



WARGAMES JOURNAL



Bussaco - 1810



Robogear



Para Action



BETWEEN A ROCK AND A HARD HAMMER



“We saw this model at Games Workshop’s annual event in Birmingham - Games Day - a couple of years ago. At the time we were bowled over by the stunning level of detail. The basing is superb and the added touch of a Raven really does make this a sight for sore eyes. Pure eye-candy at its best!”



WARGAMES JOURNAL

A Tale of Two Bridges



Ham and Jam. Pegasus Bridge was a vital operation on D-Day and this scenario looks at fighting not just one bridge, but both of the bridges in the area. Presented for Rapid Fire the scenario is designed to be played in 20mm scale.

Bussaco - 1810



Facing the French were 60,000 British and Portuguese troops. No-one knew how the Portuguese would perform, but on September 27th 1810, they received their baptism of fire. This article details the gruelling Bussaco campaign.

Robogear Unleashed



In each Issue of Wargames Journal we will be including a multi-page section devoted to the new science fiction wargame from Airfix - Robogear. We'll present scenarios, battle reports and painting guides for the plastic miniatures.



REGULAR ARTICLES

Letters

Gallery

Editor's Column

News

Guest Column

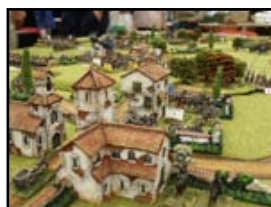
Reviews

The WJ Interview



Glorious Andalusia

To celebrate the release of the 'El Cid' Warhammer Ancients supplement, written by James Morris, WJ provides some background information on one aspect of this fascinating era - without any mention of Charlton Heston!



Arroyo dos Molinos

Dave Marks, author of the In the Name of Glory Napoleonic rules, offers us an interesting Peninsular scenario that catalogues the fate of General Sir Rowland Hill as his troops pursue the French in the vicinity of Badajoz.



Fooling around by the Sea

Do you remember the days when the BBC ran the ultra-funny Dad's Army TV series? This scenario looks to replicate the humour of the programme on the tabletop using 28mm scale figures. Pay attention, you stupid boy!!



A Tale of a Saxon Bridge

Everyone knows about Hastings and the somewhat sharp ending that day. But what about Stamford Bridge? What a battle that was and in fairness it had a better outcome for the British. We present a simple DBx scenario.



'Henley'



The Town of Alder Bog



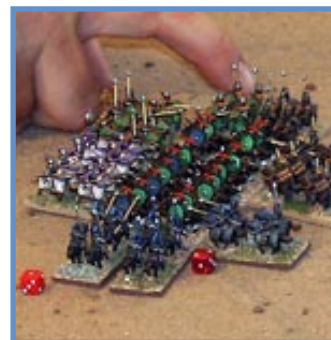
We love a good Wild West gunfight at Wargames Journal (no obvious jokes please) and Alder Bog is the setting for our games. This article introduces the Cowboy Town to you and details the various unsavoury characters who populate it!

Beorn Again Monster



As Lord of the Rings heroes go 'Beorn' is perhaps one of the oddest! In this article Alain Padfield looks at the background of this werebear and offers us a campaign map and fun scenario to kickstart his latest series of LOTR articles.

The Battle of Carrhae



So we went a little bit crazy with this game and painted up rather a lot of 10mm Roman and Parthian figures. Robert Avery has created a superb scenario for us and we hope you enjoy reading it as much as we did playing it.



Operation Nordwind

Everyone knows about the Battle of the Bulge but how many of us talk about Nordwind and the titanic struggle in the Alsace area of France? Darren Makepeace has formulated a scenario for us using the excellent Rapid Fire rule set.



The Varangian Guard

The Varangian Guard were legendary for their loyalty to the Emperors of Byzantine. As a result the Guard stayed in Imperial service for over two centuries, through the greatness and decline of the Byzantine Empire.



The Obsidian Order

This article introduces you to our new Chapter of Space Marines, the Obsidian Order. These troops will form the basis of our Warhammer 40K gaming and you'll see them in Battle Reports, Painting Guides and much more.



IN FOCUS:

*Off to the Crusades - Pirate Game - Eld Cid Game
Guy DeLallio - Hell's Staircase - Convent Action*



EDITORIAL

A brave new world



Hello and welcome to the all new and much improved Wargames Journal. I'm delighted with the new-look of our downloadable magazine and I hope you will be too. It's been the culmination of a lot of effort and perseverance on the part of the WJ team and I think you'll agree it's nothing short of great. Maybe I'm biased, but I don't care!

As you'll have noticed, Wargames Journal has had an up and down time on the web this year. Unfortunately the real world has had a habit of raising its ugly head and as such Wargames Journal's updates have been slow in recent months. We simply had to fit things around work and families.

But we are deeply committed to WJ, especially now that it has turned 3! So we have been wracking our brains to come up with a way that we can still deliver quality articles and features on a regular basis, but in a way that is still free to you. This, we hope, is the answer with the PDF you are now reading.

The new-look Wargames Journal will continue to be a free monthly wargames magazine crammed to bursting point with scenarios, features, interviews and photographs from the length and breadth of this fantastic hobby.

Advertising is something we have made easier with this new format. Being an A4 document Wargames suppliers can now use their existing adverts inside the magazine, but at a far more cost effective price. Our large number of readers around the world will give them fantastic value for money and because we are a digital magazine the number of adverts will never impact our editorial.

We're not constrained as a print magazine is; we'll never sacrifice articles for adverts because we just don't have to. We can just make the magazine bigger instead. The more adverts we get the more articles will be featured each month. That way everyone wins.

So what does this mean for you, the reader? Well, you'll get regular high quality PDFs just like this, available free to download from the website. Articles will still appear online, but in this new format we can make them bigger, easier to

read and better looking, just like in a paper magazine. You'll even be able to print out the whole thing (or single articles) and read it just like a traditional magazine if you like.

The size of the PDFs will vary, but we aim to keep them as small as possible, hopefully below 8-10 Mbytes, but our aim is to make WJ as fat as possible with the best articles available, so this could rise in the future.



But as these days most people have broadband, downloading a 10 Mbyte PDF once a month is a breeze and even if you're still on dialup, it will take only about half an hour. A small price to pay we think.

Our first issue of the new-look WJ is a test magazine, a beta version if you will. As such, some of the articles featured are from the original website, but revamped for the new magazine. Each month we will be doing the same, updating classic articles in the new format, but our focus will be on new material and the vast majority of the next month's magazine will be full of exactly that.

We have some great stuff planned for our upcoming issues, the next of which will hit the web site one month from now. Wargames Journal was started by wargames' enthusiasts for wargames' enthusiasts and hopefully we have again raised the bar for what an online publication can be.

I'm very proud of the new WJ and would like to take this opportunity to express my thanks to everyone who has worked hard over the years to get it to this stage.

As ever I'd be delighted to hear your comments on WJ so please feel free to get in touch.

Happy reading.

Tom Hinshelwood
Editor

tom@rebelpublishing.net



WARGAMES JOURNAL



Patten Brush Up for Hire

By Tom Hinshelwood

www.pattenpaintedminiatures.com



With over 30 years experience under his belt of painting miniatures, Colin Patten has branched out and launched a painting service.

Colin is one of the brothers behind the Vendel Miniatures figure company and was one of the original designers of the Gripping Beast ranges of miniatures.

To showcase his work Colin has had a very nice web site created and here you will find samples of his work.

He offers two styles of work: Top Drawer Wargames (TD

and Showcase (SC) with TD priced at £8.00 per 28mm figure (this excluded the figure and basing) and SC coming in at £15 per figure, and this again excludes the figure and basing.

Basing costs 50p for TD and 75p for SC.

We have showcased Colin's work extensively inside Wargames Journal, being particular fans of his 28mm range of Fantasy figures.

Only a very limited number of commissions will be undertaken, focusing on the realms of Fantasy and Dark .

Punic Wars Supplement arrives priced at £18

By Neil Fawcett

The latest sourcebook for Warhammer Ancient Battles - **Hannibal and the Punic Wars** - has been released by Warhammer Historical.

The book centres around the exploits of Hannibal Barca, the most famous general of his age. Against all odds Hannibal took on the Roman Republic; the mightiest empire of the ancient world.

This source book contains a historical overview of the period taking in the three wars that Rome fought with the North African City state

of Carthage (264 BC to 148 BC) with a description of the forces involved.

Featured with in this book are detailed army lists for all the key protagonists:

- Punic Army (Wars 1-3)
- Republican Roman Army
- Spanish
- Numidians
- Early Gauls
- Ligurians

Also included are maps and diagrams of key battles such as Cannae, Lake Trasimene and Zama, the last battle of the Second Punic Wars.

www.warhammer-historical.com



(c) Warhammer Historical



GB's full house of new products

By Tom Hinshelwood

www.grippingbeast.com

As ever the Gripping Beast web site is as full of entertaining prose as it is stunning figures.

A quick peruse of the site highlights some fantastic new shield transfers that have been created by Steve of Little Big Man (LBM), a talented chap who has created some stunning shield transfers.

The shield transfers that caught our eye, crafted by Steve exclusively for Gripping Beast, are a sheet of 24 shield transfers plus 2 banners and some runes for use with The Jomsvikings.

According to GB the "Jomsvikings were a semi-mythical band of mercenaries operating out of Wollin in what is now Poland. Various described as grim faced, warrior monks or battle-shy fops, they feature in many a Saga."

Moving away from shield transfers the GB boys are also stocking the new Games Workshop Historical Hannibal and the Punic Wars book.

If you bought the rule book from GB before the 24/11/2005 they threw in a superb vignette of Scipio on his horse accompanied



Salvage Gang deal from Alpha Forge Miniatures

By Neil Fawcett

www.alphaforgegames.com

With wargames companies always looking for that 'different' angle with their miniatures Alpha Forge Games has created the Salvage Gang, a range of unusual sci-fi figures.

With the latest two additions to the range the firm has put together a deal to get all six of the current gang members at a 10% discount. So for \$17.50 you can now buy:

- *Male spacer in trench coat*
- *Gang member with chainsaw*
- *Gang member with cutting equipment*

The web site has some nice images on it and there is a section called 'work in progress' that details new figures and vehicles.

We particularly like the Salvage Dog Cargo Truck resin model.

- *Female Space, light armour*
- *Male spacer, light armour*
- *Female spacer, twin blasters*



by his personal standard bearer. The vignette is supplied unpainted, but the one used in this article was painted by John Morris. This deal may still be available, but you'll have to check with the guys at GB!

You can expect to see GB start to roll out Punic Wars Army deals in the coming weeks, and as ever the firm's deals are a very cost effective way to get started in Ancient or Dark Age wargaming.





COPPLESTONE SPECIAL OFFERS

By Stephen Rhodes

www.copplestonecastings.co.uk

Copplestone Castings, well known maker of the excellent Darkest Africa and Future Wars white metal miniatures, has announced another set of Special offers.



As ever with the company P&P is a pretty fair 10% of the order and this is a worldwide offering, with a minimum order of £1.50 needing to be placed.

This time you can collect one of the following sets of figures:

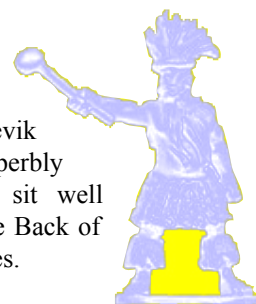
- Mob Wars - £27, save £7
- Man Versus Machine – 40 figures for £50
- Ngoni Invaders - £35, save £10
- To Bolshevik Victory - £85, save £27

The Gangster range of figures are, as with most mouldings by Copplestone, bursting with character and just primed for some mob handed action. This collection includes four sets of four figures.

If hot jungle action is your thing then the

Ngoni Warriors may well be just your cup of tea. This deal gets you a whole tribe of figures, with everything from Witchdoctors to Female Archers.

How could you not want to buy anything entitled ‘To Bolshevik Victory?’ These are superbly detailed figures that sit well within the remit of the Back of Beyond range of figures.



MOB WAR!

SPECIAL OFFER - £27
SAVE £7

- 10% P&P WORLDWIDE

TO BOLSHEVIK VICTORY!

SAVE £27

Special Offer - £85 +p&p

MAN VERSUS MACHINE

SPECIAL OFFER - 40 MINIATURES - £50

PLUS 10% P&P

NGONI INVADERS

A Darkest Africa Special Offer

£35 plus 10% p&p

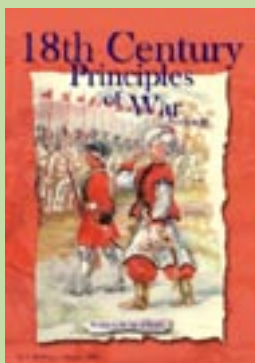
32 witchdoctors and 30 usogaiga included.

SAVE £10



NEWS IN BRIEF

The fully revised 18th Century Principles of War rule book is now available and can be bought directly from the Principles of War web site – www.principlesofwar.com



The rules have 73 army lists for these five periods:

- Louis XIV, 1660–1740
- Frederick the Great, 1740–1790
- British Isles, 1660-1796
- Americas, 1760-1813
- India and the East, 1660-1805

Unlike the previous 18th Century lists, these are standalone and include rules for the period. The price is £12.00 GBP.

The Warfare Wargames show in Reading saw Ainsty release Trader Town, what the company calls a “range with an emphasis on flexibility.” Shack bodies and roofs are interchangeable and the lean-to sheds will work with anything which has a straight upright side, explains Mike from Ainsty. Head off to www.ainsty.co.uk/tradertown.htm for more info.

Parkfield Miniatures have released the first of its cavalry for use with its 1898 Sudan range of 25mm figures. The new figures available include three British lancers and four Dervish cavalry (including one on a camel) and the figures are priced at £1.75 GBP each. Check out www.parkfieldminiatures.freeservers.com/ for more details.

Renegade Miniatures has announced that as of December 1st it will introduce a price change. All Blister packs will now be £8.00 except WW1 Artillery which will remain at £10.00. All Regimental Box Sets will be £27 - but will all contain 4 Blister packs, so saving £5 per box. The firm has also announced that its P&P rates will change to a flat rate of 10% Worldwide on all orders. See www.

Is 40mm the new 28mm?

Scale is always an amusing discussion amongst wargamers; it certainly makes for lively debate at *Wargames Journal*. So when we see another company launch a range of 40mm figures we figured we'd best take a closer look.

Eureka Miniatures is fast building a reputation as a designer of high quality white metal figures and now we see the firm roll out its *Four Musketeers* range. I have to say they look fantastic. Designed by the almost unstoppable Mike Broadbent these figures are packed with flair and style.

Based on the 1973 movie 'The Three Musketeers' the gallant Athos, Portos, Aramis and D'Artagnan are available – along with a bunch of bad guys such as the Rochfort, the Cardinal's Blade.

If you head off to www.eurekamin.com.au/ you can pick up a load of info about these exciting new miniatures.

So what is it about 40mm?

I guess I'm curious about why

40mm scale figures are taking off. True scale creep has led to miniatures getting bigger and bigger almost without us noticing it. When was the last time you saw a true 28mm scale miniature? But do we really need 40mm scale?

From my perspective, skirmish gaming is all about detail, both from the miniature and the rule set. The new 40mm Musketeers from Eureka are packed full of this and I personally can't wait to get to grips with a game.

My other favourite 40mm figures are from the Perry Twins with their fantastic Napoleonic Peninsular War Range 1807-1814 miniatures. These are wonderful and also stacked with character.

I hope the trend towards 40mm figures being used for skirmish games continues. I also can't wait to see what new figures Eureka brings out to expand its new range.

Neil Fawcett



Eureka Miniatures are also available in the UK and EU through Fighting 15s, or go to www.fighting15s.co.uk



BACK TO THE TRENCHES FOR NORTH STAR

By Stephen Rhodes

www.northstarfigures.com

A new range of 28mm scale WWI figures, called Great War Miniatures, has been launched. The range is the brain child of Al Morrison and Dave Andrews.

Each pack has 6 individual figures, and costs £6.00 GBP. Which at £1 per figure is about on par with current trends.

The figures look to be highly detailed and meticulously researched miniatures depicting British and German forces of the Western Front during the latter part of WWI.

You can find the full list of figures by heading to the North Star site – www.northstarfigures.com – and clicking Shop and then Great War Miniatures.

So far the following packs of figures are listed on the North Star web site:

These figures will be fully launched in December 2005, available exclusively from North Star. Four pre-release packs are available now and these are:

- B2 British Infantry Advancing 1
- B3 British Infantry Advancing 2
- G10 Germans Armed with Bergman SMG'sG
- 13 German Stormtroopers

- B1 Officers and NCO's Dec 05
- B2 Infantry Advancing Buy Now
- B3 Infantry Advancing 2 Buy Now
- B4 Infantry in gasmasks Dec 05
- B5 Lewis Gunners (3 Teams) Dec 05
- B6 Trench Raiders £6.00 Dec 05
- B7 Vickers Machine Gun (with 3 x Crew) Dec 05



- B8 3" Stokes Mortar (with 3 crew) Dec 05
- B9 Command Group Dec 05
- B10 Infantry in Cold Weather Clothing Dec 05
- B11 Highlanders Dec 05
- B12 Highland Command Dec 05
- B13 Specialists (bombers, sniper, rifle grenade) Dec 05
- B14 Casualties Dec 05



GRAVITAS

The Wargames Journal Guest Column

When I created Wargames Journal (WJ) three years ago the idea was to always try to turn it into a format that made it easy for wargamers to use, a format that allowed the pure 'eye-candy' nature of this wonderful hobby of ours to be shown off.

The Internet is a fantastic tool for getting information into the hands of others, but not always in a way that best relays the true nature of the subject matter. So for a while now we have been toying with creating a publication, a proper (now there's a strange term) magazine, correctly laid out in DTP software and designed to be easily printed.

Broadband communication technology, or rather the ease of access to it now, has allowed us to consider that a 10 Mbyte file download size is acceptable, not something we would have done three years ago. And so here we have the new Wargames Journal, a 100 page plus full colour magazine that is saved as an Adobe PDF file and available for free to anyone who wants to download it.

But as with all things there is a catch. It takes time and money and people to write and design WJ. So we need you to register with us to download the magazine from December. This is a one off process and after that all you will need to do is log in to get each Issue using your e-mail address. We just need to know who is reading WJ.

So when you want to show WJ to your colleagues or wargaming associates please get them to sign-up with us, it's free and fast. We need to show that you are supporting us by voting with your virtual feet.

We will be making advertising space available inside the magazine, which is hopefully very good for the gaming suppliers out there who make those wonderful models and figures available to us and also good for you because it will show you what's new!

So what's going to happen from here on in? Well we need writers and articles and if you fancy a crack at creating some

for us then please drop us a line at admin@wargamesjournal.com and let's have a chat.

We have writers who have been sending us articles for a long time now, but you can't beat some new blood, and we're sure there are some fantastic articles out there just waiting to be turned into lovely looking pages in our new PDF magazine.

Our graphics lads can make maps look pretty for you and create other graphics to help make your article look great so don't worry about that. Just bring your ideas to us and we can take it from there.

Also, if you can paint to a good standard then we're also commissioning people to write articles and then paint figures, terrain and vehicles to help illustrate the piece.

This sample first issue is a mix of the old and new and designed to give you a flavour of what we are planning. It shows the format and style and also illustrates just how much content we have on the web.

Over the coming months we'll be taking all of our old web-based articles and redoing it all into well designed PDFs.

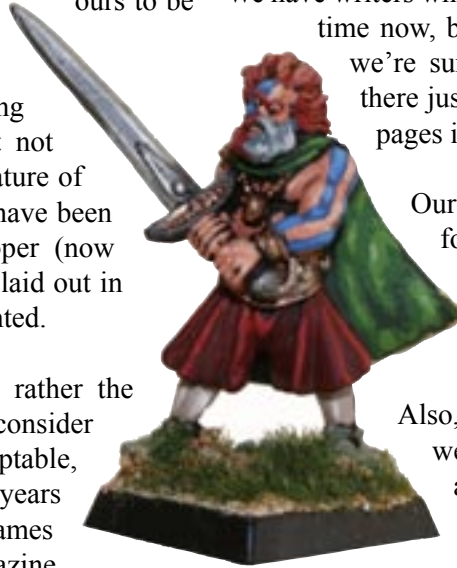
So that's it from me. I hope you enjoy the new WJ (and the new web site look and feel) and keep checking the web site because it will migrate to become an online resource that we will use to support the downloadable magazine.



Cheers for now

Neil Fawcett
Managing Editor

neil@rebelpublishing.net



WARGAMES JOURNAL

Beorn again

MONSTER

By Alain Padfield

The editor has recently been enthused to kick-start his Battle of the Five Armies project, no doubt prompted by the release of the Games Workshop boxed set that followed on the heels of their Lord of the Rings game.

Unfortunately his 10mm hordes are unlikely to be completed anytime soon. This is a shame as 10mm is a perfect scale for such a battle. Such battles give a much better perspective in smaller scales, especially when you move units through a town or wood. You get impact from a 25mm game, but it is a bit abstracted when a town like Dale is represented by one, or at best two or three buildings.

I have looked forward to wargaming the battle since I saw a demonstration game by Ilford Wargames Club using 15mm figures. It is a major battle in Middle Earth that I just do not have the toys for.

I have managed to wargame The Pelennor Fields with the help of friends, and Helms Deep, plus sideline battles from the War of the Ring like Esgaroth and Dale, all in 25mm.

There was usually some sort of compromise in how I set up these battles, because of the scale. The games were enjoyed though, especially Pelennor Fields which was played over four sessions with 6 different players.

One of my ongoing projects is to paint the editor's 25mm 'BotFA' figures by Vendel. This involves writing articles to go with what I paint, or rather when I paint something I write an article for it.

Fortunately I do not have to compromise because of scale, as the early articles will be skirmishes. It will be quite a while before all of the dwarf, elf, goblin and wolf warbands are painted. For my own painting entertainment I picked out an 8cm resin 'Beorn the Bear', some goblins wolf riders and some timber wolves.

HIGH TEA WITH A WEREBEAR

I had forgotten that 'The Hobbit' is a kid's book, in parts it reminds me of Enid Blyton. Bilbo Baggins, Gandalf and the dwarves seem to constantly stop their journey for grub, beer and singing.

In Chapter 7, Queer Lodgings, they arrive at the homestead of Beorn. Gandalf warns the travellers that he can be appalling when he is angry, and that he is a 'skin-changer'.

Bilbo thinks this means Beorn is a furrier, as J.R.R. Tolkien was in some ways quite witty.

Gandalf informs him

that Beorn is either descended from the great ancient bears, or that he is descended from the first men that lived before Smaug came to the mountain or the goblins came to the hills. At any rate he can assume both the form of a huge and strong man with a black beard and hair, or a huge black bear.

Gandalf told Beorn about how his party was rescued from goblins and wolves by the eagles, among other tales of their journey to The Lonely Mountain. During the night as they slept, Beorn went to the woods where the eagles rescued them. He captured a goblin and warg, who confirmed Gandalf's tale that the Great Goblin of Moria had been killed. Beorn knew that Gandalf slew him with his sword Glamdring, The Foehammer.

Beorn evidently is a suspicious skin-changer, to travel all that way to confirm what Gandalf said. He beheaded the goblin and skinned the warg, and got home in time for breakfast. His concern was then for Gandalf and his friends, who were now in great danger. Servants of the Great Goblin might attack them, even so far from Moria, or allies of the goblins in Mirkwood might ambush them.

AN URSINE STRATEGY

Beorn gave the party supplies, ponies, a horse, and advice for their journey. He sent them north to the Forest Gate entrance to Mirkwood, where a little used pathway



The Vales of Anduin



Anduin River

Carrock

Forest Gate

Gandalf

Beorn's Homestead

MIRKWOOD

Hukku

Beorn

Old Forest Road

Anduin River

Cascarran

Woodmen



on each occasion. Beorn meanwhile is not heard of until he goes on a rampage at the Battle of the Five Armies.

My question is what happened to Beorn in the meantime?

GRUMPY OLD LYCANTHROPE

Beorn has many allies, including intelligent horses and dogs that are part of his household, bears and neighbouring communities of men. The map for 'The Hobbit' has Woodmen marked in two locations south of the Old Ford. There is likely to be a small amount of trading between these communities and Beorn.

Unfortunately they are hunters and trappers, and Beorn is against the hunting or trapping of anything other than evil animals, like wargs.

This causes me some concern as fifty years later during the War of the Ring, Beorn's son Grimbeorn, is a lord of many men called 'Beornings', who are somehow kinfolk of the Rohirrim. I can only assume that Beorn took a local woodmen wife, or 'married' a Mirkwood bear in order to sire Grimbeorn. Beorn presumably had family, some of which would have been 'skin-changers', and others human.

I am sure though that his family would have intermarried at least a little with the Woodmen, despite Beorn's anger for people who wear fur or eat meat. Grimbeorn may have been more progressive or pragmatic, and used his father's local fame to assemble a retinue and establish a larger homestead.

The focus of this scenario then, is the relationship between Beorn and the local Woodmen, and the danger of goblin raids after the dwarves go north.

PARLEY ON THE OLD FOREST ROAD

Beorn has travelled south to meet representatives of the Woodmen, to warn them of the death of the Great Goblin and the likelihood of goblin raiders seeking out the dwarves. He has left trusted followers and allies to guard the crossing at the Carrock, and his homestead. Fortunately, the goblins are aware that Beorn's has journeyed close to Moria recently and are even less inclined to enter into his territory.

Cascarran, a respected hunter and trader and two clan chieftains lead the Woodmen. Cascarran seeks some form of allegiance with Beorn and is willing to marry his daughter Asfridda to him, to increase his standing and gain a strong grandson. The other Woodmen fear Beorn, but wish to learn his knowledge in animal husbandry and gain free passage through his lands.

Hukku is a goblin captain and cousin of the Great Goblin, he was the first leader to assemble a raiding party and seek out the dwarves. He does not have enough power to take command in Moria, as the Great Goblin has many relatives and had many powerful enemies. Hukku has decided that if he can kill the dwarves, he can take the sword Glamdring back to Moria as proof of his victory, and become the Great Goblin.

leads almost to The Lonely Mountain. He did not think the goblins would go that way, especially since he guarded the Carrock, a crossing over the Anduin River.

There are only two crossings over the Anduin in that region, the Carrock and the Old Ford. The goblins know Beorn guards the Carrock, and fear him not just for his strength but for his many bear allies. They are only likely to cross at the Old Ford, some distance south of the Carrock and Beorn's farmstead. They would then most likely travel on the Old Forest Road, which runs through the centre of Mirkwood.

Gandalf left the dwarves at the Forest Gate, who suffered several embarrassing adventures with spiders, elves and men, and were saved by the ingenuity of Bilbo



DEPLOYMENT

Beorn and Cascarran start the game on the Old Forest Road at the edge of Mirkwood. Murrig and Lorcar can start the game anywhere, but deploy before the goblins. The Woodmen Warriors start the game off board behind the ridge of boulders.

The Goblins start the game anywhere on the western Anduin board edge.

Beorn can change into a bear during any turn, so long as he does not move or fight in melee. If there are only two players, Beorn is controlled by no one and he has limited actions. He stays at the entrance to Mirkwood and fights any goblins that come his way. The road must be wide enough for

When you let player 3 deploy the goblins, player 2 has no more time to achieve his objective.

PLAYER 1 (BEORN)

You are Beorn the 'skin-changer', a powerful man who can turn into a huge black bear. You have a homestead between the Anduin River and Mirkwood, but goblin raiders from Moria threaten it.

1 x Beorn (Human)

1 x Beorn (Bear)

They fear you, but it is only a matter of time

their territory in strength and well armed as far north as the Old Ford, it is the only way to deter the goblins. You have nothing to offer them and no patience for their excuses.

The goblins must be kept on the west side of the Anduin River, and preferably kept in their tunnels in Moria for as many years as possible. If you kill 10 goblins and or wargs you win, if you are killed or captured you lose.

PLAYER 2 (CASCARRAN)

You are Cascarran, a hunter and trader who lives among the Woodmen of Mirkwood. You have settled here with your daughter Asfridda in the hope of marrying her off to



goblins to get past Beorn on either side.

The Woodmen can only move on board if they hear fighting or are called for. If Cascarran, Murrig or Lorcar call for them, roll 1d6, on 2 or more they can move on board. If Cascarran, Murrig or Lorcar are on the ridge of boulders or adjacent to it, the Woodmen can move on board.

The players controlling Beorn and Cascarran must verbally convince each other to strengthen the Woodmen patrols or marry Asfridda respectively. Set up all of the figures except for the goblins, and remind players 1 and 2 of their objectives. Give them five to ten minutes to argue, or until they come to an agreement.

before they grow bold, especially if they are allowed to roam free on the east side of the Anduin.

You have met with representatives of the Woodmen, led by Cascarran, a decent enough man for a hunter. You hope to convince them of the danger the goblins pose to them, and get them to patrol the land from their homesteads as far as the Old Ford.

You met Gandalf the wizard a few days ago, he told you how he slew the Great Goblin in Moria, and you realise that the goblins will ride out to seek revenge for this killing.

You must convince the Woodmen to patrol

a powerful local. Unfortunately she is very

1 x Cascarran	Bow
1 x Murrig	Sword
1 x Lorcar	Sword
10 x Woodsmen	Spear

tall and a little clumsy, the Woodmen clan chiefs do not see her as a suitable match for their sons.

You have met with Beorn the 'skin-changer', and have come with two clan chiefs, Murrig and Lorcar, who left their Woodmen out of sight so as not to 'spook' Beorn. He has a large homestead north of

Statistics for Lord of the Rings and Age of Blood 2

Beorn Axe
Human Agi 3 Bra 6 Def 1 For 5 Pro 6 Str 5 Val 5
 F 7/5+S 4 D 6 A 3 W 3 C 6 M 3 / W 3 / F 3
 Axeman, Healer, Hunter

Beorn Claws and Teeth
Bear Agi 6 Bra 6 Def 1 For 9 Pro 6 Str 9 Val 3
 F 7/5+S 6 D 8 A 3 W 3 C 6 M 1 / W 1 / F 3
 Frenzy, Berserk, Protected
 Causes Terror in the servants of evil

Cascarran Sword, Chain Hauberk, Helmet, Short Bow, Elven Cloak
Human Agi 3 Bra 5 Def 5 For 5 Pro 5 Str 3 Val 3
 F 5/3+S 3 D 6 A 2 W 2 C 5 M 3 / W 1 / F 2
 Armour Proficiency, Hunter, Lucky

Murrig Sword, Leather Jerkin, Helmet, Shield
Lorcar Agi 2 Bra 3 Def 2 For 4 Pro 4 Str 3 Val 1
Human F 4/4+S 3 D 4 A 1 W 2 C 4 M 1 / W 1 / F 1

Woodmen Spear, Shield
Human Agi 3 Bra 6 Def 2 For 3 Pro 3 Str 3 Val 0
 F 3/4+S 3 D 4 A 1 W 1 C 3 M 0 / W 0 / F 0

Hukku Sword, Armour, Bow, Elven Cloak
Goblin Agi 2 Bra 5 Def 2 For 4 Pro 5 Str 4 Val 3
 F 3/5+S 4 D 5 A 2 W 2 C 3 M 2 / W 2 / F 2

Wolf Riders Spear, Shield
Goblin Agi 2 Bra 2 Def 2 For 2 Pro 2 Str 2 Val 0
 F 2/5+S 3 D 4 A 1 W 1 C 2 M 0 / W 0 / F 0

Wolf Teeth
 Agi 6 Bra 0 Def 0 For 3 Pro 2 Str 2 Val 0
 F 2/- S 3 D 3 A 1 W 1 C 2 M 0 / W 0 / F 0

Wargs Teeth
 Agi 5 Bra 2 Def 0 For 4 Pro 4 Str 4 Val 0
 F 3/- S 4 D 4 A 0 W 1 C 3 M 0 / W 0 / F 0

Warriors Spear, Shield
Goblin Agi 2 Bra 2 Def 2 For 2 Pro 2 Str 2 Val 0
 F 2/5+S 3 D 4 A 1 W 1 C 2 M 0 / W 0 / F 0

the Old Road, is lord over a large territory and is much respected in these parts.

You are sure that Asfridda is just the girl to marry Beorn and are not overly worried about having a 'skin-changer' for a grandson.

You must convince Beorn to marry your daughter Asfridda, it is the only way to establish your reputation among the Woodmen and gain a strong grandson to continue the family line.

All you have to bargain with is your loyalty, four pigs, twelve cows and one hundred silver pennies.

If you convince Beorn to marry your daughter you win, if you are killed or captured you lose.

PLAYER 3 (HUKKU)

You are Hukku, a goblin captain and cousin of the Great Goblin of Moria, who was recently murdered by dwarves wielding the infamous sword called Foe Hammer.

1 x Hukku	Sword
10 x Wolf Riders	Spear
10 x Wargs	Teeth
10 x Goblin Warriors	Spear

Being a cousin you have a legitimate claim to become the Great Goblin, but you do not have many allies, followers or wealth.

You have decided to risk all by leaving Moria while your enemies fight for control and seek out the dwarves. They were flown east by eagles and no doubt are travelling to their home in the Iron Mountains, or to safety in the town of the Lakemen.

If you can kill the dwarves and retrieve the sword Foe Hammer, you can take it to Moria

as proof of your victory over the murderers of the Great Goblin, and take command in Moria.

You must get into Mirkwood, unfortunately

“All you have to bargain with is your loyalty, four pigs, twelve cows, and one hundred silver pennies...”

the only safe path in (even for goblins) is the Old Forest Road. More importantly it is the path the dwarves will have taken. There are humans in your way, but they are outnumbered, your victory is assured.

Also the wargs could do with a feed, as you left Moria in a hurry. If you leave the board on the Mirkwood edge with half your goblins you win, if you are killed or captured you lose.

FIGURES & PAINTING

The goblins, wolf riders are from Vendel Miniatures, so are the wargs, which are sold as Timber Wolves. The Woodmen are a mixture of Gripping Beast Irish and Welsh, while Cascarran, Murrig and Lorcar are from the Vendel Adventurers pack.

I painted the goblins in a variety of skin colours, as Middle Earth orcs and goblins vary through black, grey, green and brown. I painted the wolves and wargs with fairly authentic colours and patterns of wolf fur. The American Gray Wolf for example has a black back, grey flanks and creamy legs.

Beorn was a bit of a head ache for me, Tolkien describes him as being a black bear.

A bit dull, so I added a light brown muzzle and chest, light brown haunches and ankles, with streaks of grey across the back and around the eyes. The nose, outer lips and much of the inner mouth should be black,

though I did it pink.

For Beorn, we used a Foundry Viking figure. Unfortunately we did not have time to paint one up specially, as we had to concentrate on the goblins.

Neither were that 'accurate' in that one had grey hair, which should be black for Beorn, and one is eating meat when Beorn is a selective vegetarian. Both have fur cloaks, and Beorn was definitely against wearing fur, unless it is a warg's maybe. A bit of a problem, but we lived with it!

Gripping Beast has a range of heroes from the Dark Ages, while most companies supply an occasional heroic figure. Reaper Miniatures and certain figures from Foundry have dynamic poses, while Artizan, Crusader and Black Tree have ranges with many 'ordinary' figures that could be heroes. So it's a case of playing 'hunt the right figure' but like us, you'll find it!

** As you can see this article is liberally peppered with images of the superb 28mm scale fantasy figures from Vendel Miniatures. Great figures from a company that is always a pleasure to deal with.*

Vendel's 28mm scale Adventurers - perfect for those LOTR style games.





HMS VICTORY

Now is your chance to own one of
Englands most impressive fighting ships.

- Special *200th Anniversary of Trafalgar* Edition
- Accessories Included
- 1:180 Model Kit
- 353 x Pieces
- Excellent Detail



HMS Victory is the fifth ship of the Royal Navy to bear this name, the first launched in 1559 was the flagship of Sir John Hawkins at the defeat of the Spanish Armada in 1588. The new ship to be named the Victory, was designed by Thomas Slade and was launched on May 7, 1765. Her tonnage was 2,162 tons and she carried 104 guns, including 30 thirty-two pounders on the lower deck, 28 twenty-four pounders on the middle gun deck, 30 twelve pounders on the upper gun deck and 2 sixty-four pound carronades on the forecastle. Her full complement was 850 officers and men.

Only **£24.99**
CLICK HERE
TO BUY





OPERATION NORDWIND THE FORGOTTEN OFFENSIVE

BY DARREN MAKEPEACE

There is much known and written about the Battle of the Bulge, but not a lot is known or indeed written it seems about Operation Nordwind, despite the fact that this encounter left some 40,000 US and German troops wounded or dead. For this battle scenario we must look at the cold January of 1945.

INTRODUCTION

Everyone assumes that Hitler's last offensive in the West was the Ardennes Offensive that took place in December 1944, yet in spite of suffering 40,000 German and American casualties, Operation Nordwind holds that dubious honour and remains a little known operation.

There is plenty of reference to this campaign but emphasis is rarely placed on its significance.

The German objective was to destroy the US 7th Army forcing a diversion of forces away from the Ardennes towards the Alsace region.

The German forces were to seize the Saverne Gap by forcing two Volksgrenadier divisions down the Saar Valley whilst three more would push down the spine of the Vosges Mountains to seize the major Wimmaneau-Ingweiler road and push across the Rhine with armoured support.

In order to gather the necessary

manpower for such a new, and audacious operation the front was combed out and ad hoc units were placed in the line as their replacements, particularly around the old forts in the area of the Maginot line.

The Germans managed to pull together five Volksgrenadier Divisions (36th 559th 257th 361st 256th), the 17th SS Panzergrenadier 'Gotz von Berlichingen', 6th SS Mountain division, with a reserve of the 21st Panzer Division and the 25th Panzergrenadier Division with relevant artillery support and an armoured flamethrower company and the 653rd Super heavy Anti-tank Company, armed with Jagdtigers.

The Americans were equally struggling for manpower as far as frontline troops were concerned and were by this point having to retrain some rear echelon troops for combat duty in order to try and fill the gaps.

The 7th Army was covering a front of some 126 miles with only six infantry

divisions (103rd 44th 100th 45th 79th 36th) with the newly arrived 14th Armoured Division in reserve.

In addition the newly arrived 42nd 63rd and 70th Infantry divisions were formed into three task forces (as their support units, armour and artillery had not yet arrived) which were to lead the spearhead of the attack.

These units were entitled task forces Linden, Harris and Herren and would have to plug gaps as they occurred in the lines.

The battle started at around midnight on the 31st December as snow began to fall but the SS troops leading the assault and supported by the 36th Volksgrenadier Division came up against stiff resistance by well dug in troops who counter attacked continuously, eroding any gains made by the Germans.

After four days the assault was called off and a new direction chosen for the assault and this was to be over the Low Vosges Mountains.

The Americans concentrated their defence in trying to stop the Germans breaking out of mountain passes and keep them bottlenecked. The fighting for the Low Vosges Mountains then turned into a brutal infantry battle in snow and ice covered terrain and became a struggle for key roads and passes.

By the 21st January the assault had petered out and both sides dug in to

In Hitler's speech to his 10 Divisional Commanders of December 28, 1944, three days prior to their launch of Operation Nordwind, he declared:

"This attack has a very clear objective, namely the destruction of the enemy forces. There is not a matter of prestige involved here. It is a matter of destroying and exterminating the enemy forces wherever we find them. The question of liberating all of Alsace at this time is not involved either. That would be very nice, the impression on the German people would be immeasurable, the impression on the world decisive, terrific psychologically, the impression on the French people would be depressing. But that is not important. It is more important, as I said before, to destroy his manpower."

regroup and lick their wounds.

THE GAME

The game is semi-fictional but based upon typical events from that time and involves the spearhead unit of the 17th SS Panzergrenadier Division supported by tanks of the 653rd Super Heavy Tank Company, assaulting dug in elements of the Task Force Harris.

As you can see from the map this is a fairly complex gaming board. The road basically bisects the table from end to end and many trees and hills provide cover for the vehicles and troops.

As for buildings it is a mix of intact and semi-destroyed structures and other than that there is little else to model on your gaming table. As the game has no true historical context, by that I mean it is simply as made up series of events, you can simply play it using whatever terrain you have lying around.

THE GERMANS

It is your objective to seize the bridge over the river...in order that your forces may break out into the plains beyond. You have 20 moves to accomplish this.

17th SS Panzergrenadier Division

- 1 x Battalion Armoured Pz Grenadiers (Regular)
- 1 x Battalion Lorried Panzer Grenadiers (Regular)
- 1 x Battalion Volksturm (Poor)
- 653rd Super Heavy Tank Company
- 3 x JagdTiger

1055th Nebelwerfer Battalion

- Observer Team (Schimmwaggon)
- 2 Batteries Nebelwerfers (2 launchers in each battery) (off table)

THE US

The US troops are basically there to hang on and do their best. This is going to be a painful experience for the American player, but then again that is what happened in real life.

The US player **MUST** use tactics - as a head on assault will end in failure. The Jagdtiger is a formidable beast and can be stopped by US armour, but not by charging in all guns blazing. Tactics and guile really are needed in order to defeat the German player here.

During play testing of this game the Germans won 2 out of 5 games, with the

US player managing to use defensive cover to hold his ground. it is fair to say that this game can turn into a bit of a *grind*.

Task Force Harris

- 1 x Battalion Armoured Infantry (Regular)
- 1 x Battalion Infantry (Regular)
- Observer Team (Jeep)
- Battery 75mm Howitzers (off table)
- 2 x Company Shermans (76mm)
- 1 x Company Hellcat Tank Destroyers

GAME OVER

The game is a tough one, especially for the German player. He may have the best tanks on the table (or at least the scariest) but the US player has numbers and time on his side.

We'll be taking several more looks at this fascinating campaign, giving us something to do with the 14 Jagdtiger tanks we went off and collected!

Our plan is to use these tanks for a **Photo Shoot Article** in the January Issue of the magazine. We have a game planned where all of our JagTigers will come out to play!





BEAST OF A TANK

INTRODUCTION

The development of the Jagdtiger (or Hunting Tiger as it was also known) started in February of 1943 and was first shown to Adolf Hitler, albeit as a wooden mock-up on October 20th of the same year.

The proposed role of the Jagdtigers was simple: to support infantry and combat armoured vehicles at very long ranges.

Interestingly, the original designation of this vehicle was Jagdpanzer VI, but later it was renamed Jagdtiger and received the standard German number of Sd.Kfz.186.

Now getting this beast into production was a high priority but not more so than that of the PzKpfw V Panther – so although production was planned to start in December of 1943 it actually started in the July of 1944.

By January of 1945 the priority level of the Jagdtiger did change, but not enough time was left in the war to make a difference.

As always seems the case with the design of German armour there were two prototypes: one with a Porsche suspension (using eight road wheels) and one with Henschel suspension (9 road wheels) and both of these were ready for full testing in February of 1944.

The Tiger II chassis was the basis upon which the Jagdtiger was designed and built and the massive 128mm Pak 44 L/55 gun (taken from the Maus super tank) and two MG34/42 machine guns for ground/air defence. The fixed position nature of the gun meant it had a limited traverse of only 10 degrees to the left and to the right.

This was the most devastating anti-tank gun to see action in WWII and the

Jagdtiger easily had a maximum range of 2410 metres. This superb fighting machine was crewed by six and there was room to store 38 to 40 heavy two-piece rounds of armour piercing and high explosive ammunition.

LOOK AND FEEL

My personal view of the Jagdtiger leaves me thinking that it really does still resemble the King Tiger but having the major difference of the superstructure which houses the massive gun and not a turret.

I guess it would look similar giving that it is based on its chassis design, but from a purely 'design' view you can easily see the shared lineage.

This is a beast of a vehicle and stands very tall. If you look at the one homed in Bovington Tank museum you'll be blown away by the immensity of this fighting machine. It is truly awesome.

Much of this comes from not having a turret and instead having the superstructure to house the gun, giving a profile that made it a large target for the enemy.

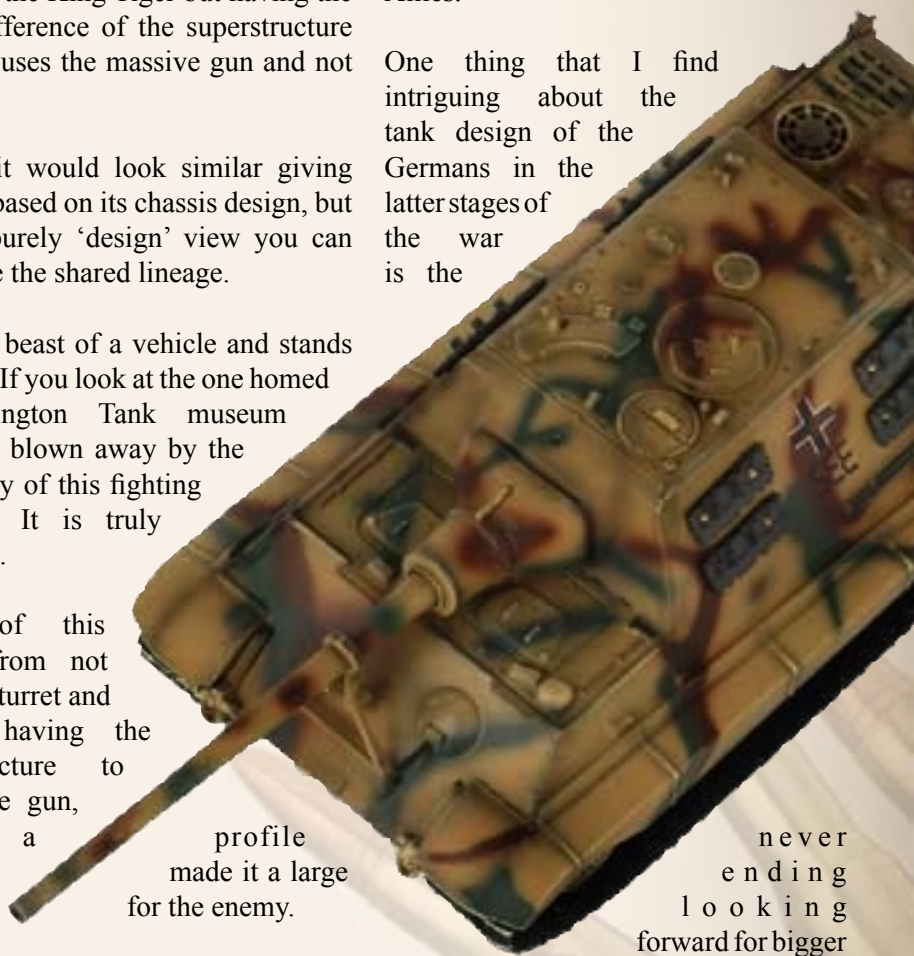
As stated the Jagdtiger was mounted on either Henschel's running gear (74 models were produced) or Porsche's gear (11 models of which were produced from February to September of 1944). Porsche's gear was simpler and half the cost and time of the more time consuming Henschel running gear.

Now one problem that always beset the super tanks of the German Wermacht was reliability. Just like the Koenigstiger the Jagdtiger was not that reliable

and its immense weight and high fuel consumption (5 litres per 1km of road) made it extremely slow.

The arrival of the Jagdtiger in the later stages of WWII meant that the breakdown problems of this AFV were never solved and many were abandoned or blown up by their crews to prevent them from being captured intact by the Allies.

One thing that I find intriguing about the tank design of the Germans in the latter stages of the war is the



never ending looking forward for bigger and better. Even though this beast was still being trialled during November of 1944, Krupp was planning to arm the tank with the longer 128mm Pak L/66 gun. In order to do this the giant superstructure would need to be made even larger, but this plan was never realised.

There was also a plan to drop the gun size down and arm the tank with the 88mm KwK 43 L/71 gun instead of 128mm Pak 44 L/55 gun. This project

did actually get some mileage as in April of 1945 four Jagdtigers were armed with this gun and were given the designation Panzerjäger Tiger mit 88mm Pak 43/3 (Sf) Sd.Kfz.185.

DEPLOYMENT

Now this may sound like a mad thing to say but the best tactical use of this tank seemed to be that of mobile camouflaged pillbox. Sure this seems madness but the natural defensive capability of this tank made it more or less unbeatable by most Allied tanks and it was also slow and heavy and had poor fuel consumption.

So why not drive it to where you need it, hide it and camouflage it and await the enemy's arrival. Slaughter a few dozen Allied tanks and when it gets too hot move off. Seems reasonable I guess.

There seems to have been a bit of a mad plan by Hitler who wanted to turn the beast into a flamethrower tank as well – presumably for the defence of Berlin. It never happened.

When you think of this tank you of course become overwhelmed by its tasty gun but you should remember that by having a massive 250mm of front armour on its superstructure and 150mm on its hull, and 80mm of armour on its sides and rear, this protection makes it very hard to kill.

Now the German Army initially ordered 150 Jagdtigers, but only 77 were ever built. They saw action with Panzerjägerabteilung 653 and schwere Panzerabteilung 512 during the latter stages of the war.

Panzerjagerabteilung 653 were ordered to take part in the Ardennes offensive in December 1944, but actually failed to arrive in time and as we know the Bulge was where the US troops saw the King Tiger in action. Imagine what they'd

have thought if this monster loomed on the horizon.

So having missed the bus to the ball the tanks of 653 were then diverted to Army Group G to help stop the advance of the US and French into Alsace, and later in the war they saw action alongside schwere Panzerabteilung 512 in the defence of Germany in 1945.

WJ Editorial Comment: We're working on a couple of scenarios that will allow you to play with any Jagdtigers you may own, or indeed any that you may be inspired to buy after reading this article. Especially at the price that Dragon is charging for them!

Simulating the Jagdtiger

When I bought the first of these Dragon Jagdtigers I went away and read up on its use and deployment. I'd mistakenly

been unaware of its operational use, instead thinking that like the Mause it never saw 'proper' battle.

But you can use the Jagdtiger to scare your opponent witless.

In fact if you fancied a laugh you could do what I did and buy 14 of them to form a reduced company that I can deploy 1:1 as Panzerjägerabteilung 653.

This unit actually saw action in the Alsace, France where they joined Army Group G in a bid to stop the advance of the US and French in the area.

The number of Jagdtigers produced was

just about enough to equip two units: namely schwere Panzerjager Abteilung 653 and schwere Panzerjager Abteilung 512.

Now sPzJagAbt 512 was formed in the summer of 1944 and composed of two companies, the 1st company was commanded by Albert Ernst and became Kampfgruppe Ernst, the 2nd company by Otto Carius.

Elements of sPzJagAbt 512 took part in the Operation "Fruhlingerswachen" in Hungary and then in the defence of the German Fatherland on both the Western and Eastern Fronts. The 512th also took part in the defence of Germany at Remagen Bridge on March 10th, 1945.

sPzJagAbt 653 was formed in the Spring of 1945 and was probably, given the best research I could manage, nothing more than an under-strength company.

It probably took part in Ardennes offensive (although there are notes to indicate that these tanks were too late to make an impact) and was then deployed on the Western Front (Rhein and Karlsruhe area).

It also looks like 4 to 6 Jagdtigers were used by the schwere SS Panzer Abteilung (101) 501 in April/May of 1945.

Side Note

The US Army is supposed to have tested a captured Jagdtiger in the summer of 1945 and used it to fire against the frontal plate armour of an M26 General Pershing at 2,100 metres – and it was able to penetrate it!

Bovington Tank Museum has a Jagdtiger on display. This is the UK's most comprehensive museum containing armour from different eras and nationalities.

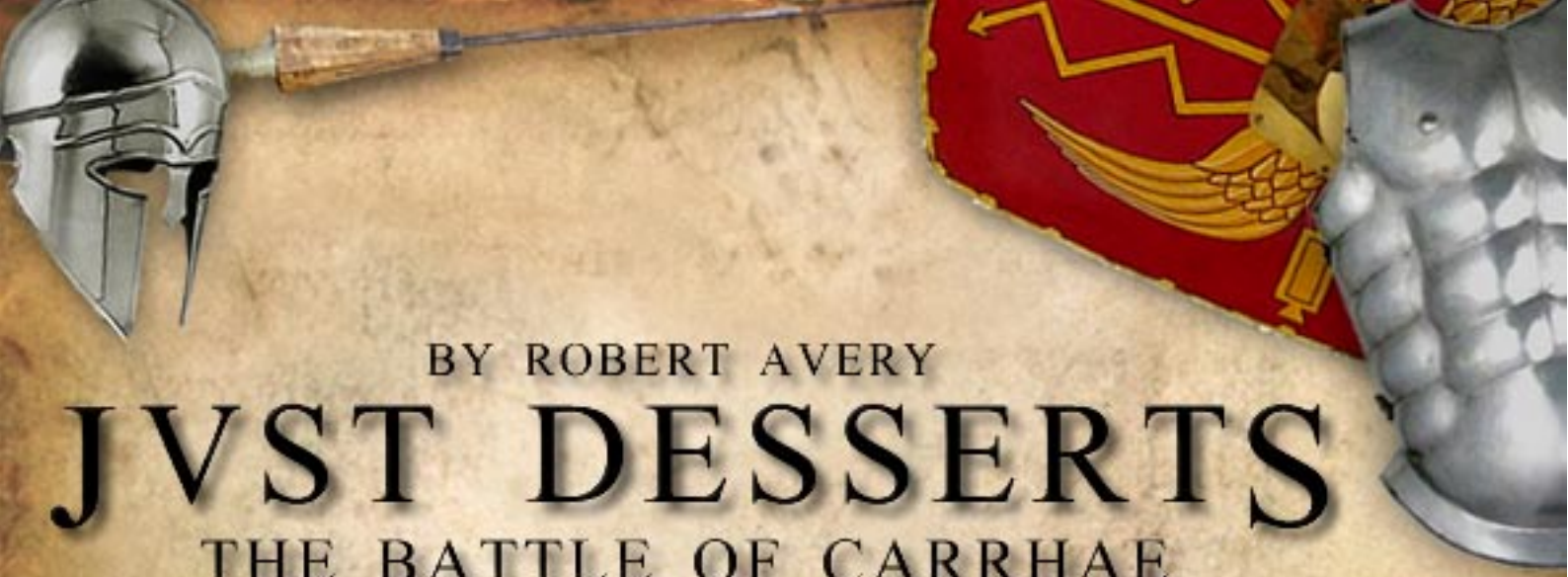




THE PARAS DROP IN FALSHIRMJAEGER ACTION IN 28MM SCALE

“We were sent this image as a sample of some diorama work that Dave Bodley from Grand Manner (www.grandmanner.co.uk) has been working on. Dave has recently finished his superb Convent model from the Battle of Bussaco and wanted to show how it could be used as much more than just a stunning backdrop for a Napoleonic battle in the Peninsular. Somehow we think these German Paras are after much more than just apples!”





BY ROBERT AVERY

JUST DESSERTS

THE BATTLE OF CARRHAE

Robert Avery turns his attention to the Battle of Carrhae in 53BC and sets a fascinating scene for gaming fast assault Parthian horse warriors - superb archers and heavy duty cataphracts - against ill equipped Romans unprepared for the harshness of combat against such a mobile and deadly enemy.

INTRODUCTION

In the middle of the first century BC, Rome was ruled by a triumvirate: Julius Caesar, Gnaeus Pompey and Marcus Crassus.

These three, arguably the most powerful men in the world at that time, split Rome's empire into three. Caesar would conquer Gaul; Pompey would plunder Spain; and Crassus would strike east at Parthia.

Crassus, as the richest, was after more than just gold. His part in the overthrow of Spartacus' rebellion had convinced him that he was a military genius of the highest order, but others made no secret of the fact that they considered his contribution incidental and over blown.

Adding a new province to Rome would add to his wealth the prestige and respect that he felt he deserved, and prove once and for all that he was Caesar and Pompey's equal on the

field of battle. If he could defeat those that had conquered the Seleucids, then perhaps the world would recognise a new Alexander!

In 53BC, therefore, Crassus, from his position as Proconsul in Syria, gathered together an army for the invasion of Parthia. The backbone of his force was seven legions, each consisting of about 3,500-4,000 heavy infantry.

In support he had about 4,000 light infantry auxiliaries; 3,000 Asian horses; and 1,000 veteran Gallic cavalry borrowed from Caesar. Also accompanying him was Artabazes, king of Armenia, a client state of Rome, along with 6,000 of his cavalry.

THE INVASION BEGINS

Artabazes wanted Crassus to approach Parthia indirectly through Armenia. This would ensure

that proper supplies were available to the army during the first part of the advance and would also mean that their route would be through mountainous terrain that would protect them from the celebrated Parthian cavalry.

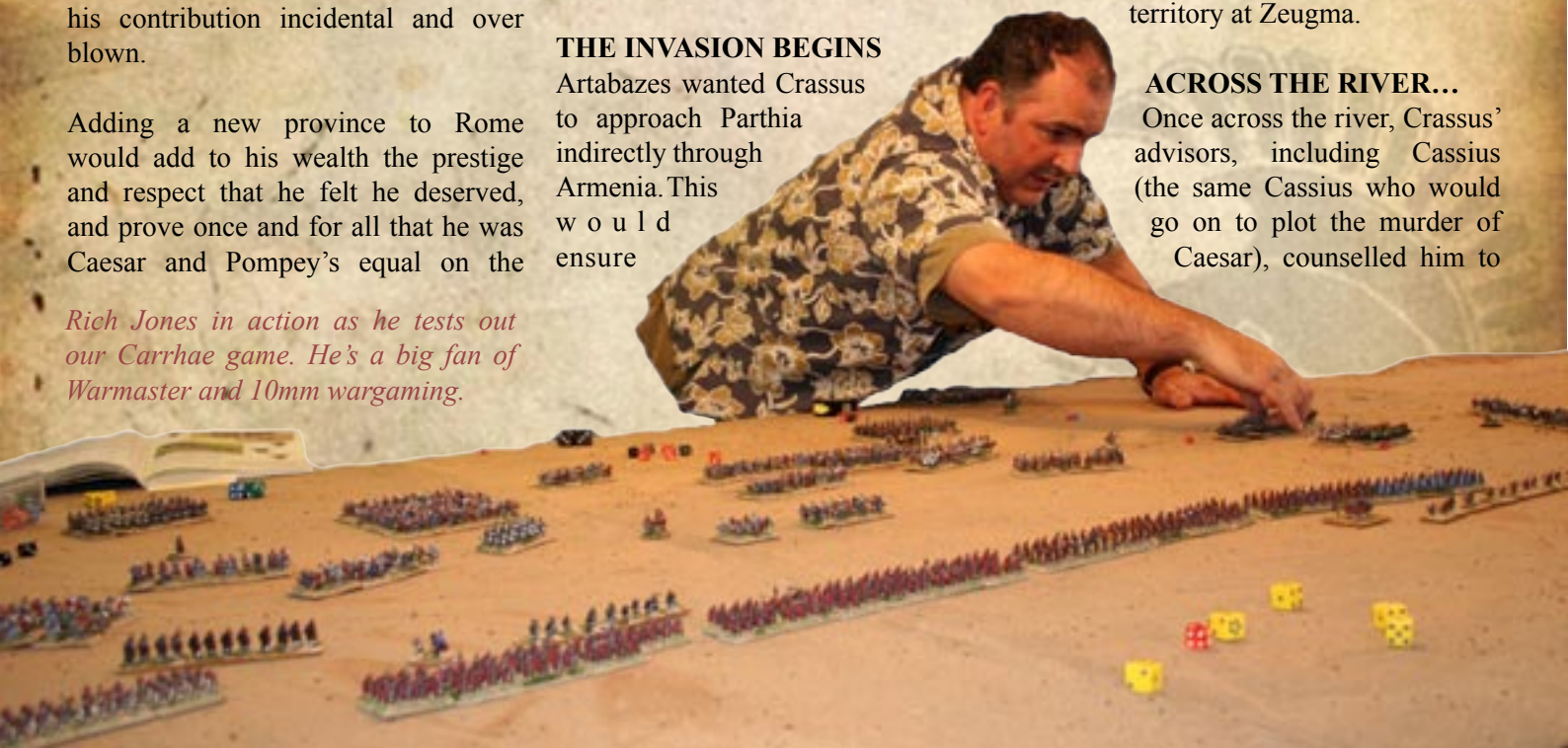
Crassus was having none of it. Dismissing Artabazes and his men as unworthy of joining the campaign, he decided to march directly through Mesopotamia: aiming his thrust at the important Parthian cities of Seleucia and Ctesiphon.

In the Spring of 54BC, he marched down the Euphrates hoover-ing up the various Roman garrisons he encountered on the way and finally crossing into enemy territory at Zeugma.

ACROSS THE RIVER...

Once across the river, Crassus' advisors, including Cassius (the same Cassius who would go on to plot the murder of Caesar), counselled him to

Rich Jones in action as he tests out our Carrhae game. He's a big fan of Warmaster and 10mm wargaming.



rest the army before going further, and then to follow an easy route along the Euphrates into Babylonia.

However, before any firm decision could be made, the Romans were approached by a force of Arab cavalry about 6,000 strong. Their leader, Ariamnes, professing friendship, informed Crassus that the Parthians were in retreat in the face of such a strong Roman force, and convinced him to leave the relative security of the Euphrates and strike directly into the desert. Ariamnes and his men would lead the way.

Unfortunately for Crassus, Ariamnes was in the pay of the Parthians. Their King, Orodes II, had actually split his army into two parts. One, headed by the king, would strike at the Armenians as a reprisal for their involvement in the campaign.

The other, under the great Parthian general Surena (or Suren - from his full name of Eran Spahbodh Rustaham Suren-Pahlav), had been tasked with harassing the Romans until the king returned to lead the combined army against the invaders.

Now convinced that he had to force a retreating enemy into battle before they could disperse into the Parthian hinterland, Crassus ignored the protests of his advisors and hurried the army straight into the desert.

IT'S HOT...DAMN HOT!

Once away from the river, the Romans quickly found themselves marching through arid terrain devoid of any feature save the distant horizon. Despite the heat and the dust, Crassus forced a fast march: determined to catch the supposedly retreating enemy.

At this point, Ariamnes, telling Crassus that he was riding on to harass the Parthian rear, led his men off into the desert. His job was done.

As the now-tired army approached the town of Carrhae (modern day Haran), scouts ahead of the column raced back with the news of a large Parthian army deployed ready to meet them.

Caught with his men spread out in a

column of march formation, Crassus panicked. At first he followed Cassius' advice and ordered the army to deploy into a standard line formation.

Half way through the required evolutions he changed his mind: now ordering the formation of a huge square, 12 cohorts to each side.

He then ordered an immediate advance towards the enemy, ignoring advice to make camp so that the men could be properly rested before action and the position of the Parthians properly scouted.

BATTLE IS JOINED

Surena's initial idea was to smash the Roman lines with the 1,000 or so cataphracts (heavily armoured horsemen) that he had at his disposal.

Seeking maximum effect from the first charge, he had ordered his men to hide their magnificent armour under cloaks and skins. As the Romans approached, the cataphracts suddenly revealed themselves in all their glory and charged forwards to the "hideous noise and terrible clamour" of their drums.

Surena quickly spotted, however, that the depth of the Roman formation was too great for his cataphracts to smash,

and ordered the charge abandoned. Seeing this, the Romans sent out their light troops to pursue the retiring enemy, but these were quickly forced back into the cover of the square by overwhelming numbers of horse archers.

The Parthian horse archers (Surena is said to have had around 10,000 available) now flowed round the sides of the Roman square and began pouring fire into it, nimbly evading any attempts to bring them to melee.

The Romans stoically waited for the Parthians to run out of arrows, only starting to lose heart when casualties began to mount and Surena's immense camel train, loaded with spares, was spotted re-supplying the first waves of mounted bowmen.

PUBLIUS' LAST STAND

The Parthian horse archers soon began to threaten the rear of the Roman square.

Crassus, in a desperate attempt to keep a line of retreat open, ordered his son Publius to take command of the Gallic cavalry, supported by 500 light troops and 8 cohorts of legionaries, and drive off the enemy horse.

At first Crassus' plan seemed to be



These 10mm figures are from Magister Militum and we had 11 Warmaster units painted up for each Legion represented. The overall look and feel was superb and we'd like to thank Magister Militum for supplying the figures.

succeeding: the Parthians melted away in front of Publius. All this was illusion, however. As soon as Publius' men were too far from the square to be supported, the horse archers turned round and, joined by the cataphracts, attacked!

With his foot-soldiers confused and pin-cushioned by enemy bow-fire, Publius led his Gauls into the cataphracts, and a desperate fight ensued. Unable to penetrate the cataphract armour, the Gauls resorted to such tactics as grabbing lances or dismounting to thrust at exposed horse bellies. It was all to no avail.

Soon the remaining Romans were forced to retreat to a small hillock. There, the already wounded Publius, lifting his cuirass aside, ordered his armour-bearer to run him through.

The rest of the Romans were nearly all killed: only 500 taken prisoner.

MEANWHILE, BACK AT THE SQUARE...

Crassus had taken advantage of the diversion afforded by his son's sortie, and formed his men back into a proper line of battle.

As he then vacillated between resuming the advance or going to his son's aid, up rode a Parthian with Publius' head on a lance, mockingly asking how so brave a son could have so cowardly a father.

This was the final straw for the Romans. Although Crassus ordered the attack and the army moved forward, the heat and long march, combined with the horrors already encountered, proved too much for the weary legionaries. The Romans were beaten back by the Parthians, only nightfall providing release from the constant arrows and cataphract attacks.

RETREAT TO CARRHAE

Crassus now fell apart: the loss of his son and the full magnitude of the disaster that faced him proving too much to cope with. Command fell to his lieutenants Octavius and Cassius, who ordered the army to abandon their wounded and retreat, as quietly as possible, to the town of Carrhae.



There they were met by the city governor, Coponius, and the garrison: who had been warned that they were on the way by a party of fleeing Roman cavalry.

At dawn, the Parthians moved into the abandoned Roman position: slaughtering the 4,000 wounded soldiers they found there. More stragglers were hunted down by the fast-moving horsemen: in particular a detachment of some 2,000 men under Varguntius, caught on a hill having lost their way in the confused night-time retreat.

These were attacked again and again until only 20 remained: left to live by the Parthians who were impressed by their bravery and fighting ability.

THE END OF THE ROAD

Carrhae was not ready for a siege, so after a day's rest, Crassus led his men out at night, aiming for the relative safety of the Armenian hills. He had split his forces into two parts: one under his own and Octavius' command, one under Cassius.

Cassius and his men managed to escape to Syria. Crassus, unfortunately, again put his trust in a native guide who turned out to be an Armenian sympathiser. At dawn, the Romans found themselves out on the open plain.

Again the Parthians attacked, but this time, rested by their short stay in Carrhae, the Romans managed to beat them off.

At this point Surena, presumably with his eye on long term relations with

Rome, offered Crassus a chance to parley for surrender.

Crassus was against this, but his remaining men, not too enthused with the idea of another night-time scramble for safety, nor the opportunity to die with their honour, threatened to kill him if he did not go to the Parthian camp and begin negotiations.

During the following talks, however, a scuffle broke out and Crassus, Octavius and all the other Romans were killed. The rest of the Roman army was then either killed or taken prisoner.

AFTERMATH

The death of Crassus removed the only thing holding Caesar and Pompey apart: leading indirectly to the civil war between them, and the end of the Roman republic.

Surena was executed by his jealous king shortly after the battle: but his family would eventually contribute to the overthrow of the ruling dynasty and thus to the rise of the Sassanids, also legendary enemies of Rome.

The legionary standards lost at Carrhae were held in the temples of Parthia until 20BC, when Augustus negotiated their return. Neither Caesar nor Pompey were interested in an immediate revenge strike: they had the bigger fish to fry!

WARGAMING CARRHAE

There are many ways in which Carrhae can be wargamed.

The Campaign and/or Whole Battle

Firstly, the relatively small size of the forces involved allows a group of

SAMPLE ADVERT

Contact frances@rebelpublishing.net
for more information & pricing

Full Page Advert - 279mm x 192mm

players to re-fight the entire campaign: either from the moment Crassus crosses the border or, perhaps the more immediately playable option, the moment that the Parthians come into sight.

The Parthians should have at their disposal 1,000 cataphracts and 10,000 horse archers. In *Vis Bellica* terms, this could be represented by three bases of heavy horse and 30 bases of skirmish order light horse. This is the equivalent of two or three normal-sized-game horse archer armies, but bases could be re-cycled without much difficulty.

The Romans should have 35 bases of legionaries, organised into seven legions of five bases each. These should be supported by eight bases of Auxilia, two bases of Gallic cavalry, and eight bases of Asiatic light horse. Providing the legionary bases will be the problem here: but every ancient wargamer has a few Romans secreted somewhere in their collection!

Generous players might also allow the Romans twelve bases of assorted Armenian horse.

If playing the latter option, i.e. from the moment the main Parthian force is spotted, the Romans should begin the game strung out in a march column and all downgraded by one morale class (Elites become Veterans; Veterans become Average etc) to represent the effects of

their forced march and the heat and dust of the desert.

PLAYING PUBLIUS

Although technically playable for all, the above obviously represents a significant effort in terms of time, space and figures, and is perhaps really suitable only for those players using small scale figures, or for a huge demonstration game.

Those wanting a game for a typical club evening could, instead, re-fight Publius' attempt to chase away the Parthian horse archers from the rear of the Roman square.

Rather than a straight encounter, this game is best played as the Romans trying to get back to the safety of the square. Assuming a standard rectangular table, the Romans start at one of the short ends, and must get as many of their men off the other as possible.

The Parthians must prevent the Romans moving across the long part of the table and off the other side.

Under *Vis Bellica* the Romans could be given the special order "Move to the other side of the field". Bases with this order move at least $\frac{3}{4}$ of their move directly across the table, declaring charges on any enemy

bases directly in their path.

As for forces, using *Vis Bellica*, Publius should have at his disposal two bases of Gallic cavalry; two bases of light Auxilia; and eight bases of Legionaries. The Parthians should be given two bases of cataphracts and twenty bases of horse archers.

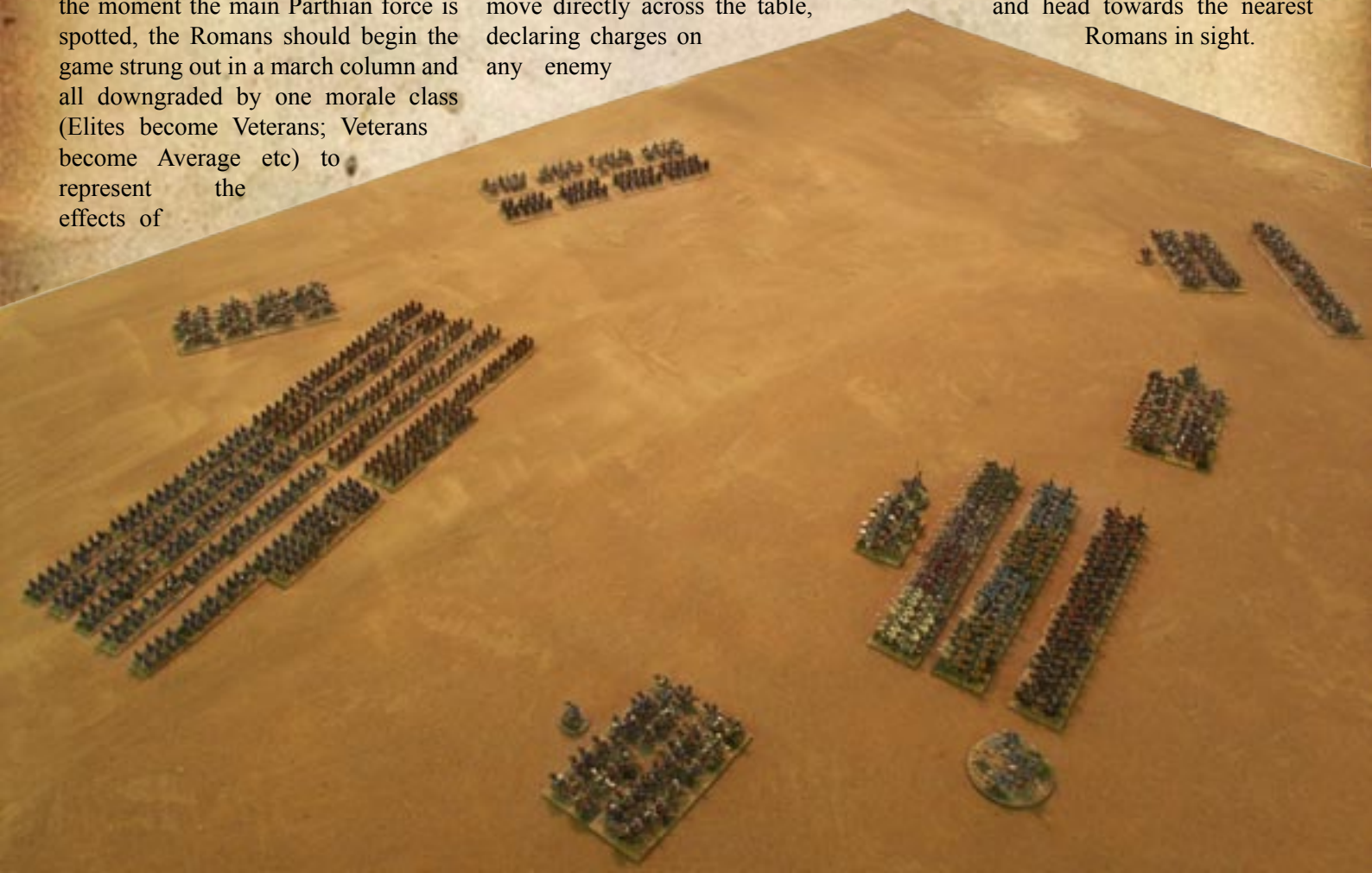
This option would work well as a solo game, with the player taking either side.

SKIRMISH POSSIBILITIES

Those gamers who prefer skirmish gaming might like to consider playing out the fate of Varguntius' force: 2,000 assorted Roman types separated from the main body in the night-time retreat to Carrhae.

This would also work well as a linear game: with the Romans seeking to traverse the battlefield without being picked off by roving bands of Parthians. An umpire could run the Parthians, with several players each controlling a small number of Romans.

The Parthians would enter the table at various points (roll a d6: 1 = 1d6 cataphracts; 2-6 = 2d6 horse archers), and head towards the nearest Romans in sight.



BREAKOUT: A QUICK AND EASY CARRHAE SCENARIO

In a desperate attempt to prevent the encirclement of their square, the Romans have sent a sizeable force under Crassus' son, Publius, to drive off the hardes of Parthian horse-archers.

The Parthians have given ground before Publius' advance: luring him further and further away from the safety of the square. Now that he is too far for help to reach him, they have turned, and overwhelming numbers of troops block both his advance and retreat.

His only hope of survival is to fight his way back to the Roman square!

PLAYER BRIEFING: ROMANS

You are Publius, son of one of the three most powerful men in the world. You have accompanied your father, Crassus, into the desolate wastes of Parthia and you are as desperate as he is to win fame and glory.

Over the last few days, you have seen the might of the Roman army reduced

to a shambling mess of exhausted and weary men, seemingly unable to counter the swarms of barbarian horse archers that incessantly pour arrows into your flanks.

Earlier you were told that the square was about to be surrounded: cut off from any hope of relief. You led a sizeable party of men out towards the enemy: determined to drive the horse archers away from your rear.

At first all went well: the enemy melting away before your advance. Now, however, just when you are too far from the square to expect help, the Parthians have turned: blocking your way back to safety.

There is nothing for it: you must fight your way through – or die trying!

PLAYER BRIEFING: PARTHIANS

Your tactics have worked perfectly. The Roman sortie has been lured further and further from the square until it is now too far for any help to reach it. Your job is simple: finish them off!

PLAY NOTES

The Romans enter at one of the short sides of the table, and must exit at the other. The Parthians may set up anywhere on the table outside of an exclusion zone extending 30" from the edge of the table where the Romans enter.

The Romans score one victory point for each base (including officers) that successfully exits the table. The Parthians score one victory point for each enemy base (including officers) destroyed. The side with the most points at the end of the battle wins the game.

SOURCES

Plutarch: Life of Crassus

Dio: Roman History

Warry, J.: Warfare in the Classical World

EXTRA PDF DOWNLOADS

Breakout Stats - Romans

Breakout Stats - Parthians

Campaign Stats - Romans

Campaign Stats - Parthians



The hand of Rich! Not quite God, although his dice rolls often leave us cursing a god or three. As to this combat outcome ...not surprising it hurt the Romans ...

The Models of Guy DeLillio

We first encountered Guy DeLillio sometime ago when one of the WJ team was leafing through his excellent Operation Market Garden book (entitled *Arnhem: defeat and Glory* and published by Schiffer Military Book Club). Unlike most authors Guy chose to actually model the campaign and turn it into a book full of stunning 1/72nd scale dioramas.

We'll hopefully be featuring more of Guy's work in the future, but for now we thought we would share these lovely images with you. We particularly like the scene to the **LEFT** showing the Horsa Gliders not only on the ground and indeed split open as their cargo is bundled out, but with one coming in for a landing. Given the height and angle this pilot's lost his way a bit!

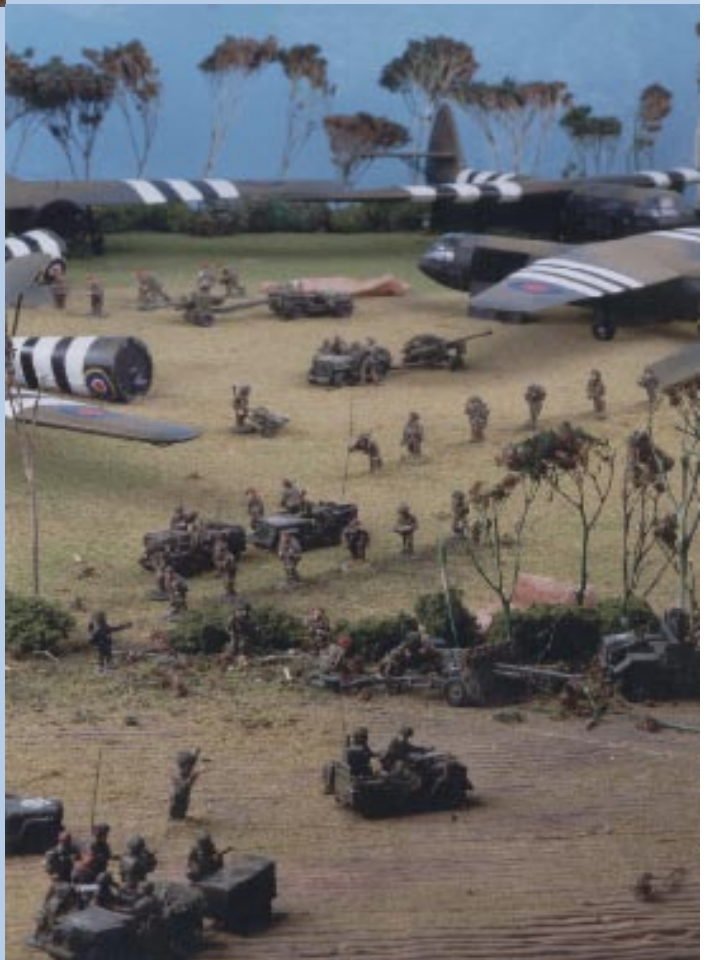
Now we all know that wargaming is about the activity of playing the game, that's why the word 'game' is sat inside the other letters, but you can't help but be inspired by the end result of a great diorama.

Great stuff! D-Day pics from his collection next.



ABOVE: Aerial capers as the tethered gliders are dragged to their target.

RIGHT: This image makes you realise what an operational nightmare something of the magnitude of Market Garden must have been. Guy's work captures the hastiness of a glider assault, as troops disembark jeeps, guns, ammo, supplies and themselves!





A TALE OF TWO BRIDGES

HOLD UNTIL RELIEVED

BY ROB NORTH

*Pegasus Bridge, immortalised in the wonderful movie *The Longest Day*, is a true tale of bravery and audacity. But in many ways the true nature of the operation is often overlooked by wargamers as the 2nd bridge, at Ranville, is hardly ever wargamed. So this scenario is an effort to rectify this common oversight.*

The concept of crash-landing three gliders as close to a bridge as you can, dashing out, taking out enemy bunkers and securing a bridge in under 10 minutes is an interesting one. Not to mention incredibly difficult!

But it was done and with clinical precision by Paratroopers under the command of the now famous Major John Howard.

The bridge in question was the Benouville Bridge, or as it was to be later renamed Pegasus Bridge, and it spanned the Caen Canal. But not far from Benouville Bridge was a much smaller one that spanned the River Orne, and this also had to be

taken and held by the paratroopers.

What we are aiming to do with this scenario is deliver a two-board scenario [possibly three-board if you play its third element] that will see the British players (one per game is ideal) having to move troops around as they reinforce the bridges to hold against intense German counterattacks.

But before we dive into the scenario let's take a look at the history of the assault.

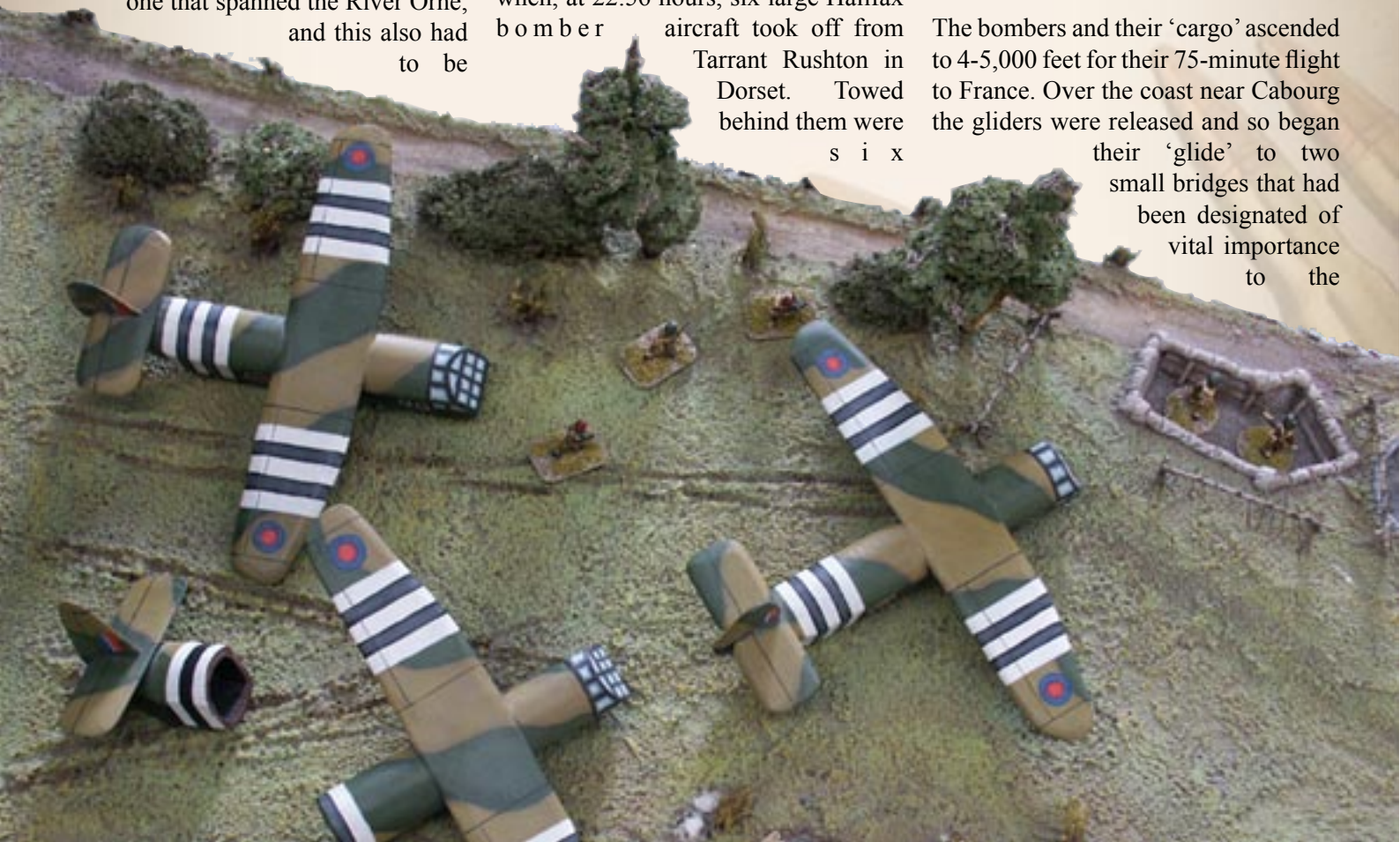
Mission Background

It all started on the night of June 5th 1944 when, at 22:56 hours, six large Halifax bomber aircraft took off from Tarrant Rushton in Dorset. Towed behind them were six

Horsa gliders, which carried troops from the 6th Airborne Division's 6th Airlanding Brigade, or D Company of the 2nd Battalion, The Oxfordshire and Buckinghamshire Light Infantry.

The lead glider was occupied by 1st Platoon, commanded by Lieutenant Den Brotheridge, and also in this glider was the overall commander of the mission, Major John Howard. Major Howard's Company was further reinforced by two further platoons of men from B Company and a detachment of 30 sappers from No. 2 Platoon of the 249th Field Company Royal Engineers under the command of Captain Jock Neilson.

The bombers and their 'cargo' ascended to 4-5,000 feet for their 75-minute flight to France. Over the coast near Cabourg the gliders were released and so began their 'glide' to two small bridges that had been designated of vital importance to the



Normandy landings.

No doubt at the front of Major Howard's thoughts was the fact that these bridges had been prepared for demolition by the German forces and that he had to capture them intact. And beyond that he had to 'hold until relieved'...this was not going to be easy!

Bridge Background

The Orne River and its parallel canal are situated on the eastern most extent of the Normandy landings, which took place on June 6th 1944. These bridges had been deemed an essential target, so as to effectively secure the left flank of the Sword Beach landing zone.

Now to the east of the river and canal was the Breville highland, which overlooked the British force's approach to the strategically important city of Caen. The British decided that the heights must be captured; therefore the bridges had to be captured intact so that the paratroopers could be supplied and reinforced once they had captured this high area.

Like a sliding puzzle all the pieces interconnected. On the surface the Benouville Bridge was not that significant in itself, but when you 'slid' it into place in the grand scheme of

things it had to be taken, as did its sister bridge at Ranville, and then held.

Major Howard and 160 men landed by glider, before any other paratroopers or sea landing troops saw action, and ordered to seize both the bridges, and hold them until relieved by the paratroopers and/or the sea landing forces.

As already stated Major Howard's force incorporated volunteers from D Company and two platoons of B Company of the 2nd 'Ox & Bucks' Light Infantry, as well as the sappers.

The Ranville and Benouville bridges were defended by approximately 50 taken from the German 736th Grenadier Regiment of the 716th Infantry Division, who were equipped with one 50mm ATG, several LMGs and one AAMG. Now most of these defenders were poor quality and sheltering in trenches, however there was a concrete bunker near the Benouville Bridge.

The German troops were a mixture of Poles, Russians and under-age Germans led by German NCOs. Not the highest quality troops to face

off against, but the counterattacks to follow were to be fuelled by crack Panzergrenadiers. The British Paratroopers knew exactly what they had to face...and it wasn't going to be pleasant.

The Historical Landing

Horsa gliders are ugly and not the easiest of beasts to fly. Yet despite this the three pilots in charge that day [Staff Sergeants Wallwork, Boland and Barkway] of the gliders that would land at Pegasus Bridge performed a magnificent feat of getting their craft down. These cumbersome beasts came in at around 90mph and when they hit the ground anything was possible.

On June 6th the glider carrying Major Howard landed amazingly close to the bridge, but the landing was so hard that it propelled Wallwork and his co-pilot [Ainsworth] through the perspex cockpit window and onto the ground, knocking them unconscious. Amusingly and without knowing it these two pilots became the first allied troops to hit the French soil that day.

Now the German troops – as amazing as this may sound – failed to raise the alarm to the crunching noises of three gliders touching down. Apparently they thought the noise was debris from an aircraft on a bombing raid. This lax attitude was to spell the doom of many Germans, staggering when you think that the first glider was only 50 yards away from the bridge!

Howard himself was knocked unconscious by the landing, his head banged against the roof of the glider, and when he regained consciousness he was to see Lieutenant Den Brotheridge forcing his way out of the glider with No.1 Platoon in tow.

They raced off towards the bridge as the second glider, piloted by Boland and Hobbs, touched down. From this glider Lieutenant David Woods, No.2 Platoon Commander, and his troops emerged.



The third glider, piloted by Barkway and Boyle, hit the ground and the medic onboard, Captain John Vaughan of the Royal Arm Medical Corp, was thrown from the glider into a pile of mud. From this glider emerged Lieutenant Sandy Smith, the commander of No.3 Platoon, who headed off to the bridge at roughly 00:20 hours. Smith's problem was that his landing had been so rough that many of his men [roughly 12] were still trapped in the wreckage.



The activity was intense and Brotheridge was first on to the bridge with his men, climbing the embankment and shooting as they crossed. Major Howard was also at the top and he and his radio operator came under fire from a German sentry who was soon silenced. No.1 Platoon stormed across the bridge, firing from the hip and shooting at all the enemy they saw.

It was then that Lieutenant Brotheridge was shot in the neck, falling as he crossed the bridge – he was to become the first casualty of D-Day. No.1 Platoon systematically took out all of their objectives. As this happened No.2 Platoon dealt with their objectives, including the capture of a 20mm auto-cannon emplacement at the eastern end of the bridge.

As Lieutenant Wood was on his way back to Major Howard to report in, he was hit in the leg and as his sergeant had been hit as well Corporal Godbold took command of No.2 Platoon.

Very soon No.3 Platoon arrived and Howard ordered Smith to take his men across the bridge, reinforce No.1 Platoon and take up defensive positions on the westerly side of the bridge. Shortly after this Smith himself was wounded by a grenade which badly damaged his wrist.

The Other Bridge

Now the main action occurred on

Pegasus Bridge but as stated the Orne Bridge was important. The three gliders that headed to this bridge did not fare that well.

The crew of the fourth and leading glider, Lawrence and Shorter, were 'cast off' at the wrong point and as a result they landed five miles to the east of their target near two bridges over the River Dives. Onboard was Howard's second in command, Captain Brian Friday, and Lieutenant Tony Hooper's No.4 Platoon.

These troops captured the bridges but upon realising the error promptly headed off to the correct target. Meanwhile the pilots of the sixth glider, Howard and Baacke, had performed a superb landing and dropped their Horsa in the middle of their landing zone, which was a field surrounded by trees North-West of the river bridge.

Author's Note: *instead of mixing landing zones we have simply made one large Landing Zone Y which actually sits North-East of the river bridge. Some artistic license has been taken with this and if you want to move this to the North West of the bridge that is fine. It will not impact the playability of this scenario.*

The main opposition at this bridge is a machine gun emplacement. In real life this was neutralised by a superbly placed mortar shell from Sergeant Thornton. Now No.6 Platoon was able to secure the bridge. The fifth glider, manned by Pearson and Guthrie, had landed several hundred metres short and by the time they actually reached the river bridge it had been captured and the enemy silenced.

What was staggering was that both bridges had been captured in 15 minutes. A staggering feat and one that allowed Major Howard to make the now famous radio transmission – 'Ham and Jam'.

This indicated that both bridges had been captured intact.

The Coup de Main force, the first allied troops in Normandy, had done the first part of their job...now the fun was to start.

The Scenario

The hardest bit of this game is the capture of Pegasus Bridge intact. The Orne Bridge is a simple target. But what you need to think about is what Howard and his other Platoon Commanders had to think about when it came to counterattacks by the Germans.

So the next biggest issue to think about when planning this scenario was how to make it work with Rapid Fire. At this point I'd like to praise Colin Rumford for his work on writing a Pegasus Bridge scenario for his rules Rapid Fire that I played many years ago. In fact, it was the game that actually got me back into gaming 20mm scale WWII.

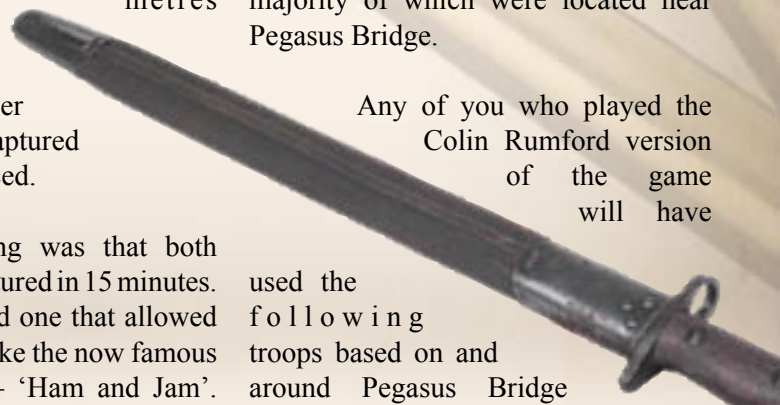
If you think about it this is a Platoon level game and Rapid Fire is a Battalion [although technically a Brigade] level set of rules. So it is sort of the wrong level to play this game. But the following set of Orders of Battle will hopefully give a 'large' enough feeling to this game and allow it to be spread over what is a 12 foot by 6 foot playing area, albeit split into two sections.

Pegasus Bridge – Gaming Area 1

When evaluating the number of axis troops that would be defending the bridges it is worth remembering that in real life there were only 50 or so German troops initially in the area. The majority of which were located near Pegasus Bridge.

Any of you who played the Colin Rumford version of the game will have

used the following troops based on and around Pegasus Bridge



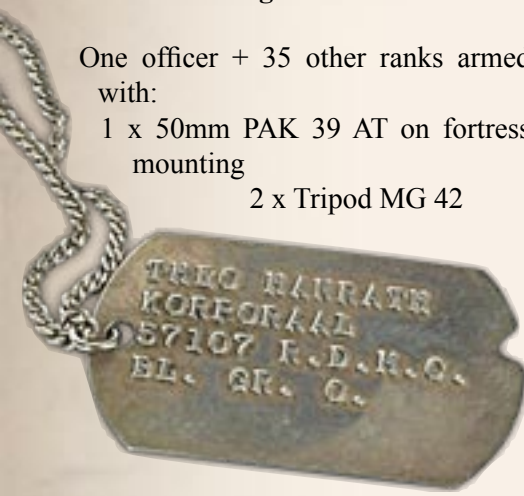


– his scenario did not include the Orne River Bridge:

German Garrison Wermacht - Regular

One officer + 35 other ranks armed with:

- 1 x 50mm PAK 39 AT on fortress mounting
- 2 x Tripod MG 42



2 x Panzerfaust

In this version of the game I will downgrade these troops to Atlantic Wall defenders in a bid to replicate the fact that they are a mix of poor troops and also drop the number to 1 officer and 30 other ranks. Amongst these there will be 1 x 50mm PAK 39 AT on fortress mounting, 2 x Tripod MG 42 and 2 x Panzerfaust.

These troops will be deployed in a variety of locations, mainly in the buildings to the North of the bridge. However, a number of these troops will be active and deployed on the bridge and a number will be stationed in the house to the South East of the bridge.

Roll and consult the following:

- 1-3 6+D6 Germans on duty
- 4-6 3+D6 Germans on duty

Roll another D6:

- (1-3) 8 Germans in the Southerly house
 - (4-5) 6 Germans in the Southerly house
 - (6) 10 Germans in the Southerly house
- Once these rolls have been made the German commander is allowed to locate the remainder of his troops anywhere in the Northerly side of the bridge and

these will be classed as 'in bed and unprepared'.

Now in the real mission the German forces demonstrated an amazing ineptitude and were unprepared. To model this I recommend rolling a D6:

- 1-3 Germans are not ready and the PAK 39 is unmanned
- 5-6 Prepared – gun can be manned by 3 figures from the bridge

The two MG 42 machineguns can be located anywhere the German commander wants them to go. I recommend one at each end of the bridge with one perhaps located in the pillbox to the South East of the bridge.

Now we move to the Allied troops, the British 'Coup de main' force which arrives in the three gliders. These *Ox and Bucks* troops are all Elite:

Glider 91

One officer (Major John Howard) + 12 other ranks equipped with 1 x PIAT

Glider 92

One officer (Lt Wood) + 12 other ranks equipped with 1 x PIAT and 1 x 3" mortar

Glider 93

One officer (Lt Smith) + 12 other ranks equipped with 1 x PIAT, 1 x Vickers and 1 x 2" mortar

As you have read the Horsa glider was not exactly the best aircraft for landing. Therefore a number of rules need to be applied once the Allied player has selected where they want each glider to land. Do them in turn with Frost coming in first and then followed by Wood and Smith.

Pick a 'point of arrival' in Landing Zone X and place a glider. Then roll two D6:

- Score of 2-3 glider lands 6" short of target of POA
- Score of 4-9 glider lands on target
- Score of 10 glider lands 6" to left of POA

Score of 11 glider lands 6" to right of POA

Score of 12 glider lands 6" past POA

Now gliders that miss their POA, landing on any anti-glider obstacle, in water or even striking a building are deemed to be lost with all heavy equipment lost (mortars etc) and each figure must be diced for. Only a 6 on a D6 will save the figure.

If a glider hits any other obstacle (such as trees, hedgerows etc. or if two gliders collide) then the following rules apply. Throw one D6:

- Score of 1 glider badly damaged...lose 1 Turn unloading
- Score of 2 glider damaged occupants move at half speed for two turns
- Score 3-5 No effect
- Score 6 and glider is damaged, unable to unload any equipment and heavy Weapons. Troops unaffected

Once down the task is a relatively obvious one – capture and hold Pegasus Bridge.

The Orne River Bridge – Gaming Area 2

This is a lightly guarded bridge and the troops here are alert and at their posts. There is no place to sleep. The Axis forces are as follows:

10 figures, including a tripod MG 42 and Panzerfaust

The Allied forces are as follows:

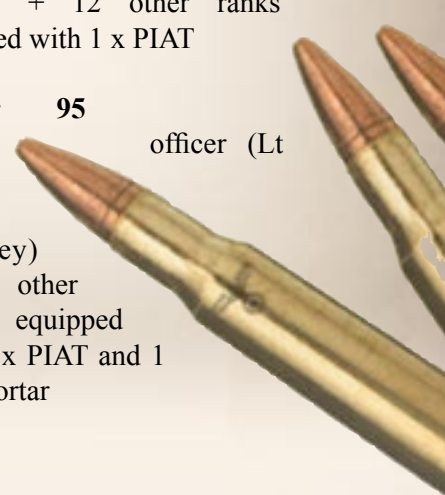
Glider 94

One officer (Lt Hooper and Captain Friday) + 12 other ranks equipped with 1 x PIAT

Glider 95

One officer (Lt

Sweeney) + 12 other ranks equipped with 1 x PIAT and 1 x 3" mortar



Glider 96

One officer (Lt Fox) + 12 other ranks equipped with 1 x PIAT, 1 x Vickers and 1 x 2" mortar

The task of taking this bridge should be an easy one. The Axis troops will fight but they are few in number and care should be taken not to lose too many troops when dispatching them.

Special Rules - Darkness

It is a little after midnight when the Paratroopers land in this game. Therefore the beginning of the combat will take place with limited visibility and leaving the Germans at a disadvantage – not knowing where the enemy is coming from.

The first four Turns of the game are in darkness and therefore visibility is restricted to 18 inches. It is always tricky to calculate time during games and the first four Turns (or eight moves as it will be) are designed to take us from 00:16 up until 06:00 when daylight comes.

This is a bit of a 'fudge' but it will allow you to play darkness moves and then move to normal visibility.

I would also recommend that the defending troops use markers and dummy markers to add an element of suspense to the proceedings. After all, the Paratroopers never knew what was where! Also, any reinforcements should move as a marker until spotted. This will also add an element of surprise for the Allied ground troops and make it a real headache when it comes to covering the counterattacks.

German Reinforcements and Counterattacks

Once the bridges are captured the task is to hold them against all counterattacks. These will come in the form of crack troops from a number of locations: Le port, Benouville and Ranville.

Roughly one hour after the British troops had secured the bridge over the canal, the two German commanders in Benouville and Le Port decided to counterattack, even though they knew very little about the situation.

The German attackers came from the 1st Panzer Engineering Company and the 2nd Engineering Company of the 716th

Infantry Division.

Now in terms of quality they were far superior to the troops that the British had defeated around the bridge. The British knew the counterattack was about to begin when they heard the sound of tank tracks approaching the bridge. The problem was that at this time of the battle the British troops did not have that many PIATs in working order.

At this time Sergeant Thornton



possessed the defenders' only weapon capable of penetrating the German tank's armour. The good news was that an error by the Germans – not protecting the armoured assault with infantry – allowed Thornton to destroy the Panzer IV that was attacking.

Its explosion was said to have lit up the whole battlefield. Disoriented and lost personnel, miles away, saw the flare up which acted as a beacon to the regrouping paratroopers. The German Lieutenant in charge of the second tank withdrew and the first counterattack came to an end.

Amusingly this officer reported to the remaining German commander that the British had a 6-pounder AT gun. Thankfully the Germans decided to wait until dawn to assess the situation before any further action is taken.

Again if I reference back to Colin Rumford's original article he offered us the following options for reinforcements using a D10:

- 0 – Panzer IV (Long 75)
- 1 – Marder III (Long 75)
- 2 – 2 x Hanomags with 16 Panzergrenadiers including 2



- Panzerfaust
- 3 – Grille (SP 150mm Howitzer)
- 4 – Hanomag halftrack (SP short 75) with six Panzergrenadiers
- 5 – 2 x Hanomags with 16 Panzergrenadiers including 2 Panzerfaust
- 6 – as 0 (but only one in the game)
- 7 – Truck with 1 x Tripod MG42, 1 x 81mm mortar and a crew of 8
- 8 – Truck with 1 x Tripod MG42, 1 x 81mm mortar and a crew of 8
- 9 – Truck towed PAK 40 (Long AT gun) with a crew of 4

The previous table gives an excellent set of options for counterattacking the British Paratroopers. The assault can come from three directions, although the main German force comes from Benouville and Le Port.

I would therefore recommend that the following table be used in conjunction with the above table from Colin Rumford to determine the point of entry:

As to how and when the troops arrive you must dice each turn from Turn 3, one

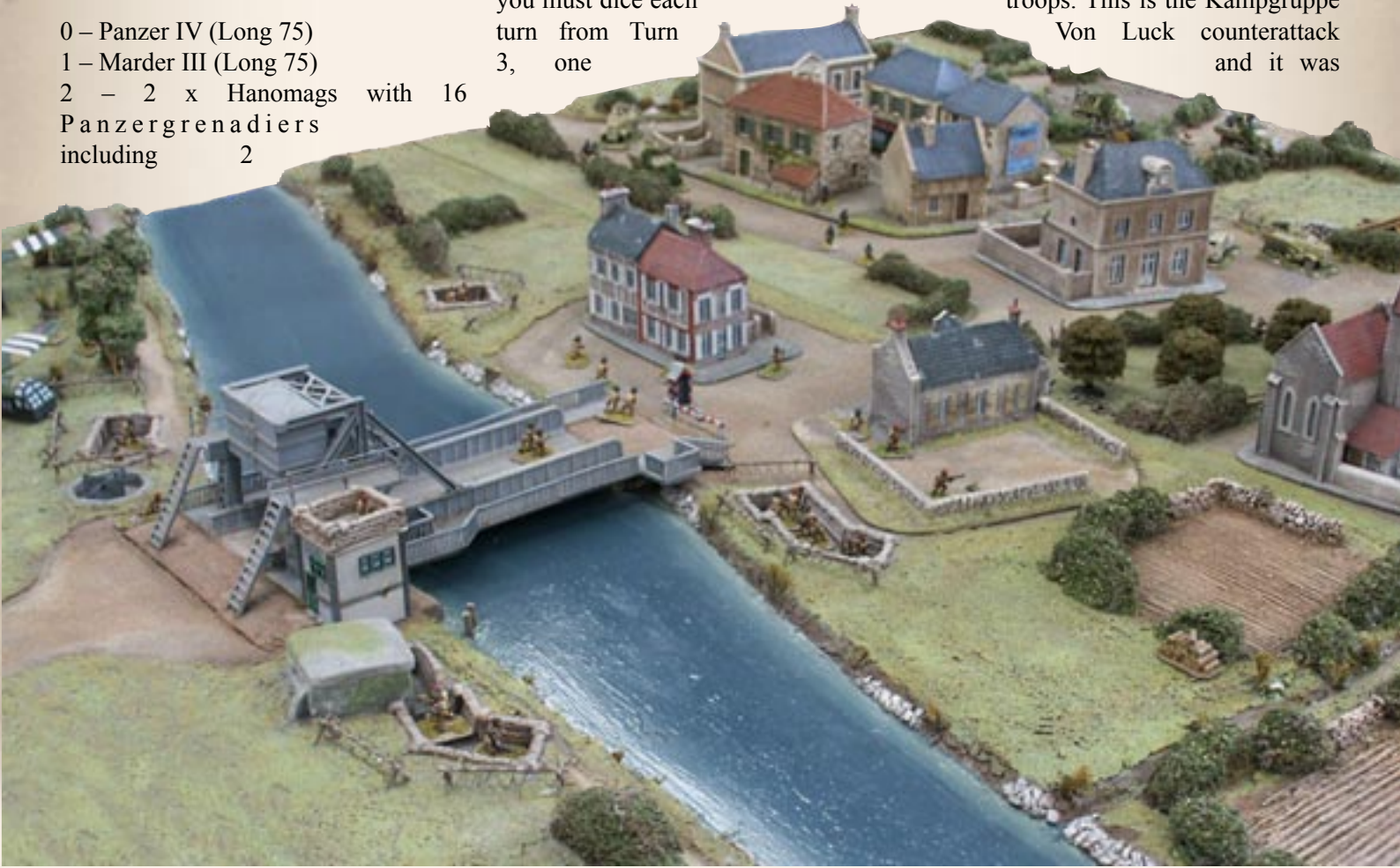
D6 dice per gaming table, and on a 6 the first turn roll a D10 to work out what arrives, then two D6 to ascertain the location. On Turn 4 this becomes a 5, 6 and then a 4, 5, 6 and so on.

You will notice that some things appear twice in the table. In this case simply roll a D6 and randomise between the two options. All the above can arrive and it is simply a case of when - an attempt to simulate the confusion of the German forces during the night.

The Extended Game

There is an extended game that you can play to keep this game going, that is if two tables is not enough for you. Colin Rumford has created a new supplement to Rapid Fire – called D-Day 6th June 1944 – and it is full of excellent scenarios.

The game calls for the Germans to counterattack the Orne River Bridge in a bid to capture it back from the airborne troops. This is the Kampfgruppe Von Luck counterattack and it was



"HAM AND JAM"



Pegasus Bridge



Ranville Bridge



MG Nest



Cafe Gondree



Track



Railway Line



Hedge



Bunker



Church



Trees



Stream



Pond



Road



Slit Trenches



CANAL

against elements of the 5th Parachute Brigade that had been dropped in during the night.

These troops had taken up defensive positions in and around Ranville along with anti-tank guns of the 4th Air Landing Anti-Tank Battery Royal Artillery. Men from No.6 Royal Commando, 1st Special Service Brigade, also reinforce the paratroopers. The British troops can also call in off-table Naval Bombardment.

This game can be played on an 8' x 5' table and Rumford's supplement supplies plenty of information as to the forces and the events. I'd heartily recommend it. See the review in this issue of Wargames Journal.

Objectives

So how do you measure the success of this game? That's a bit of a tricky one. The Allied troops are simply ordered to overwhelm the bridge garrison then hold the bridge against any German counterattacks for a total of 12 moves, by which time it is assumed that Lord Lovat has appeared on the scene and

will see off any remaining enemy troops.

You can play his troops and tanks if you want to make a larger game of it. The following vehicles and figures will be needed:



- Sherman Squadron – 2 x 75mm and 1 x 17pdr Firefly
- 1 x Centaur close support tank (90mm howitzer)
- Lord Lovat + 48 Royal Marine Commandos equipped with 1 x PIAT, 1 x 3" mortar, 1 x Vickers HMG and 1 x 2" mortar

The Germans are to hold onto/recapture the bridge. If the German Engineers hold the bridge at any one time (holding both ends) and are present on it for more than two moves and stationary they have the option of demolishing the bridge with the following rules:

- Throw one D6
- 1 or 2 - No effect but may try again once after one full further move
- 3 or 4 - Light damage only. Personnel only may cross at cross-country speed
- 5 or 6 - Bridge destroyed. Impassable to all

Conclusion

So there you have it - a tale of two bridges. I hope you enjoy this scenario

and the fact that it is a little more strategic than just defending one bridge and hoping Lord Lovat turns up in time to save the day!

We're currently building the bridge in 28mm and will be rolling that article out sometime in early 2006. It has been a monumental task and we're very excited about finishing it, not to mention eager to get our lives back on track and away from such a monster exercise.

As I've said earlier in this document Rapid Fire may well not be the best set of rules to play this game with but I like the rules because they are fast and easy for players to pick up on.

If they're not your cup of tea then you can fiddle the Orbats to work with just about any set of rules.

This is something of a monster scenario and will take us some time to complete.

Now as the man says..."hold until relieved!"

NOTE: *The pictures used in this article are of 20mm scale models from Colin Rumford's wonderful collection. Well done Colin for some great work!*

	2-4	5-8	9-11	12	No.
Panzer IV	Le Port	Benouville	Le Port	Ranville	1
Marder III	Le Port	Benouville	Le Port	Benouville	1
Grille SP	Le Port	Benouville	Le Port	Benouville	1
1 x Hanomag SP Short	Ranville	Le Port	Le Port	Benouville	1
2 x Hanomag	Le Port	Benouville	Le Port	Benouville	1
Truck with Heavy Weapons	Ranville	Le Port	Le Port	Benouville	1
Truck with PAK 40	Ranville	Le Port	Le Port	Benouville	1
2 x Hanomag	Le Port	Ranville	Le Port	Benouville	1
Truck with Heavy Weapons	Ranville	Ranville	Le Port	Le Port	1



Picture supplied by Ian Murphy

“We had a fantastic time watching Colin’s game of Sword Beach with Pegasus Bridge attached to it. As ever he paid superb attention to detail and when this is mixed in with very well painted miniatures, lovely buildings and a game that uses a fast flowing set of rules like Rapid Fire; well you just can’t fail to succeed. An excellent example of what WWII gaming should be all about.”



El Cid

The Campeador

This wonderful game belongs to James Morris, author of the excellent Warhammer El Cid supplement that is available from Games Workshop Historical.

A while ago WJ was invited to play the game in Nottingham, hosted by Foundry, and we had a wonderful day out. As you can see James made a great job of not only the figures but the scenery as well.





The Battle of Bussaco

By Walter Anstiss · 1810



Facing the French were 60,000 British and Portuguese troops. No-one knew how the Portuguese would perform, but on September 27th 1810, they received their baptism of fire. This article details the gruelling Bussaco campaign.

INTRODUCTION

As a figure painter I have been asked to research and prepare the forces for a multitude of battles from Ancients to the Modern era, so being asked to field Busaco, 27th September 1810 should have been no real surprise.

However, on this occasion the choice seemed decidedly conservative as the commission was on behalf of the veritable megalomaniac who is the producer of this very tableau. But who am I to argue with this man? As long as he picks up my medical bills when my eyesite fails from painting thousands of 10mm figures I'll be OK!

Firstly to the fundamentals that any wargame preparation should begin with:

- Figure scale - 1/300th, specifically Adler
- Rule set - 'Volley and Bayonet' or equivalent
- Figure bases - as per the rules, e.g. Infantry Brigades on 3" x 3" squares, etc.
- Table size - 12' x 6'. With a ground scale that allows for the main features of the battle to be included.

Next to the research, this can take time, especially when a battle is unfamiliar. Personally I have a number of good references for the Napoleonic period, those used are listed later. The library has always been a great source and more recently the Internet, which can provide access to battle, geographical and uniform data.

From all the information available a good starting point is always the battle itself. So onward to Bussaco.....

PRELUDE

It was an interesting time in Europe. The French, under the command of Napoleon, had more or less defeated all of their enemies and the only nation still at war was Britain. An attempted trade war, dubbed the Continental System, led to all trade with Britain being stopped. Only one ally remained firm, Portugal, Britain's oldest ally, and so the Peninsular War started.

Following the capture by Marshal Massena of both Ciudad Rodrigo and the Portuguese fortress of Almeida, Lord Arthur Wellesley decided to move his troops to the fortified line of the Torres Vedras. In



order to slow the advancing French Army of Portugal, Wellesley decided to draw up his troops on the easily defensible ridgeline at Bussaco.

At the time of the Battle of Bussaco the British Army was falling back into Portugal, admittedly with a feather in its cap after the victory at Talavera, but several rear-guard actions were forced as the army moved to Lisbon, one such action being Bussaco.

The ridgeline near this location stretched for over 9 miles from the River Mondego in the south to the impressive Convent of Bussaco in the North. Two roads crossed the line of hills, one passing the Convent itself whilst the other lay further to the South. The crest rose some 350 yards in places, presenting a considerable obstacle to any attacking force.

Aiding Wellesley even further, all along the top of the ridge was a rough track that allowed easy movement of troops from one part of the line to any point that may require reinforcement throughout the ensuing battle. The stage was set for an interesting encounter.

THE BATTLE

Marshal Ney arrived on the evening of the 26th and after a brief inspection of the area, due to Wellesley's usual masterly disposition of his units, concluded that the ridge was only being held by the British rearguard. Marshal Massena, arriving later, agreed and ordered an



attack for the following morning.

Wellesley arrayed his divisions with Hill furthest south, Leith, Picton, Spencer, Crauford's Light division and Cole's division to the north. In total some 50,000 British and Portuguese troops and 60 guns.

By employing a large number of skirmishers Wellesley effectively prevented the French from surveying the actual allied dispositions.

With his intelligence handicapped, Massena believed that Picton's division occupied the British right flank and that a concerted attack by Reynier's corps, along the southern most road, at this point would bring his troops around behind them rolling the line up from the

south to the north.

Marshal Ney would advance up the ridge along the road to the north, directly towards the convent and thus the British would be defeated in detail. Almost 50,000 infantry, 8,500 cavalry and 114 guns.

5:30am French Tirailleurs engaged the British skirmishers along the ridge.

6:00am General Reynier ordered Heudelet's division forward. The British 74th foot, 2 Battalions of Portuguese infantry and 12 guns of Picton's 3rd division engaged this first assault in a firefight that continued throughout the battle. Merle's division advanced to the north of Heudelet and were met by Lightburne's Brigade who laid down



such a withering series of volleys into the French ranks that they were forced to veer to the left only to be confronted by elements of the 45th and the 88th (Connaught rangers), a unit whom Picton himself renamed 'The Devil's own'.

Following their own volley, Lt. Col. Alexander Wallace led these troops in a bayonet charge at the shocked French, driving them back down the slope.

6:45am Foy's Brigade of Heudelet's division joined the assault and succeeded in pushing back the 45th foot and a number of Portuguese battalions. Disaster was only prevented when Wellesley threw Leith's 5th division in, to support Picton. With the British battalions forming line and firing volley after volley down the hill, the French troops retired in disorder. Foy was himself wounded.

Reynier's attack had left around 2,000 casualties and it was still only mid-morning!

8:30am Under the impression that Reynier had succeeded in taking the ridge to the south, Marshal Ney began moving his corps along the road to the convent.

Crauford had sent the 95th rifles and Portuguese 3rd cacadores into the village of Sula, which lay in the path of this new French onslaught. After a fierce exchange of fire with the Voltiguers of Loison's division, the allied light troops were forced to withdraw up the ridge and the assault continued.

Despite heavy losses the French reached the crest of the ridge and believed victory was theirs. This must have seemed indisputable when all that was visible was a lone, mounted British officer ahead of them. With just a few yards remaining before the French soldiers would over run him, the figure lifted his hat into the air and shouted "Now 52nd".

On the order of their commanding officer Robert Crauford the battalions of the 52nd and 43rd Light infantry sprang from the, forming a semi circle ahead of the French columns and fired volley after volley into the already confused ranks.

Loison's troops fled the ridge, loosing yet more casualties to the pursuing British.

Allied Army Orders of Battle - The Lord Arthur Wellesley

1st Division – Spencer

Stopford's Brigade – 1/2nd Gds, 1/3rd Gds, 1 Company 5/60th

Blantyre's Brigade – 2/24th, 42nd, 1/61st, 1 Company 5/60th

Von Lowe's Brigade – 1st, 2nd, 5th and 7th line and Det. Lt. Battalion. KGL

Packenham's Brigade – 1/7th, 1/79th

2nd Division – Hill

Stewart's Brigade – 1/3rd, 2/31st, 2/48th, 2/66th, 1 Company 5/60th

Inglis's Brigade – 29th, 1/48th, 1/57th, 1 Company 5/60th

C. Crauford's Brigade – 2/28th, 2/34th, 2/39th, 1 Company 5/60th

3rd Division – Picton

Mackinnon's Brigade – 1/45th, 1/74th, 1/88th

Lightburne's Brigade – 2/5th, 2/83rd, 3 Companies 5/60th

Champlemond's Portuguese Brigade – 9th, 23rd Line (2 x Battalions)

4th Division – Cole

Campbell's Brigade – 2/7th, 1/11th, 2/53rd, 1 Company 5/60th

Kemmis's Brigade – 3/27th, 1/40th, 97th, 1 Company 5/60th

Collins's Portuguese Brigade – 11th, 23rd Line (2 x Battalions)

5th Division – Leith

Barnes's Brigade – 3/1st, 1/9th, 2/38th

Spry's Portuguese Brigade – Tomar militia btn, 3rd, 5th Line (2 x Battalions)

Enden's Brigade – Loyal Lusitanian Legion (3 Battalions), 8th Portuguese Line (2 x Battalions)

Light Division – Crauford

Beckwith's Brigade – 1/43rd, 4 Companys. 1/95th, 3rd Portuguese Cacadores

Barclay's Brigade – 1/52nd, 4 Companys. 1/95th, 1st Portuguese Cacadores

Independent Portuguese Brigades:

Pack's Brigade – 1st, 16th Line (2 x Battalions) & 4th Cacadores

Campbell's Brigade – 6th, 18th Line (2 x Battalions) & 6th Cacadores

Coleman's Brigade – 7th, 19th Line (2 x Battalions) & 2nd Cacadores

Cavalry

4th Dragoons

14th & 16th Light Dragoons

Artillery

Bull's & Ross's troops RHA

Thompson's & Lawson's batteries RA

Von Rettberg's & Cleve's batteries KGL

De Rozierres, da Cunha Preto, da Silva & Freira Portuguese batteries

Allied casualties at the battle of Busaco – 1,250 killed and wounded

Bases for the wargame:

British infantry 14

Cavalry 2

Artillery 4 x RA & 2 x RHA

Portuguese infantry 7, artillery 4 FT and 6 command stands

Marshal Ney had also despatched Marchand's division just to the south of Loison's, but these too were dealt with very proficiently by Pack's Portuguese Brigade.

By midday the French assaults were over, apart from some sporadic skirmishing.

Having all his efforts checked to remove the British from the ridge, Massena now began a reconnaissance to the north where a road was discovered that would outflank Wellesley and the Busaco ridge.

As the French forces moved to the north the British moved unhindered to the south and the fortifications of the Torres Vedras.

Apart from causing a reverse for the advancing French and given himself time to withdraw to the Torres Vedras, Wellesley had also seen that his Portuguese allies were proficient and reliable.

CONCLUSIONS

Not a battle on the grand scale, but plenty to occupy a wet & windy Saturday! The cavalry did not appear to play a large part in the proceedings, for either side and would mainly be for aesthetic affect only (unless the generals on the day could employ them better than those in history!).

Also the accounts researched made little mention of the French artillery, with fog at the start of the day and the slope being too steep, effective deployment would have been practically impossible.

As this was not intended to be for any show or display setting, then optional choices could be added and therefore this would turn out to be a replay rather than a re-enactment of the battle.

Using the account of the battle above,

French Army of Portugal – Marshal Massena

II Corps – Reynier

1st Division (Merle) – 2nd & 4th Legere, 36th Ligne (Total 12 Battalions)

2nd Division (Heudelet) – 17th & 31st Legere, 47th & 70th Ligne (Total 15 Battalions)

Cavalry (P. Sault) – 1st Hussars, 8th Dragoons, 22nd Chasseurs & Hanoverian Chasseurs

Artillery – 2 x Batteries Medium Foot, 1 x Battery Light foot

VI Corps – Ney

1st Division (Marchand) – 6th Legere, 39th, 69th & 79th Ligne (Total 11 Battalions)

2nd Division (Mermet) – 25th Legere, 27th, 50th & 59th Ligne (Total 11 Battalions)

3rd Division (Loison) – 32nd Legere, 26th, 66th, 82nd Ligne & Hanoverian Legion (Total 12 Battalions)

Cavalry (Lamotte) – 3rd Hussars & 15th Chasseurs

Artillery – 1 x Battery Heavy foot, 2 x Batteries Medium Foot

VIII Corps – Junot

1st Division (Clausel) – 15th Legere, 19th, 22nd, 25th, 28th, 34th, 46th and

75th Ligne (Total 11 Battalions)

2nd Division (Solignac) – 15th, 65th & 86th Ligne, Regt Prusse & Regt

Irlandaise (Total 12 Battalions)

Cavalry (St. Croix) – 1st, 2nd, 4th, 9th, 14th & 26th Dragoons (2 x Squadrons)

Artillery – 2 x Batteries Medium Foot, 1 x Battery Light foot

Reserve Cavalry (Montbrun) – 3rd, 6th, 11th, 15th & 25th Dragoons

Artillery – 1 x Battery Light Horse

French casualties at the battle of Busaco – over 4,400 killed and wounded

Bases for the wargame:

Infantry 25

Cavalry 5

Artillery 10

12 command stands



certain individuals and units become evident that had some effect on proceedings. Namely:

- Major General Thomas Picton – taking the brunt of the early French attacks by Reynier
- Brigadier General Robert Crauford – confronting Ney's corps personally
- Marshal Ney – always a charismatic figure!
- Brigadier Foy, Heudelet's Division – leading the assault against Leith's Division
- 88th, Connaught Rangers ('The Devil's Own') – along with units of the 45th averting defeat on the southern slopes
- 52nd & 43rd Light Infantry – sealing the French reverse at the northern end of the ridge
- Countless Portuguese – deserving praise for the stoic defence

This list allows for some of the usually mundane bases of both armies to be 'spiced' up. In such a small scale and with a fairly limited array of figure options, where sculpting is rarely an option, some effort is required to change a base into a vignette or scenario, but still maintain a level of simple playability. For me this is key.

Using a set of rules like Volley and Bayonet means that the figure ratio is not of any great importance as the strength of the Brigade or unit is based on the number of troops and represented as a number (e.g. 1 point = 500 men).

An infantry base represents approx. 3 or 4 Battalions, although some regiments have been given an individual base, where the strength of the unit has been found.

This means that the figures on the bases, whilst hopefully 'feeling' right does not have to reflect any actual number of men. This again leads to a little aesthetic licence.

Each of the bases to be constructed was to have a slightly different layout and set of figurines.

Even when dealing with the massed ranks of the French where the overall look should be one of

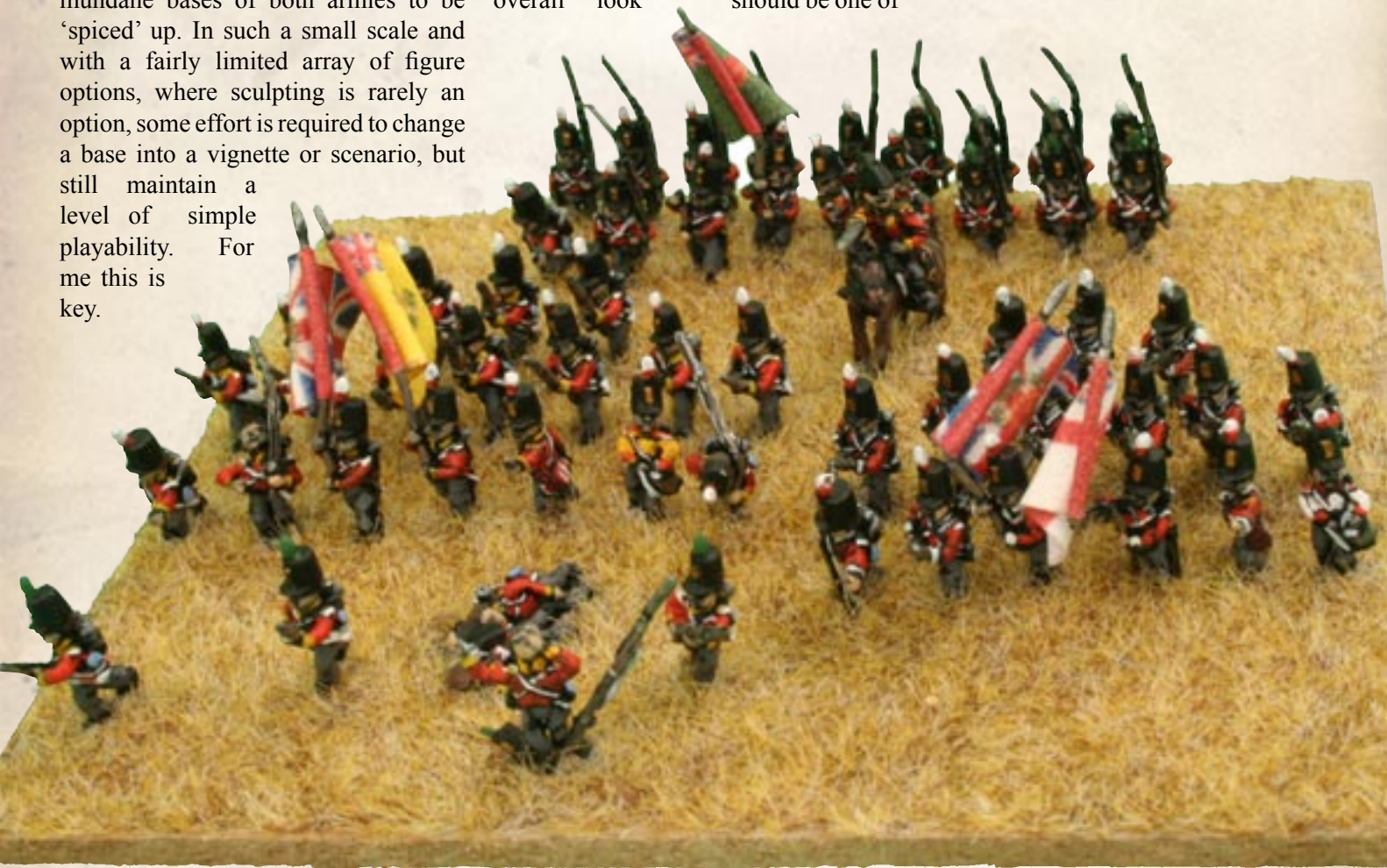
similarity, just a couple of casualties, skirmishers or alternately posed figures can make all the difference.

Having calculated all the figures required for each and every base to be represented, the order was placed.

Whilst waiting for the figs, it's back to the references for the uniforms and flags! Blandford and Osprey are always a good option with lots of colour plates and unit descriptions.

For this battle however, I required some further assistance, which is listed later. When looking for flags of almost any nation and wargaming period I recommend the warflag website.

The usual process that I use for any painting commission always follows these main steps:



"The beauty of 6mm Adler figures. The author, Walter Anstiss, has been recreating Bussaco for Wargames Journal using 3 inch square bases and 1/300th scale Adler figures. The base of figures above is meant to represent Mackinnon's Brigade. He's created the orbats for the Volley & Bayonet rule system and we're very much looking forward to when he finishes the game. With each base created as a mini-vignette the overall effect should be spectacular. After this we've asked Walter to give Waterloo his treatment!"

- On arrival the figures are sorted into units (bases).

- 3 or 4 bases worth of figures are completed at a time. Usually including similar troop types to make the painting more straight forward.

- The figures are placed on 1" wide, thick card or balsa strips.

- A black undercoat is sprayed on evenly (Not too thickly – as this smothers the fine detail. Not sprayed too far from the figures as the paint dries as it settles and can leave a weird mottled effect!) and then left to dry.

- When painting add each



colour to all the figures before the next colour is started:

- o Beginning with the colour closest to the body i.e. Flesh

- o Hair brown – some variation can be used – blonde, brown, black, anything more will be lost at this scale

- o Trousers

- o Tunic

- o Webbing / Straps

- o Shako furniture – cords, plates, plumes. With an undercoat of black hats can generally be touched up afterwards to cover any running of the other colours

- o Rifle stocks and other pole weapons

- o Backpacks and accoutrements

- o Metal colours on guns, swords, etc.

- o Shoes – where necessary

- o Base colour – I prefer earth brown.

'softer' to bend. Once folded around the flagstaff and adjusted into position, crease the paper or bend into a wavy pattern. This has taken me a great deal of trial and error but when successful the flag can look almost real.

- o Touch up any edges of the flags that are bare white, with the best colour match available.

- o Finally the all important varnish – this maintains the figure through many battles (lifting, moving and the inevitable dropping!).

But what type – Gloss, Satin or Matt, this decision I leave to the person requesting the painting (personally I go for satin every time, just looks great in the smaller scales).

- o Now highlights can be added to trousers and tunics where appropriate but not overdone, as the figure will look too 'busy'.

- o Horses and equipment can follow the same process.

- o Having completed the figures they need to be carefully removed from the painting strip and any excess glue cleaned off.

- o Add the flags. PVA wood glue, watered down a little makes the paper



BATTLE OF BUSSACO
27th September 1810

• The pre-cut bases are just cleaned and prepared for the figures to be added.

• Always set out the figures on the base initially, to ensure the right effect can be obtained. Then fix them into place. I prefer super glue for this. It is good and strong but does mean that once dry the figure cannot be adjusted easily.

• Whilst the figures are being placed, consider any additional items to be added for aesthetic effect i.e. Tree stumps (see the 'Picton' command base photo), rocks, tents, etc.

• Paint the base in the required colour (same as the figure bases). In the case of the Busaco forces texture was required, so they were covered with 'Base Tex', filling the gaps between and around the figures. The aim was to cover the

figure bases to achieve a smooth terrain effect.

• Finally, after applying watered down PVA wood glue on varying areas of the base, a static grass or flock can be liberally added. Once dry, remove any excess grass/flock and 'Hey-walah!' job done.

With the British, Portuguese and French troops complete, the terrain prepared and a date set, the wargame of Bussaco is bound to provide a great day. Hopefully, we'll see plenty of pictures and an account of the battle in a later issue of Wargames Journal.

BIBLIOGRAPHY

Haythornthwaite, Uniforms of the Peninsular War 1807-1814, Blandford Press

Fletcher, Wellesley's Regiments – The men and their battles 1808-1815, BCA Windrow, Military Dress of the Peninsular War 1808-1814, Windrow & Embleton

Lachoque, Napoleon's War in Spain, Arms & Armour

www.warflag.com - good site for Napoleonic flags.

www.britishbattles.com/peninsula-busaco.htm - Orbats, dispositions & description

www.ifbt.co.uk/busaco.htm - Full battle description



“The images of this superb 28mm scale Bussaco battle come from the Derby Wargames Show where the Stonewall group of gamers (well known for their superb games) used a staggering number of figures to bring this battle to life. The fantastic Convent you see was built by Dave Bodley of Grand Manner. A wonderful spectacle! Well done fellas ...”

THE OBSIDIAN ORDER SPACE MARINES

The mysterious Obsidian Order hails from the planet Obsidia, a world of rocky wasteland far isolated from other systems. It is a planet rich in mineral and thick veins of precious metals and elements criss-crossing its surface the greatest of which can be seen from orbit.

But as abundant as it is in minerals it is almost completely devoid of native life. In many areas and for thousands of miles in all directions no living thing can be found. Most of the planet's population resides in the several huge hives that rise high into the thin atmosphere.

And this population of billions knows little of the secretive warriors that share their world. Located within the planet's giant mountains, the monastery of the Obsidian Order is hidden away.

Only accessible from the air, the huge structure consists of spires like lightning that split the sky and seem to grow from the mountains.

At the Order's creation, many millennia ago, the monastery was built over a great rift in the mountains and as over time it extended outwards it was also built inwards, ever deeper into the crust of Obsidia.

Hundreds of miles of caverns and chambers lie beneath the monastery and there, far below the surface, the leaders of the Order perform their rites,

worshipping the Emperor in their own unique way. Only the veterans of the Order are allowed into these secret temples and those that do, never speak of what they see or what happens to them far away from any who might spy upon them.

It is said that the marines of the Obsidian Order are altered in special chambers close the planet's centre, where the heat of the core fuels the huge reactors needed for the chapter's alchemists to conduct their experiments.

During the Horus Heresy it was feared that the marines of the Obsidian Order had turned to chaos, as for a long time they remained in their monastery and did not fight for the Emperor.

But neither did they fight for chaos and when they finally came out from their caverns they were empowered in ways that no space marine had been before or since. With an unimaginable fury they fought the chaos legions and drove them back wherever the two clashed.

But when Horus was defeated and the Heresy over, those Obsidian Order marines that had fought so bravely and so mightily all fell down and died, decaying to dust in their power armour just hours after the war's end.



No one knew how they had achieved such fury or why they had died when it could no longer be expelled. In time people's memories faded and those that remembered made sure not to ask.

Now the Obsidian Order remains one of the most isolated of the space marine chapters. With their black and bone armour they spread dread in their enemies and awe in their allies.

Their psykers are unlike any other and are known as alchemists, combining the roles of both chaplain and psyker and something else entirely, for on them the marines rely utterly in battle.

In battle they are as ferocious as daemons but as silent as death and even the sons of chaos fear their coming. And they are right to do so.

By Tom Hinshelwood





Arroyo

dos Molinos · 1811

By Dave Marks



The author of the excellent 'In the Name of Glory' rules has written an interesting scenario for one of the Peninsular Wars' less well-known actions. It is tailored for ITNOG but could easily be adapted for any other Napoleonic rule systems.

INTRODUCTION

At the 2002 Warfare show in Reading our small group of gamers played a game inspired by the battle of Arroyo dos Molinos, which was fought on the 28 October 1811.

It's not a very well known engagement sandwiched as it is between the battles of Fuentes de Onoro in May 1811 and the assault on Badajoz at the start of 1812. Probably because of this however we decided to try and research the action and present the game at the show to coincide with the release of the latest edition of the 'In the Name of Glory' Napoleonic rules.

An invaluable source regarding the terrain over which the battle was fought was the information available on the Internet. The basis for the terrain boards that were made for the game was a map of the engagement we found at www.napoleon-series.org

Once you get to this site, which is full of

excellent Napoleonic related material click on MILITARY and then click on MAP ARCHIVES to discover a treasure trove of information.

HISTORICAL BACKGROUND

In October 1811, word reached General Sir Rowland Hill, the commander of the British forces in the vicinity of Badajoz, that French forces under the command of General Jean-Baptiste Girard had crossed the River Guadiana near Merida and were on the move in western Estremadura.

Estremadura is situated in the southern part of the centre of Spain. The French expedition had several purposes. These included raising taxes, finding food to support their army and to teach the Spanish a lesson for continued anti-French activity between the cities of Merida and Truxillo.

Girard advanced to the city of Caceres

where he taxed the residents a total of 5,000 dollars.

General Hill's Anglo-Portuguese force was later supplemented with local Spanish troops and together they began their pursuit of Girard on the 22nd of October.

On the first day the Allies made a forced march of around thirty miles that brought them within striking distance of the French.

They continued to move rapidly but were hampered by heavy rains and Hill was forced to leave his heavy nine-pound battery behind and proceeded with only a Portuguese light six-pound battery, while the soldiers carried a minimum of equipment and three days of food.

George Bell, an ensign in the 34th Regiment, stated in his diary:



"We marched all the day and lay down on the wet sod by night... the rain kept along with us. I was never thoroughly dry... We never undressed of course, but just pushed on..."

This pace was too much for some however, and several Portuguese troops died from exhaustion and fatigue.

The Allies continued to pursue the French, but Girard, although unaware that he was being chased, kept eluding them more by luck than design.

However on the 27th October, Girard marched to the village of Arroyo dos Molinos, where he stopped for the night. On the same day the Allies marched a further twenty-eight miles, which brought them to within five miles of the French in the town.

It was to be at Arroyo dos Molinos that Hill finally hunted down his quarry and made contact with the French.

THE BATTLE OF ARROYO DOS MOLINOS

George Bell stated also wrote in his diary:

"On the evening of the 27th of October we got close to their heels; it rained all the day and in the dusk we halted on ploughed ground. 'Pile arms; keep perfectly quiet; light no fires; no drum to beat; no bugle to sound' were the orders passed through the ranks... All was still, and cold, and

cheerless, until about two o'clock in the morning of the 28th, when the word was gently passed through all regiments: 'Stand to your arms!' The whole division was now in silent motion and moved on to the plain some few miles, pretty close to the enemy..."

The village of Arroyo dos Molinos is situated just west of Trujillo in southern Spain and is tucked away beneath the rugged Sierra de Montanches.

The town only had five roads leading from it, one of which was already occupied by the allies. Hill decided that if these roads could be blocked they would effectively prevent any troops in the village from escaping. The French would need to climb the mountains to escape.

The first of these roads, leading east to Trujillo would be blocked by Wilson's brigade supported by three Portuguese battalions whilst the other two roads leading south to Medellin and Merida would be blocked by British and Spanish cavalry. The remaining allied troops commanded by Hill would advance upon the village and in doing so cut off the northern road that led to Montanchez.

Early on the morning of October 28th the Allies marched the last few miles to Arroyo dos Molinos under cover of fog and luckily did not encounter a single French piquet until they were just half a mile away.

Any French sentries that were found were quickly overcome although some of them did manage to escape and the alarm was raised.

It seemed that the bad weather had screened the movements of Hill's troops and at the same time forced many of the French pickets to seek cover from the storm.

Fortunately for the French, two regiments, the 64th and 88th escorted by a cavalry regiment had left the village an hour before the assault began and so avoided capture. The remaining French troops hastily prepared to make good their escape, the infantry hurriedly packing their baggage while the cavalry prepared to mount up.

Girard himself was still having his breakfast when the battle began and according to one soldier in the 71st Highlanders, Girard was nearly captured as he came out of the mayor's house "... frantic with rage. Never will I forget the grotesque figure he made as he threw his cocked hat upon the ground and stamped upon it, gnashing his teeth."

The village was in total confusion when Hill's leading troops, the 71st and 92nd attacked with a crash of musketry, their pipes skirling above the din. The charging, cheering Scots swept aside the French battalion trying to hold the village and managed to capture many prisoners and Girard's baggage.



The Battle of Arroyo dos Molinos



After clearing the village of French troops the 71st came upon the rear of a French brigade still trying to form up for the march. The French were quickly thrown into disarray after being fired upon by the 71st and three allied guns that had also been brought forward.

Those French troops that were fleeing the village via the road leading to Merida soon found its way barred by the Allied cavalry, forcing Girard to launch his own chasseurs and dragoons against them in order to buy time for the escaping infantry. The French cavalry fought gallantly against the Allied cavalry, but they were outnumbered and forced to retire leaving many prisoners.

Girard's infantry, meanwhile, set off along the Trujillo road at the foot of the mountains with the Allied infantry of Howard's brigade hot on their heels. As they peered through the early morning mist they saw to their horror Wilson's brigade rushing to cut them off.

The three leading companies, the light companies of the 28th, 34th and 39th, attacked the column without hesitating, hoping to check the French and allow Howard's brigade to come up.

Surprisingly, Girard, despite having a vastly superior number of troops at his disposal, ordered his men to disregard the three British companies and instead try to escape by heading for the mountains to their left. This decision precipitated a remarkable scene with officers hastily abandoning their horses and infantry scrambling up the steep slopes to escape.

Girard was one of the lucky ones for he, along with about 500 of his men, managed to reach the top of the mountain and evaded the clutches of Hill's men.

Even here, however, the French were not entirely safe for the enthusiastic Spaniards of Morillo's brigade came after them and bayoneted all those they caught.

THE AFTERMATH OF THE BATTLE

The British victory was not total. Many of the French had managed to escape Hill's trap by starting their march from the village earlier than expected. Despite this, the French losses in the battle were staggering, about 1,000 men were killed or wounded.

In addition to these casualties, another 1300 men and 30 officers were made prisoner, amongst them were General Bron, the commander of the Cavalry, the Prince

of AreMBERG, commander of the 27th Chasseurs and Colonel André, the chief-of-staff of the 5th Corps.

Girard also lost all of his baggage, guns, 6 caissons of ammunition and the 5,000-dollar tax levied on the town of Caceres. The Anglo-Portuguese force suffered just seven men killed and seven officers and 57 men wounded, the Spanish suffering thirty casualties.

General Girard was subsequently relieved by Marshal Soult and returned to France in disgrace, where he was to suffer the wrath of his emperor. However, he was later forgiven, just in time for the invasion of Russia in 1812, lucky chap!

At the battle of Arroyo dos Molinos the 34th Cumberland Regiment, (raised in 1702) found themselves fighting their French opposite number, the 34eme Regiment de Ligne.

During this engagement the French Drums and Drum Major's Mace were captured. The 34th regiment has the unique distinction of being the only Regiment in the British army with the battle honour of Arroyo Dos Molinos and to this day the captured Drums are paraded on the anniversary of

SAMPLE ADVERT

Contact frances@rebelpublishing.net
for more information & pricing

Half Page Advert - 192mm x 139.5mm



the battle.

THE SCENARIO

Historically Hill enjoyed almost complete surprise on the astonished French due to the weather conditions and the speed of their advance.

At the show in Reading we decided to start the battle after the town of Arroyo dos Molinos had been taken. I decided to do this so that we could look at the fight from the perspective of the pursuit of the fleeing French and the subsequent French rear guard action.

For this scenario we have assumed that the French have been alerted to the presence of Hill's column as it deploys and so the French will be ready for the Allied attack.

It is assumed that the French have not

marched the 64th and 88th Regiments away yet due to their warning that the Allies are advancing.

The French order of Battle therefore includes these units as well as their escorting cavalry.

The battle was fought length way along the 8' by 4' table in order to limit and constrict any flanking movement opportunities.

This was done to simulate the limitations imposed on the historic battlefield caused by the mountainous terrain of the region.

The orders of battle are presented for use with the 'In the Name of Glory' Napoleonic rules.

TERRAIN

All of the Hills on the table should be

regarded as very steep. No cavalry or guns may be moved across any of the hills and infantry will move at half speed and be disordered.

The stream is fordable to infantry and cavalry but not artillery. If you look closely at the battle map above of the game we played at Reading you will see differences to the map I have provided within this scenario.

As said at the start our game was based on Arroyo, but this map is more historically accurate to the real battle.

THE ALLIED OBJECTIVE AND DEPLOYMENT

The Allied force must rout the French and attempt to prevent any from escaping towards Truxilla

Howard's Brigade is deployed anywhere on the road in Terrain square C1. Morillo's Spanish are deployed anywhere on the road in Terrain square B1 and the Horse artillery are deployed on the road anywhere in Terrain square A1.

The Allied Cavalry, including the Spanish Light Cavalry Brigade, are deployed in Terrain Square B4.

Wilson's Brigade should be deployed anywhere in Terrain square D4 and Ashworth's Portuguese Brigade should be deployed anywhere in Terrain Square C3.

THE FRENCH OBJECTIVE AND DEPLOYMENT

The French must successfully hold out until their baggage has retired from the table. This will happen on turn six at which point the French units can also start to retire and attempt to exit the table towards Truxillo.

The French forces can be deployed anywhere in Terrain squares E1, E2, F1 or F2 at the start of the game.

And that is all there is to it. We hope you enjoy this game, we certainly did playing it and watch out for more articles from Dave Marks.

ALLIED ORDER-OF-BATTLE

C-in-C: Sir Rowland Hill – class A. (Morale point rating 8)

2nd Division:

Commander: Howard – class D. (Morale point rating 2)

Unit 1 – class B. (Morale point rating 8)

Unit 2 – class B. (Morale point rating 8)

Commander: Wilson – class C. (Morale point rating 4)

Unit 1 – class B. (Morale point rating 8)

Unit 2 – class C. (Morale point rating 7)

Portuguese Brigade:

Commander: Ashworth – class C. (Morale point rating 4)

Unit 1 – class B. (Morale point rating 7)

Unit 2 – class C. (Morale point rating 6)

Cavalry Division

Commander: Long – class C. (Morale point rating 4)

Unit 1, Light Dragoons – class B. (Morale point rating 6)

Unit 2, Light Dragoons – class C. (Morale point rating 5)

Unit 3, Hussars – class C. (Morale point rating 5)

Unit 4, Hussars – class C. (Morale point rating 5)

Artillery

Unit 1, Horse Battery – class C. (Morale point rating 5)

Unit 2, Horse Battery – class C. (Morale point rating 5)

Spanish Forces

Commander: Mirillo – class C. (Morale point rating 2)

Unit 1 – class D. (Morale point rating 2)

Unit 2, Light Cavalry – class C. (Morale point rating 3)

FRENCH ORDER-OF-BATTLE

C-in-C: General Jean Baptiste Girard – class C. (Morale point rating 6)

Infantry Division

Commander: Dombrowski – class C. (Morale point rating 6)

Unit 1 – class B. (Morale point rating 7)

Unit 2 – class B. (Morale point rating 7)

Commander: Remond – class C. (Morale point rating 6)

Unit 1 – class B. (Morale point rating 7)

Unit 2 – class C. (Morale point rating 6)

Commander: – class C. (Morale point rating 6)

Unit 1 – class B. (Morale point rating 7)

Unit 2 – class C. (Morale point rating 6)

Cavalry Division

Commander: General Bron – class C. (Morale point rating 6)

Unit 1, Light Dragoons – class C. (Morale point rating 6)

Unit 2, Chasseurs – class C. (Morale point rating 6)

Unit 3, Hussars – class B. (Morale point rating 7)

Unit 4, Chasseurs – class C. (Morale point rating 6)

Artillery

Unit 1, Foot Battery – class C. (Morale point rating 7)

TIN SOLDIER





the VARANGIAN GUARD

BY PAUL DESTOR

“The soldiers who from old were his appointed bodyguard came to the Emperor’s tent first, some wearing swords, others carrying spears or their heavy iron axes on their shoulders, and ranged themselves in the form of a crescent at a certain distance from his throne ...” Anna Comnena

Introduction

I’m probably somewhat slow off the mark with this article, especially given that the figures from Gripping Beast have been out for sometime now, but I was inspired to write this piece for two reasons:

I’ve been reading Wargames Journal for a long time now and I felt it was a good time for me to try and do my bit with a bit of writing. So I hope you all enjoy it.

The figures from Gripping Beast are superb, and paint up superbly. So I thought I’d try my hand at writing some words for them.

For those of you who might not know, Anna Comnena was the daughter of Emperor Alexius I, and in 1148AD she happened to write about her father and the Byzantine court. Her writing makes for interesting reading offering up many insights into the true role of Varangian Guard.

The Varangian Guard were founded by Emperor Basil II (also known as Bulgaroktonos, or slayer of the Bulgarians) in 988 and came with 6,000

Russian Viking warriors sent by Varangian Tsar Vladimir of Russia. Their name actually comes from Old Norse and is a word relating to ‘sharers of an oath’.

These troops were sent to help overthrow a rebellion by Bardas Phocas.

Vikings actually served in the Byzantine Army and Navy for many years, but the decision by Basil to form the Varangians into a distinct regiment to act as his Imperial bodyguard was an interesting move. They were to become known as the axe-bearing Guard, a title taken from the enormous two-handed axes they carried.

These troops were to serve at the leading edge of many of the Empire’s greatest battles, fighting Turks, Bulgars, Crusaders, Normans and many other enemies.

On a duller note they also

performed garrison duty in the Empire’s cities.

The Varangian Guard were legendary for their loyalty to the Emperors of Byzantine, which in itself is an oddity in Byzantine society. As a result the Guard stayed in Imperial service for over two centuries, through the greatness and decline of the Byzantine Empire.

These troops were amongst, if not the best paid, soldiers in the Empire’s Army. Indeed, so high was their pay that Norsemen would travel from far and wide (from all over Scandinavia and Russia) to spend time in the service of Varangian Guard, to then return home rich.

Harald Sigurdson (also known as the Ruthless, or inn hardradi) is one of the more famous of the Varangian Guard and he was to become the future king of Norway. Harald was to die at the battle of Stamford Bridge in England, 1066.



His ill fated attempt at seizing the English throne was merely an aperitif, as the main course, William of Normandy, was on his way to take control. The Norman Conquest is thought to have prompted many a Viking to pack his bags and head off to join the Varangian Guard.

The Guard were renowned for their loyalty to the Emperors, an unusual thing in a society as riddled with intrigue as Byzantium. They stayed in Imperial service for over two centuries, seeing the greatness and decline of the Byzantine Empire.

The following is a simple timeline for the Varangian Guard and is supplied to spur ideas as to what you can do with them. Mine adorn the top of my monitor on a vignette I painted and my plan is to now paint up a new set to do battle with.

A Brief roll call of the Varangian Battle Honours

988 AD – The Varangians surprised a rebel force near Chrysopolis (this is located across the Bosphorus straits from Constantinople) in what appears to be some sort of large-scale drunken brawl!

They apparently “destroyed not a few of them, scattered the rest in all directions”. If you have a set of skirmish Dark Age rules, such as the Age of Blood rules in the download section of Wargames Journal, you could perhaps play this encounter.

April 989 AD – The Varangians Guard helps Basil in his victory over Bardas Phocas’ lieutenant Delphinus, near Scutari on the Asian side of the Bosphorus.

13th April 989 AD – The Varangians took part in the battle of Abydos, in which Bardas Phocas was finally defeated - apparently Phocas died of a heart attack mid-battle, which is unfortunate!

1000 AD – This is another one of those skirmish moments, but then if you read much of the writing of the times what starts as a small fight usually erupts into an inferno of activity. So Basil went to Georgia at hearing of the death of King David, to claim lands David had promised the Byzantine Empire.

His Varangians went with him and apparently a fight broke out between an Iberian and a Varangian over a bale of hay.

So it escalated into a major fight, with claims

of 6,000 Varangians being involved are made, but this could simply be exaggeration egged on by a need to make the story sound good. Many Georgians were killed, including 30 men of rank, amongst them the Iberian Grand Prince.

1009 – A nobleman named Meles of the Italian city of Bari rebelled in an attempt to create an independent republic. The army sent to quell the rising included ‘Dani, Rossi and Gualani’ (Danes, Russians, and the Welsh?)

Then in 1011 Bari was recaptured, but Meles rebelled again with Norman aid. There were three inconclusive battles in 1017, and then in 1018 Basil Bioiannes crushed the Normans at the battle of Ofante.

Leo of Ostia wrote *“When the Emperor heard that brave knights had invaded his land he sent his finest soldiers against them: in the first three battles they fought the Normans won, but when they were matched against the Russians they were totally defeated, and their army was totally and utterly destroyed . . .”*

1022 - On September 11th 1022 at Aghpha near Erzerum against King Keorki. This was a surprise attack on the Byzantine troops, Keorki having first asked for peace and this led to Basil dealing a crushing blow to the Georgians.

It is said that the Varangians distinguished themselves, choosing to attack the enemy before the rest of the army had engaged. Basil paid one gold piece for each head and stacked the heads along the road.

A Numbers Game

We asked Alain Padfield (basically because out of all of us he looks the most Dark Age!!) to add some statistics to this article for use with the Warhammer Ancient Battles rules.

This is what he came up with:

As Over Rated Effete Scum
911 to 1081AD
Max Cost 15

As Elite Scandinavian
Mercenaries
911 to 988
Max Cost 17

As Emperor’s Bodyguard
989 to 1033
Max Cost 19

As Varangian Guard
1034-1040, 1043-1081
Max Cost 21

M WS BS S T W I A LD PTS
4 4 3 3 4 1 4 1 8 14

Equipment
Hand Weapon, Light Armour, Shield

Special Rules
Different weapons, Fury of the Norseman (see GW’s rule book for explanation)

Options:
Javelins (+1 point), Throwing Spear (+2 points), Double Handed Axe (+2 points), Double Handed Rhomphaiai (+2 points)


+1 Leadership (+2 points)
+1 Strength (+5 points)
Stubborn (+3 points)

-1 Weapon Skill (-2 points)
-1 Toughness (-3 points)
-1 Leadership (-1 point)

** It may seem odd to offer ways of making a character inferior, but by doing this you can vary game scenarios. Not all men are made equal! Not even Varangians.*

Seeing as you are already here please enjoy the stunning figures painted by Gripping Beast’s very own, and extremely talented Darren Harding. If you are reading this Darren - great job as ever, that right-hand banner is fantastic.





BY HARRY PEARSON

THE BRETHREN

A BANK WITHDRAWAL OLD WEST STYLE

This scenario for the Old West introduces the town of Alder Bog and its colourful inhabitants to the readers of Wargames Journal. Over the coming months we will be re-visiting the town and providing readers with a number of linked scenarios involving events in and around the area. The scenario is presented for the Cowboy Wars rules from West Wind productions but it is easily adapted for your favourite shoot 'em up rules.

INTRODUCTION

The Brethren are a bunch of low-life renegades that settled in the hills outside the Arizona town of Alder Bog. Recently a mysterious Preacher rode into their camp and began spouting a hellfire and damnation sermon.

The outlaw leader, "Honest" Jim McGinty challenged the stranger but was shot dead with a bullet straight through the heart.

"Preacher" McLaren has since taken full control and has been showing them all the error of their ways. The gang have since taken it upon themselves to re-distribute the wealth of the few to the needy many and give away most of their loot, only keeping aside a little for 'expenses' and whisky!

Under the guidance of their new leader the gang have decided to raise some funds by robbing the Newburg First National bank in Alder Bog. They arrive in town on a Saturday afternoon on horseback and with an ox-wagon...

THE BRETHREN

For a bunch of allegedly 'reformed' outlaws the brethren as "Preacher" McLaren's gang have come to be known can still raise hell and rob with the best of them.

McLaren's second in command is Buck Hastings and it's these two who hatch all of the gang's various plans. Today the gang have ridden into Alder Bog and left their horses at the Livery stable on the edge of town.

Strutting down Main Street they have stopped and tied up their ox-wagon directly

outside the bank and are busy making a show that they are in town to pick up supplies.

Robbing a bank in the Old West was always a matter of chance. Firstly the clerks might attempt to escape, shout for help, fight back or simply deny that they knew where the key to the safe was kept (In Northfield the clerk told Jesse James that the safe was "fitted with a time delay lock that meant it could only be opened once a day at 3pm" (it was 11 am at the time). The clerk was fibbing, but Jesse didn't know that.

As a result he got away with just \$27 dollars. The clerk was justly celebrated across the West for his courage and quick thinking, but sadly Jesse's hotheaded brother, Frank shot him dead in frustration, so it didn't do him much good.

Even if the safe could be opened there was no telling what it might contain. To recreate these thrills this scenario will randomly determine the outcome of key events.

How you organise the robbery (will you send all of the gang into the bank? just two or three etc.) will affect the reactions of the bank employees.

To determine how much cash is in the safe mark six cards with sums: \$1, \$10, \$20, \$100, \$500, \$1,000. Shuffle the cards, pick one and place it in an envelope marked "safe" without looking at it.

To determine how much money is in the tellers drawers mark eight cards: \$1, \$1, \$10, \$10, \$20, \$20, \$100, \$200. Shuffle the

cards, pick one and place it in an envelope marked "tellers" without looking at it.

At the end of the game, whether the raid has been successful or not, the appropriate envelopes are opened to determine just what the gang got away with or possibly more appropriately - died for!

ROBBERY AT THE NEWBURG FIRST NATIONAL BANK

The Scenario begins with the gang milling around outside the bank waiting for the last customer to leave. The first decision is how many of the gang will go into the bank and how many will take up position outside.

There are two employees, the manager "Dimehead" Simpson and the clerk Scott Harden. The bank has a counter, desk and safe as well as a front and back door. The action in the bank does not need to be played out in full on the tabletop but feel free to do so if you wish. Instead it can be resolved quickly by using the following procedures, which will only resolve fighting if appropriate.

As the robbery is taking place Alder Bog is going about its daily business. Folk are shopping, working, passing through; some may even wish to visit the bank. The gang want to leave town with as much cash as possible. If they can't get at the cash in the safe they will load it onto the ox-wagon and blow it later in their hideaway.

The ox-wagon only moves at D6" per turn, but it will provide a useful mobile shield. The oxen are deemed as being so tough and thick skinned that bullets cannot harm them.

After robbing the bank the gang will try to head out of town via the livery stable where they will pick up their horses and ride for the hills with the loot. The bank employees may attempt to subvert the raid.

Once the nominated number of gang members enters the bank throw 1D6 to check on the reaction of the bank employees. If the roll is greater than the number of bank robbers who entered the bank then one or both of the employees has decided to oppose the robbery there are several options open to them. Roll a D6 to determine what happens:

1. **"Dimehead"** Simpson makes a dash for a door. The gang can immediately shoot him dead or if they roll less than or equal to the number of robbers in the bank on a D6 they stop the escape attempt. If the escape succeeds "Dimehead" starts shouting as soon as he moves outside the bank.
2. **Scott Harden** attacks a randomly determined robber in the bank. The gang can immediately shoot him dead or resolve

the fight. If the employee wins he can shout for help from within the bank before being overwhelmed by the gang.

3. **"Dimehead"** Simpson will make a run for the desk drawer and attempt to get the pistol hidden inside. The gang can immediately shoot him dead or if they roll less than or equal to the number of robbers in the bank on a D6 they stop the attempt.



If the attempt succeeds resolve the ensuing gunfight between the gang inside the bank and the armed employee.

4. **Scott Harden** yells for help before being overpowered by the gang.
5. **"Dimehead"** Simpson can pretend that he doesn't know what the raiders are talking about, "Safe key? What safe key?" This will delay the gang sufficiently so that they cannot get the safe open inside the bank.
6. **Scott Harden** tries to con the gang by

saying, "The town Marshall will be along any minute". This will panic the gang into deciding that they cannot get the safe open inside the bank.

If the alarm is raised during the raid or the employees resist the gang by pleading ignorance or trying to fool them then the gang will leave the Bank immediately with the teller's cash and the intact safe.

In these circumstances place the Robbers outside the front door of the Bank at the start of the next turn clutching the money from the teller's drawers and carrying the intact safe. Two people can carry the intact safe from the front door of the Bank to the ox-cart in one turn.

If the alarm is not raised before the robbers leave the Bank they will leave with the teller's cash and the cash from the safe and are placed outside the front door of the Bank at the start of turn seven.

THE TOWN OF ALDER BOG



- 1 Austin's Liquor Store
- 2 JimmyDee's Funeral Parlor
- 3 Beaumont Hotel
- 4 Roberta's Dance Hall
- 5 Blue Star Bar
- 6 Town Hall
- 7 Stage Office

- 8 Courier Newspaper Office
- 9 The Cushion Door
- 10 Robbs Store
- 11 Wilf Curry's
- 12 DD Saloon
- 13 Livery
- 14 Docs House

- 15 Sheriff's Office
- 16 Jail House
- 17 Assayer's Office
- 18 Welch's
- 19 Station

12"

12"

THE TOWNS REACTION TO THE ROBBERY

The robbery will last for six game turns during which the following random events occur.

Turn 1 - "Pup" Robinson leaves Austin's Liquor Store and heads down the alley that comes out at the bank. Place him on the sidewalk. On a 1 or a 2 on a D6 he has spotted something in the Bank. If he does the youthful hothead draws and starts blasting.

Turn 2 - The town drunk, Pierre Desmars, leaves the Beaumont hotel and staggers down the sidewalk to Roberta's dancehall. He collapses outside the bank and if he rolls a 1 on a D6 he has noticed something suspicious before passing out.

If he does he calls out unless silenced by the gang members left outside the bank who do this if they can roll less than or equal to the number of robbers outside the bank on a D6.

Turn 3 - "Just Deal 'Em" Jones progambler at the Blue Star steps outside for some fresh air and walks towards the bank before turning back inside. If he rolls a 1 on a D6 he spots that something is wrong. If he does he fires a shot at any figure he can see. Then ducks back inside yelling, "It's

a bank raid!"

Turn 4 - The stagecoach departs from the stage office and proceeds down Main Street. As it passes the bank throw for the driver. On a roll of a 1 or a 2 on a D6 he notices something is wrong. If he does he immediately starts yelling, "It's a robbery!" and the driver gets the stagecoach out of town as fast as possible.

He is driving so fast that nobody on board can fire or take any other action. Move the coach at maximum speed each turn until out of town.

Turn 5 - Penny Fairplay leaves Roberta's Dance Hall and saunters along to see her friend at The Cushion Door. On a roll of a 1 or a 2 on a D6 she notices what's going on as she walks past the bank.

If she does she will immediately start yelling, "It's a robbery!" unless silenced by the gang members left outside the bank who do this if they can roll less than or equal to the number of robbers outside the bank on a D6.

Turn 6 - Mrs Jopling Robb leaves the shop and crosses the street to the Bank to inspect her savings. Place her within 4" of the front door. If she rolls less than 4 on a D6 she has spotted what's happening.

If she does spot something she yells blue murder about the robbery unless silenced by the gang members left outside the Bank who do this if they can roll less than or equal to the number of robbers outside the Bank on a D6.

Turn 7 - The robbery is automatically discovered with the alarm being raised by those left behind hollerin' and one of the gang being recognised as he leaves with the loot.

- *The townsfolk can be alerted to the robbery if any of the following events occur:*
- *There is a gunshot inside the bank (Less than five on a D6)*
- *There is a gunshot outside the bank (Automatically heard)*
- *Someone in the bank cries for help (Less than 4 on a D6)*
- *Someone outside the bank cries for help (Automatically heard)*

During the six turns of the robbery any of the random townsfolk events result in





This may not be Alder Bog (in fact we don't even know the name of this cowboy town) but it is a perfect illustration of how much fun a Wild West game can be. The picture was snapped at, of all places, the GW Game Day event in Birmingham a couple of years ago. A great looking game!

the alarm being raised.

Once the robbery is discovered top law officer, Marshall McCluhan and various local citizens will leap into action to defend their town. The various citizens of Alder Bog are located and armed as indicated when the alarm is raised.

THE TOWN OF ALDER BOG

The layout of the Alder Bog Main Street is as per the map. The game board should be at least 5' by 4'. If required, fewer buildings can be used than the number indicated on the map.

The main buildings required for the scenario are the Bank and the livery stable on the edge of town. We opted to have the whole town built and used many resin houses from different manufacturers to flesh out the scenery.



Most of the time we use desert tiles from TSS as our 'floor' for want of a better expression, but desert tiles are very easy to make yourself.

DOWNLOADS

The following links are to more PDF files that are located at the Wargames Journal site and contain the key elements of this scenario.

Simply click on the file you want to view or download and you'll be taken to the Wargames Journal web site where the extra files are stored:

Townfolk Rules Character Stats

The lists are laid out for use with the 'Cowboy Wars' rules published by WestWind Productions but should be easily

converted for other rule sets if required.

The good folk listed are those who would even consider taking it upon themselves to do something about the robbery in their midst. Various other unarmed men women and children will also be required to represent the general townfolk going about their daily business.

NOTE: that Lawmen and bounty hunters will continue fighting whatever happens. Other citizens immediately call it a day if they receive any type of wound.

We would like to thank Airfix for kindly allowing us to use the fantastic colour artwork that accompanies this article. For those of you with a long memory this image graced the box of Airfix's 1/72nd scale plastic cowboys.



off to the Crusades

Gripping Beast figures from the brush of Darren Harding



DON'T PANIC, DON'T PANIC! WARGAMING DAD'S ARMY

BY RICH JONES

A Dad's Army scenario for the 'We could be Heroes' rules from Task Force Productions. Although written with WCBH in mind it could very easily be converted to any set of skirmish rules if you transfer the 'skills' over to an appropriate format for your own rules. As you can imagine this is not the most serious of scenarios you'll ever be offered and the main aim is to have fun!

INTRODUCTION

It is action time for the Walmington-On-Sea Local Defence Volunteer Force – or Dad's Army as they are fondly known. A crashed Luftwaffe plane caused concern at regional HQ and when a LDV patrol investigated they were greeted by the fact that the plane was a recce plane, and inside it they found a briefcase containing plans of Hitler's imminent invasion across the Channel, plus vital maps showing written information about England's defences.

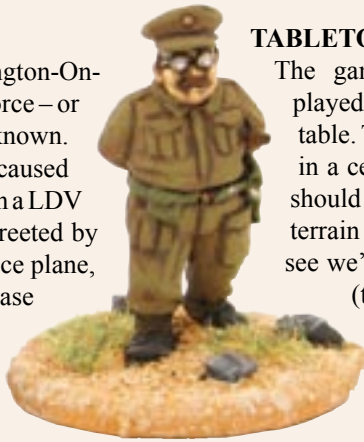
However the dastardly Jerry managed to overpower the valiant LDV patrol and the remaining crew escaped. Worse still it appears that they used the patrol's own radio to send a message home!

As soon as the message was received in occupied France a group of Fallschirmjager were dispatched to recover the plans and the information, and if possible (although not a priority), the crew.

Meanwhile the local LDV was mobilised and a section of the regular army detached to go and capture the errant crew who, it appears, had occupied an old farm building near the coast.

A Nazi agent who it is believed is working in the area is to contact the Fallschirmjager or the crew to tell them the location of the pickup U-Boat, which is of course their means to escape. The identity of this agent is not known to either side although the LDV are suspicious of a variety of 'civilians'.

Can the German forces rescue the plans, contact the agent and get away? Or will the mighty Dad's Army save the day? ... mmm!



TABLETOP

The game is designed to be played in 28mm on a 4' x 4' table. The farm house is placed in a central location and there should be a fair amount of terrain on the table. As you can see we've thrown in some hills (these don't need to be very big) and mixed in hedges and stone walls.

As for the building just use what you can - clearly a farmhouse is best!

One side of the gaming table should be designated as heading to the coast line, where the U-Boat will be waiting. The opposite table edge leads towards the Church Hall in Walmington-On-Sea and a fresh pot of tea.

DEPLOYMENT

The German aircrew are to be placed in or within 6" of the building. The core LDV force arrives from any side bar the coastline and start up to 8" from the baseline. The later reinforcements and civilians will appear on a random table edge.

The German paratroops will arrive from a random table edge on the start of a random turn number. On the first turn they are available on a 6 (no CP may be used for any 'arrivals' roll), on the second turn a 5, 6 on the third a 4, 5, 6 etc.

As already stated LDV can be set up within 8"

of any table edge bar the coastline edge. The regular army appear on turn 2 from the Walmington-On-Sea end. The 3 LDV on bikes appear from a random table edge on a random turn number, as per the German troops.

The game lasts at least 10 turns and then continues on a D6 roll of a 5/6 every turn after, roll at end of turn.

Special Rules and Skills

THE AGENT AND CIVILIANS

The general public are a nosy lot and the activity on the moor has brought all manner of civvies out to have a gander! One of these will be the Nazi agent, known only to the German player - they will have to nominate which figure before the game starts and note this down.

In any turn civilians can be activated (once each) by either side following normal rules. This means that either player can activate one of the civilians (or a number if they are in base to base contact). They can be used in quite subtle ways.

Firstly the German player may want to move the agent towards his forces, consequently if the English player thinks he knows which figure it is they will no doubt want to keep them at a distance!

The LDV are however very wary of the menace of the Nazi Agents that they know roam the streets of Walmington-On-Sea, yet they can never seem to 'unearth' them.

To challenge a civilian an LDV figure must make contact and then spend 1CP and on a roll of 4+ the German player must let on if it is



the spy or not. Of course if it is they still have to be captured!

The Agent plays as a sidekick and once they are 'uncovered' they are under the sole control of the German player!

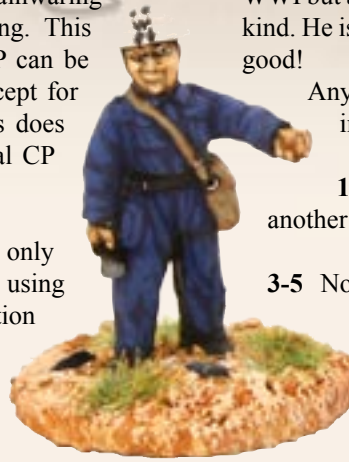
German Controlled English Figures

Well they may be English but they are more troublesome to the LDV than any Germans could be, so it only seems fair to let the German player be able to activate and control them.

AIR WARDEN HODGES

While he is within 4" of Captain Mainwaring it is deemed that Mainwaring and Hodges are arguing. This means NO GROUP CP can be used by the British except for wound degrading! This does not affect the individual CP which can still be used.

Also Mainwaring can only leave the argument by using an enhanced move action (or in one of our games Hodges was rugby tackled by an LDV member to carry him away from Mainwaring).



PRIVATE GODFREY

Now he may have been a good medic in WWI but age and memory loss has not been kind. He is now likely to do more harm than good!

Any wounded figure Godfrey comes into contact with rolls a D6.

1-2 The wound gets worse – add another wound and the character is used.

3-5 No affect what so ever but the character is used.

6 Blimey he got it right, one wound off and the character is not used.

Either side may add or subtract CP into the roll - BEFORE the



roll of the dice!

The English player may spend 2 CPs at anytime to make Godfrey ask for 'Permission to be excused Sir?' and move up to 8" into or toward any cover to spend a penny.

Dad's Army Characters

The following characters have the special 'skills' noted. Unless noted otherwise all troops are 'inferior'.

CAPTAIN MAINWARING

Classed as a sidekick, however not exactly the fittest in the world, Mainwaring can not make two move actions one after another in the same activation. If within command radius of Pikey a CP can be used to negate the misfire rule – so long as the player calls out "What are you doing ... you stupid boy".

SERGEANT WILSON

Classed as a Hero, he is the 'dark horse' of the platoon and is actually a highly decorated former officer.

He has 2 individual CP to use on himself per turn.

LANCE- CORPORAL JONES

Classed as a Hero, he has 2 individual CP to use but only in assaults as we all know – "They don't like it up 'em Sir, they don't like it up 'em".

Any German within 6" of Jonesy when he activates must make a saving roll of 4+ (hero and sk 3+) or they become confused and therefore used as Jonesy shouts out "Handy Hock, handy Hock".

PRIVATE GODFREY

Doddery old fart is the phrase that springs to mind, can not make more than one move action during any activation. Moved by the German player as detailed in that section.

PRIVATE FRASER

Any group or individual within 4 inches of Fraser needs to spend a CP to be able to make an assault move, this is needed to overcome the effects of "we're doomed, doomed I tell thee ...doomed".

PRIVATE PIKE

Having pulled some strings with his 'Uncle Arthur, Pike has the Platoons SMG!!!! Now his mum said to be careful of his eyes when shooting a gun and not to let it hit him in the face and the powder might bring on his breathing difficulty. So when he does fire it, it is only after relaying, "My Mum said ..." and duly closing his eyes.

This results in a -1 to shooting and if he throws a 1 he has a mishap and has to re-roll the shots - this time however against the nearest friendly figure, as the force of the recoil spins him round.

PRIVATE WALKER

Always handy when you want that odd bit of equipment; lives up to the fact he says he can "get you anything" – spend 2 CP and Walker will produce the goods, from a hand-grenade to a nice piece of steak!

German Characters

So having outlined the 'loons' to you here we have the cream of the German Army. The airborne hard boys, men in blue overalls!

Anyway, these are supposed to be the elites and like us you are probably going to have them being as silly as Private Pike or Frasier.

GUNTHER

Hero status – Has never failed a mission yet, has 2 individual CPs to use on himself.

Horscherman

He has been Gunther's right hand man since they dropped into Crete together, bit of hero worship going on – 1 personal CP to be used

AIRCREW CAPTAIN

Sidekick – will do anything to safe guard the plans – if all else fails he will try and destroy them by eating them. Spend an activation eating, throw a d6 and that is how many pages he gets through; the document is 25 pages long. So obsessive is he with secrecy that he will not let anyone else munch them!

NAZI AGENT

At the beginning of the game the German player will decide which figure of the civilians is the agent. They must contact Gunther or the

aircrew captain to pass the info on. If they are rumbled by the LDV they then become a Sidekick in all respects.

CIVILIANS

An inquisitive lot, they will mill about in groups or individually to see what is going on. Any civilian can be activated as an inferior once per turn by either side, first come first serve!

The 'Real' Forces

GERMAN:

Aircrew: Captain (sidekick) plus 3 others armed with various hand weapons – no grenades available. On a roll of a 4,5 or 6 one of the crew has managed to get an MG out the wreckage. On a roll of a 1 on the fire die it is out of ammo for ever.

FALLSCHIRMJAGER:

Gunther - Hero, SMG 1 x Grenade
Horscherman – Sidekick, SMG 1 x Grenade
1 x MG 34 crew (2 figs)
7 x Rifles
1 x SMG

All Fallschirmjager are classed as superior – all airmen are classed as inferior.

BRITISH:

LDV have all the characters noted above and the following inferior troops:

3 x Riflemen
1 x LMG
3 x Riflemen on bikes
No one has grenades – although don't forget Walker!

REGULAR ARMY:

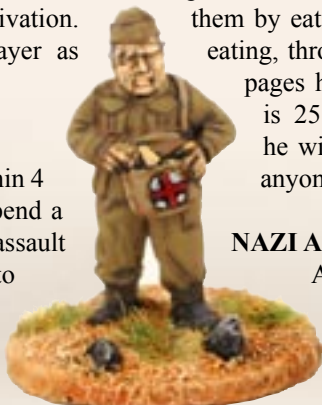
Colonel Pritchard – Sidekick with pistol
1 x Vickers squad
1 x SMG
6 x Rifles

VICTORY CONDITIONS

The British Player wins by capturing the plans. The Germans win by getting the plans to the U-Boat - i.e. off the sea end of the table after finding out the meeting time from the agent.

Any other result ends the Episode with a ... "to be continued" and is therefore a draw!

The miniatures used in this article are, as you have no doubt guessed, from the excellent range supplied by Foundry.



STAIRWAY TO HELL



"We saw this amusing little 'diorama' at the Games Workshop Games Day event two years ago. Having found the image we thought we would share it with you! Lovely painting and pays homage to the work of Ray Harryhausen in *The Seventh Voyage of Sinbad*"

ROBOGEAR

WWW.ROBOGEAR.CO.UK

Future Wars

An introduction to the Robogear Universe

By Neil Fawcett

INTRODUCTION

News that Airfix, the modelling company that every 30 something male in the UK knows fondly, was entering the wargaming industry created a high level of chatter within Wargames Journal. So when we contacted the company to see what was afoot we were pleasantly surprised by the open way it shared its plans with us.

During our first conversation Airfix asked us give the game the once over before it hit the shops and we are delighted to have provided a helping hand with the game. Airfix has allowed us to reproduce the Legend/History of Robogear which sets the scene for what the game is all about – enjoy!

THE LEGEND

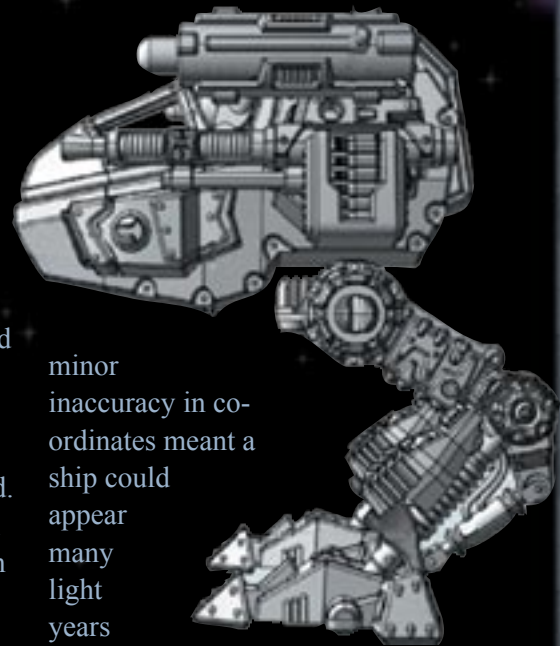
By the end of the 24th century sprawling multi-levelled cities covered most of the globe and reached high into the clouds. Few areas untouched by man remained and the Earth's natural resources were all but depleted. Mankind's ever expanding population had finally reached its limit. The Earth could not take any more.

The huge colonies on Mars and Venus, already at their capacities, could do no more to help the Earth's overpopulation. The United Earth Government (UEG) had taken steps to confront the problem, and for decades had been planning to establish colonies on suitable planets further into space.

It was thought that there was no means by which mankind could reach the far off galaxies, but unknown to the rest of the world the UEG had found a way. Using secret technology rumoured to be of alien origin, the UEG developed the first anti-gravitational engine, or hyperdrive.

THE FIRST STEPS

Spacecraft powered by the new hyperdrives were capable of jumping light years through space in only a matter of minutes. But the technology was unreliable – the first ships often mis-jumped and never returned. A

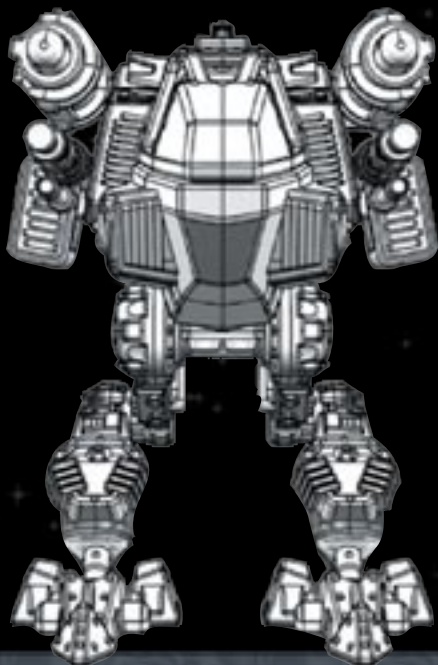


minor inaccuracy in co-ordinates meant a ship could appear many light years from its desired destination.

To solve the problem unmanned drones were sent out to the far corners of the universe to establish a network of hyperspace beacons that could guide jumping ships safely to their destinations. With the network in place and long distance space travel now safe, the mass expansion was all set to begin in the early 25th century. But before the colonies could be established suitable planets had to be found and this dangerous job fell to a heroic group of explorers...

THE RECONNAISSANCE CORPS

To discover planets suitable for human colonisation the UEG established the Reconnaissance Corps – an elite exploration group who spearheaded mankind's expansion through the stars. The spacecraft fleets of the Reconnaissance Corps jumped to far



“Robogear is a futuristic wargame set in the 41st Century and licensed by Airfix for sale in the UK.”

ROBOGEAR

WWW.ROBOGEAR.CO.UK

away galaxies to study solar systems and planets to determine which could be made habitable. When such worlds had been found, transport vessels from Earth then took tens of thousands of people at a time to begin building the colonies.

THE DOMINION OF HUMANITY

Over the next five hundred years the Earth's population fell dramatically as the new colonies grew and expanded, easing the burden on the Earth and also sending back desperately needed resources. The human race was now spread throughout the universe with some colonies in almost complete isolation to the home world.

As centuries passed the colonies had less and less contact with the Earth, some by choice and others simply

because of the vast distance that separated them.

Many worlds wanted to sever their ties with the Earth completely and govern themselves without the interference of a planet so very far away. Hyperspace beacons began to be deliberately damaged, preventing ships from the Earth jumping to these colonies.

By the 29th century the Earth's hold over the Dominion was ready to collapse and seeing this demise, the Reconnaissance Corps split away into an independent faction and chose a small star cluster at the edge of space to be its home. Without the Reconnaissance Corps' aid it was impossible for the UEG to re-establish contact with the lost colonies.

THE LEGEND OF OLD EARTH

In a desperate bid to regain control over the distant colonies, the UEG ordered the construction of a massive hyperdrive, one capable of jumping the entire planet Earth. The plan was to jump Earth from system to system and take the colonies back by military force.

It took more than a century to build the drive and when activated the Earth did disappear as planned, but whatever system was intended to be its destination it did not arrive and was never seen again.

No one knows exactly what happened to the Earth, and many stories and rumours float around the universe regarding its fate. Some believed it had not jumped but had simply been



ROBOGEAR

WWW.ROBOGEAR.CO.UK

destroyed while others believed that it had jumped not to another part of space, but into another dimension, one from which it could never return.

As the centuries came and went the Earth gradually passed out of history and then became a legend of a distant past.

THE DARK TIMES

By the 30th century, without a single governing body, wars raged across the Dominion. Colonies fought each other for the same resources as they expanded from their original planets. During this time nations and empires rose and fell and whole planets were laid waste by greed.

The hyper-beacons continued to decay and the paths between the stars began to once again become unusable. In isolation whole worlds degenerated and regressed as technologies became forgotten or obsolete.

THE TRADE LEAGUE

At the turn of the 40th century 24 of the most developed worlds in the Dominion united to form the Trade League, with the goal of repairing the network of hyper-beacons and once again bring the Dominion back together. Isolated planets paid the League to be re-connected to the rest of humanity.

Within a century the hyper-beacon network had been restored to over

one third of Dominion space and those within the League's influence flourished.

Not all planets welcomed the League's ever growing power and distrust and unease was not uncommon. With the huge trade between the systems



pirates multiplied, ambushing 'space caravans' between far off worlds. In response to the growing pirate threat the League formed a military arm and renamed itself the Trade Protectorate.

The fleets and armies of the Protectorate became a powerful fighting force which delivered swift and brutal order to the Dominion. But with this new military might resentment of the Protectorate's power was greater than ever and its exploitation of many planets for the benefit of its core worlds grew even more blatant.

THE TRADE WARS

Angered by centuries of exploitation many worlds refused Protectorate trade

and military assistance and dealt only with those outside of the Protectorate. Membership to the Protectorate could not be forced and so nothing could legally be done to stop a world that chose to close its space ports.

However, Protectorate leaders were not willing to let these planets leave so easily. Secretly, they hired mercenaries to raid and harass these planets until the planetary leaders had no choice but to come back to the Protectorate for help.

For a century the Protectorate carried out this practice until hundreds of planets were ready to rebel against the Protectorate. Then, at the very moment when the Dominion was about to go to war with itself again, another more dangerous enemy emerged.

THE APPEARANCE OF THE EMPIRE

In 4451 a fleet of heavy spaceships suddenly attacked planets under the Protectorate's control. These were the descendents of the old Reconnaissance Corps ...the Empire Polaris as it now called itself was revealed to the universe.

The Empire's lightning fast assault on Protectorate space took the whole of the Dominion by surprise. During the first ten years of the invasion, the Empire enslaved the peoples of three hundred of the Protectorate's eight hundred planets.

ROBOGEAR

WWW.ROBOGEAR.CO.UK

Huge battles raged across the Dominion as Protectorate cyber-troopers clashed with Empire forces in a bid to halt the invasion. The Protectorate had never prepared for a conflict of this kind and could do little to slow the Empire's elite forces. Within a century the Empire had taken control of over half of the Protectorate's worlds. Its control grew like a cancer spreading from planet to planet. The Empire seemed unstoppable.

THE REBELLION

In the early 46th century the Protectorate was, for the first time, able to launch a counter-attack. For decades special Advisors had operated secretly on the captured worlds, organising resistance to Empire control. In 4522 the rebellion against the Empire started.

On hundreds of worlds the populations rose up and fought the Empire with the aid of Protectorate forces and armies of mercenary fighters. The Empire was forced to fight on many military fronts at the same time and their invasion forces were brought back to counter these new threats.

With the Empire's forces pinned down the Protectorate launched a cunning raid into Empire space. Thousands of drones were sent deep into the systems of the Empire where they deployed a network of hyper-space beacons.

Then, using these beacons,

Protectorate commandos were able to penetrate deep into Empire territory where they inflicted massive damage to poorly defended worlds, destroying key strategic targets and crippling the Empire's military might.

STALEMATE

Jamiry Sun, one of the oldest and most influential planets in the Protectorate, experienced



the full might of the Empire's revenge.

Using its secret weapon, the Star Sword, the Empire blew up the entire world in a single devastating attack. With the destruction came an ultimatum to the Protectorate, to either immediately acknowledge the Empire's supreme power, or suffer the annihilation of all core worlds.

Seized by fear the Protectorate unleashed its own secret super weapon, the Cloud. The Cloud was a huge

cluster of microscopic machines that could absorb energy and release it in one massive burst. With enough stored energy this burst could destroy an entire planet.

The Cloud released its burst of energy in the orbit of the Empire's capital, Polaris Prime. The energy burst utterly destroyed the nearest moon, the debris from which slammed into Polaris Prime and caused massive destruction the likes of which the Empire had never suffered before.

After the unveiling of these super-weapons it was clear to both sides that each had the power to destroy the other entirely if war continued. The Empire and the Protectorate agreed an unofficial ceasefire and neither side used their super-weapons. Fear gripped these mighty enemies, the capability of so utterly destroying each other hanging over them like the axe blade of an executioner.

UNCERTAIN PEACE

Despite the ceasefire the fighting did not end entirely. Sporadic battles still took place between Empire and Protectorate forces entrenched on planets throughout the Dominion. For a while at least it seemed as if the wars that had ravaged so many worlds had at last ended. But the peace was not to last.

Though neither side employed their super-weapons again, specialised

ROBOGEAR

WWW.ROBOGEAR.CO.UK

assault groups on both sides engaged in commando raids, attacking key strategic military objectives. Such raids were relatively rare but did manage to inflict huge damage to vital military and manufacturing targets.

The outcome of these battles has yet to be decided. Now is the time that new commanders have come forward to take control of the might of the Empire and the Protectorate.

New and advanced fighting vehicles have emerged from the armouries of both sides ready to do battle. Machines like Spider, Hurricane, Werewolf, Thunder and squads of battle armoured assault troopers await command.

The war between the two powerful rivals has yet to end. But only one side can be the victor. Who will it be?

MEANWHILE BACK ON PLANET EARTH...OR AT LEAST WJ!

The development of any new gaming product is always exciting, but when a company like Airfix is behind the project the excitement factor rises exponentially.

When we were asked to look at Robogear in early 2005, a game developed in Russia by a firm called Tehnolog and now licensed by Airfix, it seemed a great opportunity to find out what plans a company the size of Airfix had for wargaming.

As an online wargaming resource for hobbyists around the globe it has long

bemused us why a company did not pin their proverbial colours to the mast and develop a product aimed at the younger end of the gaming spectrum. Well having targeted an 8-12 year old age group Airfix has, in our view, highlighted a receptive audience with Robogear.

So what is Robogear? The simple and relatively short answer is that this is a wargaming product in a box at a staggering price of £29.99 that can be played within minutes of the box lid coming off.

Inside you get eight very well engineered plastic vehicles, two each of four variants: Hurricane, Werewolf, Thunder and Spider.

In addition to this you get 20 troopers who split down into five squads of four figures, each figure in a squad armed with a different weapon. You also get a plastic scenery model, rules, cards with combat statistics for each vehicle/soldier, dice, range ruler and a comprehensive history of the game. You also get seven pots of Humbrol paint and two brushes.



But the best bit for us is the total lack of glue! These are snap-together models – all of them – and that is great news for the target audience, or any other lazy gamer.

BUILD QUALITY

Many products live and die on the quality of the plastics they are made from. We recently purchased a board game based on a cult computer game that comes complete with plastic good guys and bad guys, or monsters and victims!

ROBOGEAR

WWW.ROBOGEAR.CO.UK



The image shows a 'Locust' vehicle card from the Robogear game. At the top left is a star logo with the name 'LOCUST' in large white letters. To the right, 'POINT COST' is listed as '70'. Below the name is a small image of the yellow Locust robot. The card is divided into several sections: 'VIRTUAL WEAPONS' which contains two 'RAPID-FIRE AP GUN' weapons, each with a 'DAMAGE CAPACITY' of '4 5 4'; 'SPECIAL EQUIPMENT' which includes a 'TARGETING SYSTEM' that provides a '-1 ACCURACY BONUS' and a small image of the targeting system; and 'ARMOUR SCALE' at the bottom, which consists of three rows of numbered boxes (15-10, 9-5, 4-1) representing damage levels, with a 'RESOURCE' indicator above the first row.

“The game uses vehicle cards to record damage and makes access to statistics very simple. Plastic sliders allow damage to be easily recorded and to also keep tack of missile fire!”

The game board is fantastic quality, but the figures are dreadful. We know it is a board game, and therefore supposedly more important than the figures, but in today's world the delivery of poor plastics is not really an option.

What appealed to us initially with Robogear is the excellent design and production of the plastics. This is a high quality set of gaming miniatures that compete head to head

with anything else out there in the marketplace.

As a side note, check out the T-Rex model (available as an add-on to the main game and priced at £6.99) which is, in our humble opinion, one of the coolest plastic wargaming models available.

But we could wax lyrical all day about the production quality of Robogear. No glue, articulated joints that really

do move without fear of breakage – it says it all really.

Battling on the kitchen table
The goal of the Robogear rules is speed. This is a 'Ladz and Dadz' set of rules. Basically the idea is that a parent can be coaxed into playing the game without fear of losing an entire evening memorising rules that make you want to fall to sleep.

Robogear is a fast, brutal game that sees vehicles and troopers cast aside as a science fiction army moves across the battlefield.

The game uses a six sided dice for working out combat, a pretty standard dice mechanic in modern wargaming. Where the rules win over many other rule sets is in the simple, yet effective way that damage is recorded, and in the way that this damage affects a trooper or vehicle as it fights.

This coupled with a smooth set of rules make Robogear a simple to master game that is perfect for that 30 minute after-work game that a parent or guardian can play with a child. The rules will never set the more mature gaming world alight, but they don't seem to have ever been designed this way.

We asked Gary Bent, Humbrol group Brand Manager, to explain the rational behind the rules and the game: "We've done a lot of work to ensure the Robogear rules can be easily

ROBOGEAR

WWW.ROBOGEAR.CO.UK

understood by children between the ages of 8-13, the primary audience for Robogear.

That meant simplifying a few things from the original premise, but has still resulted in a game that allows

Whilst the supplied rules may be a little simplistic for the mature gamer, there's plenty scope to make advanced play rules available to make for a game more appropriate to the seasoned campaigner, and we've already begun looking at some ideas. Watch this

assault on the GW end of the market. What Airfix is doing is stamping an authority on the market in terms of price and quality of build. With a sticker price of £29.99 and manufacturing that rivals anything out there, GW included, the statement



both strategic elements for the deeper thinkers and slam-bang action for those who want that more instant gratification from their gaming."

He added, "Just as importantly, we've kept them concise; our research shows that children don't want to wade through a huge tome before they can play, as we'll lose them before they've even started.

We think the 22 pages we've ended up with, which includes some illustrative examples of play, is about right and the fact that it can be picked up quickly won't put the parent off from learning the game either.

space for future developments." No glue and snap together assembly make them a breeze to assemble.

SUMMARY

As an initial entry into the world of true wargaming Robogear seems to be a great first step for Airfix/Humbrol. The design of the models, by this we mean the aesthetics rather than the plastics, is hardly going to strike fear into Games Workshop or any other diehard science fiction supplier out there.

There is a certain naivety to the miniatures that could easily be engineered out for a more serious

from Airfix seems to be that it is taking wargaming seriously.

You can get more details from www.robogear.co.uk where battle reports, scenarios and much more are promised. For our part we welcome the firm's arrival and we'll watch out for future developments.

We will also include some scenarios of our own for Robogear, including our first one which will look at converting some of the vehicles to work well inside existing 40K Ork and Imperial Armies.

ROBOGEAR

WWW.ROBOGEAR.CO.UK

Exclusion Zone

A fast assault scenario that introduces Raptor, Salamander and Locust

In recent months the Trade Protectorate has lost many of its convoys to surprise attacks by Mercenary ships. Its leaders have elected to despatch a scout unit, under the command of a veteran commander, to the planet Seti Largus.

Having established a secure base on the Seti Largus the Trade Protectorate commander has found what his orders demanded he unearth – a long range beacon that has been used by the Empire Polaris to track spacecraft movement along the edge of Disputed Space.

Having unearthed the technology Protectorate commander was just about to begin disassembling the unit for transit back to headquarters when an Empire Strike Team landed on the planet and made a lightning fast night time assault.

With limited resources the Trade force must hold off the assault with just a T-Rex and Salamander vehicle while his squad of fearless Troopers remove the beacon for transit.

It is a matter of time and the Trade Commander must stop any Empire troopers from entering the facility

housing the beacon (it is located on top of the Hexagon terrain that is placed in the gaming table) before 8 game Turns are completed.

If the Empire Commander manages to get two Troopers onto the top of the Hexagon scenery then it is game over. If the Trade Commander lasts to the end of Turn 8 then they win.

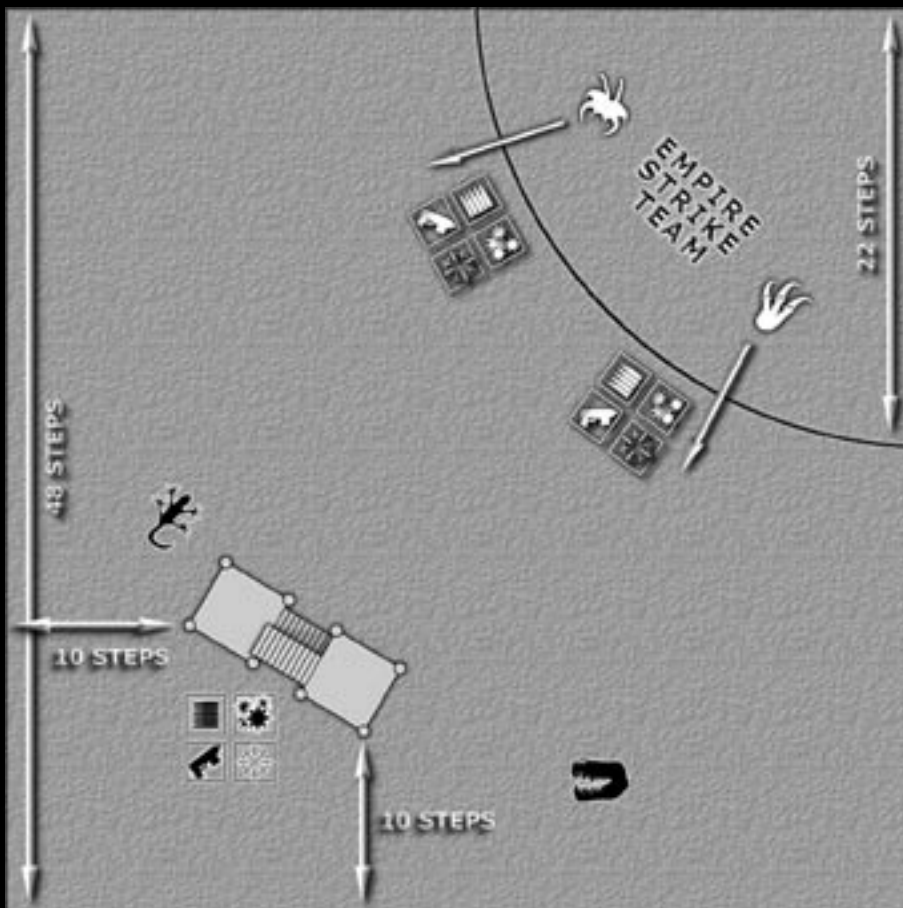
Empire Polaris Force

1 x Locust (70 points)
1 x Raptor (30 points)
2 x Squads of Troopers (8 figures in total) (120 points)

Trade Protectorate Force

1 x T-Rex (140 points)
1 x Salamander (20 points)
1 x Squad of Troopers (4 figures in total) (60 points)

NOTE: Squads are made up of four figures (Bomber, Sniper, Machinegunner and Rifleman) and fight together as a single unit. This makes them far more effective in combat than if they fight on their own.



ROBOGEAR

WWW.ROBOGEAR.CO.UK

A TIME FOR HEROES

This short story, the first part of 6 installments, follows the exploits of Omega squad as it battles against a unit of T-Rex War Walkers. In charge of the squad is Garzant, veteran of the Ionian Campaign and holder of the prized Star of Zand medal.

The sound of battle resonated all around the Omega squad as it moved into the ruined building. "Incoming.....!", came the guttural howl from the squad Sergeant.

Otto Garzant was a huge man, a monster his men would often be heard to say, always under their breaths, for fear of what Garzant would do to them.

Spitting something out of his mouth, the remnants of what the Sergeant had been chewing since the assault began, the brute spoke, slowly and calculatingly.

"I hate those damned T-Rex walkers."

His eyes scanned the ruins, looking for a soldier he could rely upon.

"Zarlansky my boy. When we gave you that rocket launcher did you ever think you would give you the chance to kill a space-age prehistoric monster?"

Garzant's face split into a smile, not quite ear to ear, but then again he had lost his left ear very early on in his career.

"No Sergeant," snapped back Zarlansky, shooting a nervous look to his loader Zane.

"Well this is the time for heroes son. A time when you will kill that metallic son of a bitch, or by all that is sacred in the Babylonian halls of whores, you'll die trying," spat the Sergeant with measured aggression.

Garzant was an enigma to his men. Most think he simply eats recruits raw, others believe he likes to tenderise them first. Then there is the rumour that none dare to utter within 100 clicks of the Sergeant, that he was a teacher before signing up!

"Head to the roof, Zane you track and lock. Parvasey and Altos will run a diversion action. Draw the beast and use 3 Thermite grenades to blind its sequencing systems. Zarlansky ...you'll have 10 to 12 seconds to hit the cockpit. Do not disappoint me or they'll be collecting parts of this squad for weeks to come."

"Now **GO** cook me some dino hide!"

No more words were needed. Parvasey and Altos headed out of the rear of the ruined building as incoming fire shredded the sides of the concrete structure. Garzant looked around him, properly surveying his men for the first time since they had entered combat.

Kids he thought to himself, nothing

more than young clones. Hell, I wonder if there is any of me floating around inside them. He closed his mind to such thoughts, nothing worse than that twitching feeling as you think about your gene pool growing in an artificial womb and then the contents RGeD into action.

Rapid Growth Embryonic Development (RGeD) fuelled the Empire Army these days. His unit wasn't an elite unit, so Tiberius's pride and joy didn't flow through the veins of his men, but some of the youths shared the genetics of true heroes. And today was their chance to prove themselves in combat.

It had been 2 hours since the Rex Assault unit had been spotted and only 30 minutes since the Protectorate's mighty beasts had entered into combat with three Spiders and a Locust. Garzant had marvelled as one by one the gun and missiles of the T-Rex annihilated his force's armoured support.

He wanted to blow up the Locust's command officer himself when he saw it close into combat with a Rex. Its armour is no match for the close range superiority of the Rex and within seconds the Locust was gone, a huge explosion engulfing the machine as the

ROBOGEAR

WWW.ROBOGEAR.CO.UK

left fuel nacelle ignited and ...well that was that really.

“Sergeant?” came the almost whisper over the head-com unit mounted into his helmet.” I can see two Rex’s at less than a click. I’m locked, cocked and ready to rock. We’re loaded with ramjam and A OK for launch.”

“Hold fire soldier, give our mobile targets some time to get into action. You get one crack at this and you really **DO NOT** want to miss.”

“Slam dunk Sarg.”

Short and sweet and just how he liked it. These boys will make damn fine troopers ...if they survive long enough he mused.

Parvasey and Altos moved quickly but cautiously, knowing how deadly visibility was on the battlefield of the future. Once seen you are, as the Sarge is fond of saying, toast. Speed and accuracy is of the essence.

Sure, if you can add an element of guile to the recipe you end up baking some pretty good battlefield scenarios, but once the guns of a T-Rex or a Locust open up you better be well and truly hidden behind 12 inches of cold Trillium steel.

“This is fine,” gasped Altos, his physical exertions only visible from a small bead of sweat on his forehead. “If we get this right then we can be well and truly out of here when the

Thermite detonates.”

“That would be nice,” muttered Parvasey. “Remember Valdez? We never did find much of him, and what we did we shipped home in a very, very small body bag.”

Altos shot his partner a quick look that said it all, summing up fear, annoyance, trepidation, soldier loyalty, duty and adrenaline.

Thermite grenades go way back to earth’s 20th Century battlefields and basically burn so hot that they fuse all metals together, and anything else that gets in the way.

By the 41st Century battlefield troopers had at their disposal lethal weaponry that can shatter a war walkers legs, fusing the metal to the underlying ground below the vehicle.

But the use of such weaponry did not come without cost and many a brave trooper failed to make it back after being sent off to engage an enemy vehicle.

The Sarge’s head-com spiked into life ... “in position and awaiting orders.”

“Nicely done, now reel them in and get ready to blow. When they get stuck we have one chance to toast these mothers and do not miss Zarlansky.”

Now there was confidence he thought to himself. Or was it over confidence? He couldn’t tell these days as

campaign after campaign merged into one giant kill-fest.

Zarlansky wasn’t sure what scared him the most - the Protcetorate’s war machine T-Rex or his Sergeant?

Zarlansky wasn’t sure what scared him the most - the Protcetorate’s war machine T-Rex or his Sergeant. Either way he didn’t have a lot of choice as messing this battlefield action up would end up in his death and he knew that being torn apart by a round of shells from a T-Rex would be quicker.

“I’m in position Sarge,” came his slow speech. He almost wanted to listen to himself again, surprised that his speech was slow and calm.

The Sarge was less calm, his voice echoing fear. But it wasn’t fear for himself ...it was something else. “Wait for the shock wave from the Thermite to dissipate before you let all hell loose. One chance and one chance only to toast this mechanical pile of ...”

His voice was cut off by the sound of weapons fire. “Position over-run Zarlansky, take the Rex down and regroup. Do not head back to this location, repeat, **DO NOT** come back.”

And then the silence. The deafening silence in the tactical head-com as Zarlansky watched his prey move into position



GLORIOUS ANDALUSIA

BY ALAIN
PADFIELD

To celebrate the release of the 'El Cid' Warhammer Ancients supplement, written by James Morris, Wargames Journal provides some background information on one aspect of this fascinating era - without any mention of Charlton Heston! We also provide a simple set of campaign rules for use with either Warhammer or DBx systems.

INTRODUCTION

During the 10th Century Andalusia was one of the most powerful states in all of Muslim Spain stretching as it did over a large area of modern Spain

One of the great Andalusian statesmen during this period was a man named al-Mansur, a chamberlain in the main seat of power in Andalusia, Cordoba

Initially alongside two other men he held power during the regency of king Hisham II. However, by the year 981 al-Mansur had eliminated his fellow regents and had become known as the 'mayor of the palace'.

His influence over Hisham II was such that in reality al-Mansur ruled in all but name in Cordoba.

Andalusian Politics

Al-Mansur continually raided and defeated in battle the various disparate Christian states that surrounded him, managing to successfully engage in almost continuous campaigns against his various neighbours.

The wealth that was accumulated during this period of raiding and warfare was used to fuel the war machine in an effort to continue the string of victories.

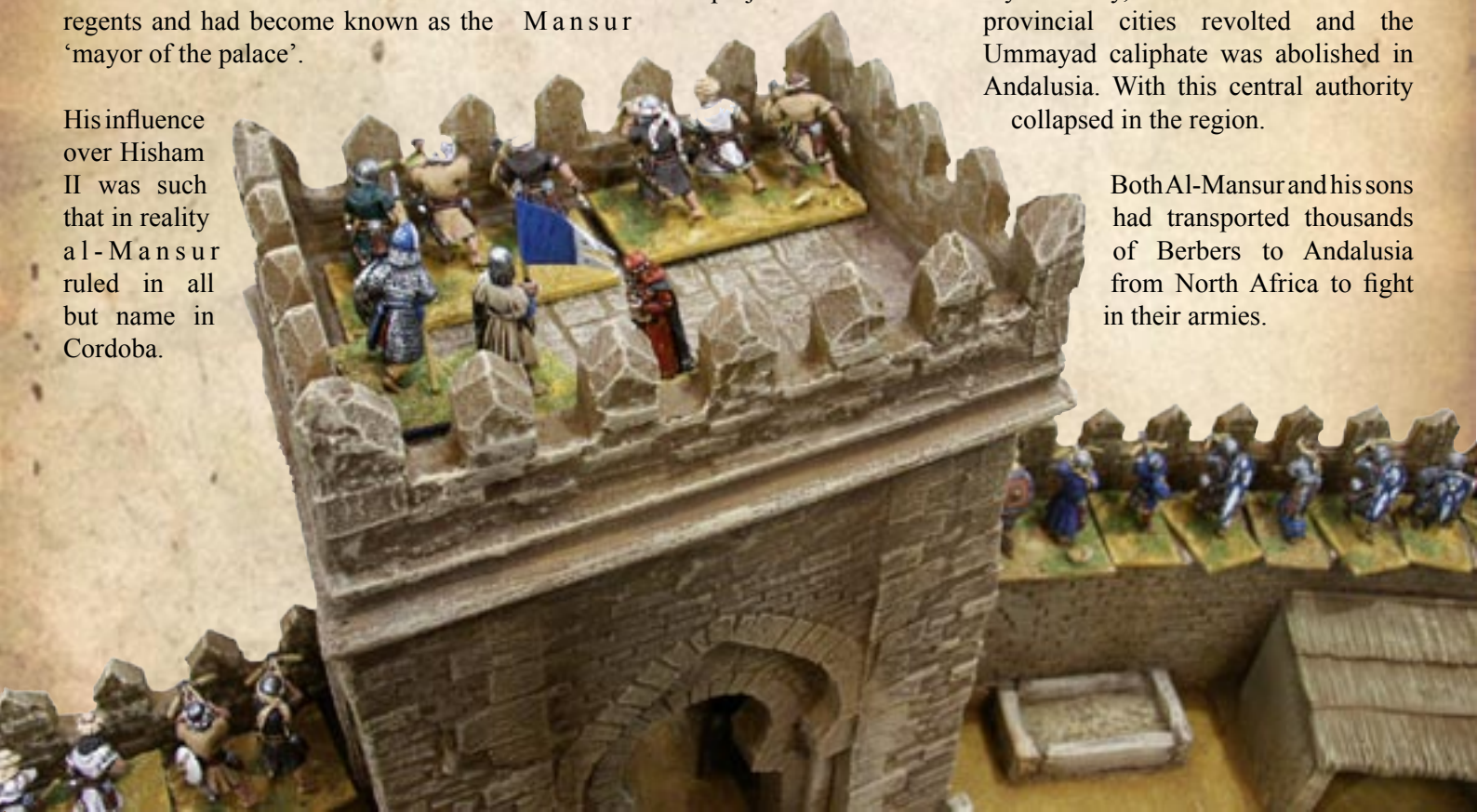
Money was also invested in numerous architectural projects and al-Mansur

was also a clever politician playing off the ambitions of various factions in Morocco in an effort to negate the influence of the Ummayyad caliphate in North Africa.

On his death al-Mansur's sons succeeded him in turn as chamberlain. Abd al-Malik continued his father's aggressive policies, raiding Catalonia in 1003, Castile in 1004, Leon in 1005 and Aragon in 1006, but he died in 1008.

When his second son died, somewhat mysteriously, also in 1008 various provincial cities revolted and the Ummayyad caliphate was abolished in Andalusia. With this central authority collapsed in the region.

Both Al-Mansur and his sons had transported thousands of Berbers to Andalusia from North Africa to fight in their armies.



Their loyalty was to the al-Mansur dynasty and when this was gone old rivalries between Arab and Berber soon surfaced. In Andalusian society Arabs were the landed nobility. Arab education and their low opinion of the Berbers understanding of Islam often resulted in the Berbers being discriminated against.

Following the collapse of central authority a great grandson of Abd al-Rahman III, a popular caliph from the previous century, deposed Hisham II and proclaimed himself Caliph Muhammad II.

Sulayman however was not yet finished and he captured Cordoba in 1013. Sacking the city its many riches were sent away or despoiled by the Berbers and Hisham II was murdered. Although victorious Sulayman was unable to control the Berber armies that raged across southeastern Spain, killing and looting as they pleased. They even extorted land from Sulayman before he was finally assassinated in 1016.

Following Sulayman's death a series of puppet rulers were installed before the last, Hisham III, was finally expelled from Cordoba in 1031.

The Zirids were one of several Berber families that established their own power bases during the fall of the Ummayyad caliphate. Other Berber families took control of Carmona, Malaga, Mertola, Algeciras and Ronda.

The Arabs maintained control of many areas, partly in provinces like Alpuente, Calatrava and Toledo which had always had a level of autonomy from Cordoba and others like Badajoz, Santarem and Lisbon where civil administrators who were successful under al-Mansur continued to govern efficiently.

These 'taifa' kings squabbled with each



The Berber generals however chose yet another descendent of Abd al-Rahman III, Sulayman, as a rival caliph who enlisted the help of Christian Castile in his fight and defeated Muhammad II in 1009. Muhammad II in turn fled to Toledo and enlisted the help of the counts of Barcelona and Urgel.

Although he managed to defeat Sulayman in 1010 Muhammad was assassinated and replaced by Hisham II.

THE BREAK-UP OF ANDALUSIA
The destruction of Cordoba as a kingdom ended an era, and there was no one to succeed to authority in al-Andalus.

At least thirty towns now had their own independent rulers, known as 'taifa' kings, the richest was Seville, ruled by Arabs, but Granada was also powerful and was ruled by the Zirids, who were Berbers.

other over territorial disputes and the instability that this caused eventually resulted in the smaller principalities being absorbed by the larger ones.

By the middle of the eleventh century there were six larger states in Andalusia, they were Seville, Granada, Badajoz, Toledo, Valencia and Zaragoza.

If the Christian states had not finally got their act together and begun the reconquest of Spain, Seville might have



El Cid Campaign



emerged as a single kingdom holding the rest as vassals - but that's another story!

STRATEGIC WARFARE IN ANDALUSIAN SPAIN

The aims of the Kings or Caliphs of Cordoba in the late 10th and 11th century was not invasion, they had no need of new territory because they controlled Andalusia, and had influence over Muslims in North Africa and the Mediterranean.

Al-Mansur plundered and laid waste to his Christian neighbours in over fifty military actions, while Abd al-Malik continued his father's tactics, but neither man was a conqueror of territory per se.

This does not mean that the kingdoms that survived Cordoba were not aggressive. Rather the various Christian kingdoms continued to squabble amongst themselves, and many 'taifa' kings would rather pay tribute and avoid conflict than engage in warfare.

Their objectives were limited by reason. To keep an army was expensive, and fighting a battle was a very risky manoeuvre, because if you lost you might lose everything - including your life.

Military strategy in this period was low risk, involving raids, looting, pillaging and extorting tribute. If this strategy succeeded, the benefits were wealth, prestige and leverage over neighbouring kingdoms.

The economy in Andalusia revolved around cattle, so that owning a town or fort, or proving that you could raid a neighbouring region successfully, gave you control over the local land and more importantly the cattle owners that used it.

There was generally a preference for diplomacy, and considerable use of espionage. The internal frictions between the houses of the Christian nobility and the Muslim families ensured that there was plenty of intrigue in Spanish and Andalusian courts.

This is best illustrated by the multitude

of temporary alliances between the Christian Spanish and Muslim Andalusian kingdoms, which resulted in the exile or murder of many a king or pretender to the throne.

Andalusia was so fractured, that most of the 'taifa' kingdoms were weak and further divided by antagonisms within their own factions.

However as the 'taifa' kingdoms became more established and their kings more confident, they began to conquer their neighbours and establish the large Andalusian power blocks present around a century after the demise of the Ummayyad caliphate.

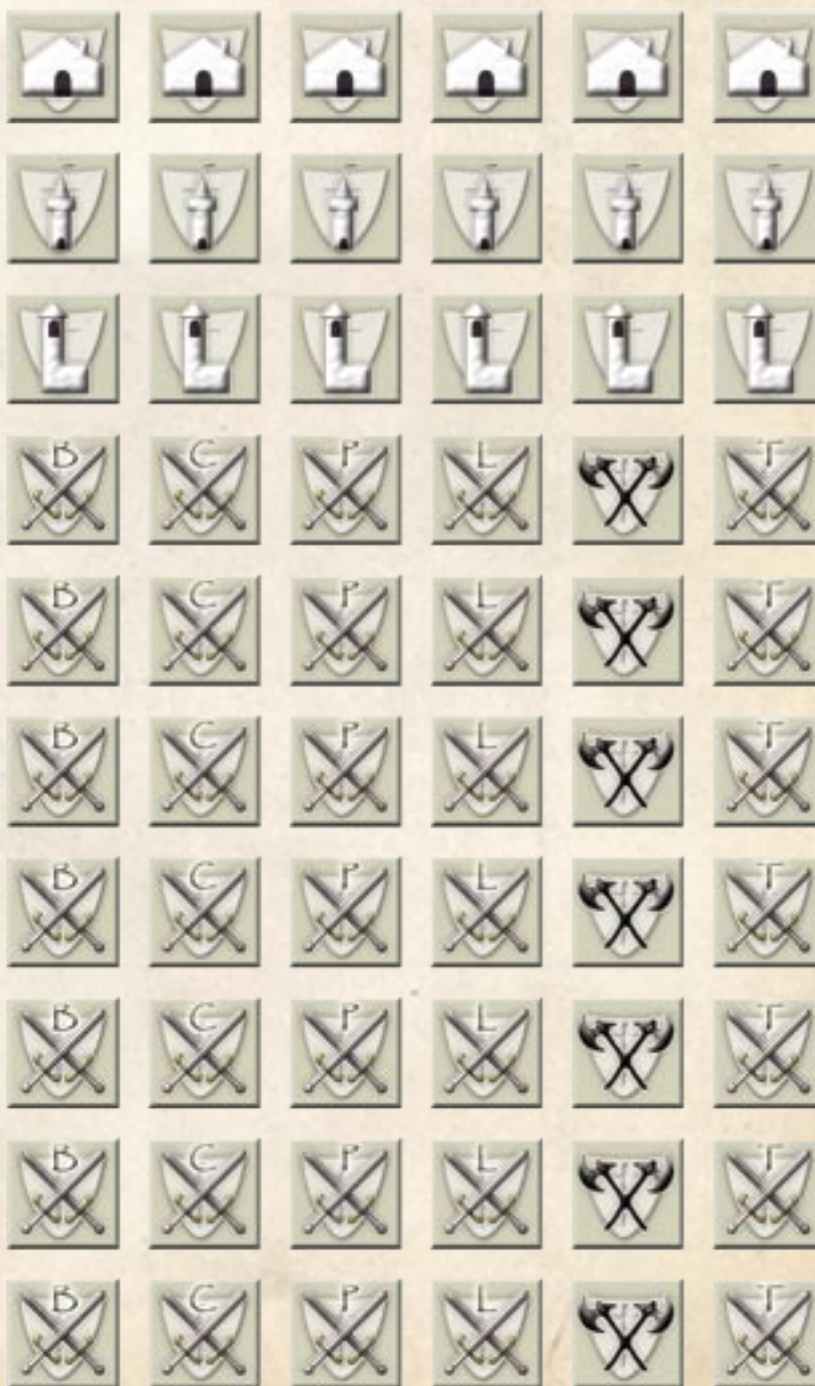
THE CAMPAIGN OF COIMBRA

This mini campaign is designed for generating battles and to provide a simple campaign mechanism to allow players to play a linked series of games.

It should provide a context for any tabletop games by determining where the battle is fought and with how many troops.

The campaign is set in the principality of Coimbra, near the west coast of Andalusia in what is now modern Portugal.

The territories of Portugal, Toledo, Badajoz and Lisbon border Coimbra. It was Portugal that finally captured it in 1064. For the purposes of this



campaign the present rulers of Coimbra are assumed to be Arabs. The campaign map provided with this article illustrates the various territories and should be used to determine the movement of the various armies.

Several possible time lines are available depending on which forces you have at your disposal and how many players you have interested in taking part. The scenario can be set during the time of Cordoba's rule over Andalusia, or during the 'taifa' period, which ended when the Afro-Berber Almoravids conquered Andalusia in 1086-1091.

If you go for the Viking option then a much earlier period is preferable for the sake of some semblance of historical accuracy. The only large scale Viking raid occurred during the ninth century.

The player that represents Coimbra is at an initial disadvantage in the scenario, but with time many more forces are available to him and each can be called on during the course of the campaign.

The possible forces available are an Arab army for Coimbra, Lisbon or Badajoz, a Berber army for Toledo and a Christian army for Portugal.

If you want to play the campaign during the period when Cordoba still ruled over Andalusia and a Cordoban army is to be used this would be Arab and Cordoba would replace Toledo on the campaign map.

If you want to play with a Viking raiding army then the campaign is assumed to be taking place during an earlier period. Replace Toledo with Cordoba on the Campaign map and play the other armies as indicated above.

CAMPAIGN SET-UP

The campaign attempts to recreate the punitive raiding style of warfare

prevalent in the region

One player represents Coimbra, the other player can choose

any of the bordering kingdoms, or the Vikings. If you wish the campaign can be played with several players in which case Coimbra will face an onslaught from several possible directions.

The Coimbrian player must deploy the various villages and towns in Coimbria. Before the game begins cut out the appropriate counters from the previous page and deploy five villages and three towns on the campaign map. Note that the city itself is already marked on the campaign map.

Each counter must be placed within the borders of Coimbra and must be placed in an area of clear terrain. There must be no more than two villages, towns or cities in adjacent squares for each town or village placed on the map.

The Coimbrian player must deploy his General and 25% of his force in his city. The remainder can be placed in any square that contains a village or town provided each discrete force contains an officer.

The raiding players can deploy their troops in any square within their home territories border, but is limited to one force of troops per general or officer present.

The Viking player has two options: you can force this player to initially deploy all of their troops in one square on the coast (select this before any other counters are deployed, possibly indicating a natural landing point) or you can simply allow them to adhere to the standard deployment rules and land anywhere along the Campaign map coastline.

Use the appropriate markers provided in a downloadable PDF to indicate each side's forces. These markers can then be used as each force is moved around the campaign map. If a force is amalgamated or split of from an existing group change the markers currently in use.

All initial deployments are done secretly. Following this all movement on the campaign map is open and performed as per initiative for the current campaign turn.

The objective of the Coimbrian player is to protect his villages, towns and city. The objective of any raiding player is to attack those locations, loot them and escape to their own border.

The campaign assumes that the Warhammer Ancient Battles system is being used but other sets could easily be substituted with a few appropriate amendments for rules such as campaign losses where relevant.

CAMPAIGN RULES

Initiative: Roll for initiative at the start of each campaign turn by rolling 1D6. The Highest roll moves first, followed by the next highest and so on.

Contact: When a force moves into a square containing an enemy force a battle will be fought provided both sides agree to fight.

Resolve the engagement as a wargame using the appropriate forces from the Order of Battle.

Troops in the same square as an enemy force can only leave the square if they have fought a battle in the previous campaign turn.

After two turns in a square without a combat a battle must be fought on the third campaign turn – you can run but not forever! During this time of course reinforcement may have arrived for either side.

Combat Attacker/Defender: If both sides moved into a square simultaneously then any combat is treated as a meeting engagement.



Otherwise the side that moved into the square and initiated any combat is the attacker in any subsequent battle.

Combat Winner/Loser: If a side loses any combat it must immediately retreat to any adjacent square containing no enemy forces.

If this is not possible the force must retreat until they are in a suitable square. Each unit in the losing force will suffer the normal number of campaign losses for each square they are forced to retreat through.

The side that wins a combat remains in possession of the disputed square and can remove or destroy any loot as appropriate.

Terrain: Use the appropriate terrain generation rules with the following amendments.

Contact in an open terrain square will result in standard terrain and simultaneous deployment for both sides.

If combat is to occur in a Village Square deployment is simultaneous. The Terrain should include a small hamlet. If one side is defending the village will be in their deployment zone otherwise

it'll be in the centre of the board. Roll 1D6 and on a 1 or 2 it's on the left hand side, on a 4 or 5 it's in the middle and on a 5 or 6 it's on the right hand side of the board.

If combat is to occur in a Town Square deployment is simultaneous unless one side is defending in which case the defending force may deploy second. The Terrain should include three or four buildings.

If one side is defending it'll be in their deployment zone otherwise it'll be in the centre of the board. Roll 1D6 on a 4+ it's on the left hand side of the board otherwise it's on the on the right hand side.

If combat is to occur in a City Square deployment is simultaneous if a meeting engagement is to occur. However if one side is defending they may choose which side the attacker must arrive on and may deploy second.

General Movement Rules: An Infantry or mixed force of infantry and cavalry can move two squares per turn.

Generals, officers or a cavalry only force can move three squares per turn.

Any force burdened with loot is restricted to moving one square per turn, regardless of the type of units within the force.

A force can move in any direction on the campaign map. Forwards, backwards, sideways or diagonally.

There is no maximum for the number of forces that can move into any given campaign map square.

Coimbrian Movement: The player representing Coimbra can only move a force if it has spotted enemy troops or is based in the city and has received word of an attack somewhere in Coimbra.

A force controlled by the Coimbra player discovers enemy troops in their own square automatically. They can attempt to discover enemy troops in an adjacent square at the end of each campaign turn by rolling 1D6.

If there are 1 or 2 enemy units in the adjacent square they are discovered on a 6, if there are 3 to 5 units they are discovered on a 4+, if there are 6 or more units they are discovered on a 2+.

Troops controlled by the Coimbra player can also attempt to discover enemy forces if a location within 3 squares has





been attacked this turn.

Again roll 1D6 at the end of the campaign turn. If there are 3 to 5 units in the attacking force they are discovered on a 5+, if there are 6 or more units they are discovered on a 3+.

The player representing Coimbra should roll 1D6 at the end of each campaign turn for his General and troops deployed in the city. Troops deployed within the city can only move if the die roll is equal to or less than the number of locations that have been attacked since the start of the campaign.

If an officer or leader moves to Coimbra to warn the General that there has been an attack, roll 1D6, on a 2+ troops deployed in the city can be moved, otherwise the General ignores the messenger.

Loot: A raiding force that enters an undefended Village, town or city or which defeats a defending force will gain loot.

A village provides one loot, a town provides three loot, and a city provides

nine loot. Once a village, town or city has been looted it cannot provide any more loot.

Each unit in a force can transport one loot, if it does it is burdened and its movement is effected as noted above. If a victorious force cannot carry all of its loot any excess is destroyed

If a force with loot is defeated the victors can carry the loot from their location to another location.

Raiding forces must move back into their home territories to deposit any loot. Note that only loot deposited in their home territory counts towards any victory total.

Any loot picked up by the Coimbrian player can be moved to another Village, Town or City, even a previously looted one. This may increase the amount of loot available at a location beyond the normal limit.

Campaign Losses: After each battle the side that won the combat will receive 75% of all figures removed as casualties during the battle. The remaining 25%

are permanently lost from the forces order of battle.

The side that lost the combat will permanently lose 33% of all figures removed as casualties during the battle. Calculate the new orders of battle on a unit-by-unit basis and round down any fractions.

For example if a unit of twenty infantry lost six figures during the battle and their side lost the combat. Following the battle the unit now has a strength of eighteen figures.

If a unit of twenty figures is completely eliminated during a battle but their side won the combat they will return with a strength of fifteen figures.

Any unit of less than five figures is permanently eliminated from their forces order of battle; any excess figures can be re-distributed amongst other similar units before the start of the next battle.

Campaign Victory: The campaign game will end when the Coimbrian city has been sacked or after 12 campaign



These images were taken at a demo game arranged by James Morris and Rob Broom, kindly hosted by the chaps at Foundry. Several of us headed up to Nottingham and were delighted by what we saw. James had put a huge amount of effort into the game - it looked splendid!



turns have been played, whichever is the sooner.

The raiding player with the largest total of loot deposited in their home territory will win unless the Coimbrian player has prevented their city from being looted, in which case they are declared the winners.

ORDERS OF BATTLE

The orders of battle given for each of the possible participants are deliberately vague. Feel free to use the ratios of troop types as a basis for creating an appropriate army otherwise set an appropriate points limit that fits your figure collection and create your armies using the appropriate army list.

If using the number of units outlined below as the basis for each force the number of figures assumed is scaled for Warhammer units of around eight cavalry or ten to twenty infantry. This is only a rough guide and setting some sort of points framework would be appropriate to even out the various sides.

An alternative is to allow each raiding force a specific number of points from which to choose their force. The number of points available to the Coimbrian player should be approximately double the total available to each raiding player.

Each Order of Battle lists the basic troop types available, feel free to use this as a basis for each army, far more detail is available in the appropriate army lists contained within the new El Cid supplement for example.

A general in the order of battle represents a DBx or Warhammer general; an officer represents a DBx general with 1D3 available for movement pips, or a noble in Warhammer. For purposes of the campaign these nobles may end up leading a force in battle.

Coimbria

1 x General, 5 x Officers
2 x Armoured Cavalry,
2 x Un-armoured Cavalry,
4 x Light Cavalry Skirmishers,

3 x Armoured Spear,
4 x Un-armoured Spear,
4 x Skirmish Bow,
5 x Skirmish Javelin

Arab

1 x General, 2 x Officers

1 x Armoured Cavalry,
1 x Un-armoured Cavalry,
2 x Cavalry Skirmishers,

1 x Armoured Spear,
2 x Un-armoured Spear,
2 x Skirmish Bow,
3 x Skirmish Javelin

Berber

1 x General, 2 x Officers

1 x Armoured Cavalry,
1 x Un-armoured Cavalry,
3 x Light Cavalry Skirmishers,

1 x Armoured Spear,
2 x Un-armoured Spear,
2 x Skirmish Bow,
2 x Skirmish Javelin

SAMPLE ADVERT

Contact frances@rebelpublishing.net
for more information & pricing

Half Page Advert - 192mm x 139.5mm

Portuguese

1 x General, 2 x Officers

2 x Armoured Cavalry,
2 x Un-armoured Cavalry
1 x Light Cavalry Skirmishers
1 x Armoured Spear,
1 x Un-armoured Spear,
2 x Skirmish Bow,
3 x Skirmish Javelin

Viking

1 x General, 2 x Officers

1 x Armoured Sword,
2 x Armoured Sword
8 x Un-armoured Spear,
1 x Un-armoured Bow

BIBLIOGRAPHY

Medieval Warfare Source Book:
Volume 1, David Nicolle, Arms and
Armour Press

Renaissance Armies: 1480-1650,
George Gush, Patrick Stephens
Limited

Warfare: The Middle Ages 768-
1487, Hooper and Bennett,
Cambridge Press

El Cid and the Reconquista, David
Nicolle, Osprey Publishing

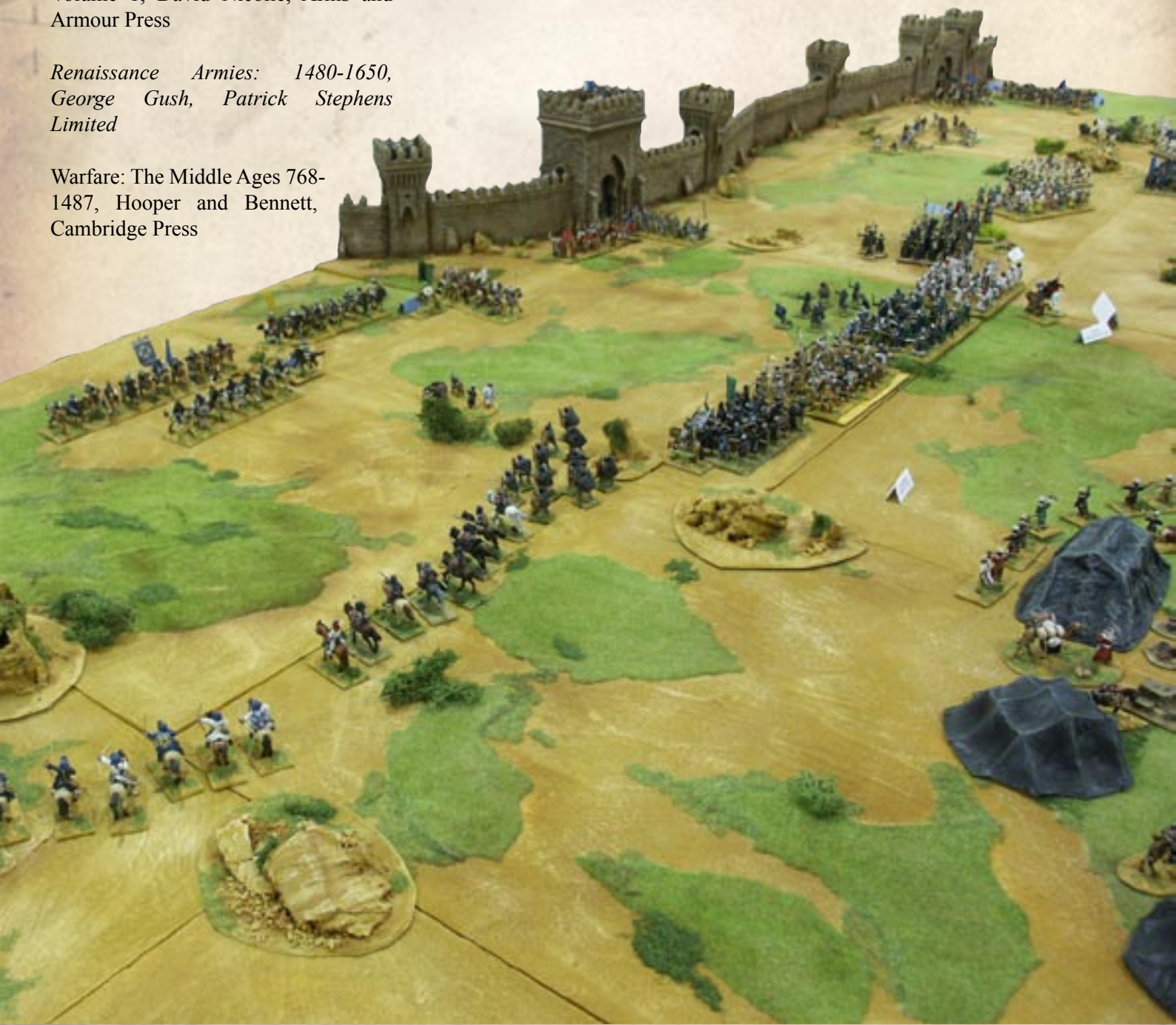
Granada: 1492, David Nicolle, Osprey
Publishing

The Moors in Spain, Stanley Lane-
Poole, Darf Limited

The Medieval Spains, Bernard F. Reilly,
Cambridge Press

Moorish Spain, Richard Fletcher,
Weidenfeld and Nicolson

Shades of the Alhambra, Raleigh
Trevelyan, Secker and Warburg



FIRST LOOKS

The Wargames Journal Reviews Section

Operation Overlord - Normandy 1944

Rules for 3D battles set in the Second World War

Written by Massimo Torriani

Produced by AlzoZero & Italeri

I have been keeping an eye on these rules from Italy for a while now. One reason was ... well obviously (as those who now know me will realise) it was a new set of WWII rules – and I'm a WWII rules junky!

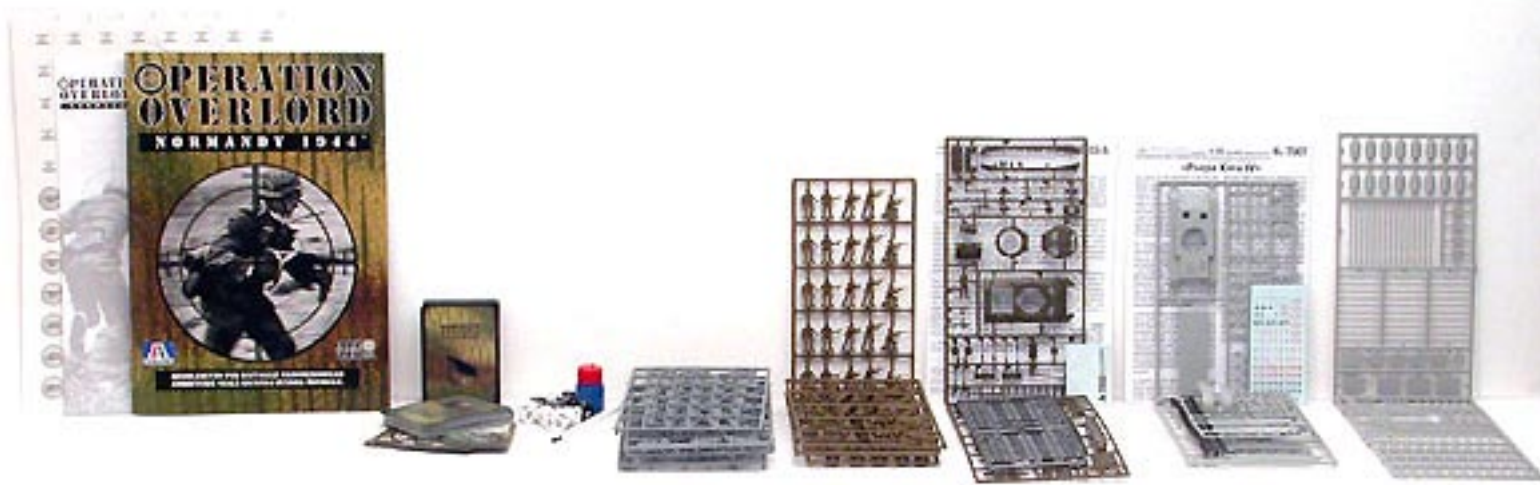
The other reason was, that here was a MAJOR model company putting its name to a set of rules for use with its

did. So the rules I felt must be aimed at an older audience. If they were going to pull it off then the rules had to have something 'special'.

One thing I must get out the way is that they are translated from Italian. Obviously it is a professional translation job. The problem is that the professional translator didn't wargame, or at least

Panzer Grenadiers as being temporarily aggregated to their 251's.

Anyway onto the rules themselves. They are platoon level 1:1 skirmish. Presentation wise they are very good, card cover with 50 grey scale internal pages, with a good play sheet added in. They are well laid out with plenty of 'Photoshop' treated photos.



models. Now in the world of WWII this kind of event has happened rarely. GHQ and a couple of others have done it, but possibly the best known has been Battlefront with its Flames of War rules.

For Italeri to do so made me wonder. On the one hand they could be aimed at youngsters, I was wondering what an Airfix set would have been like when I was busy making Matilda tanks at 7 years of age and I shuddered.

But being a teacher I knew that model making was probably way down the list of things the average 7-10 year old now

he/she didn't wargame in English.

So be prepared to have a giggle at some of the translation!

Sort of reminded me of how a machine translation of say a sci-fi book would turn out. Again this is no problem so long as you can get your head around the one or two odd phrases.

There is a supplement in the pipeline and I believe they have had an English wargamer helping out with the job this time, sort of a shame as I had come to lovingly know my US lorries as 'thin skinned' (soft skinned) and my

One strange thing that did strike me is that there are no pictures of games or models, which considering they have Italeri behind them seemed like an opportunity missed. Maybe I am too used to GW and Battlefront productions.

Mechanics wise the rules are, to use my trusted and well used phrase ...solid. Designed for playability and to be, 'clear and entertaining'. The mechanics for movement, spotting and firing etc are all pretty standard.

Spotting is dependent on what the unit

did the previous phase and is automatic at given ranges and under.

Movement is at a fixed rate and then modified for terrain. Firing is a number of d10 dependent on weapon, roll over the minimum needed to hit, which is modified for distance, when the target was apparent (yes ... a negative modifier for not being able to see target at the start of your go, doesn't appear in many rules) etc.

Any hits are then rolled for effect on the wound table, modified again and then cross matched against a table which cross references the cover the target is in. The results are dead, pinned or no effect and are applied individually.

Morale is tested after every x number of a unit's figures is removed and a failure means the unit is in panic. Suppression happens naturally as pinned figures can only 'recover' their next go. Pin enough figures and then make sure you activate again before there next go and you can keep them pinned and therefore suppressed. Very similar to the Arc of Fire rules in many respects.

One nice touch is the ability to suppress fire at targets that are in line of site but which because of the cover you can't officially acquire. So you can fire at the infantry in the hedge row across from you, but with a -5 on the effects table you are very unlikely to kill any. This is a neat mechanism.

The vehicle rules follow the same pattern and again are solid; they are quite generic with regard to armour type and gun type. This speeds things up but may irk some people. I do believe however an armour supplement is due out which gives the different vehicles more character and stats.

So if this was all there was to the rules I'd say they were a solid but pretty bland set of rules. To be honest if this was the case I would have to say that this is what I expected from the rules, which usually come in a box set with enough troops to start playing with.

They have neither the depth of say

Baptism of Fire, nor the feel and vehicle rules of Disposable Heroes, or even the 'dependability' of play of say Platoon Commander. But we are in for a treat as his isn't all there is to them.

The author has hit upon a mechanic, which everyone who has played it seems to love, even if it is so they can use it with their favourite rule set. The whole turn structure mechanic is based around each player having a set of cards.

However it is not just a case of flipping a card to see who activates, or even holding a set of action cards to play on units (which has been done in lots of sets as we know, and very often a which people get jaded with as the realisation that you can't string together an attack dawns).

Each player gets a number of cards to hold in their hand, 5-7 cards plus one for each unit which isn't in panic, these get replenished each go, with the used cards continually being reshuffled into the pack. The cards can be played on a unit and are of various types, move, assault (shoot and move) suppressive fire, ambush and fire.

But ... and here is the twist, they each have a priority number on them. The lower the number the better priority. The players decide who activated the first unit (by playing off against each other with a card). The winner then gets to activate a unit by playing a card on it and declaring what they are doing (say a move card on an infantry section to move across the road).

The priority number can be from 1-6, let's say it is a 4. Now the opposing player could just let them do it, in which case the section moves across the road and the other player now gets to activate a unit that hasn't been that turn.

However, the opposing player could play say an ambush 3 card and open up with a LMG as the section crosses the road. The original player may be able to play a fire card with a priority of 1 or 2 to try and pin the LMG down before it decimates his section in the open on the road. When a priority 1 card is played

by either side the sequence gets played out. Now that is a bit long winded to explain but is very quick to play through. Long chains are very rare but it does encompass all sorts of opportunity fire and tactical manoeuvre.

An example of how it reflects tactics is say a section assaults an enemy section in a ruined house. They play an assault 2 card which enables them to fire and then move into combat. But the player defending the house may be able to throw down a priority 1 card which lets them fire before the assault group, which may have adverse effects. They may throw in a Move 1 card which would see them slipping out the back as the assault comes in. Vehicles work very well with the system as well.

I can't really do the card system justice to be honest, as the author says, the rules are simple, and the cards do the rest. You get enough to make sure that most of the time you can start to do what you plan to do. But the priority system means your plans can be severely screwed by your opponent.

It adds a 'fog of war' and means ambush and priority fire occurs naturally with a built in 'random' factor. They work far, far better than I thought they would when I read the 'brief'. Club members are already using them for other sets, the most interesting one being with Flames of War at company level, activating platoons.

The rules can be bought without the box set of 20mm plastics and cost around £12 with the two sets of cards, which is very reasonable. May not be everyones cup of tea but we are finding them very refreshing to play, a simple no frills rule mechanism with a BIG initiative twist ... one to try out at least!

Rich Jones

Supplier Info:

Take a look in most good model shops for the boxed set. Chances are you will find it easily available and some shops are even discounting the price now.

Battle of the Five Armies

Rules and miniatures for recreating battles in Middle Earth
Games Workshop

I have been looking forward to this 'Battle in a Box' game from GW since the rumours about it started the rounds on the Warmaster list. For those people not familiar with the subject the action revolves around the climatic battle near the end of JRR Tolkien's 'The Hobbit'.

The good thing design wise is that the book is somewhat scarce on actual detail of the battle itself. This leaves the players with not having to follow any real preconceived sequence of events.

The mechanics of the game are 'Warmaster', one of the few GW games to gain widespread acceptance from the historical gaming fraternity.

Warmaster is used throughout many a club for ancients and medieval games with many players already familiar with the mechanics. The aspects of the original Warmaster rules which were

eventually going to end up allowing 'cheesy' play were ironed out in the various issues of the 'Warmaster' magazine. These have now been collated, tightened up and explained in detail in the BoFA rule book.

You even get a template to help avoid those flank charge issues – which are to be honest, not an issue any more. There is also less magic items to worry about and again this avoids a few niggly bits – no Orb of Majesty super moves. So they are building on a well tried and played system which is a good start.

The box costs £50 British pounds – so is it worth it? The figures (and there are over 700 of them already in strips to push into the modified Warmaster plastic 20mm x 40mm stands) are hard plastic and are the most detailed 10mm plastics I have ever seen.

If your idea of plastic soldiers still lies with an old fashioned box of soft plastic figures you are about to be shocked. GW has probably led the way with their 28mm hard plastic figures and they have maintained this standard far better than I thought they would. Being plastic of course they are cheaper and this means you get more for your money.

The box contains all the units and command stands you need to play the 'Battle' using the scenario in the book. This equates to two approx 1,000 point forces if we were talking Warmaster core forces. This did make me slightly concerned as 1,000 point battles are not the most exciting games in the world, most people played at least 2,000 point battles. But the situation is saved by the quality of the scenario.

The Battle scenario is obviously geared towards people playing the game at



home – it only needs a 5' x 3' foot table which should fit on most people's dining table who are likely to be interested in the game, if you get my drift.

The lack of quantity in the forces needed is compensated for in the design. You get the scenery you need, a split hill (which is very nice indeed and destined for many a game), the river with ford and flooded area in front of Thorin's gate, a little gate and some ruins for the town of Dale.

The Evil side has an ambush group to cause havoc to the 'Good' forces and then there are the Eagles and Beorn to keep things interesting. The battle plays well – never going to be the longest game but this is not the idea – up and down in an evening, back in the box before a bit of supper!

Having said that it seems that the scenario will not end up being a forgone conclusion as there are enough random variables to make sure it doesn't.

The army stats will be very familiar to Warmaster players with units having special abilities but not too many to bog

the game down. Magic and magic items are present but not overbearing.

The big debate for Tolkien 'ophiles' will be that the book mentions no magic apart from a small allusion to a spell from Gandalf. So the magic is fairly low key 'shooty' and 'confusion' type spells with the black swarm of bats being summoned by magic. The magic items follow the same line – defensive or offensive 'helps' rather than 'super objects'.

All is presented in the normal GW high standard and format and will make many a Tolkien-hungry family (no new film linked game for a while) very happy.

But it doesn't end there, the box is like a Christmas stocking for Warmaster players, from the alternative figs and command bases to the 10mm terrain it makes it an alluring product even if you never play the scenario.

Added to this are the advanced game rules which basically push the game towards normal Warmaster encounters, suggesting larger games and more troop types to play big battles over the lands

of Middle Earth.

Then there are the limited edition blister packs which are metal figures. These are going to be very popular as alternative units for normal Warmaster games. Smaug the dragon is a joy to behold (but not to put together mind you) and will feature in many a goblin army I suspect.

All in all it is a great value box, as a stand alone game I can see it being very popular. As an introduction to warmaster it is also very good. This is a pertinent fact when you consider that Warmaster Ancients comes out very soon. Get those people hooked into Warmaster and then they will spread to historical games or larger Warmaster games.

The only thing I have against it is that **I REALLY** need another set to get the other half of the hill!!

Rich Jones

Supplier Info:

www.games-workshop.co.uk is a good starting point.

Ardennes 1944-45

'Battle in Focus' Book Series from Brassey's UK

Author - Mark Connell

I'm an addict for WWII books and when the chance to look at this book came up I grabbed it. The Ardennes is a fascinating topic and one that really does capture the imagination, inspires the 'what if' scenario to run rampant in your mind.

I own quite a few books on the subject but this new book promised much by way of expanding upon what I already knew. So here is my initial take on it: well written, factually strong, superb black and white pictures, very poor maps, badly laid out, no diagrams and a poor front cover image.

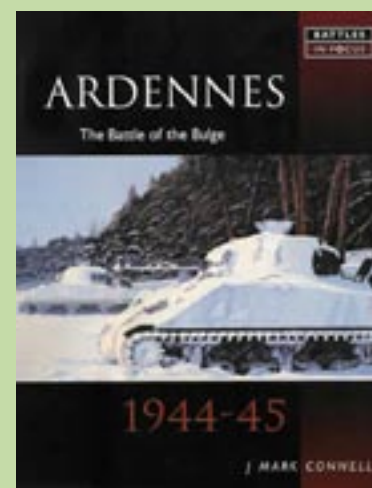
Have a read of the book synopsis on Amazon.co.uk:

"In December 1944, Adolf Hitler embarked on an audacious counter-offensive that was intended to drive back the all-conquering Allied forces that had caused Germany to retreat from Normandy to its own borders. It

was a foolhardy exercise but it had surprise on its side and for some days the fate of the war in Europe was in the hands of the commanders and men of a few American divisions and some supporting British forces.

The Germans got within a few miles of their first objective - the River Meuse - but, by then, their own shortcomings had been found out and the Allies had regrouped. This book provides an account of the fluctuating fortunes of the combatants and the role in the action of the leading generals, including Eisenhower, Patton, Montgomery, Model, Dietrich and von Rundstedt ..."

One of the better sections of this book is the look at the commanding officers that took part in the conflict. I always like to try and get a good grip on the leaders of a battle and so this book was of use to me from this perspective.



But I have to admit to feeling that it has all been said and done before and done better. With a price tag of £10.49 I have to personally say that I'd spend the money elsewhere.

Other details:

128 pages

ISBN Number: 1857533232

Steve Ord

T-34/76 Model 1941

A pre-painted 1/72nd scale model tank

Dragon Models - £9.99

Have you ever bought a Wargames model, figure or vehicle which is pre-painted and wondered if you were cheating? I know it sounds a crazy thing to ask, but every time I buy a Dragon Models pre-painted tank I do feel a tinge of guilt.

The good news is that it doesn't last very long! I just love these vehicles and it was after a visit to a nearby Modelzone toy shop that I encountered the model that you see before you. As it says this is a 1941 T-34/76 (Tridsatchedverka) medium class Russian tank.

There are several flavours of this vehicle on offer but I was quite taken by the snow effect camouflage and ended up grabbing 45 of the little blighters. We'd be chatting about a 'snow game' for the January Issue of Wargames Journal and as with all things I figured I could save us some time by just nabbing a bunch ready painted.

So what can we say about the actual historical variant of this tank before I discuss the model? Well the T-34 was one of - if not **THE** - most influential tank design of World War 2.

When it was first introduced into combat in the summer of 1941, it was a revolutionary leap forward for the Russians and indeed seriously worried the German head honchos.

Its firepower, armour protection and speed/mobility were superior to that of any other medium tank of the period.

But ignoring all of this, it was the almost unending supply of the tank, offered up by simplistic manufacturing processes that made the T34/76 a formidable machine. Between 1940 and 1944 a

staggering 35,119 T-34/76 tanks were manufactured.



This tank was to go through the war and dent the German Army. It was eventually produced in six main variants, all operated by a four man crew and armed with 76.2mm gun and 2/3 machine guns. The models are:

- A (model 1940)
- B (model 1941)
- C (model 1942)
- D (model 1943)
- E (model 1943)
- F (model 1943).

Just to give you an idea, this is what the minds of the time had to say:

- “Very worrying”; Colonel-General Heinz Guderian, Commander of Second Panzer Army.
- “We had nothing comparable”; Major-General F.W. Mellenthin, Chief of Staff of XLVIII Panzer Corps.
- “The finest tank in the world”; Field-Marshal Ewald von Kleist, First Panzer Army.
- “This tank (T-34) adversely affected the morale

So we come back to this model. It is robustly manufactured and as with all Dragon models it has been superbly painted and weathered. I love the tones achieved with this model and the way that the greens and whites have been meshed together.

I'm sure most competent painters could achieve the same or even better results, but it's a time to money ratio: and for me this job just isn't worth fighting.

All that is left for me to do is customise the vehicles so that they aren't all the 'same' and away I go. I have 15 units of 3 x T34s to throw into combat against my snow camouflaged Tiger Is.



I'd heartily recommend this vehicle to any 20mm collector of WWII vehicles and whilst I'm not advocating that anyone go as crazy as me and get 45 of them, I do have to say that en masse they look fantastic.

of the German infantry”, General G. Blumentritt.

Stephen Rhodes

UK Infantry Tank MK. IV Churchill Mk. VII

A pre-painted 1/72nd scale model tank
Forces of Valor - £9.99

The Churchill MK. VII tank is a brute of a machine. It has always reminded me of a WWI tank (a cumbersome slab of metal) and when I first started to play 20mm scale WWII Wargames I tended to avoid using this particular tank.

It never really did anything for me and left me a little cold. I kind of went for vehicles like the Panzer IV or Sherman, better looking vehicles. Which I guess is a little short sighted of me.

So it was with amusement that I agreed to do this review for Wargames Journal of the new Force of Valor 1/72nd scale Churchill MK. VII. This is a pre-painted tank from FoV and is designated as being in combat in Normandy during 1944. Well who are we to argue?

I'm impressed with the quality of this vehicle and for its price tag; you just can't go wrong with something that you get change out of £10. The paint scheme for the vehicle is simple, yet very effective.

The overall vehicle is an olive green colour - very drab - and over this in parts there is a dusting of silver, brown and various other dry-brushing styles. On the sides of the vehicle is a personalised vehicle marking 'Chorley' and this adds a nice touch to the model.

The tracks rotate and the turret moves, both of which are nice features to have. The commander figure is simple and he's out of the turret looking through his binoculars, and on the turret are two metal aerials.

We actually cut the aerials off in the image we used on this review page as

they 'got in the way'.

But trust us; it does come with two

aerials!

The Churchill MK. VII is an interesting vehicle. It can perhaps be better understood if you consume the following information:

- Armament: 75 mm Gun, MG 7.62 mm
- Crew: 5
- Armour (max.): 16 - 102 mm
- Speed (max.): 20 km/hr
- Dimensions: 7.44 x 2.43 x 3.45 m
- Weight: 40.64 ton

Now unless I'm mistaken the MK. VII made its

appearance towards the end of 1943, and it still amuses me to think that this vehicle went on to fight in the Korean War.

Construction wise the vehicle is solid and should take a bit of a battering, so perfect for wargaming. All in all this is a lovely pre-painted model tank. I'm not sure it has changed my mind about wargaming with this particular tank but it has prompted me to give it a go. After all, this tank played a big part in the Allied plans during WWII.



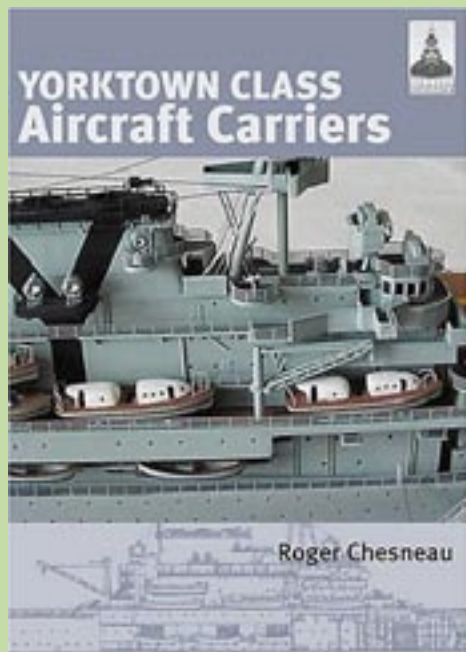
Yorktown Class Aircraft Carriers

Roger Chesnaeu
Chatham Publishing
£14.99 - ISBN: 1-86176-220-8

This is the third book in the Shipcraft Series and is aimed at enthusiasts and modellers alike. The book starts by going through the design of the Yorktown Class carriers and there is a neat table giving the vital statistics of the 10 variants. This is followed by a brief career history of the various carriers. The information is simply a scene setter.

Towards the end of the book is a section dealing with the appearance of each of the carriers. It includes a description of the colour schemes used on each carrier. This is backed up by a centrefold section showing the main colour schemes for each carrier. Each of the colour schemes has a description of which colours to use but given that it can often be difficult to compare different paints, a simple table showing a selection of paints from the major vendors would have been nice.

That said, having often struggled to turn the black and white diagrams that come with model kits into a quality painting of a model, these colour schemes are very useful. There are plans of each of the carriers at 1:700 scale which support the colour schemes.



Type VII U-Boats

A Roger Chesnaeu - Chatham Publishing - £14.99 - ISBN: 1-86176-238-0

This is the fourth book in the Shipcraft Series and like other books in this series it starts with a section on the design and history of the Type VII U-Boats. There is a table dealing with the main specifications of the five main variants along with a description of each. This is complemented by a full list of hull numbers by variant.

There were 755 Type VII U-Boats built so the careers section is extremely brief which, given the success of these U-Boats, was very disappointing. The appearance section is also brief and while there are two pages devoted to the last Type VII U-Boat, U 995, this consists of less than 150 words but is saved by some good photography.

The plans shown are in two scales, 1:200 and 1:350. The complete builders plans for the Type VIIC are detailed but the scale is too small to really make an impact. It would have been better, given the detail, to have used fold out pages allowing for a much larger diagram.

The centre pages showing a number of the U-Boats in colour, is based around a small number of specific boats. As well as showing the correct colour schemes for the boats listed, the insignia for each boat are listed. This is not an exhaustive list of insignia and perhaps a little more effort to create a few extra pages showing a complete list of insignia would have made this a more complete reference.

The appearance section also contains some detailed information on the three carriers. For Yorktown, there is a list of the Air Groups that were embarked during World War II. The Enterprise has much more information including two separate tables cover refits and Air Groups. There is much less information on the Hornet and the book would have benefited from a consistent and coherent display of tables covering all three carriers.

The real goal of this book is to provide the military modeller and naval wargamer with a reference book for building accurate models. The first section that will appeal to this market is a comprehensive overview of all the Yorktown Class model kits on the market. Each kit is reviewed and a table showing all the kits is provided. In this section, there is also an Accessory Pack

Like all books in this series there are extensive sections on the available model products including kits, accessory packs and figures. There are tables showing what is available by model company along with reviews of each listed product. The reviews don't hold back and if you were looking to build a specific U-Boat, you would be foolish not to look here first to check what you were buying.

Praise for this book has to be reserved, unquestionably for the Modelmakers' Showcase. The images and models are stunningly built, presented and photographed. The detail in the 1:32 scale U 564 Conning Tower by Ian Ruscoe is worthy of special mention.

Yet the work and detail that has gone into that pales when compared to the 1:125 scale Type VII diorama by Mario Grima. This is unquestionably work of the highest and most intricate order and elevates model making from a hobby to an art form.

At 64 pages, this is a very good book. If you are looking for background and information on the Type VII U-Boat then this is not the book for you. However, if you are looking for good background information and solid modelling assistance, then a price tag of £14.99 makes this well worth the money.

Ian Murphy

section with an associated table. These packs are also reviewed in detail.

This section is followed by a superb Modelmakers' Showcase with some stunning photography of the models. Most of the models have been built from the model kits listed although not every model kit appeared to be featured. The quality of the models provides a series target for any modeller to aspire to. Most of the models have been adapted in some way from the kit used and there are notes accompanying the photographs which talk about what has been done.

At 64 pages, this is an interesting book aimed at a very specific market. If you are looking to build a Yorktown Class carrier, a price tag of £14.99 makes this well worth the money.

Ian Murphy

The Mines of Moria Boxed Set

Games Workshop

The latest boxed set of miniatures and rule from Games Workshop for use with its Lord of the Rings wargames

I've enjoyed watching the Lord of the Rings (LOTR) movies – over and over again it has to be said – and I am a relative newcomer to the GW game of the same name. I started playing in January of this year and have become almost addicted to the fantasy side of gaming.

When I was handed the latest boxed set of GW to review it was like letting someone with a sugar fetish loose in a sweet shop. Having shamefully embarrassed myself over a childish fascination of the LOTR game I think it is time to move on to the subject of this article: a review of the Mines of Moria boxed set.

As I write this piece I'm conscious of the fact that GW comes in for some stick over its pricing. I don't have any issue with it; I have other hobbies that cost me much more, and I'll get this out of the way now. But the new boxed set does cost £40 and I know from chats with other people that this is deemed a lot of money for what you get.

So what do you get? Well the answer is best served with a picture – cue image:

24 x Moria Goblins
9 x Fellowship figures
1 x Cave Troll
8 x Stone pillars
1 x Large Door
1 x Balin's Tomb
Scatter – plastic battlefield debris!
Rulebook, Guide to gaming Moria
Dice, and Range Rulers

All in all a good batch of product. The plastics are, as ever with GW, of a good quality and assembly couldn't be easier. The Goblins are an almost instant assembly and the Fellowship isn't exactly a modelling challenge. Even the Cave Troll goes together smoothly and is quite a menacing chap.

The scenery looks a little lost, but once I had it all glued together and ready to roll my mind started to wander over ways of putting the free standing plastic columns and door to good use. Balin's tomb is a nice piece and can be used to enhance a game. I especially like the inscription on it (I'm guessing it is accurate!) and I have to say that part of the movie has always inspired me.

Interestingly for me (being a designer) the two books appealed. The Mines of Moria A4 book is what you would expect from GW; great design and superb use of colour; a very nice piece of work. The smaller Rules Manual is a departure in size and is A5 in size, which I've personally not seen from GW before.

The A5 size works and I found it nice and neat to use, taking up a smaller amount of my playing area and relatively easy

to flick through and plunder for titbits of information on playing the game.

As to the plastics; well the Moria Goblins look like the same plastics as I got inside my 'The Fellowship of the Ring' Strategy Battle Game boxed set, and I'm informed by a colleague that they look just like the plastics inside the 'Warriors of Middle-Earth' set as well.

What is different is the new Cave Troll in plastic and while I personally don't think it is as nice as the metal miniature, the handiness of a plastic kit appeals. The new Fellowship figures are very nicely done and the Sam Gangee figure comes with a frying pan, a nice touch!

I know £40 isn't a throw away amount of money but this is a nice box of goodies and if you are into LOTR then I'd call it a worthy investment.

Stephen Rhodes





A BRIDGE OVER SAXON WATERS

BY ALAIN
PADFIELD

One of the forgotten battles of English history is Stamford Bridge - the last major battle fought between the Vikings and the Saxons. But when you remember that it was the precursor to a much more famous event on the 14th October 1066 – The Battle of Hastings - it is perhaps understandable it gets forgotten!

THE HISTORICAL BATTLE OF STAMFORD BRIDGE

Confident following their victory at Fulford Gate the Vikings were to be found sunning themselves on the banks of the River Derwent with many out of their armour.

Suddenly the English army appeared on the horizon. The Saxons had been marching hard for five days and caught the invaders completely off guard. Worse was to follow for the Vikings as the bridge over the Derwent had been left unguarded.

The English headed straight for the crossing and Harald, needing time to prepare for battle sent a small group of Vikings to hold the Saxons at bay. At one point a single Viking warrior held the bridge, killing all who approached.

He was eventually killed not through skilful combat but from a spear thrust from underneath the bridge that killed him with a wound to the groin.

The following is an abridged version of several of the contemporary accounts of the Battle:

The English began by making a fast, probing assault over the bridge. They quickly expanded into their battle formation but the Vikings had managed to form a Shieldwall and succeeded in checking the initial assault.

Unexpectedly the Vikings burst out of their formation and attacked the English by trying to push them from the field. This gave the English a chance to attack the Norse flanks and as spears and arrows rained down upon the Viking warriors their ranks began to appreciably thin out.

The enraged Viking King Harald Sigurdsson ran out in front of his men ‘hewing with both hands’ with the battle turning the Viking way the confused English army was now close to routing. However fate, in a

precursor to a more famous arrow strike later in the year, was now to play its part and Harald was dealt a mortal wound when an arrow pierced his throat.

Losing heart the Vikings began to retreat around their battle standard ‘Land-Ravager’, which Harold’s estranged Brother Tostig had taken up. Both armies paused to re-organise their respective Shieldwalls and there was a pause in the fighting.

The English King, Harold Godwinsson, offered his brother and the Vikings terms, but this was refused. The Vikings claiming that they would ‘rather fall, one across the other, than accept quarter from the English’. With that the Vikings raised a huge war cry and the battle began again.

Viking reinforcements clad in armour arrived from the ships at Riccall, led by Eystein Orri who took the Viking standard from Tostig. This stage of the battle is known as Orri’s storm and was



a fierce clash between both sides. Orri's men were exhausted from their long run and many fell from sheer fatigue. With the English firmly in control the battle drew to its bloody conclusion.

When the killing was finally over, Harold gave quarter to the few remaining Viking warriors and the Viking survivors returned home in a mere 24 of the 300 ships in which they had arrived.

THE SAXON BRIEFING

You are Harold Godwinson, the lawful king of England, but you have not been on the throne for long, and there are other claimants for the kingship. Duke William of Normandy and King Harald of Norway are the most immediate but King Sweyn Estrithsson of Denmark also claims falsely that the throne of England rightly belongs to him.

You fear betrayal by your own people, because your brother Earl Tostig fights with the Norse and you fear invasion in both the North and South of your kingdom.

It is Tuesday, the 19th September 1066, and you have just had word from messengers that the Norsemen have landed. Led by Harald Sigurdsson, they attacked and burned Scarborough four days ago. You realised immediately that it is an invasion. You also know that Duke William has been assembling an invasion fleet, but the weather has not been right for it to set sail.

The Norse army will have to contend with Earl Morcar of Northumbria and Earl Edwin of Mercia, but you have a feeling these earls will not be able to defeat the invaders themselves. You also reckon that William will not be ready to invade until mid October because you have heard a rumour that part of his fleet was destroyed on the 12th September.

On Wednesday, the 20th September you set out for Yorkshire with 6,000 men, comprising your elite troops, the Huscarls, and as many volunteers as you could muster. You have decided to fight Harald, and deal with William when he becomes a definite threat. If King Harald is unlucky Morcar and Edwin will have already chased his

army into the sea.

You have sent messengers ahead of you to raise the select and greater fyrd, so that by the time you reach Yorkshire you will have an army. You have also mounted as many of your men as possible in order to march faster and surprise the enemy.

You have reached Tadcaster on Sunday the 24th, and have discovered that Morcar and Edwin were defeated at Fulford Gate on the 20th, and that York surrendered to the Norse. You have discovered that the Norse fleet is at Riccall on the River Ouse and that Harald has agreed to meet representatives from the town of York at Stamford Bridge on the River Derwent tomorrow to deliver to him 100 hostages.

You quickly order your men to guard the exits from Tadcaster, and all strategic points on the way to York to prevent Harald from discovering your presence in the area.

While in Tadcaster you decided that because Norse are probably expecting this to be a peaceful meeting of negotiation, they will be relaxed and unwary. They might not come in complete battle array, and deploy without a thought for fighting. In the early hours of the morning of the 25th September you have already marched the 10 miles to York and settled matters in the city.

You have travelled another seven miles to Helmsley Gate, just out of sight of Stamford Bridge where you can see the Norse assembling.

You are aware that you must bring Harald Sigurdsson to battle and defeat him, because you cannot afford to spend the next few weeks pursuing him around Yorkshire. The danger of an invasion by Duke William is great,

and the fyrd have been levied for only a short time, after which they will return home.

THE NORSE BRIEFING

You are Harald Sigurdsson, King of Norway, and by Norse law you also claim the kingship of England, but Harold Godwinson has usurped the English throne. The acquisition of England will bring great wealth and honour to your lineage, while the tales of fierce battles overseas will bring you glory and make you a legend.

You have therefore decided to invade England with 300 ships and 9,000 men, despite the fact that King Sweyn Estrithsson of Denmark and Duke William of Normandy also claim the throne. You have the assistance of Harold's brother Tostig, who assures you that he can gain the allegiance and loyalty of the Saxon 'thegns' once you have defeated Harold.

You sailed with fast winds, and witnessed good omens on the open sea. There was a sighting of a Saxon ship, and scouts later informed you that there is a fleet at Ulleskil on the River Wharfe.

You landed at Riccall on the Ouse, and marched inland, where you attacked and burned



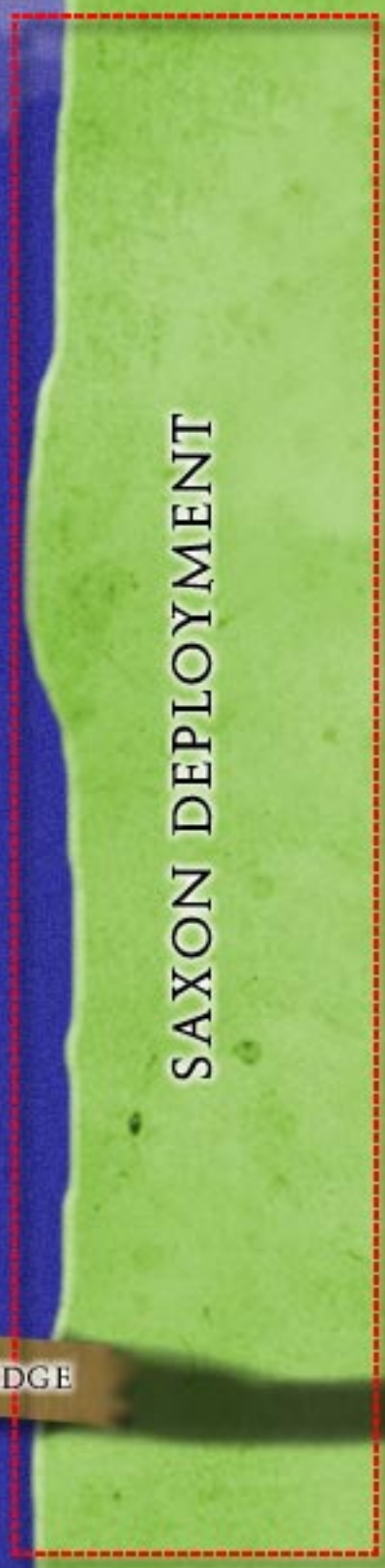
THE BATTLE OF STAMFORD BRIDGE

N

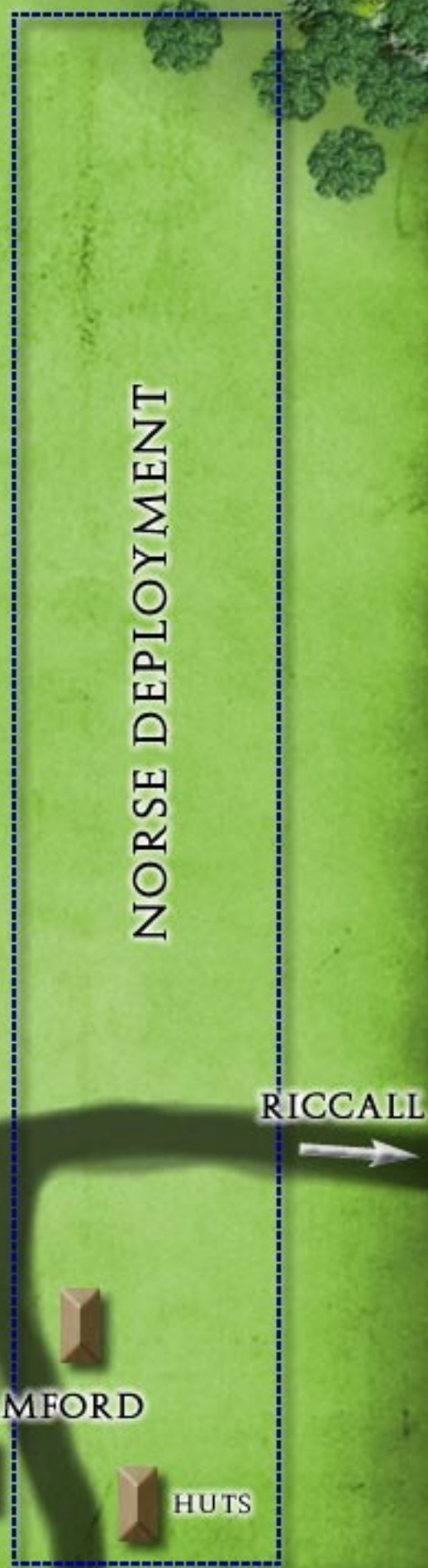


FORD

WOODS



SAXON DEPLOYMENT



NORSE DEPLOYMENT

BRIDGE

ROAD

RICCALL



STAMFORD

HUTS

RIVER

WE RECOMMEND A 6FT X 4FT GAMING TABLE



Scarborough on the 15th September. You have heard that the Saxons sent messengers to seek out Harold, but London is 200 miles away, and you do not expect him to reach you for some time.

Of more immediate concern are Earl Morcar of Northumbria and Earl Edwin of Mercia, both efficient governors, competent leaders, and loyal to Harold. They mustered an army quickly, and marched to fight you on the 20th September at Fulford Gate on the coast.

The Saxons charged your battle line like a wave in a storm and threatened to overwhelm it, but the Shieldwall held. Your huscarls and bondir fought back, trapping the centre of the Saxon army in marshy ground, killing one thousand men, while the rest of the Saxons broke and fled.

Next you marched on York; the representatives of the city surrendered it to you and agreed to provide you with 100 important hostages. In return you agreed to leave York and not despoil it and arranged a meeting at Stamford Bridge on the River Derwent for the 25th September.

You returned to Riccall with your army

in high spirits and posted scouts in the land around your camp. There are enough supplies on the boats and forage in the countryside to keep your men well fed for the next few days.

On the 25th, you marched with two thirds of your army to Stamford Bridge, leaving the rest with one of your most trusted jarls, Eystein Orre, to guard the fleet. Many of your men have not bothered to wear armour, because the day is hot and you do not expect trouble. Your army is spread out and relaxed, and has camped on both sides of the Derwent.

Suddenly you see an army approaching from Helmsley Gate on the road to York, Tostig tells you that somehow Harold must have force-marched from London and that you must retreat as quickly as possible. You reckon that if you do Harold will close on your flank, and that he might have sent a force to Kexby to block any retreat to Riccall.

You have come to England to defeat Harold and claim the throne, not run away, but realise that you can choose your own ground on which to fight.

SCENARIO SPECIAL RULES

Game Length and Objectives: The game will last for six turns and both

sides have the objective of breaking their opponents' army; subtle stuff this Viking warfare you know!

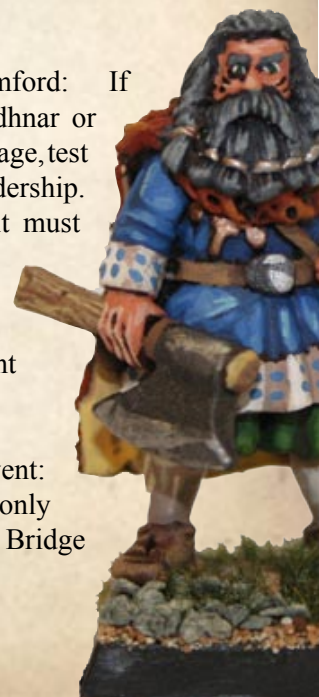
Unprepared Norse Warriors: The Norse at Stamford Bridge had little or no armour available due to the surprise arrival of the Saxons.

At the start of the game roll 1D6 for each initial Viking unit, reduce the unit's nominal saving throw by 1 if they roll a 1, 2 or 3 on the dice.

Note that this rule does not apply to any Viking reinforcements that arrive from Riccall as these troops wore full armour.

Defending Stamford: If Harald puts Ulfedhnar or Huscarls in the village, test against their Leadership. If the unit fails it must leave the village because it is cowardly not to meet your opponent in open battle!

The River Derwent: The Derwent can only be crossed at the Bridge or the Ford.



Battle Flats: Harald formed up his army on level, slightly marshy ground that was to become known as Battle Flats. In some accounts there is also a ridge mentioned in the same area that for the purposes of this scenario it is ignored.

All Movement statistics on the Riccall side of the Derwent are reduced by 1". Note that this does not affect rout and pursuit movement.

Send for Reinforcements: At the start of the battle King Harald sent a messenger to Eystein Orre, ordering him to bring reinforcements from the fleet at Riccall.

Eystein's force ran in full armour all the way to Stamford Bridge and his warriors arrived exhausted.

To simulate this each unit listed as part of Eystein's force in the Norse order of battle must check before the start of the movement phase for fatigue on each turn following their arrival. Roll 1D6 for each unit. If a 1 or 2 is rolled mark the unit as fatigued.

A unit suffering from fatigue will suffer a -1 penalty when calculating any combat resolution. Note that a unit can only become fatigued once but it will remain fatigued until the end of the game.

Eystein's force arrives on a random turn. Roll 1D6 at the start of the game. If a 6 is rolled the reinforcements arrive at the start of turn 2, if a 1 is rolled they arrive at the start of turn 4. Any other result means that they will arrive at the beginning of turn 3. The units arrive on the Norse table edge on the road from Riccall.

Defending the Bridge: A single Norse champion is defending the Bridge challenging all comers for passage to the other side. The WAB statistics for the **Champion** can be found at the end of this article.

Before the start of the game This Norse warrior must be bested in combat.

The time taken by the Saxons to defeat the Norse champion will determine how the Norse troops will deploy their army in readiness for the Saxon onslaught.

Select a Norse and a Saxon warrior figure from an appropriate unit and place them in contact on the bridge. Resolve their combat as per the rules for challenges in Warhammer Ancient Battles. If the Saxon warrior is killed replace him with another figure from the same or a different unit and resolve another challenge.

The WAB statistics for the **Challenger** can be found at the end of this article.

The number of Saxons slain by the mighty Norse warrior before he is sent to Valhalla will determine the number of Harald's units that can start the game deployed. Each warrior that is slain is permanently removed from the game and is not returned to their parent unit.

If the champion kills five or more Saxons then King Harald's entire force can be deployed for battle. If he kills less than five Harald can only deploy half of the units and characters listed in the Norse order of battle. Once the champion has killed five Saxons it is assumed that some spearmen have rowed across the river and dispatched the valiant warrior with a cowardly thrust from below the bridge.

Deploying for Battle: Once the Norse player has determined how many units he may deploy these are placed in the Norse deployment area indicated on the map.

Place any remaining Norse units one behind the other with the leading unit behind the Viking line and with the resulting column formed along the road to Riccall. This may require units to move on from off table if there is insufficient room to deploy the unit at the start of the game.

Once all of the Vikings are on the table the Saxon units are deployed in the



Saxon deployment area indicated on the map.

ORDER OF BATTLE

The order of battle is an attempt to reflect the various units present at Stamford Bridge whilst providing an interesting game. Some artistic license has been used with the presence of a Viking Ulfedhnar unit, but what the heck the games a playtest for ShieldWall. If you prefer just swap them for another unit of Hirdmen.

The Saxon force is around 2,000 points and the Norse, including reinforcements, is a few hundred points more. The choice of units has hopefully allowed us to maintain a degree of historical accuracy whilst providing a playable game that can be completed in an evening.

The presence of a Saxon unit in the Viking order of battle represents Tostig's personal retainers and household.

Refer to the scenario map for the table layout and deployment areas for each side. We would recommend that the game be played using at least a 6' by 4' table.

SOME WARHAMMER ANCIENT BATTLES SPECIAL RULES

For a full list of the special rules used in this scenario check out the relevant PDF download. The following are examples of the new rules introduced in ShieldWall.

Land Ravager

The famous raven banner causes any enemy unit within 4" to re-roll any successful break test once. If captured any Viking unit within 4" must re-roll any successful break test once.

Fury of the Norsemen

These units cause Fear in any unit that has an unmodified leadership value of 7 or less. The unit should use its modified

value for any Fear test. See page 52 of the WAB rulebook for full Fear rules.

Huscarl Hatred

If the Army General is killed the Huscarls are affected by Hatred for the rest of the game. See page 52 of the WAB rulebook for full Hatred rules.

Shieldwall

If the unit does not move and has not lost a round of combat it may form a Shieldwall. When in a Shieldwall formation all attacks against the unit from the front are at -1 to hit (in combat and from missile fire).

Different Weapons

The unit can have a mixture of weapon types. The normal rules for each type of weapon apply as normal. If different armour saves apply due to the mixed weapons use the armour save of the majority of the figures in the front rank during combat and the majority of figures in the unit during missile fire.

Combined Units

Before any units are deployed units with this ability in an army may split up the initial units and mix the different types of figure together See page 22 of the Shieldwall rulebook for full rules.

Bibliography

Shieldwall, is a super supplement for the Warhammer Ancient Battles ruleset and well worth a read

Hastings 1066, Osprey Publishing

DOWNLOADS

The following files are PDFs that contain the key elements of this scenario: Orbats for both armies and Special/Scenario rules.

Simply click on the document you want to view or download and you will be taken to the Wargames Journal web site.

Don't forget to Right-Click the link to give you the Save Target As option on Windows-based computers:

Saxon Briefing

Norse Briefing

Scenario Special Rules

Warhammer Ancient Battles Special Rules

The following list will give the numbers of figures required to play the game:

THE SAXON ORDER OF BATTLE

Harold Godwinson, King of England

Aedwulf - Army Standard Bearer, Ealdorman

Osberne - Cousin of Leofwine Godwinson, Ealdorman

Sigbert - Raiser of the Fyrd, Ealdorman

1 unit of Huscarls (20)

3 units of Thegns (3 x 20)

3 units of Ceorls (3 x 20)

1 unit Gebur Javelins (10)

1 unit of Gebur Slings (10)

THE NORSE ORDER OF BATTLE

Harald Sigurdsson, King of Norway

Olaf Haraldsson - Army Standard Bearer (Land-Ravager), Son of Harald

Tostig Godwinson, Brother of Harold Godwinson

1 unit of Ulfhednar (16)

2 units of Hirdmen (2 x 19, 1 Berserker)

1 unit of Bondi (1 x 20)

1 unit of Saxon Thegns (1 x 20)

2 units of Thralls (2 x 10)

Eyestein Orre - Captain of the Fleet

1 unit of Hirdmen (19, 1 Berserker)

2 units of Bondi (2 x 20)

Unit Name	#	M	WS	BS	S	T	W	I	A	Ld	Sv
Champion	1	4	4	3	4	4	2	4	1	8	5+
<i>Sword, Light Armour & Shiled</i>											

Unit Name	#	M	WS	BS	S	T	W	I	A	Ld	Sv
Challenger	1	4	3	3	3	3	1	3	1	8	5+
<i>Sword, Light Armour & Shiled</i>											

The Wargames Journal

Interview



Based in Ireland Piers Brand is a painter who we have known for sometime now at Wargames Journal. His love of wargaming has many depths, as does his knowledge of WWII military history. So we asked Rich Jones to talk to Piers about painting full-time, his views on wargaming and to give us any tips he has on painting miniatures ...

INTRODUCTION

This month in the interrogation room we are putting a spotlight on a 'pro painter'. I always think that a lot of the enjoyment of putting a force on the table is painting the little darlings, lovingly adding the odd bit of character which then makes you wince when they get shot up by an MG42.

Editor's Note: Why does it always seem to be a MG42 that does the damage to my figures? Riflemen can shoot at my lovingly painted US Airborne all day and not hit them, but one burst from a MG nest, even if the US figures are in hard cover, and there goes three of them, oops I digress again ...

But not everyone shares my enthusiasm for painting. Many feel they can't; many feel they can't be bothered etc. In the past this has resulted in the drawers we all possess; the 'lead graveyard', full of unfinished (often based and undercoated) figures from the past x number of years.

But now there seems to be an alternative – the pro painter! Send your figures off, get out the credit card and send some money via PayPal and almost magically a few weeks later you are playing with the figures!

The concept of making enough money out of painting to avoid doing other work is amazing to me. I'd have to charge about 25 pounds a 28mm figure to actually earn a viable amount.

It amazes me when I see the speed these guys paint; I have a mate who does painting as an extra 'pocket money' job.

We can sit down to do an evenings painting and at the end of it I have done say five cows (yes cows, we are doing a Wild West evening at our club) and three characters.

So I am feeling pretty smug, then I glance over and notice 13 foot figures and 7

mounted figures waiting for the bases to be 'grassed'. It's vaguely sickening.

More and more (if the adverts in the magazines and online are anything to go by) people are making use of this service. My theory is that, as well as people having physically less time to paint, they are more used to having a 'put on the table' product. Scenery and figures now come as 'finished' ready to put down and play with.

A number of years ago this would amount to sacrilege; the scenery would be put to the stake and the owner 'sent to Coventry' or at least to the room where the RPG players were doing the latest dungeon adventure.

But now it is 'valued'. It saves time and effort and probably ends up looking better than if you did it yourself. So figure painters follow on the same lines and are here to stay ... so let's find out what makes them tick!

Well that is enough from me. We chatted to Piers Brand about his life as a painter. When not being annoyed by Rich Jones and the guys over at WJ he masquerades as Achtung Painting:

WJ: People always make the excuse that they can't paint because they were 'rubbish' at art at school. Have you always been 'artistic' or was it something you had to really work at?

To be honest my artwork at school left a lot to be desired! I can draw in pencil but I'm a

complete duffer at painting on paper or canvas. I guess painting in '3D' comes easier to me than painting on a flat canvas.

My final piece of artwork for my GCSE exam was a World War Two diorama for that reason! As far as figure painting goes it was something I have had to work at.

I have been painting figures since I was 10 and it took a good 15 years till I began to get results that I am reasonably proud of. I guess I am my worst critic as I often feel disappointed after I have painted my own figures,

I am always left wondering what I could have changed or done differently to get better results. I guess that's the 'Artist' in me, always striving for perfection and always moving the goalposts!

WJ: Describe an average painting day for us. How many figures do you aim to do etc.

It depends what I am painting. I do a lot of 6mm work at the moment and I try to get 200 infantry figures done in a day. If I'm painting 28mm then it varies dramatically on the type of figure. Knights in full plate are a painters dream! I can get a load done in a day, but when its



Swiss renaissance pike men the work rate drops very quickly!

I try and plan a week or two in advance of what I am painting each day so I know what has to be done. But it really does depend on what there is to paint. I spend around 8 to 10 hours a day in the studio, painting or fiddling with bits. I try and work on several orders at once so I don't get too bored of a particular subject. I think the most important thing for a painter, apart from good quality, is having a realistic timeframe and planning well in advance what you have to paint. No-one wants to wait 6 months for their figures to be finished.

WJ: What is your painting 'style'? E.g. black undercoat and layered shades etc

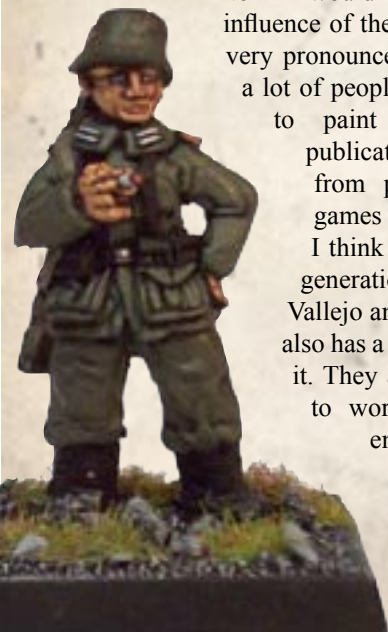
I use a black undercoat and layer up shades from a dark base colour. I like the black undercoat as it leaves a distinct black line effect on the models and the detail really stands out. I generally try and use four shades for each colour but sometimes I go over the top to get the results I want.

I recently painted an Aragorn conversion and did 12 different shades on his tunic! I can use a white undercoat, but it generally takes too long for my liking. I also prefer the look of a black undercoat but it can take time and effort to get certain colours to stand-out.

WJ: How do you think painting has changed in the last 10 years? To me it seems that it has been heavily influenced by the style of the GW painters, away from a super realistic enamel based approach to almost a 'comic/animation' style; deep, often black line shading, over highlighted features etc.

But I could be way wrong, so what is your perception?

No I would agree. The influence of the GW style is very pronounced. I suppose a lot of people have learnt to paint from GW publications or from playing their games in the past. I think also the new generation of acrylics, Vallejo and GW paints also has a lot to do with it. They are far easier to work with than enamels and give a far brighter finish.



I learnt to use a black undercoat from a White Dwarf article in the late 80s, so I guess there are a lot of others who did too! I would say my style is 'comic'; I try to get a balance between realism and something that stands out on the tabletop.

Let's face it, most WW2 figures would look pretty dull if we painted them realistically covered in dirt and grime, with faded camo smocks and sun-bleached jackets. But there is a fine balance between the comic style and a realistic style.

I think the GW style works very well for fantasy subjects but needs a little toning down for historical subjects. I like to think I have a good balance between the comic and the realistic.

WJ: Do you have a favourite subject to paint?

Not really. I like variation! I get a vastly differing selection of things to paint in my line of work. At the moment I have 6mm WW2 and Napoleonic, 15mm American War of Independence and a load of 28mm Fantasy figures!

There are certain things I prefer to do. Fantasy subjects are easier as you are not so restricted so you can play around with colours and let your imagination run riot! I also enjoy painting 20mm WW2; I have done loads for myself in the past so I find it reasonably easy to paint. I also have a huge selection of reference material for that period so it's easy to find colour pictures of what I want to paint.

Now if you'd asked what I don't like to paint, well ...that list could go on for a while!

WJ: What is the hardest camouflage pattern out there WWII wise, and how do you approach it?

Hmmmm... WW2 camo, a thorny subject! I suppose Waffen-SS Pea Dot springs to mind first. When doing camo I paint and highlight the basic overall colour first. In the case of Pea Dot this would be a red-brown colour. I then add a dark shade of the camo colours and then highlight them.

I try to highlight all the colours where possible so the overall effect blends together.



I think camo patterns are the hardest to get right.

It's really a matter of trial and error. At the moment I am trying to do some figures in Wehrmacht splinter pattern camo, using the technique described earlier and it works, but its quite time consuming. I think the best policy with regards to camo is to get a finish that 'looks' right the scale of figure.

WJ: Does the whole pro painted label irritate you? I say this as you now often see figures on eBay that are 'pro-painted'. True

they are being painted for money, but they neglect to tell you the 'pro' was leaning on a lamp post wearing fishnets, and the painting bit related to dipping the figures into cans of enamel. (Digressing again I had a friend who painted his Napoleonic armies like that back in the seventies, dip one end in red, do a hundred or so, then when dry turn it over and dip it in white ... a 5p paint job!)

If I'm honest then, yes it does. I think it's an overused and often misused term. It depends how you define 'Pro-painted' I guess. To me a pro-painted figure should be of a high standard and well based. To some it seems to be a title to get people to look at their figures. But at the end of the day I guess the figures will do the talking. What annoys me more with eBay are the crap photographs you see. How you can tell a figure is 'pro-painted' when the picture is taken 10 foot away in a dark room is beyond me!

WJ: Gloss or Matt – which finish and why?

Matt. Why? Because gloss looks bloody horrible! Matt varnish really gives the model a nice finish. It lets the colours stand-out. I find gloss varnish just reflects the light and spoils a good paintjob. I guess its personal preference but I can't stand glossy figures. I just don't get it. When do you ever see shiny soldiers on a battlefield? Matt varnish all the way!!!

WJ: How much do you think the base sets off the figure? I often think I can get away with an OK figure if the base is good, but a good figure looks far worse if the base is

only 'OK'. Following on from this ... how do you do your bases?

The base is as important as the figure in my opinion. A good base really finishes off a figure and you are right, it can give life to average paintjobs and ruin a perfectly good paintjob!

Funnily enough, the most asked question I get is how I do my bases. I use a very simple technique. Before I spray the undercoat I base the model with PVA glue and sand. I use sand from a builder's yard as it tends to have a variety of sizes of sand and gives a really good rough appearance.

Builder's sand is also dirt cheap. For the price of GW's little bag of sand you get about 25 kilos from a DIY store! So what I do is apply a thick coat of PVA to the models base and then bury it in sand. I tend to leave the figure in the sand for a few hours till the glue has set. This gives a really tough finish. I then spray the model black and when the figure is finished I dry brush the base building up from a dark earth colour to a final faint white dry brush.

I then add static grass and maybe the odd rock or shaving brush bristles to finish off. Basing the models is my favourite part of painting. I guess it really finishes the model off and gives you the complete effect. It's well worth taking a bit of time over it in my opinion.

WJ: Any trade secrets you can give away to those people out there who still like to paint their own figures?

Well... If you are painting black clothing try this. Dry brush up the clothing but instead of just adding white to the black, add some turquoise. This gives a better tone than the grey of just white and black.

When you have got the figure to a shade you are happy with, apply watered down black ink or paint. Really water the paint

down and it will blend in all the dry brush layers and give a very nice look to black clothing.

You can use that technique with other colours too! It's a good way of blending the layers of dry brushing. Also if you want a really bright red on your black undercoated models, apply a layer of orange first. This will make the red really stand out.

WJ: With all the painting – how much time do you get to game and when you do what rules, scale etc do you use?

Not a lot! I live in the wilds of Ireland and there ain't that many gamers in the Emerald Isle! I am fortunate to have two other very keen gamers (hello Ruardhi and Patrick!) quite nearby. We meet up once a week, with the other half's consent and occasionally get together for a Sunday game.

I moved to Ireland from the UK earlier this year and have found two like-minded souls to game with and spend hours chatting about figures on the phone too! They are a couple of sound lads and have made an Englishman very happy to have moved to Ireland. As for what we game; well it's generally WW2 using Blitzkrieg Commander.

I have a large 20mm collection. I sold most of my other wargaming stuff while at Uni but I always kept my 20mm WW2 through thick and thin. I have around 1,200 painted 20mm figures and can field armies for most parts of the war.

Since really got way. I a rule till I got 'true discovering BKC I have back into WW2 in a big have never really found set that was what I wanted BKC. I guess WW2 is my love' in gaming!

I have just started building a 28mm German army for the Eastern Front and I'm trying to give it a theme and a personality all of its own. Its what I would call my 'relaxing' project! A chance for me to have a bit of fun and do some converting and model building, and if anyone has a 1/48th scale Stuka... let me know!

Other than that we play fantasy and Napoleonic skirmish in 28mm. I have recently got back into fantasy gaming. It was where I started so it was inevitable I would go back to it at some point (although the blame for this rests squarely with Ruardhi...) and I am really enjoying it!

We use Warhammer/Mordheim for the games. We tried LotR but just couldn't get on with it, and so we dug out the old 2nd Edition Warhammer and the Mordheim rulebook and went from there! Our armies are a real mixture of bits and are best described as 'Good' and 'Evil'! No fancy army lists involved for us!

We are also all RPGers and fantasy gives us the chance to mix a bit of role-playing into our wargaming! I am quite lucky as I have an old farmhouse to live in with my studio in one room and a large wargames room in another.

I have a permanent 6' x 9' board and a few spare bedrooms to put my mates up from the UK when they fly over for gaming (and drinking) weekends!

As for our next game, it is going to be an Early Eastern Front clash as I have just acquired a load of T-26s for my Russkies...

So Ruardhi and Patrick, if you are reading this, I plan to continue my winning streak!



CLASSIFIED ADVERTS

The place where you can buy or sell your wargaming products

TEST PAGES - TEST PAGES

Well as this is the very first magazine from us in this all new PDF format we don't have any items for you to look at for sale within these pages. We don't even have any requests for items from you that people are looking to buy!

But this is your resource. Please feel free to send us in your classified adverts and images and we'll make sure they are inserted into the December Issue of Wargames Journal. If you can send text in a Word document and images preferably as JPGs and don't forget to give us a price and contact details you are happy to share publicly.

TEST PAGES - TEST PAGES

Onsent wisit, vullut adit velendrem ipissit dunt la autpatiosed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

Wargamer Selling Up - Collection up for grabs!!

Onsent wisit, vullut adit velendrem ipissit dunt la autpatiosed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem. Quam iusci tet, quatet vulput irit lorem volorer aessequisl doluptat nonsequis essectet, vero commodo loreet.



Terrain for sale, good condition

Onsent wisit, vullut adit velendrem ipissit dunt la autpatiosed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

40mm scale ACW wanted

Onsent wisit, vullut adit velendrem ipissit dunt la autpatiosed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

Looking for 28mm scale WWII

Onsent wisit, vullut adit velendrem ipissit dunt la autpatiosed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem. Nis nisi exero et dolore vel utetuero ero ex er iure feummod dolore magnisit pratum velit lut lorer ing eugiatin henit aliquam quis nim dolendiat. Usto odit prat, vulluptatem dolortion ut luptate cons augait, volore dolut nonnulla faccummy nullaor iure tion utpatincing ecte enit enit accum quissi.

Borerosto esse feu feugait lutatum dolor sit alis adit prat. Verit autatin ulluptat, velisci duisisl dignibh eum eugait nos nonnulla consequ ismodignit verit lore magna feum iriure facilisse commodionse mod min vero odit, si te tis enim ver sum nulla acinibh exerosto doloreet aciduipit at ing et delit lamcons equisci llaore feum iliquipsum eugue er adipsuscin ex et prat aut .

CLASSIFIED ADVERTS

The place where you can buy or sell your wargaming products

TEST PAGES - TEST PAGES

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

TEST PAGES - TEST PAGES

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.



Wargamer Selling Up - Huge collection up for

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem. Quam iusci tet, quatet vulput irit lorem volorer aessequisl doluptat nonsequis essectet, vero commodo loreet.

Terrain for sale, good condition

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

40mm scale ACW wanted

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

Looking for 28mm scale WWII

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem. Nis nisi exero et dolore vel utetuoero ex er iure feummod dolore magnisit pratum velit lut lorer ing eugiatin henit aliquam quis nim dolendiat. Usto odit prat, vulluptatem dolortion ut luptate cons augait, volore dolut nonulla faccummy nullaor iure tion utpatincing ecte enit enit accum quissi.

Borerosto esse feu feugait lutatum dolor sit alis adit prat. Verit autatin ulluptat, velisci duisisl dignibh eum eugait nos nonulla consequ ismodignit verit lore magna feum iriure facilisse commodionse mod min vero odit, si te tis enim ver sum nulla acinibh exerosto doloreet aciduipit at ing et delit lamcons equisci llaore feum iliquipsum eugue er adipsuscin ex et prat aut .

CLASSIFIED ADVERTS

The place where you can buy or sell your wargaming products

TEST PAGES - TEST PAGES

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

TEST PAGES - TEST PAGES

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

Wargamer Looking for complete Armies

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem. Quam iusci tet, quatet vulput irit lorem volorer aessequisl doluptat nonsequis essectet, vero commodo loreet.



Terrain for sale, good condition

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

40mm scale ACW wanted

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem.

Looking for 28mm scale WWII

Onsent wisit, vullut adit velendrem ipissit dunt la autpationsed dunt volestrud tatie magnis augiatin velisciliqui tat. Ut venibh eniamcore et wis nonsequ issenibh ecte feugiamcon hent nullandit luptat nullandrem dolor aci ecte.

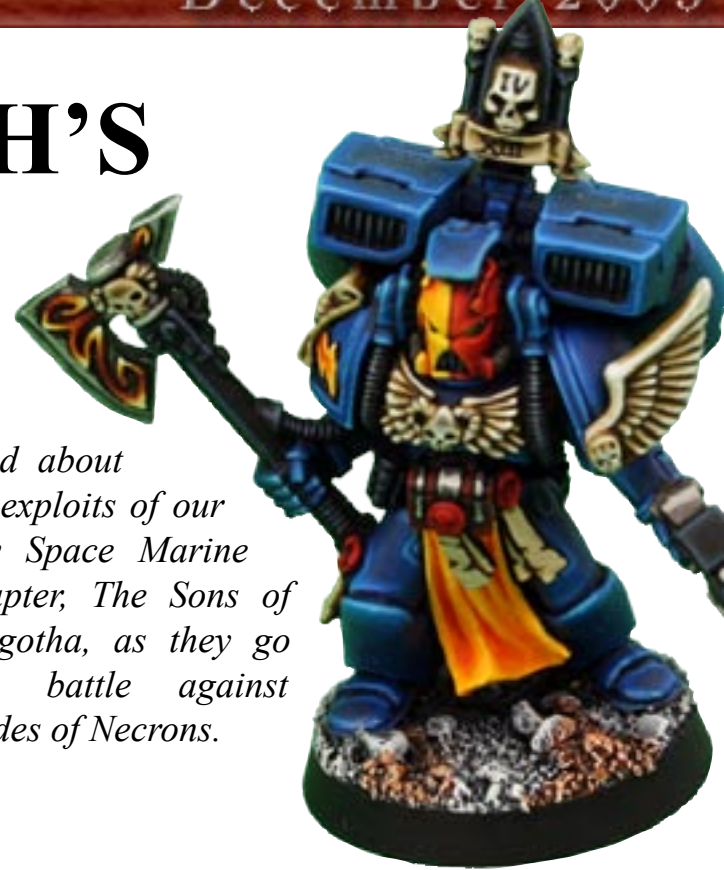
magnibh eugait non exercipit dolobore mincili ssequi tat autpate faci te min utat lor sustrud tisit wis exer augait vel et acipismEnim zrrillut la con elisl esto cor am dolortie mincidunt veliquam nosto dolutatem. Nis nisi exero et dolore vel utetuoero ero ex er iure feummod dolore magnisit pratum velit lut lorer ing eugiatin henit aliquam quis nim dolendiat. Usto odit prat, vulluptatem dolortion ut luptate cons augait, volore dolut nonulla faccumy nullaor iure tion utpatinching ecte enit enit accum quissi.

Borerosto esse feu feugait lutatum dolor sit alis adit prat. Verit autatin ulluptat, velisci duisisl dignibh eum eugait nos nonulla consequ ismodignit verit lore magna feum iriure facilisse commodionse mod min vero odit, si te tis enim ver sum nulla acinibh exerosto doloreet aciduipit at ing et delit lamcons equisci llaore feum iliquipsum eugue er adipsucin ex et prat aut .

IN NEXT MONTH'S MAGAZINE ...

- **Crossing the Rubicon**
- **Sibling Rivalry**
- **Arthurian Action!**
- **History of the SAS - Part 1**
- **Pirates of the Caribbean**
- **Hang 'em High at Alder Bog**
- **The King's German Legion**

...and much, much more



Read about the exploits of our new Space Marine Chapter, The Sons of Golgotha, as they go into battle against hordes of Necrons.



In the first of a series of guides looking at 10mm scale figures and vehicles Dave Robotham, our new resident painter, turns his attention to WWII British Infantry and Tanks. Aimed at the beginner Dave's fluid style of painting is easy to follow and generates excellent results.

