in full revolt. Virginia was as conflicted as everywhere else, and the Royal Governor Lord Dunmore was rapidly losing control.

He cobbled together a makeshift army of around 400, with a couple of artillery pieces, and the famous Ethiopian Regiment recruited from former slaves. Some were sent to the village of Great Bridge (which actually had a small bridge crossing the Elizabeth River) to build

a stockade and take the planks off the bridge, to prevent the Patriot militia from crossing upon their arrival. When Patriot commander Colonel Woodford arrived, he too constructed an embrasure on his side of the bridge and awaited reinforcements, building his force to 900.

Dunmore ordered reinforcements, increasing that force to about 700. The morning after they arrived, the British replaced the planks and attacked with British Regulars leading the way. Woodford allowed them to advance within 50 yards of his defences before unleashing a terrific volley that shattered the attack and sent the British back across the bridge. This was a short, sharp affair, but it might have gone the other way if the British stood up to the volley.

Construct your game around the wait, vary the quality of forces, or alter the arrival of the reinforcements.

Below: Great Bridge (a rather overinflated name!) at the time of the battle.



TEMPORARY BRIDGES

A common problem that faces commanders and armies is that the bridge they intended to use has been destroyed. In modern times, engineers have ready-made solutions in the form of pontoon bridges or Bailey bridge type contraptions, but two examples from the pre-modern era offer more flavour.

MILVIAN BRIDGE 312 CE – ROMAN EMPIRE

The most famous temporary bridge in the Roman world was built by Maxentius to keep his rival, Constantine, out of Rome. His idea was to weaken the stone bridge and build a temporary crossing, so that if he should have to fall back into the city, he could destroy his bridge; Constantine would be stuck on the wrong side of the Tiber.

Maxentius then took up positions facing Constantine, with his back to the river. Constantine noticed Maxentius had deployed with no room to manoeuvre behind, so he launched his cavalry at Maxentius's flanks while pushing

his infantry inexorably forward. Maxentius's planned retreat became a rout and with his whole army trying to get across the temporary bridge it collapsed, pitching them into the river along with Maxentius.

To recreate the Milvian Bridge battle, start the battle with Maxentius fully deployed and Constantine fast approaching. If the expected happens Maxentius must try and get his army across the temporary bridge in good order to fight another day. There has to be limits for the bridge, which might collapse.

You could tie a die roll into the state of the battle for Maxentius, so that, perhaps, the bridge might collapse (see sidebar). You can do the same for the weakened stone bridge. The key here is that Maxentius might escape unless Constantine gets to him or the bridge collapses. You can also widen the battle out along the riverbank with the cavalry charges and infantry assault. Can horses swim?

Below: Death of Emperor Maxentius at the Battle of Milvian Bridge, Rome, 312. Without warning, the bridge collapsed and Maxentius and his officers were all hurled into the River Tiber and drowned. Constantine was thus rid of his main rival for power in Rome. Illustration By Severino Baraldi. Used under licence.



BEREZINA 1812 – NAPOLEONIC RUSSIAN CAMPAIGN

Napoleon's Grande Armée, over 600,000 strong, marched into Russia in June 1812. Less than six months later, that army was barely recognisable as it retreated in the bitter Russian winter, pursued by the Russian army and harried around the edges by fast moving Cossacks. The French reached the River Berezina in late November expecting to cross the ice and keep moving, but the ice had thawed, compounded by the Russians destroying the nearest bridge. The only solution was to hold off the Russians while they built a bridge; Napoleon's engineers got down to work and a rearguard defended heroically while the French cavalry and infantry made good their escape.

A second bridge was rapidly built for the artillery, which was used to provide covering fire for the depleted rearguard as they too made it across with the exception of two Dutch Regiments that fought until forced to surrender.

To play a game of the Berezina retreat the French army must cross the bridge but has to build it first! Deploy a French rearguard and have the rest of their force waiting to cross. The Russians are coming and the rearguard cannot leave their positions until the rest of the French army have crossed the river. If the French can get at least two-thirds of their army across it's a win, manage to get them all across and it's a true victory from the jaws of defeat.

Play the game with mystery surrounding the time each side has left. Before play begins the French player rolls a D6 + 6 to determine the units of work needed to build the bridge. Roll a D6 at the start of each French turn and complete that many units of work. Retreat over the bridge may only begin when the work total required has been passed.

Below: The retreating French are attacked as they try to cross the Berezina river. After the thaw, 36,000 bodies were recovered.



COLLAPSE!

Bridge Collapse could be worked into any of your games but would be especially relevant to temporary bridges. You can use a simple dice-based system: when the roll, minus the number of units across the bridge, is 0 or less it collapses. You'll need to vary the dice used depending on the number of units in the game and how resilient you want the bridge to be.

Right: American troops inspect the Remagen Railroad Bridge which collapsed killing 33 American engineers and wounding 63.



SUPPORTED BRIDGE ASSAULTS

Once the gunpowder era came into full effect the more efficient, long-range weapons, meant that crossing bridges required adequate support, rather than brute force. We can now widen out the battlefield to include counter-battery fire or a softening up of bridge defences. In the previously mentioned Great Bridge battle, for example, could the British have used their two cannons to greater effect?

The problem here is one of balance: if either side has too much firepower then the other side's objectives almost certainly cannot be met. Therefore, if a bridge crossing is pivotal to the game, there has to be some pre-battle agreement between the players to allocate adequate and balanced forces.

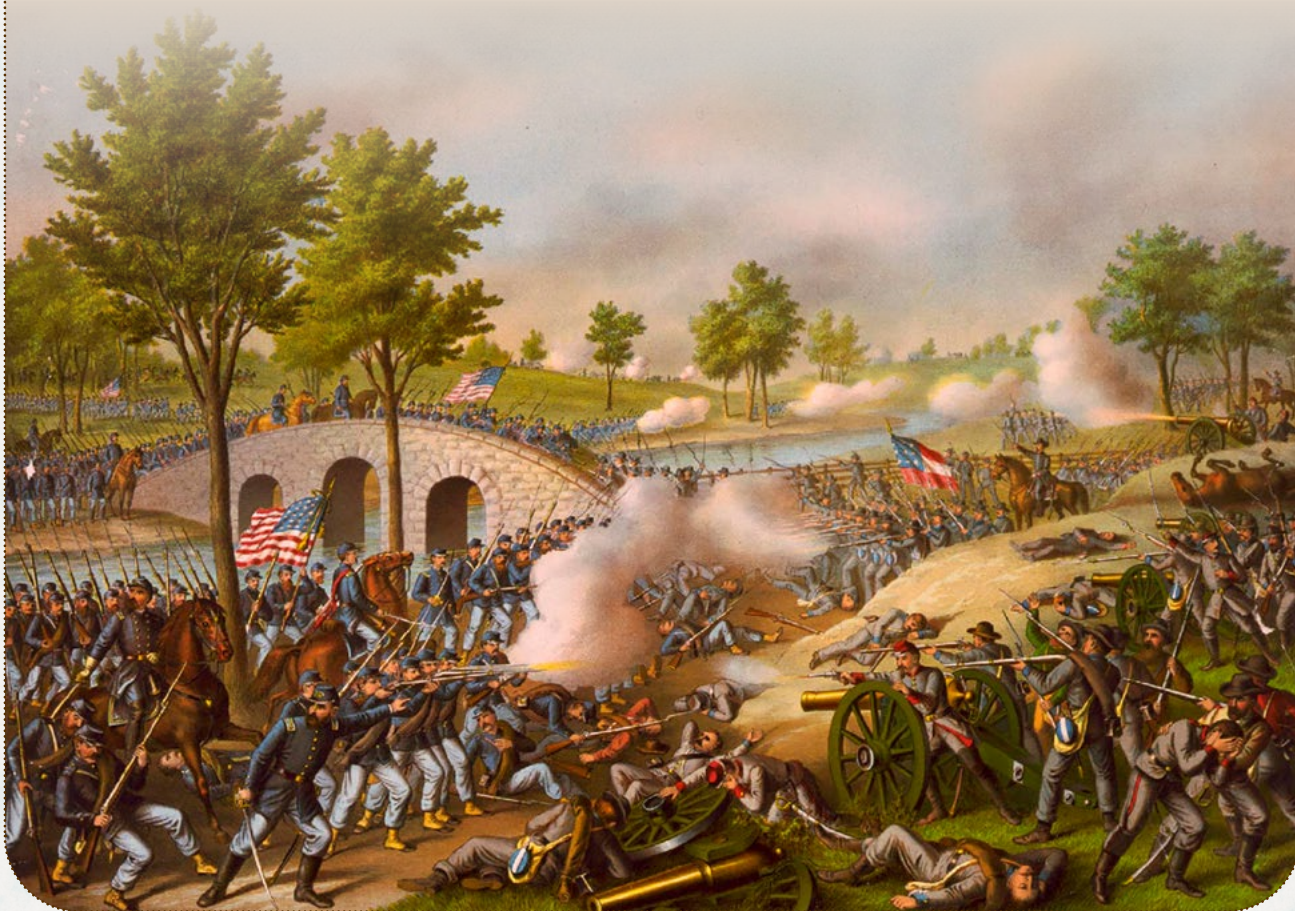
ANTIETAM, 1862 – AMERICAN CIVIL WAR

The most famous bridge in American military history is probably Burnside's Bridge at the Battle of Antietam. This engagement took place in Maryland on 17 September 1862 between the Union forces under General George McClellan and the Confederate Army of Northern Virginia, commanded by Robert E. Lee. The battle took place along Antietam Creek in three distinct areas, but the one we are concerned with was the Union attempt to cross the stone three-span Burnside's Bridge while under Confederate fire from the high ground on the opposite bank.

Five hundred Confederates held off two sustained attacks and delayed 14,000 Union soldiers from entering the primary battlefield. The third assault succeeded through supporting fire against the Confederates combined with weight of numbers.

This a difficult battle to replicate under any rules, and in a recent game in which I played, the Confederate player brought artillery up to point straight down the line of the bridge, all but ending the game. In order to provide a chance for both sides to win, we had to re-organize the terrain cover on both sides of the bridge and push the Confederate artillery out of range. Balancing the various factors was therefore key to a successful game and is something to consider in your games.

Below: An artist's impression (i.e. it's not correct!) of the fighting around Burnside's Bridge at the Battle of Antietam.



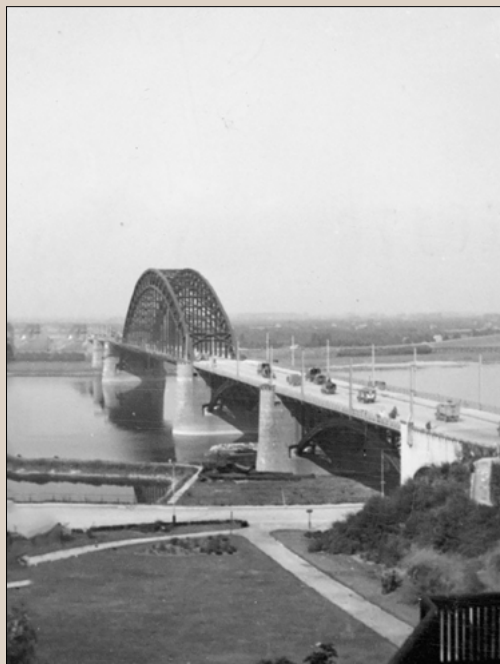
NIJMEGEN, 1944 – WORLD WAR 2

The action at Nijmegen, as part of Operation Market Garden, covers a few of our bridge gaming problems. For the moment, though, we will look at balance.

Nijmegen had two bridges across the Waal, either of which would do for the attacking American paratroopers of the 82nd Division to cross and clear the way for XXX Corps coming along behind. They tried on 17 September, but the paras could not gain a foothold at the Allied side of the bridge. Another attempt the following day failed too – and this was just to get on the bridge!

XXX Corps arrived on the 19th, which allowed an assault supported by tanks. But the 10th SS Panzer Division had sent reinforcements too and the Allied attack again faltered. Finally, the 82nd conducted their famous river crossing in small boats while under heavy fire and created a bridgehead from where they could turn the German defences and open the bridge from the other side.

For wargaming purposes, it is the shifting balances that interest us here as first the Germans, then the Allies, then the Germans again seem to hold the advantage. Therefore, if we intend to bring on reinforcements to affect balance, the starting balance is not that important. It would be entirely possible for you to create your own ‘what if?’ scenarios, by playing a game for each day of Operation Market Garden and altering your reinforcement numbers based on your level of success in the battles.



AIR ASSAULT

Having arrived at Modern warfare, we have to consider the role of air attacks in fighting over bridges. For wargaming this may be in supporting the troops on the ground. For defenders that might mean blowing the bridge or holding off attackers, for the attacking side air support will keep the enemy's heads down or destroy defensive positions.

The arrival of air support, in whatever form, should be randomized. Here are some possibilities you can work into your games:

- Roll 7 or more on a D6 to bring in the air support. Add one to your roll for each subsequent turn.
- Add objectives to your game that will make your dice rolls easier (e.g. +1 for getting a good flare launched, +2 for holding a comms point) or allows the instant arrival of air support.

Waves of air attack – this would make an excellent co-op game against a static, dice-controlled air defence. The Vietnam War is ready made for such attacks, like the US efforts to bring down the Thanh Hoa Bridge in North Vietnam in the teeth of a well-orchestrated air defense system.

MULTIPLE BRIDGES

One way to get around the bridge problem is to have multiple bridges contested on the table. These can take the form of bridges along a linear defensive line, such as a canal as at the Battle of Mons in 1914, or bridges on a winding river like those at the Battle of Cropredy in 1644.

The main tactical problems here become how to divide your forces to cover multiple bridges and how to use your lines of communication to switch forces around and gain the decisive advantage.

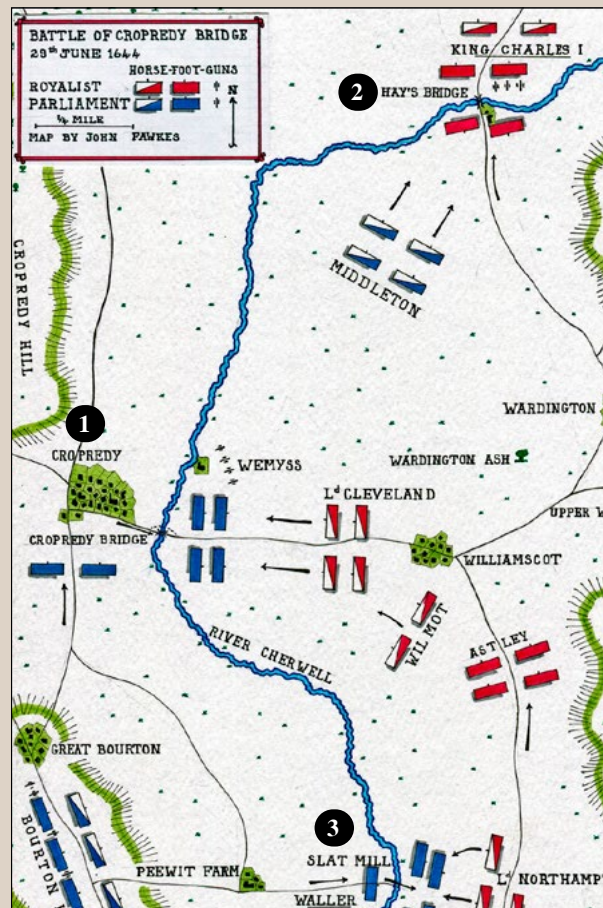
BATTLE OF CROPREDY, 1644 – ENGLISH CIVIL WAR

This battle incorporated two bridges and a ford, so we might even need to dip our toes in here! The year 1644 was not going well for the Royalists. King Charles I should have been safe in Oxford, but mismanagement of forces allowed a Parliamentarian force under Sir William Waller to pierce the Royalist defensive ring. When he fled Oxford, Charles performed some fancy footwork to shake Waller loose, but Waller was soon back in touch, shadowing Charles along the Cherwell River.

As Charles marched north (see map), past the village of Cropredy (1), he ordered some dragoons to seize the bridge and hurried to cross Hay's bridge (2), while the Earl of Northampton stayed behind to cover the Slat Mill ford (3). Waller saw his chance, ordering two regiments of horse across Cropredy bridge with nine regiments of foot, while he attacked across Slat Mill ford with another 1,000 men.

Waller's cavalry overran the dragoons at Cropredy bridge before galloping off to prevent Charles from re-crossing Hay's bridge, but musketeers repulsed them. Charles's horse crossed Hay's bridge and sent the Parliament forces back over Cropredy with severe loss, though the Royalists could not get across the defended bridge. The fight at Slat Mill proved inconsequential, though it does not have to be on the wargames table.

This is a testing battle to refight because you have to allocate your resources wisely at the crossings and, if you are playing Waller, use the interior lines of communication effectively. To really add extra interest, you could implement some of the ideas from Pete Brown's Chain of Command articles in Wi 392 and 393, adding more challenge and realism to this hectic battle.



MONS, 1914 – THE FIRST WORLD WAR



Above: Lance Corporal Charles Jarvis, of 57th Field Company Royal Engineers, preparing the demolition of the bridge at Jemappes, Mons, for which he received the Victoria Cross

The Mons Canal runs due east from the town of Condé to Mons then in a salient north round Mons and off to the east again. The terrain was flat, but the canal flowed through a built-up zone of villages, slagheaps, and pitheads in this mining area. No less than twelve bridges and locks crossed the canal, and it was up to the British Expeditionary Force to guard all the ones their sappers did not destroy.

On 22 August, the British took up positions along the banks of the canal, digging in only enough to provide basic protection. But there were an awful lot of Germans, far more than the British anticipated. The following morning, German cavalry appeared out of the mist, only to be driven off by the defenders. Then the shelling started, and a grey uniformed mass of infantry poured forward, supported by machine-guns.

The British met them with rapid rifle fire and threw them back repeatedly. But despite their heroics, the British could not hold off odds of 3:1 and, out in the west, their French allies were pulling back. The British had to withdraw.

Mons is a huge fight to recreate but worth it for spreading the battlefield across the table and having both sides allocate their resources to compete over the numerous bridges. To add a wrinkle, have the British roll a D12 (or a D6 per-six bridges) to see how many bridges their sappers can destroy before the German assault. You could increase the German pressure on the British flank part-way through the game, to represent the departure of the off-table French.



Above: A still from the film that launched a thousand wargames; A Bridge Too Far, 1977. The bridge in the movie is actually in Deventer - about 50 kilometres north of Arnhem.

THE BRIDGE ITSELF

A final option for wargaming with bridges is to get rid of everything else so that the table becomes the bridge. This came to me when I rediscovered my old Airfix Pontoon Bridge [Ed: See Wi390 for how to make your own!], but it applies to some of the most famous bridge battles of World War II.

We have encountered the bridge at Nijmegen, but the bridge they were all fighting for in Operation Market Garden was that at Arnhem, now aptly named The John Frost Bridge. This name honours the British paratrooper commander who, along with just 740 men, prevented the Germans crossing the bridge for four days. Then there was the bridge at Remagen, which the Germans failed to destroy, allowing the US forces that arrived on 7 March 1945 to fight their way across and establish a bridgehead.

In both cases for wargaming, the action takes place on the bridge as the defenders desperately held on. For an added wrinkle on Remagen, have an engineer team attempting to blow the bridge while under duress. For Arnhem, to push the Germans along, perhaps XXX Corps might arrive in the nick of time (as they could not do in the historical event).

And there you have it, some ideas for wargames involving bridges, demonstrating that they do not need to be a choke point in a game or merely an ornament on the table. Hopefully this article will inspire your own thoughts on how to fight over and around bridges and give you some basic house rules to implement.

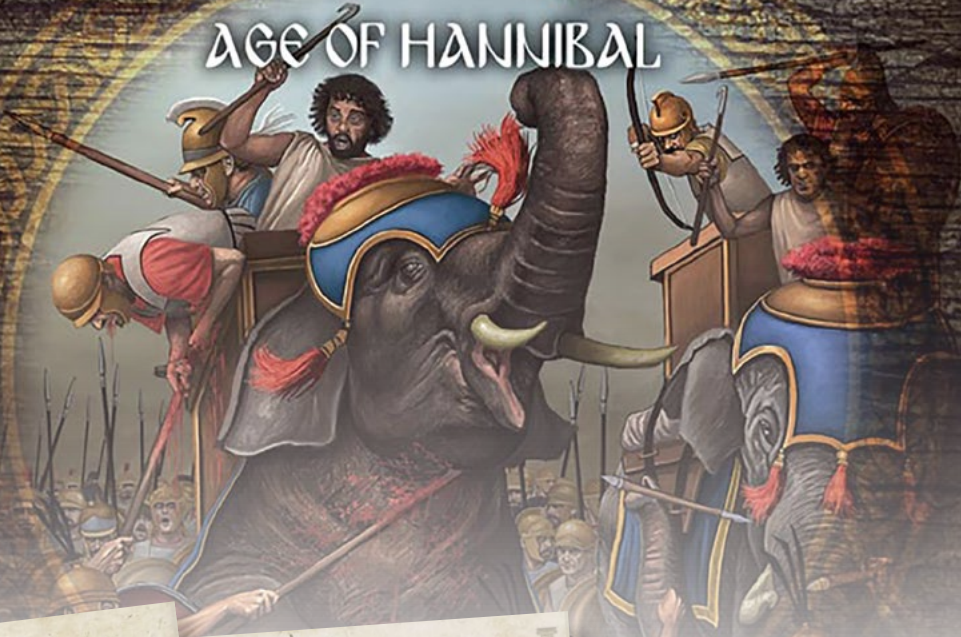
Below: Part of the impressive Flames of War: A Bridge Too Far game. See more in Wi268.



WHERE'S MY ELEPHANT?

SAGA

AGE OF HANNIBAL



Dom Sore's our regular guide through the SAGaverse, so we hastily handed the Hannibal expansion to him. He explores the *Age of Hannibal*, peruses the Punic Wars goodies, and gets rather attached to warpigs.

A rich vein of historical flavour to tap, and one the folks behind Saga have siphoned with their usual aplomb and style. The Universe takes the players to the western half of the Mediterranean and offers up control of the Carthaginians, Republican Romans, Gauls, Graeculi, Iberians, and Numidians as new Factions.

The book itself is the standard Saga Supplement format – a beautifully designed, hardback book, with battleboards that will be familiar to current players. It has me wondering if there is a way to adjust the design slightly, so the boards fit flat in the cover, but that is a minor gripe. Six boards are included, each representing one of the aforementioned factions.

Another year, another new Saga universe to take a look at. This time we're heading back to the late BCs of the Punic Wars, specifically the Second Punic War, where the struggle for domination of the Mediterranean Sea raged between Rome and Carthage. For some 80 years these struggles saw Rome almost defeated,

until the genius of Publius Cornelius Scipio came to prominence. Iberia was taken first, then Carthage's allies in Italy, followed by an invasion of Africa which caused Hannibal to be recalled and defeated. Ultimately, Carthage was destroyed entirely, and Rome ruled the Mediterranean for many years.

The book itself consists of the following sections:

- A brief introduction – covering the century of warfare between the two main protagonists.
- How to Use This Supplement – the regular getting started section.
- New Rules and Equipment – another regular feature of Saga supplements.
- Ruses – a new gaming mechanism bringing much tactical potential.
- The six factions – each covered individually.
- Mercenaries – available to be used in various factions.
- Epic Saga – vying with Ruses as the most interesting aspect of the new Universe, allowing larger battles to be played.

After an introductory, whistle-stop tour of the *Age of Hannibal*, the book gets into How To Use This Supplement. As usual, this section explains the battleboards to players – a must for those who may never have seen the rules before. I really wish more rulesets had sections like this to explain things. Just because a game has been out for a while doesn't mean everyone knows what is where and how to use it!

This chapter suggests the factions' relative difficulty to command too, another useful feature for newer players. Iberians are the most difficult to master this time around, with Romans and Graeculi the most forgiving for the novice player. There's also the first sight of the new dice that are in production for the factions – four new sets and it looks like they will also be used somewhat for the other two Universe of Antiquity books to come. I can't help but hope there are more sets on the way – I love dice! The more the better!

“OINK ‘HAVOC!;’ AND LET SLIP THE PIGS OF WAR”

New Rules and Equipment may only consist of two pages, but they contain some awesome details. The less exciting ones are the Sarissa and Chariots; Sarissas limit movement but are every effective against mounted enemies, while Chariots provide some mobility and bonuses at the expense of being unable to traverse terrain.

The fun stuff, though – Elephants and War Pigs – will surely bring a smile to all; yes, I am singing Black Sabbath songs while I type this.

Elephants are THE troop type associated with Hannibal. Sadly, you can only take half a warband as Elephants – that means that three, possibly four for larger games, can be fitted into your army. They have limited movement but will hit hard, with ‘Trampling’ and ‘Mad with Pain’ special rules adding much pachyderm potential.

Countering those Elephants are the legendary War Pigs, who are covered in spikes, set ablaze, and gloriously ridiculous. They will impact Elephants heavily but have the potential to cause much random hilarity. I am already looking for pigs to use; there is a picture of some in the rulebook, so hopefully they have been produced and will be released! A look at the Gripping Beast website did not reveal any just yet, but I had not realised how many different civilian and supply options they have. Check them out, to bring a flavour almost as sweet as roast hog to your games – you will not regret it!



HOW TO USE THIS

FACTION	DIFFICULTY
CARTHAGINIANS	
GAULS	**
GRAECULI	**
IBERIANS	***
NUMIDIANS	***
ROMANS	**

NECESSARY SAGA DICE

This book uses four different types of Saga dice. If you don't have the appropriate dice, here is a table showing how results on a d6 relate to the Saga dice.

	1-2-3	4-5	6
Eastern Dice			
Roman Dice			
Barbarian Dice			
Hellenic Dice			

Diploma reads



THE UNIVERSES OF ANTIQUITY TRIPTYCH

Within the How to Use This Supplement section is an interesting hint at the future Universes – *Age of Alexander* and *Age of the Caesars* – which will (along with this book) form the Universes of Antiquity triptych.

Unusually, for SAGA, these are Universes that are specifically stated as being compatible for play between each other. No words of caution regarding unexpected outcomes that you get with *Age of Vikings*, *Age of Magic*, and *Age of Crusades*. The next two books are described as ‘coming soon’ so add your personal level of optimism or pessimism to that and guess at how soon ‘soon’ might be.

SAGA SUBTERFUGE

Ruses are one of two new game options provided and they come in two forms:

- Generic Ruses – these can be used across the factions.
- Unique Ruses – limited to a specific faction and identified by their corresponding symbol.

The Ruses are all available to download from the Studio Tomahawk website; this is the only way to see the Generic Ruses at this time and it means you don't need to destroy your book cutting out the Unique ones that are at the end of each Faction section.

Ruses allow you to upgrade units, move terrain, move units, generate Saga dice, and more. The effects these can have will be game changing depending on their use and it is suggested these are kept for when you have more experience with the factions. They don't half look like fun, especially Ultimate Sacrifice.



FACTIONS

The meat (I'm still dreaming of hog roasts here!) of the book is made up of the new factions. Let's be honest, they're the reason why we are all here and the six that are included offer a wide range of options and historical flavour. Each Faction section begins with a historical background, before the Troops are explored, Faction Rules laid out, Units and Legendary Units listed.

But that's not all, each Faction section ends with a summary of their play style and tactics. These are relayed by Diodorus of Sicily, a Greek historian of antiquity with quite the pedigree who aims to (in 'his own words') "teach the wisdom of the past to temper your ardour, for I have read and learned the history of the world more than any other."

Using him as a characterful voice to describe Factions is just one of many design flourishes throughout the book that makes this a beautiful tome. The fantastic photographs of Gripping Beast models, often in impressive battle scenes, and spread over multiple pages, will have you salivating to recreate such inspiring imagery in your games.

Once Diodorus has handed out his advice (genuinely useful stuff and especially good at giving a tactical overview of what a Faction is about before you invest in models) each Faction's section ends with its Unique Ruses.





CARTHAGINIANS

The Carthaginians work differently to a normal warband; not only are there the usual Warlord, Hearthguard, Warrior, and Levy options, there are also Citizens, Contingents, and unaffiliated. This mainly impacts your Warriors - they can be either Citizens or Contingent. Contingent Warriors get more equipment options but Citizen types are easier to activate.

The battleboard affects Citizens and Contingents in different ways too. Coordination, for example, will give Citizen units an attack bonus but a defence bonus to Contingents. Some of these abilities will not work on units that are neither Citizens nor Contingents, so make sure you're careful here.

Carthaginians have access to Elephants and Heavy Chariots but they cannot be used together. Given Chariot restrictions on terrain you will be more inclined to use these on more open tables.

LEGENDARY UNITS AND RUSES

Hamilcar Barca and Hannibal Barca, father and son, are the two great generals available. Hamilcar is all about movement and combat, Hannibal is more about directing his forces than being directly involved. There is nothing about being able to move elephants over mountains in Hannibal's special abilities, which is a shame, but the Carthaginians' Unique Ruses do have options to help Elephants.

REPUBLICAN ROMANS

Carthage would likely have dominated, if not for the tenacity of Rome. Many other nations would have collapsed under the defeats, but Rome kept going through pig-headedness, martial prowess, and a great general at the right time.

In Saga terms they have two types of warlord; Consul and Tribune. Consuls are standard Warlords but the Tribunes act a little differently; they activate two units with We Obey and their Bodyguards rule is extended to M but they aren't as good in combat and their death will affect ALL friendly units on the table.

Troop types are nothing unusual except Warriors and Hearthguards are Maniple units when on foot and starting in units of 8 or less.

Maniples are important when using the battleboard – four of the abilities are only available to those units. A further four affect infantry only, so cavalry will be working by themselves for the most part.

LEGENDARY UNITS AND RUSES

Scipio Africanus counts as both a Consul and a Tribune and is able to prevent enemy activations. Marcus Claudius Marcellus really changes the nature of the Roman warband. It looks like he will offer a real challenge to get right but has devastating potential. I will be using the Roman Flaming Pigs ruse in every single game I am allowed, releasing the pigs from within my own unit.



NUMIDIANS

Numidians have no Hearthguard at all! This is balanced by being able to recruit masses of elephants. There are no limits as I can see, so six elephants and a warlord could be your army. They are a force reliant on cavalry and shooting; their battleboard feeds into that. Getting caught in melee will lead to the destruction of the warband quicker than most.

LEGENDARY UNITS AND RUSES

Warlord Massinissa allows you to take up to half your warband as Romans, using the Roman board. I am thinking three elephants with two units of Roman Warriors, perhaps Numidian Warrior horsemen and the warriors. His grandson, Jugurtha, is about stopping enemy activations or charging and by making the Stampede ability a basic one he gives the Numidians melee potential.

Ruses are intriguing here – Jugurtha's Revolt lets you recruit any Mercenary infantry units, but the warband must be half composed of Mercenaries.



GAULS

This period is well before a certain Julius conquered the Gauls and at this point they often beat back the Romans, and Carthaginians, and were frequently used as mercenaries!

Within Saga they get their own game mechanic called Fervour. This allows you to improve battleboard abilities but there is a limit on each unit – once it has three Fervour it cannot use any advanced abilities. Removing those Fervour markers will take Exhaustion or liberal use of the Tumultus Gallicus battleboard ability.

LEGENDARY UNITS AND RUSES

Ducarius of the Insubri's sole purpose is to hunt heroes and legends. He is a real danger in combat to those units, re-rolling all failed attack and defence rolls, as well as removing all Fervour markers from nearby units. He is joined by Viridomarus, King of the Gaestae, a mercenary leader and fighter. He brings along a bunch of naked warriors who ignore uneven terrain and can close ranks while using javelins. There are some momentum-based Ruses, allowing the accumulation of Fervour as the Gauls close in on their enemies.

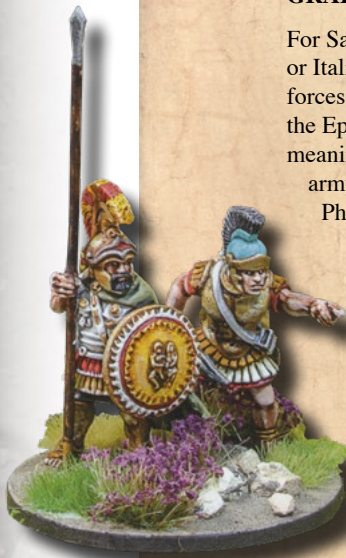


GRAECULI

For Saga the Graeculi have been split into three flavours: Epirote, Syracusan, or Italiotes. There are minor differences between them and only Epirote forces get elephants. All three have some form of Phalanx troops, with the Epirotes being armed with sarissas. Syracusan Warlords are Tyrants, meaning they can confer Resilience to a unit once per turn, but their whole army suffers if they are killed. Four battleboard abilities are impacted by Phalanx, with one ability only being used by Phalanxes.

LEGENDARY UNITS AND RUSES

Pyrrhus I is a bold commander, with the potential to bring victory to his troops ... but he does have a habit of losing them too. He needs to be close to the enemy to generate Saga dice but at the risk of getting stuck in a fight he cannot win. One of Pyrrhus' generals was Hieron who became Tyrant of Syracuse. His control of enemy and friendly mercenaries will certainly make any opponent wary. Hieron may be one of the best Legendary heroes in the supplement. Some of the Ruses here are specific to the Faction variants, so they feel slightly more restrictive than for other Factions.



MERCENARIES

Mercenaries were a constant in ancient warfare. Every nation at war used them to supplement their own forces or to hire the services of specialist, regional, and many peoples, such as the Gauls and Numidians, made a thriving trade out of it. Contracting to particular battle, mercenaries were effectively already part of an

organised industry and genuine contracts were already in use in this chapter, you'll find the Mercenaries (see the Rulesbook, Mercenaries, p. 47) that are available in this category. These can be recruited by each faction according to the table below.

Faction	Cretan Archers	Sarantine Cavalry	Sarantine Slings	Nephterian Hoplites	Ligurians	Psiloi	Sannites	Thureophoroi
Carthage								
Rome								
Egypt								
Syracuse								
Numidia								
Numidians								
Rome								

MIXING IN MERCS

Mercenaries will add variety and their section comes with a handy guide to cross-reference who can take each of the eight units for hire. No Cretan Archers for Carthage and nothing but Mercenary Hoplites for Numidia.

Each Mercenary unit has its own roles and niches on the battlefield. Cretan Archers will pepper your foe with arrows and can defend themselves too. Balearic Slings are another highly effective shooting unit; raising your army when attacked will remove two fatigues from the slingers. Tarentine Cavalry harass and annoy while being able to escape at a moment's notice. Mercenary Hoplites may cost two points but they will pay that back in the extra defence dice they provide to nearby infantry. They are Hearthguard troops too, so they will stick around a while.

Ligurians are a melee unit that will keep on fighting and can be equipped with heavy weapons. There is some room for confusion in one part of their rules; if they close ranks they get half the defence dice as figures in the unit, if they don't close ranks, they get those dice as attack dice. Maybe one to clarify in an FAQ.

Psiloi move or shoot as the winds take them and are disposable – remaining troops do not care if they die. Sannites, Rome's closest Italian enemies, ignore uneven terrain and like to find a fatigued unit. The Thureophoroi – difficult to spell, more difficult to pronounce – have armour 4 despite their javelins and are handy for defending nearby attacked troops.



IBERIANS

The Iberians, like their Gallic cousins, have their own mechanic – Guerrilla. Unlike Fervour, this is more about moving your units than improving them via abilities. The Guerrilla basic ability uses Guerrilla tokens to activate a unit while Like Shadows and Falarica are on the board. The warband will need a careful strategy and management to be most effective and there is a possibility for moving in the opponent's turn.



LEGENDARY UNITS AND RUSES

Viriathus provides a mix of abilities, the most powerful being able to take a Fatigue to remove an opponent's Saga dice from a basic ability. The bonus attack dice when your unit is in melee with less Fatigue than the enemy is not to be sniffed at either. Punicus provides Guerrilla markers and attack dice in a similar way to Viriathus. His best ability is the appearance of another Warlord, Caesarus, when he is killed - as long as you have Hearthguard on the table.

Ruses are in keeping with the guerrilla warfare style of the Iberians, with Harassment causing Fatigue to enemies as they deploy and Trap causing casualties to units moving through uneven ground.



EPIC SAGA

The final section is maybe the best of all. Epic Saga offers variant rules to play big games, with both sides made of three separate warbands. A time for people to get together and fight each other ... not the best timing while we live in these constrained times, but exciting all the same.

Games are between 12 and 18 points, there are three warbands on each side, and at least half the points must be spent on one faction. The main Commander is a normal Warlord but the others are slightly downgraded versions. The game takes place on the standard (for bigger games in other systems) 6' x 4' board with slightly modified rules for deploying terrain and warbands.

It's how the game plays out where there are bigger changes. Warbands are assigned a sequence number by their commander, determining their order, which will lead to some interesting tactical decisions. Who goes when? Attack with your left flank? Stymie their central attack before it gets going? Warbands that use the same board literally use the same board, allowing dice to be left to bolster those future actions.

Victory is determined by morale; once two warbands on one side have failed and become demoralised they have been defeated. To counter this, Commanders get Inspiration points which affect certain aspects of the fights and really impact demoralised warbands.

Epic Saga is packed with potential and I'm already thinking about campaign style games with shifting alliances between players.



SUMMARY

This book is another wonderful addition to the Saga world. There seems to be a lot of balance, though I suspect that the Numidian Cav/Jav warband will be featuring prominently. I am tempted to do warbands for all of the factions, which certainly speaks to how well written and presented this is. The reality of trying to do that would mean I will spend five years collecting and not get anywhere, so I think I need to pick a faction with Elephants and use that. To begin with anyway!

If you like this period and like skirmish games, this is a must buy. If you like Saga this is a new and exciting era to dip your toe into. Add in the lure of Epic Saga's bigger battles and this general's ready to gather the masses and create some epic fights of my own. Did I mention it has elephants? And War Pigs?

Apocalypse How?



Neil Smith takes us on a roller-coaster ride along the Nùng River, transforming the iconic mission of the *Erebus* in *Apocalypse Now* into a series of scenarios.

Coming from the historical simulation end of the wargaming spectrum, I seldom take inspiration from fiction over history. Books rule. Movies can be an exception, however, especially great movies like *Private Ryan* (1998) or *A Bridge Too Far* (1977). They provide visual feasts that stimulate wargaming ideas, and the more accurate they are the better. The Vietnam War has inspired some of the great war movies; *Platoon* (1986), *The Deer Hunter* (1978), and *Hamburger Hill* (1987) spring to mind, but the best of them all is the one I want to focus on for this article, *Apocalypse Now* (1979).

If you have not seen *Apocalypse Now*, the brief description that follows will both spoil and do no justice to a truly classic film. We recommend you watch it, then come back and enjoy the scenarios later.

Apocalypse Now is the fictional story, based on Joseph Conrad's 1899 novella *Heart of Darkness*, of Captain Benjamin Willard's mission to assassinate "with extreme prejudice" Colonel Kurtz who

has "clearly gone insane" and gathered a small but effective guerrilla army in Cambodia outside of US control. To do that, Willard has to travel by boat up the Nùng River. The first problem is how to get the boat into the Nùng Estuary past a Viet Cong controlled village. The answer is to have AirCav lift it in by helicopter while attacking the village. This has to be one of the most iconic scenes in any movie with the helicopters raiding to the soundtrack of Wagner's *Ride of the Valkyries*. Willard is successfully deposited and the passage up the river begins with a small but colourful crew on the boat having no idea what the mission is. They do not all make it up the river as they are attacked along the way and some are killed. Willard finally arrives at the Colonel's base and carries out his task, killing the Colonel then making his escape. What this article will do is take the thread of the story in *Apocalypse Now* along with some history and a bit of creative license to build a small Vietnam War skirmish campaign.

SMELLS LIKE VICTORY

The following mission for our PBR begins with the insertion into the mouth of the Nùng River followed by scenarios that can occur in any order or be repeated if desired. You can also skip the insertion if resources do not permit. The scenarios can be played using multiple players, perhaps as a co-op game where each player represents one of the characters on the PBR against an umpire or remote-controlled enemy, a two-player game, or even solo. You can decide how to allocate Victory Points; suggested ten for winning the scenario, 1 for each VC casualty, -2 for US casualties and civilian casualties. However, it is essential that Willard is delivered alive at the end of the campaign to perform his murderous task, otherwise the American side loses.

On this page and page 74: *Apocalypse Now* PBR from Empress Miniatures.

Photos of miniatures elsewhere courtesy of Battlefront, showing figures from their 15mm NAM range.

CHARACTERS

Captain Benjamin Willard. An unassuming special operations officer dressed in Tiger Stripe camouflage uniform. He may also have committed several assassination missions while serving three years in Vietnam, but he “couldn’t possibly comment”.

Chief Petty Officer George Phillips. A Chief Petty Officer trying to run a tight ship on a small boat. He does not trust Willard but finds out the hard way he is not in command of his own vessel.

Engineman 3rd Class Jay Hicks. Sporting a wonderful handlebar moustache, he is called “Chef” because that’s all he wanted to be, but he is “wrapped too tight for Vietnam”. After being attacked by a tiger on a foray into the jungle, Chef’s advice is to “never get out the boat”.



Gunner’s Mate 3rd Class Lance B. Johnson. The epitome of a blonde, California surfer-boy, Lance is completely corrupted by his time in Vietnam.

Gunner’s Mate 3rd Class Tyrone Miller. Just 17 years old, “Mr. Clean” (from the Bronx) exudes cockiness, but this mission will expose his sadly short-lived youth.

TERRAIN

Other than the insertion and bridge scenarios, the rest are conducted on the river or riverbanks in a quarter bank: half river: quarter bank ratio. The river is muddy brown water with no redeeming features, and the riverbanks are seemingly impenetrable jungle, though that might be only how they look from the water.

INSERTION – CHARLIE DON’T SURF!

This is a helicopter assault to clear a Viet Cong held village at the mouth of the Nùng River. You will ‘pacify’ the village, allowing the PBR to be airlifted in and dropped into the river. Willard and the crew will accompany the assault. Two types of helicopter may be used: the sturdy Bell UH-1 Iroquois troop carrier

and the nimble Hughes OH-6 Cayuse for support. How big you make this scenario depends on your resources; you can try for the whole village with a full assault, perhaps in 15mm, or just focus in on a couple of helicopters and part of the village. The village is a typical Vietnam set-up between the river and the sea, with thatched bamboo houses, some on stilts, others with low walls and courtyards, palm trees dotted around, and wooden bridges connecting the houses. The VC, armed with AK-47s and grenades, mix with the villagers, so you never quite know who is out to get you, but you are also supposed to be saving villagers, not harming them!

The village is also defended by anti-aircraft guns, at least one mounted on an open topped car; how many depends

on how difficult you want to make the scenario. Targeting helicopters should be made easier the longer the helicopters are in the air, and soldiers caught lingering in or near the helicopters on the ground should be considered defenceless for the scenario. One of your helicopters is the command helicopter, carrying Lieutenant Colonel William “Bill” Kilgore, 1st Squadron, 9th Cavalry Regiment complete with classic cavalry Stetson hat and yellow ascot to keep the figure painters happy! Kilgore should receive a combat bonus for ruthlessness (and can be perfectly represented by GiM 15 Lt Col Will Kilmore, seen below left). For extra flavour, a Wagnerian soundtrack is desirable for this scenario.



LRPS EXTRACTION “I WANTED A MISSION!”

There is no LRPS extraction in *Apocalypse Now*, but the opportunity to throw such an event into this campaign, as described by Jim Thayer in his memoir of his service in Vietnam, *Tango 1-1*, is too good to miss. As your PBR is sailing upriver, you hear a raging gun battle, which puts your crew into a state of high alert. When you enter the table, you see a small section of LRPS about halfway up the riverbank deployed in a small defensive perimeter and receiving incoming fire. One of them signals you to come and extract them. As he does, the NVA burst onto the table in pursuit of the LRPS section. They see you just as you see them ...

The terrain is adjusted for this scenario with more riverbank to allow greater freedom of movement on land, about half-and-half should do it. The PBR player takes charge of the LRPS or bring in another player to do so. There are six men in the patrol, and they are facing three eight-man sections of NVA. The PBR has to connect to the riverbank while laying down covering fire and it takes a full turn to bring the LRPS on-board. The PBR must then make its escape upriver, while keeping Willard alive of course! The NVA just has to stop them, registering a clear victory if they prevent the PBR from leaving the table, and a draw if the PBR does not rescue at least half the LRPS.



SAMPAN CHECK – “I TOLD YOU NOT TO STOP!”

The standard patrolling duty for the PBRs in Vietnam was to check for enemy supplies being moved down the rivers on sampans. These were elongated, flat-bottomed, wood canoes, carrying three or four people with supplies in crates, jars, and barrels. A half-barrel shaped cabin often covered the centre of the sampan. Most sampan crews were innocently plying their trade between markets or fishing, but the Viet Cong sometimes mingled among them, hiding weapons and munitions in the cargoes. A PBR would pull up alongside the sampan and a crew member would check the cargo. These were tense affairs fraught with danger for both sides, as happens in *Apocalypse Now* with tragic results.

For our scenario, set up D6 sampans, traversing our river, with the PBR sailing in to check one or all of them. The PBR will follow the prescribed routine of checking, but the sampan crews will react according to their purpose and situation. For the VC, this could mean attempting to forestall an inspection or waiting until their illicit cargo is uncovered before reacting. The way to represent this uncertainty for the Americans is to populate the sampans with civilians, then switch them for armed VC when the decision is made to resist. Add a panic rule that allows for a search to go wrong with demerits for the PBR if innocent civilians are killed. In addition, VC sampans might come to the aid of each other, so the searchers must be aware of the other river traffic. Sampans, innocent or otherwise, could also feature in the other scenarios for this mini campaign.

PATROL BOAT, RIVERINE (PBR)

The boat we are using to transport Captain Willard is the PBR. This was a small, fast, and manoeuvrable fibre-glass hulled boat that became the most commonly used by the US in Vietnam. At full load, they displaced 8.1 tons but with a draught of only 75cm. That allowed them to operate very close to shore. The twin waterjet engines promised over 25 knots but rarely delivered that because the hull absorbed water and the engines proved inefficient. The 4-5 man crew fought from behind internal bullet-proof plating, manning a twin .50 cal Browning HMG forward, another .50 cal Browning aft, though the latter might be switched out for a grenade launcher or twin 7.62mm M60 MGs.





SPEAR ATTACK/ VC AMBUSH – “THEY’RE JUST STICKS!”

In one of the more unlikely scenes in *Apocalypse Now*, the PBR is subjected to an ambush from the riverbank by men shooting arrows and throwing spears. It also leads to the poignant death of CPO Phillips. To recreate this scene is a straightforward process of sailing our PBR downstream with a mechanism to trigger the ambush early, otherwise the ambushers have the initiative and the PBR becomes reactive. A more normal Vietnam ambush scenario would have the VC or NVA spring the ambush with modern weapons, including RPGs and machine-guns. However, to counter that imbalance, the Americans often attached extra protection to their PBRs in the form of sandbags or steel plates. We can throw in a couple more wrinkles by adding some shallow banks into the river for the PBR to navigate while under fire, and presumably returning fire, and the initial ambush might temporarily incapacitate your CPO Phillips for D6 turns so that the PBR acts randomly. Anything that prevents the PBR from just hitting the accelerator and escaping rapidly off the other end of the table will work to create the scenario.

DU LONG BRIDGE - “DO YOU KNOW WHO IS IN CHARGE?”

Our final barrier is the Du Long Bridge. In *Apocalypse Now*, the PBR approaches the well-lit bridge at night. Heavy artillery fire targets the American soldiers well dug in around the bridge but could bring down the bridge or hit river traffic. Willard receives his final orders from an officer standing on the riverbank and disembarks on a fruitless mission to find the local commander. While Willard is in the American trenches, we find out the enemy are on the wire but not breaking through. Willard embarks and the PBR casts off to sail up the river. The whole scene is quite surreal.



WASH-UP

And there you have it, a brilliant war movie broken down into a skirmish campaign with a purpose and a ready-made narrative to make it work. We had to tweak, poke, and flagrantly sneak a scenario in that had nothing to do with the movie, to get what we wanted out of this, but we have some exciting connected scenarios to play. The river also links the scenarios, and that should generate ideas for other periods, especially if Vietnam is not your thing. River expeditions by a small force could happen in just about any war; the American Revolution, Colonial wars in Africa or Asia, Romans in the barbarian world, World War II on the Eastern Front, etc. The scenarios in this campaign are also transferable to other periods, all you need is your imagination to create a linking narrative and off you go. Because it is a skirmish campaign, we used 28mm figures, but there’s no rule on what you have to use as long as there are individual figures for the characters. As for game rules, none are recommended here because everyone has their favourite set, and, of course, you do not need to use the same set of rules for each scenario.

STUFF TO READ ...

Riverine Craft of the Vietnam Wars, Roger Branfill-Cook (Seaforth, 2020).
Dispatches, Michael Herr (Picador, 1977, 2002).
Tango 1-1 9th Infantry Division LRPS in the Vietnam Delta, Jim Thayer (Pen & Sword, 2020).

We shall tweak this scene to get our scenario. Keep the table half-and-half, unless you want to have combat on both banks. The bridge spans the river across the middle of the table with a road leading directly away from it. The Americans are dug in to protect the bridge. Indiscriminate off-table shell-fire peppers the bridge area, including the river. A single US officer is placed along the riverbank 2D6 inches from the bridge on the side where the PBR enters. As it does, a significant NVA attack erupts on a six on a D6, with a +2 modifier/Turn. The PBR has to liaise with the officer, drop Willard off to do his thing for D6 Turns (allow Willard to run around as if he is looking for someone while defending himself if necessary), then wait until he re-embarks and then move away upriver. The PBR can add its firepower to the defence of the hard-pressed US soldiers.

OPERATION CHROMITE: THE INCHON LANDINGS



Did last month's theme of Hit the Beach leave you craving more amphibious assaults? Jim Graham's here, with a look at the Korean War's Operation Chromite, so why not dip your toe?

The 1945 botched end to hostilities in the Far East, with the US and Britain extracting themselves from the area as swiftly as possible, left a hated Japanese occupation force in Korea. They were the de facto government and police; with the approval of the Western Powers. This played out about as well as it would have done if the Germans had been left running France in 1946; the Korean War would begin five years later in 1950.

TENSION ON THE LINE - THE 38TH PARALLEL

To the north the new and expansionist People's Republic of China was looking to secure its southern border and keep Korea as its traditional buffer state. The West, however, wanted a friendly power on the peninsula, without any expense or commitment.

The result was that the Korean Peninsula was divided in two, along the 38th Parallel of latitude, a line decided upon

as it was nice and straight and more or less in the middle – never the best geopolitical criteria. The northern People's Republic of Korea (PRK) was controlled by the Communist Party, led by Kim Il-Sung, while the south was ruled by the nominally democratic (but only by comparison to the north) client state of the US, led by Syngman Rhee.

What both countries shared, other than a line on a map, was an overwhelming desire for a united Korea under their own leadership.

THE OPPOSING FORCES

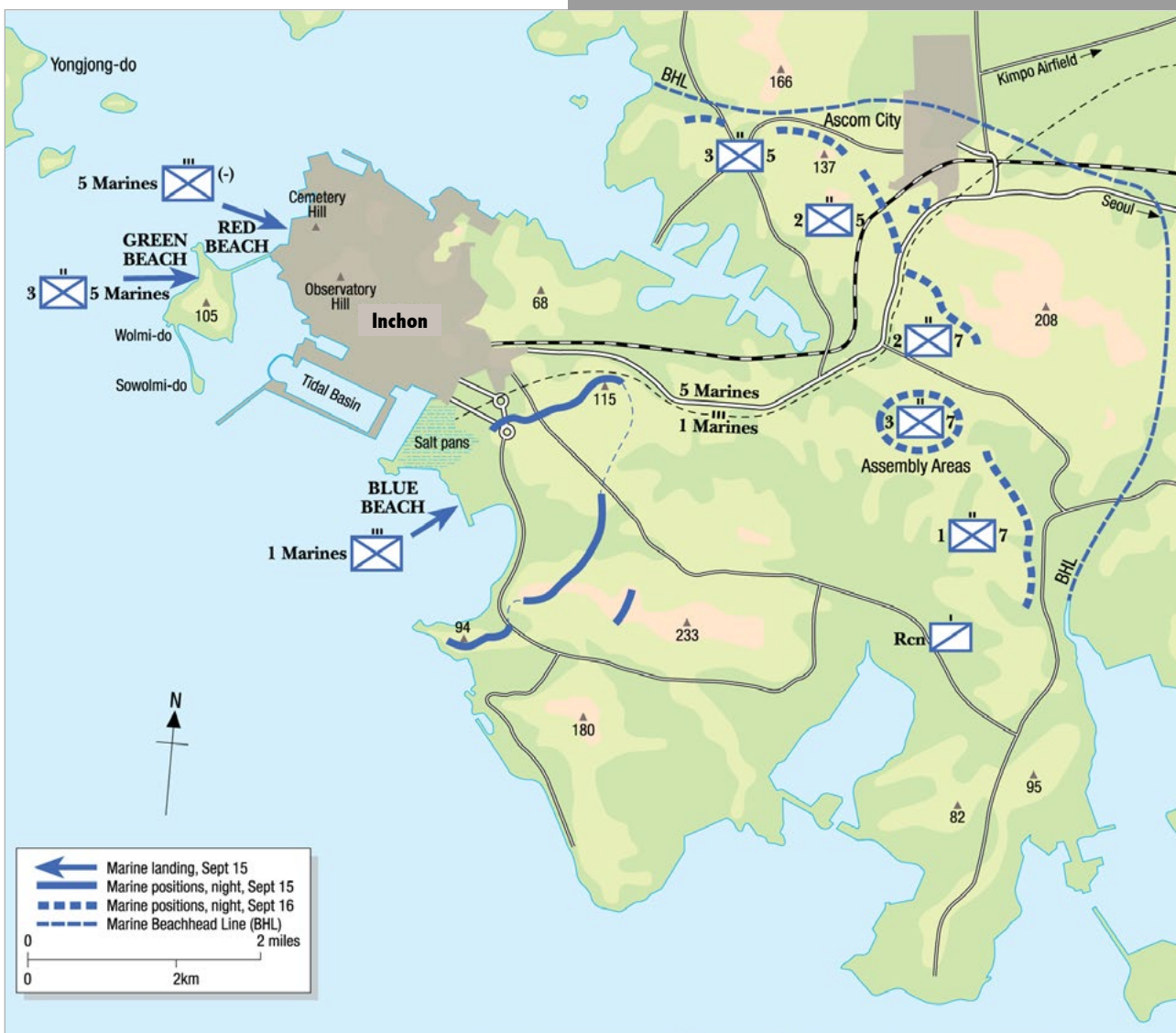
The army of North Korea, the North Korean Peoples' Army (NKPA), was by far better than the South Korean army. They were well equipped by the Soviet Union who also trained many of their officers. China trained officers too and many of the rank-and-file fought with the Communists in China's Long War, to overthrow the old rulers and eject the Nationalists.

Several divisions of the NKPA were simply Communist Chinese divisions, manned by ethnic Koreans, who returned en masse to their homeland after Mao Zedung's victory.

The South Korean army (RoK) ought to have been a match for the North Koreans, but it wasn't. The West had no real interest in the region so they neither equipped nor trained it. The South Korean politicians were terrified that a strong army would be a threat to their own power, so were happy that their military was weak. Therefore, the South Korean army was no match for the NKPA.

THE PRK ATTACKS, THE UN RESPONDS

On 25 June 1950, the PRK launched an attack along the entire border, catching the South by surprise despite the obvious military build-up and the deterioration of the political situation.



The forces of Syngman Rhee rapidly fell apart - the Communists drove southwards and quickly captured the southern capital of Seoul, about 50 kilometres from the border. They swept on, with the South Korean Army generally declining to fight and running at the first hint of trouble. The Western Powers panicked and forced through a UN resolution condemning the aggression; with that authority in hand they decided on military intervention.

Their initial problem was a lack of available forces: the US despatched occupation troops from Japan and elsewhere; the UK sent a brigade from Hong Kong; while other countries, notably Australia and Turkey, sent ground troops. These were not always the best trained or equipped, but simply what was to hand. Despite the UN Mandate, early on this was a war fought largely by the US with most ground and air forces supplied by them, along with virtually all the logistic backup.

In the context of Inchon, therefore, the terms UN and US are interchangeable, except for a handful of ships.

DEFENCE OF THE PUSAN PERIMETER

As the NKPA advanced, they inflicted defeat after defeat on the South Korean and UN forces, who often ran at the first gunshot, or even suggestion of being cut off. By August, the UN forces were managing to cling on only in the south east corner of the peninsula around the port of Pusan. The Pusan Perimeter was a last-ditch defence held by the ad hoc commands comprising defeated forces, piecemeal reinforcements, and whatever could be scraped together.

By the application of firepower, land based and naval artillery, and naval and Marine airpower, the massed attacks were halted but the troops within the perimeter were in no shape to take the war to the NKPA.

The UN were just holding their ground, therefore, but the prospect of frontal attacks and driving the NKPA all the way back north was not a happy one, particularly as they vastly overestimated the size of the forces besieging them. Fortunately for the UN, there was an

alternative, one that had been discussed since the start of the war, but which had been impossible until the required forces arrived in the area.

The UN had control of the seas and air; they had in the US Marine Corps many veterans of the landings of the Pacific campaign that took place less than a decade before. Contrary to popular belief (which was fuelled largely by MacArthur propagandists) there were many proposals for an amphibious landing somewhere to the north of the NKPA lines, and from very early in the war. The final decision on location, however, was MacArthur's. He chose Inchon largely for political reasons - its proximity to Seoul. In doing this, MacArthur over-rode the objections of the professionals who would have to carry out the landings, but the US Navy and USMC buckled up and prepared their plans.

THE INCHEON LANDINGS

The short-term goal was to gain a beachhead near Seoul and drive the 20 or so miles inland from there to recapture

the capital of South Korea. McArthur's ideal was to do this within three months of the city being lost. The larger goal was to disrupt NKPA communications and supplies and relieve the pressure on the Pusan Perimeter by forcing the withdrawal of the enemy troops to the south, if possible surrounding and destroying them.

The Pacific War had taught the USMC several lessons, though not all were useful in Korea. In the island hopping of WW2 the US Navy had general control of the sea and sky, so time was rarely of the essence. At Iwo Jima in February-March 1945, for example, the preliminary bombardment lasted three weeks and the attacking waves formed up in a leisurely fashion, circling for up to an hour until all was ready before heading for the beach.

At Inchon, however, the assault had to be made with as little warning as possible and up a channel with a large tidal range. There was only a narrow window for the assault, and once ashore the first wave could not be reinforced until the tide turned ten hours later.

The plan was that the offshore island of Wolmi-do would be captured first to clear the way into the harbour area. Then, on the following tide, the main assault would go in on three beaches: Red, Green and Blue. However, beach was a misnomer because they were all mudflats with high seawalls to be navigated before the assaulting troops could enter the city. The US forces were commanded by General Almond who had no experience of amphibious warfare but was a favourite of McArthur, having been on his staff in Tokyo. He was constantly at odds with the USMC commanders under him and would always think they were dragging their feet for no good reason.

The presence offshore of so many ships could not be hidden and there were a number of feints, barrages and diversions along the coast to try and confuse the North Korean defenders and to convince them the landing would take place at Kunsan 100 miles to the south, but it is not clear if this was successful.

ASSAULT AT WOLMI-DO

The initial assault on Wolmi-do went in after a three day barrage by ships of the US, Canadian, Royal, and Australian navies, with the first wave landing at 0630 on 15 September and the men of 3/5th Marines took the island with light casualties.

There was now a nervous wait for the men from the US ships to arrive. The tide fell and the channel to Inchon became impassable: visions of massive NKPA reinforcements and prepared defences haunted the commanders.



LSTs unloading at Inchon, 15 September 1950. American forces land in Inchon harbor one day after the Battle of Inchon began - US Navy photograph.

At 1730, the tide had turned enough and the main assault wave went in, again behind a barrage by the massed ships and aircraft of the 7th Fleet. The tides and currents played havoc, with some of the landing craft landing at the wrong sector or even sometimes the wrong beach, but they all managed to find somewhere in Korea to go ashore.

MUD LANDING

The initial assault at Inchon was made by the 5th Marine Regiment, landing in the north on Green and Red Beaches, and 1st Marine Regiment landing on Blue Beach in the south. The beaches were mudflats and seawalls, with the assaulting troops carried up to the seawall in either landing craft or AMTRAKS. Once ashore, the Marines displayed their customary dash, stormed the defences, and crashed into the town against surprisingly light resistance, but there were still many machine gun posts and pillboxes along the way.

By noon on the 16th 15,000 marines, including the 3rd Battalion RoK Marines, were ashore and there was heavy fighting around Cemetery Hill and the port areas. NKPA resistance was generally determined but disorganised, though fighting was fierce in places.

General Smith was mightily relieved when it became clear that the defenders were fewer in number than at first feared. With the UN aircraft roaming overhead, between Inchon and Seoul, NKPA reinforcements as there were had to run the gauntlet in daylight. Some made it, including several armoured units, but these were thrown into battle piecemeal and often with little effect. In other areas, despite the lengthy bombardment, the NKPA fought tenaciously in defence and also launched a number of counter-attacks, sometimes in strength, occasionally with armour, but they were short of both artillery and tanks, and completely lacking in aircraft, things the US had in plentiful supply.

The landing at Inchon completely dislocated the NKPA defensive lines and opened the way to the recapture of Seoul and the south of the peninsula. It also set up the UN forces for the drive northwards, towards the Chinese border.

It was undoubtedly one of the decisive moments in the war because it struck a weakened NKPA in the flank and isolated their forces from the North, accelerating their retreat from Pusan.

KOREAN WAR MINIATURES



This period has become a lot simpler to wargame recently, with the release of Warlord Games' 28mm Korean War range for *Bolt Action*. All the figures needed for this scenario are available, with enough variety that good-looking forces can be easily assembled.

Those with WW2 figures already can use the USMC as they are essentially the same, but with the addition of bazookas.

GAMING INCHON

Scenario 4 – Battle of Inchon

Note - This scenario was fought using Force on Force with 20mm figures, but it can be easily adapted to use any other WW2 rules that might be your preference. There is also Scenario 4 – Battle of Inchon in Bolt Action's Korea supplement, on page 30 (see right).

The action is fought lengthways along a 6' x 4' table - the beach at one end, delineated by the seawall, a narrow promenade, and then a built-up urban area.

The houses are of solid stone and brick construction. A large, easily identified building should be placed on the centreline of the table, 18" from the inland table edge - this is the Marine objective.



PLAYING AS THE USMC AND NAVY FORCE

USMC

Confidence level	High
Troop quality	D8
Morale	D12

Navy Corpmen

Confidence level	High
Troop quality	D6
Morale	D12

PLAYING THE MISSION

Bravo platoon of 1/1 Marines has landed on Blue One and is striking out into Inchon itself. The Marines begin the game at the seawall and have initiative throughout the game.

The Marine Mission is to take and hold the objective by the end of the game. The game lasts ten turns.

Marine casualties will be left where they fall for the follow up waves to secure, though Corpsmen will treat them.

FORCE ORGANISATION

Bravo Platoon

Lieutenant	M1 Carbine
Sergeant	M1 Garand rifle, smoke grenades
Radio operator	Radio, M1 Carbine
3 Navy Corpsmen*	M1 Carbine
Marine	.30 cal Machinegun
Marine	M1 Garand rifle
Marine	M1 Garand rifle

Section 1

Sergeant	M3 machine gun
Marine	BAR
5 Marines	M1 Garand rifle, 3 grenades

Section 2

Corporal	M1 Garand rifle
Marine	BAR
5 Marines	M1 Garand rifle, 3 grenades

Section 3

Corporal	M1 Garand rifle
Marine	BAR
5 Marines	M1 Garand rifle, 3 grenades

Section 4

Corporal	M1 Garand rifle
Marine	3.5 inch bazooka
Loader	
No. 3	
Marine	3.5 inch bazooka
Loader	

*The Navy Corpsmen will only fire if pinned down.

PLAYING AS THE NKPA

NKPA

Confidence level	Confident
Troop quality	D8
Morale	D8

The North Korean mission is to prevent the Marines from exiting the table to the landward side, killing as many as possible in the process.

Initial defenders - two HMGs, only one of which can be overlooking the seawall. These require a roll of 4 or higher on a D6 to survive the initial barrage. The rest of the NKPA can deploy anywhere on the table and survive the barrage. Reinforcements arrive anywhere along the NKPA base edge of the table. North Korean grenades do not seem to have been effective so have been ignored.

PLAYING THE MISSION

FORCE ORGANISATION

Section 1

Sergeant	Rifle
Gunner	DPM LMG
No 2	Rifle
6 Privates	Rifles

Section 2

Corporal	Rifle
Gunner	DPM LMG
No 2	Rifle
4 Privates	Rifles

Off table

2 x 82mm mortar

Reinforcements

Platoon (arrives turn 6)

Lieutenant	Pistol
-------------------	--------

Section 3

Sergeant	Rifle
Gunner	DPM LMG
No 2	Rifle
7 Privates	Rifles

Section 4

Corporal	Rifle
Gunner	DPM LMG
No 2	Rifle
7 Privates	Rifles
3 x T34/85 (arrive on turn D6 +1)	



The North Korean People's Army storm a South Korean town.

TACTICS

Tactics for the sides are straightforward. The USMC must press on, but that is nothing new for them. While they can't get bogged down, they must balance their advance with the avoidance of taking too many casualties, running out of men and momentum.

For the North Koreans it is equally simple: delay the Marines and frustrate their attempts to keep moving.

As the Chinese and NKPA commanders had only fought in the vastness of China it doesn't seem to have occurred to them that the UN would try a landing at any point on the peninsula's long coastline. This is a battle where something that seemed obvious to the USMC was completely incomprehensible to the North Korean command.

VICTORY POINTS

USMC

- 15 points for holding the objective at the end of the game.

NKPA

- 1 point for each wounded Marine
- 2 points for each dead Marine.



US troops prepare to repel the enemy's advance.

The NKPA was organised along Soviet lines and the OOB will be familiar to anyone who has played a Soviet Army of 1942 - 1989. Three sections to a platoon, three platoons to a company, three companies to a battalion, etc.

Several divisions of ethnic Koreans who had fought for the Communist Chinese in their recent war were transferred wholesale from the Chinese Army to the NKPA, and

these were probably the best troops in the peninsula for the first few months.

The NKPA had primitive supply lines; despite the North being the more industrialised half of the country it still had little heavy industry. It did have a fondness for forcibly conscripting anyone in its path with many then being summarily sent to the front line despite having little, if any, training. It must be said that both these

traits were shared with the South Koreans so perhaps we should not judge them too harshly on that point.

The NKPA was equipped by the Soviets. The armour was T34s, SU76s, etc. but in small quantities. The infantry had PPsh sub machineguns, DPM light machineguns, and the usual panoply of mortars and grenades. It was always short of artillery and had to make do with what it could carry or capture in lieu of organised logistics.



Part of a KPA Light Machine Gun Squad.

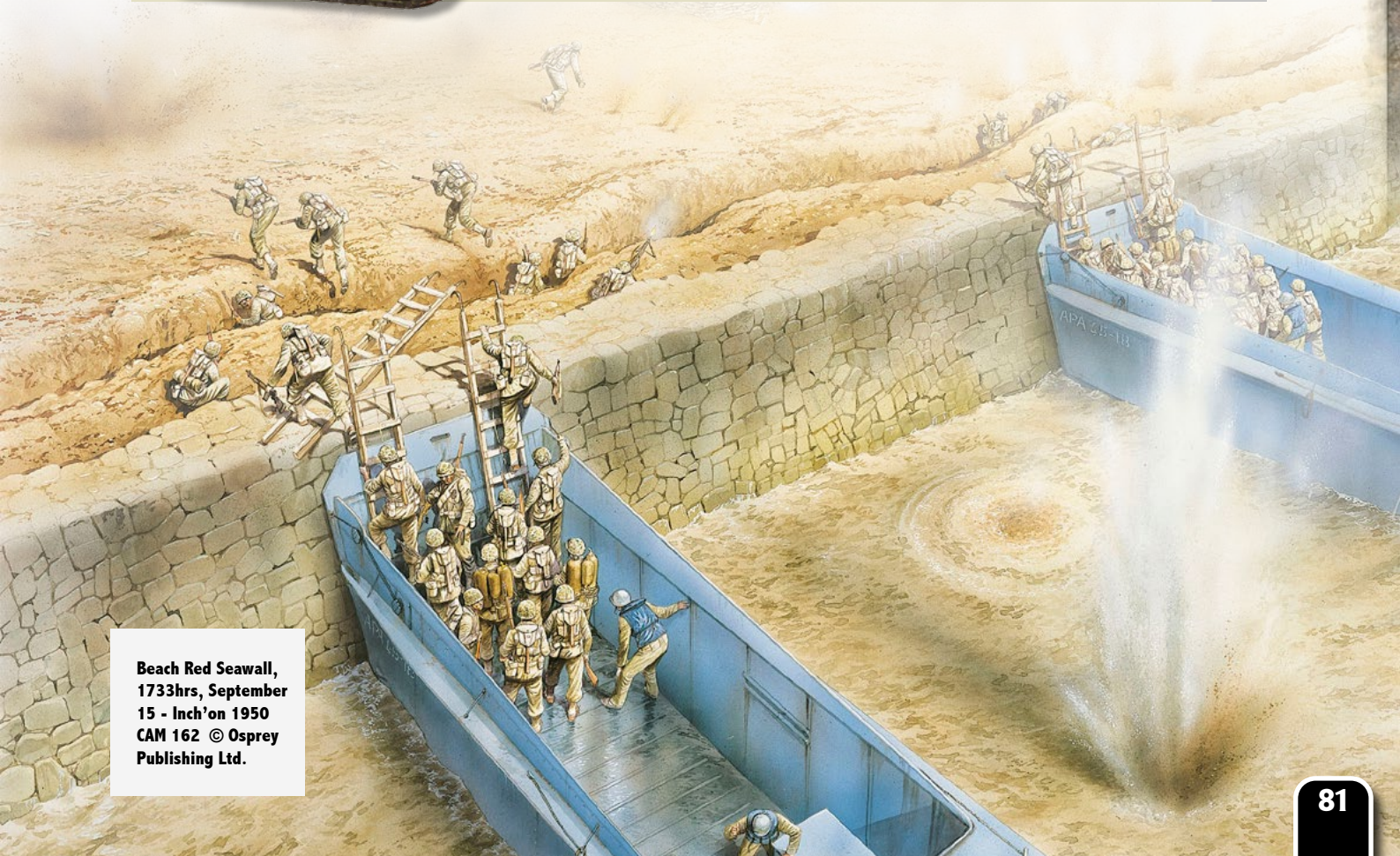
The Marines were a shadow of the massive force of five years earlier, when they had fought across the Pacific. They were very conscious that there were moves afoot to disband them entirely, in favour of long range missiles and aircraft; there was a feeling that the Marine Corps was fighting to remain relevant and in existence.

Post-WW2 they retained their esprit de corps, despite being reduced to what was effectively a cadre. As the 1st Marine Division was reformed of a mixture of recalled reservists and transferees it was allocated as the force for the Inchon Landings. The Marines were always formidable fighters, though not always as tactically astute as they could have been. The Marines were indistinguishable in equipment from the Army, though many wore the WW2 jungle camo helmet cover and light-coloured gaiters for just that purpose.



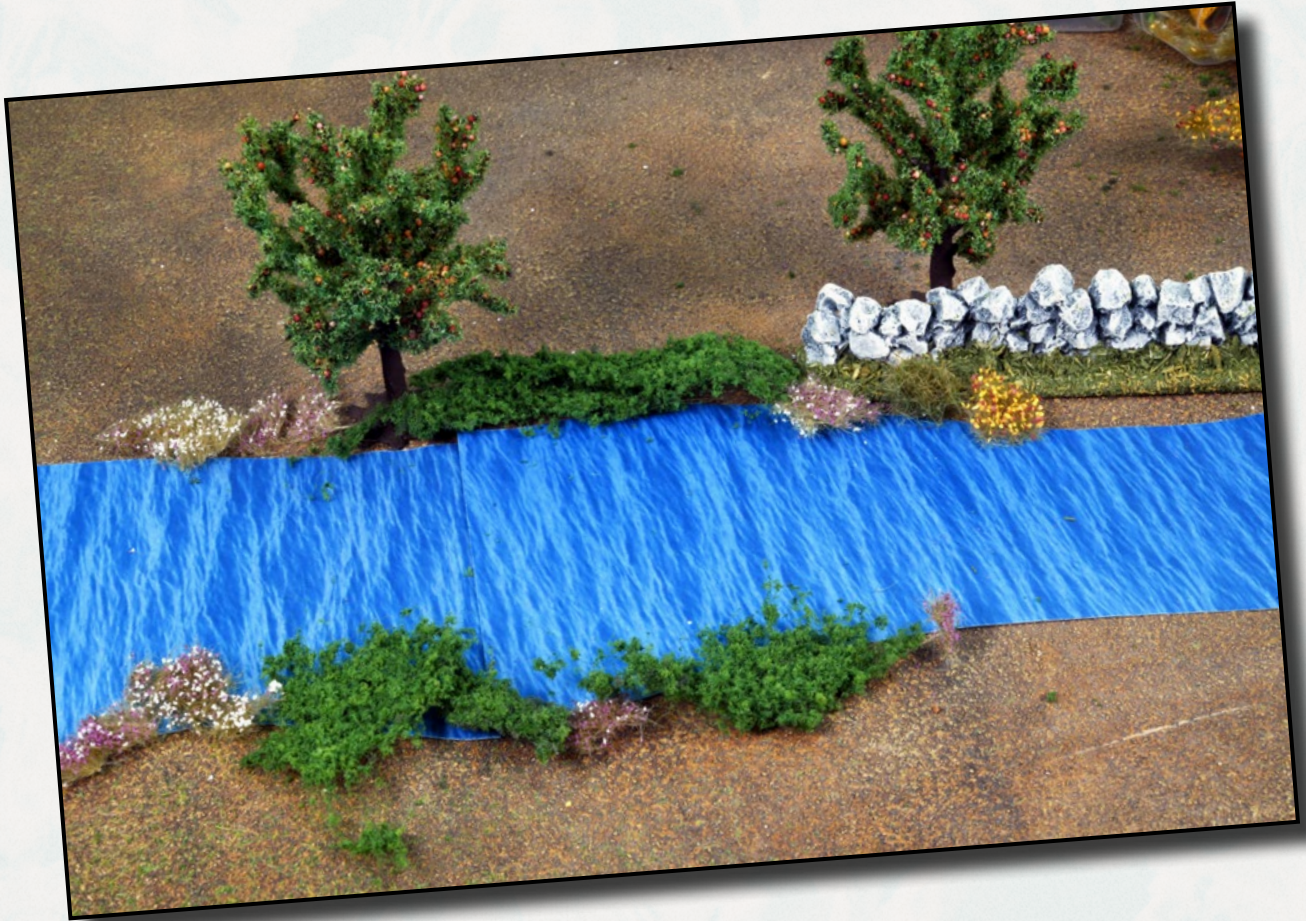
US M26 Pershing Heavy Tank.

The USMC equipment used in Korea will be immediately recognisable to any WW2 gamer: .50 cal, .30 cal, BARs, Garands, M1 carbines, bazookas, etc. were the standard weapons of the infantry. Armour was M26 Pershings and late model Shermans, with M3 halftracks, deuce and a half trucks, along with all the artillery and logistical back up you would expect.



Beach Red Seawall, 1733hrs, September 15 - Inch'on 1950
CAM 162 © Osprey Publishing Ltd.

RAPIDLY READY RIVERS!



**Has this issue's themed content got you eager to go waterborne?
We've got some quick fix terrain ideas to build a riverine-ready table in mere minutes!**

Riverine combat, for all the exciting gaming opportunities it brings, has a practicality-based downside. Rivers span tables, their start and end points happen somewhere far beyond the extremities of your board; you can't just drop a 6" square water objective in the middle of the battlefield, call it a river, and be done!

That means you'll need to invest in some river pieces and tile them across the board; if you're especially committed, you'll need to get busy carving channels into modular boards and bring out the water effects ... or will you?

Well, no! Your friends at Wargames Illustrated are here with some simple, rapid riverine ideas, that will bring waterways to your table at a rate of knots and add easy awe to your watercourse.

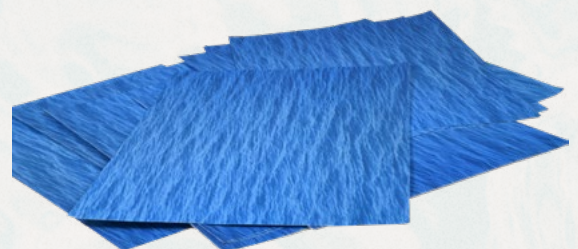
IT'S BETTER WETTER

There are two easy ways to create riverine tables; both start online. Head to your preferred search engine and look for "water texture high resolution". You'll find all manner of interesting tones, textures, and depths that you can save. The key is finding images with a high resolution, which will look better when printed. You can usually see this listed when you hover your mouse over the image in the search – look for at least 1,600 x 1,600.

THE ADDITIVE METHOD

(better for rivers that dissect a mostly land-based game)

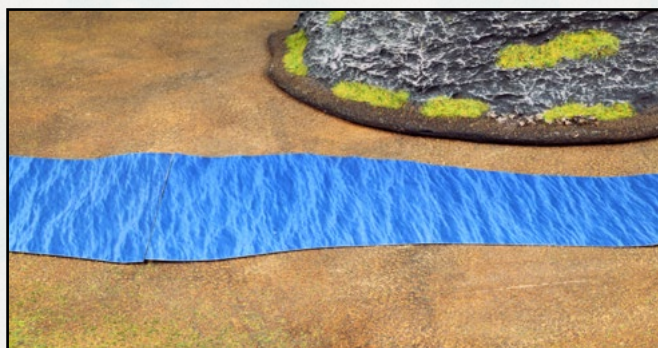
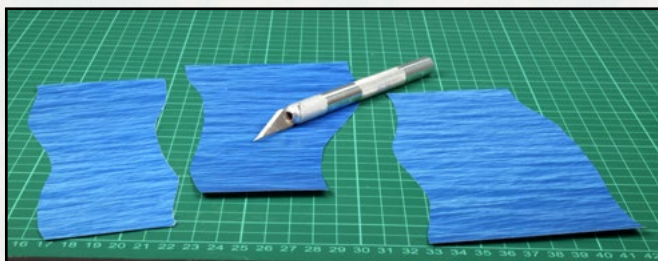
1. Open your chosen image in whatever program you use. Set it to print with the 'flow' down the length of the paper. Print to the edge of the paper if you can, this will make your river sections longer.
2. Print several sheets. High quality, thick printer paper is ideal, but certainly not necessary. You can always attach thinner print outs onto card with a glue stick.



3. Cut your 'water' into river sections. It is better to make curved sections smaller, so the 'flow' can gradually change direction.

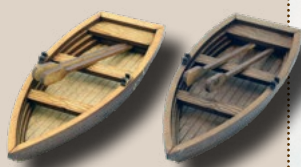
4. Place these on your board – you have a river!

The beauty of this method is that you can produce rivers quickly and at minimal expense. You'll be able to create many diverse options and - if accuracy is your desire - you can rather easily replicate river layouts in exacting detail by working from maps.



BOATS AND CROSSING POINTS

We could devote a whole article to these, but for our rapid rivers two wood-based options are recommended. The first – by far the cheapest and most basic – is wooden craft sticks (or saved coffee stirrers and lolly sticks if you really are working to a budget). These can build basic frames that you can 'clad' with more sticks to act as boats or bridges.



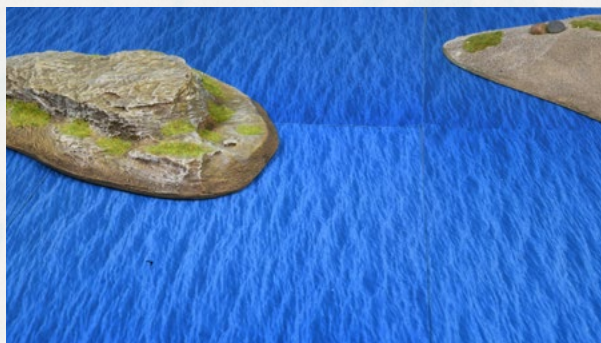
If you want things to look a little more accurate, this is where laser cut MDF terrain is perfect. All of the major manufacturers have bridge options, and an increasing number of period specific river craft are now available to purchase too. These kits are easy to assemble and can be finished off with basic staining if you don't fancy undertaking a full painting project.

THE REDUCTIVE METHOD

(better for boards that are mostly water)

1. Do as above but print onto thin paper.
2. Stick your prints onto a table, or the reverse of your existing board, with a glue stick, matching the edges as well as you can.
3. Stipple matching colours over joins to blend them out. A sponge or makeup powder brush are perfect for this job.
4. You've now got a board of water!

To add land elements to the board you can use your existing scenery collection. We've all got hills, rocks, cliffs and other bits and bobs stored away. These will now define riverbank's shapes and islands in the watercourse.



BRUSH BULLRUSH

You can cover whole banks of your river with great looking bullrushes in a flash – all you need is a soft broom head, some air-drying clay, some PVA glue, and some flock.

1. Shape bases from the clay (purchasable in blue or brown colours from craft shops).
2. Take a bundle of the broom's bristles between your finger and thumb and snip them away, making sure they aren't the full length.
3. Place this bundle into the clay (you can reinforce the join with glue if you want to).
4. Snip some more bristles, at full length, and place these in between the other bristles, so their tips stand proud.
5. Leave to dry, then add glue to the tops of the longer bristles before dipping into flock to create the bullrushes. If you use dark flock and a dark brush you won't even need to paint these!



PUSHING THE PERIOD; REPRESENTING THE REGION

Details will make your rapid riverine boards shine. Think about the period and the region your games take place in and add quick touches that make maximum impact. Here are just a few examples.

BROWN WATER

We've made our rivers blue – a bit of a wargaming tradition – but there's a reason the term brown-water navy exists; you could print brown textures instead.

These could represent the muddy Mississippi in your American Civil War games (where the term brown-water navy originated), or Asian environments for Indochina War gaming, or journeys down Vietnam's notorious Mekong River, or perhaps the Nung river while playing through the scenarios in Neil Smith's article in this very issue.



RIVERBANKS THAT WON'T BREAK THE BANK

The exact same river layout can be given a completely different atmosphere through the addition of different foliage and scatter terrain at its edges.

Create an idyllic English countryside scene, perfect for Wars of the Roses games, with wildflowers (made from patches of coloured flock and moss) and bullrushes (see Brush Bullrush). Add hedges or basic walls and fences, along with paths, that follow the flow of the river – this will give your board a landscaped, lived-in feel.

To create the wilder, untamed banks of a river such as the Mekong you could use those same bullrushes (and in more abundant amounts), along with overgrown flora and fauna, which can be created with aquarium plants if you don't already have some options.

CUTTING THROUGH THE LAND

Put some thought to the way water erodes land-masses it cuts through. Where you place a curve, you could raise a bank using hill pieces from your collection. If a river narrows, perhaps the faster flow tears at the land around it, depositing rocks that block the flow. If you don't have basic rock formations in your scenery collection already, well, you can go on a late-night mission to swipe some from a nearby garden!

There are many fantastic water effect products out there ... but these take time to apply and set! For rapid rivers we recommend shaping wave effects from cotton wool (which is available as sheets and balls) and placing it logically where the water would be choppy. If you want those shapes to be more permanent, soak them in PVA glue before placing them.

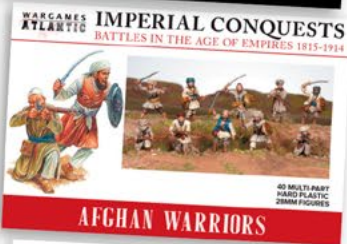


WARGAMES

ATLANTIC

**OUR CURRENT 28MM
HARD PLASTIC SETS**

WORLD ABLAZE THE SECOND WORLD WAR 1939-1945



**COMING SOON!
THE FIRST SET IN OUR NEW
WW2 RANGE:
FRENCH RESISTANCE 1940-45,
A WORLD FIRST IN
HARD PLASTIC!**

 facebook.com/wargamesatlantic

DESIGNED ON BOTH



SIDES OF THE POND

VISIT US AT WWW.WARGAMESATLANTIC.COM

RECREATING A WORLD WAR 2 BLAST SHELTER

As a keen amateur archaeologist Andrew Pearsall is part of a team that are excavating the decommissioned airfield at RAF Perton. As a keen historical wargamer he couldn't resist recreating a World War 2 blast shelter in 28mm, inspired by his findings at the site.

I've long been interested in history, wargaming and archaeology so when a project appeared on the horizon that encompassed all of these elements, I jumped at the chance to embrace all of my hobbies at once. What is the project? Well, over the past 16 months (lockdown aside) I have been excavating the now decommissioned airfield at RAF Perton, just outside Wolverhampton, alongside the group Archaeology in Mind.

The site is huge, to say the least. Although the airstrips were lost, long ago, under a sea of houses, there are enough auxiliary buildings and structures that remain unexcavated and undocumented to keep any archaeologist or historian busy for many years to come.

Amongst the slew of storage sheds, vehicle maintenance buildings, drainage ditches, and other trappings needed to keep a range of aircraft in the air and sizeable workforce catered for a wargaming gem shone through ...

FROM TROWEL TO TABLE

... A near complete, untouched, unexcavated, World War 2 blast shelter, once a vital part of the airfield's defences, now relegated to a footnote in its history.

The building cried out to be recreated in 28mm. It would make for versatile defences on any gaming board but would be perfect for thematic battles – it could be fought over during a daring Fallschirmjäger raid on a top-secret RAF facility. Perhaps it would be part of a last ditched defence, the intrepid Home Guard valiantly fighting back against the advance of German Panzers in the ever popular 'what if?' of Operation Sea Lion.



PLANNING

Having access to the real building and the archaeological plans of the excavation made planning the build easy. An internet search was required to fill in the few details that time, the weather, and vandals had taken away. Some small alterations needed to be made to the original plans to make the building suitable for wargaming scale miniatures.

The small size and low silhouette of the building means that the whole build needs minimal materials. This is a building that is easy on the wallet yet makes a large impact on the table. It is also quick to make and rather easy to complete, needing no advanced skills or complex parts.

MATERIALS

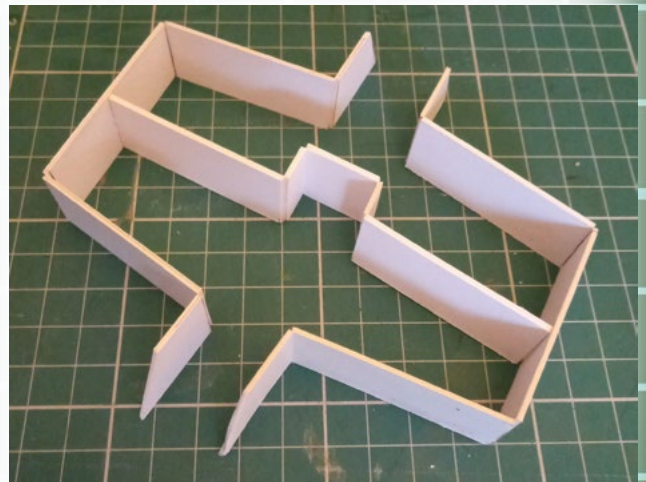
The building is made from mount board, foam core board, and a selection of brick papers that decorate it. A range of basing materials and static grass add detail and realism to the piece. Only simple tools are used - a knife, cutting board, ruler, a hot glue gun (or PVA glue if you prefer), and a glue stick.

THE BASIC BUILD

Due to the small size of the blast shelter only scraps of board are needed. I scaled down the original plans to the desired height, width, and length, then measured and cut from these. My material of choice is mount board – it has the right balance of strength, thickness, and ease of cutting. You could also use plasticard or foam core board if you prefer.

You can make your blast shelter as complex or simple as you desire – there’s the potential to extend the structure, to form entire protective defence lines, should you so wish – but if you want to make a replica of RAF Perton’s shelter you can use the templates provided on our website, wargamesillustrated.net.

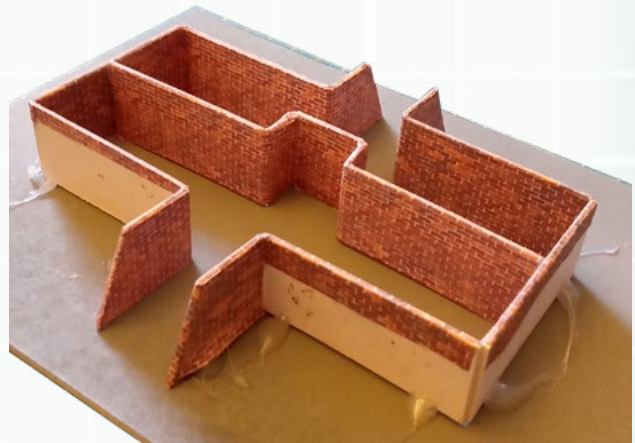
Cut the outer and inner walls to length and consider the corners, angled entrance ways and recessed interior walls. Mount board can be scored, then bent to form a neat edge. Where this cannot be achieved the pieces can be cut fully and glued in place.



AIRFIELD BLAST SHELTERS

They may not be the most instantly recognisable structure, or the first that comes to mind when defence is considered, but blast shelters were a useful defensive option in a tight spot. Designed to save lives during air attack, these open maze type structures could also be turned into a defensive fortification should a land-based enemy attack.

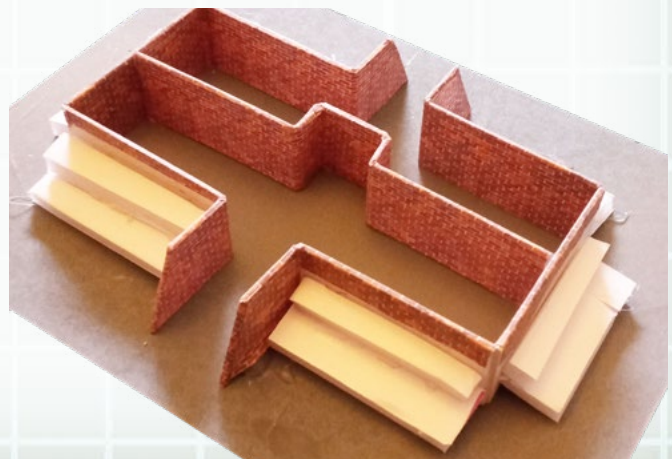
Made of thick brick walls with an earthen revetment, these structures were most often placed at dispersal bases. RAF Perton’s function during the war was as a relief landing ground, used by other nearby airfields, but the base had initially been designed to be a fighter station. There are fighter pen dispersals around its perimeter and the blast shelter was a natural addition.



INITIAL DETAIL - BRICKWORK

To bring realism to the model carefully cover any surfaces that will be on show with a brick effect paper. A glue stick is best here - it does not show through the paper or cause wrinkling when drying.

Edges and corners should be cut with great care, to ensure there are no unsightly gaps or mismatches in the courses of bricks. After the brickwork decoration dries the project can move to the next build phase.



DIGGING IN THE SHELTER

Cut a square of mount board to make the base and spray it grey in the centre – this will act as the concrete pad the building would have originally sat on. Centre the walls and glue them onto this base with a hot glue gun or PVA. A glue gun is good because it creates a strong and quick bond.

Take care to keep the glue on the outside of the shelter at this stage. Some mess on the exterior will be covered up next, but any glue within the shelter will show up on the finished build.

The revetment wall is supported with graduated layers of foam core board and is then topped with mount board. This acts as the surface of the soil. Ensure the angle of the revetment runs from the top of the exterior wall to just inside the the building's entranceway.

THE GROUNDWORK

The revetment and surrounding ground level can be painted with a brown acrylic paint, taking care to not get any on the brick paper. Once dry apply PVA glue and sprinkle with a mix of fine and coarse sand, 2mm grass tufts and small gravel. This mix is made to try and match the soil conditions at the building's original site. Take care not to get glue and soil on the brick walls.

FINISHING TOUCHES

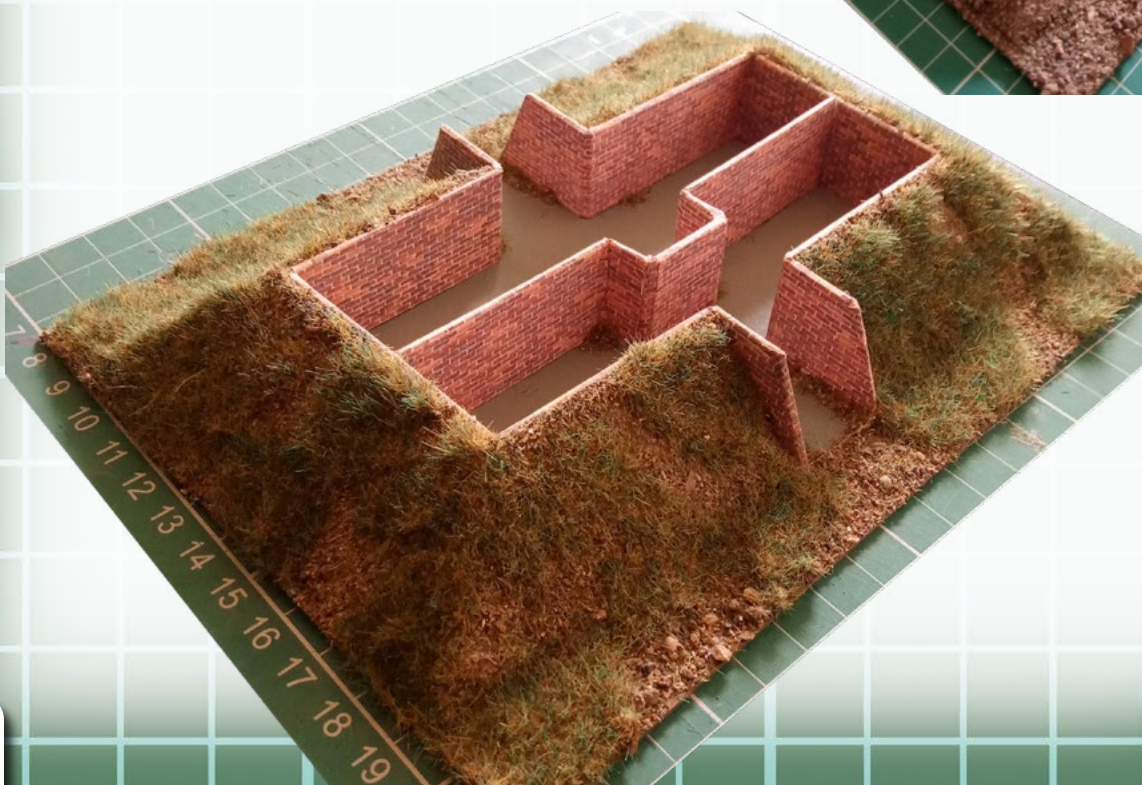
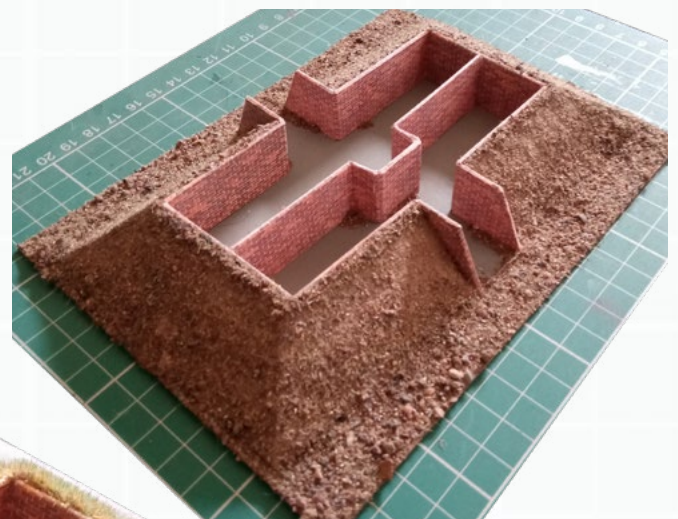
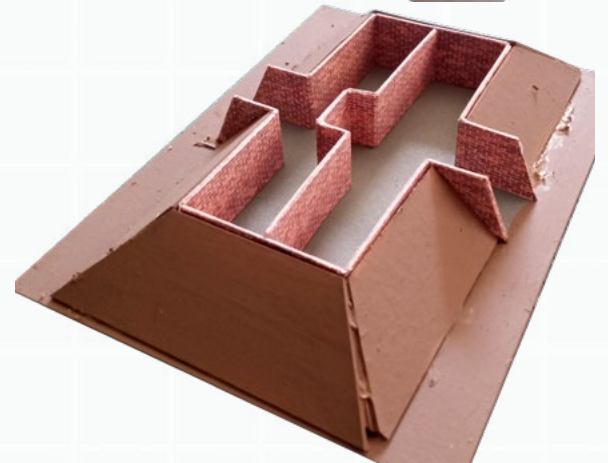
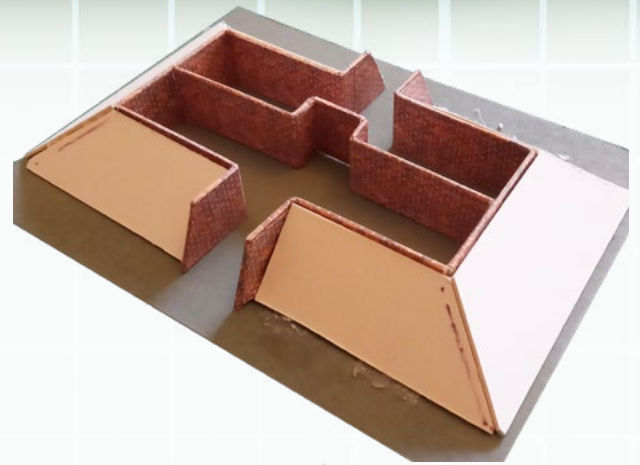
Final details can now be added, should you want to take things further. In my build I added small areas of PVA glue to the interior of the building and covered these with dirt scatter to represent built up soil and leaf mould in places.

You can use your preferred method of grass application to give detail and depth. I placed patches of 2mm static grass around the exterior with a static grass applicator and added some small areas within the building itself, simulating grass tufts growing through the concrete foundation.

I attached some static grass tufts and flower tufts to the inside and outside of the building too. I made these myself with 4mm and 6mm static grass and coloured sand. These add realism to the area, giving it height and colour.

Weathering powders applied to the concrete pad and brick walls add a grimy, worn in look.

When complete the build makes for a versatile terrain piece. It can be used in many WW2 settings and post WW2 games too, from modern conflicts to sci-fi or post-apocalyptic battles.



*Contemporary, Professional,
Reliable, painting service!*



FREE POSTAGE
On all orders
over £50.00*
USE CODE
HPA-01
*UK only



172
MODEL FIGURES

Take a look at
the full range
online, or call for
an up to date
stock list to be
posted to you



ARMOURFAST™



Shop online at

WWW.1-72.CO.UK

t: 01843 293723

e: orders@1-72.co.uk



The Wargames
Widow makes...

MUGHAL ARTILLERY



In this article The Wargames Widow brings her talents to the pages of Wi magazine, showing us how to make Mughal Artillery.

Aside from taking pity on the Wargamer and shouldering most of his basing chores, I've been keen to avoid anything too soldiery. Despite some desperate attempts to encourage me to paint some actual soldiers, the closest I've got is to paint a couple of goats. These looked so awful and outlandish that I immediately re-undercoated them! Mercifully for all of us there is no photographic evidence of these abominations.

The pandemic lockdown drove me to some extremes I have to admit. I invested in a sewing machine, I planted so many tomatoes that I could supply Domino's with pizza topping and I baked cakes and muffins nearly every day. This latter preoccupation meant I over-supplied the wargamer with small empty tubes that had contained vanilla powder. Every time I go to Greece I come home with dozens of the things, I'm amazed that I've evaded awkward questions at customs – white powder in a sealed container

Anyway, the wargamer has been using them to make chimney stacks for his buildings for years, but now he had dozens of the things. Then there was Michael. I don't know who Michael is or why he didn't want a small wooden train with the letters of his name anymore. I've said it before, one look at the Wargamer's garage and you will know he has borderline hoarder traits. A window fitter working on the garage spotted the opportunity to rid his home of some unwanted junk and gifted the wargamer with 'Michael' and so my fate was sealed.



Who is the Wargames Widow?

Diane Sutherland coined the title "The Wargames Widow" several years ago when she discovered she had a desire and skill for creating model terrain and buildings to topographize her husband's wargames table (Note: Hubby Jon is affectionately referred to as "the Wargamer" in her articles). Since then she has gone on to author several books on the subject and has been featured in various wargames magazines.

Above: Gun crews are Old Glory. Mughal commanders are Redoubt. Company Native Horse and commander are Redoubt. Buildings in background designed by Jon Sutherland and available in resin from Caliver Books.

I could see the wargamer looking at the new gift and the pile of vanilla containers and just ruminating quietly, always a bad sign. He waited for an ad break on the TV and cleared his throat and began: "Do you know how much big artillery pieces cost in lead?" I neither knew nor cared, but he was going to tell me anyway. "Ten or twelve quid and I need half a dozen ... at least." If and when the shops reopened, I told myself, that sixty or seventy pounds would be much better converted into scented candles, Lush shower gel, or a nice top.

THE PARTS

CARRIAGE

You can find the little wooden trains in gift shops everywhere; presumably you pay by the letter! The great thing about them is that all of the hard work is done for you. You have a solid carriage (rather like the Wargamer these days) and four wheels – ideal for big (28mm) artillery.

BARRELS

If you don't have a vanilla addiction, you can easily replace the little tubes with a section of dowel (ideally with the ends drilled out).

As I had sufficient letters/carriages for the six artillery pieces I thought I'd make him a couple of multi-barrelled guns I'd seen in a painting of a Moghul army in battle. These barrels were wooden bannisters from Hobbycraft for dolls' houses. Anything like a bannister would do; I wanted something that looked a bit fussy and ornate.

ROPE AND EXTRAS

The only other bits and pieces I used for the project were some cast ratlines (ropes) from Dixon/Ainsty and a couple of cast wagon tops (no idea where from, but easily made with a piece of beach mat).



If you fancied making the carriages from scratch or replacing the wheels then Warbases do an MDF sprue of 30 wagon wheels and all you'd need is some balsa for the carriage and cocktail sticks for the axles.

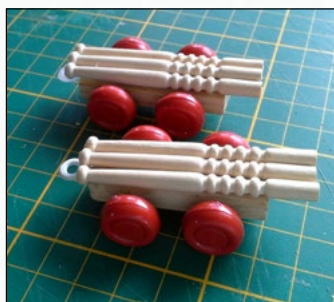
ON WITH THE SHOW

The first job was to remove the letters from the carriages and pull out the plastic hooks, but leave the plastic eyes that held the train together.

For the biggest cannons I stuck two of the vanilla containers together and then fixed them to the carriage. You need to line up the containers with the end of the carriage at one end, so you have the barrel sticking out the other side. I used a hot glue gun for this; it isn't easy persuading plastic to fix to wood with superglue.



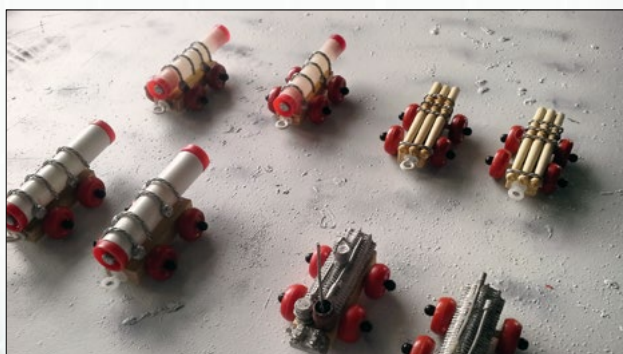
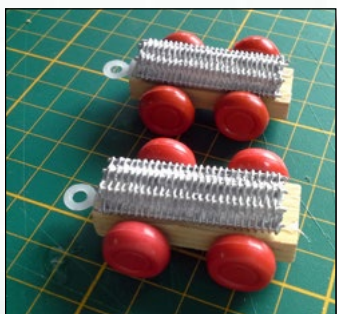
The bannister pieces were a bit long for the organ gun, so I snipped off the end so that they sat nicely on the carriage; I used three for each gun. Fortunately the width of the three of them was ideal for the carriage.



They were beginning to look the part, but the next stage would begin to disguise the humble origins of the guns. I bent four rat lines around the big gun barrels at reasonably regular intervals, but snipped off the round ends for the organ guns and stuck the rope in the grooves of the bannister pieces. If you can't get the cast pieces then small fine twine or string would work just as well. I added some buckets, barrels and artillery tools onto the ammunition carriages and everything was ready for undercoating.

Another good alternative is to deploy some of those bendy spears and pikes that have been languishing in a bits drawer; this is a perfect time to benefit from that soft lead. Simply "wrap" the barrels with some lengths of spear or pike, the more ornate the better.

The ammunition carriages simply had the metal casting stuck on them. I decided that I would add some artillery paraphernalia to them later.

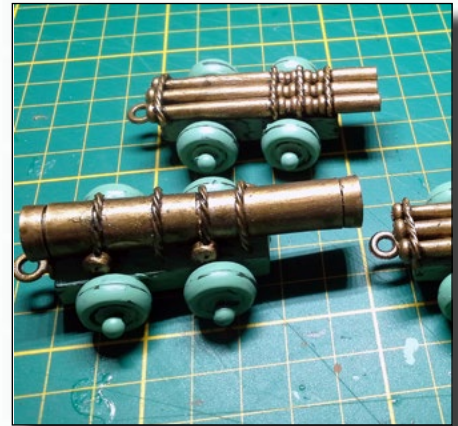


A LICK OF PAINT

I won't go into too much detail about the painting, but I undercoat with black on the basis that it gives a nice start if you're painting metal parts like the barrels of guns.

I used several layers of increasingly bright bronze and gold then over-washed with Nuln Oil. The only picture I had seen of

the artillery carriages was one huge monstrosity in a museum somewhere in India. It was a very pale creamy green, but you might want to try something a little more vibrant. In my case I used three progressively brighter shades of pasty green from the Coat D'Arms range.



IN POSTION

You can't have artillery pieces just sitting there on the table asking to be charged and overrun by eager Sepoys in the pay of the English. No self-respecting Moghul commander would settle for anything less than a safe and secure firing position. Some nice big gabion artillery positions would be just the job.

GABIONS

I have made gabions before, but this time I wanted to try something different and at the same time use up some of the DAS Pronto that was slowly hardening in one of the Wargamer's many tool boxes of stuff. Again, you could easily ignore my steps and go for a simple length of dowel wrapped in some beach mat or place mat.

I made a nice long sausage shape with the Das Pronto and then cut 1" (25mm) lengths - I cut thirty of the things! I knew the Wargamer had been hoarding some old table runners I'd discarded years ago and remembered the ridged texture and thought they would be ideal. If you pay a visit to a pound, euro or dollar store you will find plenty of placemats just like the runner. You are looking for something that looks woven or ridged to get the effect. I cut out some strips about 30mm tall and cut out lengths so that they would wrap all around the Das Pronto mini sausages.

I ran a line of hot glue to fix the cloth to the clay. Make sure that you fix the cloth so that it is level with the end of the clay at one end and is higher than the clay at the other end. I then set them aside overnight for the Das Pronto to harden up. In the morning I dabbed some PVA into the top and dunked the gabions into some sand and gravel to hide the clay top. Once this is dry you can undercoat the gabions with white primer.



The Wargames Widow is a regular contributor to WiPrime. Prime members can check out her articles online by logging in and searching for 'widow'.



THE ARTILLERY BASE

The next job is to tackle the rest of the artillery base. I figured that six gabions per base would be enough – still allowing enough room to place the crews without everything looking too cramped. My base size was about 6" wide and 5" deep, enough for the gun, gabions and four or five crew.

Before you stick the gabions in place, you need a little embellishment in the form of a flat surface for the guns. Often gunners would lay a series of flat timbers under the gun position so it could recoil properly and not get stuck in the mud.

Mark the middle of the base and cut some coffee stirrers long enough to give you a little extra either side of the gun wheels. In my case this was about 2". You'll need ten or so for the length of the gun. Fix these coffee stirrers in place with a hot glue gun so that the front one is about 1 1/2" from the front of the base. Make sure you have left enough space to fix the gabions in place (again with hot glue), at an angle running back from the first coffee stirrer to the edge of the base itself.

To bring the whole base together, I covered the surface with some PVA and dipped the base into a gravel and sand mix. If you have got an hour or so and the sun is out go and buy yourself a bag of sharp sand. Now sneak into the kitchen and find two sieves with different sized holes (I used a pasta sieve and a regular sieve). Begin by pouring out some sharp sand into the pasta sieve. This will remove all of the really big bits of stone. These stones are great for adorning your figure and terrain bases. Now sieve again using a sieve with a finer mesh and this will take out the medium sized stones. Again, these are great for smaller detail rocks and stones on bases. You should be left with sand and some tiny stones, ideal for general purpose basing. A nice big bag of sharp sand will cost you half what you'd pay for a tiny tub of "basing grit".

This needs to dry overnight before you get down to the painting.

PAINTING THE BASE

I undercoated the sand with a dark chocolate exterior masonry paint followed by Ochre and Naples Yellow dry-brush coats. The wood slats were painted with a Red-Brown and then washed with a Dark Brown stain. The gabions were dry-brushed with a Tan and then an Off-white/Cream. Finally, I washed the stones in the gabions with sepia ink. To match the wargame table, I applied some PVA to the surface and firstly added some static grass (a mix of spring and summer 2mm) and then some Gaugemaster green foliage.



FROM SPONGE CAKE TO MINCE PIES

I can see an end to the vanilla container surplus conundrum, I can't get to Greece to replenish my stock and besides with the autumn and winter setting in it's time for moist fruit cakes and mince pies and not vanilla flavoured sponge cakes!

CRUSADER APOCALYPSE



THE FRONTIER STRATEGY

Dr Steve Tibble, author of *The Crusader Armies* (Yale 2018) and *The Crusader Strategy* (Yale 2020), concludes his four-part series about wargaming options for the crusader states. This time the drama leads us to a nondescript, Galilean village named Hattin.

A FORLORN HOPE

As we concluded the previous article in this series, we left the crusaders defeated in Egypt, and facing a newly unified Islamic empire - an empire moreover which could regularly field huge cavalry armies with overwhelming numbers. The stage was set for something all wargamers love - a last stand.

Under-resourced and surrounded on all sides, the crusader states had increasingly limited strategic options. The answer, if it can be called that, was the frontier strategy: bolstering the border marches, preparing the civilian communities as best as possible, and desperately trying to build an army with the critical mass to meet the Muslim invaders in the field.

Both at the time, and now, from a wargames perspective, it could hardly pretend to be a long-term solution. Rather, it was an extended delaying

action, deferring what looked like an inevitably disastrous outcome. It was unsatisfactory but it was also the least bad option from an increasingly unpalatable range of choices. Given the lack of alternatives, every effort was put into making it work as well as possible - galvanising diplomatic help wherever it could be found, building up the number of local troops and putting state-of-the-art castles on the ground to ensure that the limited available manpower was used to best effect.



Left: Figure by Fireforge Games. Painted by 'Nec spe nec metu' (Follow him on Facebook).

Diplomatic initiatives in support of this new, and increasingly desperate, strategic phase continued with energy but few tangible results. External help was needed more than ever, as the political situation had deteriorated markedly. King Baldwin IV had inherited the throne of Jerusalem in July 1174, just a few weeks before Saladin had moved to take Damascus, the de facto capital of his erstwhile master Nur al-Din.

This was a double disaster. The unity of the new Muslim empire was an obvious threat. Less obvious, but just as dangerous, was Baldwin's accession. He was a 13-year-old leper. He was inexperienced and his health was inevitably deteriorating. He lived for another eleven years (longer than was expected) and was a good leader for his people. But he was dying, and could father no children.

CRUSADERS FRONTIER MAP



Left: "Every knight who fought at Hattin in 1187 had to face ten heavy cavalrymen in Saladin's 'askar".
Figures by Gripping Beast.

Internal problems were mirrored by external difficulties. There were a lot of specific reasons why diplomacy failed, why people back in Europe could not or would not help, or why the help on offer was inadequate. But the underlying reason was just simple game theory. Only the most fanatical settlers would want to take their families to live in the Holy Land. There was little land, and a lot of danger – hardly the most compelling combination.

There was always a trickle of pious and motivated crusaders to call upon. Helpful as they were, however, they were never enough: small-scale, temporary assistance could not suffice for states whose military needs were substantial and constant. They could provide occasional, tactical help, but were never suitable for the needs of strategy. The armies of Europe were no longer on the march.

Money from the West was helpful and could be converted into better equipment and bigger fortifications. But, with the exception of a few mercenaries, it could not easily be turned into warm bodies, and particularly not trained and experienced ones. Manpower was a hard ceiling that the Franks just could not break through.

Saladin had extensive, well-populated dominions and access to almost limitless mercenary bands. The crusader states, by contrast, had run out of land. Even if they had been able to persuade settlers to overlook the dangers of the region, they had nowhere to put them. Crusader armies grew as quickly as they could, but there were severe limitations. The infantry could be expanded by conscripting shopkeepers and farmers, the young or the old. But this could only be done at the expense of quality. Either way, the situation was a long way from ideal.

Ultimately, scraping the barrel to expand the numbers in the field army was the least bad option, but it was hardly inspirational. The best it could deliver was larger bodies of inexperienced infantry, accompanied by increasingly outnumbered cavalry. The inescapable reality was that every knight who fought at Hattin in 1187 had to face ten heavy cavalrymen in Saladin's 'askar. The maths could not be avoided.

The political situation was worsening and there was no obvious solution to the manpower problem - the crusaders' strategic options were, effectively, reduced to maximising the returns on their existing resources. They were left with no choice but to make castles a central part of their broader frontier strategy. Throughout the 1170s and 1180s we find the Franks making huge

efforts to upgrade their fortifications, transforming simple defensive structures into complex bastions, better equipped to present a sustainable in-depth defence against even the strongest Muslim armies.

The development of the fortifications with multiple layers of (concentric) walls, and additional, more sophisticated defensive features, was the most overt feature of this effort. But the shift was more far-reaching than just that, symptomatic of an 'arms race' in the region that, unless political unity among the Muslim states fractured, would continue to pile increasing pressure upon the crusader states.

For a society with very limited manpower and no way of remedying the situation, castles were an obvious way of making the available resources go further.

Fifty men in a desert were easy meat for nomadic cavalry. Fifty men in a castle were an entirely different matter. Defensively, they now had survivability, and could provide a safe haven for other soldiers or civilians. More aggressively, they now had the capability to ambush raiders when they were returning laden with booty, and to kill stragglers. Castles were both a jumping-off point and a refuge. In an age of limited technology, they were the great 'force multiplier', allowing relatively small groups of men to project a disproportionate influence on the landscape around them.

All the crusader states, within a relatively short space of time, made concerted efforts to transform the castles which defended their frontiers. There was no formal memo headed 'Revamping Castle Design'. But structured conversations were clearly taking place about the kinds of changes that were needed, and how quickly they should be implemented.



Above: "Throughout the 1170s and 1180s we find the Franks making huge efforts to upgrade their fortifications." *Crusader Castles in the Holy Land 1192–1302* by David Nicolle, illustrated by Adam Hook. © Osprey Publishing Ltd.

WAR WITHOUT END

Muslim attacks ramped up inexorably year after year. Overwhelming numbers and geopolitical resilience meant that the Muslim forces only needed to win once. Regardless of strategy, the Franks needed to win every time.

In April 1187 Saladin launched yet another series of coordinated assaults on the crusader states. One army, commanded by his nephew, Taqi al-Din, was sent north to threaten the borders of Antioch and their fellow Christian Armenians. Another army was summoned from Egypt. It set out to raid and probe along the southern frontiers of the Latin Kingdom of Jerusalem, pinning down the elite Templar garrisons along the frontier, and moving slowly towards Eilat.

Saladin himself, meanwhile, personally led a third army down towards Bosra. From there he crossed the border to attack the Arab Christians of the Oultrejordain, letting loose Turkic mercenaries to take slaves and destroy their villages. He then joined up with his Egyptian reinforcements and, in what was becoming an almost annual ritual, both armies proceeded to besiege the vital – and extremely irritating – castle of Kerak once again.

While these traditional hostilities were unfolding in the south, yet another army, this time led by Saladin's son, al-Afdal, was posturing on the eastern frontiers of Jerusalem, raiding across the Frankish colonial settlements and threatening the town of Tiberias, on the Sea of Galilee. A detachment from this army, led by the Lord of Harran and Edessa, carried out a massive cavalry foray deep into the heart of the kingdom of Jerusalem, 'to plunder and destroy' the poorly defended villages around Acre. As it headed back across the River Jordan on 1 May 1187, it bumped into Gerard of Ridefort and his small band of knights, triggering the momentous encounter at the Spring of the Cresson, near Nazareth.

So, at the end of April there were four Muslim armies operating simultaneously in the crusader states. The defenders were completely swamped. To put things into perspective, the raiders that destroyed the Templars at Cresson, just a contingent from one of those four armies, were a larger cavalry force than anything the Franks could field, even if they had been able to gather all their mounted troops together in one place.



Above: "The castle was the correct, but hugely expensive, answer to the problem of how to ensure garrisons could hold out until a substantial relief force could get to their aid". Photo by Ron Ringrose.



Above: "Surrounded and increasingly outnumbered, the culture of military defence (rather than offence) was more and more frequently the correct response." Figures by Gripping Beast.

One can romanticise the undoubted bravery of the Frankish knights, but the reality was that Gerard and his men had been swatted to one side by their opponents. The Muslim forces were so large that destroying the elite Templar force had barely even slowed them down. In the face of such overwhelming numbers, there was very little that the Franks could do.

The Franks attempted to regroup and make a stand. The army was substantial by their standards, but many, maybe most, of the new recruits were barely trained civilians. And even with the ranks padded out by more or less willing amateurs they were still grossly outnumbered.

The Frankish military were disorientated, off-balance, and faced with insoluble problems. There was no obvious way forward - all the realistic options were bad. King Guy of Lusignan, Baldwin's successor, was weak and mistrusted by his nobles who, entirely correctly, doubted his leadership abilities. He now chose the worst possible course of action.

The crusader army set out in the height of summer to relieve Tiberias. Even its own lord, whose family were trapped inside, argued that it was a mad idea. They marched without a clear plan, along a dusty, waterless path, and were increasingly bogged down by Turkic skirmishers. On the second day of a catastrophically misjudged manoeuvre, they were completely surrounded and

ground to a halt at a village called Hattin. Bereft of hope, the dehydrated, ragged army was destroyed. The entire force, a large proportion of the adult male population of the Latin Kingdom of Jerusalem, was dragged off to slavery or execution. In the aftermath of their failure, and the failure of the frontier strategy, the hinterlands of Christian Palestine were lost.

LIMITATIONS OF THE FRONTIER STRATEGY

The frontier strategy was the correct approach, given the limited resources which the Franks had to hand, and the scale of the threat they faced. But it was frustrating and debilitating - and it did not sit well with the proud and aggressive men that were called upon to implement it. It was defensive. It was largely passive. Perhaps most importantly, it was extremely limited in its scope for success. Even when it was working well, it brought with it no prospect of delivering a knock-out punch - survival was the best it had to offer, and achieving even that required monumental powers of self-discipline.

Surrounded and increasingly outnumbered, the culture of military defence (rather than offence) was more and more frequently the correct response. The crusader states were still aggressive whenever they could be, but the opportunities to do so were increasingly rare.

The castle was the correct, but hugely expensive, answer to the problem of how to ensure garrisons could hold out until a substantial relief force could get to their aid. The trouble was that by this time



Above: "In 1187 Saladin himself, meanwhile, personally led a third army down towards Bosra." Figures (including Saladin in the foreground) by Gripping Beast.

THE LOSS OF LE CHASTELLET

The sieges of this period can be hard (and, let's be frank, boring) to wargame, as the strength of the new concentric castles meant that they were usually blockaded - starved out, rather than stormed. The brutal attack on a Templar construction site on the frontier between the kingdom of Jerusalem and Saladin's Syria, however provides a vivid skirmish scenario, complete with unique archaeological finds which allow us to reconstruct some of the last moments of the Templar garrison.

In 1178 the Templars began building a state of the art castle, which they called Le Chastellet, at Jacob's Ford, a strategically vital crossing point of the River Jordan. The following summer, before the outer walls could be completed, Saladin mustered all his available forces in an attempt to destroy it while it was still just a building site.

The defenders had prepared makeshift bolt-holes around the site, but the end inevitably came quickly. This was a disaster for the Templars, but has some upside for wargamers - Le Chastellet is one of the very few medieval sites where the bodies of the fallen soldiers have been discovered in situ and subjected to modern scientific analysis.

The gruesome analysis of these archaeological findings give us a lot of detail for setting up an ultra-realistic skirmish game of the final minutes. The skeletons of five members of the garrison have been found beneath the ash layer of a collapsed building in which they made a last stand. The bodies were surrounded by large numbers of Muslim arrows, and the wounds they received suggest that they were cornered and killed in combat, rather than executed after surrender (as happened with most of the garrison). It seems likely that the men retreated into the building, and their attackers directed archery fire inside the building to kill or wound them, before rushing in to finish them off with close quarter weapons such as swords or axes.

Below: The ruins of the 'Le Chastellet' Crusader Fort at Jacob's Ford, on the present day Israeli border.

Three of the bodies had been struck by arrows, one in the pelvis and another in the upper arm. A third had been repeatedly shot in the neck, with the archers presumably aiming below the protection a helmet would have offered. Two of the bodies also had sword or axe wounds, some of them very significant.

One soldier had a particularly savage end. His arm was cut off at the elbow, a wound that had probably been inflicted before he retreated into the building, as no trace of his lower arm was found there. His lower jaw was also chopped in two, and just in case that was not enough to finish him off, he also received a massive axe or sword blow to the head, splitting his skull in two.

Significantly, of the five sword wounds that we can identify, four were in areas that were not protected by the mail shirts that most of the men in the castle wore: we know from Muslim letters written after the siege that enough suits of mail were available to protect the artisans as well as the professional soldiers - all were expected to fight in an emergency. Some of the arrow wounds were in locations that suggest they had penetrated these hauberks, but given the extremely close range of the fighting, this is perhaps not surprising. This was fierce, close combat to the death. All the sword wounds were on the front of the body, and on the left side, where a right-handed opponent would be most likely to strike in face-to-face combat.

There are other clues, just as tantalising, as to the fate of other members of the garrison. Twenty-two coins have been excavated from within the castle grounds. The majority were found scattered across the site, surrounded by Muslim arrowheads, as isolated groups of defenders fought their way back from the breach, and beneath a barrel-vaulted building, mingled with the remains of human and animal skeletons.

The garrison died hard, and their spirit lingers on in that quiet, far flung frontier crossing - I shed a tear when I went there last.





Above: "The mounted arm of the Crusader armies in this period got proportionately smaller, while the infantry militia increased." Figures by Gripping Beast.

Muslim armies were huge, and capable of being quickly rebuilt, even if they were defeated. They were less concerned about the presence of a relief column. On the contrary, sieges could become a provocation in their own right, with the potential upside being as much about enticing a Frankish relief force into the open, where it could be surrounded and overrun, as it was about capturing the castle which was the ostensible objective of the siege.

The new, bigger Frankish army was similarly impressive, but only from a distance. True, the crusaders were fielding larger forces in the 1180s than at any other time in their history. The money raised from home and abroad could be used to recruit more mercenaries and equip more infantry. But their forces looked better on paper than in action. Many of the men who died at Hattin were ill-equipped farmers or shopkeepers, a barely trained militia. And after they had

padding out the Frankish ranks, Saladin's men still outnumbered them significantly.

Even if they had been better led at Hattin, the deck was always going to be stacked against the crusaders. The timing of defeat was a variable but there was only one likely ending.

WARGAMING THE FRONTIER STRATEGY

Wargaming the frontier strategy gives us chances to look at many different styles of game. For display games, the huge set piece sieges of Kerak, Belvoir, Safad, and the other concentric castles are all beautifully visual (albeit not the kind of thing that could be played out on a club night!).

There are full-scale tabletop battles too - Mont Gisard, Le Forbelet, the Spring of the Cresson, and, of course, Hattin, are all crying out to be gamed. For our purposes it is important to remember

that crusader armies got bigger over this period, but this was not accompanied by a commensurate rise in effectiveness. The ratio of elite troop types in the army, such as the military orders and secular knights dropped significantly. The mounted arm got proportionately smaller, while the infantry militia increased. Discipline, experience and quality all suffered as a result, and that should be reflected in the rules. The Muslim armies, on the other hand, were consistently bigger and, as their resources grew, so too did their quality.

And, as ever, there are wonderful scenarios for skirmishing. The incorrigible Reynald of Châtillon's bizarre water-borne and camel-carried pirate raids down the Red Sea are an obvious small scale mini-campaign (and, editor permitting, deserve an article of their own). Similarly, the last moments of the garrison of Le Chastellet (see sidebar) are deeply moving and, by an extraordinary quirk of fate, are known to us in some detail.

As with the crusades as a whole, the frontier strategy is a rich and multidimensional wargaming opportunity to explore - after all, as the crusaders would say, Deus Volt!



Figure by Gripping Beast.



Above: Figures by Perry Miniatures.

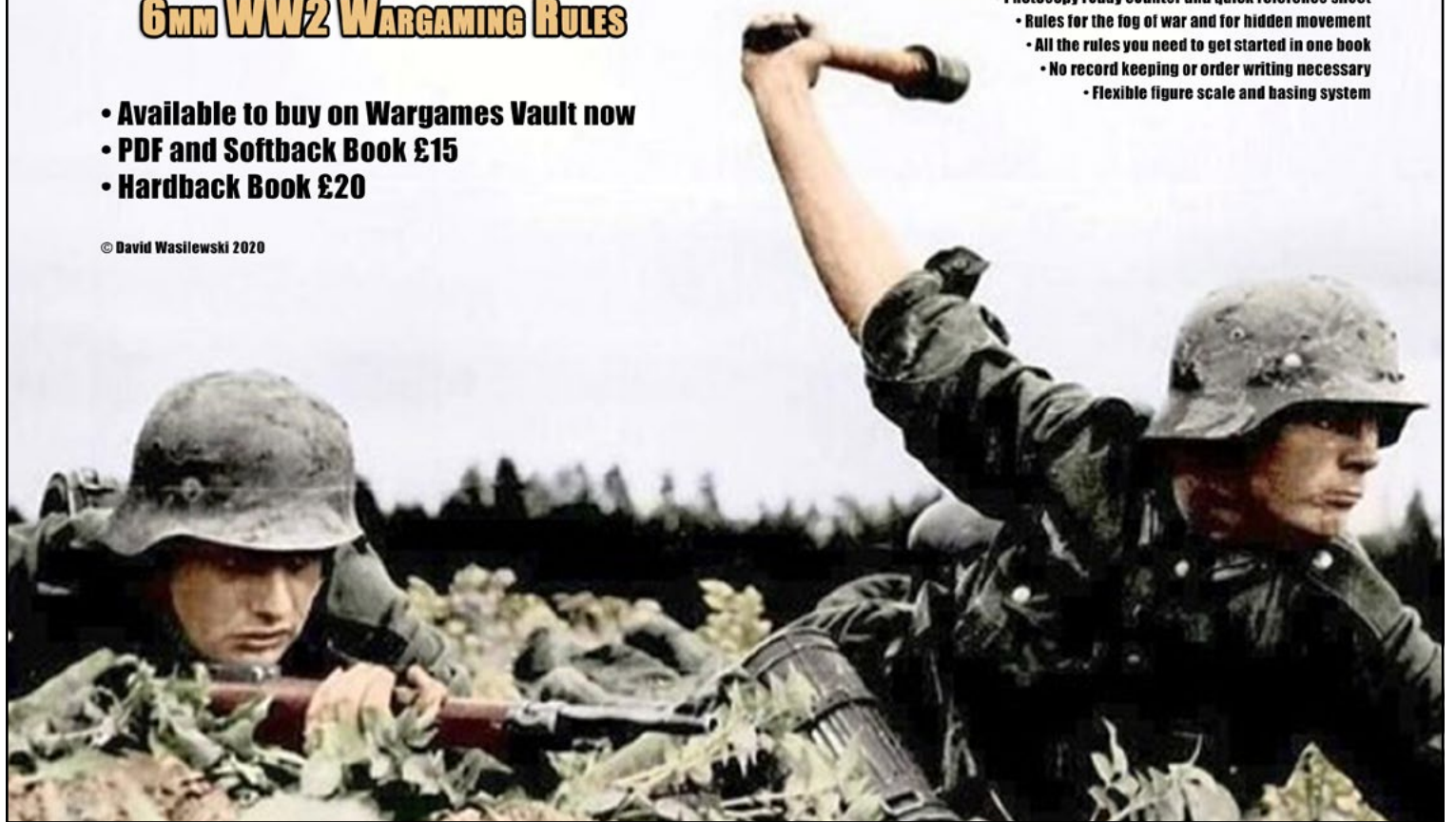
All Hell Let Loose

6mm WW2 Wargaming Rules

- Available to buy on Wargames Vault now
- PDF and Softback Book £15
- Hardback Book £20

© David Wasilewski 2020

- Suitable for solo play all the way up to multi player club sized games
- Simple army lists for late war European eastern and western front
- Optional rules for weather, darkness, engineers and high ground
- Fast Play, simple Rules that encourage authentic tactics
- Photocopy ready counter and quick reference sheet
- Rules for the fog of war and for hidden movement
- All the rules you need to get started in one book
- No record keeping or order writing necessary
- Flexible figure scale and basing system



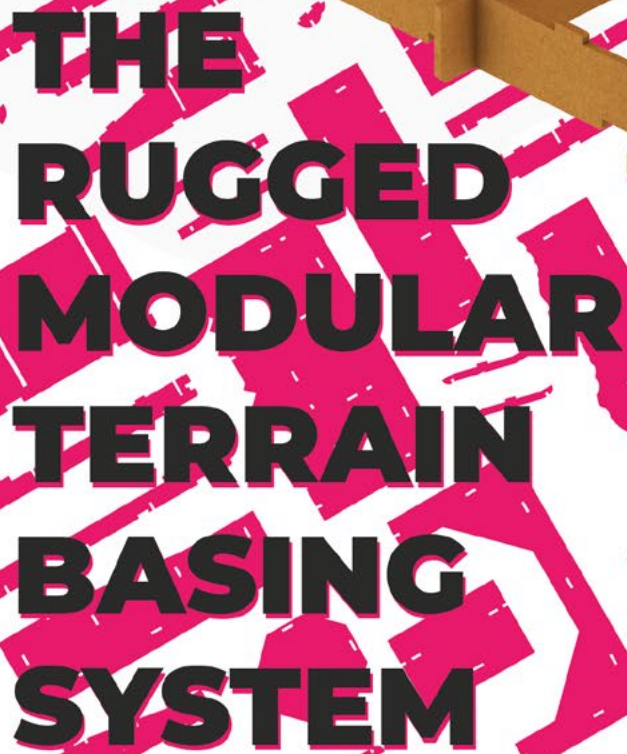
New from Sally 4th... The Villagers

Exquisitely detailed and posed villagers to populate your historic or fantasy worlds.



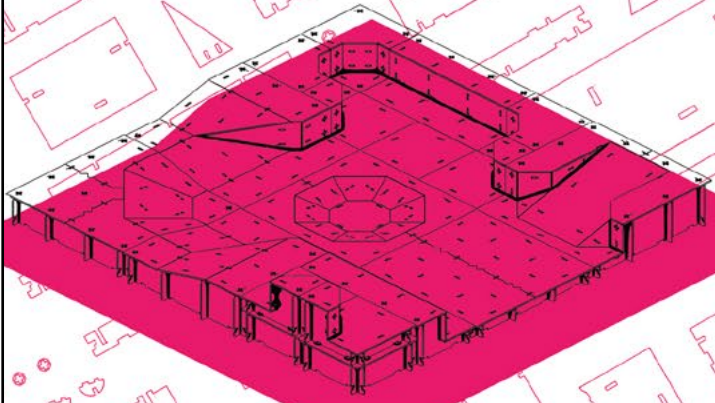
SCAN ME

<http://sally4th.co.uk/Sally-4th-Miniatures>



THE RUGGED MODULAR TERRAIN BASING SYSTEM

TERRAINTILES IS THE ULTIMATE BLANK
CANVAS FOR MAKING YOUR DREAM
GAMING BOARD.



PRECISION LASER CUT FROM HIGH
DENSITY, HARD-WEARING FIBREBOARD.
COMPATIBLE WITH ALL MINIATURE
WARGAMES.

DOZENS OF DIFFERENT TILES · THOUSANDS OF COMBINATIONS

ENGINEERED, NOT JUST DESIGNED

 **TERRAIN
TILES**

BUY AT ANOMALIAGAMES.COM
USE WARGAMESILLUSTRATED FOR 10% OFF

Tercios Miniatures



28mm White Metal
Pike & Shotte Range

www.terciosminiatures.com



Colonel Bills

www.colonelbills.com

28mm Late Elizabethan
Border Garrison Troops



D'Arlo Figurines are exclusively
available from Colonel Bills



'and don't forget to follow the the Colonel on
Facebook & Twitter, you 'orrible wee man'

Merry Christmas and a
Happy New Year from



dixon
miniatures

*Superbly detailed & realistically animated
Historical Wargaming Figures*

Visit our website to see our intricate 28mm, 20mm & 15mm ranges

- Vikings
- Samurai
- ECW
- Grand Alliance
- Pirates
- Wild West
- ACW
- WWII



www.dixon-minis.com

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

GUNFIGHT ROYALE

KICK
STARTER

JANUARY
2021



The Perfect Introduction
To
WILD WEST GAMING
For
Friends, Relations,
Gullible Passersby,
And
ALL OTHER PARTIES
Who Heretofore Have
Sworn Disinterest
In
THIS GREAT HOBBY
OF OURS.

Everything Needed
for Play is Included
in one \$45 Boxed Set
with Expansion Cards
and Figures Available.

Support us on
Kickstarter
January 2021!



PLUS
NEW GUNFIGHTER'S BALL
FIGURE AND TERRAIN
RELEASES ROLLING OUT
ALL THE TIME. OVER 120
GUNFIGHTERS AND GROWING!

Distributed exclusively in Europe by Caliver Books

WWW.KNUCKLEDUSTER.COM

<http://www.gamingclubnetwork.net/>



GCN
GAMING CLUB NETWORK

Serving the
Gaming
Community



Enquiries to president@thegcn.net

UK Mega Wargamer
Ron Ringrose

**MINIATURES
FOR SALE**

Check out the



listings
of 'nellie88cars'



Paintingden Miniature
Painting Service.

15mm to 30mm

The painting service for the gamer.

Email. paintingden@yahoo.com

Web. www.paintingden.co.uk

Address. Paintingden,
19, Browne Road
Fulwell
Sunderland.
SR6 9HQ

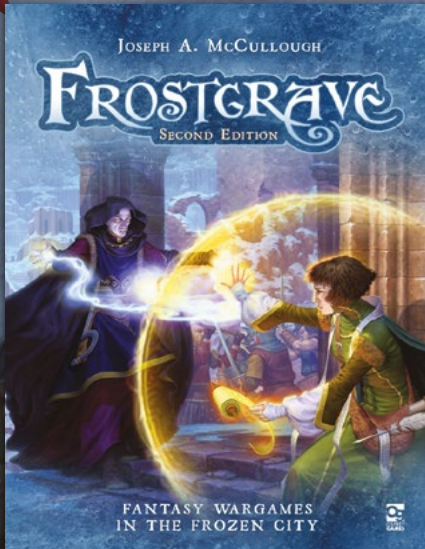


Mini adverts are available at the
very economical price of £25
+VAT (from US\$40) per insertion.
Your mini advert can include
photos, illustrations and logos. It
will be 45mm high by 65mm wide.

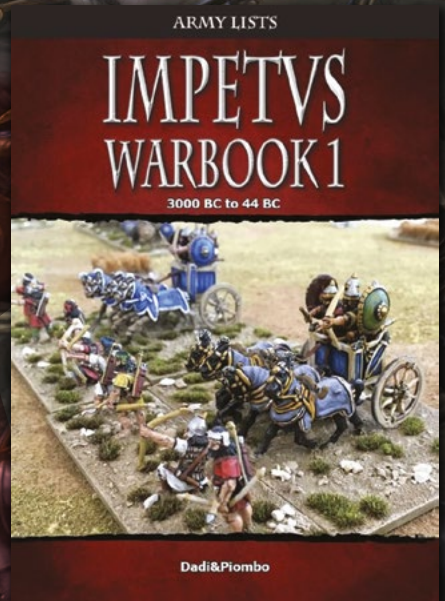
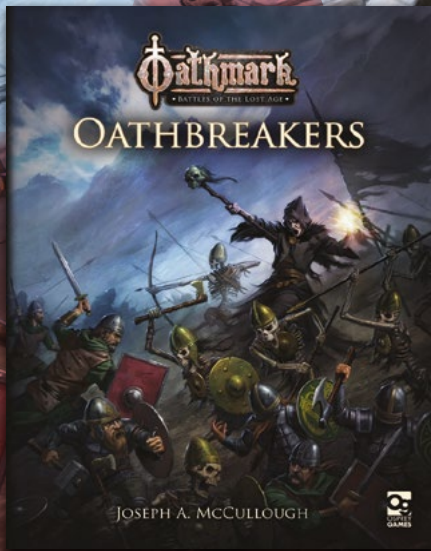
An eighth page space (as shown
right) could be promoting your
business for £50 +VAT

Contact: adverts@wargamesillustrated.net

Nick Eyre's
NORTH STAR
 Military Figures
 Presents



North Star Military Figures Ltd.
 Unit W41, Lenton Business Centre,
 Lenton Boulevard, Nottingham,
 NG7 2BY, UK
 Mail Order: 0115 9704107
 Trade Sales: 0115 9786656
 Email: mailorder@northstarfigures.com
 Web: www.northstarfigures.com



New Titles in stock
 at North Star now.
 Frostgrave Second
 Edition, Oathmark:
 Oathbreakers &
 Impetus Warbook 1.

www.northstarfigures.com

JOIN NORTH STAR
 Nick Eyre's Newsletter



Daemonscape

10% discount on all Web orders over £50
FREE UK SHIPPING

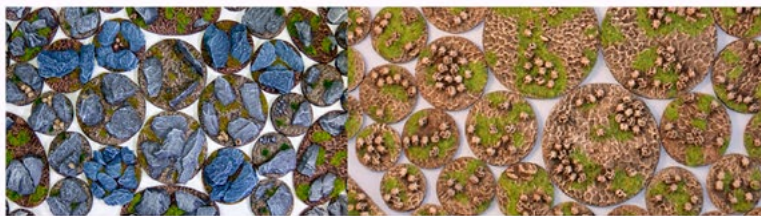


Slate

Skull

Wasteland

Paved



Felt lined army and dice trays

Objective markers and turn counters, many designs



Find us on eBay
 and Facebook



Website www.Daemonscape.com
 Resin scenery and bases made in Scotland



1/2400 NAVAL RANGES

• **Tumbling Dice** •

**NEW ANCIENT & MEDIEVAL FAR EAST
KOREAN, JAPANESE & CHINESE 800-1600AD**

For details of individual packs of all naval ranges and other historical models visit www.tumblingdiceuk.com

DISCOUNT STARTER PACKS - £17 EACH

ASB (MSP1) Japanese - Russo Japanese War 1904-1905
ASB (MSP2) Russian - Russo Japanese War 1904-1905
ASB (MSP3) American - Spanish American War 1898
ASB (MSP4) Spanish - Spanish American War 1898
ASB (MSP5) Japanese - Sino Japanese War 1894
ASB (MSP6) Chinese - Sino Japanese War 1894
ASB (MSP7) French Channel Squadron 1905
ASB (MSP8) British Channel Squadron 1905
ASB (MSP9) British Squadron China/Pacific 1905
ASB (MSP10) German Baltic Squadron 1905
ASB (MSP11) German Pacific Squadron 1914
ASB (MSP12) British Falkland Islands 1914
ASB (MSP13) Austro-Hungarian 1914
ASB (MSP14) Italian 1914

NEW! SALTPETER WAR 1879-1884 STARTER PACKS

ASV (MSP 8) PERU 1879 £17
ASV (MSP 9) CHILE 1879 £17

Tsushima Naval Rules and ASB MSP 1 & 2
for only £40 plus P&P

Spanish - American War 1898
Sino - Japanese War 1894-1895
Russo - Japanese War 1904-1905
Airships - Merchantmen 1890-1920
Dreadnoughts - WWI 1914-1918



Prepared For War

Figure Painting Service.
Hand painted, historically accurate military miniatures

All periods, all sizes,
all manufacturers covered.
Visit our website for examples
of recent work and prices



www.preparedforwar.co.uk

Email: info@preparedforwar.co.uk

JIM'S FIGURE PAINTING SERVICE

www.jfpserv.com - Email: morrisjimbo@hotmail.com

Merry Christmas &
Happy New Year

Xmas Discount running
Nov, Dec, Jan.

10% on orders of £100

15% on orders over £100



Historical and Fantasy Figures painted to a high
standard. Visit my website for prices painting style.

www.jfpserv.com

Turn your Lead to Gold!

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

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

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

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

CORITANI (Est. 1987)
Main mail order stockist of Models & Accessories

**=== MAGNETIC
DISPLAYS ===**

Magnetic, Steel and
Plastic Basing

www.magneticdisplays.co.uk

Castles

METCALFE

Card Construction Kits

We are all fascinated with them
Now you can build
your own

Highly detailed Card Construction Kits
A Perfect Pastime on dark winter nights

Primarily designed for model railways
in (1/76th scale) but often used in
war game backdrops.



A small fortified house like this is made using the Castle Hall, with two 45° Curtain Wall corners and two Watch Towers on each end. Great for fitting in a corner of your layout. Overall size 38cm. x 12cm.



PO291
Castle
Gatehouse
£19.50



PO294 Castle Hall £17.50

The beating heart of the castle. Or could be a stand alone country house. see above for ideas.



View
of rear.

PO293
Curtain
Walls
£11.50

Various lengths of straight walls plus 2 x 45° corners and 1 x 90° corner. Two packs needed for a complete curtain wall as below.



PO292
Watch
Tower
£6.50

A useful little tower to fit in with the curtain walls



Or even a stand alone folly

Glues & Tools for castle building

We recommend using a combination of Speed Bond and Rocket Card Glue. Also our Ultra Fine Tip Glue Applicators for use with the Speed Bond. Guides on the use of glue are in our kit instructions. Also needed are a Knife and Fine Point Tweezers. See tools on our web site.

Great Christmas Gifts for Model Makers

See all our kits with full details at

www.metcalfemodels.com

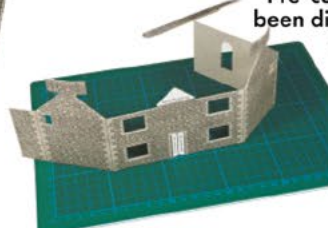
Model making with card

A thoroughly absorbing hobby in its own right.

The kits are printed in full colour including weathering on to thick card.



Pre-cut components have been die stamped for easy extraction from the base sheets ready for assembly.



Step by step fully illustrated instructions



You don't need expensive and complicated tools either.

Basic tools that don't cost a fortune are all you need.



Size as shown:
50cm. x 40cm.

A simple square castle like this can be made using 1 x Castle Hall 1 x Gatehouse, 2 x Watch towers and 2 x Curtain wall kits.

Giants IN Miniature



**JOHN CHURCHILL
1st DUKE OF MARLBOROUGH**

GiM06



**MAJOR
RICEMAN**

GiM16



**THE EARL
OF UXBRIDGE**

GiM23



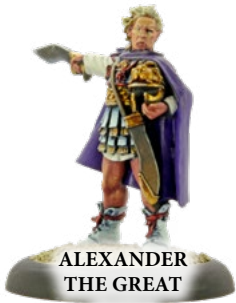
STRYKER
Hit and you
run man that
rule. I'll make
er been born.
Stryker is, in
make example
of equal leader.
Others were
the epitome of
of the United
He is a hard,
a very human
enough for his
in training harsh
easy. A combat
from the front
range. Although a
er from the movie
his life and how
ed the American
he was like for a
second World War.

SIR GARNET WOLSELEY
Number 157 of 500



**YOUNG
PRINCE RUPERT**

GiM28



**ALEXANDER
THE GREAT**

GiM31



**ADRIAN CARTON
DE WIART**

GiM36



**UNKNOWN
SOLDIER**

GiM38



**BURNS AND
NOBLE**

GiM39



**THE WARRIOR QUEEN
(RANI LAKSHMI BAI)**

GiM42



**KING
LEONIDAS**

GiM43



PRINCE LOUIS

GiM44



CUSTER

GiM45

- EACH LIMITED EDITION FIGURE COMES WITH A NUMBERED CARD**
- GiM01 Sgt. John M. Stryker
 - GiM02 Leon Trotsky
 - GiM04 Lord Herbert Kitchener
 - GiM06 John Churchill
 - GiM08 Steampunk Victoria
 - GiM11 Lt. Col. Durnford
 - GiM12 Napoleon in Egypt
 - GiM13 Warrior Woman
 - GiM14 A Couple of Bastards
 - GiM15 Lt. Col. Will Kilmore
 - GiM16 Major Riceman
 - GiM17 Wellington
 - GiM18 Oda Nobunaga
 - GiM19 Allan Quatermain
 - GiM20 Dunkirk Joe
 - GiM21 Pulp Agent
 - GiM22 Washington
 - GiM23 The Earl of Uxbridge
 - GiM24 Django
 - GiM25 Havildar Ishar Singh
 - GiM28 Young Rupert
 - GiM29 Balian d'Ibelin
 - GiM30 Jean Rapp
 - GiM31 Alexander the Great
 - GiM32 Presley Neville O'Bannon
 - GiM33 Georgy Zhukov
 - GiM34 Sir Garnet Wolseley
 - GiM35 The Polish Patriot (Tadeusz Kosciuszko)
 - GiM36 Adrian Carton de Wiart
 - GiM37 Genghis Khan
 - GiM38 Unknown Soldier
 - GiM39 Burns and Noble
 - GiM40 Johnny Clem
 - GiM41 SOLD OUT
 - GiM42 The Warrior Queen (Rani Lakshmi Bai)
 - GiM43 King Leonidas
 - GiM44 Prince Louis
 - GiM45 Custer
 - GiM46 Admiral Sir Sidney Smith
 - GiM47 Captain Flint
 - GiM48 'JT' (The Survivalist)
 - GiM49 Van Helsing
 - GiM50 Ney in Russia
 - GiM51 Beowulf
 - GiM52 Black Hawk Down
 - GiM53 Chamberlain Brothers
 - GiM54 Captain K
 - GiM55 Lord Callan
 - GiM56 Sir Sid
 - GiM57 Saint Louis

Prices from £4.00 / \$5.50

Figures not show at actual size. Supplied unpainted. May require assembly.



**ADMIRAL SIR
SIDNEY SMITH**

GiM46



**CAPTAIN
LINT**

GiM47



**'JT'
(THE SURVIVALIST)**

GiM48



NEY IN RUSSIA

GiM50



BEOWULF

GiM51



BLACK HAWK DOWN

GiM52



SAINT LOUIS

GiM57

LATEST RELEASES



CHAMBERLAIN BROTHERS

GiM53



CAPTAIN K

GiM54



LORD CALLAN

GiM55



SIR SID

GiM56



THE INTELLIGENT WARGAMES TABLE


VALKYRX

A dark, menacing figure with a crown and armor, riding a skeletal horse. The figure holds a sword in one hand and the reins in the other. The background is a dark, misty landscape with bare trees.

Days of the Valkyrx

DARE YOU VENTURE INTO THE REALM OF THE DEMON KING...?

VALKYRX.COM

 @Valkyrx_Gaming

 Valkyrx_Gaming

 @valkyrx_gaming

GRIPPING BEAST

& Studio Pomahawk Christmas 2020



Yuletide Felicitations and
Tidings of Comfort & Joy
from all at Beast Towers.

Thank you for all your support this
trying and difficult year.

May your days be merry and bright.

Ragnar Claus was a present from Darren Linington to Lord S.
Sadly, it's a unique piece and not in production.....

www.GRIPPINGBEAST.com

Unit 8, Briar Close Business Park, EVESHAM, WR114JT

+44(0)1386761511 thebeast@grippingbeast.com