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ISSUE 397  
JANUARY 2021  
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**ERIN GO BRAGH**  
Wargaming the Year of Liberty



**REDISCOVERING THE AMERICAS**  
Erehwon goes Mythic

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SEE WHAT'S  
INSIDE



PLUS: WARS OF OZZ \* DIEN BIEN PHU \* THE AIRFIX COASTAL DEFENCE FORT \* AND MORE

FEATURED  
THIS MONTH



▲ OBSERVATION POST ..... 12



▲ EPIC ACW FRAMES ..... 22



▲ "A PARCEL OF OLD WOMEN".. 42

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WARGAMES ILLUSTRATED ISSUE WI397 JANUARY 2021

# CONTENTS

## FROM THE EDITOR

### HAPPY NEW YEAR!

God knows we all deserve a happy new year after the trials and tribulations of the one just gone, which will be remembered infamously for the rest of our lives.

From a wargames hobby perspective 2020 saw a decimation of the show circuit, the club scene was also somewhere close to non-existent and simply meeting up at your mates' houses for a game fluctuated between being risky and illegal.

Thanks to wargamers' increased use of the internet over recent years many of us were able to take to the keyboard to keep our hobby alive, whether that was via forums, virtual conventions (well done to Partizan, HMGS CyberWars and Patmocon for their valiant efforts) or ordering online. This last, along with state aid in some quarters, has meant that we are not aware of any businesses in our hobby that have 'gone under' because of Coronavirus. In some cases hobby companies have actually thrived, struggling to cope with orders during lockdown (see my article in Wi392 – Coping with the Great Pandemic of 2020). But, I know that many, many of us are hoping that 2021 will see a resumption of normal service when it comes to meeting up with fellow gamers across the tabletop, rolling some dice and talking toy soldiers and other nonsense with like-minded people.

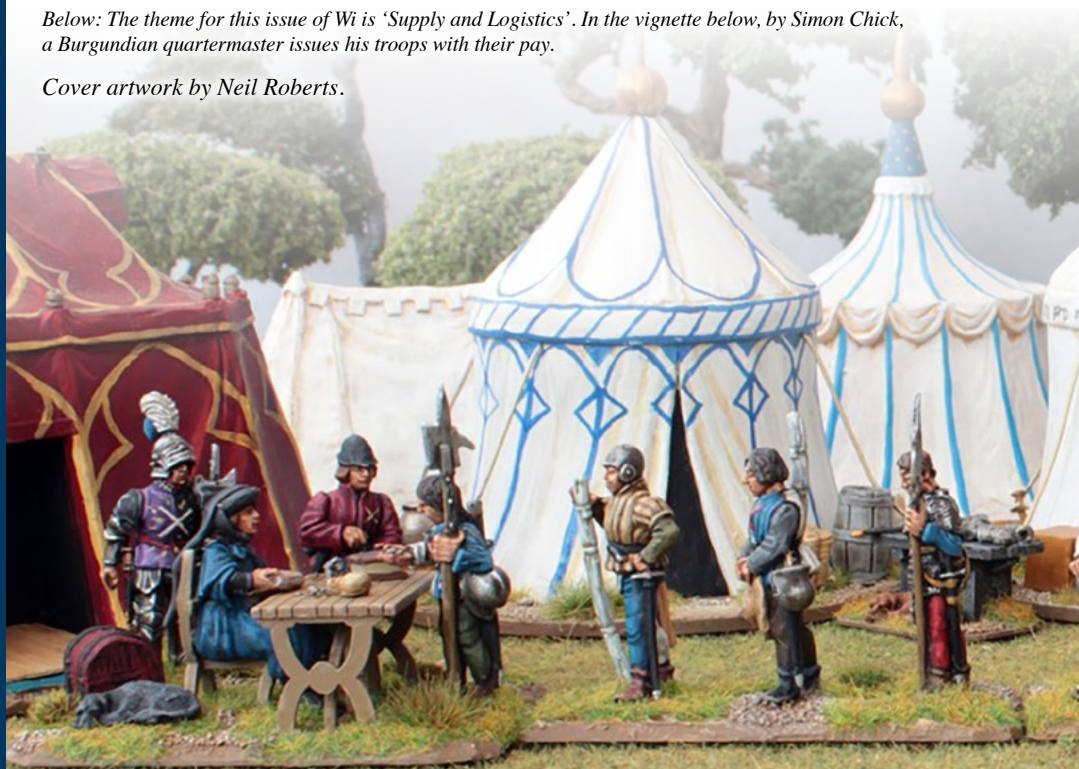
Let's hope that will be the case sooner rather than later and that 2021 will see an outbreak of dice rolling, rulebook flicking and above all laughter across the tabletop, around the globe.

Here's to 2021!

Dan Falconbridge  
Editor and Owner

*Below: The theme for this issue of Wi is 'Supply and Logistics'. In the vignette below, by Simon Chick, a Burgundian quartermaster issues his troops with their pay.*

*Cover artwork by Neil Roberts.*



## CREDITS

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## CONTENTS

### QUICK FIRE! ..... 6

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

### OBSERVATION POST ..... 12

New and forthcoming products in the wargaming world.

### FULL PAPER JACKET ..... 18

Your monthly book preview column.

### FRAME FOCUS:

#### EPIC ACW FRAMES ..... 22

We threw one of the free Warlord ACW frames at our Project Manager and waited to see what would come back. James didn't disappoint!

#### THEME: STEAL LIKE A GAMER ..... 30

He's back, for a double-whammy! James studies a broad gaming panoply and steals like a gamer to bring new rules ideas to *Never Mind the Billhooks* and more.

#### GAMING IN BLUE AND GREY ..... 38

Do you want to get into 'Epic scale' ACW? The answer is, of course, yes! Civil War aficionado Neil Smith explains why.

### THEME:

#### "A PARCEL OF OLD WOMEN" ..... 42

Pete Brown presents a logistical campaign for the French and Indian Wars, adaptable for any wargaming period.

### DESIGNER'S NOTES:

#### WARS OF OZZ ..... 50

Chris Abbey takes us to Ozz, charting the journey that he and a couple of other devoted Munchkins took in making their new game, based on L. Frank Baum's world.

#### THEME: DIEN BIEN PHU ..... 58

Jim Graham examines the Indochina War and the logistical struggles France faced in their return to Indochina after WW2, particularly when it came to procuring wine!

#### REDISCOVERING THE AMERICAS .. 66

Warlord Games have been kicking up quite a fuss about *Mythic Americas* so we tracked down main man Nelson Martinez to tell us what it is all about.

#### THEME: GUERRILLA ROADS ..... 72

Paul Leach takes himself down guerrilla roads, considering the small battles that can be fought over tabletop supply lines.

#### ERIN GO BRAGH! ..... 78

If you're looking for a new period for your favourite skirmish rules, Pete Brown thinks he may have the answer.

#### THEME: SHOW ME THE MONEY! ... 86

As part of this month's theme Neil Smith suggests some interesting ideas for featuring filthy lucre in your wargames.

#### THE COASTAL DEFENCE FORT ..... 92

Swedish model maker Jan Karman completes his trilogy of nostalgic tributes to Airfix models from his childhood with The Coastal Defence Fort.

### INSIDER INTERVIEW:

#### JOE McCULLOUGH ..... 96

We had an illuminating Skype chat with Joe, learning about his new supplements for *Oathmark* and *Frostgrave*, his fascination with magic, and how happy he gets playing with a piece of string!



#### ▲ GUERRILLA ROADS ..... 72



#### ▲ SHOW ME THE MONEY! ..... 86



#### ▲ THE COASTAL DEFENCE FORT ..... 92



#### ▲ INSIDER INTERVIEW: JOE McCULLOUGH ..... 96



**INTERVIEWS**  
**PRODUCT UNBOXINGS**  
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# QUICK FIRE!

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

## HOUSE HAIRCUTS

By Andrew Pearsall

Some friends of mine once commented that my 28mm Dark Age Sarissa Precision buildings looked like they were sporting trendy 1990s haircuts rather than thatch. Obviously, at the time, the thought of this was inconceivable. However, after being the butt of many a joke, the buildings were banished from the wargaming table and left to languish on a shelf. Lockdown has given me time to reflect on the matter and to revisit the issue.

After careful consideration, I took a leap of faith and removed my version of thatch. Not feeling inclined to brave the rain to go to the shops, I raided the cleaning cupboard and pulled out a new pack of green scourers. The shed provided a tin of dark brown paint that had been forgotten for many years.

I watered down the paint and soaked the scourers, then laid them out on a board. I took the original paint mix and added a white, which the shed also provided, to lighten the shade, and applied it with a 2" brush. I next added a small amount of yellow to the same mix and applied this mixture over the top. A touch of green acrylic, applied in random patches, completed the painting stage.

I left the scourers to dry over several days before cutting the pieces for both sides of the roof and fixing with PVA glue. To finish I added some 2mm static grass with an applicator.

Having been cropped and thoroughly restyled they look good and can resume their honourable place on the table. Haircuts now gone, how about a re-match of that game lads?



*Above: The house and its haircut - Building by Sarissa Precision.*



*Above: The house with its new style - Building by Sarissa Precision.*

**PRAISE THE LORD AND PASS THE MINCE PIES**

By Steve Beadle

The battle for the Italian town of Ortona was fought over the Christmas period in 1943. The inexperienced Canadians of the 1st Canadian Infantry Division, together with elements of the 1st Canadian Armoured Brigade, attempted to clear the town of the German elite 1st Parachute Division. They had been preparing their defences since 12 December.

The battle is best known for the Canadians' development of the mouseholing technique, variants of which are still used today. While mouseholing had been described in a Home Guard training film as early as 1941, the use by the Canadians in this battle made them acknowledged experts in house clearance during the rest of the war. However, it is the fact that it was fought over Christmas that gives the battle another unique feature.

On Christmas Day Canadians of the Seaforth Highlanders were treated to a Christmas dinner of roast pork followed by Christmas pudding and mince pies. The dinner was served only a short distance from the front line; units were rotated out, only to return to the fighting later that day.

Rotating units in and out of the line poses an interesting dilemma for a commander, so we decide to see if it would work on the tabletop.

The game we played gave the inexperienced Canadians a numerical advantage of about two-to-one. Their objective was simple enough – clear a path from one side of the table to the other and leave. The Germans were an elite, smaller force, started in concealed positions – all they had to do was stop them.



*Above: Canadian troops advance cautiously through the ruins of Ortona.*



*Above: German Paratroops watch the Canadians fall back after being called for their dinner.*

The twist was that at the start of each turn a random Canadian unit would be sent for its Christmas dinner. This meant retreating back to their table edge, leaving, waiting for one turn, then returning to the table to carry on the fight. A suitable marker was used to indicate they'd had their dinner. Once all Canadian units had eaten and returned a dice roll determined how many turns were left. Units wiped out on the way to their dinner cannot be redeployed.

Victory for the Germans was to stop the Canadians from leaving the table or wipe out all of the units on the table (any units off table were not counted). They were allowed some reinforcements and able to place a limited number of bobby traps around the board, reflecting the nature of fighting in Ortona.

It was a fun game and ended in a narrow German victory, due more to my ability to roll 1s than my troops preference for Christmas pudding over fighting!



*Above: House clearance is our specialty.*



*Above: Troops returning from their dinner. The marker does not reflect the standard of the cooking.*

## SERENDIPITOUS PHOTOGRAPHY

By Roly Hermans

Whenever I finish painting a new unit it isn't using them in game that I most look forward to. Rather, it is photographing them for my blog. I love arranging my figures into simple diorama-style settings, often just using my garden as a background.

I don't have any fancy cameras or lights. My pictures are mainly taken with just a mobile phone using natural light.

Whilst most of my photos turn out adequate enough, they're nothing special. But the real thrill is when every now and then, with no extra input from me, one of the pictures unexpectedly stands out from the rest.

If I was asked what increases the chances of one of these perfect shots turning up, I would say it is bringing the camera down close and dirty, to the miniatures' eye-level. That's when the real magic might happen.

These are some pictures that I'm quite proud of.



Above: "British and French third-rate ships-of-the-line battle it out, as a Spanish brig circles warily." Miniatures by Warlord Games.



Above: "Māori warriors from the colonial New Zealand Wars perform a fierce haka (war-dance) in the face of the enemy." Miniatures by Empress Miniatures.



Above: "I liked the way that the trees in my garden accidentally came out looking like a castle on a hill overshadowing this unit of Landsknechts." Miniatures by Warlord Games.



Above: "A battalion of French light infantry marches forward in the moonlight." Miniatures by Front Rank.

Learn how to take your own great camera phone photos at - [wargamesillustrated.net/contributions](http://wargamesillustrated.net/contributions)

Below: "A pre-war colonial French column of Panhard armoured cars arrives in an oasis village." Miniatures by Mad Bob Miniatures.



Left: "The same picture as above, but with some special effects to make it into an old-fashioned snapshot."

Left: "This is probably my favourite photo – a recreation of Philippoteaux's famous painting of the Battle of Fontenoy." Miniatures by Crann Tara and Minden Miniatures.



## PAPERBACK BUNKER

By Adam Dews

I received the bunker as part of the Atlantic Wall bundle from Sarissa which includes two bunkers and three British landing craft.

I built the bunker as a follow on from my papered British Command Post, which was featured in an earlier Quick Fire.

I built this full bunker using super glue and PVA, and having already built one it was a quick build. I left the ladders off until I had finished the full building.

I found the coastal gun in a bits box and really wanted to use it. The only issue was that the gun was slightly too tall, so I had to add 10mm to the top edge of the main building to allow the gun to fit, this was built up with mount board.



I sprayed the bunker with a light grey paint around the edges, ready for the papering.



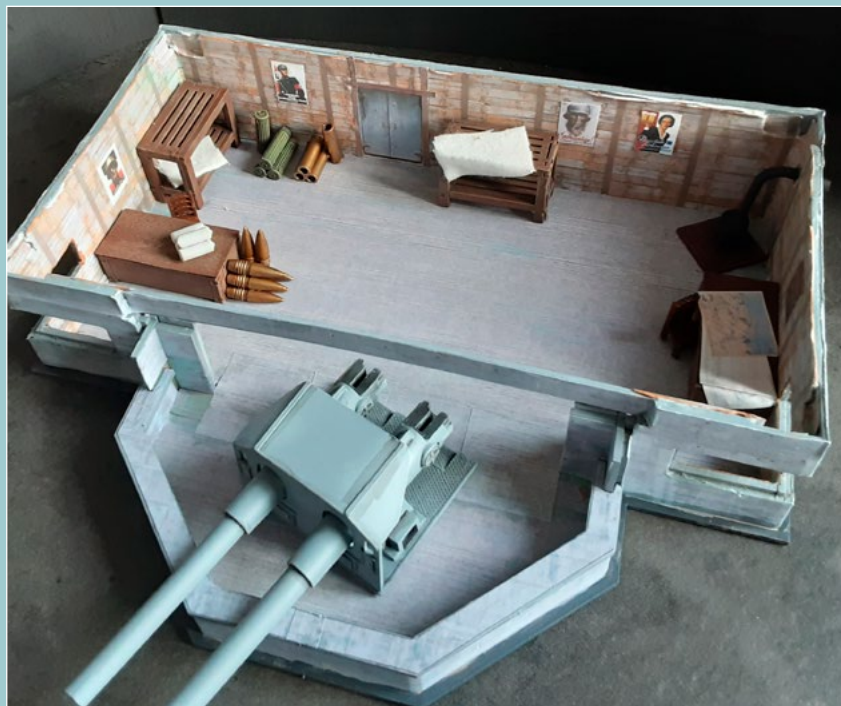
### ON TO THE PAPERING

I picked out different concrete texture images from the Internet, rescaled them, and made seamless A4 sheets to be printed. With this done I started papering exterior walls in one pattern, then did the roof and floor in a different concrete style. A timber and metal effect were added to the walls too.

The posters were from Sarissa and I rescaled them, printed them, and glued them in place. All of the papering was glued in place with mod podge.

### FINAL DETAILS

The dressing of the building's internal areas contains two bunk beds, two desks and a pot-bellied stove, again from Sarissa. The ammunition is from a Trumpeter 1/35 scale kit.



### 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:  
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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.

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See all our kits with full details at

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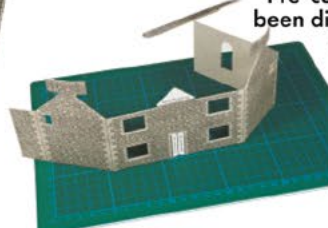
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# OBSERVATION POST

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

## RULES, SUPPLEMENTS & FIGURES

### RENEDRA - AFGHANISTAN AND MIDDLE EAST TWO-STOREY HOUSES

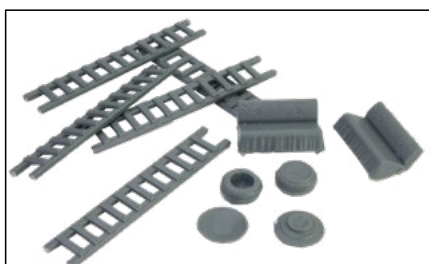
Those hoping to recreate the Anglo-Afghan wars (or any other activities in the region) are blessed with a variety of treats right now and Renedra have now released plastic buildings to add flair to your tabletop.

This boxed set ties in nicely with their existing Mud Brick House kit and Accessories frame. If you combine all of them, you'll have enough structures and details to create a well-populated area that really looks the part. Three buildings are included, all with the same 80mm square base size, but at different heights and with slightly varied placement of their details. The price of this box is a very competitive £22 (\$30 US) making for a low per-building price.

They're cast in the same hard plastic you'll know if you've bought any other Renedra terrain scaled for 28mm. Again, if you're familiar with Renedra's terrain, you'll know that this means that everything's a little below realistic sizes (doors are too tiny to be accurate representations, for example) but just right for gaming purposes and more than big enough that they look right on the tabletop.

Each building is made from four walls, a mid-level floor, and a roof (which can just be placed rather than glued, to be removed and show the interior detail) along with some extra accessories. Instructions are included but you'll probably not need to use them once you've made one of the three buildings - construction couldn't be simpler.

They look very nice with a mix of textures - wood on the beams, ladder, door and trap door; mud brick on the walls and floors; then there's the patterned rugs that sit on the mid-level floor. You get a snazzy little sofa that can be propped against a wall too.



Above: Accessories included in the kit.  
Below: The interior detail of a building.



The same floor and accessories frame is used on each building, then each different height of building gets two of its own specific frame. After building all three two-storey houses you'll be able to stagger their layout nicely. Not only is there the height variation (130mm, 115mm, and 108mm) but windows and doors vary in their placement too.



Below: Perry plastic Afghans acting as a size guide.

### UNBOXINGS, FLIPTHROUGHS AND SPINS

You will notice that our Observation Post articles 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 boxed sets of miniatures, 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](http://wargamesillustrated.net)

LOCKDOWN  
HOBBY HIT



## OSPREY GAMES - FROSTGRAVE SECOND EDITION: THE RED KING

### FLIPTHROUGH

We're always keen to undertake new adventures in *Frostgrave* and with *The Red King* we have the first supplement to the game's recent second edition. It's written by game and world creator Joe McCullough, published by Osprey Games, and contains 96 pages of new rules, stats, and campaign details.

The first chapter, *The Invasion*, takes us back through the millennia to the cataclysmic demise of Felstad, long before it would gain its new name of *Frostgrave*. As the city was experiencing its rapid destruction a small cabal of the city's wizards took a self-serving action to guarantee their survival. In so doing they made a pact with a demon – the book's eponymous Red King – and damned the already rather damned city of Frostgrave to a new doom. Back to Frostgrave present, the Red King is coming and wants to merge the Frozen City with his own pocket dimension.

### Breaking reality

*Reality Cracks* are the first thematic new rules, used in just about every game.

The longer a game runs the more likely it is that cracks will appear and tear reality asunder, along with the battlefield. The *Reality Cracks* list has 20 varied outcomes: gravity can change, impacting movement; space can explode, moving and injuring those around; a cloven hoof may descend from above, wrecking those below; or reality can shift spatially, forming a polyhedron that players must navigate. It's a varied, exciting, unusual list of options and everything is illustrated with fine art and atmospheric scenes of miniatures doing battle.



has its own elements bringing character and interest. From special rules, varied treasure and experience, to new 'baddies', portals, special characters, and more, there's plenty to keep things fresh, exciting, and challenging.

### The Red King revealed!

Once the Red King's presence is fully realised the new threat changes up the way you will play games. Those aforementioned Ragged Warbands rules kick in as players attempt to escape a veil that is closing in around the city. The ever-decreasing safety zone forces you deeper into the city and a climactic, desperate finish at a centre point, with supplies becoming scarcer.

Scenarios seven to twelve cover that progress to the centre of the doomed city, with the forces of the Red King getting stranger, more elite and numerous. Nullmen join the fun, ethereal tethers make for strange movement options across table edges, until you reach the Ringworld of the Red King and the conclusion of the story.

Chapter six, *Treasure*, addresses all of the new goodies players can get when rolling on the Red King's Treasure Table, then it's on to Artefacts (even rarer magical treasures) and the Bestiary rounds out the book. This is where the new Red King combatants are found. Barbarians get the 'blood-mark' that binds them to the Red King, there are Burning Men, Foulhorns, Keymasters and Heralds, various Hrut (a new demon type race who are particularly aware of magic users), and the strange Nullmen. Add the creature traits to these and you've got a ton to play with and a great new supplement.



FLIP TO PAGE 96 TO READ AN INTERVIEW WITH THE RED KING'S DESIGNER AND WRITER, JOE.

Other new rules cover Ragged Warbands. Once the seventh scenario in this book has been played your brave group get cut from the usual between battles 'stability' *Frostgrave* offers, so must deal with injuries, treasure, and recruitment differently to normal.

Chapter two, *The Red King: Act One*, gets into the narrative scenarios. The voice of the Herald of the Red King is in your wizard's head, kicking off the book's adventures, giving your warband motivation to get active and investigate these unusual new circumstances. The Veil of Unreality is the scenario that stands out here – designed to be played multiple times with players alternating between control of their warband or the forces of the Red King.

Chapter three, *The Red King: Act Two* expands the story further and each scenario



## OSPREY GAMES – GAMMA WOLVES

### FLIPTHROUGH

*Gamma Wolves* is the new game from Ash Barker, whose previous offering was *Last Days: Zombie Apocalypse*. It is published by Osprey Games, and it's a 116-page, full-colour, hardback book offering a mecha sandbox of gaming options. You can fight in the book's post-apocalyptic Earth of 2291, or whatever stumpy mech suit environ you might care for.

The 'Frames' (a catchall term used to describe the base of all mecha) get a proper introduction early on and are split into three options – Light, Medium, and Heavy – which will determine all manner of possibilities when you kit out your force. You can, and are generally encouraged to, mix miniatures from various ranges in your gaming and this is reflected in the book's great photos and eclectically styled mecha art.

### Assembling your crew

This is an important part of *Gamma Wolves* and comparisons to roleplay gaming feel apt here. There are a host of classic mecha RPGs and you only need to look at *Gamma Wolves's* cards, which are more like *D&D* character sheets, to see there's tons of detail to your Pilots and Frames with inspiration taken from earlier mecha gaming.

Different Arcologies (where your pilots come from) are built around tropes of the post-apocalyptic genre, fitting into this nightmare world of radiation. There are six Arcologies in total and choosing one is a tricky decision that will create modelling, gaming, and thematic options. The Burg are genetically engineered to survive much of the nastiness the radioactive world contains, but they only have a lifespan of 20 years, so veterans are hard to come by. North-Star consists of the last remnants of the American/Canadian government but it's hardly the Land of the Free. Their Veteran or Trained pilots can evade more effectively if an unfortunate Rookie is close by to take damage instead. The Bolschev are the people of Eastern Europe and Asia and are all about honour and commitment – their Pilots can Stress their reactors to be more effective but will damage their Frame. And so on – character in the background, tied to the mechanics – always good!

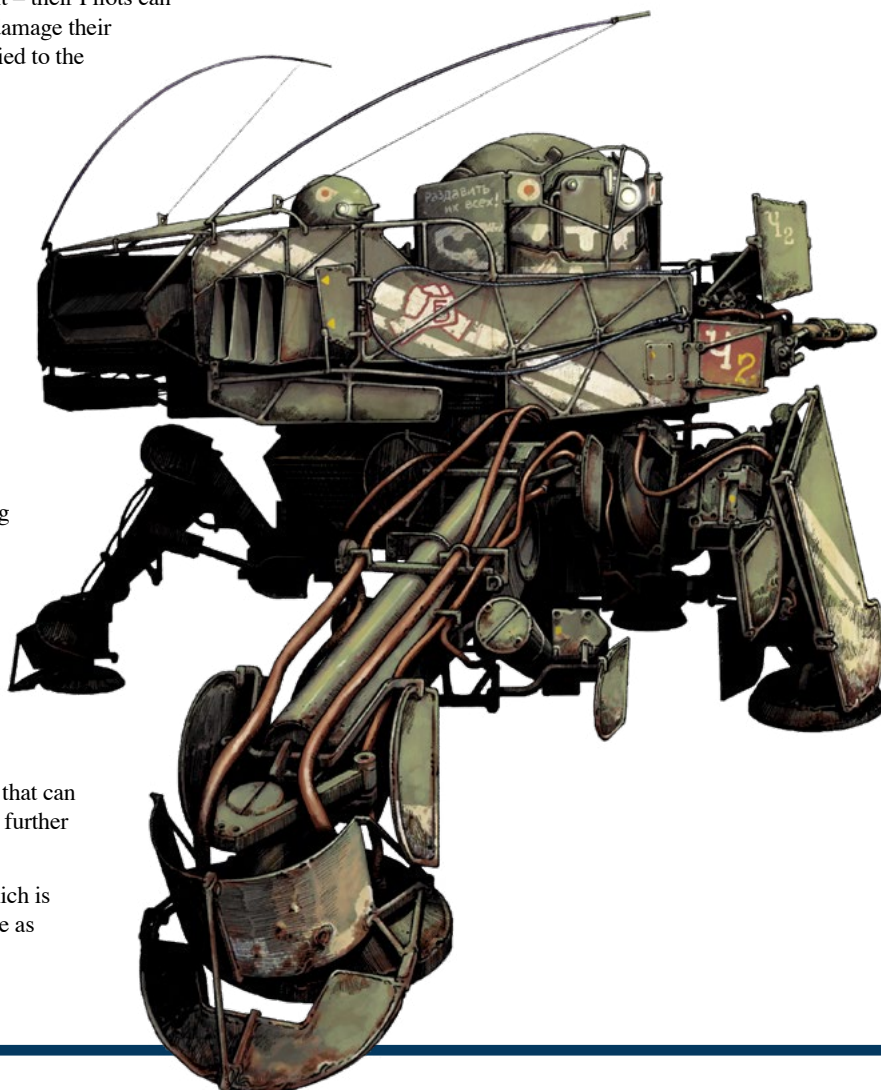
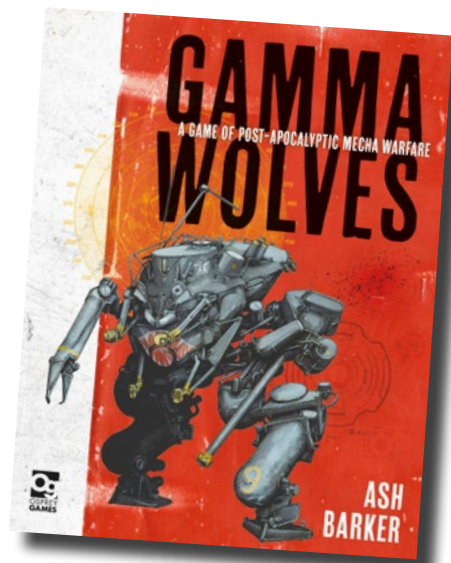
### Pilots and mecha

You choose between Rookie, Trained, and Veteran Pilots, all costing different amounts, one of which can be upgraded to an Ace at a further cost. As for the Frames they will pilot – they get loads of attention.

For a campaign your Crawler – the Crew's mobile homebase – can house six Frames in total and each of the Frame sizes has its own sheet. The bigger you go, generally, the more power, hardpoints and defence it will have, but at a cost to manoeuvrability, speed and evasion. Various propulsion types can be chosen too, adding further variation.

Here's where materiel cost arrives. There's no restriction on Frame size – they all have the same 'value' but the bigger they are the more materiel cost each addition carries. Charts cover offensive loadouts and their traits, with varying costs for the different Frame sizes, and details of where they are placed on Hardpoints. Technical loadouts – things that can go on a mecha but don't take up Hardpoints – will further boost your Frames.

You could spend hours tinkering with loadouts which is just right for a game where huge stumpy mecha are as important as the humans within them.



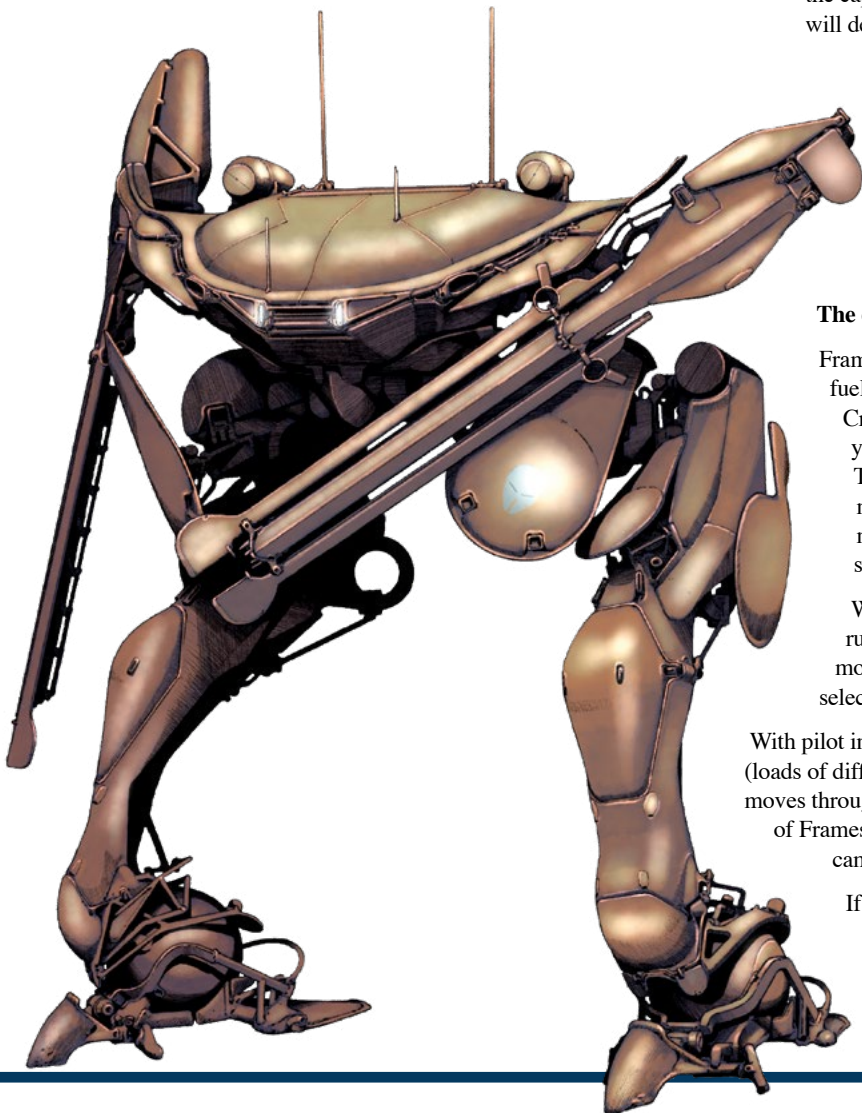
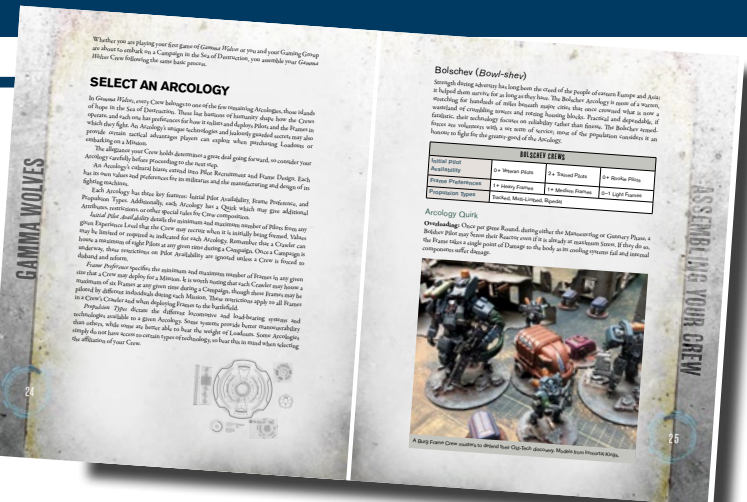
## Mecha in the warzone

The body of the rules start on page 47 and the game happens over phases – Initiative, Manoeuvre, Gunnery, Cool-Down, and Check War-Clock. Frames move up to their allowance and can turn more times the further that allowance goes. Snap Fire can happen if the opponent has a Lock on the moving mecha – a tactical extra that will make for more calculated positioning and movement.

There are lots of guns in this game – huge, house-sized things at times, and they all cause Stress on the active pilot as they fire. Targets are selected, details such as Line of Sight, Lock, and Range are checked, then the target has the chance to Evade. If it does the Gunnery Test becomes Opposed. These tests are based around Dice Pools – 3D6 along with any Bonus Dice the Loadout provides. Linked Weapons will add each gun's Bonus Dice to the total pool.

Next, the focus shifts to the pilot and how skilled they are at Gunnery, if they've moved their frame to have a good Attack Vector, if the attack is obstructed at all – it sounds like a lot on paper but is picked up quickly and suits the small number of models to a side.

Evade rolls, if they are attempted and successful, will reduce the number of attack successes and determine the final net successes. Damage is rolled on the Hit Location Table and successes can be sacrificed to shift the aim up or down the chart. There are neat little rules like this throughout the book that show the author's given a lot of thought to not just the core systems, but how to add flavour that mecha fans will crave.



Damage can build and, as areas take more than they have the capacity to manage, the functionality of those locations will decrease, leading to their eventual destruction. Pilots can also take injuries, which will reduce their own effectiveness.

The Cool-Down Phase comes next and, as is traditional in anything mecha, reactors need to be managed, with successes allowing the reduction of Stress from the Frame. Pilots also take a deep breath and remove their own Stress tokens here, then the turn moves to its final part, Check War-Clock.

### The ever-ticking clock of war

Frames can't fight forever – they have limited clean air and fuel – so the game's actions tick down the overall time a Crew can remain in combat. Most notable is that each time you reduce Reactor Stress you'll reduce the War-Clock. This adds a level of tension and cost to proceedings and may result in pilots pushing the limits of their frames, to make one last heroic action – the exact mechanic meets story drama you want to end a tense battle.

With the rules done it's on to *Gamma Wolves'* campaign rules with a Crawler and Crew Chief assigned and named, more versatility in loadouts opened up, and randomly selected missions.

With pilot injuries, experience, advances, a sizable section on salvage (loads of different goodies that can be turned up as your Crawler moves through the Sea of Destruction that you call home), re-fitting of Frames, and visits to Free-Stations to hit their markets the campaign is packed!

If you like mecha, this is a must have! If you've not dipped your toe into the world of big stumpy warframes, *Gamma Wolves* looks to be a damned good start.

## PACTO STARTER ARMY: CARTHAGINIAN ARMY

### UNBOXING

Out onto the table tumble more 'Ultracast' sprues from PSC – the Plastic Soldier Company. This time it's a total of 105 figures forming a *Mortem et Gloriam* Carthaginian Army - or at least that's what it says on the box. We've actually got 36 African spearmen when apparently we should have 30 (bonus!). As well as the spearmen - forming the core or veteran units of the army, we have 24 Gallic allies, three mounted generals and 24 Spanish, Numidian and Punic cavalry. As you will have gathered; a great mix of figures to form a 'Pacto' Carthaginian army for *MeG* of indeed any other 15mm Ancients game.



Above: African Spearmen with Scutum style shields.

Below: African Spearmen with Hellenic style shields.



Taking a closer look at the models and starting with the 'African Spearmen' we have a mix of mail-shirted and linen corselet armoured figures, carrying either Hellenic style round shields or more Roman looking *scuti*. It looks like all are also slung with a sheathed sword. Helmets are of the common Montefortino, or crested Roman style.

Whilst the detail on these figures is generally good, the Ultracast process has struggled a little with the tips of the spears, and there are blowholes in a couple of shields.

The other infantry in the set are Gallic looking with a liberal scattering of moustaches, long hair and random weaponry.



Above: Gallic infantry.

Below: Horses "they look realistic and the riders sit comfortably"



The mounted element of the set comes in the form of Punic, Spanish and Numidian cavalry, providing a nice mix of variously armed warriors, plus three generals – it would have been nice to have three different rather than two the same.

The horses are particularly impressive, they look realistic (no fairground sculps) and the riders sit very comfortably atop their steeds.

Thermo plastic resin (TPR) or Ultracast as PSC call it, is still such a new and opinion-splitting material that it is hard not to turn every review of figures made from the stuff into a review of ... the stuff. Suffice to say this box set won't be for everyone simply because flexible figures that usually need to be de-flashed and sometimes bent into shape aren't for everyone, but at £35 for 105 figures 'Pacto Starter Army Carthaginian Army' does represent great value for money and a well thought out mix of minis for those who embrace, or at least can live with, TPR.

Below: Cavalrymen on their steeds (shown larger than actual size).



### BEND IT LIKE TPR

If you've got bent spears (or anything else for that matter), pop the offending area in some boiling water then bend it into the desired shape or position.





## DAVE TAYLOR MINIATURES - TERRAIN ESSENTIALS BY MEL BOSE

### FLIPTHROUGH

With the ability to play games rather hindered these days, we're all looking for new hobby projects to keep us busy; what better time for *Terrain Essentials* to thud onto Wi's review desk?

A lifetime's worth of in-depth terrain building advice can be found within the 192 pages of this full-colour, hardback book. Written by Mel Bose, who is also known as the Terrain Tutor, it has the unassuming sub-title "A book about making wargaming terrain". That's exactly what it is, but if Mel, or publisher Dave Taylor Miniatures, were more prone to promotional hyperbole that subtitle could easily be "The must-have terrain-making bible you've been waiting for!"

This book does everything a hobby guide should, and it truly excels in the ways it does it. The layout's clean, the photos are sharp, the writing's entertaining and informative, the various design elements are great (including characterful illustrations of Mel that draw attention to areas of interest). Most importantly, the terrain pieces themselves look outstanding, as do the step-by-steps on how to recreate them.

The first main chapter of the book – Planning – is somewhat standard, but once we get to chapter two – Whatchacallits – Mel's character starts to come through as he provides tip after tip, and page after page of information on hundreds of terrain making tools and hobby products. This is impressively comprehensive stuff.

It's not until page 44 that the book even begins to talk methods and techniques, but with all the tools that have been covered, you'll already feel on your way to calling yourself an expert. Mel talks through a typical workflow and loads of techniques he uses, from Gloops (homebrew texturing mixes) to painting and cutting techniques for all manner of materials, then he gets into the details of making different gaming boards. You can't help but learn with every flip of the page; even Wi's wizened team found loads of helpful advice to add to our already prepper-sized arsenal.

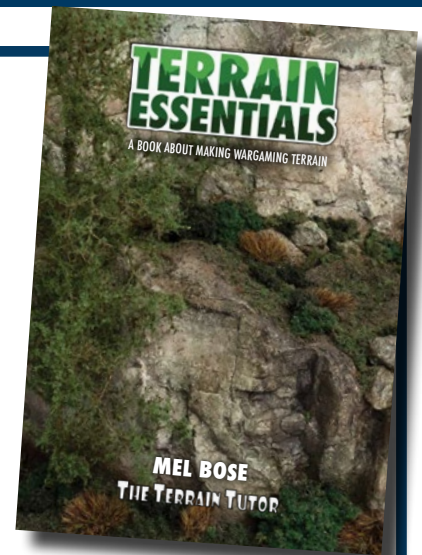
The many projects in the book are presented in manageable chunks, each encompassing a couple of new options or techniques. The end results look totally 'pro', but, thanks to Mel's guidance, they all feel remarkably achievable. Even when we get to 'Mel's Deep Thoughts', such as his brief chapter on 'Colour Science', the information is presented in an easy-to-digest way that makes tricky concepts a lot easier to pick up and conquer.

Despite its heavyweight size, the book never lingers too long on any one area, whipping through project after project at a lightning pace. We could easily write thousands of words on the full book's contents, but we just don't have the space in Observation Post. If you want to find out more, we've got an in-depth Flipthrough online. We heartily recommend you take a look at it.

Suffice is to say, with whole chapters on grasswork, water, snow, rocks and hills, and trees and hedges (this one's a real epic, with fantastic advice all over the place that makes us wonder if Mel might be part Ent), you'll gradually feel yourself becoming a terrain black belt. Under the gentle tutelage of *meijin* Mel you might even start to feel like a match for the master.

The guide finishes with advice on making your own buildings and getting the most out of commercial kits, and there's a final thanks from publisher Dave, to the Kickstarter backers who ... well, kick-started this whole project by crowd-funding it in 2019.

If you have even a vague interest in making scenery, you need this book in your hobby space - or taking pride of place on your bookshelf. We suspect that it'll become a bit of a classic in hobby circles and will be as ageless as one of Mel's own beautiful scratch-built trees.



# FULL PAPER JACKET

## BOOK PREVIEWS FOR THE BUSY WARGAMER

BY NEIL SMITH

Happy New Year, I think! For all that 2020 was a bad year on so many fronts, it was a very good one for reading. Looking at this month's selection, I reckon 2021 is off to a great start too. There are a few familiar topics this month, though told from different directions, which is always interesting. And, of course, all our books are selected for their wargaming opportunities with hopefully something for everyone. Let's get into them and see.



### ANCIENT

We begin this month as usual in Classical Greece with a form of battle I have never quite got my head around as a wargamer. That is the hoplite battle with one heavy infantry phalanx opposing another on a flat plain. The signal is given, they trot towards each other, charge, then one side breaks. Where's the fun in that? Murray Dahm's *Athenian Hoplite vs Spartan Hoplite: Peloponnesian War 431–404 BC* (Osprey) might help solve my problem. By confining himself to the Peloponnesian War, Dahm brings in light troops and the use of reserves, which should make things more interesting, though I still think a campaign game with hoplite battles set in a wider context is the way forward for what is a fascinating and informative war to study.

My second book from the Ancient world is a bit of head-scratcher in that I was sure Osprey already had a book on *The Numidians 300 BC–AD 300* (Osprey). This is authored by William Horsted and promises to be full of surprises. Like most Ancient wargamers, I thought the Numidians consisted of some of the best light cavalry in the Ancient period and that was about it, but I am apparently behind the times. Horsted has the latest archeology at his fingertips and he describes Numidian infantry, including archers and slingers and soldiers in their own crafted armour – not captured from the Carthaginians – and even Numidian war elephants! I think that turns our understanding of these so-called barbarians upside-down. As far as I know, nobody yet makes all those figures, but I am keen to try them out, though maybe against Carthaginians rather than Romans!

### MEDIAEVAL

Where to start with Jim Bradbury's *The Battle of Hastings: The Fall of the Anglo-Saxons and the Rise of the Normans* (Pegasus Books)? Every English schoolboy probably knows the story of the Norman invasion led by William the Conqueror and his meeting with a thoroughly knackered Anglo-Saxon King Harold, having force-marched all the way down from his victory at Stamford Bridge, at Hastings in 1066. Do we need another book on this? But before you throw your kite shield back in the cupboard, Bradbury tells the story better than most and describes the conquest after Hastings, which was anything but a walkover and full of wargaming possibilities. He also discusses the 11th Century European military context for the Normans. I have always had a notion to do the Normans in 10mm and this book might be the spur to get that project moving.

### RENAISSANCE

The Renaissance was not all fancy artwork: some serious fighting took place too. Massimo Predonzani, Vincenzo Alberici, and Rachele Tiso survey *The Italian Wars Volume 2: Agnadello 1509, Ravenna 1512, Marignano 1515* (Helion). This was the attempt by some European powers to limit Venetian expansion that unfolded in three phases, culminating in the three major battles of the title. There is a lot to follow to get this near the wargames table, but it is a Helion 'Retinue to Regiment' book, so you know you are on the right track. If you did not know, this period of warfare is fascinating with heavily armoured knights in just about their last hurrah before firepower became king, and the famous Swiss and Landsknecht pike blocks among many other mercenary units. The heraldry is also brilliant, making for a very colourful wargames table with lots of action. And any excuse to paint landsknechts is a good excuse.

### HORSE & MUSKET (& BROADSWORD!)

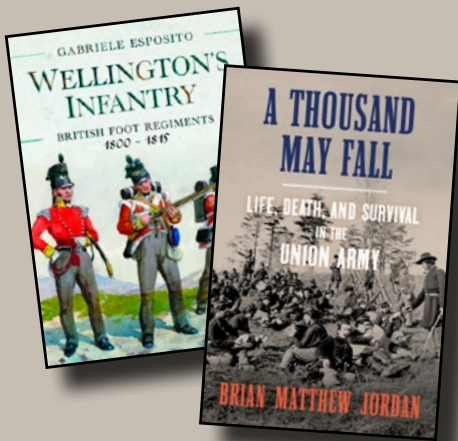
I add broadsword into the heading because of Paul O'Keefe's *Culloden: Battle & Aftermath* (Bodley Head). As with the Battle of Hastings, do we need another book on Culloden? Again, the answer seems to be that we do, not so much for the battle but what happened afterwards. O'Keefe of course covers the Jacobite drubbing at Culloden, a battle that if you wargame it leads to the conclusion that the Jacobites committed a serious error even taking it on. You might do better though. O'Keefe continues, describing the manhunt for Jacobites after the battle and the subsequent repression of the Highlands and its culture. There is a lot of scope for skirmish wargaming in the aftermath of Culloden with patrols of Government soldiers hunting down Jacobites, maybe even Bonnie Prince Charlie himself?

If it is drama you are after for some winter reading, look no further than Andrew Waters' *To the End of the World: Nathanael Greene, Charles Cornwallis, and the Race to the Dan* (Westholme Publishing). This is an account of the Southern campaign waged by Cornwallis against the seemingly defeated American Continentals under Greene during the American War of Independence. Cornwallis thought he had them like rats in a trap and burned his baggage train to gain marching speed. Greene's soldiers, though in desperate condition, stayed just out of reach of the British for the most part and made it across the Dan River into Virginia. It is almost redundant to say what a great campaign wargame this would make with a host of what-if turning points that could make or break the Revolution.



## NAPOLEONICS

It is not just the stories we need to drive our wargames, but the background information required for authenticity. To that end, uniform guides are always useful. Gabriele Esposito's *Wellington's Infantry: British Foot Regiments 1800-1815* (Pen & Sword) will have you reaching for the red paint to colour Britain's finest, or 'scum of the earth' depending on your viewpoint. Esposito covers the uniforms, arms, and equipment for the line regiments, light infantry, Scots regiments, and units throughout the Empire from India to Canada, including foreign forces in the King's service. To help all that along, the book is graced with many fine colour plates to help you get these soldiers on the table where they belong.



## AMERICAN CIVIL WAR & BEYOND

Brian Matthew Jordan's *A Thousand May Fall: Life, Death, and Survival in the Union Army* (Liveright) ticks all my boxes for must-have book of the month. Jordan follows the 107th Ohio Volunteer Infantry through the war. That they fought at Chancellorsville and Gettysburg is remarkable enough, but the men in this regiment were also mostly Germans, some of the 200,000 that fought for the Union. It is worth noting that a quarter of all Union troops were immigrants, proving their value to their new country. The 107th suffered considerable casualties, being decimated five times over, demonstrating their willingness to fight. Not only does all that make for a great book, but a potentially great campaign wargame too, following a Union regiment into battle time and time again.

We have all heard of General Custer's demise at the Little Big Horn in 1876. What is less well known is what happened earlier in the campaign season and how that might have affected Custer's fatal decision. Paul L. Hedren's *Rosebud, June 17, 1876: Prelude to the Little Big Horn* (University of Oklahoma Press) examines that campaign and the major Battle of the Rosebud, which was significantly bigger than Custer's more famous disaster. Brigadier General Crook commanded the US forces through that

Spring when he ended up on a collision course with the combined Indian tribes. They met at the Rosebud River where the Indians ambushed Crook and a day of sustained fighting ensued. The US probably won but Crook did not follow up, leaving the Indians unmolested until Custer's fateful arrival. The beauty of this for wargamers is that you can use your Little Big Horn troops for this fight, which was also much more evenly contested. If the US frontier wars interest you then this is your book for January.

## VICTORIAN

We stay in the 19th Century for a look at the prolific Angus Konstam's *British Battleships 1890-1905: Victoria's steel battlefleet and the road to Dreadnought* (Osprey). These were Britain's pre-dreadnought battleships and arguably the best in the world. Konstam surveys them, assisted by Osprey's usual excellent artwork. There has been a significant spike in wargaming the pre-WWI era, particularly the Dreadnoughts from 1906, but also the ships that fought at Tsushima in the Russo-Japanese War of 1904-1905. Could the Royal Navy have taken on either of those? There is one way to find out.

## WWII

World War II reading is probably best covered by theatre rather than individual actions. We begin in the always tumultuous Balkans with the long view provided by Andrew Rawson in *Balkan Struggles: A Century of Civil War, Invasion, Communism and Genocide* (Pen & Sword). There is much to unpack here with lots of wargaming ideas from WWI through WWII and on to the modern wars of the collapsed Yugoslavia experiment. More specifically for WWII, Pier Paolo Battistelli brings us *The Balkans 1940-41 (1): Mussolini's Fatal Blunder in the Greco-Italian War* (Osprey). There has been an upturn of interest in the Italians lately with new figure ranges, mostly aimed at the North African theatre. The Balkans campaign shows the Italians at their worst in a messy offensive that should produce some fascinating wargames. This looks like a much needed introduction.

As with Jordan's ACW book, David Stahel et al's *Soldiers of Barbarossa: Combat on the Eastern Front* (Stackpole) is a must read for me. What was it like to fight on the Eastern Front? It is easy to make this theatre faceless when so many men and machines fought across seemingly endless barren landscapes, but morale was as important here as anywhere else in WWII. To create accurate simulations of this theatre, we need to know more about the men doing the fighting. Nevertheless, WWII - and in particular the Eastern Front - was a proper tank war, and amid all the big hitters you usually hear about,

Thomas Anderson describes the German workhorse in *Panzer IV* (Osprey).

We change tack to one of the most incredible battles fought in modern warfare:

Australia's Thermopylae brought to you in *The Battles for Kokoda Plateau: Three Weeks of Hell Defending the Gateway to the Owen Stanleys* (Allen & Unwin) by David Cameron. This was an intense jungle battle fought along a jungle trail in Papua where an Australian militia force held off a sustained assault by Japanese regulars. How they did it almost beggars belief. The small numbers involved make this an ideal wargame either as a one-off battle or a mini-campaign. If jungle warfare in WWII is new to you, I cannot think of a better place to start than along the Kokoda Trail.

## MODERN

I just have room to bring you two books from war-torn Iraq. The first is James Verini's *They Will Have to Die Now: Mosul and the Fall of the Caliphate* (Oneworld). This is the story of the Iraqi assault on the Isis stronghold city of Mosul. As with all urban combat, the fighting in Mosul was up close and personal and vicious. It has also become iconic in the war against terror. Ben McKelvey digs deeper in *Mosul: Australia's secret war inside the ISIS caliphate* (Hachette Australia). He looks at Australians on both sides of the fighting to provide a unique insight into what was a complex engagement. In both those books, there is enough ideas for modern wargaming to keep you busy for a long time, so it's perhaps time to break out the *Force-on-Force* rules and try it out.

As usual, I wish I had the space to bring you more books, but that's your lot for this month. If you want to read reviews of new military history books, catch up at [hamsterwrangler.com/beatng-tсандoku](http://hamsterwrangler.com/beatng-tсандoku).





## BLACK POWDER EPIC BATTLES

# AMERICAN CIVIL WAR

DECIDE THE FATE OF A NATION AS NORTH AND SOUTH COLLIDE IN MASSES BATTLE!

Brother against Brother, North versus South, Union battling Confederacy – the American Civil War of 1861–1865 was a war of truly epic scale, eclipsing all previous conflicts in North America. Huge armies, enormous logistical operations and massive battles.

Tactics in the war were still largely linear with regiments frequently firing all their ammunition and having to be relieved by a second wave of troops in support passing through their lines. Artillery had become yet more frightening ranging from roundshot, canister and shell whilst cavalry no longer dominate the battlefield but are primarily used for scouting, skirmishing and raids.

Warlord Games have looked at how best to re-enact these epic battles on the tabletop and although we dearly love 28mm models we feel the smaller Epic Battles scale is the ideal way to refight the battles of the civil war allowing regiments of hundreds of men rather than just a handful.

It would be impossible to offer a 28mm starter set to players, that contained enough to wage such epic battles, yet with our new range we can fill your starter set with 2,400 men, 24 guns and 24 mounted commanders

(That's 24 regiments!!), all the bases and bits you need to learn to play the game and some beautiful smaller scale mdf scenery to start you off!

Using our award-winning Black Powder rules with additional period-flavour rules and scenarios, Epic Battles – American Civil War is the perfect place to get started with games set in this fascinating period of military history.



A base unit of men ranked up, next to a single Warlord Games 28mm Black Powder figure, for scale comparison



Pictured: Robert E Lee & George Meade with standard bearers & Zouaves Infantry COMING SOON!  
1 pence Coin for scale



### BLACK POWDER EPIC BATTLES - AMERICAN CIVIL WAR CONTAINS:

- A5 BLACK POWDER RULEBOOK
- A4 EPIC BATTLES BOOKLET WITH ADDITIONAL RULES, BACKGROUND AND SCENARIOS
- 2,400 MEN, 24 CANNON AND 24 MOUNTED OFFICERS (24 SPRUES OF PUSH-FIT PLASTIC)
- PLASTIC BASES
- FULL-COLOUR FLAGS
- MDF BARN
- SNAKE FENCES
- DICE

RRP : £80 GBP / \$100 USD



Notice the the full-colour flags that border the top of page?  
Simply cut them out (shhh, don't tell the editor!) and glue them in place on the command figure to finish your free plastic Black Powder Epic Battles troops that came free with this issue of Wargames Illustrated.



# COVER MOUNT

## FOCUS

A guide to speed painting the (not yet released!) Warlord Games Epic American Civil War frame you received free with this issue of *Wargames Illustrated*.



# EPIC ACW FRAMES

We threw one of the free Warlord Games Epic ACW frames at our Project Manager and waited to see what would come back. James didn't disappoint.

This Frame Focus was a challenge for me, but a good one. The American Civil War is not my period, and this is very much not my scale. Even 28mm is a little on the little side for me, which is why I tend to seek armies that include cavalry or armoured divisions. I feel like my results get better the larger the models. No hiding here though, little models that would be shown in print, in detail. Eek!

Instead of pretending to be an expert at painting in this scale I decided, instead, to approach the models with a paint range I do feel I've developed some expertise with – Games Workshop's Contrast paints. So, that's what I do in this guide. Hopefully it will help you paint your new ACW frame and be applicable to other projects.

## PRIMING WITH A DIFFERENCE

- 1 I almost always start with Vallejo Black primer, applied through my airbrush. If you don't have an airbrush you can use spray or brush on primer but I heartily recommend even a basic airbrush setup to do this.



All the paints used in this article are Games Workshop Contrasts, unless stated otherwise.

2 Next it's Vallejo Grey primer. "But why a second primer James?" I hear you cry. Well, look at how things already look rather nice in this step. That's because the primer has been applied from only a top-down angle. This creates what we arty types call a zenithal highlight. Applying Contrast paint over this will ensure a lovely, volumetric look.



3 Consider this optional, but it does make a difference – you can add a final drybrush with pure white, to pick out the edges. I tend to focus on the top of the models with this.

**TOP TIP - Drybrush only.** Even if you don't have an airbrush you can create a similar zenithal light effect by drybrushing progressive stages of grey through to white on top of the black primer. I don't recommend drybrushing with the Vallejo Grey primer, however; use an acrylic paint instead. To do this extra fast (especially on larger scale models) you can use a make-up powder brush to great effect.

## THE CONFEDERATES

In order to get through the painting of lots of units quickly I will often apply a two-stage finishing process. The first painting pass applies all of the colour and tone needed to get the models game-ready, but to a relatively basic level. The second pass is where I go back and add an extra level of detail and finish.

I painted each row of ten infantry individually. Front ranks got the maximum focus on their frontage, as this would be the part that would be easily seen (on the right).

Their rears were left almost bare. Only the tops of their headgear and weapons got a splash of paint. Don't waste time where you don't need to! (Shown below.)



**TOP TIP -** The second pass tends to be the fun one. Reward yourself (after batch painting a load of first passes on blocks of infantry perhaps) with some second pass detail work on characters, cavalry, or artillery. It'll help you keep motivated.

This is the back rank and I've put less detail on this in a similar way. Perhaps I could even have eased off and kept them simpler. This is something you'll discover as you paint many hundreds of these tiny models and refine your process!



### THE FIRST PAINTING PASS - GAME READY



- Weapons and strapping – Cryptek Armourshade Gloss (undiluted)
- Headgear – Talassar Blue and Black Templar mix (undiluted)
- Skin – Darkoath Flesh and Shade Carburg Crimson mix (slightly diluted)
- Coats – Apothecary White (diluted)
- Pants – Talassar Blue (slightly diluted)
- Shoes – Black Templar (undiluted)

### THE SECOND PAINTING PASS - FINISHED

- I've added tonal variation to facial hair using browns, greys, and yellows.
- Flourishes such as the drum and belt colour make the unit pop.
- Selective highlights have been added to the jackets in thinned Layer Pallid Wych Flesh.
- I've also mixed Layer Pallid Wych Flesh with the Talassar Blue to add the odd pop of highlighting to the pants.



**TOP TIP** - Find an off-white that works for you to either go on as a pure highlight, or be mixed to lighten other colours. Here I've used Layer Pallid Wych Flesh because I'm going all Games Workshop in my paint selection. The most common off-white I use is Vallejo Ivory. By using off-white you'll avoid your

highlights being too stark. Use your off-white for other purposes too, such as painting eyes. Never paint eyes in pure white, they'll end up looking manically staring and intense. A follow up top tip – don't paint eyes on these models, *you'll* end up looking manically staring and intense!

## THE UNION

With the general process already tested out on the Confederates I applied much the same on the Union models. Obviously, their uniforms are different – I found that the same Talassar Blue mix all over worked as a quick start, then a coat of Talassar Blue mixed with Black Templar over the jacket (thinned down to get the right sort of contrast) created the right feel. Once the highlights are applied to the pants this difference is further ... well, highlighted.





Final details once again enhance the unit's look. I haven't applied any flags, as I wanted to keep the article relevant to the freebie you'll get. Find the advert for these models, in this very issue, and you'll see there are some flags included in it, for you to copy or cut out.

**TOP TIP** - Add colour theory to your models' skin tones – I've applied what would (in isolation) look like a very over the top tone with Volupus Pink but because it's next to the blue of the uniform it feels right. You should, of course, take care you don't apply this too thickly, or your troops will look like they've just marched for 50 miles!



## THE CAVALRY

Much the same techniques on the cavalry model but the horse has been painted with browns. I added a little heavier drybrushing to the beast to create a 'hairy' look.



## PICKING THE RIGHT BRUSH



"Do you use a brush with just a couple of bristles?" is one of the most common things non-painters ask when they see my painted models. Even many painters operate under the misconception that a tiny brush = more detail and more control. It's simply not true.

Pictured are two Army Painter brushes. One is a base level 'Hobby: Basecoating' brush. This is aimed at the person wanting to splash paint on quickly. The other brush is the 'Wargamer: Insane Detail' brush. A little more than a couple of bristles, but not a lot and it's very small.

So, to get the right finish on these smaller scale models we'll be reaching for the Insane Detail brush, right? Nope! Everything you see here is painted with that Basecoating brush. The short length of the bristles on the Insane brush means paint quickly gets down to the base of the bristles, where they fit into the ferrule (the metal bit). As soon as this happens your bristles will start to splay. All that insane detail is lost. Also, the Insane brush will hold barely any paint, which reduces your ability to smoothly flow and stroke it across the surface of the model.

Don't underestimate the usefulness of a fairly large brush with a good point!



## CONTRAST THROUGH THE AIRBRUSH

Tricky to apply at this scale, but not impossible, you can use Contrast paints through an airbrush and get fantastic results. Here you can see that even at Epic scale I've picked out the legs on both an airbrush-primered unit and a drybrush-primered unit to good effect.



On a larger model you can really have fun – this Games Workshop Leviadon was almost completely painted with Contrast paints through an airbrush.

## THE ARTILLERY PIECE

The finished artillery piece. I couldn't resist adding a little smoke, made from cotton wool with a coat of superglue, then shaded with Contrast paints.



### WHEEL

The painting techniques on the artillery crew were the same as those used on the unit but I painted the wheels between them first.



Plaguebearer Flesh was the unlikely sounding colour that I applied to the wheel (and the rest of the cannon) in a thin coat, letting the pre-highlights show through ...



... Then a hint of green ink was used to bring some extra tone. Note I have just applied this to the 'undersides' or recess areas of parts.

**TOP TIP** – The smaller a model gets the more opportunities you should take to add colour if possible, to bring areas of visual interest and make for a more eye-catching force. We are, of course, sometimes restricted by the constraints of reality and historical accuracy, but here I chose against the basic brown or black and went for a painted artillery chassis instead to get that colour pop.

### MAIN CANNON

The green areas are painted as above but note that the barrel has been painted in a flat coat of Games Workshop's Leadbelcher metallic paint. It looks far too vibrant right now but in the finishing stages it will be toned down with a generous application of Black Templar.

**TOP TIP** - The axle pins will fit into the wheels, but they are a tight fit. I thinned these down with a scalpel before painting, so the final build required less application of pressure (and less risk of damaging the paint job).



### BUMP UP THE SCALE

There's no reason that you can't use the very same painting approaches shown here on larger scale models. Here you can see that I've got some Crusader Miniatures 28mm models ready to go, primed in the same way as the Warlord Epics.



## DEBUNKING SOME CONTRAST CLAIMS

When Games Workshop released their Contrast paints much was made of the 'system'. Apply their special primer, then do a thick coat, and you're battle ready. Everything you've been told is a lie!

- You can apply Contrast paint over any kind of paint or primer and get good results. If you are worried that your chosen base colour might somehow restrict the flow of the Contrast paint over it, give it a coat of gloss varnish.
- You can thin Contrast paint with water, airbrush thinner, and any other sort of wet stuff you might generally use. You certainly don't need to use the Citadel Technical Contrast Medium to thin them. I often make mixes of Contrast and Shade paints. It perhaps slightly impacts the way they spread over surfaces but ...
- ... the true beauty of Contrast is not that in one splashed on coat you can get a good-looking paint job. It's that with a few carefully applied coats you can get a truly wonderful looking paint job.
- You can use Contrast just like a normal paint, as long as you don't overload your brush. It will flow really well across surfaces and, if you're careful, stop where you want it to stop.
- Thinner gives more control – I often use Contrast paints to add freehand details. It's easier to get smooth, free, well-applied detail if paint is slightly thinner. Contrast paint has that as an inherent property.

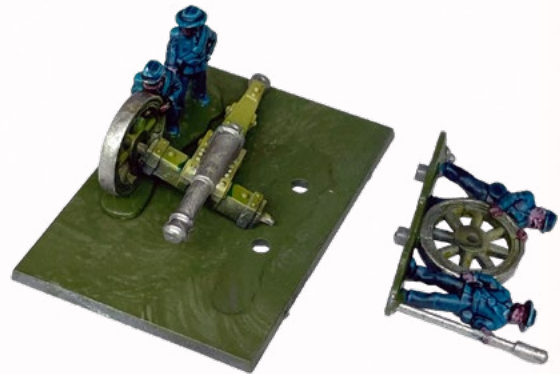


### PUTTING THE ARTILLERY PIECE TOGETHER

1. Fit one side of the crew and wheel into the base first.



2. Then line up the cannon.



3. Before fixing the second side of the crew in place.



### BASING

With a change in scale I had to reconsider my usual approach to basing, which tends to be painted sand and cork/rock texture with clump foliage on top. At Epic scale sand would equate to large rocks, and rocks to huge boulders, so I left the bases untextured and created my own mix to add detail.

I brought in different colours and textures and made a nice-looking cocktail of colour that harkens somewhat to corn colours, adding some regional atmosphere. Before applying it I went back to my basing standards, applied some very tiny bits of cork in selected areas, painted them with Cygor Brown, then fixed some restrained clump foliage.

From looking at reference photos this would represent the long grass found on battlefields.



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# STEAL LIKE A GAMER



## ENHANCING SUPPLY AND LOGISTICS

Talent borrows but genius steals. *Wi's* James uses his genius to steal from a broad gaming panoply to provide new rule ideas for *Never Mind the Billhooks* and beyond.

There are some great articles in this issue that look at supply and logistics through a historical lens. Pete Brown covers the years of fighting that occurred during the French and Indian Wars, while Jim Graham focuses on a singular, unusual mission in the First Indochina War. Paul Leach travels guerrilla roads - observing how hit and run attacks have disrupted supply through the ages, while Neil Smith dives into a vault of information on the money behind campaigns.

All four pieces show different ways in which historical events can inspire supply and logistics gaming; the authors each introduce some systems and ideas on how to reflect history on the tabletop. But in my article the history takes a back seat - I focus completely on systems that can be implemented to enhance supply and logistics in gaming.

Your current favourite tabletop games probably have at least some supply and logistics elements in them, even if they may not be instantly obvious or heavily surfaced. If they don't, you'll find many rulesets out there that do, especially if you extend your reach beyond historical rulebooks.

By picking a few different options and bringing them together you can enhance your favourite games with minimal fuss and maximum supply and logistics excitement. You don't need to come up with something on your own, nick the great ideas you find elsewhere and modify them to fit your gaming needs.

I've plundered various and varied systems; you can do the same. Whether you're riffling through your personal collection or browsing at your favourite brick and mortar store before making a purchase, be open-minded. Dig deep, syphon out the supply and logistics elements that you find interesting, then mix them together.

Your open-mindedness should take your gaze beyond tabletop games. Board games are a rich resource - supply and logistics is the core gameplay focus of many popular boxed games; we'd be foolish to ignore that. Gaming's digital options are a rich vein to

### "STEAL LIKE A GAMER!"

This suggestion is a tabletop spin on an approach that's been around for centuries but was written up fully by Austin Kleon in his book *Steal Like an Artist*. He describes how to respectfully and creatively steal the best bits from those who came before. By recognising that even the best artists stand on the shoulders of giants we can free ourselves from the 'guilt' of taking their ideas and modify their best bits to make something fresh.

There's no reason this approach shouldn't be applied to our tabletop gaming. Indeed, you'll be hard pressed to find a game that isn't perched upon the shoulders and ideas of titans such as Rick Priestley, Charles S. Grant or, indeed, the great Granddaddy of them all, H. G. Wells. In this article I 'steal' from various favourites of mine!



be tapped too, with thousands of strategy management video games available. This article doesn't get into them, but PC gamers will find some great supply and logistics options nestled in their Steam library, from the world spanning *Civilisation* to the intense personal focus of *This War of Mine*.

Whatever your primary game, and regardless of the subsidiary systems you pillage, you'll see that any period (even fantastical ones) and any type of rules (even if they aren't from tabletop miniature games) can offer a rich bounty. Take this article as a jumping off point and, of course, feel free to steal my ideas!

**BILLHOOKS: THE SUPPLY AND LOGISTICS EDITION**  
(NOT ANDY CALLAN APPROVED!)

It's wise to start with something you know and for me that's *Never Mind the Billhooks*. *Wargames Illustrated's* own mass skirmish game is my favourite right now and despite its concise rules (just 24 pages) there are a good number of supply and logistics starting points to expand on.

Although I am *Billhooks* specific in this article you can approach your favourite game systems in the same way ... or just play *Never Mind the Billhooks*, which you should be doing anyway, because it's great!

**COVERING THE OBVIOUS**

The book's Contents will get you started. Search for words that set your supply and logistics spider senses tingling. In *Billhooks* there's no direct mention of 'supply and logistics' beyond ammunition supply. There are other points of interest though: organization, points values, leaders, a play deck, morale, and mustering the forces.

Let's go through them and apply campaign management elements 'stolen' from the board game *Scythe* (see 'Extremely Resourceful' on the right).



Above: Stonemaier Games's *Scythe*.

**EXTREMELY RESOURCEFUL**

Though relatively new in the world of board games, *Scythe* has become extremely popular. It's a fun game in itself, but we don't want to actually play it directly, we want to steal from it!

What's ideal about *Scythe* is that it has boards, counters and ideas aplenty, all of which we can apply to the campaign elements in our own historical gaming.

As an example - shown below is a player mat that we can use to represent our army supply and logistics trackers. As well as the different counters on the mat we've added together the three elements in (1) the box to the right to determine our starting Gold. Also pictured are (2) *Scythe's* resources, which we've renamed to suit our purposes (from left to right - Armoury, Food, Build, Knowledge, Workers) and we start the game with two of each - these all have the ability to modify gameplay elements in battles but could also modify the player mats - it depends how deep we want to go.



**BETWEEN GAMES**

In my campaign players take turns to act, choosing to perform one of the four sections on the player mat in much the same way as a game of *Scythe*. (3) With the leftmost area we could (4) move two Workers or Armies around our campaign map or gain an extra Gold. Then, moving to the bottom row, we could (5) choose to sacrifice two Knowledge to Upgrade and gain an extra Gold. Upgrading (aka growing our forces) would allow us to take (6) one of the cubes from the top of the mat and place it in one of the empty spaces below. Doing so will lower expenditure later in the campaign.

If we had picked different areas, we could have potentially Deployed, Built, or Enlisted. What these mean is up to you. In *Billhooks* I decided that 'Building' represented your forces possessing one of the elements on the mat (Mine, Monument, Armoury, and Mill). These could then be added as scenery to the campaign map and battlefields. Controlling these buildings provided additional benefits to your troops.

My Monument is a church, and in game terms this instantly creates loads of options. A unit may get a blessing and perform better in the next battle, getting a stats boost or an extra special card, but opponents may wish to attack and steal the church, so I also need to balance resources to protect it.

The possibilities go on and on - it's over to you to (should you decide to get a copy of *Scythe*) steal like a gamer and make the systems fit your own tabletop game of choice!



**OTHER BOARD GAMES**

If you don't own *Scythe* there are many other options. *Settlers of Catan* is built around the core resources of Lumber, Grain, Brick, Wool and Ore and could be used as a campaign and resources map. *Agricola* is similar - essentially a farm building game with a focus on resource management and workers.

*Dominion* is a quick card game that has resource management, gold, the ability to build territory, and develop a network of characters and spies. These could all impact your supply and logistics. *Carcassonne* would be a fine tool to manage the landscape of medieval games.

Right: If your arrow supply goes above six you'll need to invest in some D8s or D10s. Figures by Perry Miniatures from the collection of Steve Wood. (Billhooks players note Steve's base of arrows; representing Fauconburg's Gambit.)

### AMMUNITION SUPPLY

#### AMMUNITION SUPPLY

Archer companies shoot 'arrowstorms' (mass barrages). They only have enough arrows for six of these.

Track their shot by placing a micro/small die behind the

Perhaps the most basic and obvious way to apply resources to your games of *Never Mind the Billhooks* – the supply is mentioned in the rules! All you need to do is increase or decrease the total number of arrows, depending on how plentiful your side's Armoury resources are.

### ORGANIZATION

This is a key area that can be impacted by supply and logistics. But how can we modify the rules to ensure armies get boosted or diminished? Well, we can adjust the size of units. Bands have a standard size of six figures – this could be raised or lowered. Ranked companies could have a wider or narrower frontage.

Create Resource thresholds and when they are surpassed boost units. When they fall low diminish units. Gold could lure extra skirmishers, an abundance of Food could allow more robust and packed formations, perhaps too little Food causes cavalry restrictions. Lack of Armoury supplies might rule out artillery, or knights.

Army organization can impact supply and resources after the battle too - a force with lots of light horse might be more likely to acquire Knowledge resources as they can scout the surrounding area.

*Below: These bowmen have purchased stakes with their Gold supplies. (See Wi395 for how to make them.)*



### POINTS VALUES

Points values are used as a way of balancing a game - two players fielding armies made up of equal points values will find their forces are evenly matched.

This is great if we're at a tournament, but supply and logistics should make for forces that are not always evenly matched!

Allow the side with the most resources (combine all Gold, Food, Armoury, and Knowledge, and add in any other perks) a number of bonus points to spend if you want to keep it simple. More administratively intense, but bringing more variation, resources could be sacrificed to purchase 'Extra points per unit' upgrades. Sacrificing some of your Gold could purchase field defences, Armoury spend could upgrade Infantry to Veterans or give your Crossbowmen pavises. On the flipside, a lack of spare Food might result in Infantry being downgraded to Levy.

### LEADERS

Leaders perform a vital role in the game, they issue orders to troops and influence many aspects of play.

should aim to have a leader by two of our

But what if that Leader is issuing orders to hungry troops? Will they listen? Perhaps the army is resource rich and full of confidence, ready to follow orders to the full.

Instead of assuming every Leader is a Command Class of 2 you can determine their quality through resources. This should be done after resources have been spent pre-game. If your combined resources are greater than your opponent's then you can upgrade a Leader, if they are significantly greater (determine what 'significantly greater' is based on the way your campaign is playing out) you can not only upgrade your Leader, but also downgrade an opposing Leader.





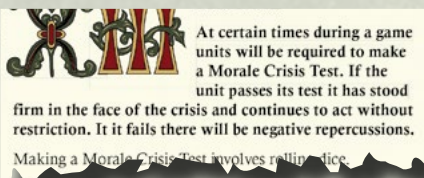
## THE PLAY DECK

The deck is at the core of *Billhook's* gameplay and it should be noted that fiddling about with it could heavily impact gameplay. But that doesn't mean we shouldn't! Some possible Play Deck options:

- 1) At any point in the battle a player can spend Knowledge resources to secretly look at the upcoming card in the deck.
- 2) When a Bonus card is drawn a player can choose to spend Knowledge resources to add a positive to their 1D6 roll-off. Perhaps they could sacrifice Armoury to add a minus to their opponent's roll.
- 3) Specific Bonus cards could be swapped in when drawn, if the player spends resources to do so.

Another way to bring card variation could be the addition of more varied Special Event Cards that players can purchase with Resources and apply to specific units (see 'Put Infamy into me!').

## MORALE



The army that is at a supply and logistics advantage would most likely be at a morale advantage, so represent this in your games.

Either the side with the most combined resources could get a morale bonus, or players could expend resources before the battle (Food could represent a pre-battle meal) to get a boost.

## MUSTERING THE FORCES

This is a section of optional, alternative rules that helps you to choose your army in a more random way. From what we've seen on the *Never Mind the Billhooks* Facebook group, it's not getting a lot of play. This is a real shame!

It puts the overall composition of your force in the hands of fate somewhat, which is perhaps a tad off-putting to anyone who enjoys min-maxing their army. However, for a campaign that includes supply and logistics elements, these rules seem almost essential.

In the rules as they are, cards are put into a deck to represent your units. As you accumulate more units your draw will get increasingly random. In a campaign setting you could spend Resources to remove cards from the deck, move them closer to the top, or to discard and draw again, allowing some modicum of control.

## PUT INFAMY INTO ME!

While *Billhooks* has its own deck, in order to diversify the options, you can add ones from other games. They may have some differences, but you should easily be able to modify them to apply. I've swiped some from *Infamy*, *Infamy!* (another great mass skirmish game) and bulked out the *Billhooks* options. These cards can be purchased with Resources and assigned to units.

*Right: This unit has been boosted to elite status, so it could spend resources on cards and defences. The optional extra of Infamy, Infamy! cards is also present.*



Perhaps, if one player has a huge resource advantage, they might be able to draw one or two extra cards beyond the limits of the normal rules to construct a larger army.

## ADD THE UNEXPECTED!

You shouldn't limit yourself to the rules from just one game. I looked far and wide to add more flavour to my *Billhooks* gaming and came up with a wide range of options.

## SWIPING SCENARIOS - DON'T BE SHEEPISH ABOUT IT!

*Lion Rampant: The Crusader States* is a historically accurate supplement to the popular Medieval game. It also has a scenario on page 97 – Feeding the besiegers of Jerusalem – that I decided would make for a good supply and logistics option in other systems, including *Billhooks*.



*Above: Opposing forces clash as sheep and their herders rush for safety.*

## BOOSTING BLACK POWDER

Don't think that these options are exclusive to *Billhooks*. With just a little tweaking you can apply much the same to your other favourite games. Want to run an ACW campaign? The resources can still apply and be spent to upgrade various units.

We had some fun and created artillery tiers. Fulfilling these would increase the strength of weapons available to your army. By spending a combination of Armoury and Gold supplies the first upgrade kicked in. To reach the next, frankly overpowered level, more Armoury and Gold resources were spent, but there was also the requirement that the controlling player must own all possible building upgrades. Adding 'completion bonuses' like this can mean that even players who are getting battered in a campaign can make goals of their own. "Yeah, I might have lost every battle, but I do have the biggest guns!"



Early in the campaign the Yanks have a 12-pounder smoothbore 'Napoleon'.

It pits two sides against each other, trying to grab goods while also surviving the battle, and peasants act as a 'third side'. The goods in question offer up Glory Points in *Lion Rampant* but for my *Billhooks* purposes I decided to make the different objectives represent different resources:

- The goods offered 6 Gold
- The cart gave 1D6 Armoury
- The herd gave 1D6 Food

You could fight this battle with smaller forces or apply small skirmish rules from a different game system to make the combat even tighter. I also played around with different periods in this scenario, taking the combat to America, with ACW

sharpshooters hunting bison close to the enemy. That's three periods easily represented by this one scenario and it could be so many more.

### FROM SCI-FI TO LOW-FI

When I reviewed sci-fi mecha game *Gamma Wolves* I was very impressed by its War Clock mechanic. This is a ticking timer that represents your Mecha's remaining power and air supply in the apocalyptic world. When it runs out the game ends. Not really applicable to the Wars of the Roses ... but wait! What if this war clock becomes a 'Countdown to Battle' clock?

In *Gamma Wolves* it is the stress your giant mecha experience that causes the clock to tick closer to zero – in *Billhooks* each resource management manipulation you make could reduce it.



Above: Sniping bison!



Mid-campaign the Yanks upgrade to a 14-pounder James rifle.



Later in the campaign the Yanks have a 30-pounder Parrot rifle! Gun by T.A. Miniatures.

Perhaps the players' clocks start at 100 but each time they gather resources it goes down 2D6, each time they spend resources it goes down 1D6, or they can opt to sacrifice an action in order to reduce both clocks by 1D6. This would build tension as clocks get closer to zero and battle approaches, with the chance of pushing too far and not managing to spend all the resources you want to before the forces engage.

You could even bring this element to the free movement that takes place before the first shooting action in a game of *Billhooks*, which might create even more tension!

#### ADDING CHARACTER TO YOUR CHARACTERS

Though it's not really a game of individual feats of valour, *Billhooks* does have named Leaders who are involved in much of the action. There's always a chance they may become injured and, if your supplies aren't sufficient to provide them with adequate medical care, it could have permanent repercussions.

*Frostgrave*'s second edition has a good injury table that can be applied to Leaders after battle. It's down to a random dice roll, but to bring in some level of control I added a rule so that players can move up or down the table:

- If they were the victor they can move up or down by up to three.
- If they were defeated the winning player can move them up or down by up to two.
- They can spend Knowledge or Food resources to further move themselves by one.

This allows some player control and, should they be able to move themselves off the table, consider that they have made a full recovery. Some of the *Frostgrave* results aren't applicable to *Billhooks* but can be easily modified. A Smashed Jaw will restrict command ability, Psychological Scars will make morale checks more difficult, Lost Fingers will simply reduce the ability to fight.

And there you have it – a huge range of supply and logistics options and we didn't invent a thing. It almost feels like cheating!

#### CHECK WAR-CLOCK

Frames that operate away from their Crawlers are on a clock – for both clean air and fuel – even when they run at minimum power and are simply scavenging for resources and Child-Tech. Managing your Crew's War-Clock in *Gamma Halo* can be the key to victory.

When a Frame brings its systems fully online and starts using active sensors and weapons to hunt, its consumption of available fuel drastically increases. Combat Missions always run the risk that Pilots will not have the reserves to return to their transport during a protracted Engagement.

The Crew disengages when their War-Clock hits zero, and removing Reactor Stress tokens is the primary way to reduce your Crew's War-Clock. Each time you remove a Reactor Stress token from a Frame, you also reduce your Crew's War-Clock. The amount of time on a War-Clock is dictated by the Mission being played. If you are playing for the first time, or if the Mission does not specify otherwise, War-Clocks are set to 90 at the beginning of the game.

Starting with the player with Initiative for the turn, players check their Crew's War-Clock.

If a Crew's War-Clock is at zero, their Frames must disengage or risk being stranded outside their Crawler's retrieval range in the Sea of Destruction. Any Frames carrying Salvage tokens when their Crew disengages must immediately make a Manoeuvre Test. They may continue to carry one Salvage token for each Net Success. They must drop each Salvage token they can no longer carry in base contact, as close to the centre of the battlefield as possible, and their Frames are then removed from the Area of Operations. If both Crews' War-Clocks hit zero in the same game Round, both sides disengage. If only one player has active Frames on the battlefield at the end of the game Round, the Mission ends.



See more about *Gamma Wolves* and the War-Clock on page 16.

the second number should be used.

Permanent Injury Table	
Die Roll	Injury
1-2	Lost Toes
3-6	Smashed Leg
6-10	Crushed Arm
11-12	Lost Fingers
13-14	Never Quite as Strong
15-16	Psychological Scars
17-18	Niggling Injury
19	Smashed Jaw
20	Lost Eye

#### LOST TOES

The spellcaster has lost the use of his feet and suffers a permanent penalty to all Movement and Initiative rolls.



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# GAMING IN BLUE AND GREY

So, you have a frame of American Civil War figures in your hand, courtesy of Warlord Games and your favourite wargames magazine. Do you really want to be getting into 'Epic scale' ACW? The answer is of course "yes!" Civil War aficionado Neil Smith explains why.

The main reason to wargame the American Civil War is because it looks good on the table. Ranks of blue uniformed figures under fluttering flags of the United States, advancing at a steady march across a field towards similar ranks of soldiers wearing grey or butternut but with the Rebel battle flag marking where they will stand or fall. Officers ride along behind their men, exhorting them to hold the line. Batteries of cannons belch fire at the oncoming soldiers before the infantry engages in volley fire at short-range until one side breaks and runs. Now picture that all across the table as regiment fights regiment for their little victory in the wider battle. Doesn't that sound like something you want to be a part of? Wargame scenes like that do not just happen though: they are the product of a wide range of choices with multiple variables that make every American Civil War game just that wee bit different. To see what I mean, let's unpack our scene.

## SOLDIERS

You can wargame the American Civil War in any scale from 2mm to 54mm and everything in between. Twenty-eight millimetres look great up close and on bigger tables they give the desired effect. The bigger figures are also handy for skirmish games. At that scale, in either plastic or metal, painting becomes a major part of the time investment, but what we are looking for here is to quickly get our regiments on the table and fighting. To that end, a long time ago I opted for smaller scale figures (15mm being my preferred option). They are affordable, easier to paint but still have individual appeal, and most importantly they give the right impression when massed on a 6x4 table, or 8x6 for you lucky wargamers.

In an effort to bypass the bottleneck of intricate painting and with an eye on practical massed tabletop battles this year you are going to be spoiled for choice when it comes to ACW wargaming. With this issue of *Wi* you already have one option; 'Epic scale' (about 13mm) from Warlord, and that is just the first wave of the 13 - 15mm Civil War action you are going to be treated to in 2021 (trust me).

With 12 - 15mm, you get a true sense of the mass in your regiments while not sacrificing space on your table for manoeuvre. They are also easy to collect among your wargaming friends, so you can get the big actions on the table quickly.

## RULES

Modern rules reflect all levels of sophistication. My local club is big on Rick Priestley's *Black Powder* rules applied to the American Civil War on the grounds that they are easy to learn and explain to the uninitiated; fast moving with simple shooting and melee mechanics - you will need tons of dice - and you can finish even an eight player game in an evening. But if you find *Black Powder* too fast and loose to get the full flavour of the American Civil War, there are many others to choose from: for example, *Johnny Reb* has gone through a number of edits and is still popular; *On To Richmond* is also an older set of rules that divides opinion but is still solid; and Sam Mustafa's more recent *Longstreet* has many fans. My favourite rules are still *Fire & Fury*, however, which comes in Brigade and Regimental versions, allowing you to fight major and minor battles with many of the same principles in play. For 12 - 15mm wargames, these do the job very well and give the feel of American Civil War battles, particularly the wave-like, sweeping attacks that typified combat in the war.

## SOURCES

If what we have covered so far has piqued your interest, the next question to tackle is: what is all the fuss about? The American Civil War was fought by the United States (Union) against the secessionist, slaveholding States that formed the Confederacy (Rebels) between 1861 and 1865. Around 800,000 soldiers died in the fighting. Neither side had many men in uniform at the beginning of the war, but armies soon grew to considerable size. That partly explains why the dominant form of warfare at the start was Napoleonic, but many argue that by the end elements of later industrialized warfare were in place, especially the use of trenches. Fighting took place in many different environments and all across the country, with the two main theatres in Northern Virginia between the two capital cities and on the other side of the Appalachians through Kentucky and Tennessee. American Civil War battles ranged from small actions with a few hundred men involved to major set-piece battles, some of which are iconic to the period, such as Manassas, Antietam, Chancellorsville, Shiloh, and, of course, Gettysburg.

The American Civil War is the most written about conflict in US publishing. Books range from overviews of the war, such as James McPherson's magisterial *Battle Cry of Freedom*, to books on campaigns and battles (with Stephen Sears still my favourite historian for those) to army histories, for example, Jeffrey Wert's *The Sword of Lincoln*, and regimental histories where Warren Wilkinson's *Mother May You Never See The Sights I have Seen* has yet to be surpassed. All the commanders that led armies in the American Civil War, good and bad, have their biographers with James Robertson's *Stonewall Jackson*



and Emory Thomas's *Robert E. Lee* still my favourites for the Confederates and William McFeely's *Grant* for the Union. There are, of course, many other contenders for great books on the American Civil War; those are just the ones on my bookshelves, but they will get you started.

The epic drama of the American Civil War has everything required for great movie-making. *Gettysburg* (1993) captures the panoramic drama of the big battles while *Glory* (1989) is brilliant and inspirational for so many reasons, not the least of which is casting the spotlight on the involvement and sacrifice of the tens of thousands of black soldiers fighting for the Union. There are others, but do not overlook *The Red Badge of Courage* (1951), starring a genuine war hero, Audie Murphy, as The Youth facing his first time of 'seeing the elephant'. Television drama has not delivered the same punch as the cinema, but there are always documentaries to find, the best being the must-see multi-part Ken Burn's *The Civil War* (1990). For wargamers, then, there is an abundance of material to research and no shortage of inspiration for battles real and imagined.

#### THE NATURE OF WAR

The American Civil War was primarily an infantry and artillery war. Not that there was no cavalry in the war, but the dramatic cavalry charge, swords drawn, and something Lady Elizabeth Butler would want to paint were almost non-existent. If you are familiar with light cavalry and dragoons, then the cavalry in the American Civil War falls somewhere in between. No, this war was one of lines of infantry drawing together, marching into a hail of artillery shot and shell, before delivering volleys of musketry often at less than a hundred yards range. This was intense 'whites-of-their-eyes' combat. The Union had the technology: more accurate rifled-muskets and cannons, and more reliable gunpowder. They also had more soldiers, many more in the wake of the Emancipation Proclamation that released nearly 200,000 Black soldiers to fight.

The Rebels had better generals at least for the first couple of years and more imaginative battle plans. Both sides had courage in abundance and morale was generally high until the Confederacy began to fray and give way in late 1864. A war that on paper favoured the Union in almost every way, therefore, was too close to call for much of its duration. That makes for exciting battles in history and on the tabletop.

#### COMMAND & CONTROL

As often happens in a civil war, both armies in the American version operated in much the same way with some differences in organization. Each operated a pyramid structure of command that will be familiar to most wargamers for pre-industrial warfare. At the top was the President, who we can safely ignore here. For our purposes, the Army Commander gave orders through his Corps or Division Commanders who passed them down to Brigade then Regiments. I find the better rules reflect that, or rather what can go wrong with that with misplaced or misunderstood orders, and some that never get to their destination at all.

The other Command factor to take into account is the competency, or in some cases downright eccentricity of some of the Generals. The Confederates in the Northern Virginia theatre ran rings around their Union opponents for the first two years. Robert E. Lee's ability to outmanoeuvre the Union marks him out as a genius, though he could never quite close the deal in the decisive battle he needed. He was assisted by his 'old warhorse' Longstreet who was redoubtable if a bit unimaginative. That could not be said of Stonewall Jackson, a man straight out of biblical times, who ran his enemies ragged, particularly in his Shenandoah campaign in 1862.

On the Union side, Lincoln struggled to find a general to defeat Lee. They came and went -McClellan, Pope, Burnside, and Hooker, losing at Antietam, Second Manassas, Fredericksburg, and Chancellorsville - until Meade stopped

Lee in his tracks at Gettysburg. Then U.S. Grant took over the Union armies, turning the tide, wearing down the Confederates in a war of attrition. He was ably assisted by Sherman, Jackson's Union counterpart in the eccentricity stakes. He swept through Georgia, making that State 'howl', and into the Carolinas. Those were just the men at the top: you will never tire of reading biographies of American Civil War commanders like those men and Forrest, Hood, Cleburne, Custer, Buford, Bragg, etc. And they all bring different factors to the wargames table.

#### CAMPAIGNS

American Civil War battles were often bloody affairs, and they frequently end up that way on the table too. After all, there is no incentive for saving your army in a one-off battle: you may as well throw all your troops in and hope for some lucky dice. To add that other dimension to your games, why not set up a campaign with multiple battles? Fortunately, the American Civil War was full of fascinating campaigns, and they all have good books to read describing them. There is Lee and the Seven Days Battles in 1862 as he tried to save Richmond while outnumbered; the aforementioned Jackson in the Shenandoah that same summer; the campaign to control the mighty Mississippi River from February 1862 to July 1863 - get your gunboats ready for that one; the ferocious fighting in the Chickamauga and Chattanooga campaigns through Tennessee in 1863; and follow Grant into the Wilderness in May 1864. All of those are very different campaigns but rewarding to play out on the tabletop.

#### APPOMATTOX

I hope this very brief insight into the ACW has piqued your interest enough to give it a go. The American Civil War officially ended at Appomattox Court House in April 1865 when Grant accepted Lee's surrender. By then the Army of Northern Virginia and the Confederacy were exhausted and could fight no more. But you can!





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# “A PARCEL OF OLD WOMEN”



## (OR BRINGING LOGISTICS INTO YOUR GAMING SCENARIOS)

Pete Brown presents a logistical campaign for the French and Indian Wars, adaptable for any wargaming period.

*“The British are a parcel of old women ... they could not travel without loaded Horses and waggons full of Provisions and a great deal of baggage.”*

*Delaware War Chief Shingas 30 Mar 1756*

There is an old and oft quoted military maxim: “Amateurs talk tactics. Experts talk logistics.” Getting your men to the battlefield with a full cartridge box and a full belly was just as important as the tactics used upon arrival. Most wargaming campaigns make allowances for this, with random factors included (drawing a card that informs you your artillery have been supplied with the wrong calibre rounds, for example), or more complicated paperwork undertaken by the Umpire to keep track of your ammo and food.

When it comes to the battles themselves, wargamers like to play with the ‘Gucci’ units, though. From Tiger Tanks to Imperial Guard, Persian Immortals to Paratroopers, we all like to have elite units in our games. They not only look good, but they fight well too. This conflicts somewhat with the restrictions of reality - alongside the need for food, ammo, supply lines and so on, historical commanders often had to cope with the fact that they had no ‘Gucci’ units in their command; often not even enough “normal” troops to meet all the demands of the campaign.

In this article I aim to provide a simple campaign system that reflects the difficult decisions commanders must make when dividing up and allocating their forces to different tasks. As we shall see, this is not only driven by what forces you have available but also by logistical issues such as how easy it is to supply them and the terrain over which they have to operate. I have set my campaign in the French and Indian Wars but the concepts discussed here are easily converted to suit your particular period.

### **THE FRENCH AND INDIAN WARS IN THE WEST**

When the last French and Indian War started in 1754, part of the French strategy in the west was to try to pin down as much of the British army as possible, preventing it moving to join the main attack against Canada. To this end, the French outpost



at Fort Duquesne, in the Ohio Valley, was used as a staging post to arm and supply Native American Indian tribes who then raided the western British colonies of Virginia and Pennsylvania. This was a frontier that covered 30,000 square miles, much of it dense woodland, which the British military was ill equipped to protect.

Fast moving bands of Native Americans, often accompanied by French officers, raided along this frontier, burning farms and settlements, killing civilians, and driving off or capturing livestock and horses. In Virginia they attacked as far east as Bedford, Halifax and Albemarle counties while in Pennsylvania they penetrated as far as Reading, forty miles from Philadelphia. Raiders bypassed heavily defended areas and attacked those locations most likely to deliver plunder and captives.

By Spring 1756 Governor Robert Hunter Morris of Pennsylvania wrote: "You cannot conceive what Havock has been made by the enemy ... nor what numbers of murders they have committed; what a vast tract of territory they have laid waste and what a multitude of inhabitants ... they have carried into captivity."

### STOCKADES STRETCHED THIN

The regular British Army had few battalions to spare for frontier patrols, and companies of Rangers and allied Native American tribes were often deployed in support of the main army on the northern campaign; thus they could not be used as frontier guards. As a result, defence of the frontier fell to local commanders, who could only call on small numbers of scouts and the local militia to boost their numbers. Pennsylvania had only three battalions of Provincial infantry on the frontier whilst Virginia had only one battalion, although their Colonel, George Washington, had them: "exercised and taught the Indian method of fighting..."

Unable to be everywhere at once, the British were forced to adopt a defensive strategy that involved building a line of forts and stockades from the Delaware River in Pennsylvania to the Roanoke River in Virginia, a distance of some 500 miles. Some of these, such as Fort Augusta, were substantial structures whilst others were simple log stockades manned by as few as 50 men.

In theory, troops patrolled the countryside between the forts and guarded the farms and settlements in the surrounding area. In practice, the Native American war parties were able to move between the forts with ease and continued to attack the settlements at will. Indeed, the forts themselves soon became targets. During



Above: Colonial Provincials help protect the homes of their Iroquois allies.

1756, raiders attacked nine forts along this line, destroying five, with stockades such as Fort Granville (in Cumberland County) being overrun when its garrison went out to defend a settlement that was being attacked.

The British recognised the need for Ranger companies, Light Infantry and allied Native Americans to combat these raiders. However, these troops were simply not available; there were already too few men on the frontier to spare any for training. In addition, troops now had to be allocated to escort the wagon trains of refugees fleeing the frontier area, as well as escort the supply columns that were now required to resupply the forts.

### STRIKING OUT AT A COST

There were a small number of Ranger companies available and some commanders did try to use them in offensive actions against the raiding tribes. However, often outnumbered and on unfamiliar ground, these counter raids rarely ended well. In 1756, the Sandy Creek expedition in Virginia ended in disaster whilst the Pennsylvanian Kittanning raid did little better. In June 1757 a further Virginian raiding party disappeared without trace leading Governor Denny to recommend that: "small Partys should never be sent out against the Indians unless they go as spies."

Guarding the forts, patrolling the settlements, protecting the supply columns and escorting refugees drained the manpower available to the British commanders on the frontier, leaving



*Above: Native Americans were the masters of woodland warfare.*

precious few for offensive operations against the enemy or for essential light infantry training.

The French forces, on the other hand, had no shortage of manpower or supplies at the beginning of the war. Gifts of powder and ball were freely given to their Native American allies and often French militia or Troupe de Marine officers were able to accompany them and direct their raids. However, as the war progressed, the blockade by the Royal Navy created a shortage of both food and ammunition throughout Canada; soon the French were unable to keep supplying their allies. By the Autumn of 1757, the French had all but exhausted their supplies and could no longer give the Native Americans gifts

or supply them with ammunition. As a result, enthusiasm for the war waned and by the Spring of 1758 frontier raiding had all but stopped.

### LOSS AND LOGISTICS

This was a campaign won, and lost, through logistics. The French were winning militarily but their raids ceased not through military defeat but through French logistical collapse and a failure to supply and retain the Native American tribes. Equally, the British failed to respond to the logistical needs of defending 500 miles of wilderness frontier with extremely limited resources, something that would cause a modern army problems, let alone one bound by eighteenth century technology.



*Above: Frontiers red with blood as settlers defend their home.*

Ideally, the British would have deployed hundreds of well trained light infantry and Rangers to counter the raiders and take the war back to French held lands, but they were bound by the troops available to them and the need for supply columns to accompany every expedition. This made a campaign in the wilderness a pipe dream.

### CREATING A LOGISTICAL CAMPAIGN

This campaign is designed to reflect the four years of war on the western frontier from 1755 to 1758. Each year is broken down into two campaigning seasons (Spring / Summer and then Summer / Autumn of each year).

This essentially gives us eight potential “battles” although you may find that some scenarios are over quicker than others. The campaign is ideal for large scale skirmish rules such as *Muskets and Tomahawks*, *Sharp Practice* or *Black Powder* using the *Dark and Bloody Ground* supplement. I have provided army lists using the new Osprey rules *Rebels and Patriots*, but you can no doubt change the forces involved to match your chosen rule set.

At the beginning of each campaigning season, the British and French commanders must allocate troops to each activity shown in the table below.

DICE ROLL	ACTIVITY ( BRITISH / FRENCH)
1	Building Forts / Raiding Forts
2	Escorting Supply Columns / Raiding Supply Columns
3	Defending Homesteads / Raiding Homesteads
4	Patrolling the Frontier between Forts / Raiding the Frontier
5	Escorting Refugees / Driving out Settlers
6	Counter Raiding Tribal Lands / Defending Tribal lands

At the beginning of each season, both commanders must carve up their forces as they see fit and allocate some to each activity. Note that neither the British nor French commanders need to allocate troops to every activity. The British commander, for example, might decide that he has insufficient resources to raid Tribal Lands and put zero troops in this activity slot, whilst the French commander may decide that attacking forts is unwise and commit zero troops to this activity.

Once the troops have been allocated and recorded on a piece of paper, the two players (or the Umpire if one is available) reveal their deployments. Now roll 1D6. The result is the game you will play out as a wargame. For example, if you roll a 3, this season’s game will be a scenario based around the defence of a homestead.

Players will only have the troops they have allocated to this activity available and must play out the game as best they can. It is possible that the game is something of a foregone conclusion, with the British player

allocating one unit of militia, for example, and the French player having ten warbands of Native Americans, in which case it is acceptable for one player to concede and move on to the next season. Equally, one side or the other may have committed no troops to that activity, in which case the other player automatically wins and, again, you move on to the next season.

### SEEING OUT THE SEASONS

Having played the wargame, you may now work through the results of the other activities for that season on paper. If both sides have committed no troops to an activity, nobody wins. If one side has committed troops and the other has none, the side with troops wins. If one side has committed overwhelming odds to one activity and it is clear to everyone that if this was fought as a game it would be a walkover, then the side with overwhelming odds can be declared the winner.

If both sides have troops committed to that activity and the result is by no means clear cut, that activity is declared a draw and neither side wins. You should, therefore, end the season with Victory Points allocated for all six activities. Move on to the next season and allocate troops again, this time taking account of any units that may have been destroyed in the first season’s game. Go through the same procedure, roll randomly to see what scenario you play as a wargame and work out the results of the other encounters as described above.

At the beginning of the New Year, the French player begins with any Troupe de Marine or Coureurs de Bois units that survived from the previous year and rolls randomly to see how many Native American warbands join his force for the two seasons of fighting ahead. The British player begins with all the units who survived the previous year’s campaigning and receives reinforcements, which can be deployed immediately in the first season of the New Year. When you have played through all four years you should have fought potentially eight wargames, and collected victory points for these and the other encounters you won, lost or drew every year. The player with the most Victory Points is declared the winner.

*Below: Allies together – Marines, Native Americans and French regulars advance on the enemy.*





Bataaux men come under attack as they transport supplies down river.

### BRITISH BRIEFING (FOR *REBELS AND PATRIOTS*)

You are Colonel Rodney Effing, tasked with defending the 500-mile frontier of Virginia and Pennsylvania from French and Native American raids. You have extremely limited resources but have been tasked to build forts, defend homesteads, patrol the frontier, guard columns of supplies and refugees, and take the war to the enemy.

You do not have to allocate troops to every activity, but if you fail to guard refugees or homesteads you will lose VPs. You can also choose to Train Light Infantry which you do by withdrawing either a Ranger Unit or Native American Ally from active duty for two Seasons, along with one Regular infantry unit. At the beginning of the third season your Regular Infantry unit returns as a Regular Light Infantry unit.

The British Army starts the campaign with:

- 1 Unit of Rangers (Aggressive Veteran Light Infantry @ 8pts)
- 1 Unit of Cherokee Allies (Veteran Skirmishers @ 4pts)
- 4 Units of Regular infantry (Line Infantry @ 4pts each)
- 6 Units of Provincial Infantry (Green Line Infantry @ 3pts each)
- 2 Militia Volunteers (Green Timid Line Infantry @ 2pts each)
- Total: 50pts

### FRENCH BRIEFING (FOR *REBELS AND PATRIOTS*)

You are Colonel Camembert, tasked with raiding along the western frontier and tying down as many British troops as you can. You begin with one unit of Troupes de Marine and one unit of Coureurs de Bois. In addition, you begin every year with a set amount of Native American allies who are drawn to serve you by the promise of ammunition and supplies.

You have several willing French officers who have volunteered to lead these raiding parties and must decide how many of your total units to send on the different types of raid available to you. You are acutely aware that the British naval blockade will reduce the amount of supplies you will have to encourage the Native Americans to join you; so the number of warbands you have available will reduce as the campaign goes on.

Along with your two regular units you also have 7 +1D3 Native American warbands for the starting year. This is the total number available for the two campaigning seasons of this year. At the end of the year they disperse and you roll randomly to see how many warbands join you for the next two campaigning seasons.

Beginning forces for the French are:

- 1x Compagnie Franches de la Marine (Light Infantry @ 6pts)
- 1x Coureurs des Bois (Skirmishers: Sharpshooters @ 6pts)
- 7 +1D3 Native American Warbands (Large Unit; Aggressive; Natives @ 6pts)
- Total: 60pts

### REINFORCEMENTS AND ALLIES TABLE

YEAR	BRITISH REINFORCEMENTS	FRENCH REINFORCEMENTS
1756	+1 Regular Line and +1 Provincial Line infantry units	+1 Coureurs des Bois (Skirmishers: Sharpshooters @ 6pts) and 6 + 1D3 Warbands
1757	+1 Highlander (Shock infantry @ 6pts) unit and +1 Rangers	4 +1D3 Warbands
1758	+1 Light Infantry Unit @ 6pts	2+ 1D3 Warbands

## POSSIBLE SCENARIOS

### BUILDING FORTS – RAID

The French player attacks the outlying fort buildings, attempting to interrupt the building, attacking its defenders whilst they are out cutting wood (or similarly engaged). If the French player has enough troops, perhaps he can risk an all-out assault to take and burn the incomplete fort building.

The winner of this engagement gains one VP, but if the French player can destroy the fort completely, he gains two VP.

### ESCORTING A SUPPLY COLUMN – AMBUSH

The British supply column is attacked while making its way to an isolated fort. The French player should mark the location of his forces on a sketch map, to be activated when the British column arrives at the centre of the table. The French ambush may well be detected if the British player has Light Infantry, Rangers or allied Indians in his force.

If the French player wins, he gains one VP but will also have enough extra supplies to gain one extra Native American Warband next season. The British player will gain one VP for a victory, or any result in which he retains the supplies in the column.

### DEFENDING HOMESTEADS – DEFENCE

This scenario begins with a single unit of local militia, deployed near a couple of homestead buildings. The British force will move onto the board on Turn 1 as will the French player's force. The militia will join the British command in turn 1. The French aim is to burn the buildings and drive off any livestock whilst the British player will aim to stop them.

The winner gains one VP. If the British player commits no troops to this activity, he will lose one VP as well as the French gaining one.

### PATROLLING THE FRONTIER – ENCOUNTER

This battle is fought on mixed terrain that should contain woods, open fields and maybe the odd isolated farm. It reflects a British patrol bumping into some raiding Native Americans. These can be on their way to, or from, a raid. On a roll of 4 to 6 on a D6 the Native Americans will have some livestock and prisoners with them; their aim will be to leave the board with their booty. If you roll a 1-3 then the Indians are on their way to carry out a raid and you should fight this as a standard encounter battle.

The winner gains one VP.

### DEFENDING REFUGEES – FIGHTING RETREAT

This battle is played from one short table edge to the other. The British start with a column of wagons and civilians in the centre of the table, which they must get off the opposite short table edge. The civilians will only move a maximum of once per turn. The French enter on the opposite short table edge and the British must hold them off whilst the civilians and wagons escape.

The winner gains one VP. If the British player commits no troops to this activity and the French gain an unopposed win, the British player will also lose one VP.

### COUNTER RAIDING – COUNTER-ATTACK

This reflects an attempt by the British to attack a Native American village or other staging point being used to raid the frontier. The French player will begin with two Native American skirmish units in addition to whatever has been allocated for that season.

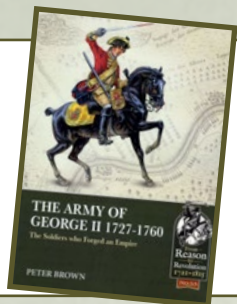
The British player must defeat the defenders and drive them off to gain two VP or burn or destroy a set amount of buildings or stores to gain one VP. In addition, the loss of the stores will deprive the French player of 1D3 Native American warbands the following season. If the French player drives the British off they will gain one VP.

## CASUALTIES AND REPLACEMENTS

Both sides start the campaign in 1755 with a set number of units. These are all the forces available for the first two seasons. Every year the British gain reinforcements whilst new warbands flock to join the French for the coming year.

Units who take casualties during wargames will recover their hits / stamina / shock before the next season. However, units that are routed or destroyed in combat are lost and will no longer be available in the campaign. For the French, this might not be so bad, as new Native American units join every year, but the loss of their Troupe de Marine or their Woodsmen could be hard felt. Equally, the British may not want to send their precious Rangers or Cherokee allies off on a fool's errand, and neither can they risk posting single battalions to activities for fear they will be overwhelmed and lost.

If you liked this article and want to read more from Pete, he has just published a book - *The Army of George II 1727- 1760* - that covers all aspects of the British army during the eighteenth century. You can pick it up from Helion & Company, Military History Books.



All images included in this article come from *Black Powder: A Dark and Bloody Ground*. All figures are by Warlord Games.

## CONCLUDING THE CAMPAIGN

Using this campaign system you should find that your French and Indian Wars games do not all consist of rangers and Light Infantry fighting Coureurs de Bois and Troupes de Marine as they might do otherwise. Instead, you will be forced to fight some unequal skirmishes with troops you might not necessarily have chosen for the task but who were, unfortunately, the only troops available.

An old military adage states "he who defends everything, defends nothing." This may very well be the case for the British in the early years, and the British player may have to husband his resources to protect one or two areas well, rather than trying to protect everything. Equally, as the campaign goes on, the French player will find his numbers dwindling as supplies of ammunition and food for his allies dry up. He will have to commit his troops to selected activities to get the best result.

It should be fairly easy to adapt this system to suit Colonial campaigns, such as the Pony Wars, British on the North West Frontier or the Foreign Legion in the desert, or even to an Ancients campaign - Macedonians governing unruly Afghanistan or an overstretched Roman garrison on Hadrian's Wall, for example. It also lends itself to modern campaigns such as in Vietnam, with American forces stretched to cover all the responsibilities their Commander wants to give them.

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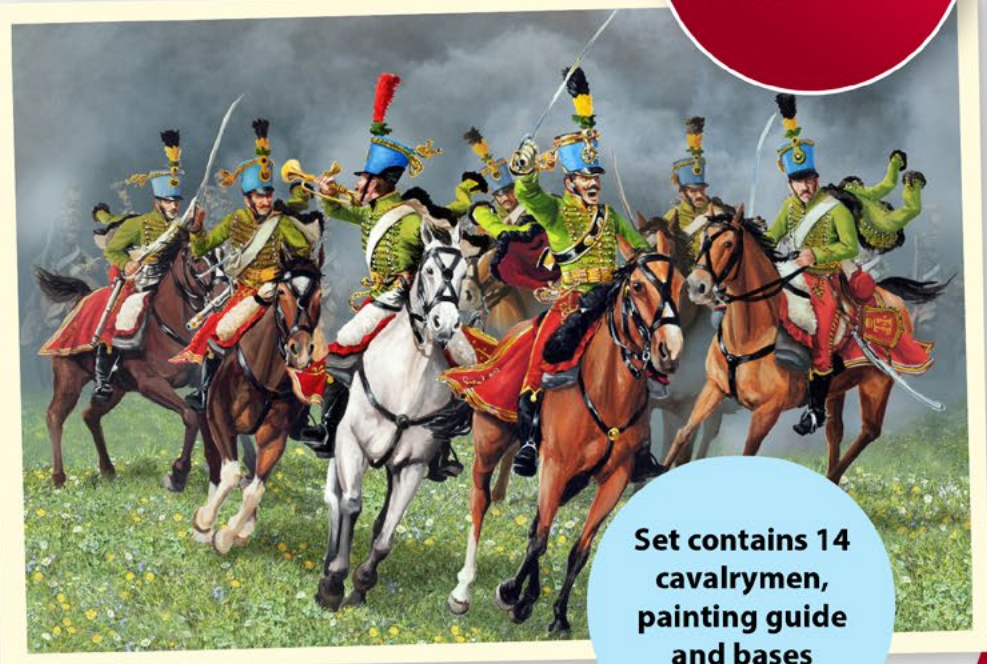


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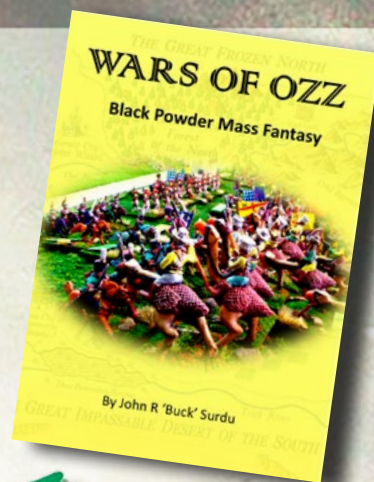


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# DESIGNER'S NOTES:

# WARS of OZZ



**Chris Abbey of Sally 4th takes us to Ozz, charting the journey that he and a couple of other devoted Munchkins took in making their new game, based on L. Frank Baum's world.**

*Wars of Ozz* is one of the wildest projects I have ever collaborated on, either within or outside of the games industry. It all started, as many fine stories do, with a call from my good friend Buck Surdu. Buck and I have worked together on several projects, such as *Combat Patrol* and *Albedo*, but this time he was more excited than usual, and the details were more mysterious. Was I interested? Interested in what? "A secret project, a major figure manufacturer, a fantasy mass-battle game."

## OH MY!

It was Buck - so I took the chance. It was later it was revealed that the project was *Wars of Ozz* and the figure manufacturer was Old Glory, headed up by Russ Dunaway. I was a little unsure at first - *The Wizard of Oz* is a nostalgic film that warms the the heart of all of a certain age - a family favourite watched on a Christmas or Boxing Day afternoon - but a wargame?

My research revealed the more recent film, Disney's 2013 offering, *Oz the Great and Powerful*, and that led me to the 1900 book, one of a series from L. Frank Baum. Turns out there are few richer, more documented fantasy backdrops than Oz. Baum wrote 14 books himself, along with many short stories, and plays; there are an additional forty-plus books written by subsequent authors too.

I was swept into Munchkin Country quicker than Dorothy in a cyclone!

## WHAT IS WARS OF OZZ?

*Wars of Ozz* is a mass, black powder, fantasy battle system that uses 28mm miniatures, mounted on two-inch-square bases to build regiments. Those regiments are typically represented by five bases; each containing four infantry, two cavalry, two large creatures, or one huge creature.

From the start we designed it to support solo, two-player and team play. I think that's a reflection of the Transatlantic collaboration as well as the times we live in. In the UK the popular gaming format is two players at a local club, or in someone's house. In the US it is large, multi-player games at conventions that feature more prominently - a reflection of the greater distances and lower population density. The game was developed in 2020 and with a global pandemic making get-togethers impossible, we made the early decision to include a meaningful solo wargaming system with an 'intelligent' system driven opponent too.

## AND THE EPONYMOUS LOCATION?

Russ took Baum's world as the starting point in creating our own 'Ozz' - a post-apocalyptic Earth. After the last Madness Bomb fell in the Last Great War, the survivors mutated and chaos reigned, at least until the Wizard arrived several hundred years later. This gave us the latitude to include any of the characters, creatures, factions, or events that featured in the rich literary backdrop, but in most cases, these are an inspirational starting point for our portrayal of Ozz.



Above: Colonel Sourdough.

## WHAT ARMIES AND FACTIONS ARE AVAILABLE TO COLLECT?

Our initial release introduces the four main factions who live in Ozz and they will probably be familiar to all who have heard of 'The Yellow Brick Road'. Each of these factions have a very distinctive look and, most importantly, behave and react very differently in the game.

Buck has done a great job with faction characterisation in the rules. Each has its own set of characters and units to select from; these are each defined by their abilities: Marksmanship, Melee, Resolve and Elan. What makes *Wars of Ozz* unique is that each faction has its own reaction tables to define how a unit will behave when fired upon, charged, ordered to close after fighting a melee, or when trying to rally. A unit of Winkie Infantry will be far more likely to charge the firer, for example, where Munchkin infantry are more likely to return fire.

## FACTIONS

### THE MUNCHKIN

The Munchkin are a diminutive, shy and elusive people, settled in the Western lands of Ozz and noted for their clever and industrious nature. Work is their joy and they go about it with good cheer; even their soldiers march cheerfully into battle, happy to fulfil the task for which they have been trained.

The great wizard, Zoraster, created the Munchkin Army and transformed it from local amateur militias to an efficient,

well-organised, well-supplied national army. They have regular and militia infantry, heavy and light cavalry (mounted on small ponies), artillery and a balloon corps.

#### KEY TRAITS

The Munchkin are the best shots in Ozz. This is reflected in their high marksmanship attribute and the likelihood that they will stand and return fire when they are shot at or charged.

*Munchkin Army.*



### THE QUADLINGS

Quadlings are a large-framed nation of farmers and frontiersman, ruled over by the benevolent Glenda the Good, their Queen Regent. Glenda, having recognised the Quadlings as an independent-minded people, created the Quadling Army based on citizens militia.

Every Quadling who has come of age is required to train with the militia and keep their musket and uniform in good repair.

#### KEY TRAITS

A Quadling Army is based around large numbers of militia infantry with the occasional unit of elite, regular cavalry mounted on ferocious giant boars. Glenda can command the Great Eagles of the mountains; a Quadling army can field a unit of Eagle Riders flown by specially trained Munchkins in their service.



*Quadling Army.*

## THE WINKIES

The Winkies are a brutish, savage, hardy race of people living in the Eastern reaches of Ozz. Winkies are tall and muscular with chiselled features and green skin. Many believe they were genetically created, to serve as soldiers in the Last Great War, but although tough and resilient, Winkies are often armed with nothing more than a spear and inferior iron armour.

Evora, the Wicked Witch of the East, transformed the tribal Winkies into a unified Imperial Army, fielding assault

regiments of spear-armed infantry, heavy and light cavalry (mounted on huge, aggressive, carnivorous birds called Zilks), skeleton regiments raised by Evora's magic, the great flying and lesser apes, and a rudimentary artillery corps.

### KEY TRAITS

The Winkies have been designed as one of the toughest and most aggressive armies in *Wars of Ozz*. They are good fighters in a melee and their most common reaction to coming under fire is an enthusiastic, frontal charge.



*Winkie Army.*

## THE GILIKIN

The Gilikin are green-skinned, small, skulking and cowardly, but dangerous in great numbers. Given that Tolkien was eight years old when *The Wizard of Oz* was published, I have often wondered if it was a book that he read as a child, subconsciously influencing his depiction of Goblins. However, that is mere speculation!

The Gilikin live in the north of Ozz; their lands were conquered by Arella, The Wicked Witch of the North, who forged them into The Imperial Gilikin Army. Gilikin are

armed with muskets, are tolerable shots and melee opponents, but they are cheap to field so likely to fight with a numerical advantage.

### KEY TRAITS

Gilikin have a well-developed artillery corps, based on the Munchkin model, and field cavalry mounted on trained mountain goats. They bring minor witches and wizards from The Sorcerer's League and giant dire wolves, lions, tigers and bears from Arella's Beast Corps.



*Gilikin Army.*

## HOW DOES THE GAME PLAY?

Unit activation in Ozz is based on the Double Random Activation system that Buck has developed and featured in many of his games. It aims to provide command friction and to model the brigade or division's command structure. Each command stand has a command radius, based on the skill of the commander, but typically 12".

### ACTIVATION

At the start of each turn players check what units are within this radius and therefore 'In Command':

1. A D6 is rolled for each 'In Command' unit and these dice are placed with the leader as a Command Dice Pool.
2. A D6 is rolled for each 'Out of Command' unit and each is placed with the unit itself – the commander is not able to influence them when they activate.
3. An activation deck is formed containing a set of red cards (1 to 6), black cards (1 to 6), and two jokers. Each army is represented by red or black (decided at the start of the game).
4. These cards are shuffled, and the first card is turned over.
5. If an out of command unit has a dice that matches this card (taking the colours into account), it is activated, but if there are one or more dice in the dice pool that match the card turned, the player can allocate whichever matching unit within the brigade they want to activate next.



Above: Dorothy and friends skip their way down a rather well known road.

Below: Giants rampage through the land.



Left: Colonel Malcombe Hardsoles.

### DAMAGE

Units typically contain five bases; each base can take four hits before it is removed. The number of bases lost affects the unit's ability to fire, perform in melee, and to pass morale checks.

### DICE

Actions are resolved using D10s. To resolve shooting, for example, the unit's marksmanship attribute is checked and then adjusted for tactical considerations (is the target in cover or is fire from the flank?) and a D10 is rolled for each eligible firing base.

- If a target is at close range rolls need to score less than the modified marksmanship attribute.
- If the target is at long range rolls need to be less than marksmanship halved.

We have aimed to make combat fast, exciting, but most importantly decisive.

## GOING SOLO

Posture is the solo mechanic that influences the decisions of the non-human player. It represents the 'opponent's attitude toward the game; it is intended to reflect the decisions that a human opponent would normally make, to create a more challenging experience for the solitaire player.

Game events and results influence Posture, and Posture is reflected in the actions units take. Posture is a numerical value, evaluated at the end of every turn, and the number can result in a range of behaviours, chosen to reflect the confidence of the 'opponent'. More confident Posture will result in an enemy who is more likely to be active, advancing and probing. Less confident Posture will lead to reactive strategy, defending objectives and returning fire.

## MAGIC IN OZZ?

Ozz is a magical land; it was important to include spellcasting witches and wizards, but it was also important that battlefield magic was balanced. It has never made sense to me that a wizard might have trouble knocking out an orc in a dungeon but can cause whole units to evaporate from the table.

*Wars of Ozz* is essentially a horse and musket wargame. We didn't want it to become a war of the wizards with the units there just to provide targets. There are other games that are all about the wizards; *Wars of Ozz* is not one of them. We have worked extremely hard to balance magic so that it has an impact but does not take over the game. A set of spells is included for wizards and witches to wield during a battle.

The spells in *Ozz* generally affect the attributes that define units (Marksmanship, Melee, Elan, and Resolve) as well as movement. Others, such as Transport, allow the spellcaster to move a unit. It is only ten inches, but we have found that that can really impact the flow of the battle.

Named witches and wizards come with spells that reflect their history and personality; unnamed witches and wizards roll randomly, to determine what spells they will wield during a game. This might mean that some spells may not even be useful during the game, and sometimes a wizard can only have one copy of a spell in operation at a given time. For example - if a witch or wizard casts Phantom Allies on two units, when the spell is cast on the

second unit, the first unit now has those Phantom Allies removed.

Spell-casters impact battle but, rather than evaporating units with cataclysmic powers or helping them vanish from one side of the battlefield to reappear at another, they are more likely to reduce an enemy unit's Resolve before a friendly unit charges them. They might cast a fireball, that causes one or two casualties to a unit; if this just results in a base loss, the impact can be enough to make a substantial change to a game.

We have been careful to ensure magic does not take the attention away from the units that are doing the shooting, moving, fighting, and holding ground.

## WHAT'S NEXT FOR *WARS OF OZZ*?

The initial release for *Wars of Ozz* includes more than 70 packs of miniatures, covering the complete army lists of the first four armies, together with 'Allied' units and characters that can be fielded in any army.



Above: Giant pumpkins.

Below: A cornucopia of witches and wizards.



These allies include Giant and Lesser Pumpkin Men, Trolls, Giants, Skeletons, Scarecrows and much more. Russ of Old Glory is completely committed to this project and plans to release a new faction in every quarter for the next couple of years (at least!). The next couple of armies have already been sculpted and cast; these include The Impkins (based around eternal children, armed with pop-guns, with cavalry mounted on giant St Bernards), The Land of Harvest (animated trees that throw apples), and a faction based on Admiral JinJar and her female pirate crew.

There is also a board game under development, *Campaigns of Ozz*, that can either be played as a stand-alone game or used as a campaign system, providing context and continuity for tabletop encounters.

### LIONS, TIGERS, AND ... ALBINO GOATS THE SIZE OF HORSES?

*"Nobody remembers what it was like before the war, dear Tom. That is the point of war," explained Scarecrow the Wise. "War erases the past like the farmer ploughing a field so fresh seed can grow instead of the weeds of yesteryear. That is what makes war so wonderful."*

The history of Ozz begins at the end, when the Madness Bombs fell, and the Last Great War lurched and capered to its end. All that remained were howling hordes marauding across the burnt and broken land. The Last Great War was over.

Even before the Madness had burned itself away, strange creatures started to appear among the survivors. Nobody knows what triggered the mutations. Some say it was the work of the scientist-kings of the Last Great War, using technology that had been long lost. Others contend it was the result of the war-poisoned land that reeked of toxic vapors and foul waters. Whatever the cause, mutations of all shapes and sizes spontaneously occurred.

And strange new beasts appeared. Foremost of these were the savage winged apes, but there were also giant wolves, albino goats the size of horses, dire lions, giants, and creatures even more bizarre.

### THERE'S NO PLACE LIKE OZZ, THERE'S NO PLACE LIKE OZZ, THERE'S NO PLACE LIKE OZZ ...

From "a wargame, based on the *Wizard of Oz* ... really?!" I have become very, very excited. Sally 4th are publishing the rulebook and I am painting and photographing around 500 miniatures to illustrate it. *Wars of Ozz* offers a refreshing take on fantasy tabletop gaming - a mass-battle system with rank upon rank of soldiers manoeuvring around the battlefield in a way that would make Marshal Ney smile. In fact, one of our play testers commented that *Wars of Ozz* was the best Divisional level Napoleonic game they had played. Little did he know that *Wars of Column Line and Square* (a derivative using the underlying mechanisms for historical conflicts) and *Wars of Orcs and Dwarves* (a derivative for mainstream mass fantasy battle), are already under development!



*Above: A brutal harvest time.*

*Below: Eagle riders soar ahead.*

*"Our land of Ozz had its actual conception in the 1950s. As a little boy growing up in Iowa it was a yearly family event to gather around the TV with a bucket of popcorn and watch *The Wizard of Oz*. (I still prefer it in black and white).*

*With a huge interest in military history and little toy army men even then, I was always enamoured with the Winkie palace guard and - though I am sure very few others noticed this - the little Munchkin soldiers in their Napoleonic style dress. They appear as Dorothy happily exits the little Munchkin village and heads off on her perilous journey.*

*This all indicated to me that there had been, and were, armies and military engagements in this wonderful land of Oz." Russ Dunaway - Old Glory*



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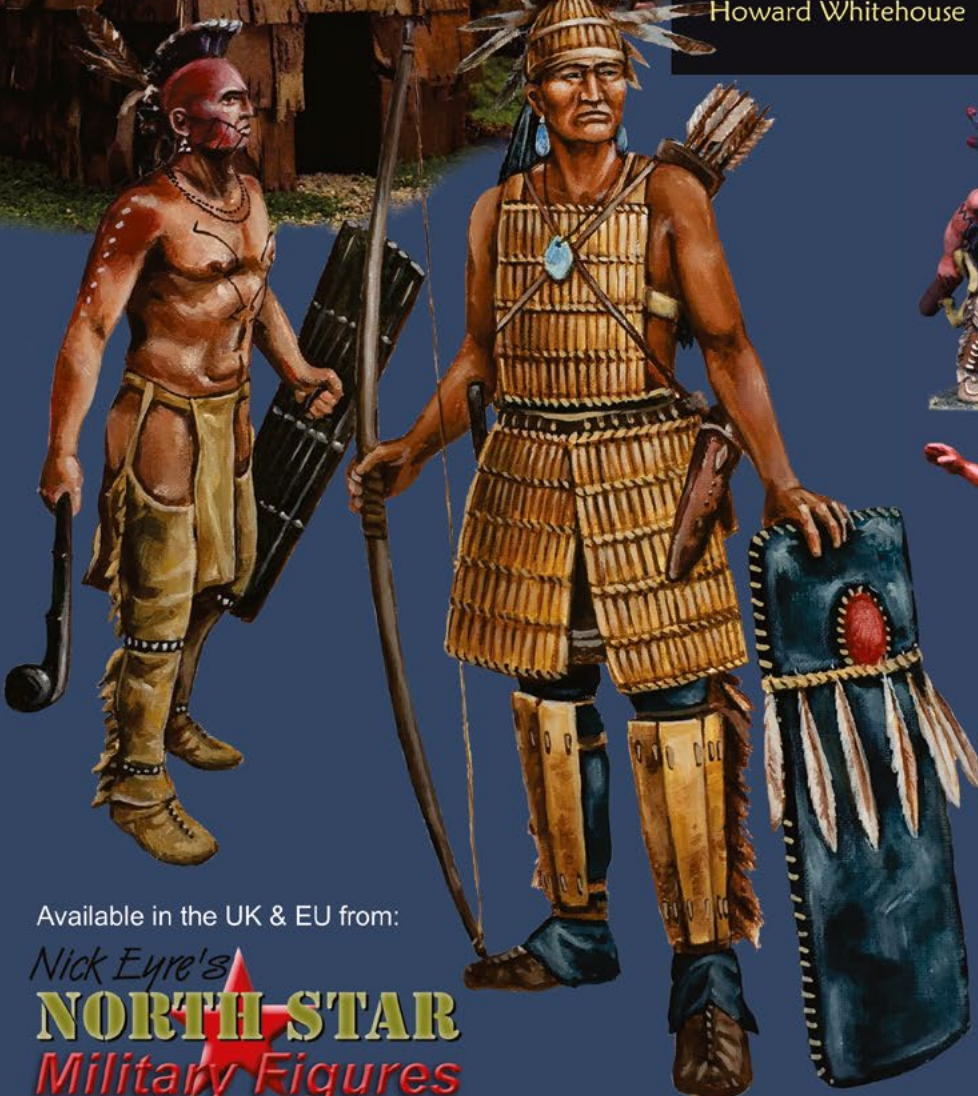


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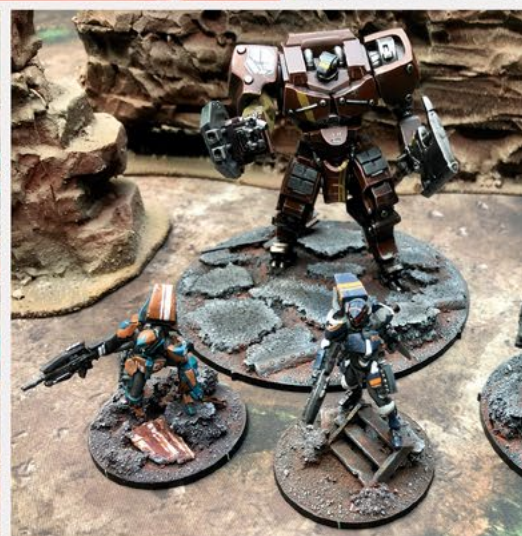
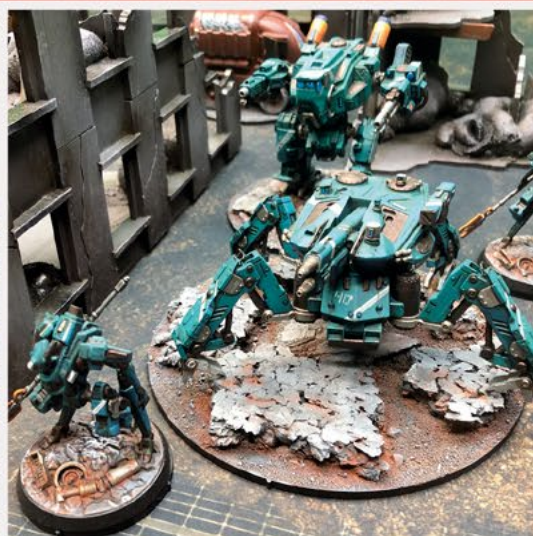
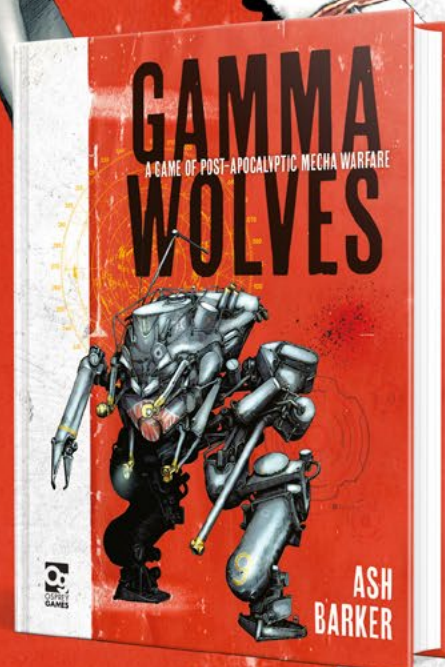


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# DIEN BIEN PHU

## A BATTLE OF LOGISTICS



Jim Graham examines the First Indochina war and the logistical struggles France faced in their return to Indochina after WW2.

*“On the Viet Minh side March 13 was the payoff for almost five months of back breaking labor: the transportation through hundreds of miles of jungle of thousands of tons of supplies, and the gamble of Gen. Giap and his able chief of staff at Dien Bien Phu, General Hoang Van Thai.”*

The First Indochina War was fought between France – the European power trying to re-establish control after the Japanese were expelled – and the Viet Minh who were trying to expel them in turn and gain independence. It was one of the first wars of independence after WW2 and would, in due course, continue in South Viet Nam as the US - Viet Nam War.

After the French returned to Indochina (which comprised Viet Nam, Cambodia and Laos) they were surprised that their reception was hostile; they would actually have to re-establish control over the interior of the country. This proved problematic in Viet Nam – the Viet Minh had spent years fighting the Japanese and had an established structure and army. Their leader, Ho Chi Minh, had also been promised independence in exchange for resistance, but this proved to be another promise broken by the Allies.

One of the main French concerns was the incursion of Viet Minh forces into Northern Laos, which was largely loyal and peaceful. The French army wanted to interdict the Viet Minh supply routes before isolating and destroying the insurgent forces in Laos.

French policy was largely based on holding the urban areas and trying to extend their influence outwards into the countryside. They tried to use ‘hedgehogs’; fortified bases from which patrols

would extend their control. The French thought they could supply these forward bases indefinitely by air – they had done this in 1952 at Nà Sản – but Dien Bien Phu would prove to be very different.

### MAKING AN ASS OF LOGISTICAL ASSUMPTIONS

Supply and reinforcement were to be by air with the Air Force assisted by US crewed planes. So far so good, but the French greatly underestimated the ability of the Viet Minh to move artillery into the hills that overlooked the valley, and the quantity of flak guns they could bring to bear, the French in fact believing the Viet Minh had no anti-aircraft guns.



Above: The guns had been laboriously hauled to the area and positioned in the Dien Bien Phu Valley, out of sight of the French, to avoid counter battery fire.

**Indochina War, 1946-64**

- French Indochina
- Vietminh control 1946-50
- French garrison north of 16th parallel after "free state" agreements March 1946
- Vietminh control 1950-54
- French expeditionary corps movement October 1945 - January 1946
- French expeditionary corps movement March - July 1946
- ✕ Major battle

The French chose Dien Bien Phu as it sat across the Viet Minh supply routes to Laos, surrounded by impenetrable jungle covered hills ... or so the French thought. The first French troops landed on 20 November 1953 and slowly built up their bases at Dien Bien Phu, largely undisturbed by the Viet Minh. The first months were such an anti-climax that some journalists left, looking for bigger stories elsewhere. It would not be until 13 March 1954 that the storm would break.

**THE VIET MINH MOVE IN**

Viet Minh commander General Vo Nguyen Giap took his time assessing the situation before deciding to commit large forces to the battle. The Viet Minh were in the ascendancy strategically and he could have sat it out and waited for the inevitable peace conference, but he wanted to make a statement. The French were to be utterly crushed, so there could be no doubt that this was a military victory and not just a political one.



General Giap decided to make it a battle of logistics, he would simultaneously strangle the French supply lines while keeping his own supplies flowing. Giap gathered his forces and built up supply dumps around Dien Bien Phu. He assembled huge numbers of porters and labourers to transport supplies and move his artillery into the hills, surrounding the French base. The French plan to dry up the Viet Minh supplies into Laos would be turned against them and it would be the French themselves who were cut off and starved.

*“Essentially, then, the battle of Dien Bien Phu was won along the communications lines leading from the Chinese border at Mu Nam Quan over Provincial Road 13-B to the Red River, and thence via Provincial Road 41 to Dien Bien Phu ... It is difficult for the Western observer to imagine what it means to keep open 500 miles of jungle road in the face of constant threat of aerial bombardment and strafing.”*

In many ways the battle of Dien Bien Phu was, as the quote in the bottom left suggests, fought between the French Air Force and naval aircraft against the combat engineers, porters and flak units of the Viet Minh. The French committed about 75% of their total of 200 or so aircraft to supporting Dien Bien Phu and interdicting the Viet Minh supplies. Though the pilots and ground crews performed wonders, they were spread far too thin. The French had been persuaded that massive airpower was a battle winner despite all evidence to the contrary (and despite French airpower being anything but massive).



Above: The Viet Minh on the march, 1954.



Above: Figures by Empress Miniatures from their French Indochina range.

### THE 'BIG GUNS' OF THE 367TH

Tasked with keeping the French aircraft at bay over Dien Bien Phu was the 367th Anti-aircraft Regiment, equipped with 36 Soviet flak guns and crews trained in China. The guns were light AA, the 25mm M1940 and 37mm M1939, but they were all that was required to make the runway untenable and to drive the transports to altitudes where their para drops were less accurate. The guns had been laboriously hauled to the area and positioned in the valley, out of sight of the French, to avoid counter battery fire. As the battle wore on more and more French aircraft had to be diverted from ground attack to flak suppression, which indirectly did the gunners' job for them.

Over the course of the battle the French lost 62 aircraft over Dien Bien Phu, as well as a dozen or so more along the Viet Minh supply routes, all to flak.

*“The real surprise to the French was not that the Communists had that kind of artillery. In fact, its existence had been known for a year. What surprised the French completely was the Viet Minh’s ability to transport a considerable mass of heavy artillery pieces across roadless mountains to Dien Bien Phu and keep it supplied with a sufficient amount of ammunition.”*

### BOOTS VERSUS WINGS

It has to be borne in mind that while the Viet Minh were the predecessors of the Viet Cong and NVA (and in many cases the officers of the latter had come through the ranks of the former) the Viet Minh was a very different organisation. The forces that attacked Dien Bien Phu were not guerrillas but a regular army, and one with considerable firepower.

It included the 351st Heavy Division, which would have been familiar to Zhukov or Timoshenko, being what they would have known as Shock Artillery. Towards the end of the battle it even had lorry borne Katyusha MRLs as well as heavy mortars, howitzers and recoilless rifles. The 351st had been trained one battalion at a time in China and was equipped with a variety of guns including many captured from the US and US supplied forces in Korea. The 351st had the firepower of a Western formation but operated without any motorised supply echelons. Individual shells were carried by hand rather than trucked en masse.



Above: Tasked with keeping the French aircraft at bay over Dien Bien Phu was the 367th Anti-aircraft Regiment, equipped with 36 Soviet flak guns and crews trained in China.

## DIEN BIEN PHU CHEMINS DE FEU STYLE

Here's a few shots of a great Dien Bien Phu demo game presented by Belgian gamers Christian and Eric of the Les Chemins de Feu Wargames Club at Crisis in 2013 and Salute 2014. Figures by Empress Miniatures.



Above: Salute 2014.

Left: Crisis 2013.

The French were a modern European army with motorised and mechanised vehicles and helicopters, supplied by the US. The army was equipped for Western Europe but found itself in Indochina. Massed transport of men and materiel by helicopters was a thing of the future – there were never more than ten helicopters in the whole of Indochina and they were regarded as far too valuable and fragile to risk at Dien Bien Phu. The initial plan was that most resupply would be by aircraft, landing in the bases, but once the Viet Minh built up their artillery this proved impossible and the French switched to air drops.



Left: Viet Minh Regular, assault equipment. From *The French Indochina War, 1946-1954 (Men-At-Arms, 322)* by Martin Windrow, illustrated by Mike Chappell. © Osprey Publishing Ltd.

This volunteer is about to lead an assault with a satchel charge – note the stick grenade igniter set in the top central edge; some reports speak of distinct platoons of ‘death volunteers’ in each Regular battalion. The characteristic flat bamboo and fibre woven helmet of the Chuc Luc is covered with hessian sewn with scraps of scrim. Reports speak of Regulars carrying a wire mesh panel on their backs when on the march; at each halt the soldier changed the foliage camouflage of the man in front to match the locality exactly. There seem to have been two sorts of Chinese-style quilted cold weather jacket, one a sleeveless, collarless vest; this other type with a quilted torso, deep fall collar, and lined, unquilted sleeves is seen in photos from Dien Bien Phu. He carries Chinese stick grenades in a fabric pouch set, and the Chinese Type 50 sub-machine gun.

### FROM AIRSTRIP TO AIRDROP

It wasn't just supplies that had to be air dropped into the perimeter but every reinforcement after the siege started. During the battle 4,277 men were airdropped into Dien Bien Phu, 681 of whom were not para trained but volunteers from specialist units like the artillery, armour or signals. Their casualties were no higher than the trained paras, in fact the French believed that the second and third jumps were the most dangerous and psychologically difficult. It had never been planned that the base would only be supplied by air drops – it was thought the runway would remain in use. As soon as the runway was closed casualty evacuation stopped and the hospitals were soon overcrowded.

Supply was so choked that it was reduced to single aircraft, making high altitude runs at irregular intervals during daylight or erratic night time drops (with greatly reduced accuracy). The Viet Minh noose slowly tightened. As matters in the French bases grew worse more strike aircraft were switched to ground attack at the Viet Minh supply lines.

In contrast the Viet Minh had very few vehicles, with the focus being on manpower. The population was mobilised with everyone from peasants to students organised to build rough roads through the forests. Trees were felled and slopes levelled to allow access to areas the French had thought were inaccessible. The civilian porters, male and female, used bicycles, walking alongside the bike which was laden with up to 200kg. Other groups dragged artillery pieces up hill and down dale to gun lines overlooking the

Below: It wasn't just supplies that had to be air dropped into the perimeter but every reinforcement after the siege started. During the battle 4,277 men were airdropped into Dien Bien Phu.



valley and in positions the French were unable to hit with counter battery fire.

Later in the battle, once their artillery was positioned, some of the labourers were diverted to mine through a hill, digging tunnels and casements for recoilless rifles to fire through spider holes at the French positions. The French had no answer to this as their own artillery couldn't be repositioned to engage the targets with direct fire.



## VINOCEL

One of the tenets of faith of the French Armed forces is that there will be a daily wine ration. This presented problems for troops travelling light or relying on air support. There were roughly 140,000 personnel in Indochina, at a litre each a day that was a million litres a week - no small problem. The solution (yes that was deliberate) that the French Far East Expeditionary Corps came up with was to dehydrate the wine, retaining the alcohol content but reducing the liquid to a jelly about one third of the volume. This made it more easily portable by troops or readily air droppable where weight was an issue.

The second weight saving with Vinogel was that it didn't need to be stored in glass so could be transported in lighter packaging. Once opened it was a case of just adding water or eating with a spoon *et Robert est ton oncle*.

*Left: French NCO, 1er Compagnie, 5e Bataillon Parachutiste Vietnamienne. From The French Indochina War, 1946-1954 (Men-At-Arms, 322) by Martin Windrow, illustrated by Mike Chappell. © Osprey Publishing Ltd.*

*On 18 April Capt. Bizard led survivors of 1st Co., 5e BPVN and of 1/2e REI in a desperate breakout down the airstrip from 'Huguette 6', using mostly grenades as they leapt over the surrounding VM trenches. Witnesses described them wearing pairs of part-filled sandbags slung as improvised splinter armour. By late 1953 most para units were receiving the new French camouflaged jump uniforms (here tenue de saut M1947/52) and M1950 TAP webbing; note the five-pocket pouch for MAT.49 magazines. US camouflaged parachute material was popular for scarves.*

## THE VANQUISHED

The French set out their stall at Dien Bien Phu - this was to be the showdown between their best troops and the Viet Minh - the battle that would break the insurgents and allow the ongoing peace talks to reach a satisfactory conclusion.

The French Far East Expeditionary Corp (Corps Expeditionnaire Francais en Extreme-Orient, or CEFEO) sent its elite Colonial Paratroops, Marine Paratroops, Colonial as well as the Foreign Legion, both leg infantry and para. Contrary to popular belief the Legion only formed a small minority of the troops sent.

## THE VICTORS

The Viet Minh forces were also their elite, their regular division the 316th, the 308th and braced with the 351st Artillery.

The Việt Minh forces around Eliane were from the 316th Division made up of ethnic minorities from the area around Dien Bien Phu and along the Laotian border. It was a battle-hardened formation which had fought at Mao Khe, Nghia Lo and on the Plain of Jars. Elements of the division fought the French infiltration teams and their local allies along the Song River and others took on the T'ai Federation Forces which fought alongside the French. In short this was a formation of soldiers who knew the area and terrain, who were well motivated and had no fear of their enemy, having bested them several times in the preceding years.

The 316th Division was present at Dien Bien Phu from the very start and got to know the French defences inside and out. Literally. Before the first attacks the French allowed Viet Nameese civilians into the base to buy and sell and as labour. Of course, some were less civilian than others and Giap gleaned a lot of information before his attack. Apart from anything else the positions of the French artillery were known to the nearest metre.

Following continued contraction of the French perimeter the garrison was overrun in May 1954 after a two-month siege with most of the French forces surrendering. Following a public outcry the French government in Paris then resigned, and the new Prime Minister supported French withdrawal from Indochina.

## WARGAMING DIEN BIEN PHU

This has become simpler in recent years. The French have always been straightforward, they wore US uniforms and had largely US equipment. Late WW2 and Pacific War figures supply all you need (though by 1954 everything was at least ten years old and a bit careworn).

Viet Minh weaponry was an eclectic mix of what they had captured or stolen, along with Soviet supplied equipment. As such they were as likely to have Japanese rifles as US, French or Soviet. It really doesn't matter what you choose to use - the differences are minimal. It is entirely possible that a section would have an NCO with a French MAT 49 SMG, a Soviet DPM LMG team, the rest with Japanese Arisaka Type 99 rifles, and US grenades.

You will find specific figures for the conflict in Empress Miniatures' 28mm French-Indochina range.

*“At 2200, de Castries' headquarters reported a successful raid on the Communist trenches and fortifications south of E2 by Maj. Coutant's 1/13 Foreign Legion. One Viet Minh blockhouse was completely destroyed with plastic charges and two others were severely damaged. In addition, at least ten enemy soldiers were killed and other (sic) wounded, while there were no friendly losses to report.”*

## SCENARIO: SUPPLY DIFFICULTIES AT THE LOCAL LEVEL

### CAMERONE DAY 1954

As daylight faded on Friday 30 April the Legionnaires at position Eliane 2 saw their supply crates drifting down. Some fell within the perimeter, some in No Man's Land, some in Viet Minh hands.

They could track what fell where thanks to the colour coded canisters and 'chutes. Among the supplies that fell behind the Viet Minh lines were two of Vinogel, stuck in the wire behind a Viet Minh position.

This could not be allowed to stand on any day but especially not on Camerone Day. Go through the day with only one bottle of wine per platoon and two crates lying in plain sight? Non, mes amis! A call for volunteers was answered by all and a select few were chosen for a sally into enemy territory. After dark they set off through a gap in the wire ...

The Viet Minh had watched yet another series of air supply missions dodge the flak by throwing supply cannisters out at a higher altitude than before. Counting the parachutes, they could see that roughly half landed within the defences and half outside. Some fell in No Man's Land and were carefully watched in case anyone tried to retrieve them. No-one would be stupid enough to go after the ones that landed well into Viet Minh territory ...



*Above: The French reach their supplies but they've got a fight on their hands. Figures by Empress Miniatures. Supply dump by 1st Corps.*



*Above: The two forces clash. Figures by Empress Miniatures.*



*Above: Viet Minh troops.*

### CAMERONE DAY, 30 APRIL 1863

The Battle of Camerone was one of the most famous actions in Legion history. A patrol of sixty-five men, lead by Captain Danjou, were surrounded by several thousand Mexican infantry. In a battle lasting nearly twelve hours the Legion refused repeated calls to surrender before being all but wiped out. The last five men were down to their last bullet before charging out with fixed bayonets rather than surrendering.

Danjou had lost his hand in a previous battle and his prosthetic hand was recovered after the battle, becoming an almost holy relic and Camerone the closest thing the Legion had to a saint's day. Camerone set the standard for last stands in Legion mythology and the legionnaires at Dien Bien Phu could see obvious parallels.

Camerone Day was always a day of celebration, even at Dien Bien Phu.



## 1/13TH REGIMENT ETRANGER PARACHUTISTE

The French troops are experienced with a mixture of bravery and despair that means they ignore morale – they have nowhere to go. The Legion paras are no supermen, but they are battle hardened and in no mood for failure. What they do not have is much in the way of supplies or support. Grenades are few and far between, for example, and once through the wire they are on their own, there will be no barrage to cover their withdrawal.

A satchel charge will destroy a blockhouse (and occupants) if carried to the gunslits or door.

### HQ

Lieutenant with M1 Carbine

Sergeant with M3 SMG

### SECTION 1

Corporal with M3 SMG

Private with Garand Rifle, 2 grenades

3 Privates with M1 Garand rifle

### SECTION 2

Corporal with M3 SMG

3 Privates with M1 Garand Rifle

1 Private with M1 Garand Rifle and satchel charge

### SECTION 3

Corporal with M3 SMG

Private with Garand Rifle, 1 grenade

3 Privates with M1 Garand rifle

## BATTALION 888, REGIMENT 176, VIET MINH 316TH DIVISION

The Viet Minh were also veteran troops and like the French they have been ground down by months of fighting. They have taken heavy casualties, are partly made up by conscripts, and all units are under strength – morale could be shaky.

Any time a morale test is taken roll a D6 first, a 1 or 2 means they test as one category lower, a 6 means one higher. That modifier applies to that person for the game.

### DUGOUT 1

Gunner with LMG

No. 2 with rifle

Two privates with rifles

### DUGOUT 2

Gunner with LMG

No. 2 with rifle

Two privates with rifles

### IN TRENCHES AND FOXHOLES

Corporal with Rifle

Gunner with LMG

No 2 with rifle

5 Privates with rifles

### IN RESERVE

Officer with pistol

NCO with bugle

Private with rifle

### SECTION 1

Corporal with Rifle

Gunner with LMG

No 2 with rifle

6 Privates with rifles

### SECTION 2

Corporal with Rifle

Gunner with LMG

No 2 with rifle

5 Privates with rifles

## BATTLEFIELD TERRAIN

The terrain around the perimeter is mainly flat but the position at Eliane 2 was on a slight hill with barbed wire covering the front. Holes had been made in the barrier by the Viet Minh sappers and these were well known to both sides. The Viet Minh position looked strong, but it was built to support attacks on the French perimeter, the Viet Minh did not imagine they would have to repel French attacks in any strength. There was nothing in the way of defensive wire or minefields as those would simply have hindered them in their own actions.

The defences are a line of foxholes and trenches with two blockhouses spread across the table. The French positions are

along one of the short table edges, the Viet Minh defences across the table centre line and the two canisters about halfway between them and the other table edge. The table should have some cover, clumps of scrub and the odd drainage ditch.

The scenario takes place at night – visibility and noise are important. The French player can use star shells if they wish.

Roll a D6 on the second turn, on a 6 the Viet Minh reserves appear at their base line. If this fails re-roll on each subsequent turn, needing a 5 or 6 on turn three, and so on.

It takes two men to carry a canister.

Victory should be easy enough to work out!

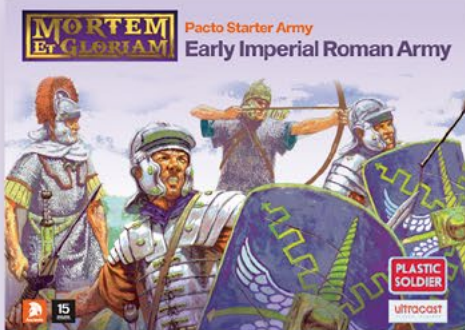


*All quotes taken from  
Hell in a Very Small Place  
by Bernard B. Fall.*



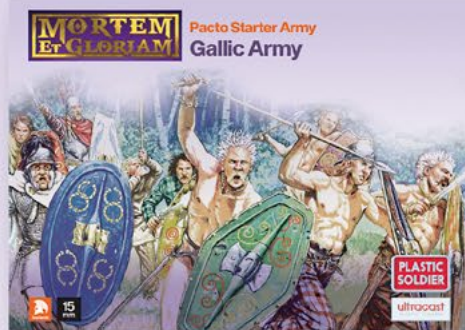
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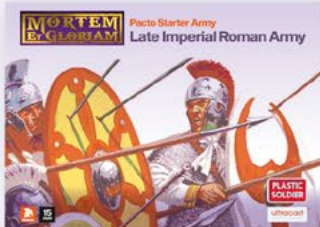


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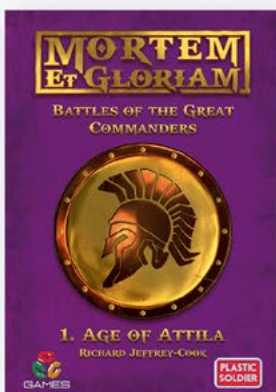


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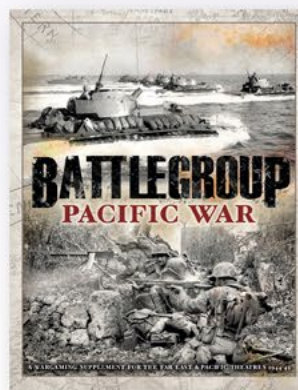


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# REDISCOVERING THE AMERICAS



Warlord Games have been kicking up quite a fuss about the release of a new range of very interesting looking figures and the accompanying game. We tracked down the man to answer those questions and tell us what *Mythic Americas* is all about. Over to Nelson ....

The first thought that came to mind when I sat down to write this article was; “what should I title it?!” I felt like I had plenty of options in that department ... “Launching a new company and game during a global pandemic, are you mad?!”, “Why is dad trying to learn ancient Aztec?”, or “Rediscovering the Americas.”

In the end, I settled on “Rediscovering the Americas.” Hopefully this article will help explain why. But first, let me introduce myself, my name is Nelson Martinez, I am the founder of Mythicos Studios, and proud author of our very first rulebook, *Mythic Americas; Warlords of Erehwon*. Before I dive into the game itself, I ask for your indulgence, and hope that you allow me to take you on a brief journey down the long and twisty road that led to its launch.

Mythicos Studios, one of the companies behind *Mythic Americas; Warlords of Erehwon*, is a passion of mine. We launched the company in earnest about five years ago as a new concept in the gaming retail space. We created the Mythicos Studios retail model to offer something unique to the tabletop and gaming world; focusing not just on our studios delivering a wide variety of gaming products and services (games, hobby supplies, events, hobby-related classes and so on) but intensely focusing on the actual entertainment experience of gaming and the all-round enjoyment of the hobby. At Mythicos Studios, the retail vs gaming space relationship is the exact opposite of what most hobby stores provide; here, two thirds of the studios are devoted to gaming space, with each studio served by 16-20 purpose-built, permanent

gaming tables. All of which are graced with great looking scenery, covering every popular fantasy, sci-fi and historical game available. Our staff are trained to ensure that those who call our studios their gaming home has what he or she needs to make the best of their gaming time.



Chris Remetz (Father Time), leading a game designers meeting with the Silverbacks (the warband designers for Mythic Americas).

Above (L - R): Sasquatch Leader, Inca Sapa Warlord on Spirit Jaguar and Aztec Quetzalcoatl.



What does operating a hobby store, have to do with writing and launching a game such as *Mythic Americas; Warlords of Erewhon*? Well, running multiple gaming studios offers a number of advantages if you're interested in what is happening in the gaming scene - from the grassroots level as it were. From that vantage point I can see, on a daily basis, what is being played, what is popular and what feels fresh on the scene. It is this latter point that convinced me that it was the right time to bring *Mythic Americas* to the tabletop. I feel strongly that a game which focuses on less-often explored worlds with, what to date, has largely been under-appreciated history and mythology, provides a game designer and gamers with a fresh and fertile creative landscape which can be explored, appreciated, and enjoyed for years to come. For many years I have also felt that, in general, the history and mythology of the Americas deserves far more attention than it currently gets. Our fondest hope, is that those who play our game agree with us in feeling that the game presents the wonderful mythology and history of the Americas in an exciting and deeply immersive manner.

But, at the end of the day, we remain laser-focused: the game must be a great experience that entices gamers to want to research the lore, history and mythology behind it, but also to play more and more of it, as often as possible. In short, the game must be challenging and fun.

## MYTHICOS STUDIOS AND WARLORD GAMES. A SORT OF "VULKAN MIND MELD"

When we first brought the idea of *Mythic Americas* to John Stallard and his team at Warlord Games it became clear we shared some desires. We wanted to create something that would bring a fresh game to the scene as well as solve a problem some *Warlords of Erewhon* fans felt was present in the the game - a lack of its own lore and background (aka "fluff"). The combined teams agree that the *Mythic Americas* foundational lore brings that "fluff" very well, and as you will see later, enables the game to expand well beyond the Americas.

So, why choose *Warlords of Erewhon* for *Mythic Americas*? Two words: Rick Priestley.

Rick is, in my humble opinion, one of the very best rules writers in the gaming industry. I believe that his *Warlords of Erewhon* engine is simply one of the richest and best constructed rulesets ever created. *Warlords of Erewhon* is flexible enough to accommodate a wealth of gaming possibilities, yet it possesses a strong gaming infrastructure, ensuring a balanced gaming experience. I have played *Warlords of Erewhon* from the first day it published, so I was very confident it would be a great way to bring *Mythic Americas* to the tabletop.

Maya Ah Kin Priestess.



## MYTHIC AMERICAS; WARLORDS OF EREHWON, WHERE MYTH MEETS HISTORY IN EPIC BATTLE!

The game spans a time period from roughly the mid 1300s to the early 1700s. The game is set in the vast geographic area of the Western Hemisphere - North, Central, South America and the Caribbean. The historical and mythological background of the game is already rich as it is, but, in order to tie all of these time-spanning histories and mythologies together, the game also relies on its own fictional lore. (More on this later, but briefly it is based on an epic struggle to maintain a universal balance which involves two opposing forces; the Everliving and the Everchanging. This unique *Mythic Americas* lore is crucial to giving the game background the flexibility needed to expand the setting, and to bring a cohesive creative armature to the entire project.)

## HISTORY EVERYWHERE - THE LENNI LENAPE

I am fortunate in the fact that everywhere I visit in America, I am likely to be close to or in an area that what was once (and in many cases still is) a significant Native American historical site. Take my home town for example; here in Mendham, New Jersey I live in historical Lenape territory. The woods and streams around the area are all part of the ancestral homes of the Lenape indigenous people (in the Mendham area, it would also include the Munsee dialect).

The Lenape are also called the Lenni Lenape and the Delaware people. Every time I hike through the local trails in my home town, I can't help but ponder that these very woods, streams and valleys are the very magical places that for thousands of years Native American cultures such as the Lenape called home. The Americas are rich with history and myth though many times it is not evident on the surface, as it is in other places around the world, where a castle or an imposing monument seems to be found on almost every corner!



INSIDER INTERVIEW



The initial Warbands (the term used for the fighting forces in the game) are the Aztec, Maya, Incas, and the Tribal Nations (an aggregate group of various Native American nations). In 2021, these four initial groups will be expanded to eight, with the addition of the Inuit, Amazonian Tribes, Western Nations, and Taino. Together, each faction will have 12+ units available, with new, multi-pose 28mm figures. That's hundreds of new models for us designers to enjoy working on for years to come, and hopefully this vast array of minis will give historical, fantasy and historical-fantasy players plenty to choose from!

Whilst we will built the game around eight core factions, we will not be limited by troop choices within just those initial forces. We plan to use campaign books to add additional troop types to the existing factions and new mini-factions such as the Nazca, other Tribal Nations, ancient civilizations such as the Olmecs, and even some 'foreign' invaders!

### WHAT'S NEW IN MYTHIC AMERICAS; WARLORDS OF EREHWON

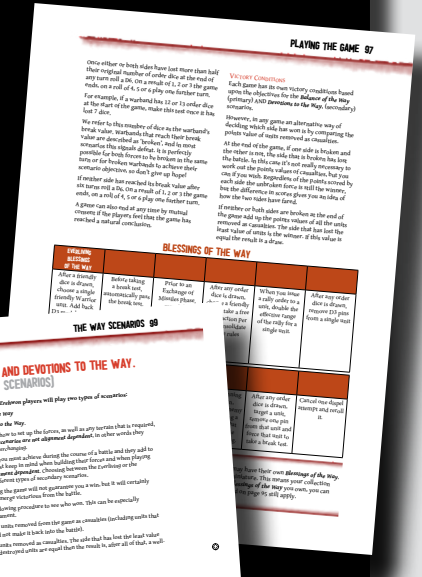
The *Mythic Americas* version of *Warlords of Erewhon* still keeps a simple goal in mind – fast-paced and exciting 28mm miniature battles on a standard-sized table between rival forces. A Warband represents your own band of combatants from American mythology and history. Currently, in *Mythic Americas; Warlords of Erewhon*, warbands are comprised of various troop types: warriors (human sized figures, mounted and on foot), monsters (roughly ogre sized), monstrosities, swarms, and beasts. Other troop types will be introduced with the specific rules for the troop type as a "special" rule within the troop type design, such as chariots for the Inuits.

The core rules of the existing game remain the same, and actually, in the new *Mythic Americas; Warlords of Erewhon* rulebook, all of the *Warlords of Erewhon* updates have been included.

*Tribal Nations Sachem Warlord mounted on War Eagle.*

## GETTING A GAME STARTED

1. Choose a warband faction (Incas, Aztecs, etc.) and point level (warband size): 2,000 pts makes for a game time of about two to two and a half hours.
2. Choose The Way for your warband to follow and adhere to in battle: You can agree with your opponent on which of the two Ways each would like to play, or simply roll a D10. Highest roll wins and chooses which of The Ways to play under. Keep rolling in case of a tie until one player gets a higher roll, and wins the roll-off. Loser of roll-off chooses Balance of the Way (primary objective).
3. Choose Balance of the Way (primary objective).
4. Place terrain as per the Balance of the Way scenario. Roll D10, winner of roll off chooses table side to deploy their forces.
5. Ready your hand, select your cards. You will have a number of cards which will get smaller as the game progresses. You will start the game with one Balance of the Way, one Devotions to the Way, and six Blessings of the Way cards, and a variable number of cards which represent the spells available to your magic users.
6. Deploy as per the Balance of the Way specific deployment requirements.
7. Play the game for a maximum of six turns.



*Above: Aztec Tlalocan High Priest. Left: Inca Sapa Warrior.*

An existing *Warlords of Erehwon* player can use the new *Mythic Americas* rulebook as a second edition of the game. We will be hosting a few sections of the current *Warlords of Erehwon* book which were removed from the *Mythic Americas* edition of the game on our website. Most of these rules will be reintroduced into the game in the manner I mentioned above; as special rules for specific unit types.

While the main mechanics of the game remain unchanged, we wanted to enhance the way that victory can be achieved. How one achieves victory in *Mythic Americas; Warlords of Erehwon* is the biggest change in the game from its original version.

When working on this ruleset, we strove to bring a deeper scenario-based style to the game. As you will see below, the new scenario-based approach we've introduced requires that players think of their warbands in as flexible a manner as possible. Doing so will better position a warband to tackle the various, multi-level, and sometimes, random scenario conditions which might be faced by the fighting forces. There are currently 24 scenario combinations in the rulebook and we will be adding additional primary and secondary scenarios throughout the year.

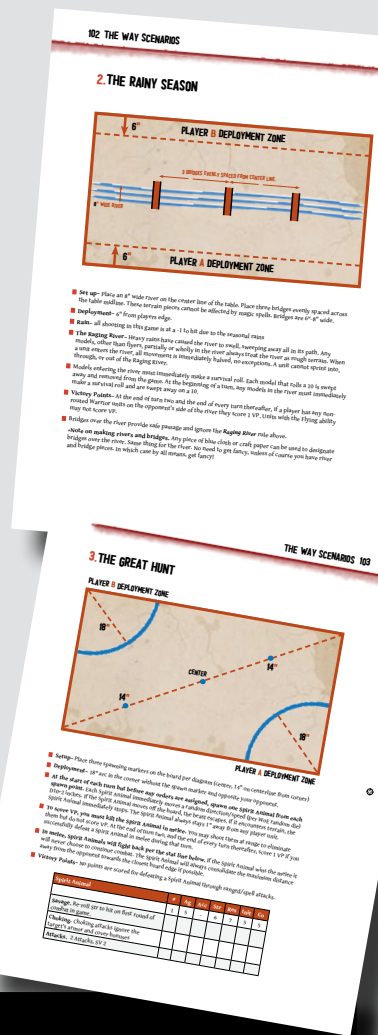
### MYTHIC AMERICAS; WARLORDS OF EREHWON'S NEW SCENARIO-DRIVEN APPROACH

We think that this new approach offers plenty of opportunities to reward tactical play, but at the same time keeps things manageable in terms of the size of forces and space required. The game still uses ten-sided and Order dice and still offers lots of opportunity for fate and chance to have a say in the outcome of any battle.

In games of *Mythic Americas; Warlords of Erehwon* players will play two types of scenarios:

Primary scenario - Balance of the Way and Secondary scenario - Devotions to the Way. Primary scenarios describe the details of how to set up the forces, as well as any terrain that is required, and the objectives of the game. Primary scenarios are not alignment dependent, in other words they apply to both the Everliving AND the Everchanging.

Secondary scenarios have requirements you must achieve during the course of a battle and they add to the strategic considerations players must keep in mind when building their forces and when playing the game. Secondary scenarios ARE alignment dependent.



### 1+1=1000

Our game is a collaboration between our new gaming studio and our partners and friends at Warlord Games. So, putting together our two companies to collaborate in the Mythic Earth series has led to the design and production of hundreds of miniatures. In fact, our five to ten-year plan calls for the design and production of over one thousand unique figures. Including such beasts as the Ayar and Wendigo. One a classic Native American mythological creature, the other born from the *Mythic Americas*' lore.



Left: Wendigo.  
Right: Ayar and (above) its sketch.





Above: Mohawk Warrior Unit.

Choosing between the Everliving or the Everchanging WILL give you access to different types of secondary scenarios.

Achieving both types of scenarios during the game will not guarantee you a win, but it will certainly give you a better chance of victory.

There are a few additional elements we've introduced to the game, such as new tokens, and scenario cards, and a mechanic called Blessings of the Gods (fun and interesting ways to get your warband out of a tough spot during the game), which add to the richness of the experience. The new tokens, cards and rulebook are all included in the *Mythic Americas; Warlords of Erehwon* starter set; they will also be available separately.

### A BRIEF INTRO TO THE MYTHIC AMERICAS LORE

For an eternity two opposing forces - The Everliving and The Everchanging, as ordained by The One, have been pushing against each other on uncountable battlefields in an effort to maintain Balance in all existence. Balance is never eternal. It ebbs and flows, and it eventually ceases to exist. It is then that an era comes to an end and a new one begins. During the timeline of *Mythic Americas; Warlords of Erehwon*, an era is coming to its predestined end.

Here on Earth, The One has also created The Ruling Children, or simply, The Children. The Children have appeared in many forms in the past. Today we humans are The Children. As today's Ruling Children, the only role The One has given us, is to help maintain the Balance ... or perhaps (no one really knows) to unbalance it.

The Children (as mortal creatures) are as unpredictable as the wind, and regularly choose sides in the eternal struggle between The Everliving and The Everchanging on the whims of convenience or the dictates of mysterious prophecies. The Children do not yet know what the fate of all will be, in the current battle to restore the Balance mandated by The One. The end is uncertain. One thing the wise Soul Walkers amongst the Children do know is that resetting the Balance will mean the extinction of The Ruling Children, and that only the Seed Children will remain.

In *Mythic Americas*, conflict rages across vast expanses of varied and imposing terrain. Mighty beasts of nature and magic-driven monstrosities clash against creatures from the Children's worst nightmares. Death and destruction spreads across all the lands; be they unending deserts, suffocating jungles, cloud covered mesas, or vast cities. All of these mythic events are happening on a vast and varied landmass with a shared name; America.

The Way is about maintaining the Balance. The Everliving, Everchanging, The Children, all seek to maintain and disturb the Balance ... as The One has wished it to be. The Way is life, death, a way to live and bring death. It is all that was, is and will ever be. The Way is a journey and the destination. Balance is The Way. Unbalance is The Way.



Above: Starter Box Set.



Bound Dead.

## THE LONG TERM PLAN FOR MYTHIC AMERICAS

One of the things I have experienced as a gamer in the past is the heartbreak of falling in love with a game, which subsequently doesn't get the support it needs to grow and consequently fades away. With that in mind we have established Mythicos in a way that helps ensure that the game and the lore around it grows and is supported for years to come. Part of this approach is because not only are we publishing the game and all of its supporting material, with the help of Warlord Games (including hundreds of new miniatures), but because we are also scheduled to publish a series of novels based on the *Mythic Americas* and *Mythic Earth* lore, with the first due to hit the book stores in summer of 2021 - *Mythic Americas. The end. Mother Turtle.* (Book 1 of the *Mythic Americas* trilogy).

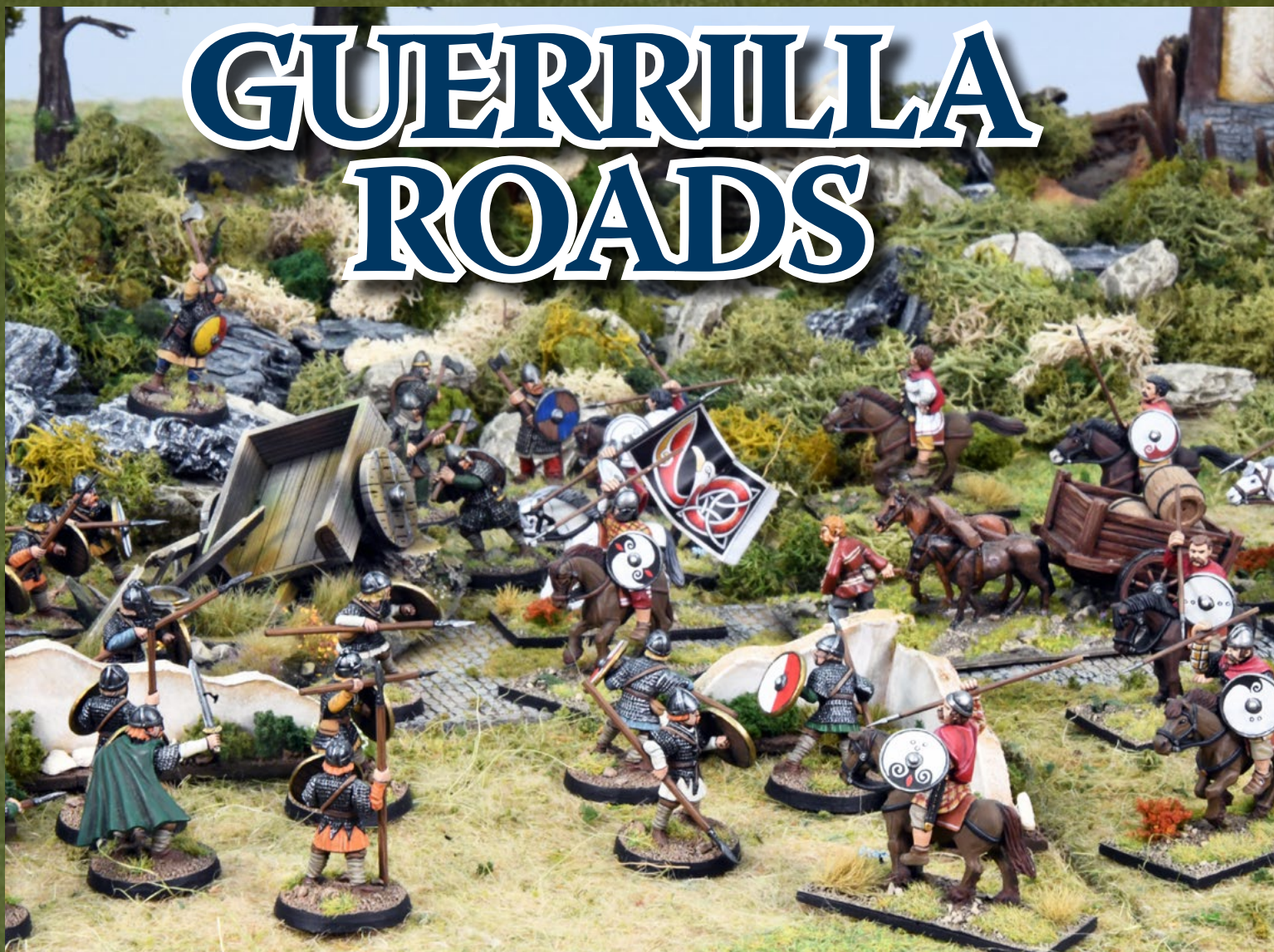
As I mentioned before, *Mythic Americas*, and its foundational lore has been designed to expand the setting beyond the Americas. The future of the game sees it moving beyond the Western Hemisphere to the wider world in the form of the *Mythic Earth*: a five book effort.

1. *Mythic Americas* (2020 4th Qtr.)
  - a. *Tribal Nations and Aztecs* (December 2020)
  - b. *Incas and Maya* (February 2021)
  - c. *Taino and Inuit* (Summer 2021)
  - d. *Amazonians and Western Nations Expansion* (Fall 2021)
2. *Mythic Asia* (2021 3rd Qtr.)
3. *Mythic Europe* (2022 2nd Qtr.)
4. *Mythic Africa* (2022 4th Qtr.)
5. *Mythic Earth* (2023 2nd Qtr.)

**I HOPE YOU WILL JOIN ME AND THE REST OF THE TEAM ON OUR ADVENTURES ON MYTHIC EARTH, I AM SURE YOU WON'T BE DISAPPOINTED BY WHAT YOU FIND THERE.**



# GUERRILLA ROADS



Paul Leach takes us down guerrilla roads, considering the small battles that can be fought over tabletop supply lines.

The weapons and combatants have changed over the centuries, but the need to feed, equip and pay soldiers - whether stationed at isolated frontier outposts or fighting on active battlefronts - remains a key necessity for every army. The story of insurgent underdogs fighting against their country's government, occupying forces or invaders is a common one throughout history. While conventional forces threaten supply operations through cavalry raids, air/artillery strikes and other means, fast-hitting roadside guerrilla ambushes in difficult terrain offer an interesting change of pace for tabletop engagements.

You don't need a lot of figures and vehicles to play an exciting convoy game on the tabletop. The nature of these battles - surprise assaults in concealing and restrictive terrain - makes for excellent skirmish level opportunities, whether your tabletop battles take place in the ancient world, the horse and musket era or more modern conflicts.

While players may find these scenarios satisfying in the own right, they really shine when used as fuel for building a campaign narrative in which the consequences of those roadside fights play a quantifiable role in future games. The following is intended as a toolkit of ideas that you can use to create your own ambush scenarios that will put players in the thick of things and draw the spotlight to trucks, wagons and pack mules.

## GAMING GUERRILLA ROADS ON THE TABLETOP

If you play any historical period, you can probably find an opportunity to pit conventional army supply trains against unconventional forces of full-time and/or semi-professional guerrillas. The Mediterranean empires of Rome and Carthage faced their share of guerrilla opponents, as did the medieval Anglo-Norman marcher lords in Wales and the Vikings who sailed the Volga and Dnieper. For hundreds of years, colonial empires and their successors across the world have struggled against hidden rebel enemies, attempting to undermine the conqueror's yoke. Throughout this article different guerrilla options are highlighted.

*"We had been promised that we would be as honored as the infantry, as combat troops, if we distinguished ourselves on our supply missions."*

*Guy Sajer -  
The Forgotten Soldier*



## SPANISH GUERRILLA – THE PENINSULAR WAR (1808 TO 1914)

The modern term and concept of ‘guerrilla’ derives from the Spanish word for the irregular combatants who fought against the occupying French army in Napoleon’s Peninsular War. Armed civilians and former soldiers flocked to newly created guerrilla warbands in the wake of atrocities committed by French soldiers. Male peasants formed the core of the guerrilla movement, but women, priests and nobles also fought. These fighters quickly added captured French muskets and equipment to their armories of knives, pistols, and hunting weapons. As the war progressed, British weapons and supplies made their way into the guerrillas’ hands.

The country’s northern mountains and hills provided excellent hideouts and ambush opportunities for the guerrillas who operated there. They subjected French columns to attacks on narrow roads surrounded by cliffs, hills and forest, often hitting them with a surprise volley, followed by a close assault. Meanwhile, a hidden screen of guerrillas waited under cover, ready to repulse any pursuing French reinforcements. In the south, mounted guerrilla forces relied on dry creek beds to ambush French enemies on the open plains. Efforts to improve French convoy and courier security drained manpower needed to combat the conventional armies of the Portuguese and British.

### ON THE TABLETOP

Front Rank Figures offer a huge variety of 28mm Spanish guerrilla figures to play Peninsular War ambush skirmish games. Also check out Brigade Games’ Spanish rebels and militia and the partly uniformed soldiers made by Perry Miniatures. There’s an impressive amount of character present in all these ranges.



Above: Spanish guerrillas from Bill Gaskin’s collection.

### TERRAIN

You need a road, anything from a simple dirt track to a modern paved highway, depending on the time and place of the game setting. You can use crafted terrain pieces, game mats featuring paths, or you can define a trail through the placement of surrounding terrain features (brush, woods, hills, etc.). The road doesn’t have to run through the middle of the tabletop; one that runs along one edge of the gaming area works just fine too. Designate the exit table edge (the direction of the convoy’s travel) and road entrance edge.

You will need terrain features that offer some measure of concealment and/or cover around the road for the ambushing forces. You don’t have to have hedgerows or thick woods to achieve this - snowbanks, lush orchards, even barren ridges can offer hiding places to ambushers who have had time to prepare.

### ROUGH TERRAIN AND ROADBLOCKS

Off-road terrain should make tough going (bog checks!) for any convoy vehicles, pack animals or porters. If your chosen game system does not feature bog rules, each transport model must pass a test on a D6 or get stuck in the rough ground for a turn. Spice things up with surrounding terrain that is impassable to vehicles too.

This kind of scenario benefits greatly from a roadblock - a log barricade, rockfall, or armored car destroyed by a mine or RPG attack before the game

begins. Treat roadblocks as impassable and immovable objects during the game’s duration for ease, but players may agree on how elephants, trucks or escorting infantry could demolish (or otherwise remove) such obstacles with one or more successful checks. Place the roadblock up to 12" from the road exit table edge.

### THE FORCES

You can play a challenging Guerrilla Roads scenario with as few as 30 to 50 figures for each army, along with three or more transport units (each composed of an individual cart, wagon or truck - perhaps small clusters of pack animals and porters). That said, you could double the numbers and still recreate the immediacy of an ambush encounter between convoy forces and guerrillas.

Assume all transport models have their own drivers or handlers and can move independently; a combat escort unit does not have to attach to pack animals or other baggage to move them. Guerrillas should have ranged and close combat strengths.

Pay attention to firepower balance, especially in modern warfare scenarios featuring heavy weapons and mortars. The game offers little challenge or fun if the guerrillas can just blow away a column of soft-skinned vehicles in a couple of turns. However, if the convoy escort includes some armored fighting vehicles, that’s a different matter. Ranged firepower presents less potential for unbalanced convoy battle scenarios in ancient world games, unless one side generates an overwhelming volume of missile fire and easily prevents their opponent from taking any kind of meaningful action.

Below: Our SAGA Guerrilla Roads game, which featured Welsh versus Saxons. All figures by Gripping Beast.



## CONVOY SAMPLES

A Punic Wars era Roman or Carthaginian convoy could include baggage carts and pack animals, accompanied by a mix of light and armored infantry and a small cavalry escort. Their Spanish or Gallic foes might employ slingers or javelin-armed skirmishers, complemented by better equipped warriors and maybe a horse-mounted contingent.

A 1960s Vietnam War game could match a platoon of US or ARVN troops and a small convoy of trucks against Viet Cong Main Force guerrillas armed with light machineguns and a few RPGs.



Above: Punic Wars figures by Renegade Miniatures.

*“An attack on a transport column is one of the most advantageous forms of action for a guerrilla unit, since we can obtain in this manner the weapons, food, and supplies we need.”*

*Mao Zedong - Basic Tactics*

### DEPLOYMENT

The simplest deployment method for a Guerrilla Roads scenario calls for convoy players to deploy their units first, while guerrilla players deploy second and have the option to issue the first order.

### CONVOY RESTRICTIONS

Place all convoy transport models in column (not necessarily bumper to bumper or nose to tail) on the road. The leading transport model should be no closer than two full moves from the road exit table edge and at least one full move away from any roadblock.

Deploy the last transport model no closer than one move from the road

entrance table edge. Your mileage may vary according to road movement rates of the chosen ruleset, so players might need to downgrade road or weather conditions based on available tabletop space to prevent the convoy riding away into the sunset before the game really gets interesting.

Convoy escort units must deploy within one move distance of transport models. The underlying consideration here is that convoy guards should not be forced to stand in the open road, at least in modern era games with plenty of ranged firepower. It should be a fair assumption that anything not on the road offers a minimal measure of concealment – brush, shallow ditch, etc.

### GUERRILLA RESTRICTIONS

Place guerrilla units no closer than two moves from the road. This prevents them from immediately making a charge move against transport models on the first turn.

### SHOCK AND AWE

Require all convoy transport and escort units to take morale checks after deployment, to account for their reactions to surprise and/or harassing fire. The pregame bombardment rules in *Bolt Action*, which subject targeted units to potential pins and minor casualties, are a good example of how to handle this. Alternatively, require all convoy units to take a penalised order check on the first turn.



Above: A camel baggage train in the “Back of Beyond”. Figures by Copplestone Castings.

## HIDDEN GUERRILLA DEPLOYMENT OPTIONS

The default scenario here gives advantages to the guerrilla forces, who have remained hidden until after the convoy rides into their trap. Still, players can tweak hidden deployments to create an even more challenging encounter. One way to do this is to let guerrilla units remain hidden until they move, shoot, or are actively spotted by convoy units. Nuanced spotting rules, like those found in *Battlegroup* or *Crossfire*, really shine here.

Wary convoy units might very well suspect where guerrilla units would deploy, even if they don't spot them pre-game. In this case, the guerrilla player deploys markers equal to the number of guerrilla units, plus two, on the tabletop before the convoy player deploys. This gives the convoy player a chance to position forces in anticipation of likely avenues of attack while still giving the guerrilla player advantages of surprise and prepared concealment.



Above: In our *Guerrilla Roads* game we used SAGA dice to show where the units might be hidden.

### LIMITED GAME TURNS

The *Guerrilla Roads* scenario plays best within a limited turn framework. This represents the need for the ambushing forces to destroy or loot convoy supply transports before reinforcements arrive. If possible, confine the scenario to six turns even if playing a ruleset which decides victory through achieving objectives or destroying/breaking enemy armies. Tweak the game duration up or down by one turn to account for faster/slower reinforcement response times according to player agreement or a random die roll.

### CONVOY MOVEMENT

The convoy player may safely remove transport models from play by moving them off the table, via the road exit point. If a transport model leaves the tabletop at any other location (even the road entrance point), consider it destroyed and looted.

*“You should know how tight supplies are. We have to fire drop by drop, so to speak, or when we know we can't miss.”*

*Unnamed German soldier, Eastern Front, late 1942 - Guy Sajer - The Forgotten Soldier*



Above: *Somewhere in Germania* - local tribemen strike at a Roman supply train. Figures by Gripping Beast.

Below: Pedi warriors in South Africa eye a Boer supply convoy. Figures by Perry Miniatures.



## VICTORY CONDITIONS

Guerrilla Roads awards victory to the guerrilla player who can destroy or loot more transport cargo than the convoy player can save.

## DESTROYING AND LOOTING SUPPLIES

Guerrilla players may destroy/loot supplies by close assaulting transport models with eligible combat units for one turn, two turns if the unit is particularly small (say, a command or weapons team). The scenario assumes vehicles knocked out by modern firepower are not necessarily blown to kingdom come, cargo and all. You can tweak this in favor of guerrilla players by allowing critical hit/damage rolls to destroy cargo or requiring a random cargo destruction roll whenever a ranged attack knocks out a transport model.

The scenario rewards players making the convoy's valuable supplies their top priority over the total annihilation of enemy combat units. A strategy of immobilizing or repulsing enemy units can prove beneficial to both convoy and guerrilla players. The convoy player's objectives may be better served by keeping the guerrillas at arm's length while maneuvering transports away from the action and running down the clock for reinforcements. The guerrilla player might have to choose between destroying a wavering escort unit and tackling an escaping truck, wagon, or cluster of pack animals.

*“The guerrilla unit must not forget that its task is not to defeat the enemy, but to capture the enemy's wagons.”*

*Mao Zedong - Basic Tactics*



*Above: Napoleonic French ambushed by British 95th Rifles. Figures by Victrix, Warlord and Perry.*

*Below: A roadblock and ambush somewhere in Cold War East Germany. Figures from the collection of Nick Ayres.*



## SOVIET PARTISAN – WORLD WAR 2

The Germans and their allies faced partisan opposition from armed civilian guerrillas and straggling bands of Russian soldiers not long after the initial conquests of the 1941 invasion of the Soviet Union. By 1942, these partisan brigades, increasingly organized and under the control of Communist Party officials, filled their ranks with conscripts and discreetly inserted Red Army regulars within occupied territories. They relied on supplies provided by local populations, captured German stores, and Red Army air deliveries. German rear security needs always came second to the frontline's never-ending hunger for men and equipment, undercutting effective anti-partisan operations.

The large wetlands and heavy forests that dominate northwestern Russia – from the Pripyat Marshes to Moscow and the Gulf of Finland – offered havens to the partisans who sabotaged the country's fragile transportation system and stalked wary German convoys. The Russian railway infrastructure, overburdened by German logistical needs and vulnerable to partisan interdiction, left the Nazis with little choice but to make the best of the country's often deplorable road network. Partisans favored dense forests to ambush supply convoys, often stopping them with a log barricade; then firing at them from all sides once they halted. If a vehicle retreated, the partisans might catch it with another log barricade ambush.

### ON THE TABLETOP

Artizan and Crusader Miniatures (sold by North Star Military Miniatures) and Warlord Games offer Soviet/East European 28mm partisan figures armed with a mix of civilian and military weapons. There's plenty of good interwar figures that fit the bill as well—check out Copplestone Castings's Russian Civil War range and Tsuba Miniatures's German Revolution models (especially the sailors and Spartacists), sold by North Star and Empress Miniatures, respectively.



*Above: Russian partisans ambush a German column. Figures by Battlefront.*

## VIET CONG – VIETNAM WAR (1959 TO 1975)

The Viet Cong (aka the People's Liberation Front, or PLA) were communist guerrillas who operated in South Vietnam to undermine the Republic of Vietnam government during its armed struggle with North Vietnam. Although Viet Cong insurgents served as the combatant arm of the National Liberation Front of South Vietnam, they coordinated their efforts with the North Vietnamese Army (NVA) who provided critical military and political leadership, training, weapons, and supplies. In 1965, the insurgents would face escalating intervention by United States and ANZAC military forces in their countryside habitat.

Broadly speaking, the Viet Cong were composed of three distinct, but related, groups: full-time Main Forces controlled by the NVA; Regional or Mobile Forces answering to provincial or district commanders; and Local Forces/Village Defense Forces. Local Forces and village guerrillas wore the dark clothing of common rural farmers and often relied on captured enemy weapons or Soviet/Chinese hand-me-downs dating as far back as World War II. Main Force fighters received military clothing and gear, including modern automatic weapons, as did their Regional Forces counterparts. NVA regulars increasingly filled Viet Cong ranks from 1964 onwards, especially after the costly 1968 Tet Offensive.

### ON THE TABLETOP

Several manufacturers offer 25/28mm Viet Cong figures, with many of them modeled on the appearance of Local Force guerrillas: The Assault Group, Eureka Miniatures, Full Metal Miniatures, Gringo40s, Parkfield Miniatures and Crucible

Crush (from their Black Sun weird war range). That said, Empress Miniatures and several of the previously mentioned companies also make NVA regulars who would work as better-equipped Main Force insurgents, perhaps painted in a mixture of military and civilian clothing colors.



Above: Mega Wargamer Ron Ringrose's Nam Convoy game. See more in Wi299.

## THE AFTERMATH

The ruling government forces need effective logistics and communication networks to enable them to function, whether they simply occupy conquered territory or must fight a hot war at the other end of the supply route. Successful guerrilla attacks against supply operations complicate matters, sometimes taking a toll on units stationed miles away from roadside ambushes.

Players can incorporate Guerrilla Roads scenario results into their next game encounters, whether fighting desperate struggles for isolated outposts, punitive clearing operations or pitched battles. Depending on tastes and the historical context of their campaign setting, players may impose penalties or award bonuses to army morale, command/cohesion, or even firepower based on how they resolved their last convoy ambush scenario(s).

In most cases, the players should agree to apply one bonus or penalty condition to one of the armies in a game following a completed Guerrilla Roads scenario. If you want to account for major victories, let the winning player take a bonus and require the losing player to take a penalty. Draws result in no modifiers in the subsequent game. Perhaps play a set number of Guerrilla Road scenarios to give the supply operations more gravity and use their cumulative tally of wins, losses and draws to recalibrate the big battle at the end.

## AFTERMATH PENALTY OPTIONS

**Low Ammo** – On-table heavy weapons such as mortars, machineguns and artillery must roll a 3+ on a D6 each turn to fire. A more severe low ammo penalty would reduce shooting effectiveness across the board for all units, which could mean lowering “to hit” chances or improving target save rolls, depending on the game system.

**Army Morale** – The army takes one less unit to break than normal. However, the chosen ruleset may offer more flavorful options. For instance, require a player to pull an extra chit the first time they are called to pull a chit in a game of *Battlegroup*.

**Unit morale** – Impose a minor penalty to all unit morale checks. If possible, bake this in as a default setting instead of repeatedly using it as an easily forgotten modifier.

**Command** – Reduce the number of available orders or penalize order checks. For example, this could mean subtracting one from the order dice pool or downgrading troop quality for the purposes of making order checks in *Bolt Action*.

### AFTERMATH BONUS OPTIONS

**Army Morale** – An army takes one more unit to break than normal. If playing *Battlegroup*, consider letting a player ignore the first time they are required to pull a chit.

**Unit morale** – Treat units as one quality better when it comes to taking morale checks.

**Command** – Allow the player to reroll one failed order check per turn.

SEE MORE IN



THE W<sub>i</sub> VAULT

## MORE GUERRILLA ROADS INSPIRATION

Check out Pete Brown's excellent “Winning Hearts and Minds” article in Wi 372, part of the issue's Brush Wars theme. It features game mechanics for insurgency warfare tabletop campaigns for those who wish to go beyond Guerrilla Roads.

# ERIN GO BRAGH!



**If you're looking for a new period for your favourite skirmish rules, Pete Brown thinks he may have the answer.**

Small scale skirmish games are all the rage at the moment. Smaller numbers of figures can be collected and painted quickly and are on the board before your interest wanes and you become distracted by the next "big thing". The Napoleonic period is always popular, especially now that large numbers of plastic boxed sets are available, making it even easier to pick up a box of miniatures and start playing. However, for me, Napoleonics should be a big battalions game; if I am not in charge of at least a brigade, I am not interested. So when it came to choosing a period to skirmish game, I wanted something that was around the same era but was a little off the beaten

track. After briefly toying with the idea of collecting Spanish guerrillas, I discovered the 1798 Irish Rebellion. The last major uprising prior to the events that ultimately gained Ireland its independence, this rebellion is often overlooked by wargamers in favour of the more romantic Jacobite rebellions in Scotland. This is a pity as this rebellion had more battles, more evenly matched forces and even a French invasion to add to the mix.

## THE UNITED IRISHMEN

Before we get to the wargaming part we have to cover the history bit. In a short article there is never enough room to cover the background to the rebellion in any depth but if this article piques your interest, pick up *The Year of Liberty* by Thomas Pakenham which is far and away the best history of the rebellion

in print at the moment. Suffice to say that the Irish Government in Dublin was dominated by Anglican Protestants, leaving the majority Catholic population, along with those Protestant groups seen as "dissenters", such as Presbyterians, blocked from holding office and often even from voting. This led to a good deal of political ill will toward the Government and the formation of an underground movement called the United Irishmen. This group was not defined along religious lines, as it consisted of both Catholics and Protestants, but was inspired first by the American and then by the French Revolutions. With notions of throwing off British rule, as the Americans had done, and establishing a fair and equitable Republic in Ireland, along the French model, the United Irishmen promoted "Liberty and Fraternity" for all!

# IRELAND 1798

## PLACES MENTIONED IN THE TEXT



Their plan was to organise a co-ordinated uprising to coincide with the planned landing of French troops, as France and Britain were once again at war. In December 1796, a French fleet carrying 14,000 troops arrived in Bantry Bay. Unfortunately for the rebels, the ship carrying the French commander, General Hoche, failed to arrive as it had become separated from the fleet during a storm. Without their commander, the French decided to abort the invasion without putting any troops ashore, a decision one British commander described as “the luckiest escape since the Armada.”

The Governments in England and Ireland now panicked. Many of Britain’s regular troops had been squandered in the Caribbean, so mainly militia regiments were initially available to deal with

any unrest. The British government had also dispatched Fencible Regiments (more on these later) to Ireland to bolster the Crown forces. Martial law was imposed in some areas which often led to the burning of cottages, hanging and torturing of suspects and beating up the populace. Whilst this programme of repression no doubt scooped up many innocent

people, it also resulted in the capture of many members of the United Irish movement as well as recovering caches of arms. The leadership of the movement had to act, with or without French help, or the movement would be destroyed piecemeal. On the night of 23 May 1798, the mail coaches leaving Dublin were seized, which was the signal for the Rebellion to begin. However, many of the rebel leaders around the country, and especially in Dublin, had already been arrested, and so the rebellion lacked any central control or organisation. As a result, the risings were uncoordinated and sporadic. The first real success was at the end of May in the south east, when several thousand rebels rose in Wexford county and successfully defeated Government troops at Oulart Hill and then stormed

Enniscorthy before taking Wexford town. Risings then happened in the North East in early June, with several battles and skirmishes happening in County Antrim before the Government troops regained Fencible control. Local rebellions broke out like wildfires around the country with the Dublin Government chasing its tail to stamp them out. By August, more British regulars had arrived to assist the stretched local forces but just then another French invasion fleet appeared, this time landing 1100 men at Killala, County Mayo, under the command of General Humbert. Despite a victory over the British at Castlebar in August, the French were unable to garner enough support, as many of the rebels had already been defeated by this time. As a result, the French army was forced to surrender on 8 September and, despite many rebels taking to the hills to fight a guerrilla campaign, the Rebellion was effectively over.

### WARGAMING THE '98

So why should you consider gaming this period?

Well, first of all, it has legs. Unlike the 1745 Jacobite Rebellion in Scotland, which arguably saw only four battles during the whole campaign, the 1798 Irish Rebellion had over 30 sizable engagements and numerous smaller skirmishes during its five month duration. This gives the gamer a much wider variety of battles and skirmishes to recreate on the tabletop without having to stray too far into “what if?” territory. Secondly, it has some lovely troop types and allows the wargamer to use British troops that are unique to this period. Finally, the forces are quite evenly balanced. The rebels won many of the historical encounters and their staying power against British regulars can be increased by the addition of regular French allies. Having hopefully piqued your interest, let’s look at each of these reasons in turn, starting with the lovely uniforms.



Action from our Battle of Arklow game, as featured in Wi319.

Right: General Humbert, in the uniform he allegedly wore at Castlebar.



## THE GOVERNMENT FORCES

When the rebellion broke out, the majority of the forces in Ireland were the militia regiments. These troops contained volunteers and men chosen by ballot to serve for up to four years, usually outside their home county. Although not particularly well trained, they were uniformed and equipped as regular troops. In fact, the militia of this period sported some lovely uniforms, especially the headgear which included bicornes, light infantry mitre caps and cylindrical shaped bearskins. Although their performance was mixed, the militia actually stood well at most of the battles they were involved in and are far from the unreliable amateurs usually associated with the "militia" title.

Next in terms of numbers were the Fencibles. These were regular units raised on the understanding that they could only be deployed on home service and were not to be used outside their own country, but many volunteered for service in Ireland. Trained, uniformed and equipped as regular battalions, they were also usually officered by regular officers taken from the "half-pay" list, which consisted of regular officers temporarily without a command. After the abortive French landing at Bantry Bay, more cavalry and infantry Fencible Regiments were moved to Ireland to help the militia root out the rebels and thus were present when the rebellion broke out. Many of the Fencibles were Scots, so again there are some great uniforms, with kilts,

trousers and overalls worn, along with the elaborate Highland bonnet for some units or the more plain round "hummie" bonnet for others.

Once the rebellion was underway, the local authorities were quick to call for more regular troops, and to this end the 100th Foot landed in Dublin in June to be closely followed by two battalions of Foot Guards. These and other newly arrived regular troops supported the small number of regulars (c.5000) who had been on the Irish establishment prior to the rebellion. These would all have been wearing the bicorne and possibly the new 1798 pattern coat which was to be the mainstay of the Napoleonic Wars, although most were probably still in the 1796 version.

Finally, the Government could call on two other distinctive troop types to help suppress the rebels. From 1796 Yeomanry units of both cavalry and infantry were raised from volunteers. They were uniformed in (mostly) red coats with the headgear, facings and so on at the whim of the unit's commander. Cavalry wore Tarleton helmets with fitted light dragoon style jackets or cut away coats. All in all, they look magnificent on the wargames table. During the rebellion these units were often supplemented by local volunteers, who would wear their civilian clothing with perhaps just an arm band to identify them. Foreign mercenary units were also employed, such as Hompesch's Mounted Rifles, and the 5th Battalion of the 60th Foot which was also rifle-armed. Such units add a further splash of colour to an already colourful parade.



1. Grenadiers of the Essex Fencibles.

2. Irish Yeoman. Round hats were popular - and cheaper than Tarletons.

3. An officer of the Reay Fencibles. (The bonnet was bearskin - cheaper than the traditional feathers - and more waterproof!)

4. Mounted Irish Yeomanry - always in Tarletons! Some units had blue jackets.



5



5. Left to right: Irish Militia, centre companies; Irish Militia Light company; Scots Fencibles.

6. The 5th Battalion of the 60th Foot. Four companies of this new unit were despatched to Ireland from the Isle of Wight. (The other companies were mustering in the Caribbean.) Also the Hompesch Mounted Rifles. The Irish referred to these units as "Hessians". They were composed of Belgians, Swiss, French emigrés, and Germans - so there may well have been some Hessians in the ranks!

6





7. United Irish Pikemen. Figures by Trent Miniatures. Cottage by 4Ground. Church scratch built and featured in "How To..." Volume 1.

## THE IRISH REBELS

One of the major problems the rebels had was organization, and as a result there were no really identifiable "battalions" or "regiments," with most being identified simply by the area they came from. Although some of them were mounted, there were no distinct cavalry formations and equally, although they did use some captured guns, no artillery arm to speak of. Instead, this was an infantry army carried along more by enthusiasm and patriotism than by any actual military capability. Many rebels brought firearms with them and large numbers of muskets were captured, but a lack of maintenance and ammunition meant they could never match the Government forces in a firefight. That said, rebel units armed only with firearms are recorded fighting at battles such as Enniscorthy and Ballyellis.

However, the majority of the men carried farm implements or the ubiquitous pike. Prior to the rebellion the United Irish movement had been secretly making pikes in their hundreds so that, when

the time came, huge numbers of men could be quickly armed with a weapon that needed little training to put into use. The presence of huge numbers of pikes gives the Irish rebel army a unique appearance for this period but it does not make them entirely useless. Many a cavalry charge by Government troops came a cropper on the end of pikes, and, once in melee with enemy infantry, the pike proved to be an effective weapon. The rebels had no uniform but mostly fought in civilian attire with green, the symbol of the rebellion, being the prominent colour of armbands, ribbons or rosettes worn to proclaim their allegiance. To provide an interesting alternative, you could add some Government Yeomanry deserters into your Rebel bands or those rebels who have captured some helmets or other bits of uniform from the Government forces.

Your rebel force can be boosted by the addition of some French regular troops, with infantry, cavalry and artillery landed to support the rebellion. The majority of General Humbert's

force wore the long tailed blue coat and bicorne of the French revolution, but he also had with him a few Hussars and some Chasseurs, both in mireltons and Tarleton style helmets.

8



9



8. United Irish leader.

9. Rebel with scythe.



Above: United Irish gunmen. These should be fielded in separate units from the pikemen to accurately reflect the rebel tactics. Only at the very beginning of the rebellion when rebels were moving to an assembly point might a small group with mixed weaponry be encountered.  
 NB. Contemporary writers - Miles Byrne, Thomas Cloney, etc. - always refer to 'gunsmen', not 'gunmen'.

All miniatures featured in this article are by Trent Miniatures. See advert on page 105.



Below: Whilst Pete's article is about small games using fewer figures, it is possible to get carried away somewhat! All flags by Flag Dude.



## SCENARIOS AND SKIRMISHES

So what kind of actions does the rebellion afford?

Well to begin with, the early part of the rising involved surprise attacks on Government strongholds and garrisons, in the hope not only of neutralizing them but also of seizing the arms and ammunition stored there. A simple scenario here could be a surprise attack on a Government building by a disorganized rebel force that a small garrison must hold off until a relief force can arrive to rescue them. Similar scenarios can be based around the defence of a supply column, the loss of which was the catalyst for the battle at the Hill of Tara, or may involve driving off rebels from around a noble's or a gentleman's home whilst he and his family are extracted to safety.

Once established, the rebel armies tended to meet on a high point or at a well-known location, such as the Hill of Tara or Vinegar Hill. If not attacked there they tended to move off to attack towns of strategic value, the leaders having enough military sense to seize these locations to make it more difficult for the Government detachments to join forces. Here we have a number of scenarios involving small detached Government forces either attacking Rebel gathering points, to prevent the rebellion getting traction, or defending strategic towns against rebel attack, as occurred at New Ross and Ballynahinch.

If you really get the Irish rebellion bug, there are a number of large scale battles for you to recreate, including the "what if?" scenarios around the French



*Above and below: Action from our Battle of Arklow game, as featured in Wi319.*

forces. What if the original French force had landed at Bantry Bay in 1796, or the Irish commanders had not all been taken prisoner before the rebellion began? A well-organised rebel force supported by regular French troops would provide a tough nut for the scattered Government militia forces to crack. Also, the small number of troops manoeuvring and fighting for control of different counties, such as Down or Antrim, make an ideal basis for a mini-campaign.

### BUILDING YOUR ARMY

At the moment, Trent Miniatures are the only company making bespoke miniatures for the Irish Rebellion. The unusual headgear worn by some of the Militia battalions along with the distinctive appearance of the rebels themselves makes it difficult to mix and match from other ranges for the majority of your figures. That said, early Napoleonic British miniatures will be required to represent the regular Government forces and these can be obtained from companies such as Victorious Miniatures or Perry Miniatures. The French invasion force appeared just as early Revolutionary French armies did. You can easily use miniatures such as those found in Victrix plastic boxed sets. A search through the armed civilian ranges of other manufacturers might also throw up some nice additions. I have also pressed a number of generic eighteenth century ladies into my games as either onlookers to the battle, fleeing civilians or families awaiting rescue!

Colours and standards for both sides are available from "Flags of War," who also produce the home made colours carried by the rebels.

### IRELAND FOREVER

So there you have it. A brief introduction to the 1798 Rebellion that I hope has whetted your appetite. The conflict is incredibly well suited to large-scale skirmish games, which allows you to begin playing it without outlaying too much cash. The wide range of interesting and unusual units who fought there make it interesting for wargamers to research and collect whilst the variety of scenarios generated by the historical battles means you will never be short of ideas for a game. In the words of a well known Irish tea lady: "Go on, go on, go on, go on...."



## THE IRISH REBELLION USING SHARP PRACTICE

The '98 is an absolutely ideal period for large-scale skirmish rules such as *Chosen Men*, *Rebels and Patriots* or *Muskets and Tomahawks*. Rules like these will give you the opportunity to field small numbers of the various Government troop types available whilst making it possible to put a rebel army together without breaking the bank. Many of the historical encounters during the rebellion translate easily into skirmish games and an hour spent on the internet researching these will throw up numerous potential scenarios. I have provided a sample army list for the United Irishmen here for *Sharp Practice*.

For games of *Sharp Practice* set during the '98 Rebellion, I would use the stats lines for the Provincial regulars and Loyalist Militia from the AWI army list for Government Militia and Yeomen. You might like to class Fencible regiments as regulars, especially if they are Scots Highland regiments, and upgrade actual regulars accordingly. The French can use the Peninsular War army list with only a few minor amendments for their units, but French units must not make up more than 50% of a rebel army. For the United Irishmen I suggest the following:

### UNITED IRISHMEN IN SHARP PRACTICE

**Command:** Despite having poor National leadership, at a local level many of the rebels were led by charismatic leaders, some of whom were members of the clergy. These men were able to inspire those under their command to perform like heroes. For this reason, leaders of Level 1, 2 or 3 should be available to the United Irish army. However, if these men died, the enthusiasm could drain away very quickly. For this reason, consider using the Prominent Leader special rule from page 84. The leader of a United Irish army will automatically have a "Holy Man" in his retinue if he is not one himself.

**Troop Types:** Your bands of enthusiastic rebels should consist mainly of pike armed troops, with a few musket-armed units. Although they can shoot, they are not very effective when doing so and are better off getting stuck in with their pikes. For this reason I suggest classing these as Mass Troops for *Sharp Practice* and classing them as "Tribes." If you wish to mix some men with firearms into the mob, class these as "Poor Shooters" due to lack of powder and maintenance for their firearms. The enthusiasm of the Irishmen, either through fervour or whiskey, surprised the regulars and so I would class these men as "Aggressive."

#### UNITED IRISH REBELS

<i>Points</i>	5	<i>Weapon</i>	<i>Pike</i>	<i>Size</i>	12	<i>Tribes</i>
<i>Formation</i>	<i>First Fire</i>	<i>Controlled Volley</i>	<i>Crashing Volley</i>	<i>Step Out</i>	<i>Drill</i>	<i>Characteristics</i>
No	No	No	-	1	-	<i>Aggressive</i> <i>Prominent Leader</i> <i>Poor Shooters</i>

At many of the battles, especially in the early months of the war, the army was accompanied by large bands of poorly armed civilians who were keen supporters of the cause but whose enthusiasm quickly ebbed away when the shooting started. However, if the battle turned in the rebels' favour, these mobs often gave the rebel army the numbers it needed to seal the victory. Class these as "Wallahs" and if there are musket armed miniatures amongst them apply the one dice per two figures rule. You might also consider using the "Hearth and Home" special rule from page 84.

#### ENTHUSIASTIC CIVILIAN CROWDS

<i>Points</i>	3	<i>Weapon</i>	<i>Pike</i>	<i>Size</i>	12	<i>Wallahs</i>
<i>Formation</i>	<i>First Fire</i>	<i>Controlled Volley</i>	<i>Crashing Volley</i>	<i>Step Out</i>	<i>Drill</i>	<i>Characteristics</i>
No	No	No	-	1	-	<i>Hearth &amp; Home</i>

Some small bands of Irishmen were skilled poachers and gamekeepers and brought their own firearms to the battlefield. They were effective skirmishers but there were always too few of them. A United Irish army may have only one unit of Irregular skirmishers.

#### SKIRMISHING IRISHMEN WITH MUSKETS

<i>Points</i>	3	<i>Weapon</i>	<i>Pike</i>	<i>Size</i>	6	<i>Irregular Skirmishers</i>
<i>Formation</i>	<i>First Fire</i>	<i>Controlled Volley</i>	<i>Crashing Volley</i>	<i>Step Out</i>	<i>Drill</i>	<i>Characteristics</i>
No	No	No	-	2	-	<i>No Bayonet</i>



# SHOW ME THE MONEY!



As part of this month's theme Neil Smith suggests some interesting ideas for featuring filthy lucre in your wargames.

Two enemy armies are deployed for battle, facing each other across an open space and awaiting their orders. They are both there voluntarily as a consequence of a series of decisions made that trace back to a single question, or one of its variants: how do we pay for this? Every ruler in history has dealt with that question and entire cultures and political-economic systems have been based on it; think of feudalism or tribal warrior cultures. Bearing in mind this is an article not a book, there are two broad answers: either the army is funded up front, or they will be funded as a result of their victories. This article will consider funding and how it can be used on our battlefields.

## MONEY TALKS

Funding in this context is not supply or logistics, the things you need to fight the battle. It is the unit of exchange that makes this engagement worthwhile in material terms beyond the battlefield. The most common form of funding is, of course, money; the stuff you put in the

bank or spend to get more toys. Money emerged from the barter system, but it was not until the 7th Century BCE that coins came into common usage in the Near East. The spread and uniformity of coins was fostered by the great Empires of the Classical era, and you can trace the lineage of money through the Persian, Athenian, Macedonian, and Roman Empires and down to modern times with a few hiccups along the way.

The military importance of money is obvious when you consider the connection with strategic victories. The exploitation of silver in the Laurion mines, for example, financed the Athenian fleet that destroyed the Persians in 480 BCE. Conversely, the Spartan capture of those mines in 407 BCE all but collapsed the Athenian economy and helped bring about Athens' defeat in the Peloponnesian War. The availability of money to pay his troops also underpinned Alexander the Great's stunning victories over the Persian Empire, and Rome's mighty Legions required a massive

financial investment – Rome wasn't financed in a day! When Rome fell, however, Europe disintegrated, and central financing was not viable; barter returned, and money fell into disuse.

It was only when political stability returned that money came back into common usage in Europe and Anglo-Saxon England, a factor that was promoted at the point of the sword by the rapacious Vikings and their demands for Danegeld payoff money to make them go away. In 928, the Anglo-Saxon King Athelstan introduced a common currency for England for that purpose. A similar problem afflicted the Chinese around the same time and for the same reason, foreign raiders. Their solution, however, was to print paper money, an idea they abandoned in 1455. By then, England had been through the Feudal era, though as early as the 12th Century Henry II had introduced scutage as a form of payment for service owed to him, which he in turn used to fund a standing professional army complete

*Above: Swiss mercenaries in France during the Burgundian Wars circa 1475. Perry Miniatures.*



Above: Aethelstan, King of the Anglo-Saxons. Figure by Gripping Beast.

**WARGAMING WITH MONEY**

The overarching method of portraying the effects of money on a wargame is to include it in the mix when establishing campaigns. This could become as complicated as you want it to be, depending on your fondness for game administration from using tokens to the trusty pencil-and-paper to elaborately designed spreadsheets. But whatever your approach, the driving question will still be: how will you ‘pay’ for your troops? There are two broad answers to that: money paid up front and what we might euphemistically term ‘self-financing’.

**PAY AS YOU EARN**

‘Self-financing’ is simply the concept of taking your pay from the enemy. The only snags are that you have to defeat them first and then make sure they do not escape with ‘your’ loot. It is that second factor that provides some added incentive for our battles.

**PIRATES**

The most obvious examples of self-financing are pirates. These sea-going entrepreneurs have scoured the oceans looking for suitable targets since sailing was invented, though it is the infamous

with mercenaries. In the 1630s, Charles I had less luck with taxation and his underfunded army all but disintegrated in the face of a Scottish invasion. Charles I’s attempt to raise more taxes fell foul of Parliament, leading to the English Civil War. By the end of the 17th Century, State control over finances and funding for the military became more stabilized, and, though there were still instances of funding issues - Britain’s 18th Century crisis financing its North American wars stands out - the general problems had been solved. We can leave our story there and make our way to the battlefield.



Above: Foundry pirates launch a boarding action against a boat full of Front Rank soldiers.

**THE MINT IMPERIAL**

It is often the case that a state is invaded for its resources. The Germans attacked the Caucasus in WWII for oil, and the Japanese exploded across Southeast Asia in the same war for oil and rubber. But the topic here is money. You can rob those who have it, or you can attack those that make it. Arguably the most famous example of that is the Athenian Laurion mines situated 50km south of the city. The mines saved the Athenians but also destroyed them.

The main product of the Laurion mines was silver, which came in handy for minting coins. In the 6th Century, the Athenian tyrant Peisistratos exploited the region, which had been mined for hundreds of years but in no systemic way. Being a ‘good’ tyrant, Peisistratos had shafts driven into the ground to create galleries then forced thousands of slaves to work the mines. Athens basked in riches as a result – the slaves did not share in this! Peisistratos was long gone by the 5th Century, but the mines were still in full swing, when the Persians came calling with a large army and fleet. A switched-on Athenian named Themistocles proposed spending Athenian riches to build 200 trireme warships, which they did, resulting in the catastrophic defeat of the Persians at Salamis in 480 BCE. This was money well spent.

But, having defeated the Persians, the Athenians could not resist creating a silver-backed Empire. This brought them into conflict with Sparta in the Peloponnesian War that lasted from 431 to 404 BCE. The war swung back and forward between the two powers until in 413 the Spartans captured the important fortress of Decelea, cutting Athenian access to the Laurion mines, and - perhaps more importantly - freed 20,000 slaves. This came as Athens had just blown a bundle on an ill-fated expedition to Sicily. The Athenian treasury started to fail and Athenian efforts to squeeze its Imperial allies only brought more troubles. And guess what they had lots of that Athens did not? The rest as they say is history.



Above: Exploring the Laurion mines today.

pirates of the Caribbean of the late 17th Century that come readily to mind when we think of them. At their most basic level, pirates lived to seize ships then sell their cargoes back on land while splitting the proceeds among the pirate crew. This was a potentially lucrative but dangerous means of conducting business and pirates were generally wary of running into regular Navy ships or tangling with ships bigger than they could defeat with threats and fear – that is a truism for all self-financing warriors. We should not forget the actions of other pirates in history, from Roman times with the legendary capture of Julius Caesar, to the infamous Barbary pirates of North Africa who raided as far as Iceland, to the pirates of the China Sea, and in modern times pirates attacking tankers from Somalia. Then there were the Privateers, officially sanctioned pirates in all but name who received letters of marque from governments to attack their enemies. For example, the great Francis Drake made £1.5million from the Spaniards in a single three-year voyage.

Pirate campaign wargames work best when following the career path of a pirate, working his, or her, way up from small-scale actions to leading a crew to take on a gold-laden galleon. Battles are straightforward affairs, but the arrival of a navy ship on the horizon should make things interesting. While pirates tended to be single operators, they sometimes came together to perform larger operations at sea, but more commonly on land where they attacked towns for booty and ransom money. This makes for a much bigger battle game with multiple players with perhaps a monetary reward hidden in buildings for a pirate attack on a town.

## VIKINGS

The second group of self-financing warriors that most people might be familiar with were the Vikings. Much has been written recently on the more civilised aspects of the Vikings, or Norsemen as they are more commonly called now, but monks and villagers living on the coasts of Europe and the British Isles in the 8th Century would shake their heads in disbelief. Their experience of Vikings was with the bearded, long-haired, warriors that emerged from Scandinavian fjords on their shallow longboats to destroy everything in their path and steal anything not nailed down, including people. They then sailed home; job done.

Later, the Vikings would stay and do the fluffy things in life while making money through extorting their Anglo-Saxon neighbours. It is the raiding part of early Viking culture, however, that concerns us here.

Viking raids are a common sight on wargames tables, partly because they are familiar, but they are also easy to set up. The Viking war party is determined by the size of their ship, usually around 30 figures; their target is a simple Anglo-Saxon church, sometimes located in a small village, but often on an isolated promontory. There might be some startled monks in and around the church, but they are more likely to run for help than stand and fight. It is the arrival of that help that



*Above: Viking raiding party meets Irish resistance on the banks of the Shannon. Miniatures from Gripping Beast.*



*Above: Taliban Forces, 1996.*

## BOUNCED CHEQUES

An episode from the Afghan Civil War in 1995 illustrates the effect money can have on the modern battlefield. The Taliban's progress in Western Afghanistan had been proceeding mostly to plan. Their next target was the town of Herat, defended by the Emir of Herat, Ismail Khan. He was one of the last warlords to build his ground forces through conscription, which is a by-word for poorly paid, poorly supplied, and poorly motivated troops. They were alright for defending positions, but in August, Khan ordered an offensive. The Taliban were taken aback by this and retreated to reorganize and counter-attack, but when they did Khan's forces disintegrated. Hundreds were captured, but at least they got fed! The Taliban took Herat quite easily and turned their attention to Kabul, which was defended by soldiers made of sterner stuff. The attack ground to a halt, failing to penetrate the government lines, but the Taliban simply bribed an enemy commander to switch sides – where have we seen that before? – and the advance continued. The moral of the story is that when soldiers ask you to show them the money, you better have it ready!



makes the game: can the Vikings get into the church, steal the precious artefacts, then get back to their ship before the arrival of the local militia? Let's hope not! If you are a bit jaded with Vikings, the same scenario could apply to most of the Dark Ages from the Angles, Saxons, Jutes, and Picts attacking the carcass of Roman Britain to raiding parties all across Rome's collapsing Empire. And in the pre-Christian era, there was always one building where the valuables were kept; plundering it is the fun part.

### BANDITS & BRIGANDS

Self-financing warfare as a culture is harder to find in the modern era, but as long as the reward is high enough there are groups willing to take the risk. Some of them reach the level of warriors while others do not, but that does not make them any less fun to play.

A raid that got completely out of hand occurred on the Mexican-US border in March 1916. The legendary Mexican warlord Pancho Villa needed supplies and money to keep his Division in the field during the Mexican Civil War. He opted to raid what he thought was the sleepy town of Columbus, New Mexico, just three miles across the border. Unfortunately for Villa, the 13th US Cavalry occupied the town and they were singularly unimpressed with their visitors. The Mexicans walked into a buzz-saw and were soon sent packing back across the border with the cavalry hot on their heels. There are enough variables to make the Columbus Raid into an interesting wargame, such as the strength and morale of both forces, command factors, and tactical choices. There is also the chance that Villa could lose the battle but still rob the bank. And speaking of banks, there is many a fine skirmish game to be had trying to rob one, either in the Wild West or downtown Chicago during Prohibition.



Above: These figures are Roosevelt's Rough Riders by Tiger Miniatures, but should you wish to wargame the 13th US Cavalry in Mexico they could be pressed into service.



Above: Wargaming with Kelly's Heroes. Figures by Artizan Designs and Warlord Games.

### NEGATIVE WAVES

I could not find a historical scenario for World War II where money played an integral role. However, there is a standout movie that makes for an ideal wargame with money at its centre. If you have not seen *Kelly's Heroes* (1970), why not? It is the story of an American Lieutenant who leads a group of misfit soldiers behind enemy lines to steal \$12 million of gold bullion from a bank. They rendezvous with three Sherman tanks, commanded by a proper oddball, and along the way get buzzed by an enemy plane, attack a railhead, and get caught in a minefield, before arriving in the town where a German Tiger is unhelpfully parked outside the bank. Who would not want to wargame that?

### THE BANK OF MOO

Currency and wealth do not have to be measured in little lumps of metal, but even in the most primitive cultures value was attached to some items more than others and a means of exchange was desirable. Moreover, those at the top needed to demonstrate their power through their accumulation of wealth. In South America, for example, some tribes

used seashells as currency for trade even while silver and gold artefacts denoted wealth and power. When the Spanish Conquistadores arrived, they took the gold and silver to enhance their wealth, then men like Drake took it from them; money makes the war go round, so to speak.

A notable alternative form of portable wealth used by tribal cultures that we can employ for our wargames was cattle. The domesticated cow was a rich resource for food, clothing, and shield production in some cultures. The Chief that possessed cattle, therefore, could feed, clothe, and protect his people, which is what powerful rulers are required to do. When we fight our wargames, we tend to have tribes fighting 'civilized' forces, e.g. Gauls v Romans, or Zulus v British, but for most of their histories they fought each other, quite often with cattle as the reward for victory. We could do that too.

Long before the British arrived on the scene to subjugate African tribes, they fought each other for cattle. One tribe in particular stands out from the historical crowd: the Zulus.

Until the early 19th Century, southern African tribes resolved conflicts by agreeing a time and place, then lining up to fight, bringing the rest of their tribe and cattle with them. The warriors carried shields and a couple of throwing spears. The armies closed, taunting their enemy, before throwing their javelins and engaging in hand-to-hand combat. One side would break and the other grabbed the cattle and prisoners. There were few casualties in these affrays. Then along came a young warrior named Shaka of the Zulu tribe.

Shaka Zulu revolutionized tribal warfare. He replaced the javelins with a short stabbing spear, the *assegai*, and made his army fight barefoot, making them



Above: Perry Zulus.

more agile, and introduced bigger shields. He changed close combat through having his warriors use their shields to sweep their enemy's shield aside then stab them. Shaka also developed the famous 'bull and horns' deployment to surround his enemy while keeping the mass of his troops to the front. Almost overnight, tribal warfare became infinitely more lethal. Within a few years, all the tribes had adopted at least some of the new tactics, but none as effectively as Shaka who as well as leading the Zulus amassed a considerable fortune in cattle. The competing tactical styles of the South African tribes makes for fascinating wargames and particularly so as a campaign, but you can extend the idea of inter-tribal warfare to the Gauls or other tribes that dealt in non-metallic currencies.



Above: The Siege of Tenochtitlan as presented by the Troop of Shew at Salute 2007. See Wi236.



Above: Shaka's Zulus defending a hill. Figures by Foundry.

## RISKY INVESTMENTS

Wargaming with troops that have been paid up front presents a different problem. Most disciplined forces are to all intents and purposes salaried and the problem of pay rarely comes up. When it does that usually results in mutiny rather than a battlefield problem. As the modern State came into being from the 17th Century, standing armies of paid troops fought wars. That rules out much of modern warfare with a few exceptions. Our choices for where regular pay can become an issue on the battlefield are therefore limited.

The second problem, specific to wargaming, is that pay is already covered in the Points systems that underpin most modern wargames. While points are almost always calculated on the tactical value of a given unit and its importance in combat, the implication is that your unit is ready to fight, i.e. the soldiers have

been properly supplied, well fed, and adequately paid for their services. We could alter that at the campaign level if, for example, an army loses its baggage train, therefore its money supply, or if they become isolated, food and supplies will present a greater problem than pay in that circumstance. A pre-determined penalty might be put in place for an army cut off from its money supply, but that would be mostly arbitrary.

### SHOW ME THE MONEY!

There is one group of soldiers for whom pay is essential: mercenaries. There are modern mercenaries, of course, fighting in little, dark corners of the world, but here we are talking about major mercenary forces and the problems they might have with pay, or the lack of it. Mercenaries tend to be good soldiers, but expensive ones. In a war such as the Thirty Years War, where both sides employed prodigious numbers of mercenaries, the state of their finances might be the difference between victory and defeat. An auction works to simulate this: give the players a Points kitty to buy their troops before the battle and place a Points bonus for victory in campaign games. However, pondering the Wars of the Roses, maybe the players can keep some of their kitty back to prompt battlefield 'purchases' leading to defections? Make the offer then roll the dice with a percentage chance of succeeding or failing; you won't be the first commander taken for a ride by an unscrupulous mercenary captain, as the Italian States found out in their internecine wars of the 15th Century involving the infamous Condottieri.

### SUPPLEMENTARY BENEFITS

Even paid soldiers might be tempted by the thought of riches within reach. When the enemy has a baggage train, you know there are likely to be some goodies for the taking. And the further down the socio-economic ladder the tempted soldiers are, the more likely they are to choose a juicy baggage train over fighting another enemy unit. That is why there are usually guards for the baggage train, though they are never the best soldiers. Arguably the most famous baggage train incident came at Agincourt in October 1415 when somehow a section of the French army broke through, or circumvented, the English lines and attacked Henry V's baggage train. Most of them were peasants, so who can blame them? But perhaps better quality soldiers might have seized a tactical opportunity behind the English lines. The baggage train is therefore a useful element in wargames. Some rules already include the distraction of a baggage train, but if not then a check against morale for a tempted unit within range should do the trick.



Above: Burgundian paymaster vignette by Simon Chick. See more in *Bite-size 1*, via *The Wi Vault*.



Above: Mercenaries on campaign in Northern Italy, circa 1495. Perry Miniatures.

# RECREATING AN AIRFIX CLASSIC



## THE COASTAL DEFENCE FORT

Swedish model maker Jan Karman completes his trilogy of nostalgic tributes to Airfix models from his childhood with *The Coastal Defence Fort*.

I still remember sitting in my parents' garden looking through the Airfix catalogue and wishing that I had that kit to go with my gun emplacement. The illustration looked great, with the two large guns pointing out to sea from the top of a steep cliff and the twin anti-aircraft guns blazing away from the roof of the bunkers. It was another creation of the Airfix toy department rather than the model department and lacked the details of their "proper" model kits, but it was easy to put together and great for using with your figures and vehicles.

I have recently retired so although I now have plenty of time to indulge in

model-making, I no longer have access to the machinery and space I had become used to when I was working. This meant I needed to use materials that are easy to cut and shape. I also wanted to try to use materials I already had at home rather than order things online as soon as I needed anything, a habit that makes model-making more expensive than it needs to be.

### QUESTIONS OF REALITY

I started to build a more or less accurate model of the original toy by scaling up the original model and cutting out the different parts from thick card. It was

an easy enough build that would not take very long. However, the more I researched the real life inspiration for the model, the more I felt that I wanted to represent the reality a bit more than the Airfix kit did.

I looked in particular at German bunkers that would house large guns like the ones in the kit. The M270 casemate was a good example, housing a 150mm gun and with two metres thick walls. That would make the walls on my model just over 3.5cm thick, which is very different to the thin polystyrene walls of the Airfix version.

To make the model relatively compact and still use realistic thicknesses for the walls, I designed the surrounding bunker structures with a wall thickness of one metre. This was what the Germans called “*Verstärkt feltmessig*”, reinforced field-type constructions, designed to withstand direct hits by artillery shells up to 105mm and aerial bombs up to 50kg.

To keep the footprint of the bunker as small as possible, I did leave out ammunition storage, etc. Let’s agree that they are located underground.

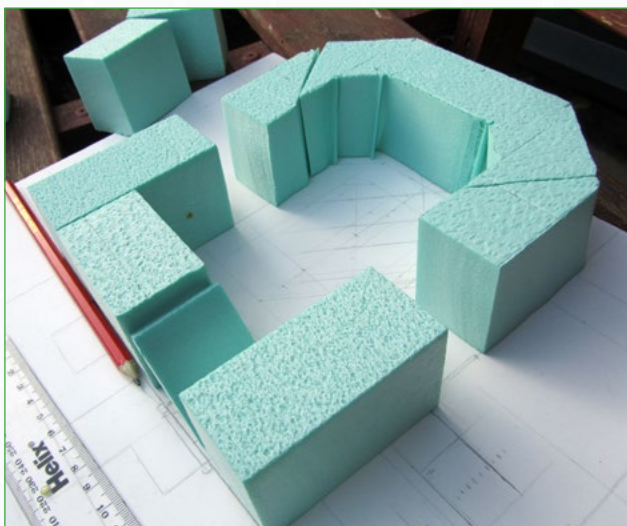
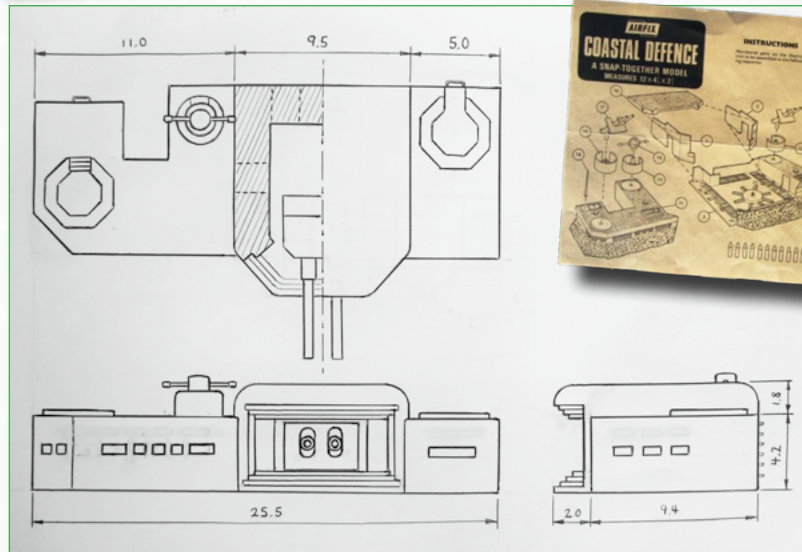
### MAIN WALLS

The layout was drawn directly on to 6mm MDF and the bunkers were all made separately before they were assembled. I made it easier to move figures around inside the bunkers and lowered the aircraft guns down into the roofs rather than replicate the strange cylinders used on the Airfix model.

The main gun bunker is made from XPS (extruded polystyrene). It has a dense cell structure that does not crumble like normal expanded polystyrene. I had acquired a hot wire cutter for a previous project, but hadn’t actually used it and was looking forward to giving it a go on the Coastal Defence model, but I actually found it quite tricky to use. However, it worked OK for cutting straight pieces to the correct thicknesses.



Above: The remains of an M270 Atlantic Wall artillery casemate.



Above: Building the main walls.

I decided to use foam core for the thinner walls but building it up in horizontal layers rather than vertically. There are a number of openings on these buildings that I thought would be easy to make by leaving gaps in the correct layer and I also thought that it would be nice to have horizontal lines on the walls, replicating the lines left from the concrete moulds - typical of the real life bunkers.

In hindsight, I did not take enough care gluing the walls together which meant I had to spend a lot of time rectifying my poor workmanship. I quickly realised that filler was going to be a much more important part in the building process than I had planned.

### MAKING MY OWN FLAK

On the Airfix model there are two very stylized twin anti-aircraft guns (or possibly machine guns) on the roof of the two bunkers, at the sides of the main casemate. To replicate these I needed something that could sit on top which was used in real life and would not make the bunkers too wide.

The 2cm FLAK 38 was the most common German AA gun during WW2. It has a small footprint and was used in similar positions on German bunkers. I ordered one gun from Warlord and, having put it together, my newfound urge to make things as cheap as possible meant that I had a go at making the second gun myself.

I used cardboard, a short length of brass and a small coin. The gunner was made from a German soldier extracted from one of those rows of soldiers that you often find when you buy a truck model or something similar. A scalpel and some greenstuff made him lean back in the correct position.



Above: On the right Warlord Games FlaK, and on the left its scrath-built counterpart.

I am happy with the result, particularly since it only cost me five pence for the base! As a young boy I used to build lots of different things from scrap material and doing something similar again reminded me why I started these projects in the first place.

### THE MAIN GUNS

I was tempted to keep the main guns from the Airfix model but since the most important features of the fort are the large guns, I decided to make new ones.

If you scale up the Airfix guns to fit with 1:56 you end up with a barrel that would be around eight metres in real life. The 15cm SK C/28 gun (a naval gun used as second armament on large ships like the *Graf Spee*) is the correct length and was widely used for coastal defence, so that is what I based my model on.

Normally I would order acrylic tubes for building this type of gun, but again keen to save a few pounds, I decided to try to use paper and card for the construction.

I made the barrel by rolling a sheet of printing paper tightly around a stick used for flower arranging and securing the last few centimetres with glue. I then added thickness to the barrel where required by rolling on more paper, and again, just gluing the end down.

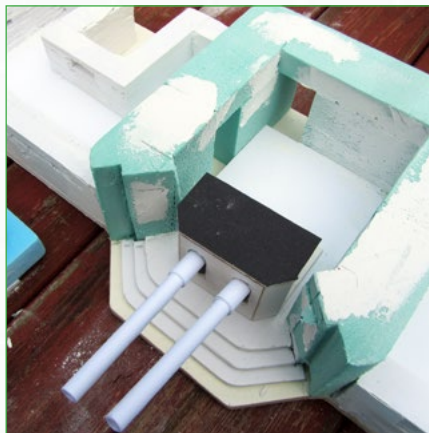
The rest of the gun was made of card and to make the gun pivot I used one of my favourite building materials; a short length of bamboo skewer (seen below).



### RANGEFINDER

What appears to be a rangefinder for the main guns is a rather strange shape and I was faced with the choice of creating a carbon copy or something more realistic.

Real rangefinders were often hidden inside bunkers, 'seeing out' via a wide slot in the front wall, allowing the soldiers to use the equipment in relative safety. I felt that the model needed some fun details so by carefully doctoring a large bottle cap and a board marker, I created something much more like the original model.



Above: Building the guns out of paper and card.

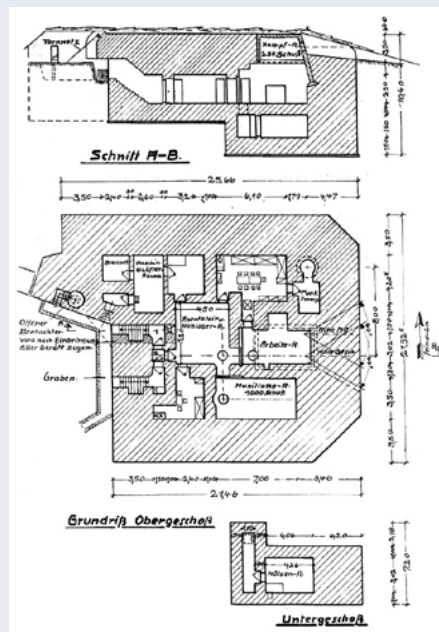


Above: The rangefinder for the main gun.

### REGELBAU

The Airfix model is clearly inspired by some of the German fortifications that made up the "Atlantic Wall" during WW2. It was built on the order of Hitler in 1942 and it stretched 1,700 kilometres from northern Norway to the Spanish border.

Large parts of the Atlantic Wall were built using slave labour and an enormous amount of resources went into its construction. Before construction the German engineers developed blueprints for different types of bunkers, etc. These standards were called *Regelbau* and consisted of almost 700 bunker designs but also involved the standardisation of air vents, doors, etc. It greatly simplified the planning and construction of the bunkers. The largest bunkers were built to "Baustärke A" specifications and, with walls 3.5 metres thick, could withstand direct hits by 1,000kg bombs and the heaviest artillery shells used at the time.



### BACK DOOR

I was keen to make it possible to open and close the large door at the back of the bunker. To this end I made a thin tube of paper by rolling a small amount of writing paper around a 1mm brass rod and applied a small amount of superglue to stop it unrolling.

Cutting the tube into three pieces and attaching two of the tubes to the edge of the cardboard door and one slightly longer piece to the wall, allowed me to slide a length of brass rod through all three to hold everything in place.

I attached small wedge shaped pieces of balsa wood to the opposite side of the door so I could easily adjust the fit and stop the door from opening too easily.

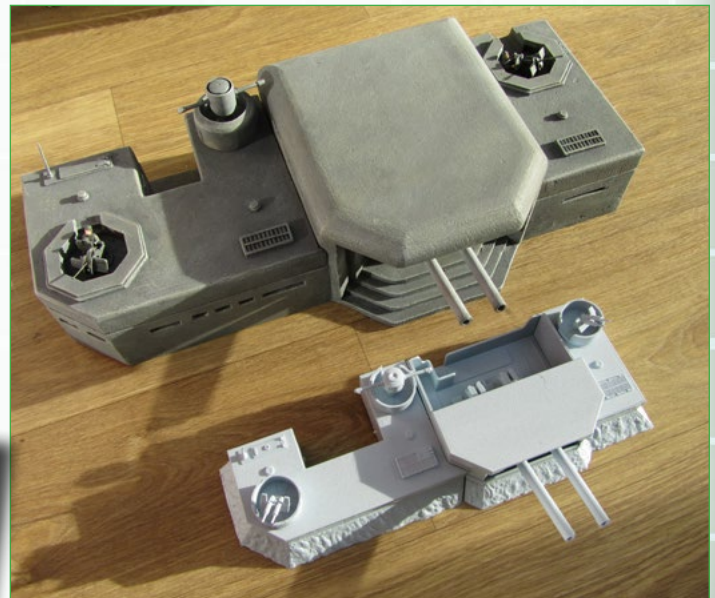


## DETAILS

There were several details on the kit that I copied by scaling up and making from card, rolled paper and even bamboo (the radio antenna). I was also pleased to find that staples pushed into the foam and secured with super glue made surprisingly realistic handles on the walls for the soldiers to use when climbing onto the roof.

## APPLYING THE PAINT

To stop the foam getting damaged by the solvent, I painted everything with a layer of acrylic wall paint before spraying the model with grey car primer. I'm no expert at weathering but looking at photographs of real bunkers when I dab away with watery greys and earthy shades and drybrush with different lighter colours certainly helps.



Find Jan's other two Airfix inspired model making projects in the Wi Vault:

Wi390 THE PONTOON BRIDGE  
Wi387 THE GUN EMPLACEMENT



## THE ROCK FACE

There are many good YouTube videos demonstrating ways of making rock faces and they helped me a lot when I made mine. The 60x60 cm landscape is purely for display and the inspiration comes from the original box art by Roy Cross back in 1971. It is all made using cheap materials like empty boxes, newspaper and wall filler.



## HAPPY MEMORIES

So, that is the end of my nostalgic "road trip" in Airfix land. All of the models inspired by memories from my childhood have been a pleasure to build and resulted in many nostalgic comments from people that have seen them. It has also allowed me to research not only the models and their history, but also the real structures and objects that inspired the designers at Airfix over fifty years ago.

I hope you have enjoyed my three articles for *Wargames Illustrated*.

# JOSEPH A. McCULLOUGH Q&A

## OATHMARK: OATHBREAKERS

## AND FROSTGRAVE: THE RED KING

We had an illuminating Skype chat with Joe, learning about his new supplements for *Oathmark* and *Frostgrave*, his fascination with magic, and how happy he gets playing with a piece of string!

**Wargames Illustrated** – Joe, thanks so much for finding the time to chat to us. You must be terribly busy; you seem to be releasing a book a month!

**Joe McCullough** – It's been a big year, yeah! I'm happy to go over whatever you want to talk about, with the provision that I can't always remember what I've worked on before! [laughs] For the past three years I've been working part-time as a salaried employee at Osprey, then part-time for myself, so that helps. *Oathmark* is done by me as an Osprey employee, the rest is me working as a freelancer.

**Wi** – Is it hard to find a balance?

**JM** – It worked a lot better before lockdown, actually. I'm not a hugely gregarious person and don't need a lot of human contact, but I need SOME! I would often get my gaming in by going to shows. I think just about the last time I went anywhere was in early March – I visited *Wargames Illustrated* to play some *Oathmark* with you and Nick from North Star. Little did I know, at the time, that'd be it!

**Wi** – Maybe you'd have picked some better company if you'd known! [Both laughing] You're one of the more narrative based designers out there and you still work plenty of story into *Oathmark*'s supplements, but *Oathmark* is a very tactical game. How do you decide what to focus on and when?

**JM** – I usually just start with "What's the coolest thing I can add to this game?" and don't worry about specifics of adding a new army, or creating a new way to play scenarios. What I think is cool takes priority. It gets noted down and I'll figure out if it ties more to rules or story building later.



### FROSTGRAVE: THE RED KING

**Wi** – *The Red King* is your latest *Frostgrave* addition and the first supplement for the Second Edition. Did the tinkering you'd done with the core rules make this an easier book to write?

**JM** – I actually found it a little more challenging. There was a question of "is it the first supplement or is it the ninth supplement?" Most people will have played plenty of *Frostgrave* but for some – those who just got into the new edition – this could be their first supplement; in some ways *The Red King* is a little more out there than the average wargaming supplement.

It's dealing with a very metaphysical concept of realities crashing together, so there was a worry people might ask "What the heck is this?" but once you're past that you realise it's still setting up miniatures on a table and pushing them around, there are just some different special rules to go with it.

**Wi** – You've said that *Frostgrave* is your dream game to play – you are probably the best case-study for knowing what's cool there!

**JM** – Exactly! I think I've gotten really lucky in that it attracts that same type of player as me. I was able to write it, not even consciously really (especially at the beginning because I was less aware of what I was doing), as the game that would draw in the narrative guys. Those it didn't suit just moved on; that's fine.

**Wi** – *Frostgrave: Second Edition* came out earlier this year – did you have less worries because the game was already well-established or were you more worried?

**JM** – I did worry about messing it up. People were like "Don't touch it!" but I can't, that's not who I am. I got into this because I'm a tinkerer.

### STRING THEORY

The Red King campaign calls for something rarely needed in games of *Frostgrave*: string! You'll want a ball of string, or at least several long pieces, on hand while you play through the scenarios in this book, or when using the reality cracks rules presented below. The string is used to divide the table when reality shifts. In some cases the string represents two parts of the table that are no longer connected in 'real space', in others it represents a point where reality bends. There are even a couple of scenarios where the string actually moves across the table, representing a wave of changing reality.

When the rules tell you to reach for the string, you know things are about to get crazy!



**Wi** – Some intriguing special rules – you have the String Theory box out in the book.

**JM** – Yeah, at one point I was like “how can I wargame on a Mobius strip?” [Chuckles] I just really wanted to see, as a game designer, how far can I push the idea of fighting over three-dimensional space that is changing through the game. I don’t think that’s really something that’s ever been done. In most wargames it would be ludicrous to do, certainly not in historical games, and even in much fantasy it would be tough. I would never do that in *Oathmark*, but *Frostgrave* has wild magic everywhere so you can pretty much do anything.

## IT’S A KIND OF MAGIC

A core element of all Joe’s games, where does his love of magic come from?

“My parents are both fantasy fans so I was kind of raised on *Lord of the Rings* and *Narnia*. Early on I got into *Dungeons and Dragons* which is a huge part of who I am today. Obviously magic plays a big role in that, then I was 12 or 13 when *Magic: The Gathering* came out. I was a first generation *Magic* player who didn’t realise deck building was important. I’d just be like “Here’s all the cards! Let’s play!” I still think that might be the best way to play! But the interactions in the game is something that stuck with me. Putting *D&D* and *Magic* together is where it starts, then I moved to Britain something like 15 years ago and the whole idea of wargaming is so much stronger so layering those influences is what you see in *Frostgrave* and *Oathmark*.”

*Plastic Demons by North Star/Osprey. Painted by Kev Dallimore.*



**Wi** – *The Red King* does feel like it pushes “anything is possible!”

**JM** – Yeah, I think probably as far as I’ll ever push, but my favourite thing in *The Red King* is how many different ways can you change a game with something as simple as a piece of string.

*Frostgrave* thrives on scenarios – it’s got to have lots to keep it fresh. I wanted to prove (to myself first) that you don’t need much physically to really change how a game plays and how its story goes. Take a piece of string; let’s show you a bunch of different ways that we can play various games that will get you talking and thinking differently.

**Wi** – Did you consider things other than string to spilt the battlefield and represent shifting planes or angles?

**JM** – Some of the reality cracks use things that aren’t string, there are template effects. One brings down this giant demon hoof template and it stomps across the battlefield. That’s pretty weird but it’s not in a scenario – it’s a random element you can add to games.

So, I was trying various options, then I used string once and realised I could do so many things with it. It gives a nice coherence to a book that is delivering on the random more than most.

Also, for me, wargaming is all about the physical, I always want something on the table to mark what’s going on. String allowed that and how else can you really divide a table, especially if those divides have to move, or represent different planes?

**Wi** – Those modifiers very much enhance the theme, but you also have Ragged Warbands, cut off by a closing circle of doom, grabbing whatever resources they can. That system feels easily transferable to any kind of *Frostgrave* game.

**JM** – Yeah, it comes from the idea of random warbands, essentially, you’re just adding pieces to them. For a while I had the idea of “What if you had a completely random *Frostgrave* warband?” – that may go back to the original *Realm of Chaos* book from Games Workshop. You rolled for your Chaos warband completely randomly



*One of the mysterious Nullmen in figure form and in some of the atmospheric art.*

... and when I say completely randomly, nothing in the world of wargaming has even approached the randomness of those tables! Your leader could be a massively powerful ogre or the weakest goblin, then there was also something like a D1,000 mutation table. You could end up with the greatest Chaos army ever or a "Why did I even show up to play?" force. I had so much fun over the years just rolling up stuff, laughing, and thinking of the modelling opportunities.

So, that's something I've been thinking about for *Frostgrave* – you could have a random wizard and all sorts of wildness ... but there's the same problem, it still doesn't work in a balanced game. I then realised, with *The Red King*, that all warbands were cut off, they couldn't do normal recruitment, so I had my opportunity to get people playing with figures they might not generally use.

**Wi** – There's some great stuff in the climax of *The Red King* but we don't want to get into spoilers here. Suffice to say, there are some exciting battles at the finale and the Red King is an enigmatic opponent. You'd be hard pressed to call him a 'baddie' though. You tend to take a more mature approach with this sort of thing – there are lots of grey areas ...



*Ragged Warbands fight their way through the Frozen City. Here and above.*



## OATHMARK: OATHBREAKERS

**Wi** – ... Which leads us to *Oathbreakers* and the undead.

**JM** – Yeah, in all my games – and handling undead was probably the trickiest – I want to avoid putting a direct moral stance on things. I don't see how it helps if I say, "Undead are evil" when I could say, "Undead are what you make them".

If you want to put undead in your army of shining knights you can. I've mentioned that undead can be warriors seeking redemption as much as a fresh from the grave horror. Putting a moral judgement on anything is an inherent limitation that, from a wargaming perspective, just doesn't need to be there. It's not relevant to the rules so I want to leave it open to the players.

**Wi** – There are some interesting elements to the undead rules.

**JM** – Yeah, adding undead is (and probably will remain) the biggest change to the core rules that I've made. They operate under quite different principles. They don't suffer from morale, which is usually a huge part of the game, and they have a greater breadth of quality in their units – the basic troops are really quite poor, but the higher level units are very good. However, they have inherent weaknesses – not having morale can be a hinderance at times as they don't know when to fall back so will take higher casualties.

Also, they are dependent on having a spellcaster on the table, so their wizard is essential. This is actually true in any game of *Oathmark* – a wizard gives you a lot to think about. It provides many tactical options but it's hard to keep that wizard alive. In undead that's amplified – if you don't keep your necromancer alive parts of your army will start to crumble. I think existing players will take some time to adjust to the new tactics needed, on both sides of that.



Plastic Skeleton Infantry from North Star/Osprey.

## WHAT'S NEXT?

"Oathmark has another book coming, *Bane of Kings*, which deals with expanded rules to develop the history of your kingdom. There are lots of between battle tables that can bring in elements like coups, droughts, a chance to hire mercenaries or ... dare I say it, a plague! [Laughs]

For *Frostgrave* I've just written the introduction (which is usually the last thing I write) for a book called *Blood Legacy*. It's kind of my Lockdown gift to myself in that it's just a collection of stuff. I didn't tie myself to a particularly hard theme – *Blood Legacy* refers to a big section on vampires but it's more of a fun stuff anthology.



**Wi** – We mentioned you've had a lot of books arrive in close succession – do you write them one at a time or is there a lot of crossover?

**JM** – Because I do Osprey and non-Osprey work, I'll do *Oathmark* days and then 'other stuff' days. I actually wrote *Oathmark* as the first supplement but it got switched with *Battlesworn* because the undead models weren't going to be ready in time. Things like that can get a bit confusing.

If left to my own devices I'll have a primary project and a secondary project but I'm usually jotting down ideas for whatever is next (or a smaller thing I'm working on). Even within a book like

*Oathbreakers* I'll split it down – I can do some work on undead, then move to doing 500 words on Military Expeditions, then pull them all together at the end.

**Wi** – Do you have a favourite bit in *Oathbreakers*?

**JM** – It's hard to separate anything out from this new, giant army of undead, but I think it's Legendary Heroes. Looking at *Oathmark* as a total project, one of my goals was to get people thinking narratively in a mass-battle game. One of the ways you do that is connect them to a specific character and the generic rules don't do that where Legendary Heroes makes sure you keep them permanent and track them from battle to battle.

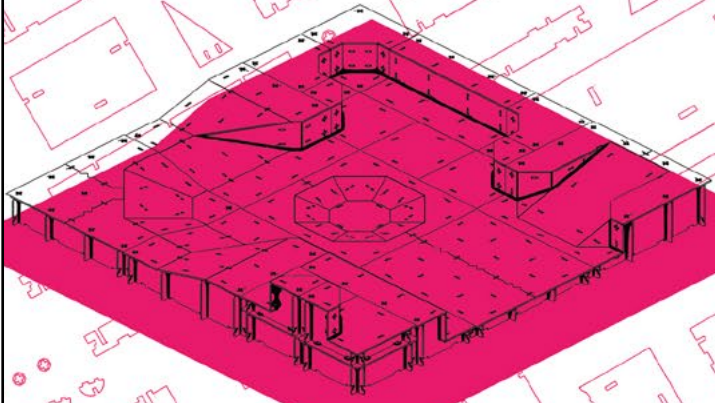
These and the *Battlesworn* units, to me, are less about gaming and more that you're tracking the unit. It doesn't just exist in your figure case, it fits in the narrative of your kingdom, your army, and the adventures you've had.

Legendary Heroes were literally the first thing I wrote after finishing the main *Oathmark* rules!

**Wi** – Thanks so much for chatting to us Joe, you're something of a Legendary Hero yourself. Hopefully we will see you at an event soon!

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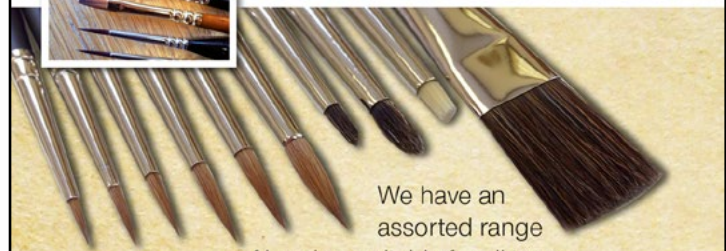
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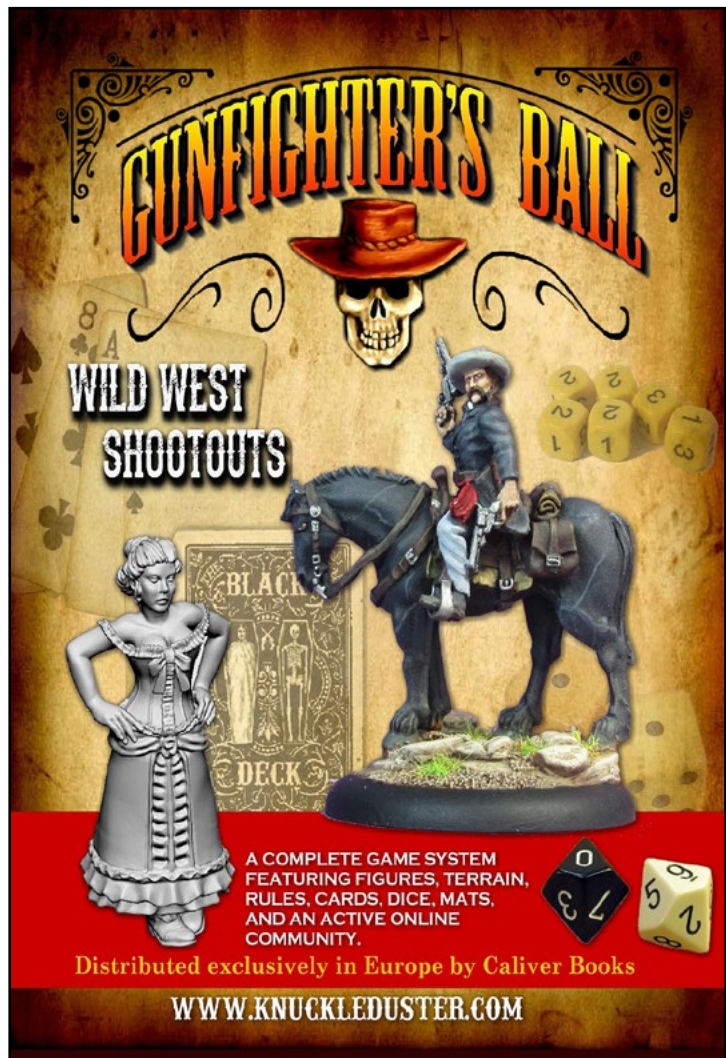


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- 137 Ink wash - Chestnut
- 138 Ink wash - Red
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- 140 Gloss Varnish
- 141 Grey Primer
- 142 Gun Metal
- 143 Dwarven Bronze
- 144 Shocking Pink
- 145 Ruby Red
- 146 Dusky Yellow
- 147 Burnt Orange
- 148 Marine Blue
- 149 Angel Red
- 150 Shadow Grey
- 151 Lupin Grey
- 152 Scorpion Green
- 153 Ink wash - Armour
- 154 Ink wash - Black
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- 158 Jade Green
- 159 Golden Yellow
- 160 Amethyst Purple
- 161 Deadly Nightshade
- 162 Nauseous Blue
- 163 Beaten Copper
- 164 Emerald Green
- 165 Hawk Turquoise
- 166 Fester Blue
- 167 Hideous Blue
- 168 Ink Wash - Yellow
- 169 Super Wash - Black
- 170 Super Wash - Green
- 171 Super Wash - Red
- 172 Super Wash - Blue
- 173 Super Wash - Yellow
- 174 Super Wash - Purple
- 175 Super Wash - Light Brown
- 176 Super Wash - Mid-Brown
- 177 Super Wash - Dark Brown
- 517 Desert Yellow
- 518 Field blue
- 519 Chocolate brown
- 520 Red Brown
- 521 Army green
- 522 Pale sand
- 523 US dark green
- 524 Tan earth
- 525 Uniform grey
- 526 Tank Light grey
- 527 Tank drab
- 528 Russian brown
- 529 Beige brown
- 530 Russian green
- 531 Japanese uniform
- 532 Italian red earth
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- 227 Field grey
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- 507 Sea grey
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