

# WARGAMES

## SOLDIERS & STRATEGY

The death of the Earl of Warwick at the 1471 Battle of Barnet. For a more colourful version of the image, see page 40.



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- Replaying the Siege of Fort Stanwix
- Painting panzers without an airbrush
- Let's play *Strontium Dog*



Digital renders of Dark Age Armoured Vikings. 2019 release



Numidian Cavalry

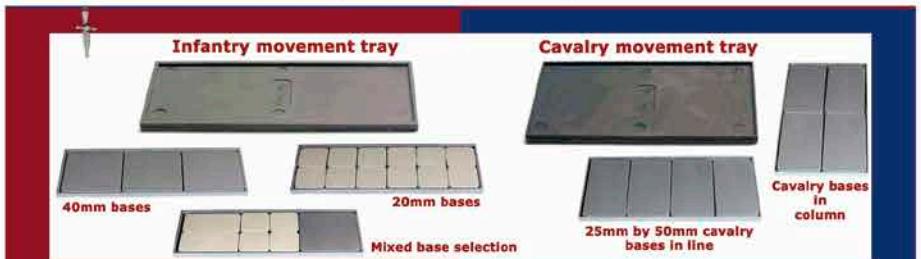


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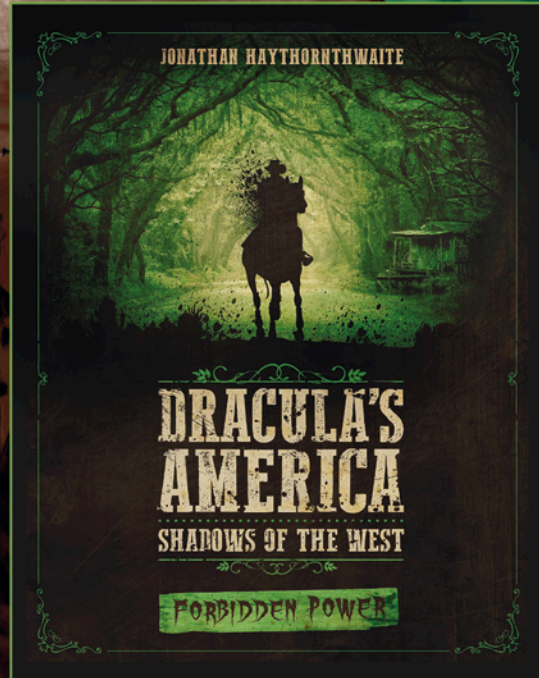
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# WARGAMES

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# Editorial

***“Fight, gentlemen of England! Fight, bold yeomen! Draw, archers, draw your arrows to the head! Spur your proud horses hard, and ride in blood; amaze the welkin with your broken staves!”***

— Richard III (Act V, Scene 3)



Ahh... there is nothing quite like the Wars of the Roses (WOTR)! Imagining the loosening of arrows across an open field and the desperate charge of men and horses, with the occasional ‘boom’ of cannon. Throw in the odd weather effect and just a drop of treachery, and you have the perfect wargaming setting for medievals.

The fight of two noble houses, Stark and Lannister... er, I mean *York* and *Lancaster*, for the throne of England has inspired many a book, film and TV series. From the fairly recent series of *White Queen* books to the various incarnations and adaptations *Richard III*, the Wars of the Roses remain popular in English literature. Further afield, the *Game of Thrones* series is directly inspired by this period of history (and the Valois dynasty).

I particularly like a 1995 version of *Richard III* that projects the story into a 1930s Britain torn apart by civil war, with Ian McKellen playing the title role as fascist dictator. Why not adapt some of the battles to *A Very British Civil War*, or, with a *Game of Thrones* twist, to a fantasy setting? Whether you prefer your ‘Richard’ as Lawrence Olivier, Ian McKellen, Vincent Price, Aneurin Barnard or Peter Cook (maybe even Peter Dinklage?), there is a good deal of mileage to be had in games of this period.

In our next issue we look at Napoleon’s allies and their role in upholding the First French Empire, which is so often overlooked.

Guy Bowers

editor@wssmagazine.com

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## THE BATTLE OF NORTHAMPTON

The Earl of Warwick’s Yorkist forces use treachery to capture Henry VI after the king’s new cannon fail to fire in the rainy weather. ([http://www.wssmagazine.com/wss98\\_extra](http://www.wssmagazine.com/wss98_extra))

And coming in the next issue:



## A LITTLE HELP FROM MY FRIENDS

From the Kingdom of Naples to Saxony and the Duchy of Warsaw, Napoleon made regular use of allied armies (both voluntary and forced) as he campaigned across Europe.

# MINIATURE REVIEWS

A look at some of the newest miniatures, terrain pieces, and more from across the wargaming world.



## Sexton self-propelled gun

**Company:** Plastic Soldier Company

**Size:** 15 mm (1/100) and 20 mm (1/72)

**Era:** World War II

**Price:** £19.95 for five (15 mm) or £18.95 for three (20 mm)

[theplasticsoldiercompany.co.uk](http://theplasticsoldiercompany.co.uk)

The latest plastic vehicle release from PSC is the Sexton self-propelled gun (SPG). The Sexton was produced in Canada as a replacement for the Bishop SPG. The British did for a short while use the M7 Priest 105mm self propelled gun, but this caused supply issues as the British didn't otherwise use the 105mm round. It was

produced from 1943 and saw service in Italy and Northern Europe. Some 2,500 were made. After the war, some saw service in India and Portugal. As with previous PSC kits, you have the option to build the Mark I (based on the Ram tank) and the far more common Mark II (based on the M4A1). The kit fits together very well and the detail is very good. Crew are provided as standard. The price is good too. The kit is available in both 15 mm and 20 mm.



## French Voltigeur infantry

**Company:** Avanpost Miniatures

**Size:** 28 mm 'foot to eye' or 31 mm tall

**Era:** Napoleonic

**Price:** 140 rubles per miniature (approx. £1.70)

[vk.com/avanpost\\_miniatures](http://vk.com/avanpost_miniatures)

Following on from its 28 mm Napoleonic French line, Avanpost Miniatures has released Napoleonic French Voltigeur and grenadier infantry. The models are available in resin or metal; the ones reviewed are cast in metal. Each comes in kit form – to make up an infantryman, simply add

the arms, the backpack, and the small sword. The detailing on these is excellent and the parts fit together perfectly. Size-wise, the range is mid-sized and will fit in with most others. Russian infantry (line and grenadiers) and artillery are next, with Avanpost recently revealing a 'unicorn' gun-howitzer and a range of 28 mm bronze cannon barrels! This is the start of an excellent range that will be welcomed by collectors and gamers alike.

## Early Great War British infantry

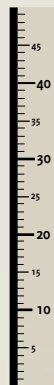
**Company:** Great Escape Games

**Size:** 12 mm 'foot to eye' or 13 mm tall; cavalry are 17 mm tall

**Era:** World War I

**Price:** £35.00 for 107 figures (a brigade)

[www.greatescapegames.co.uk](http://www.greatescapegames.co.uk)



With the release of Great Escape Games' new 1914 rules set, the company has also released a series of packs of early Great War infantry. Currently there are four 'brigade' sets, for the Belgians, the British, the French, and of course the Germans. Reviewed here are the British. A brigade set gets you sixty infantry figures plus commanders, nine cavalry miniatures with nine dismounted, and five Vickers

machine guns and two field artillery guns with crew. Bases are supplied as standard. The models are all well cast and have good, accurate detail. Being the BEF, they include some moustaches! Mould lines were minimal and there was a little flash on the base. If you are looking to try 1914 or the Great War in a smaller scale, then these miniatures will be well worth checking out.

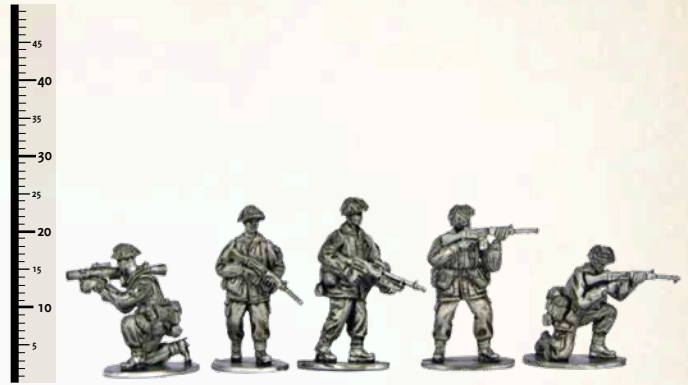


**Napoleonic Spanish line infantry**

**Company:** Offensive Miniatures  
**Size:** 27 mm 'foot to eye' or 30 mm tall  
**Era:** Napoleonic  
**Price:** £8.00 for six miniatures  
[www.offensiveminiatures.com](http://www.offensiveminiatures.com)

Offensive Miniatures is releasing more Spanish infantry for its range. The Spanish fought hard against the French in the Peninsula War but are often neglected or passed over by wargamers in favour of the British or Portuguese forces. The models reviewed here are Spanish line infantry in post-1811

uniform (known as the 'English' uniform by the Spanish). Britain provided over one hundred thousand uniforms and weapons for most of the newly raised Spanish army, including complete uniforms (including shakos, backpacks, and shoes) and weapons. The casting is very good with no flash or mould lines present. The detail is good, down to the brass plate on the shako. This is an excellent addition for the Spanish forces in the Peninsular War.



**Cold War British infantry**

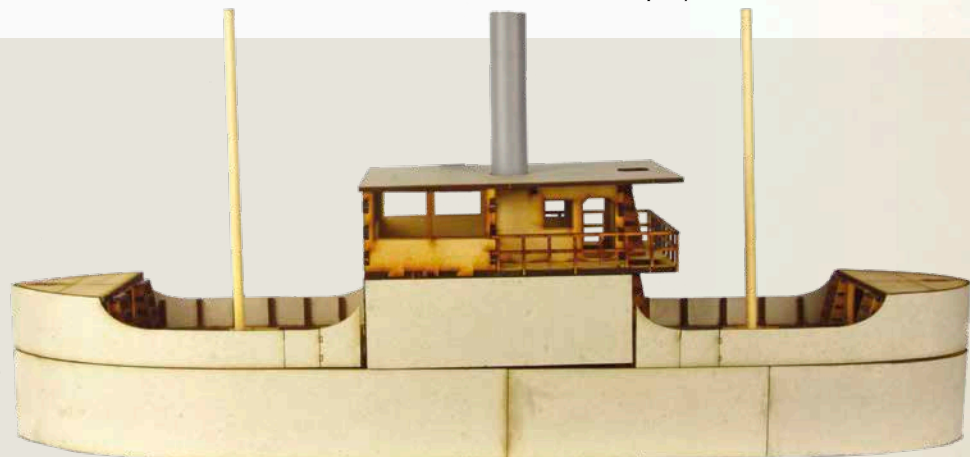
**Company:** Under Fire Miniatures  
**Size:** 20 mm 'foot to eye' or 23 mm tall  
**Era:** Cold War (1970-80s)  
**Price:** £5.25 for five or £4.20 for four models  
[www.underfireminiatures.com](http://www.underfireminiatures.com)

The British Army of the Rhine (BAOR) was stationed in West Germany against a potential Soviet invasion. The models represent BAOR troops at the height of the Cold War in the late 1970s to early 1980s. The range currently consists of five packs: a platoon HQ (with radio and light

mortar), two fire teams (with GPMG and Carl Gustav), a sustained-fire GPMG team, and a light support team (carrying Bren LMG, Carl Gustav and GPMG). The packs have either four or five figures each. The casting is very good and the miniatures are very accurate. The level of detail is exceptional considering these are 20 mm, not 28 mm or larger. These will be a must for 20 mm Cold War BAOR players.

**Tramp steamer**

**Company:** Sally 4th  
**Size:** 28 mm (600 mm long x 104 mm wide)  
**Era:** 20th century  
**Price:** £55.00  
[www.wargamesbuildings.co.uk](http://www.wargamesbuildings.co.uk)



Now here is the ultimate pulp accessory. As part of the company's growing MDF boat range, which currently includes canal boats and yachts, there is an MDF tramp steamer! The ship comes as a flat-pack kit. Simply follow the detailed step-by-step instructions and the model will be constructed in approximately two and a half hours. The finished model is very impressive. The decks are remov-

able to allow miniatures to be placed inside. The lower deck has a height of 50 mm, so even giant apes can be placed in the hold! The model has a good basic level of detail, including bridge fittings, derricks, and navigational lights. This could further be improved by simply adding portholes, cowl vents, or an anchor. Sally 4th makes a bunk and locker set to equip the inside of the vessel.



### Kachin irregulars

**Company:** Warlord Games  
**Size:** 1/56 scale; 28 mm 'foot to eye' or 31 mm tall  
**Era:** World War II  
**Price:** £15.00 for ten infantry  
[www.warlordgames.com](http://www.warlordgames.com)

During World War II, both the Allies and Japanese in the Far East used native troops to supplement their own forces. The British particularly became adept at recruiting locals as irregulars and forward scouts. Z Force also intended to use them as 'stay behind' units to commit acts of sabotage, but they were less effective

in this role without experienced help and equipment. Warlord has released several new models for the Far East, including the Kachin irregulars and several Australian guns with crews (including the two-pounder, six-pounder, 75 mm Pack Howitzer, and 40 mm Bofors). Also available are Australian scouts, forward observers, and a cool medical stretcher team. The models are well cast and sculpted with only a little flash on the base. Plastic bases are provided as standard. The Australian guns might also have some use as ANZAC forces in North Africa, while the Kachin would probably be useful for several post-1945 irregular conflicts.



### Gallic infantry and cavalry

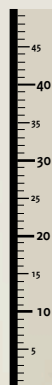
**Company:** Victrix  
**Size:** 28 mm 'foot to eye' or 32 mm tall; the cavalry stand 46 mm tall  
**Era:** Ancient  
**Price:** £19.95 for 12 horsemen or £29.95 for 48 infantry  
[www.victrixlimited.com](http://www.victrixlimited.com)

Good news for Gallic and Celtic gamers everywhere! Victrix has released not one but three new plastic sets: Gallic warriors, Gallic naked fanatics, and Gallic cavalry. Each package contains the familiar plastic sprues with a good selection of equipment provided, including cloaks, shields, javelins, spears,

and swords. Options for command are provided with a standard and a musician's horn. Each set comes with an excellent selection of different heads, either bare-headed or a variety of different Gallic and captured Roman helmets. The horses for the cavalry are in two parts (a left half and a right half). The bodies cannot be swapped, so there are only three variations. The models themselves are well sculpted and are easy to assemble. The detailing is excellent. Parts and heads are interchangeable with the other Victrix ranges, allowing more customisation (add in the odd Macedonian helmet for Galatians?). Coming soon are Gallic chariots.

### Italian Breda 20 mm and Moto Guzzi

**Company:** Perry Miniatures  
**Size:** 28 mm 'foot to eye' or 31 mm tall  
**Era:** World War II  
**Price:** £9.00 for the Moto Guzzi and £9.50 for the Breda 20 mm  
[www.perry-miniatures.com](http://www.perry-miniatures.com)



The Perry twins aren't ones to do things by half. Their World War II Italian range has expanded further to include several unusual (as in cool) Italian vehicles. Recent releases include the Pavesi P4/100 (for towing medium and heavy artillery), the Fiat TL.37 (for towing light artillery), and the Fiat OCI 708CM tractor (used to tow light artillery and aircraft). Reviewed in this issue is the

Mototriciclo Guzzi 32 (a light motor tricycle capable of carrying 300 kg) and the Breda 20/65 AA gun (captured versions used by the LRDG). Both kits are in metal and require a little assembly. The Mototriciclo driver has three different heads for variety and the vehicle comes with a supply load. The Breda comes with three crew. These will both be useful additions to the Royal Italian Army.



### 1745 Jacobite rebellion

Company: Flags of War

Size: 28 mm 'foot to eye' or 31 mm tall

Era: Eighteenth century

Price: £6.50 for four infantry

[www.flagsofwar.com](http://www.flagsofwar.com)

The Jacobite rebellion of 1745 saw a Scottish uprising in support of Charles Edward Stuart to try to regain the throne for the Jacobite cause. Britain was deeply involved in the war of Austrian succession, so most troops were out of the country. Following the Battle of Prestonpans,

the Jacobites captured Edinburgh, but were finally defeated at the Battle of Culloden. Flags of War has now released Jacobite models after a Kickstarter. The models consist of five highlander packs (command, two muskets, and two broadsword) and three lowlander packs (command, musket, and broadsword). Each pack contains four infantry in different poses. The casting is good with excellent detail. The figures are deliberately 'chunky' or heroic in style, but this makes them suitable for burly Scots! Size-wise, they will be compatible with mid-sized to large 28 mm miniatures.



### Allied heroes

Company: Stoessi's Heroes

Size: 30 mm 'foot to eye' or 33 mm tall

Era: World War II

Price: €5.90 per model

[stoessi.blogspot.co.uk](http://stoessi.blogspot.co.uk)

Stoessi's Heroes has released further heroes for World War II gamers. This issue, we've focused on some of the new Allied heroes. Going left to right, the first is Yevdokiya Zavaliy, a highly-decorated Soviet female commander armed with a PPSH and a loudhailer to inspire the troops.

Next is Lt. Col. Benjamin Vandervoort (inspired by John Wayne in *The Longest Day*), complete with improvised stretcher (he broke his ankle landing on D-Day). The final model is Paddy Mayne of Special Air Service fame, who pioneered the use of armed jeeps behind enemy lines. Each model is well cast and realistically posed. The Commissar has separate arms that slot into place with a little superglue. All the models come without bases, so they can be fitted to whatever basing is required. Size-wise, these are on the larger side of 28 mm, but heroes are supposed to stand out.

### Hanoverian Garde du Corps and artillery

Company: 1866 Miniatures

Size: 29 mm 'foot to eye' or 32 mm tall; cavalry are 45 mm tall

Era: Victorian

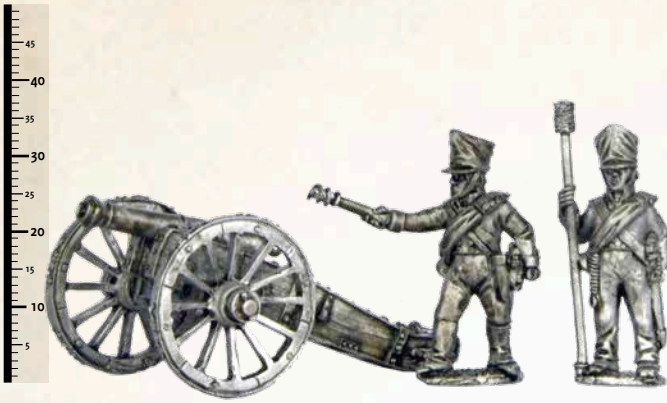
Price: £9.50 for three cavalry

[www.companyd.co.uk](http://www.companyd.co.uk)



As the name suggests, 1866 Miniatures specialises in producing models for gaming the Austro-Prussian War of 1866. The State of Hanover sided with the Empire of Austria and fought very well, defeating the Prussian army until they were forced to surrender when surrounded by superior Prussian reinforcements. The models here are a sample of the elite Hanoverian

cavalry, the Garde du Corps and Hanoverian twelve-pounder artillery. The models are well cast with minimal flash. The artillery comes with two separate gun barrels and four crew. These are welcome additions that help round off the 1866 range. Other recent releases include several sets of Hanoverian Jägers and Prussian infantry.



### Napoleonic Prussian artillery

**Company:** Front Rank  
**Size:** 29 mm 'foot to eye' or 35 mm tall to top of shako  
**Era:** Napoleonic  
**Price:** £6.25 per gun and £5.00 for four crew  
[www.frontrank.com](http://www.frontrank.com)

Front Rank has been expanding its new Napoleonic Prussian range covering the 1808 to 1815 period, with dragoon, Landwehr, hussar, Uhlan, Ulhan guard, and Cuirassier cavalry. The latest reinforcements pack is artillery for the Prussians. Two guns are currently available, a

six-pounder light gun and a seven-pounder howitzer. A pack of four artillery crew is also available. The casting is very good, with no mould lines or flash visible. Likewise, the detail is very good and the models are historically accurate. Size-wise, these are slightly on the heroic side but nevertheless should fit in neatly with most existing ranges. These will be a boon to any Prussian Napoleonic player: after all, what gamer doesn't love artillery?



### North Vietnamese army

**Company:** Peter Pig  
**Size:** 15 mm 'foot to eye' or 17 mm tall  
**Era:** Vietnam (post World War II)  
**Price:** £3.40 for a pack of eight miniatures  
[www.peterpig.co.uk](http://www.peterpig.co.uk)

Peter Pig has redesigned its North Vietnamese Army (NVA) range, adding more packs in the process. Its Vietnam range was one of its oldest ranges. It now consists of 21 different packs. Each one typically holds eight figures in three different poses. The models all wear the classic NVA pith helmet and

light webbing kit. The range includes NVA with LMGs, rifles, AK-47s, command, and support weapons (mortars, recoilless rifles, RPGs, and KPV machineguns). There are even casualty models for use as markers. Recent releases include minelayers and battlefield medics (shown), snipers, and Dh10 directional mines. Size-wise, these are middle-sized 15 mm and compatible with most existing ranges. If some 'in country' action across the DMZ in 15 mm is your thing, you'll be needing some of these.

### New European mat

**Company:** Cigar Box Battles  
**Size:** Just over 6' x 4'  
**Era:** Any  
**Price:** \$69.99 (£69.00 in the UK)  
[cigarboxbattlestore.bigcartel.com](http://cigarboxbattlestore.bigcartel.com)



Cigar Box Battles has re-released its classic Europe mat (reviewed back in WSS 78) and improved it. Cigar Box makes high-quality wargaming mats printed on a fleece cloth. You can cover a table quickly with the mat as if it were a tablecloth. If any hills are required, they can be stuck underneath the mat. The mat itself neatly folds away, does not crease (no need to iron), and is compact and easy to store. So, what's new? The original mat had simple but

effective detailing. This has now been enhanced and made more realistic; you can make out the details of the plants in the fields and the grass is a realistic mix of colours, not just one blanket colour. The detail stops short of being photorealistic – too much detail can look artificial. Further new mat releases include Lost Temple, Jungle Floor, Dry Lands, Arid Lands, Streets of Pompeii, and Stalingrad (6 mm). Available through North Star in the UK.



### Fantasy conquistadors

**Company:** Antediluvian Miniatures

**Size:** 28 mm 'foot to eye' or 32 mm tall

**Era:** Medieval fantasy

**Price:** £16 for four miniatures

[antediluvianminiatures.wordpress.com](http://antediluvianminiatures.wordpress.com)

Antediluvian Miniatures' latest release is a set of conquistadors with a fantasy twist. Shown is the wizard Leonardo and his apprentice carrying his book. The set of four also includes a heavily armed conquistador with sword and shield, plus a ship's captain with monkey companion. The second set has a conquistador with zweihänder, a dwarf marksman with crossbow, a female fighter (or is it an elf?), plus a halfling thief with stolen idol. More sets are planned, including native creatures (such as giant ticks and a gorgonopsid), plus some useful warning signs. The casting on these miniatures is very good, with no mould lines visible. Each model is well sculpted and detailed. These are ideal for *Frostgrave: Ghost Archipelago* and other fantasy games.



### King's German Legion

**Company:** Pendraken Miniatures

**Size:** 10 mm 'foot to eye' or 12 mm tall

**Era:** Napoleonic

**Price:** £5.25 for 30 infantry or 15 cavalry

[www.pendraken.co.uk](http://www.pendraken.co.uk)

The King's German Legion (KGL) was formed from German exiles after the fall of Hanover to the French. They fought bravely in the Peninsula War and the Hundred Days campaign, forming almost a fifth of the British strength at Waterloo and fighting valiantly at La Haye Sainte. The current release includes line infantry, line command, light infantry marching and skirmishing, hussars, and mounted officers. The models are well detailed and cast. There is a little flash on the base, easily cleaned up with a file or knife. This is a very welcome release from Pendraken for Napoleonic gamers. Given the length and breadth of their service, the KGL should form a significant part of any British army collection. Coming next from Pendraken in 10 mm is the Korean War.

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### Priest SPG and Eighth Army

**Company:** Battlefront Miniatures

**Size:** 15 mm 'foot to eye' or 17 mm tall

**Era:** World War II

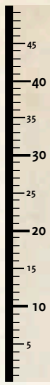
**Price:** £24.00 for four Priests; £12.00 for 39 Desert Rats

[www.flamesofwar.com](http://www.flamesofwar.com)



The latest releases for *Flames of War* mid-war are more vehicles and soldiers in plastic. Battlefront is changing its most common kits from metal and resin to rigid hard plastic for the vehicles, and a new flexible plastic for the infantry. Both give the light weight of plastic but with much less fragility. The miniatures reviewed are from the new *Armoured Fist* range, Eighth Army Desert Rats infantry and the Priest 105 mm self-propelled gun

(SPG). The Priest kit fits together very well and comes with crew. The Desert Rats have a variety of platoon weapons and come with bases as standard. Both are well detailed and come with the appropriate cards for the game. The infantry are on the heroic side of 15 mm but should be compatible with other ranges. Next from Battlefront are more late war releases, and also Stalin-grad with plastic ruined buildings!



### Great War dwarves

Company: Macrocosm Games

Size: 22 mm 'foot to eye' or 25 mm tall

Era: Weird Great War

Price: £8.00 for four dwarves

[www.macrocosm.co.uk](http://www.macrocosm.co.uk)

In our last issue, we featured Macrocosm Games' Weird Great War goblins as part of the theme review. Their Weird War is a fantasy version of the Great War. In it the halflings are the British and the French, the goblins are the Germans, and the dwarves are the Russians.

We review the dwarves in

this issue. The new range currently covers two packs of dwarven infantry with rifles, specialists (with flamethrower, sniper rifle, and LMG), support weapons (a tripod HMG), command (mounted and foot), and a tankette. The casting is good with minimal flash, and the models are well sculpted. The models have separate heads for more variety. Size-wise, these veer slightly to the more squat end of 28 mm (as you'd expect with dwarves), but they should be compatible with most existing dwarven ranges (such as the Hysterical Games dwarves).



### Wasteland warriors

Company: Crooked Dice Games

Size: 27 mm foot to eye or 30 mm tall

Era: Post-apocalypse

Price: £15.00 for four miniatures or £4.00 each

[www.crooked-dice.co.uk](http://www.crooked-dice.co.uk)

Crooked Dice Games is preparing to release *7TV: Apocalypse* in the near future. In preparation for this new game, Crooked Dice has released a number of models for the game. Last issue, we reviewed the post-apocalypse buggies; now it is the turn of some wasteland survivors. The set

consists of four female survivors armed with a variety of weapons. One holds an assault rifle (ah, but does it have any ammunition?) while the others are armed with an assortment of melee weapons. I love the warrior with the dustbin-lid shield and fire axe. They all have the look of extras from a *Mad Max* movie. The models are metal and have slot bases as standard. As we have come to expect from Crooked Dice, the casting and posing is excellent. Expect more *7TV: Apocalypse* releases soon.

### Max 1934 Flying Wombat

Company: Eureka Miniatures

Size: 28 mm

Era: Interwar

Price: AU \$40.00

[www.eurekamin.com.au](http://www.eurekamin.com.au)



*Maximilian 1934* is the 1930s car duelling game, a cross between *Mad Max* and the *Wacky Races*, set in an alternate world of the 1930s. Eureka is releasing more cars for this crazy, fun game. The vehicle shown is the Flying Wombat, a variant on the original Max Pursuit vehicle. This one includes a rear-gunner position. Armed with front and rear antitank rifles, it'll ruin some other racer's day for sure. Construction is simple: simply

glue the metal parts to the resin hull, paint, and wave the chequered flag! Future releases include another pursuit vehicle, the Route Master with triple Maxim guns (with a driver modelled on the French aviator Charles Nungesser), a monowheel, and a three-wheeled bike. If crazy 1930s racing with machineguns is your thing, you'll be needing these new releases. Don't forget to play *The Race* by Yello when playing...



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- 104 Red
- 105 Orange
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- 207 Dark Blue
- 208 Grass Green
- 209 Dark Green
- 210 Purple
- 211 Light Grey
- 212 Dark Grey
- 213 Flesh
- 214 Suntanned Flesh
- 215 Oriental Flesh
- 216 Negro
- 217 Leather Brown
- 218 Wood Brown
- 219 Chestnut Brown
- 220 Silver
- 221 Horse tone - Dun
- 222 Horse tone - Roan
- 223 Horse tone - Chestnut
- 224 Horse tone - Bay
- 225 Horse tone - Brown
- 226 Horse tone - Grey
- 225 Khaki
- 228 Buff
- 229 Dark Sand
- 231 Mid Grey
- 232 Bronze

**Fantasy Range**

- 106 Enchanted Silver
- 107 Bright Gold
- 108 Goblin Green
- 109 Chainmail
- 110 Royal Blue
- 111 Dark Elf Green
- 112 Bone
- 113 Magic Metal
- 114 Wizard Blue
- 115 Tanned Flesh
- 116 Barbarian Leather
- 117 High Elf Blue
- 118 Poison Purple
- 119 Rat Brown
- 120 Hairy Brown
- 121 Bogey Green
- 122 Elven Grey
- 123 Elven Flesh
- 124 Dwarfven Flesh
- 125 Putrid Green
- 126 Festering Brown
- 127 Enchanted Blue
- 128 Enchanted Green

**World War II**

- 129 Vampire Red
- 130 Bilious Brown
- 131 Brass
- 132 Aquamarine
- 133 Ink wash - Flesh
- 134 Ink wash - Green
- 135 Ink wash - Blue
- 136 Ink wash - Brown
- 137 Ink wash - Chestnut
- 138 Ink wash - Red
- 139 Matt Varnish
- 140 Gloss Varnish
- 141 Grey Primer
- 142 Gun Metal
- 143 Dwarfven Bronze
- 144 Shocking Pink
- 145 Ruby Red
- 146 Dusky Yellow
- 147 Burnt Orange
- 148 Marine Blue
- 149 Angel Red
- 150 Shadow Grey
- 151 Lupin Grey
- 152 Scorpion Green
- 153 Ink wash - Armour
- 154 Ink wash - Black
- 155 Angel Green
- 156 Leprous Brown
- 157 Warlock Purple
- 158 Jade Green
- 159 Golden Yellow
- 160 Amethyst Purple

**World War II**

- 161 Deadly Nightshade
- 162 Nauseous Blue
- 163 Beaten Copper
- 164 Emerald Green
- 165 Hawk Turquoise
- 166 Fester Blue
- 167 Hideous Blue
- 168 Ink Wash - Yellow
- 169 Super Wash - Black
- 170 Super Wash - Green
- 171 Super Wash - Red
- 172 Super Wash - Blue
- 173 Super Wash - Yellow
- 174 Super Wash - Purple
- 175 Super Wash - Light Brown
- 176 Super Wash - Mid-Brown
- 177 Super Wash - Dark Brown

- 514 Pale green
- 515 Black green
- 516 Iron grey
- 517 Desert Yellow
- 518 Field blue
- 519 Chocolate brown
- 520 Red Brown
- 521 Army green
- 522 Pale sand
- 523 US dark green
- 524 Tan earth
- 525 Uniform grey
- 526 Tank Light grey
- 527 Tank drab
- 528 Russian brown
- 529 Beige brown
- 530 Russian green
- 531 Japanese uniform
- 532 Italian red earth
- 533 Slate grey
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- 536 Forest green
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By Richard Clarke

## UP FRONT

# HISTORICON RETURN

When my kids were small, a visit to the family in the north of England was rare enough for my elderly aunt to always say that classic line so oft-spoken by matriarchs: "Haven't the girls grown up." Not really, I'd think, they look the same as yesterday and even the same as they did last week, and I'd assume, as most young chaps do, that anyone over fifty is going bonkers.

**O**f course the reason elderly aunts say such things is precisely because they don't see the day-to-day development of their young relatives, they just get an occasional snapshot – and that does give them a different perspective and, if we are honest, probably a better appreciation of change than those of us who observe its normal glacial pace.

Seven years ago, in edition 56 of this august journal, I wrote about my experience visiting Historicon, held that year in Valley Forge in Pennsylvania. Well, this year I went back for a second look at the East Coast's premier wargaming event, held this time in Lancaster's (not quite so premier) Host Resort Hotel. Well, it might be an age thing as I am now over fifty, but my first reaction was predictable: Hasn't it grown up! For those wondering what I mean by that, I thought it might be interesting to take a trip down memory lane and compare and contrast my experiences this year with those of 2011.

It is probably best to address the potential elephant in the room first as it is the one that most UK and European gamers will have heard about: the venue. There are ample discussions online where words such as 'dump' and 'disgusting' are bandied around. My own experience seven years ago was somewhat coloured by the fact that the hotel then used was so under-maintained that I actually caught a minor strain of Legionnaires' disease from the air-conditioning system, which laid me low for six weeks. At the time, I said in an online discussion that the only thing that could have improved the venue was a wrecking ball. I was keen to see if anything had changed.

To be fair to the organisers, we need to consider the key issue that they must address. In the UK, a club can put on their big day in a scout hut as the people attending probably live within fifty miles. In the US, the convention organisers need to deal with the fact that the vast majority of people attending their four-day event will be looking for accommodation as well, and this needs to be onsite or very close.

This pretty much limits the choice of venue to conference centres, which are ideal as they are used to catering for events with a resident audience.

The Host was undergoing a lot of remodelling, which meant that some areas lacked floor covering and some rooms were not available. Yet for all this, the air conditioning worked; the gaming and trader areas were a pleasant temperature and were comfortably furnished. The food was universally declared to be dire, but within 200 yards of the entrance there were several restaurants and pubs that did a great job at providing victuals for those who sought out the alternatives. Indeed, numerous other hotels were available within a five-minute walk, and I stayed in one that was just across the road.

As an outsider, my views on the venue this year were largely positive. If you allow yourself to slavishly stay and eat at the venue whilst ignoring better facilities yards away then you are not really making the most of the situation. As a venue for gaming, the Host provided a comfortable experience that everyone I spoke to enjoyed. Even better is the news that a new, permanent venue has been found in the centre of Lancaster, which will be used from next year on. So, after years of uncertainty, HMGS seems to have found a solution going forwards.

The hall set aside for the trading area was, I believe, the inside tennis court area, and had the feel of so many UK shows that are held in sports halls. What was different was that this was an area exclusively for trading; no games were mixed in as one normally sees in the UK and Europe. Were I a trader, I am not sure that I'd be happy being so divorced from where the main event was happening. The mix of games and traders we are used to results in numerous spontaneous purchases as people looking at games notice something that takes their fancy. That said, I know that the US has some very different sales regulations, as witnessed by the police officer present checking the traders' books thoroughly to ensure that state taxes had been charged on all pur-

chases. I don't know if this precludes having games mixed with traders; possibly so.

Seven years ago, the US traders presented the overseas buyer with a somewhat daunting spectacle. Generally, stock was laid out on tables or in boxes in a style that was reminiscent of a car boot sale or, in the case of larger traders, a massive stockroom with everything stored in its own container. This was less than ideal, as viewing stock that was packed away was neither easy nor speedy. Indeed, the traders taking that approach were usually busy helping punters find what they wanted by rifling through the stock whilst other potential customers wandered off.

Now the dealer hall was almost identical to the UK show, with proper display and racking systems allowing figure ranges to be shown off and to delineate each trader's area, creating a series of neat booths or sales areas around the hall. I am sure that the result of this change must have been more sales and many more happy customers. It certainly looked much more professional, and once again my wallet suffered to the degree that I ended up chucking away some clothes in order to make space for new toys.

On the trading front, another great leap forward was the number of products being designed and made in the USA. On my previous visit I was struck by how many US traders were re-sellers stocking UK-produced goods. Of course there will always be a movement of products across the pond, but where previously this was relatively dominant, the balance has now shifted to see far more US companies producing their own products – and for me this was indicative of a hobby that was in good health.

A fantastic example of this is Brigade Games, where the owner, Lon Weiss, has developed his business by stocking UK products but also adding his own range of figures sculpted by the absurdly talented Paul Hicks. The quality of Lon's products can be judged by the fact that I went over to buy a three-man crew for a Kübelwagen and ended up dropping \$250 on the superb Napoleonic range, which is just ideal for *Sharp Practice*.

What we in the UK can now hope for is some of the fantastic products being created in the US to make their way to Europe and turn up in our shows.

The chief reason that I was attending Historicon was as a guest of the Lard America group, who had done a great job of organising more than twenty games taking place in the main gaming area. I was very fortunate that my agenda was loose enough to allow me to spend time exploring rather than being nailed to a game table, and it was here that I was struck by the way that the hobby had developed in the US. Seven years ago I noted that "unlike Salute and Par-

tizan, the terrain on display is generally far more akin to what (we) may see at (our) local club rather than the model railway standards that we are used to". I am very glad to say that this has changed greatly, to the extent that, whilst there were still club-style terrain boards on offer, the vast majority would have passed muster at any UK show and some would have been winning awards for their quality. This must surely be a reflection of the fact that the quality of products available in the dealer hall is improving. Traders such as Battlefield Terrain Concepts from Virginia are one of the growing band of companies who are majoring, not in miniatures, but in producing and providing terrain products to enhance the look of our tables.

I was very flattered to be told by the Lard America organisers that they had been inspired by the terrain on offer at the UK Lardy Games Days they had seen online; certainly Ed Leland's Russian front *Chain of Command* game and John Emmett's French-Indian War games would have been trophy winners at any show in the UK. But this change was much broader than our group. David Skibicki's ACW terrain was truly incredible, as was the *Bolt Action* game by Tony Rieger and David Schuster based on Pavlov's House.

The advance in the visual quality of the convention game has been a true leap forwards. In the UK the temptation may have been to run these beautiful tables as demonstration games, but that is an anathema to the US gamer, so the punters got to play on models of true museum standards. Quite rightly. To game on such terrain can only inspire others to replicate that standard of modelling on their own tables, rather than to see it as an untouchable museum-type display of the sort we Brits seem to be inclined towards.

I would suggest that allowing gamers to play on these fantastic tables, to see first-hand how the modelling has been done, must have been an influencing factor in such an encouraging advance in standards. Part of the enjoyment of wargaming is suspending disbelief and envisaging ourselves in action on the tabletop. Playing on fantastic tables like the ones on offer at Historicon can only enhance that experience.

In conclusion, I have often been asked to comment on the greying of the hobby and my previous experience in the US rather confirmed that was the case. This time I was hugely impressed by the younger gamers coming through the ranks. Far from the greying crowd I had expected, the games I was involved in had a great mix of all ages, many of them considerably younger than me. The only conclusion that I can draw is that the shift in the visual quality of the games on offer simply must be acting as a recruiting sergeant for the hobby in the United States. If this trajectory of visual improvement continues then the hobby has little to fear. **WS&S**

## ROMMEL'S FIGHTING RETREAT AFTER EL ALAMEIN

# THE FOX'S FLIGHT

After its defeat at the second battle of El Alamein on November 2nd, the Afrika Korps and its Italian allies were in a poor state. Rommel defied Hitler's orders to fight to the last and decided to withdraw from contact before his forces were completely overwhelmed. He now faced a far superior sized Allied force, so he planned for a fighting withdrawal from Egypt and into Libya.

By Guy Bowers



The Desert Fox outfoxed. Rommel on the retreat.

Rommel's initial plan was to withdraw to Fuka, fifty miles to the west and regroup there. Most of the Italian formations were abandoned to their fate. Dehydrated, surrounded and facing overwhelming odds in enemy artillery, aircraft and tanks, they naturally chose to surrender. By the 3rd and 4th of November, the *Littorio*, *Trieste*, *Ariete* and *Trento* divisions had ceased to exist as military units. The Axis withdrawal was a complete mess, only prevented from turning into a rout by the even messier British advance.

The British response to Rommel's retreat has been described as lacklustre. There was, for a brief time, an opportunity to soundly defeat the Afrika Korps. Montgomery was wary of counterattacks by Rommel, nor was he a reckless man. The fuel

situation on both sides remained critical, the situation on the ground was very confused, and minefields dotted the battle-scape. Reorganising and refuelling took time. Finally on the 5th, Montgomery ordered the 7th Armoured cross country to cut off the coastal road at Sidi Haneish and the 1st Armoured to Bir Khalda. Neither move proved very successful. The 1st Armoured ran out of petrol having become separated from its fuel trucks in the darkness.

There was one successful attempt at entrapping part of the retreating Axis forces. The 8th Armoured Brigade, armed with a mixed force of Sherman, Grant and Crusader tanks, performed a flanking manoeuvre and took the railway station at Galal. The spearhead of this force consisted of the Sherwood Rangers, backed by infantry from the Staffordshire Yeomanry. At first, the advancing troops thought

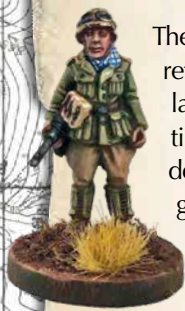
they were too late, but then out of the dust appeared retreating mixed German and Italians. In total the Rangers claimed over twenty enemy tanks destroyed and three hundred prisoners.

### GAMING THE BATTLE OF GALAL STATION

This scenario is written with *Bolt Action* in mind, but it should be generic enough to be easily adaptable to any other World War 2 rules set or any scale. In this scenario, the Axis player is the attacker and the Allied player the defender. This scenario has been slightly skewed to make it more fun for both players and less of a 'turkey shoot' for the Allies.

### Terrain

The board should be set up as open desert but with the odd hill, some cultivated patches and rock formations. On the defender's side there



should be a settlement (Galal) and a road running from the settlement to the attacker's side of the table. The scenery should otherwise be set up in a mutually agreeable manner. The defenders have had no time to make improvised defences or dug-outs but should have the walls and houses of Galal. The terrain is otherwise open.

### Forces

Depending on the games system, the armies should be chosen from the army lists to an agreed points value. The attacking German should have 50% more points. A mixture of reinforced infantry platoons and an armoured platoon may be used. I would recommend 800 points of defenders versus 1200 points of attackers. Ideally, historical units should be used. The infantry and artillery (if any) for both sides must be motorised. Transports must be paid for, even if they are not used.

### British and Commonwealth

The British had 6 Pounder anti-tank guns with the aforementioned Crusaders, Grants and Shermans. Use the 1942-43 Tunisia force selector from the *Armies of Great Britain* book.

### Axis Forces

For the Axis, a mixture of Afrika Korps and Italian forces may be fielded. Pak 38s and a variety of Axis tanks are possible (Panzer IIs, IIIs, and M14/41). Use the force selectors from Rommel's Defeat 1942-43 from *Armies of Germany* (No Tigers can be taken!) and/or the War in Africa 1940-43 list from *Italy and the Axis*. There are rules on page 120 of *Duel in the Sun* if you want to use a mixed force of Axis.

### Objectives

The Axis player's objective is to get as many of his forces off the table and

through the Allies lines as he can before the end of the game. The Allied player must prevent this.

### Weather

As haze seems to have affected the battle, the rules for desert conditions on page 121 of the *Duel in the Sun* may be used. If you are not using *Bolt Action*, use the appropriate weather rules from your rules set.

### Deployment and reinforcements

Historically, the retreating forces arrived piecemeal. The defender sets up his entire force on his base line in and around Gazal. The attacker then divides his forces in two. Half come on in turn one, the rest as reinforcements. The defender may have all his forces with Ambush orders. If you are not using *Bolt Action*, the attacker has first turn (if such concepts are used in your games system).

### Game duration

This will be dependent on the game system used, but six turns. There should be enough time for the Germans to reach their goal of exiting the table, but not enough time for them to sit back.

### Winning

The object of the Axis forces game is not to destroy the Allied forces, but to punch out and carry on their retreat. The Victory points of the game should reflect this.

The attacker scores two victory points for every unit which leaves

via the defender's table edge. He only scores a victory point of every two allied units destroyed. The Allied player scores one victory point for each enemy unit destroyed and an additional victory point for every Axis unit which is prevented from leaving the table.

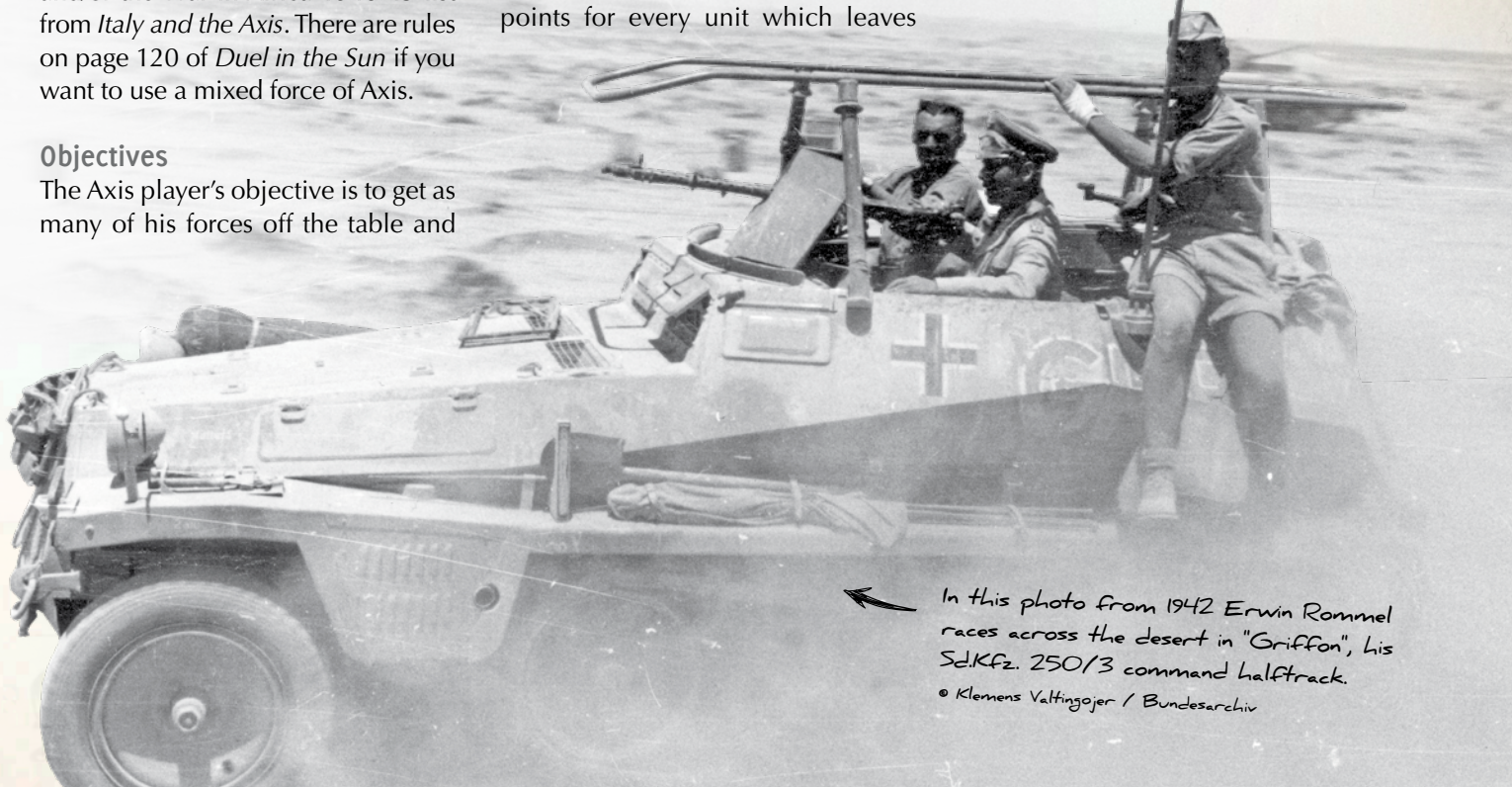


This game can be played twice with each player taking it in turn to play each side. The victory point scores for each game can then be compared.

### CONCLUSION

Time and again, Montgomery failed to catch the retreating Afrika Korps. On the 6th November, heavy rains were blamed for halting the pursuit (even though presumably Rommel faced the same heavy rain and fuel difficulties). As the Allied supply lines became longer, Rommel's became shorter, partly easing the pressure.

Rommel's planned fighting withdrawal became a full retreat changed with the news of the Torch landings in Algeria and Morocco on the 8th of November. With his major port at Tripoli directly under threat, he had no option but to retreat directly back to Tunisia. The Afrika Korps made a brief stand at El Agheila in December, but Rommel realised they were in danger of being outflanked so he continued back to Tripoli. **WS&S**



← In this photo from 1942 Erwin Rommel races across the desert in "Griffon", his Sd.Kfz. 250/3 command halftrack.  
© Klemens Valtingoer / Bundesarchiv

MARAUDERS VS THE MAD MACEDONIAN MONARCH

# ATTACK OF THE GALATIANS!

The Gallic Wars are best known for the western half of the Mediterranean. In the east, the Celtic invaders, the Galatians, are often left out and obscure. The burly warriors from the north that sowed fear and a path of destruction in Macedonia, Greece, and then crossed to Asia deserve more than a passing mention.

By Jeff Jonas



As the Wars of Alexander's Successors wore down after forty years of internal struggles, the rest of the world started to catch up and began to chip away at the edges of the empire. The old generals of Alexander had died off or been killed in battle. The sons were now in charge. Some were competent, some were frivolous, some were just crazy.

One of the latter was Ptolemy Keraunos (the Thunderbolt). He was the exiled son of Ptolemy I, the recently deceased creator of the Ptolemaic dynasty in Egypt. Keraunos had ensconced himself on the Macedonian throne after a series of vicious "Game of Thrones"-style moves. He murdered his benefactor Seleucus I Nicator to claim the Macedonian throne. He spent his days as the newest and most unlikely king of Macedonia defeating other rivals to the throne, such as Antigonos Gonatas, and sending troops to Pyrrhus of Epirus to aid him against the Romans.

While Keraunos, the mad king, was dallying with his half-sister and murdering her children, barbarian forces grew on his northern frontier. Some of these enemies were old foes such as the Thracians and Dardanians, but a new horde of tribal people, much more capable and numerous, were rolling into the passes. These people were the Galatians, tribes of Celtic origin who spread eastward from the area later known as Pannonia and down to the Danube. They came in large numbers – whole tribes, families, livestock, and many horses – and were similar to the mass migrations of Gallic people that had invaded Italy and sacked Rome around 390 BC.

By 279 BC, large groups of Galatian war parties had burst into Thrace and were pouring towards the passes that covered the northern entrance to Macedonia and Greece. Some of these groups went to-



The Galatians spring their ambush on the mad monarch.

wards the Paeonian lands, while some went towards the east and Byzantium. One group was under the command of a warlord called Bolgius, who extolled the masses of his plunder-seeking warriors to strike at Macedonia itself. A massive storm from the north was indeed coming. Oddly enough, the name Bolgius may have also meant “Thunderbolt of the Belgae.”

As the Dardanians and Thracians rushed to Keraunos’ court, seeking to ally with him against the invaders, Keraunos rashly laughed them off. His disdain forced the Dardanians and Thracians to either flee or help the enemy, which many did. The ‘Thunderbolt’ then cobbled together a small force and sped off to the frontier, expecting to make short work of this fake threat to his dominion. His small force of elephants would crush the enemy quite literally underfoot.

Meanwhile, Bolgius marshalled his invasion column. While sources give fantastic numbers for the Galatian army (152,000 warriors and 20,000-plus cavalry), it is nonetheless obvious that the invasion was huge. The percentages are interesting and reveal a 7:1 ratio of horsemen to foot. Even if the horde was half that size, it was still a massive army, probably including women, children, and old folks trailing behind in wagon trains. Supplies became the driving force of the invaders. The army had to keep moving to subsist as the land would be stripped clean of all provisions.

The Galatian army itself was very ‘early Gallic’ in style. The mass were unarmoured swordsmen. Some are described as wearing bronze chest armour; this may allude to the older style of Celtic bell cuirasses of the La Tène culture. A large number of Galatians swore oaths before battle and stripped naked, fighting furiously until spent, pulling spears out of their wounds and hurling them back at the enemy. They covered their hair in lime and pulled it back to look extra scary, as if being 6' taller, beefier and naked wasn't intimidating enough!

Galatian cavalry forces were numerous and supported by grooms that brought up new horses and even replaced fallen warriors, which is possibly why cavalry numbers are always inflated by sources. Galatians were more retro Celtic in spirit; they still used chariots when most other Gauls had long abandoned them (it was prob-

ably armoured nobles in the chariots). The cavalry and chariots were often held in reserve behind the main line, which would part, creating lanes for these shock troops to charge out. Galatians had few skirmishers in their army, and the few young men who used javelins would screen the cavalry, joining the fight if the cavalry got into a prolonged fur-ball. The lack of armour and inability to respond to missiles would be a Galatian weakness. Their strength was in massed rushes forward with the warriors leaping and dashing on the enemy line, each attempting to heroically break through. Holding their initial charge, and not fleeing immediately, was the main test for their foes. If the armoured and disciplined Greek or Macedonian phalanx held firm, they could stand their ground.

*Ptolemy alone, the king of Macedonia, heard of the approach of the Gauls without alarm, and, hurried on by the madness that distracted him for his unnatural crimes, went out to meet them*



This third-century BC statue from the Louvre is thought to depict a war elephant crushing a Galatian warrior in its trunk.  
© Karwansaray Publishers

### MYSTERIOUS ORIGINS

The Galatian tribes’ origins are shrouded in legend; it is difficult to pinpoint just how closely they were related to the western tribes. They were certainly unusual and frightening to the Greeks. They were tall and white-skinned and had a high percentage of blond-haired folks. One thing is for sure: the tribal warriors were fierce and their actions barbarous in the extreme to anyone’s notion of civilization.

*This scene from Ancient Warfare IV-6 depicts a hypothetical combat between a number of Hellenistic units, including a group of Galatian mercenaries, identifiable here by their blue and white shields.*

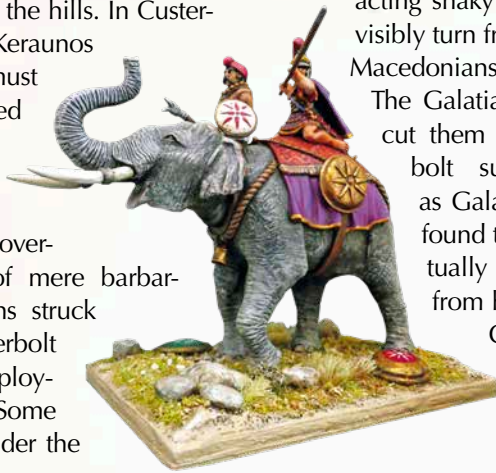
© Johnny Shumate

with a few undisciplined troops, as if wars could be dispatched with as little difficulty as murders.

- Justin

## THE MAD KING MARCHES NORTH

As the Macedonians rushed to the frontiers, the fast-moving Galatians had already blown through the defences and were roaming the hills. In Custer-like fashion, Keraunos pressed on. He must have still convinced himself that his small force of professional soldiers would overturn any threat of mere barbarians. The Galatians struck so fast that Thunderbolt had difficulty deploying his forces. Some units crumbled under the



speed and ferocity of the warriors' assault. Macedonian units were interpenetrated, and their pikes were useless at close quarters once the phalanx pike wall had been penetrated. As the crisis unfolded, Thunderbolt mounted the back of an elephant, attempting to bull-rush out and high-tail it back to Macedonia. With their new king acting shaky and seeming to visibly turn from the fight, the Macedonians broke and fled.

The Galatians pursued and cut them down. Thunderbolt suffered wounds as Galatian light spears found their mark; eventually he was thrown from his elephant. The Galatian warriors slew him and lopped off his head, the

Thunderbolt's shocked expression frozen in terror as it was stuck on a pike as a Galatian trophy.

## "THUNDERBOLT'S LAST STAND"

In the recent *WS&S 80*, Nathan Ward offered us a good ancient variant for the Osprey *Lion Rampant* rules by Daniel Mersey. The game lends itself to skirmish actions and seems a great way to represent the unnamed battle between the Macedonians and Galatians. Some of the troops have been shoehorned to fit the basic statistics, and some of Nathan Ward's ideas have been woven in to keep things as simple as possible.

To make the game as streamlined as it can be, the units mostly follow *Lion Rampant* unit manifests. Except where noted below, all the *Lion Rampant* rules are followed. The following table identifies the units that can

## THE MACEDONIAN SUCCESSOR ARMY

Units	Name	Models	Pts
1x	King Ptolemy Keraunos	1	-
1x	Companion cavalry	6	6
2x	Macedonian phalanx	12	8
1x	Mercenary hoplites	12	4
2x	Peltasts	12	8
1x	War elephant	1	6

Total: 32

### MERCENARY HOPLITES

Greeks, still fighting in the hoplite-style phalanx, were common mercenaries on the frontiers.

Mercenary hoplites									Points: 4
At	AV	M	DV	S	SV	C	MM	A	
6+	5+	5+	4+	-	-	4+	6"	3	
Phalanx; Drilled									Models per unit: 12

### COMPANION CAVALRY

Macedonian generals would try to have a body of elite cavalry guards that harken back to Alexander's Companions, but good-quality cavalry became very scarce in the western armies.

Companion Cavalry									Points: 6
At	AV	M	DV	S	SV	C	MM	A	
5+	4+	5+	5+	-	-	4+	10"	3	
Counter-charge; Drilled									Models: 6

AT: Attack, AV: Attack Value, M: Move, DV: Defence Value, S: Shoot, SV: Shoot Value, C: Courage, MM: Max Movement, A: Armour.

### PELTASTS

Peltasts were common mercenaries from Greece and Thrace. Their flexibility made them attractive frontier garrison troops.

Peltasts									Points: 4
At	AV	M	DV	S	SV	C	MM	A	
6+	5+	5+	4+	6+	5+ 6"	4+	8"	2	
Evade; Ferocious; Fleet-footed									Models per unit: 12

### MACEDONIAN PHALANX

The core of the Macedonian army was the pike phalanx, which had conquered the known world.

Macedonian phalanx									Points: 4
At	AV	M	DV	S	SV	C	MM	A	
6+	5+	5+	4+	-	-	4+	5"	3	
Phalanx; Pikes; Drilled									Models per unit: 12

### WAR ELEPHANT

The Macedonians controlled a dwindling herd of war elephants. Nobody knows how many Keraunos had after murdering Seleucus. He had enough to give away 20 to Pyrrhus of Epirus. Shortly after the Galatian raids, we hear of few or no elephants in the Macedonian army; they died out with no way to get more from India.

Elephant									Points: 6
At	AV	M	DV	S	SV	C	MM	A	
5+	3+	5+	4+	-	-	3+	6"	4	
Wild charge; Scary; Multiple wounds									Models per unit: 1 Wounds: 6



The Macedonians desperately try to hack their way out of the Galatian horde.



But the Galatians block the retreat. All hope is now lost.

be mustered for this scenario; unit cards are given below this to identify each unit type's statistics.

### Special rules

**Drilled:** Units that are Drilled fight in a close formation rather than loose order. They must form in two or three ranks, and models must touch. When fighting or defending against missiles to the front they gain +1 to their Armour value even if they have moved. If they are reduced to half strength, are Battered, or are in rough terrain, they lose this benefit.

Drilled units can only see to attack from their front facing up to 45 degrees.

**Front facing clarification:** To negate the armour bonus of a Drilled unit to its front, the attacker must have at least half its models overlapping the flank and/or rear of the target unit when it attacks or shoots. Use a straight edge aligned 45 degrees from the front of the target unit to determine if the attacking unit is overlapping enough.

**Phalanx:** Units in a phalanx are much less manoeuvrable than other units. If they move straight ahead or only deviate to the right or left by 45 degrees, they may move fully. If they turn or move in other directions, they move a maximum of 3".

**Pikes:** Cavalry only roll half their combat dice when attacking or being attacked frontally by pikes.

**Massed cavalry:** Units have ten models and roll twelve normal attack

dice, and six dice when reduced to five or fewer models.

### Elephants

**Scary:** When attacked by an elephant, the unit must take a Courage test at -1 immediately. Cavalry test at -2 if they are attacked or wish to attack. Cavalry must retreat a half move if they fail this test.

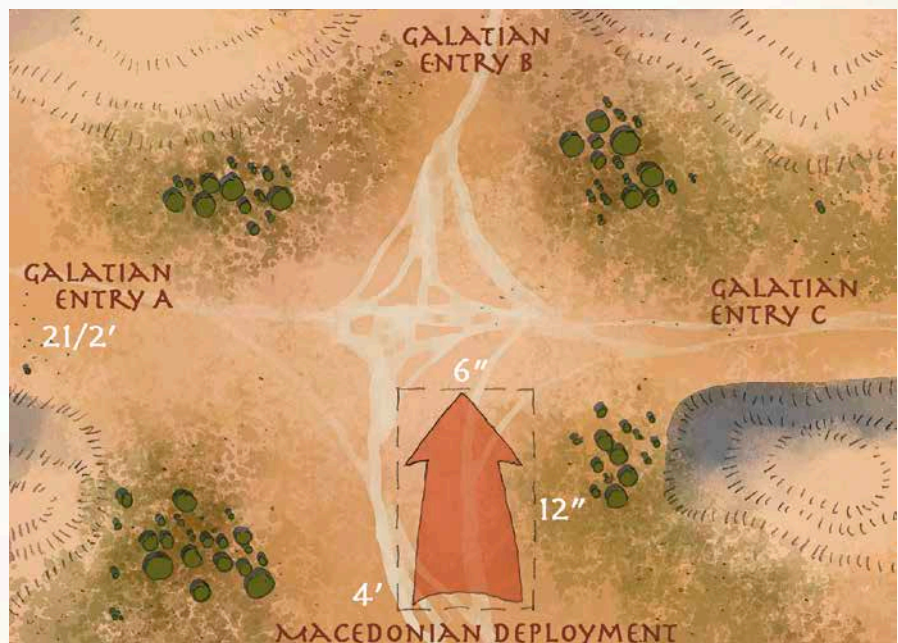
**Multiple wounds:** The elephant can take six wounds before it is felled. When reduced to three wounds it only rolls six dice in combat.

### GAME SET-UP AND SCENARIO RULES

The map represents a four-foot by two-and-a-half (or three)-foot playing area. The hills represent the

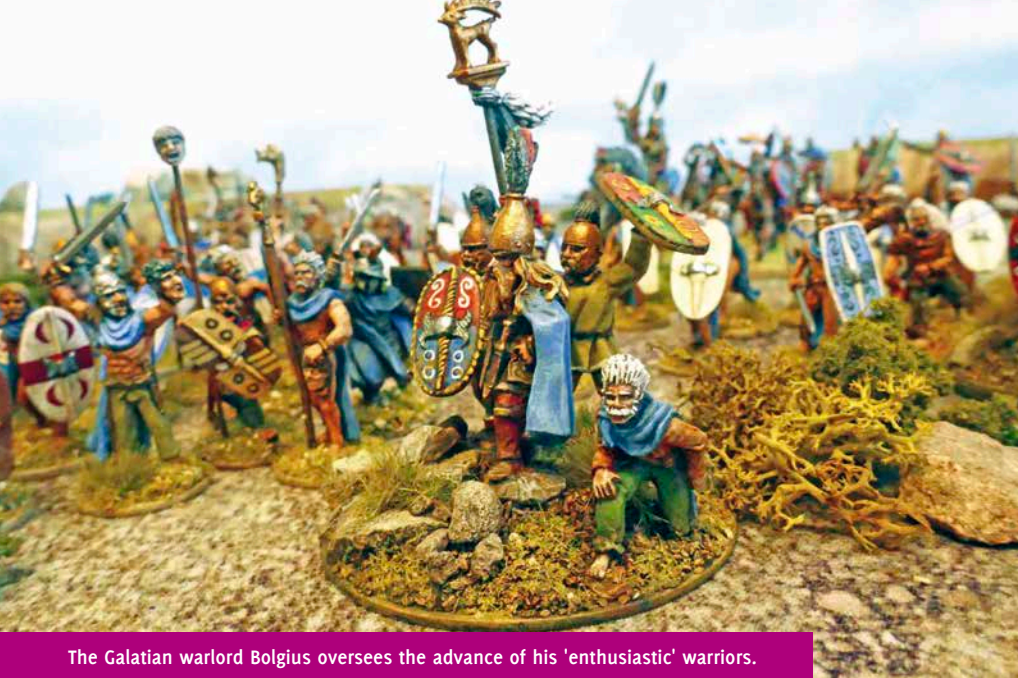
passes from which the Galatians will descend. The extremely rugged hilltops are impassable to all units. The scrub/rough areas represent heavy scrub with rocky outcrops (about 4-5" diameter).

The Macedonian infantry and elephant must set up in the 6" by 12" box with all troops facing the B entry zone. The cavalry unit must set up outside the box with at least one model within 1" of the box. The Macedonian king should be attached to the elephant to follow the historical path (players may decide it is more fun to try a 'what if' other plan). Units may deploy closer than 1" from one another; they are jammed together in confusion from the march.



Setup and deployment map for the scenario.

© Rocio Espin



The Galatian warlord Bolgius oversees the advance of his 'enthusiastic' warriors.

The Galatians enter the table with a free move; no activation is needed. At least one unit must enter from the centre point of each of the three entry zones, A, B, or C\*. No units may be held off table. After this deployment move is completed, the Galatians go first. On their first turn, all Galatian units gain a +1 to their activation rolls, not just those within 12" of the general.

### Scenario notes

**Three-inch rule:** The 3" space between friendly units is waived in this scenario, and is reduced to 1". Once

the Macedonian force is deployed, turn one commences with the noisy arrival of the Galatians.

**Initial activation fail:** If the first unit chosen in a turn fails its activation roll, the player can then roll once more for one other unit; then his turn is done.

**Personal combat:** Neither general can issue a challenge if Keraunos is riding an elephant.

**General riding elephant:** The elephant model is not replaced, the

general is just attached. Of course, one is encouraged to make a special command elephant model for this purpose! The general is vulnerable in the same way as usual; if eliminated, the elephant does suffer a wound.

### Victory

The game ends when one side loses over half its points, or when six turns have passed. This represents darkness setting in and saving the mad king by the bell!

## CONCLUSIONS

Bolgius' victorious clans surged into Macedonia and mercilessly plundered un-walled cities. A competent general named Sosthenes then took over the regrouped Macedonian forces, and he was able to turn back the Galatians. Later that year, the Galatians, under a new leader, came back and broke through again. They surged into Greece itself with the purpose of sacking the sacred temples at Delphi – but that is another dramatic story. **WS&S**

*Special thanks to Nathan Ward for his Eagle Rampant variant of Lion Rampant. Also thanks to the San Diego Historical Miniature Wargamers for teaching me Lion Rampant.*

## THE GALATIAN ARMY

Units	Name	Models	Pts
1x	Warlord Bolgius	1	-
1x	Galatian cavalry	10	6
8x	Galatian warriors	12	32
2x	Galatian skirmishers	12	4

Total: 42

### GALATIAN WARRIORS

Galatian warriors love to get into battle where they can hack and slash their way through the enemy and collect a few heads along the way. They are lightly armoured – only a few wealthy warriors will have mail or bronze armour.

Galatian warriors									Points: 4
At	AV	M	DV	S	SV	C	MM	A	
5+	3+	6+	6+	-	-	4+	8"	2	
Ferocious; Wild charge; Counter-charge									Models: 12
versus infantry; Fleet-footed									

AT: Attack, AV: Attack Value, M: Move, DV: Defence Value, S: Shoot, SV: Shoot Value, C: Courage, MM: Max Movement, A: Armour.

### GALATIAN SKIRMISHERS

The Galatians have a dearth of skirmishers as most young men wish to join the main tribal levy as soon as they have proven their mettle. However, Galatian skirmishers would often screen their cavalry and join in with them when they charged.

Galatian warriors								Points: 2
At	AV	M	DV	S	SV	C	MM	A
7+	6+	5+	6+	7+	5+ 6"	5+	8"	1
Hard to target; Skirmish; Evade; Fleet-footed								Models: 6

### GALATIAN NOBLE CAVALRY

The nobility mostly rode to battle; they were well armoured for the period and carried spears and large round shields. The Galatians were noted for their large numbers of cavalry.

Galatian noble cavalry									Points: 6
At	AV	M	DV	S	SV	C	MM	A	
5+	4+	4+	5+	-	-	4+	10"	3	
Counter-charge; Drilled; Massed cavalry								Models per unit: 10	



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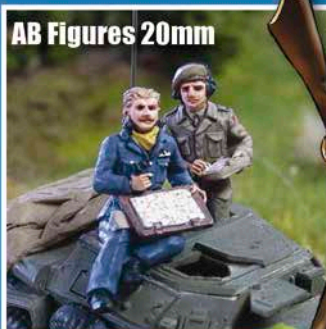
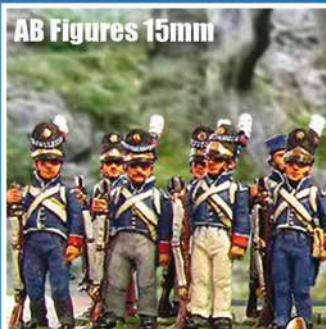
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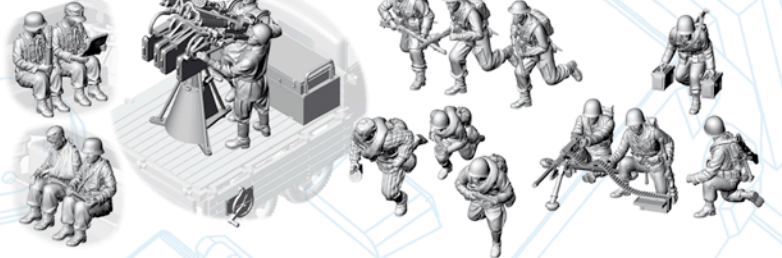
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THE SIEGE OF FORT STANWIX, 2–22 AUGUST 1777

# HUBBELL'S TELESCOPE

In late 1776, the British High Command in the colonies had realised that the widening of the war against the insurgent colonials would mean revisiting some of their old stomping grounds of the French-Indian Wars. In reviewing these areas, it was quickly decided that the Mohawk Valley was a crucial route that could deprive the colonial forces of movement into the heart of New York and on upwards into Canada. By controlling this area, Canada, loyal and settled, could be secure from the infection of sedition and unrest that was overrunning the lower thirteen colonies.

By Eoghan Kelly

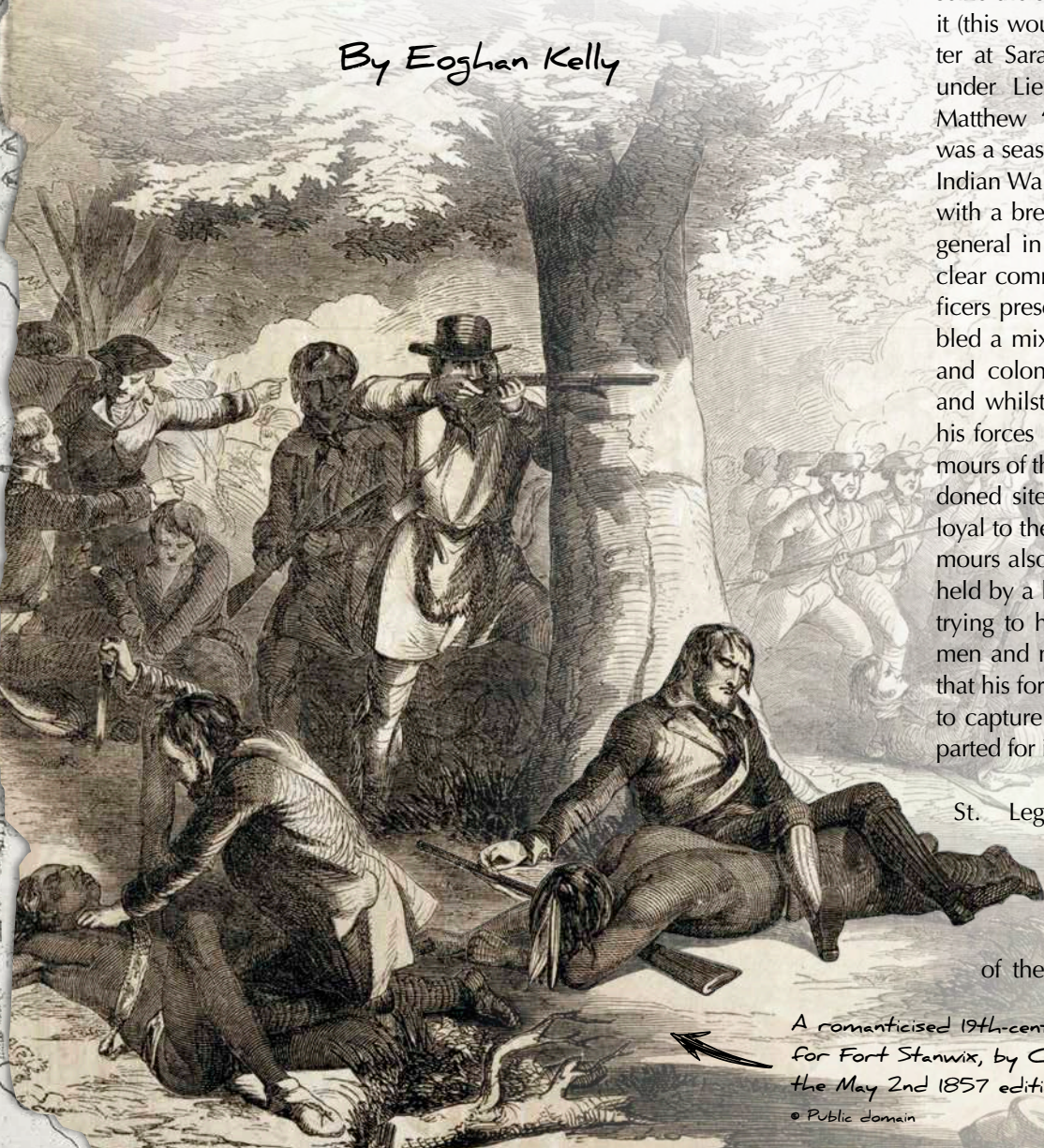
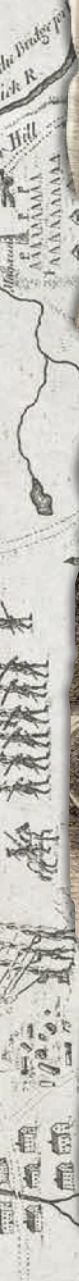


To this end, a two-pronged approach was decided upon, with General John Burgoyne marching his command to control the Hudson River and seize the significant settlements along it (this would ultimately lead to disaster at Saratoga), and a second force under Lieutenant-Colonel Barrimore Matthew 'Barry' St. Leger. St. Leger was a seasoned veteran of the French-Indian Wars and Burgoyne issued him with a brevet promotion to brigadier-general in order to ensure he held a clear command over any colonial officers present in his force. He assembled a mixed force of British regulars and colonial and mercenary troops, and whilst organising and victualling his forces near Montreal he heard rumours of the capture of the long-abandoned site of Fort Stanwix by troops loyal to the Continental Congress. Rumours also indicated that the fort was held by a handful of rebels who were trying to hastily rebuild it but lacked men and materials. St. Leger decided that his force was more than adequate to capture this outpost and so he departed for it on 23 June 1777.

St. Leger's 'rumours' soon proved to be true, as his advancing forces captured some colonials who had supposedly served in the capture of the fort. Whilst this delighted

A romanticised 19th-century depiction of the battle for Fort Stanwix, by Charles F. Damoreau. From the May 2nd 1857 edition of *Ballou's Pictorial*.

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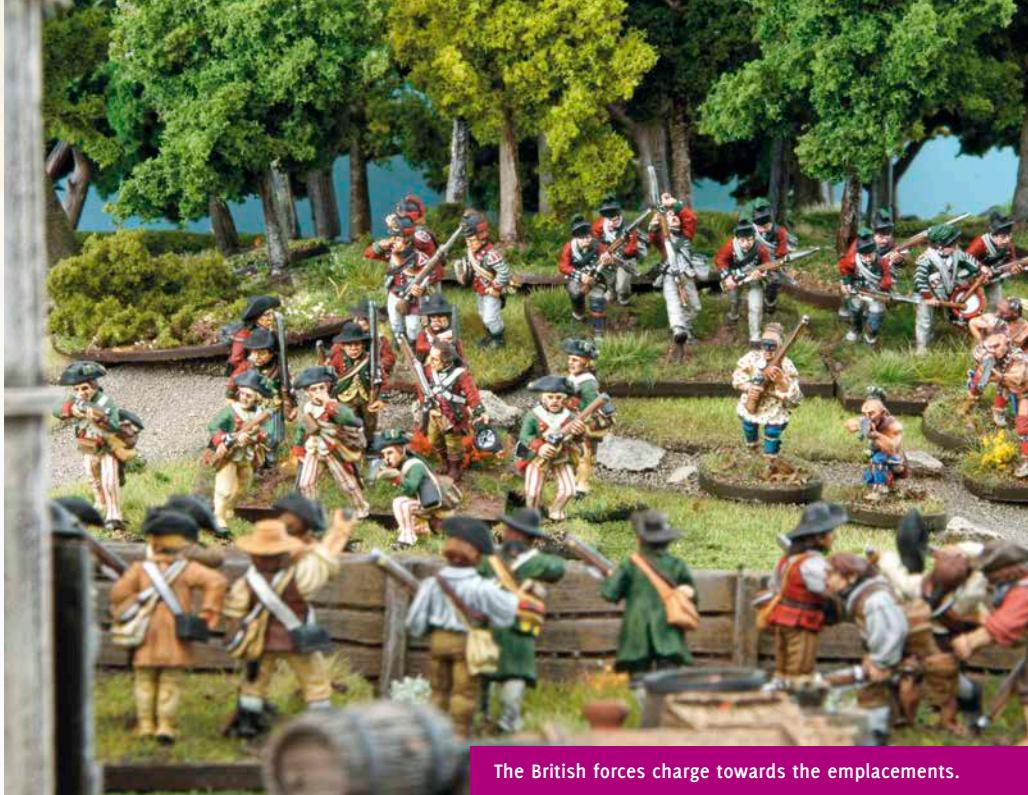




The American flag flies proudly over Stanwix.

him, he was also slightly concerned about the other rumour: the force holding the fort, which he had heard was just a 'handful', was now claimed as a sizable force of 600 regulars, and the fort had been extensively improved. St. Leger had a very dim view of the qualities of the troops he faced, so he did not see the forces opposing him to be anything more than a slight irritation.

Meanwhile, and in fact slightly ahead of the British, the Americans had already organised a force to capture and rebuild the fort as far back as April 1777, and they had duly dispatched a force under the command of Colonel Peter Gansevoort, a member of the old Dutch aristocracy who had stayed on in New York after its transfer to British control. He arrived in late April, and with his engineering chief, Major Nathaniel Hubbell, he set about rebuilding the fort. Locally his men referred to it as Fort Schuyler after Gansevoort's commanding officer Major-General Philip Schuyler (another member of the old Dutch families), who had ordered the expedition. However, the name Fort Stanwix had stuck and was used by almost everyone else in the area. The local Indian tribe, the Oneida, were broadly sympathetic to the American cause and so they acted as a very effective advanced warning system; therefore, Gansevoort was warned in early July



The British forces charge towards the emplacements.

that British forces had left Canada and were en route with the express orders to capture the fort. As work progressed, Gansevoort's report to Schuyler noted the information received, and so Schuyler ordered a relief column with more supplies and additional troops to be prepared and sent to the fort as quickly as possible.

### THE ARMIES ASSEMBLE

The British regular companies at this stage numbered approximately 50 men. The 'other' forces numbered

about the same per company. British regulars are of good quality with high morale. The 34th is also an experienced unit at fighting in rough and wooded terrain. The loyalists and mercenaries are of average quality and average morale, and the native forces are of good quality but with fragile morale. A company should translate into most rules as a 'unit' of men, be it *Black Powder*, *Sharp Practice* or *Muskets & Tomahawks*.

St Leger had assembled under his command a force consisting of:



Initial deployment at the start of the scenario. The rebels are in the fort (shown with detail view).

## The British

### British regulars

- 8th (The King's) Regiment of Foot (three companies); Captain Richard Leroult
- 34th (Cumberland) Regiment of Foot (three companies); Captain Alexander Fraser
- A and B Battery, Royal Irish Regiment of Artillery (2 x 6lb, 2 x 3lb, and four small mortars) – Arrives on the 3rd August.

### Colonial, mercenary & native forces

- Jäger-Corps von Creuzbourg (two companies); Lieutenant Colonel Karl Adolf Christoph von Creutzburg
- The King's Royal Regiment of New York (eight companies); Sir John Johnson
- Butler's Rangers (one company); Lieutenant Colonel John Butler
- Canadian labour unit (two companies). Poor quality.
- Native forces (650 warriors mainly from Mohawk and Senecas tribes); Joseph Brant (Thayendanegea). Counts as twelve units.

## The Americans

Like the British, the American companies numbered approximately 50 men each. For every three companies, a 3lb gun was usually attached. All troops except for the militia and native forces are of good quality and



A group of Mohawks ambush the relief column.

have average morale. The militia are of poor quality but with high morale, and the natives have both average quality and morale.

- 3rd New York Regiment (twelve companies); Colonel Peter Gansevoort (other company commanders: Major Robert Cochran, Lt Col Marinus Willett, Captain Lewis Dubois)
- Corps of Engineers (one company); Major Nathaniel Hubbell
- Continental artillery (one battery 4 x 6lb guns)

### Relief column #1

Can be intercepted by the British on the 6th, otherwise arrives on the 7th.

- 1st Regiment Tryon County militia (twelve companies); Colonel Nicholas Herkimer
- Native allies (c. 100 warriors, mainly from the Oneida); Tawahangarahken, Two units.

### Relief column #2

Can be intercepted by the British on the 20th, otherwise arrives at the fort on the 21st.



The Regulars are coming; the Regulars are coming!



The Americans mount a raid on the British siege guns.

*Commander Brigadier General Benedict Arnold*

- First Canadian Regiment (nine companies); Lt Col James Livingston
- Ninth Massachusetts Regiment (three companies); Major James Wesson
- Continental artillery (one battery 4 x 6lb guns)

## THE SIEGE

St Leger's forces were first spotted by Major Hubbell as he surveyed the building of obstacles along the approach roads and trails. He saw the coats of Butler's Rangers as they crested a hill the next valley over, and this gave him adequate time to ride back to the fort and alert the garrison. The work he had carried out proved very effective and delayed St Leger's artillery for nearly a week.

On August 2 the first British forces arrived outside the fort, and, attempting to intimidate the garrison, St Leger ordered his forces to parade in strength to try to force a surrender. This failed, so he settled down to the siege. Using the native forces to throw a loose ring around the fort, he sited his 'Europeans' mainly to the north of the fort (except for the New York loyalists who were camped to the south), adding the artillery when it arrived on 9 August.

## THE GAME

This is a loose generic campaign scenario designed to be adapted to any American War of Independence rule set. Casualties should be noted as reinforcements will not be forthcoming for either side, apart from the relief forces noted.

Each day the British may conduct one action. The Americans may conduct three operations at once during the game; otherwise they are on the defensive. No option may be played twice on consecutive days, and the Americans may choose each of their options only once.

### British options

**Parade the troops** – if this option is chosen, d3% of American troops will desert due to the impressive nature of the event. Keep track of the number and start deducing a full company for every 10% reached. This option cannot be chosen if the Americans have defeated the British in a sortie or repulsed a full-frontal assault losing fewer men than the British.

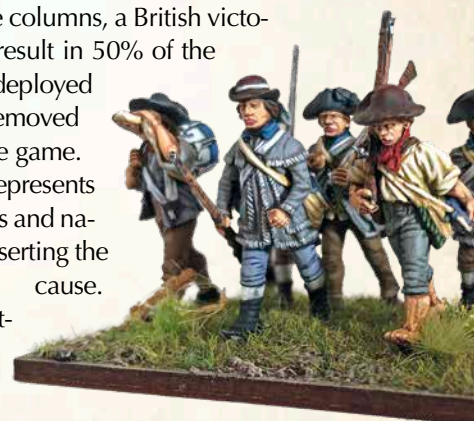
**Skirmish with defences** – no units may attempt to storm the walls, but forces skirmish with missile weapons only.

**Bombard the walls** – this may only be chosen once the artillery arrives. The artillery may be positioned once at the

outset and may not move afterwards. Limited gunpowder means that a bombardment may not be followed by a skirmish, as troops must wait for new powder supplies. Roll a single die, on a '6' a breach has been created.

**Intercept the relief column** – St Leger attempts to intercept the relief column before it arrives at the fort. In order to do this, he must decide which troops to detach from the siege on 6 August and again on 20 August. There is the potential to allow the players to fight two battles. The first is an ambush battle, with the British deploying in woodland after the Americans have set up. In this case, use Relief Column #1 for the Americans. The British forces involved are not available for the siege on this day nor the following day. The battle on the 20th is a formal pitched battle with the Americans deploying after the British and in open farmland.

Should the British player opt to intercept the columns, a British victory will result in 50% of the forces deployed being removed from the game. This represents Loyalists and natives deserting the Loyalist cause. The Brit-





Mohawk Indians, Hesse-Hanau Jäger, Loyalists and regular British troops on the attack!

ish player can choose which units he keeps. The defeated American column fails to break through and retreats. If the battle results in an American victory, all the British forces are lost and on the next day 50% of the American relief column will arrive at Fort Stanwix. The the besiegers may then fight to prevent them breaking through to the fort. If the British player chooses to not intercept the columns, then they will arrive in full strength from the south-eastern side of the battlefield and the fight becomes a formal stand-up battle.

**Storm the fort** – the British player attempts to force the defenders off the walls by storming them. This is pretty suicidal unless a breach has occurred, remember Breed's Hill was an improvised fortification. If a breach has been made in the walls by bombardment then this must be the place the assault takes place. Use whatever suitable rules you have in your rules set, bearing in mind that the defenders will be uphill and have excellent cover and arcs of fire.

#### American options

**Sortie** – a nominated force of units may sortie against a section of the enemy line. This may include the artillery batteries but

not the regular British line positions. The aim is to cause as much damage as possible with minimal casualties.

**Raid** – this is made against one of the camps set up by the British. A successful raid against the Indian camps will result in their forces losing one level of morale for the duration of the siege.

**Assault** – the American player launches a general assault on the British lines. They must leave behind sufficient forces to have a presence on each wall of the fort (4 companies).

#### Winning and losing

The British win if they capture the fort before 23 August, and the Americans if they hold them off up to the 22nd. At this stage, news of Burgoyne's defeat at Saratoga causes them to withdraw.

### THE OUTCOME

The first relief column was ambushed by the Jaegers and Rangers along with the native allies. The resulting Battle of Oriskany was one of the bloodiest battles of the war, with the militia losing over 70% of their strength and the natives fleeing *en masse*. The real damage was done whilst they were fighting, when a sortie of troops from the fort sacked the native camps and removed large amounts of powder and food. This caused irreparable damage to the native forces' morale, as they were suspicious already that they were

being used as cannon fodder. From this point on, the bulk of the fighting would be borne by the Europeans.

Arnold, advancing on the fort, used deception to disseminate false information about the size and strength of his forces, and St Leger, believing the bluff, ordered the lifting of the siege on the 22nd, with his forces moving back towards Canada. Learning he had been duped, St Leger nevertheless continued retreating rather than trying to finish the fort off. Burgoyne blamed St Leger's distraction of the fort for the failure of his Saratoga campaign and the ultimate defeat of British forces in New York. St Leger failed to secure a safe line of retreat and saw Burgoyne's second defeat and surrender after the Battle of Bemis Heights (known as 'Second Saratoga').

After the siege, Fort Stanwix faded away – it was never a popular posting due to extensive raiding by loyalists and native tribes, but it was never seen as important by either side after this. In 1781 the fort was flooded and partially burnt to the ground, resulting in it being abandoned once and for all. **WS&S**

*Without his telescope, Hubbell may never have seen the rangers, and so the fort may have been surprised and stormed in a matter of hours...*

*Miniatures from the collections of Steve Jones and Jasper Oorthuys.*



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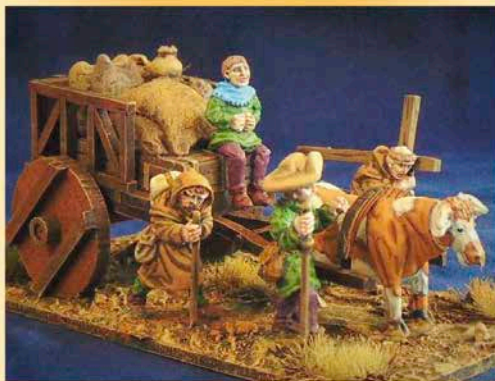
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By Henry Hyde

© George Haman

TABLETOP TACTICS

HORSE-AND-MUSKET-ERA ARTILLERY

We ended last time with a glimpse into the future – the first recorded deployment of artillery on the battlefield (as opposed to during sieges) in the West at Crécy in 1346. This battery that caused such a stir amongst the Genoese crossbowmen most likely consisted of no more than a handful of what were known at the time as *pots de fer*. These very early guns were made using similar technology to that of church bells. Indeed, it would not be unreasonable to believe that some of the earliest *ad hoc* bombards, *perriers*, and mortars were precisely that – repurposed bells, mounted on a base or even planted in the ground, filled with powder and a stone ball or pebbles, and ignited.

If you've ever wondered why the tube of a gun is referred to as a 'barrel', then the next stage of the weapon's development helps to explain why. The notion dawned of copying what coopers did. A wooden core, equivalent to the diameter of the intended projectile, was made and wrapped in lengths of iron bar that had been cast with angled edges, so that they surrounded the core completely. Then hoops of iron were forged of a diameter just fractionally too small to pass over these staves, then heated in the forge until white hot (during which process the metal expanded), slipped over the staves, and left to cool and shrink. With enough of these hoops, the layer

of staves beneath them would be completely sealed, and the wooden core was then removed.

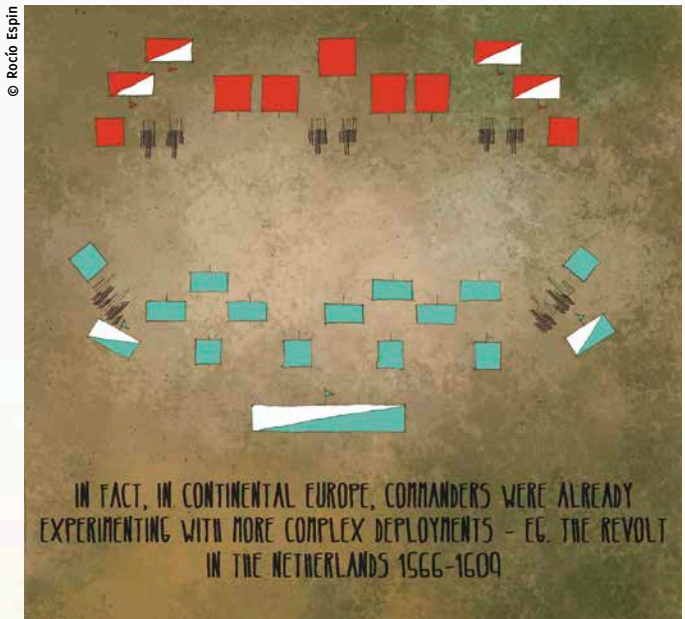
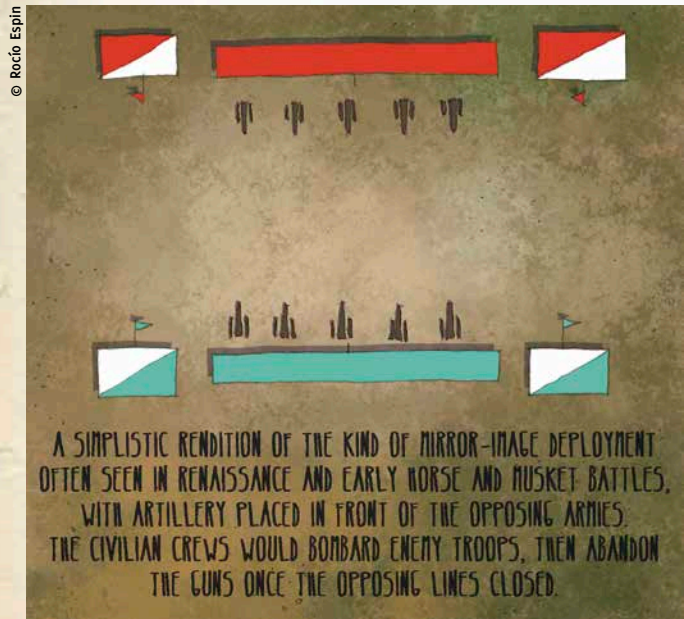
After this, a muzzle-loader would have one end plugged and sealed. Optionally, a special, removable breech-block could be made to take the powder and charge, which would be held in place for firing by wooden blocks and wedges and the design of the platform or carriage itself. However, it proved extremely difficult to create an airtight seal around the join, so propellant gases leaked when the weapon was fired, making it less powerful than a breechloader.

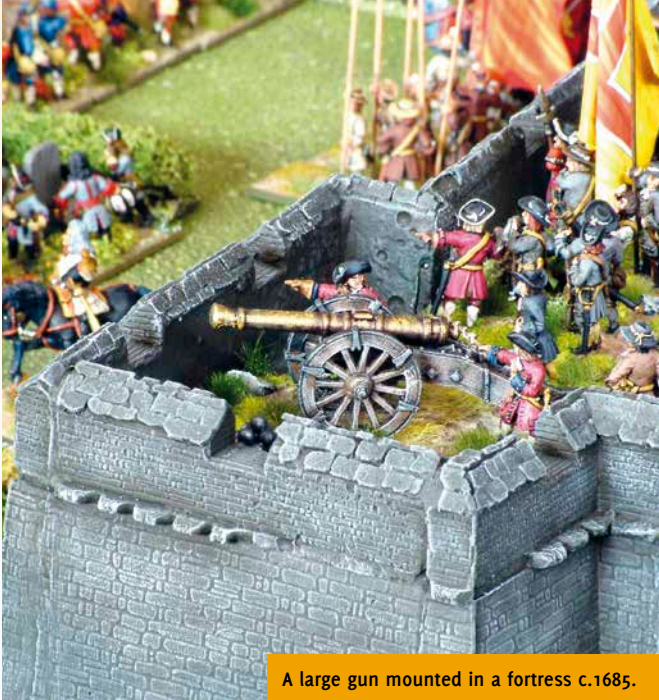
But the development of artillery was driven not just because commanders

wanted its support on the battlefield. Of greater importance to conquering monarchs was the guns' ability to demolish castle walls. In addition, guns transformed both the conduct of naval battles and the design of ships, to the point where the familiar design of vessels with one or more gun decks, with multiple cannons able to fire from each side, became the norm.

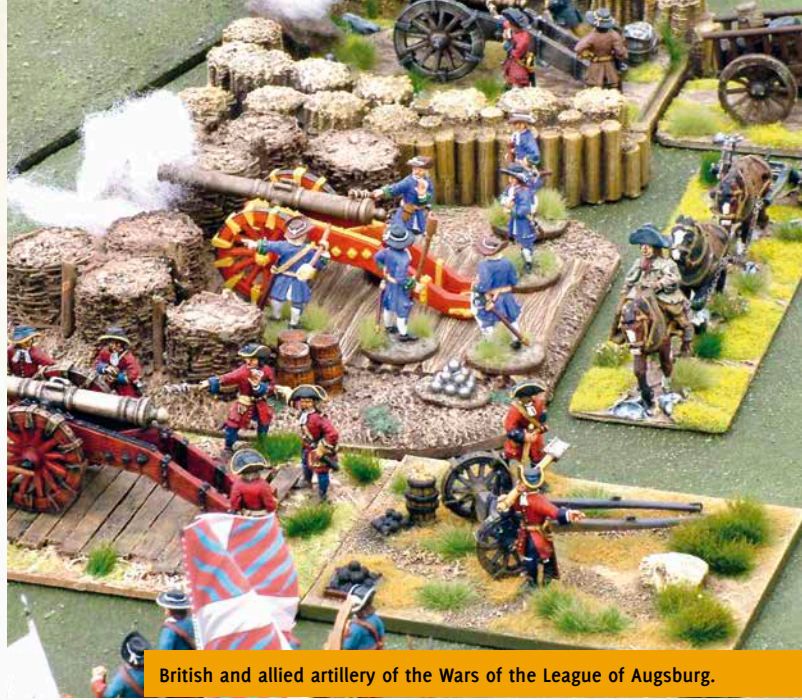
VORSPRUNG DURCH TECHNIK

In due course, the bronze used to cast barrels was made tougher to improve the strength of the weapons, and a simple but brilliant idea was hit upon: the addition of trunnions to the balance point of the barrel, so that the weapon's elevation could easily be adjusted. It must have been





A large gun mounted in a fortress c.1685.



British and allied artillery of the Wars of the League of Augsburg.

a genius who thought of that because it seems so obvious now!

Gun carriage design improved too. The familiar two-wheeled design with long 'cheeks' emerged as standard, together with a limber system to enable the weapon to be drawn by draught horses. At sea, the English were the first to experiment successfully with the now-familiar 'truck' carriage for naval guns, which also became the standard for cannons mounted inside fortresses.

But perhaps the two biggest developments were the accurate casting of solid iron shot, which supplanted the use of stone ammunition completely, and the technology that allowed gun barrels to be cast entirely solid and then

accurately bored out, rather than being constructed from many parts. This made them much stronger, and therefore able to tolerate a more powerful powder charge for their size, which in turn improved range and accuracy.

The mid and late Renaissance saw the publication of the first scientific treatises on not only the construction of guns, but also their use in the field. Gunners could now look to some form of instruction manual about how to calculate the range to target, the appropriate elevation of the piece (for which a quadrant could be used to measure the angle), and the powder charge that would be needed. This was helped by the gradual reduction in the variety of pieces that

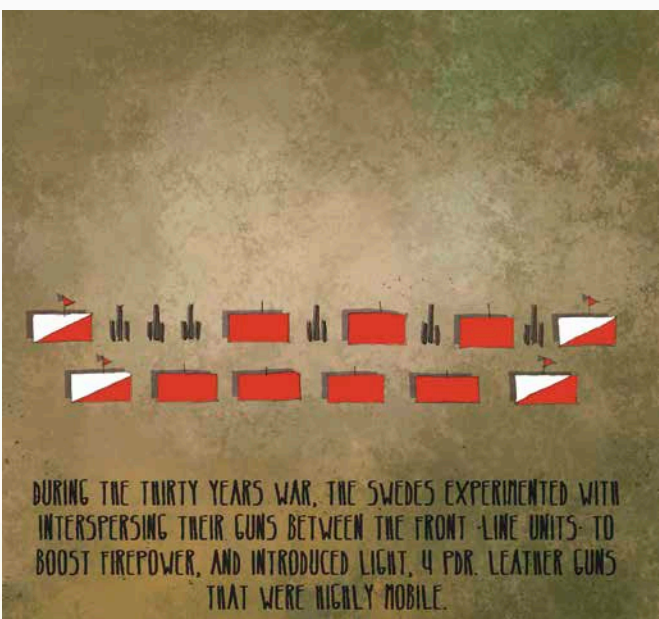
were taken into the field and their calibres, so that by the 17th century, this list provides a useful summary:

Gun	Shot weight (lbs)
Cannon	63
Demi-cannon	32
Culverin	18
Demi-culverin	9
Saker	5.25
Minion	4
Falcon	2.25
Robinet	1.25

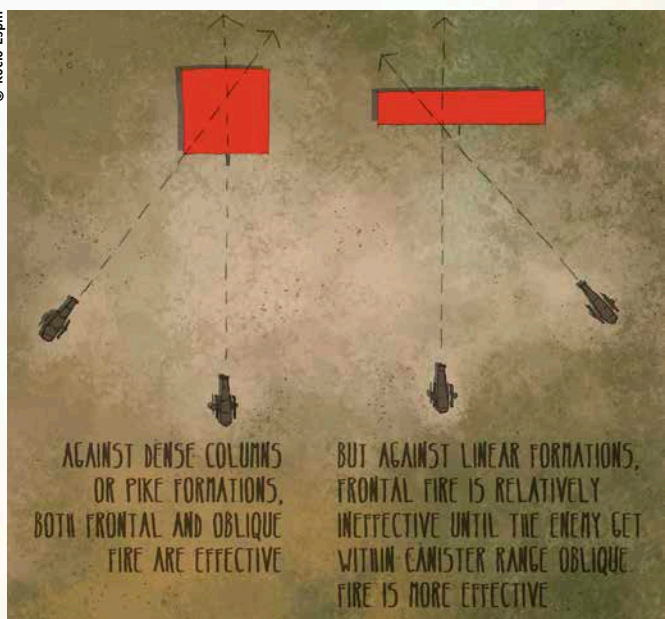
### IT'S NOT WHAT YOU'VE GOT...

Gustavus Adolphus of Sweden was the first commander to create sepa-

© Rocío Espin



© Rocío Espin



rate siege and artillery trains. The smaller calibres could now keep up with the army as it manoeuvred, including gunners, guns, ammunition, wagons, and so on. He is also famous for his 'leather' guns. In fact, only the outer covering was leather, wrapping a copper and rope barrel, but they were the first example of very lightweight regimental guns that could be trundled along with the troops as they advanced.

By the time of Marlborough's wars against Louis XIV, guns were commonly referred to according to the weight of shot they fired. It would still be a while before the ultimate in mobile artillery arrived: what became known as 'horse artillery', light enough to keep up with cavalry on the battlefield. This was the brainchild of Frederick the Great, who seized on a new Prussian design of light six-pounder for this purpose in 1755.

Just as important was Marlborough's transformation of artillery from an entirely civilian arm into a professional one. For the first time, the crew that manned the guns became part of the army and were given uniforms, though the drivers and horses were still hired on short-term contracts. They could now be regularly drilled in the specific procedures needed to serve their guns, which in turn made the artillery more deadly.

During the Renaissance era, artillery was usually sprinkled along the battlefield, with little thought as to its proper use. Positioned in front of the main battle lines, the guns would open a bombardment, usually of limited effect, but as soon as the two armies advanced to push of pike, the guns would be masked and unable to fire. The civilian gunners and crews would retire to a safe distance, hoping that no harm would come to their pieces whilst they watched the infantry and cavalry hack at each other. Almost inevitably, if one side fled, then they could wave goodbye to their expensive guns.

Some European commanders had already experimented with deployments in which guns were interspersed amongst the infantry and cavalry in order to enfilade the enemy's advance or bolster a weak point in the line, but the problem of the guns eventually being masked by their own troops was still a thorny problem. As we have seen, Gustavus Adolphus sought to overcome this by using lighter guns right alongside the infantry to bolster their firepower, enabling them to keep firing right up to the last moment.

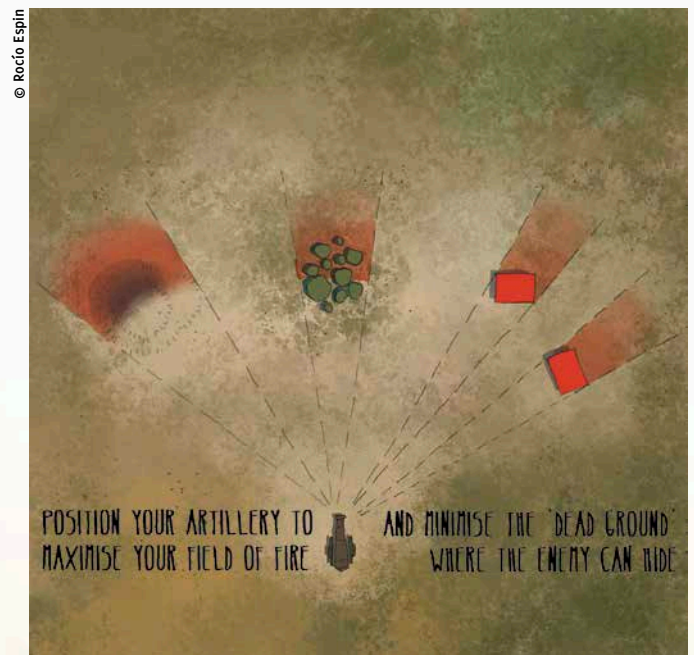
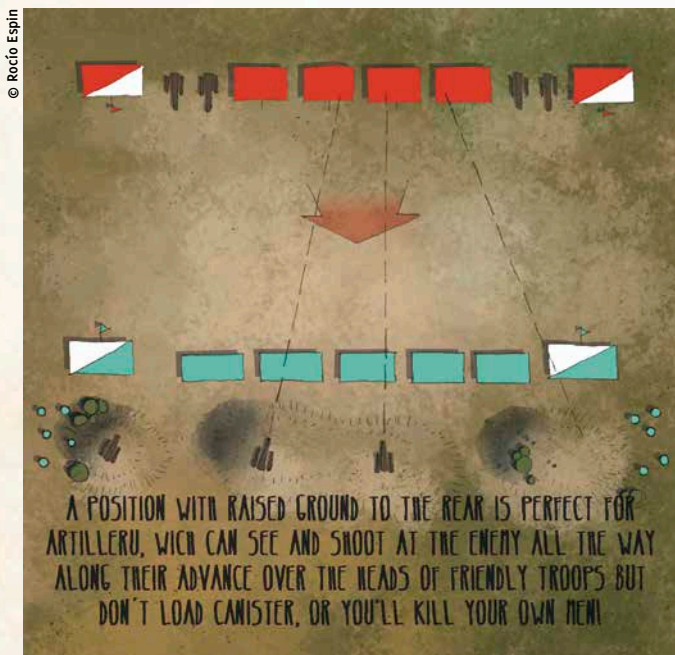
### THE IMPACT OF LINEAR WARFARE

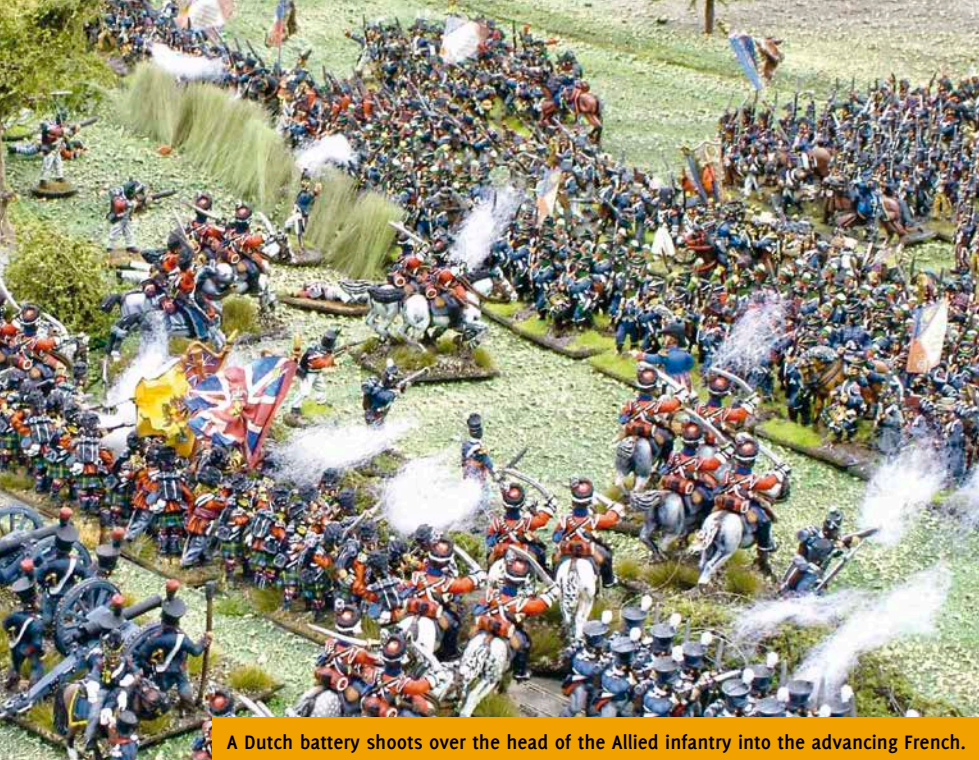
One thing of great significance at the end of the seventeenth century was that the flintlock musket became the standard weapon for infantry.



This, in turn, led to the thinning of units. Whereas Renaissance-era formations were typically block-like, composed of a mixture of pikemen and matchlock-men, by the time of Marlborough, infantry units were already down to five, four, or even three ranks deep.

Now, instead of a typical artillery roundshot ploughing through a formation from front to back, perhaps knocking down ten or a dozen men, the gunners were facing targets that were much wider than they were deep. Only when these lines got much closer could the artillery switch to grapeshot (technically





A Dutch battery shoots over the head of the Allied infantry into the advancing French.



3pdr galloper guns supporting infantry during the AWI.

a naval ammunition) or canister, which sprayed out multiple projectiles like a shotgun cartridge. During the Napoleonic era, when attack in column by less well-trained armies became common, frontal fire became more deadly again.

So you need to be artful when positioning guns in order to maximise the damage inflicted on the enemy. In a defensive posture, being able to enfilade the advancing enemy even partially is useful, so position your guns off to the flanks if you can. Finding suitable positions on raised ground, perhaps behind your infantry, will also enable you to shoot over them.

### IF YOU CAN SEE IT, YOU CAN HIT IT

One of the fundamentals of artillery tactics during this era – until, indeed, the advent of ‘over the hill’ fire, enhanced by electronic communications – is that with ‘direct fire’ weapons such as these, you need to be able to see your enemy in order to hit him! Therefore, beware of battlefield clutter, such as small hills, houses, woods, rocky outcrops, and so on. Even your own troops can constitute unwanted obstacles, screening potential targets.

Imagine your artillery piece is at the narrow end of a cone extending outwards from its position. A huge swathe of territory to its front can *potentially*

be reached by its fire. However, every obstacle creates a broad ‘shadow’ behind it, into which the gunners can neither see nor shoot. This is ‘dead ground’, where a canny enemy can mass his troops prior to an attack, or even hide his own guns to enfilade *your* advancing troops. Therefore, you should endeavour to give your guns

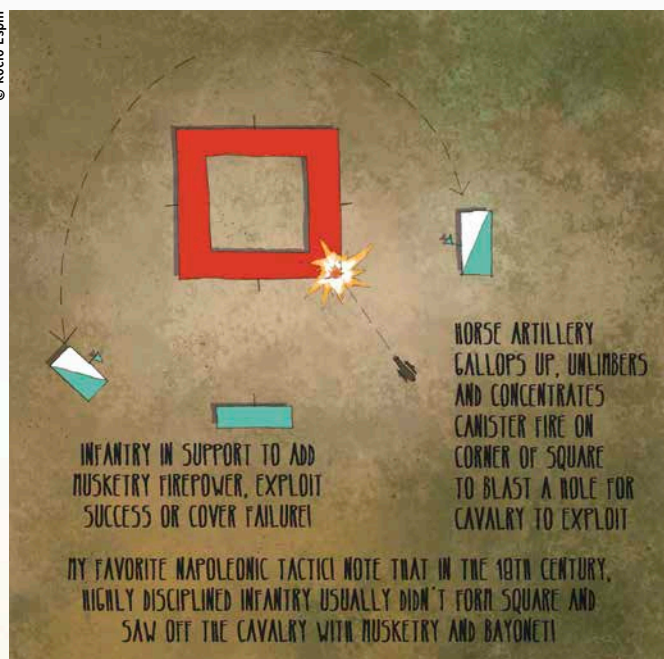
the best possible field of fire, as devoid of clutter as possible, including friendly troops who might accidentally interpose themselves between your guns and the enemy. If this happens, you have little choice but to move your guns, which is not desirable.

### DON'T WASTE TIME

Time after time, I see wargamers wasting valuable shooting time by limbering up and moving their artillery unnecessarily. If, on average, it takes a move to limber up, and then another to unlimber once you reach the desired spot, plus however many moves are needed to reach the new battery location, then that is at least three moves during which your precious artillery is causing absolutely no casualties whatsoever. Moreover, artillery on the move is vulnerable, and can even constitute a dense target for enemy artillery. So, site your artillery well from the start, and then *leave it there!* Even if it's only causing a few casualties at long range, it's still causing more casualties than if it were moving.

There are only rare occasions when I would advise going to the trouble of moving your guns. First, if there's absolutely no chance that you can hit any enemy *at all* from their original location. Second, if the enemy has been corralled into a mass and you can safely take the risk of following up your own troops to get into a range

© Rocio Espin





Oh dear! The last thing an artilleryman wants to see up close and personal.



Union artillery at Chancellorsville.

from which you can shoot with relative impunity. And finally, my favourite: demolishing infantry squares.

### "MERDE!"

This is a trademark of the Napoleonic era, because infantry of the 18th century were so well drilled that they regularly defeated enemy cavalry by blasting them with musketry, following up with the bayonet. The most famous instance is the British infantry at Minden in 1759 who routed eleven squadrons of French first-line cavalry, then nine more. "The British and Hanoverian battalions stood firm until the enemy were within 10 metres. They then poured a deadly volley which strewed the ground with men and horses, throwing back the French first line of cavalry and continuing their advance." (Wikipedia)

The shakier troops of the Napoleonic era were taught to form square at the sight of nearby cavalry. So, if you have a battery of horse artillery at your disposal, consider starting the battle with it limbered and keeping it that way, moving along with your cavalry until they are in a position to threaten or even charge enemy infantry. Now, a prudent opponent will have the infantry form square rather than see them ridden down by the cavalry.

At this point, trot your horse guns to within canister range of the square

(but not point blank, or your gunners will risk being shot by the infantry), unlimber, and blast away. The square will be ripped to pieces, followed by your nearby cavalry piling into the gaps created to finish the job. What fun!

By the way, the fruity famous last word quoted as the subtitle here was allegedly uttered by Cambronne, who commanded the French Imperial Guard squares at the end of the battle of Waterloo, and who apparently replied thus when asked by General Colville to surrender.

### INDIRECT FIRE

Having stressed that most artillery of the era was direct fire, we must mention the howitzer. Essentially an elongated mortar, mounted on a gun carriage instead of a flat bed, this weapon was designed to lob fused shells into defended positions, and very good at this it was, too. In fact, if a shell explodes inside an enclosed space, such as a building or walled enclosure, its effects are increased owing to the concussion of the explosion being unable to dissipate and thus bouncing back from the walls. Moreover, the explosion can set fire to any flammable material nearby, not just because of the heat of the ignition, but also because red-hot iron fragments can lodge themselves in timber or cloth and start a fire that way.

The problem, however, is that unlike later periods in which there were specially-trained artillery spotters able to report back the fall of shot, the gunners would be relying on guesswork and what they could see from the battery position. In addition, early shells created a lot of smoke on detonation, which added to the literal 'fog of war'. Nevertheless, howitzers could be very useful at suppressing strongpoints, and had the additional effect of terrorizing horses. A few rounds of howitzer shell lobbed into the heart of enemy cavalry formations could make them very shaky, regardless of how many casualties were actually inflicted, and the morale of units under fire should suffer.

### CONCLUSION

As always, this has by necessity been something of a gallop through what is a fascinating but also complex aspect of tactics – but if you come away having understood three crucial aspects, I'll be satisfied. **WS&S**

#### HENRY'S RULES FOR EFFECTIVE ARTILLERY

1. Position your guns carefully, maximizing your field of fire and minimizing the amount of dead ground where the enemy can hide.
2. Keep firing. Don't move unless it's absolutely necessary.
3. If you have horse artillery, be bold and get close. That's what it's for.

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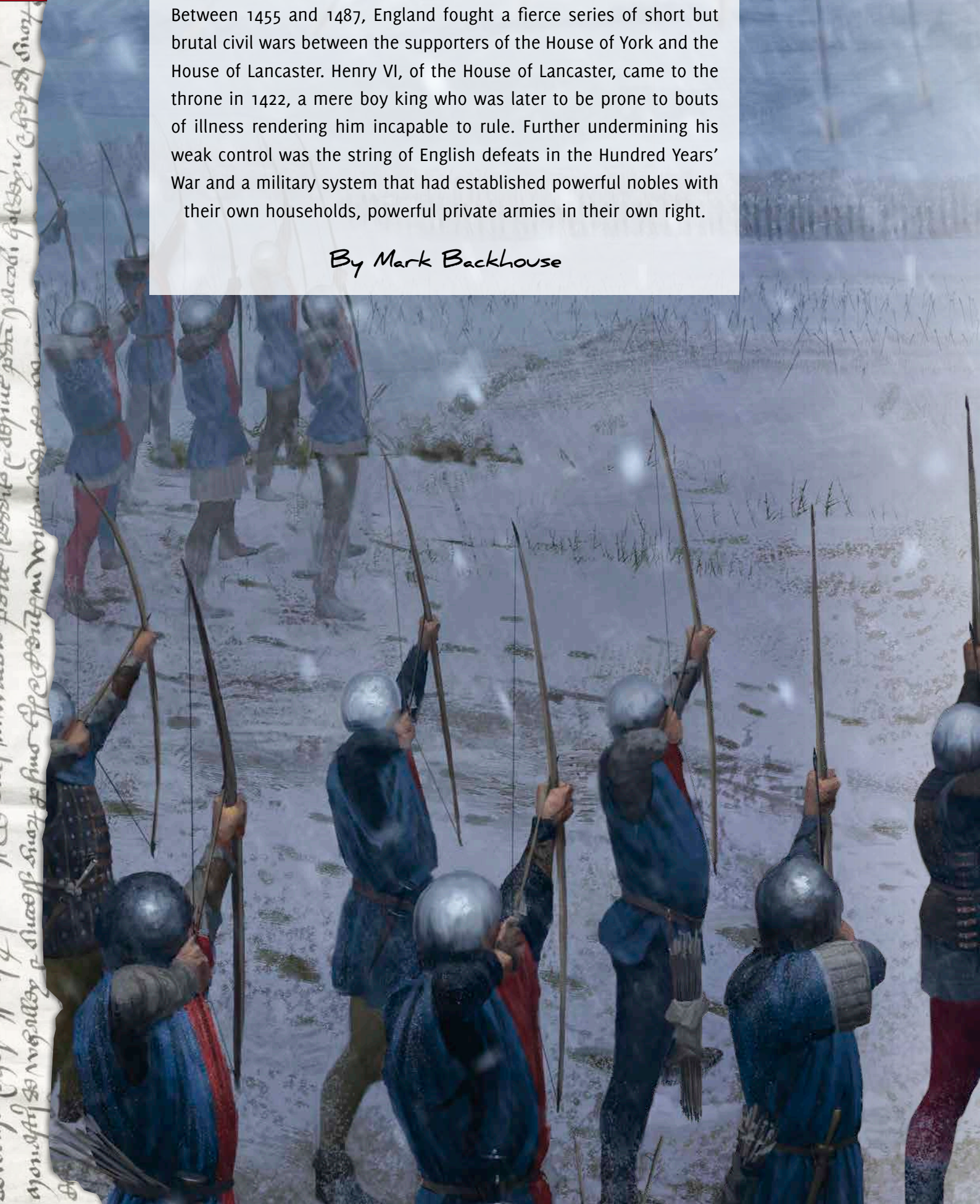


## THE WARS OF THE ROSES - A WARGAMING INTRO

# A GAME OF THRONES

Between 1455 and 1487, England fought a fierce series of short but brutal civil wars between the supporters of the House of York and the House of Lancaster. Henry VI, of the House of Lancaster, came to the throne in 1422, a mere boy king who was later to be prone to bouts of illness rendering him incapable to rule. Further undermining his weak control was the string of English defeats in the Hundred Years' War and a military system that had established powerful nobles with their own households, powerful private armies in their own right.

*By Mark Backhouse*



**P**etty rivalries between factions of nobles had been allowed to boil over into an open but ultimately failed rebellion against Henry VI in 1450, led by Jack Cade. Further bouts of unchecked violence took place in the north of England as the Percys and Nevilles seized on the weakness of the king to enrich their positions at the other's expense. In 1453, a 'welcoming' party of 700 armed retainers even lay in ambush for the marriage party of Sir Thomas Neville. While beaten off by the Nevilles' own retainers, such skirmishes paved the way for wider armed conflict between much larger forces of rival nobles. A serious bout of illness by Henry VI pre-empted the official start to the wars. As Lord Protector, Richard, the Duke of York, ran the country in the king's absence, and he used the opportunity to imprison his Lancastrian arch-rival the Earl of Somerset. On Henry VI's recovery, Somerset was released, and, along with the patronage of Queen Margaret of Anjou, managed to push Richard out of court. Feeling isolated and threatened by this new Lancastrian revival, he gathered

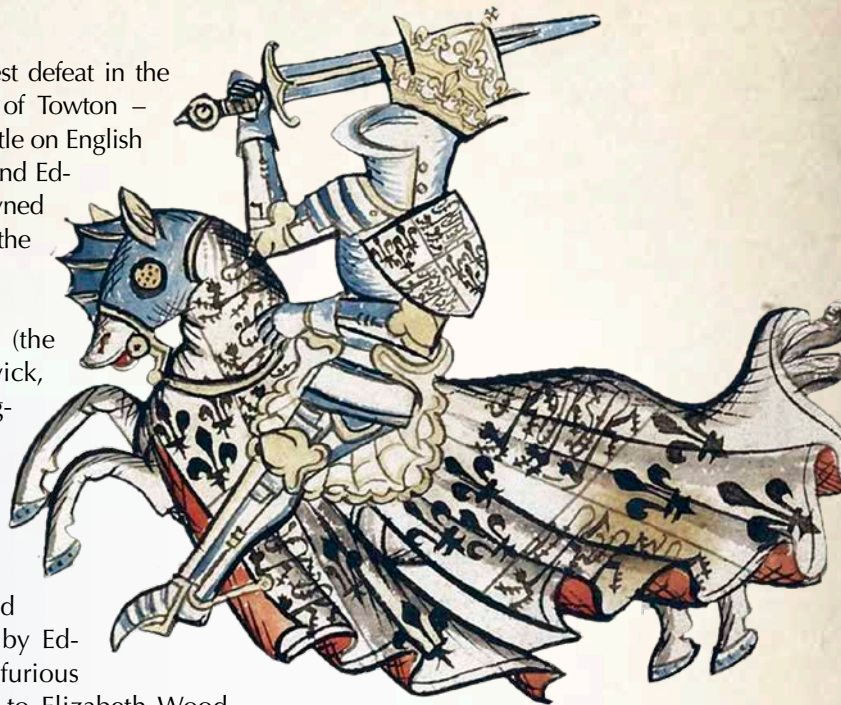
his clients and attempted to march on London. Somerset's forces met them at the First Battle of St Albans in 1455. The Lancastrian defeat and subsequent execution of Somerset unleashed a flurry of short wars typified by decisive dynastic battles and the ruthless execution of rivals and potential claimants to the throne.

The momentum swung back and forth repeatedly throughout the wars. The Yorkist ascendancy was broken at Wakefield in 1460 and Richard of York was killed. The Yorkists, however, looked to his son Edward, Earl of March, for salvation. The Lancastrian cause in turn

suffered its largest defeat in the dramatic Battle of Towton – the bloodiest battle on English soil – in 1461, and Edward was crowned king following the Yorkist victory.

Richard Neville (the Earl of Warwick, known as 'King-maker') had been a loyal supporter of the Yorkist cause. Within a decade he had been alienated by Edward, and was furious at his marriage to Elizabeth Woodville. He fell out with other Yorkist nobles and was critical of Edward's foreign policy with France. Seizing on further widespread dissatisfaction with King Edward, he lent his support to Margaret of Anjou and backed the Lancastrian nobles in trying to reclaim the throne. His subsequent defeat and death at Barnet in 1471 and the decisive Yorkist victory seemed to have consolidated the Yorkist position for future generations. The Wars seemed to be at an end.

Edward IV's death in 1483 began another short but ferocious bout of fighting. His successor, King Richard III, was challenged by the latest Lancastrian claimant – Henry Tudor. Richard's dramatic death on Bosworth Field in 1485 heralded the end of the medieval period and the start of the new Tudor dynasty – although it would take until 1487 and the defeat of Lambert Simnel's rebel army before the throne could truly be claimed to be secured fully. The new Tudor dynasty cemented its position by marrying King Henry VII to Elizabeth of York, the daughter of Edward IV, thus combining the two families. The new Tudor rose amalgamated the white rose of York with the red rose of Lancaster as their symbol. The threat from greedy nobles was significantly reduced by the banning of private armies, and, while not a period free from rebellions, the Tudor era was considerably more stable!



Henry the VI on horseback, from a late 15th-century book showing English coats of arms from the period (Harley 2169 f.3).

Edward IV says:

#### STRAIGHT SHOOTER

Archery should play a big part of your battle plan, but you cannot rely on it to break your opponent. You will need to make sure that you have plenty of heavily armed infantry to finish the enemy off and break them decisively. The men-at-arms in their plate armour should be able to withstand an arrow storm at a distance, and the archers will soon run out of arrows. Be careful with your lightly armed troops though. The lightly armoured Irish mercenaries who fought against me at Mortimer's Cross were easy targets for my men. In your wargames rules you may need to tweak the power of the longbow fire to make it effective but not a battle winner on its own. Limiting the number of turns of shooting will help to offset the power of the longbow. Cavalry would have found themselves particularly vulnerable to this fire, and this may have accounted for their regular tactic of dismounting men-at-arms before battles and waiting for the heavy archery to subside before attempting to advance.

Don't take those archers for granted once they have stopped firing either. Many were well armed and armoured, and were fearsome melee fighters in their own right. Just like the archers at Agincourt a generation earlier, the English archers still had the potential to stand their own against heavily armoured knights in the right conditions.



Yorkist archers proved very effective at the 1461 Battle of Towton. Image from Medieval Warfare magazine, issue V-3.

© Milek Jakubiec



Richard III says:

### TREASON AND TRAITORS

Some rules tend to overplay the cliché of treachery during the Wars, but you will need to be careful with its use. The swapping of whole contingents en masse can have a dramatic and hugely unbalancing effect on a game. This can be great fun in a one-off battle, but can lead to a rather bad day for players on the side that has been betrayed (as I found out at Bosworth!) It is probably better that a contingent should fight with less enthusiasm or commitment for their king or general rather than a wholesale betrayal. This could be depicted by lowering their morale rolls, making them check morale when they want to charge home, or limiting their number of aggressive moves per turn. Dicing randomly before the game for the commitment of your lords to the cause, and only revealing once the game is underway, works well, as does having separate commanders for each 'battle' in your army, each with a secret character or victory criteria. Picking these randomly out of a hat can lead to a very tense game, especially if there are more slips of paper than players so it is impossible to second guess everyone else. The use of a complete traitor really will make all players concerned paranoid, and even the threat of a potential one might lead to very different actions by players on the day compared to most battles in later periods where commands were more reliable.



Edward IV says:

### CHAOS AND CONFUSION

Be careful! Your troops may look alike but this could lead to huge problems on the battlefield! At Barnet, the Earl of Warwick's men accidentally mistook the liveries and banners of the Earl of Oxford's men for my forces coming out of the fog! They let fly with their longbowmen before realising the terrible mistake! With cries of 'treason, treason!' Oxford's men fled the field and sparked panic throughout the rest of the army, leading to Warwick's crushing defeat. In your rules make sure there is a chance of accidents occurring, and, at the most extreme, the opportunity for huge blunders to occur! This was not a series of wars fought by well-drilled armies used to fighting together, but by contingents grouped around their own individual leaders, whose deaths will cause a severe blow to the morale of their men.



The colourful armies of the period looked resplendent in bright livery coats distinguishing their allegiance. Wargamers will delight in being able to field many of the troops they have painted on both sides of the conflict with a simple exchange of flags and liveries on the commanding figures. Purists can even add livery badges to identify the specific contingents. The distinctive heraldry has been recorded relatively well and groups like the Lance and Longbow Society will be able to provide you with much of the information you will need to paint your own very distinctive nobles. For the lazier or less talented amongst you, transfers and flag sheets are available!

The forces used in most of the major battles fought totally on foot. Early cavalry charges at Blore Heath came to nought against well-positioned Yorkist archers that broke up the heavily armoured cavalry with ease. Richard III's failed charge to seek out Henry Tudor at Bosworth failed to have the decisive impact

he had planned and came unstuck as Stanley's retainers attacked his winded horses in an area of boggy ground. Cavalry instead played a role for scouting ahead of the armies and for delivering the *coup de grâce* once an opposing force was broken. The shocking archaeology finds at Towton highlight the horrific wounds and devastating impact that cavalry would have had in destroying a routing foe.

Archery played a critical role in nearly every encounter. The longbow had been the superweapon of the English and Welsh during their wars in France, and an arrow storm at the start of most battles was used to weaken the opposing battle-lines. At Towton the Yorkist archers took advantage of strong winds and snowstorms to outshoot their Lancastrian rivals. When Lancastrian arrows fell short due to the strong headwinds, they were ordered to pluck them out of the ground and fire them back at the Lancastrian archers! While rarely totally



A 19th-century rendition of the Battle of Towton, from *British Battles on Land and Sea*, vol. 1, by James Grant.



decisive, archery softened the enemy resolve and broke up enemy formations before the men-at-arms and billmen broke the enemy in melee. The only battle where firepower seemed to break the enemy infantry before a melee was at Losecoat Field in 1470. This may have been due to the ill-disciplined nature of the opposition or possibly the early use of cannons in one of the first uses of gunpowder weapons in a field battle in England.

While treachery became a key feature of much of the popular narrative of the Wars of the Roses it was not always so apparent on the battlefield. Shakespeare wanted to present an impression of the Wars of the Roses as a chaotic time in which greed and jealousy had led to betrayal and distrust. This would be juxtaposed against the apparent stability of the Tudor dynasty under Elizabeth I to curry favour with the regime. While treachery certainly did take place at Bosworth, with Stanley's

3,000-strong contingent joining in against Richard III at the key moment, and at Northampton in 1460 with Lord Grey's men seeming to allow the Yorkists into their defensive position without an arrow being fired, it only occurred in a couple of the fifteen or so large battles of the era.

Last of all, remember to keep your head! The Wars were often brought to a swift conclusion with the death, or capture and execution, of the opposing leader. The loss of key nobles should signal a major blow to morale and the impending collapse of their retainers. The loss of Richard of York at Wakefield and Richard III at Bosworth are testimony to this. Such a fate also befell poor Lancastrian Lord Somerset at First St Albans, Henry Beaufort (another Duke of Somerset) after Hexham, and yet another Duke of Somerset – Sir Edmund Beaufort – at Tewkesbury! On second thoughts, don't give yourself the name Richard or be a Duke of Somerset and you'll probably be fine! **WS&S**

Dating from 1471, *The Memoir on the arrival of Edward IV* contains a series of rare miniatures documenting events from the Wars of the Roses. From left to right are scenes showing the Battle of Barnet; Thomas Neville unsuccessfully lays siege to London; and the Duke of Somerset being executed after the battle of Tewkesbury.

Henry VI says:

#### THE RIGHT RULES

*You don't need to have a specific Wars of the Roses set to play battles from this era. Several of the generic medieval and ancient rulesets will give you a good game in this period, but you might have to think about making a few small tweaks to capture the flavour of the era. Swordpoint, Hail Caesar, Impetus, and Fields of Glory, to name but a few, will all play out the period well. If you want to play smaller games, Lion Rampant can capture some of the smaller feuds and skirmishes effectively. Treat those longbowmen as expert archers and you will find them dominating the battlefield, but give them limited arrows (I'd suggest 4-5 volleys or arrows) and you will soon find them mirroring the performance of their historical counterparts, playing an important role at the start of the battle but swiftly being superseded by the heavier-armed billmen (use the 'sergeants' rule) and the men-at-arms.*



## CREATING A CAMPAIGN FOR THE WARS OF THE ROSES

**"HABILMENTS OF WAR"**

When creating a wargames campaign based on the Wars of the Roses, a good starting point is identifying some of the key themes of the period and considering how those themes evolved during a chaotic period of dynastic and civil conflict.

By Sidney Roundwood

**C**ampaigning in the Wars arose in different circumstances. Richard Duke of York and his noble allies, in the earliest confrontations in 1452 and 1455, sought to defend themselves from allegations of waging unlawful public law by asserting that they were, in fact, petitioning the king. Some accounts of the battle of Northampton in 1461 reference the Yorkists' claims of intending to negotiate, rather than fight, with "the intent that we be come hither and be assembled for and gathered at this time".

Elaborate attempts by dynastic claimants to negotiate grievances before attacking ended on the bitter battlefield of Wakefield in 1460, and public warfare became thereafter authorised by rival sovereigns in open conflict. As warfare became more dynastically focused during the 1469-71 period and the reign of Richard III, there was an added incentive for both kings and claimants to appear armed and in a clearly regally anointed context. Adventurers, usurpers, and pretenders would attempt to follow that theme of regal legitimacy.



Soldiers under the Duke of Norfolk attempt to crush the resistance of Oxford's men at the 1485 Battle of Bosworth.

© Illustration by Graham Turner from Campaign 66: Bosworth 1485. Osprey Publishing [www.ospreypublishing.com](http://www.ospreypublishing.com)

### "...ALLIED UNTO HER ALL THE KNIGHTS AND SQUIRES OF CHESHIRE..."

The spotlight in the Wars of the Roses shines brightest on the kings, royal claimants, and nobles of the various causes and factions. The political fragmentation of the Wars enhanced traditional needs for noble command, adding authority and persuasion to claims of questionable familial and dynastic legitimacy.

Local captains and sometimes professional soldiers and mercenaries were highly valued for threading the fabric of forces into a coherent army. Urban boroughs and town corporations were particularly keen for professionally skilled soldiers to be appointed to their valuable, well-equipped contingents. Yet, through

either prejudice or experience, armies were most effectively committed and deployed by noble leaders, with kings and royal claimants rallying local support. Margaret of Anjou "allied unto her all the knights and squires of Cheshire", her son distributing a "livery of Swans" among them. The close relationship of lord and retainer was a key feature of recruitment and military dynamics in the Wars, Henry Tudor prizing his "own dependents and familiars, who he knows can be trusted on any urgent occasion; and can be kept on a much smaller number of fees".

Some retainers were hired with detailed customary indentures for

paid military service, although these were far from universal. The fluid environment of civil war and dynastic chaos discouraged a legal negotiation of nobles' and gentry's terms of service. Perhaps more typical were rapid, verbal, sometimes secret agreements, sworn on the Sacrament, as a dynastic leader marched quickly through a shire or town towards a battle.



Margaret of Anjou

### "...TO WAIT UPON US IN DEFENSIBLE ARRAY..."

The Wars were not fought between standing armies, and contemporary Continental developments in creating more permanent military forces, such as those in France and Burgundy, remained a later development in the Tudor period. Assembling an army from disparate forces, spreading a recruiting net over a wide area, and

summoning supporters to a cause was therefore a critical factor in achieving campaign success in the Wars of the Roses. Failure to concentrate and marshal forces could lead to disaster, as the Lancastrians found in 1471 in the face of Edward of York's invasion. Smaller forces, such as Edward's in 1471, could sometimes achieve success through speed and mobility, particularly when facing locally raised levies.

Letters patent, addressed to groups of reliable and influential local gentry in a shire, or the ruling elite of a town or borough, were common but could be slow and cumbersome ways of raising troops. Commissions of array, a longstanding method of raising troops in a shire or borough with an arrayer who "reareth the people as he come", was a quicker and simpler alternative, though not without problems. The purpose of the commissions of array could be subverted by unscrupulous dynastic claimants; both the Earl of Warwick and the Duke of Clarence perverted the commissions they received from Edward whereby they "under colour thereof, falsely and traitorously provoked and stirr'd" a recruitment of foot soldiers. Above all, commissions of array were temporary, with communities wanting to bear recruits' wages for a short period of time only. Commissions of array that were sanctioned late, or prematurely, were self-defeating, and jeopardised royal and claimants' causes at several key times.

### "...CONSUMED THE VITALE AFORE HIM..."

The commanders of the Wars were well warned of the importance of provisioning and victualling their forces. "Have purveyance of forage and vict"



ual, for man and horse; for iron smiteth not so sore as hunger doth if food fail," wrote one author in *Knyghthode and Bataile*, an English vernacular treatise on warfare from 1460. Despite such intentions, victualling proved problematic in campaigns that were rapid, geographically disparate, and without extensive central funding.

Lancastrian soldiers in 1461 "compelled, despoiled, robbed and destroyed all manner of cattle, victuals and riches". Yorkist armies were equally rapacious; Edward of York's army in 1470 "consumed the vitaille afore him, and the country afore himself was not able to sustain so great a host as the King's highnesse had with him without a new refreshing". Shortage of provisions was even more acute, and competent victualling even more decisive, in campaigns waged in the relatively barren parts of England such as the Northern Marches.

In this environment, possession of ports and coastal access was essen-



Fierce fighting as rival men-at-arms meet.

tial, particularly on the prosperous eastern shoreline of England. A network of principal towns – Newcastle, York, Pontefract, Doncaster, Newark, Nottingham, Stamford, Leicester, Coventry, and London on a North/

South axis, and Exeter, Bristol, and the Severn Valley towns on a West/East axis – were essential for supplies and also for billeting of troops. The importance of controlling the roads between these urban communities

## ACTIONS AND ALARUMS

Action/Alarum	Which player can use	What happens
Forced march	Claimant (usurper/pretender)	To be used in conjunction with an Interception.
Interception	Claimant (usurper/pretender)	Allows the claimant player to fight the battle as an ambush, or with two flank marches. Intercepting enemy leaders before they were capable of acting was a key tactic in the Wars. This Action/Alarum must be used together with a Forced March.
Petition of grievances	Claimant (petitioner)	"...we have foreborne and avoided all things that might serve to the effusion of Christian blood...". A justification for anyone challenging the crown. Gives a morale advantage to the claimant in battle, unless countered by "Royal authority" below.
Proclaim right	Claimant (dynastic rival)	A legal statement of dynastic right, essential for challenging royal legitimacy. Gives a morale advantage to the claimant in battle, unless countered by "Royal authority" below.
Coordinate forces	Any	Coordinating forces over disparate regions of territorial influence was essential for any commander. Gives the player additional command points or benefits in the battle, or allows them to field a reserve.
Royal authority	Royal	"...falsely and traitorously reared war against You, the King...". A declaration of attainder against rebellious nobles. Gives a morale advantage to the royal player, unless countered by "Petition of grievances" or "Proclaim right" above.
Tactical innovation	Any	Allows the player to roll once (with two d6) on the 'Tactical Innovation' table below.
Recruit soldiers	Any	Allows the player to roll once (with two d6) on the 'Recruit Soldiers' table below.
Recruit mercenaries	Any	Allows the player to roll once (with two d6) on the 'Recruit Mercenaries' table below.
Victuals and coin	Any	Provides the player with the essential sinews of war – victuals and money. Roll two D6s for each time a player selects "Victuals and coin". The total (between 2 and 12) is the points of victuals and coin that are available to be consumed by the player's army in the field of battle. Household retinue troops and other soldiers consume one point for the battle; mercenary troops consume three points; any artillery unit consumes three points. Any unit without a point of victuals and coin allocated must be subjected to a loyalty test under the rules being used.



© Kallistra



Foreign mercenaries with pike take the field in 12mm.

helps to explain the geographical distribution of the battles of the Wars.

Towns also served as armouries and arsenals, ensuring combatants were “furnished of guns, gunpowder and other habiliments of war” comparable to the “wondre and straunge ordynance” seen on the Continent at this time. However, sieges remained a rarity in the Wars. Fortified towns were less densely distributed than on the Continent. Many important towns lacked adequate fortifications owing to the ruinous cost of creation and maintenance. Indeed, the generally high expense of victualling and fortifications discouraged longer-term campaign planning. Significant sieges were therefore concentrated in the Northern Marches, Wales, and Calais, where castle fortifications were maintained as a necessity against foreign adversaries.

The conditions of warfare in the Wars of the Roses did not, as a result, encourage a prime reliance on fortifications. The preference was for settling dynastic disputes in short, sharp, bloody conflicts, ideally resulting in the political or actual decapitation of dynastic and military rivals. Commanders such as Henry Tudor (himself tarnished by youthful experiences of his noble guardian falling from power without being able to rely on the fine defences of the Welsh

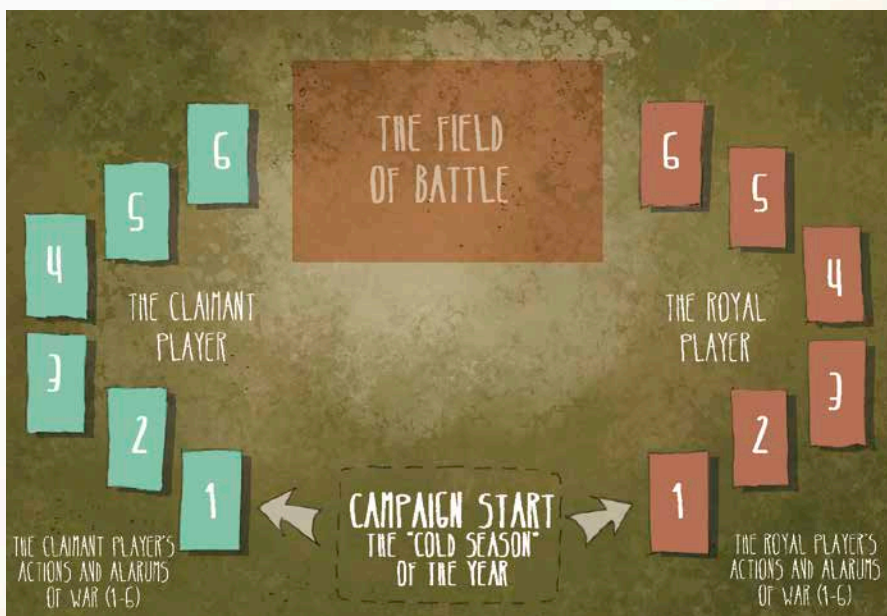
castle of Raglan) had learned that the loyalty of noble supporters was the key factor in campaigning success rather than stone fortifications in isolation.

### “KNYGHTHODE AND BATAILE”

As with other themes in the Wars, battlefield tactics evolved during the conflict. Some battles exhibited basic levels of command and control, with hastily armed contingents brought into the battle line (often in three “battles” or large formations) within just days of being assembled by commissions of array, with troops being expected to contest the engagement by a frontal attack or defence with tradi-

tional weapons of bill and bow. Looking deeper, however, we can see that commanders attempted to surmount these limitations in a number of ways.

Early campaigns of the Wars of the Roses featured a significant number of commanders with practical experience from the later stages of the Hundred Years’ War in France. Accounts of early campaigning before 1460 suggest that professional soldiers and veterans of the Calais garrison exercised an important influence on the outcome of the conflict, including Sir John Fastolf and Sir Andrew Trollope, both distinguished veterans of French campaigns.



© Rocio Espin



he employed at the Second Battle of St Albans in February 1461.

While armies of the Wars fought predominantly on foot, this feature appears to have stimulated a range of mounted tactical variations. In 1471, Edward of York “sent the scourers all about the countries adjoining, to aspie and search if any gatherings were in any place against him”. Detachments of “scourers”, “scurryers”, “afore-riders”, and “prickers”, light horsemen riding in advance of any army formations, were critical in enabling a commander to locate opponents. Failure to gather intelligence was the cause of several fateful encounters and missed opportunities in the Wars. Ensuring that scourers or prickers always had “good espials” on the enemy, with viable intelligence at least as far as “nine miles off” in one account, enabled the detecting and shadowing of the enemy, and the securing of advanced positions. Furthermore, in a manner similar to light cavalry in other eras, contemporaries recorded the scourers or prickers as being inventive – able to “call and array the people to make towards them” and spread false information and rumour. Complementing the vital strategic role of scourers, kings and claimants also made limited use of horse on the battlefield, Yorkist cavalry being used at both Tewkesbury and Bosworth Field in an attempt to influence the balance of the action when opposing foot were heavily engaged and pinned.

Other features used to introduce campaign deadlocks included the development of new troop types. Field fortifications were a prominent aspect of early battles in the Wars, such as at Ludford Bridge where Richard Duke of York “let make a great deep ditch and fortified it with guns, carts and stakes”. Such field fortifications helped embolden recent recruits to a banner, although they could also lead to intransigence and over-caution by inexperienced commanders being overly reliant on ostensibly strong defensive lines.

Field artillery was a developing, but potentially battle-winning, addition to the forces of a commander in the Wars. Noisy, impressive guns could embolden new troops, and contributed in the minds of chroniclers towards a dynastic claimant’s political virility and prestige. Guns were not a necessity in the campaigns of rapid movement in the Wars, but commanders such as the Earl of Warwick were clearly interested, recruiting military specialists in handguns and artillery to England, including the “goners and borgeners” (probably Burgundians)

© Michael Perry



The Earl of Oxford’s archers loose their arrows.

## RUNNING THE CAMPAIGN

Equipped with these key themes, the next stage is to create a workable campaign framework for wargames, something that can be ‘bolted on’ at the commencement of a tabletop engagement.

The aim in this regard is not to try to replicate every detail of the Wars of the Roses, or even of a specific campaign. The challenge is to try to add a campaign context to the game with the minimum work possible.

We therefore start with two sides in the game: the royal player and the claimant player. The royal player represents the obvious king, or potentially queen in the guise of Margaret of Anjou, at any point in the Wars – an ostensibly legitimate holder of

## RECRUITMENT TABLE

Dice roll on 2 D6	Recruitment of soldiers	Recruitment of mercenaries	Tactical innovations
2, 3	A unit of scourers and prickers	A company of Burgundian crossbowmen, supplied by Duke Charles the Rash	A company of “Almain” (German) pikemen
4, 5, 6	A formation of loyal retainers from noble heartlands	A unit of “naked” and “savage” Irish kerns	“A great deep ditch and fortified it with guns, carts and stakes”
7	Two groups of experienced soldiers (bill & bow)	A formation of Scottish allied troops “who widely devastated the countryside of Northumberland”	Buildings and urban terrain “strongly barred and arrayed for defence”
8, 9, 10	Two groups of inexperienced soldiers (bill & bow)	A company of French allies who “usurp and claim the same privilege and pay not a penny for necessities”	Field artillery, being “ribaudekins” firing “wild fire” and “gonnes-shott”
11, 12	A formation of allied retainers of questionable loyalty	A unit of Flemish handgunners with “many a gynne of wer”	A formation of mounted men-at-arms that “runneth out of the one side”



© Michael Perry



Troops under the banner of Edward IV guard a river crossing.

the crown of England. The claimant player represents a range of possible challengers for the crown, from Richard Duke of York and his rebel nobles keen on championing law and order, to a dynastic rival such as Edward of March, and through to a host of adventurers, usurpers, and pretenders with a range of claims to the kingdom. The royal player and the claimant player should take opposite sides – York or Lancaster – but which is preferred by each player is not material for the campaign framework.

The campaign framework sets out six stages between the commencement of the campaign – “in the cold season of the year” – and a significant battle on the tabletop. Each of the stages has one of several possible Actions and Alarums, and can represent a significant campaign development, as set out in the ‘Actions and Alarums’ table on page 46.

As you can see from the ‘Actions and Alarums’ table, some of the stages are only suitable for specific claimant players:

- **Petitioner with grievances:** This claimant represents Richard Duke of York and the Yorkist nobles in the 1452 to 1460 period, before the fateful Battle of Wakefield. Constrained to avoid openly rebellious acts as much as possible, the Duke of York’s focus

was to place strategic pressure on the Crown to force political concessions, to be embedded in Acts of Parliament, with royal pardons for noble participants.

- **Dynastic rival:** After Richard Duke of York was accepted as Henry VI’s heir in October 1460, the Wars evolved into a war of dynastic succession, without many of the elaborate justifications for avoiding open rebellion that were used in the early years of the Wars.
- **Usurper or pretender:** Time and again in the Wars, dynastic claimants and outright pretenders arose to claim the throne – from Edward of March’s return to England in 1471 to the dramatic adventure of Lambert Simnel culminating at the Battle of Stoke Field.

The intention is for each different claimant for the throne to have slightly different routes to the crown, with relative strengths and weaknesses – which are reflected in each of the ‘Actions and Alarums’ the claimant player can choose for their six stages.

Where an ‘Action/Alarum’ relates to ‘Recruitment’ or ‘Tactical innovations’, any success in recruiting troops or in developing tactical innovations on the field of battle can be determined using the table shown at left.

### “...NOT SPARING FOR ANY IMPEDIMENT OR DIFFICULTY OF WAY...”

After each player has selected their six ‘Actions and Alarums’, the campaign commences. Each player starts with a household retinue of troops. For the royal player, the retinue may be the king’s household men-at-arms; for the claimant player, the retinue may be the sizeable force Margaret of Anjou landed near Bamburgh in 1462 accompanied by the Grand Sénéchal of Normandy, or the ferocious “March men” from the Scottish border that the Earl of Warwick brought with him to the First Battle of St. Albans in 1455. The household retinue is the heart of each players’ army, and could easily be chosen from the core troop types in whichever set of wargames rules you are using for the Wars of the Roses – be that *DBM*, *Hail Caesar*, or *Poleaxed*.

Once each player has gathered their household retinue and selected their respective six ‘Actions and Alarums’, the results are compared, influencing the engagement on the field of battle. Additional colour and events can, of course, be included and tailored to the rules being used – with added incentives for each player developing their role as king or claimant. **WS&S**



## ALTERNATIVE SCENARIOS FOR THE WARS OF THE ROSES

# SCUFFLES & SKIRMISHES

You line up over there on that ridge, I'll line up here on this ridge and let's have a big old rumpus in the middle. The Wars of the Roses are ripe for textbook medieval fights with knights, archers, men-at-arms – and why not? Those battles can be fun, big old slogs with lots of narrative – but the Wars of the Roses are also rich pickings for so much more, and should not only appeal to the gamer of large battles but also to those of us who prefer a skirmish, scuffle, brawl, or barney..

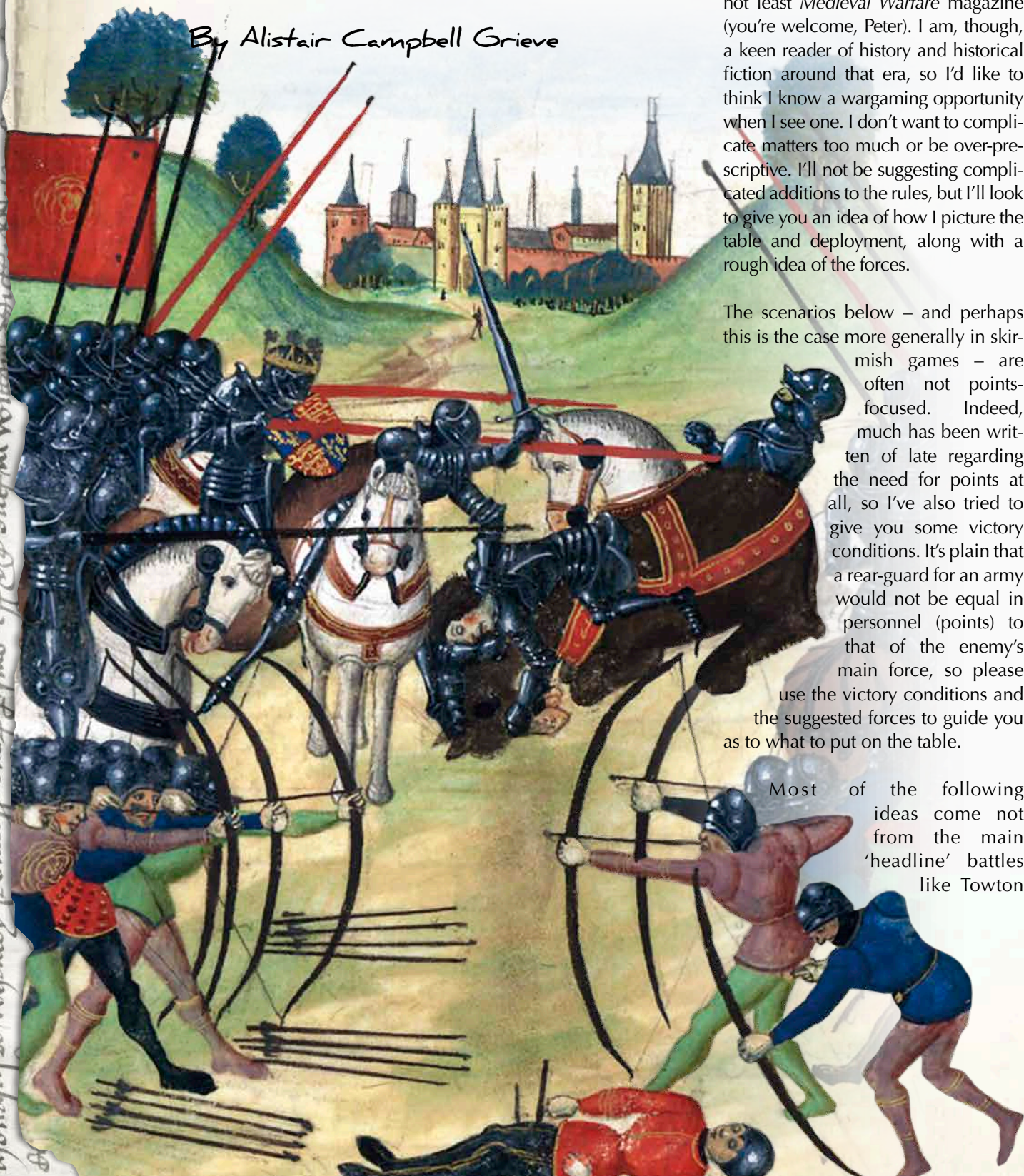
By Alistair Campbell Grieve

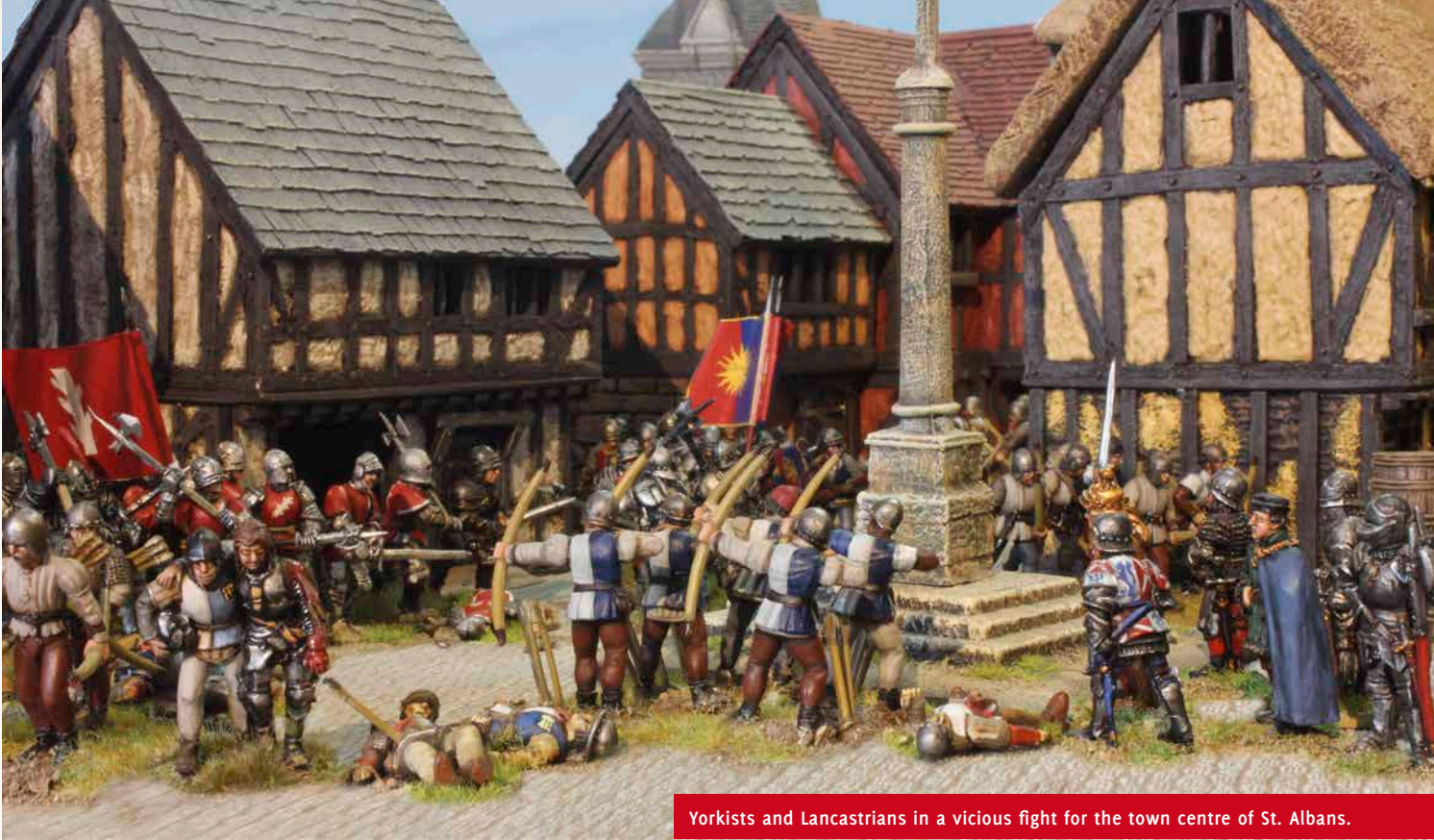
In this article I hope to inspire some potential opportunities for recreating some different engagements, some of which are documented fact and some likely or 'what if' scenarios. The purpose is that there should be something for you whatever rule system you play.

This is by no means a history lesson, partly because I am by no means an expert and partly because I am sure other articles in this issue will deal with the history in more detail. There are plenty of publications on the subject – not least *Medieval Warfare* magazine (you're welcome, Peter). I am, though, a keen reader of history and historical fiction around that era, so I'd like to think I know a wargaming opportunity when I see one. I don't want to complicate matters too much or be over-prescriptive. I'll not be suggesting complicated additions to the rules, but I'll look to give you an idea of how I picture the table and deployment, along with a rough idea of the forces.

The scenarios below – and perhaps this is the case more generally in skirmish games – are often not points-focused. Indeed, much has been written of late regarding the need for points at all, so I've also tried to give you some victory conditions. It's plain that a rear-guard for an army would not be equal in personnel (points) to that of the enemy's main force, so please use the victory conditions and the suggested forces to guide you as to what to put on the table.

Most of the following ideas come not from the main 'headline' battles like Towton





Yorkists and Lancastrians in a vicious fight for the town centre of St. Albans.

or Bosworth but from some of the more 'fringe' engagements, those with some additional narrative such as an essential escape or a rebel uprising. That being said, I have included some ideas for playing out skirmish-esque parts of larger (or at least more significant) battles. These scenarios should allow you to use a range of models and even work up from the smaller scenarios, using skirmish or even roleplay rules, to the bigger fights as you build your collection of miniatures. This is by far my favourite way of engaging in a new period – getting a feel for the character of your forces and for the period – and it might well get you playing a ruleset you've not experienced to date.

Given that the premise here is to look at different gaming options rather than the history, I've not put these down in any particular chronological order, but I've lumped them together in terms of the likely size / type of game as I see it.

## RUNNING THE GAUNTLET

Away from the shiny armour and flying standards of major battles there were one or two rebellions. Disgruntled folk with a grudge fought for their right to be heard or pardoned, or indeed for the love of the fight and a bit of gold. Once such figure is a prominent feature of historical fiction from Shakespeare to Iggulden. Jack / John Cade (sometimes known as John Mortimer) is noted as the leader of a rebellion that sprung up during the reign of Henry VI. Cade and his band of not-so-merry men made an attempt on London from the south and there was quite a to-do on London Bridge.

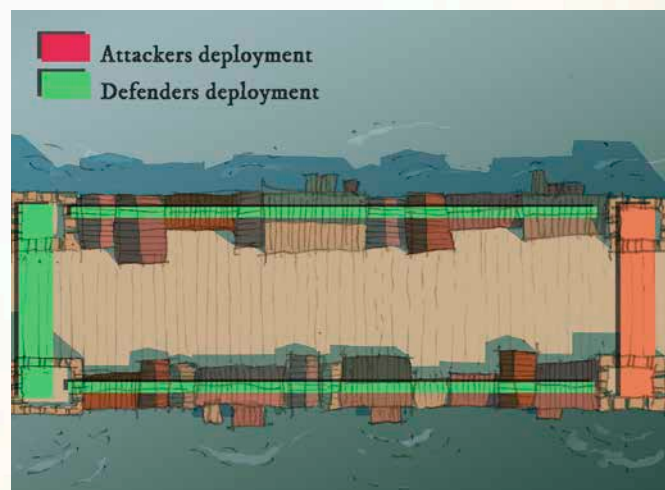
This lends itself to quite an interesting game with a narrow board and a few figures. The warband style of both attackers and defenders allows a real mix of miniatures and an excuse to get those random medieval civilians on the table.

**Attackers:** Greater in number than the defenders but significantly lower quality – a collection of unarmoured (perhaps with a smattering of lightly armoured) civilians / ex-soldiers equipped variously with clubs, tools, knives, axes, and so on. Only 10% are archers. All attackers enter from the southern end of the board. A model to represent Cade is also required.

**Defenders:** A small force of men-at-arms, half with hand weapons and half archers. Archers and half of the other men-at-arms are allowed to deploy in the buildings adjoining the bridge, with the balance entering from the northern end. The men-at-arms can be supplemented by a handful of Londoners brandishing easily-got-at improvised weapons (tools, clubs, axes). The defenders should number about 75% of the attackers' number as a maximum.

### Victory conditions

The attackers win if they get Cade across the bridge with at least 20% of the attacking force – or, if Jack Cade is slain, if



Deployment for the "Running the Gauntlet" scenario.

*The Battle of Tewkesbury, as shown in the 1471 Memoir on the arrival of Edward IV, which is now held in the Ghent University library, Belgium.*  
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at least 50% of the attackers make it across the bridge. The defenders win if they prevent this from happening. Any other outcome is a draw and we can all go home and clean our axes.

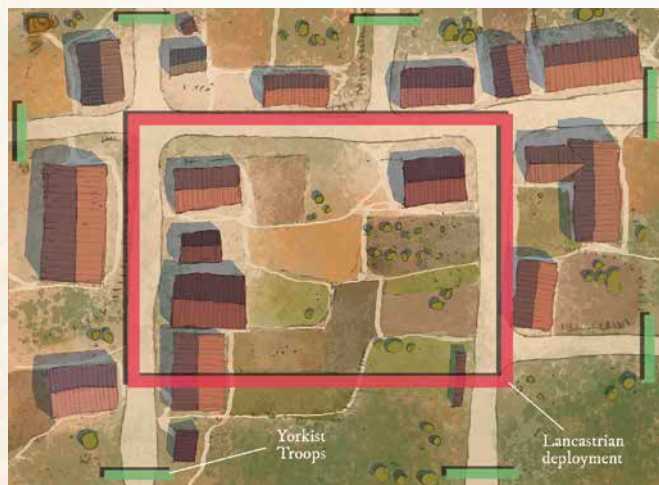
### SKIRMISH – FIGHT FOR THE TOWN

Far from sweeping fields with lines of men-at-arms, the First Battle of St Albans lends itself to medieval 'urban' warfare. Streets with tightly packed houses, hedges, fences, etc make for an interesting skirmish game. It wouldn't be dissimilar to *Bolt Action* players fighting through the back gardens of Arnhem. Lots of terrain forces interesting tactical decisions. If your chosen rule system allows it, you could also start fighting in buildings.

The First Battle of St Albans is traditionally thought of as the 'start' of the Wars of the Roses (depending on your definition of 'start'). It pits the forces of York under Duke Richard and Henry VI's House of Lancaster against each other in the mean streets of the Hertfordshire town.

One of the greatest things about history is that often the places where things occurred are totally accessible. Go to St Albans now and in the older parts of the town you'll get a sense of the sort of dense terrain this street fighting would have been fought in. Too tight for neatly formed lines, the streets would have seen blocks of knights and men-at-arms occupying the width of the street and ploughing on like some medieval street Tetris only to turn the corner and run into their opposite number. Often there was no escape: blocked in by friend and foe alike, you'd be forced to fight for your life.

**Lancaster:** The forces of Lancaster were set to defend the town and had built some crude barricades (treat them as a thick hedge in terms of rules unless your chosen ruleset deals with makeshift barricades). Lancaster gets 2x barricades to set across roads within their deployment zone. Lancaster must deploy their forces first. The Lancastrian forces should equal 50% of the Yorkist force. You may make up the Lancastrian force from 25% missile troops but otherwise as you see fit (although all on foot).



Deployment for the "Fight for the town" scenario.



The Beauforts block the advance of Richard III's men at Bosworth.

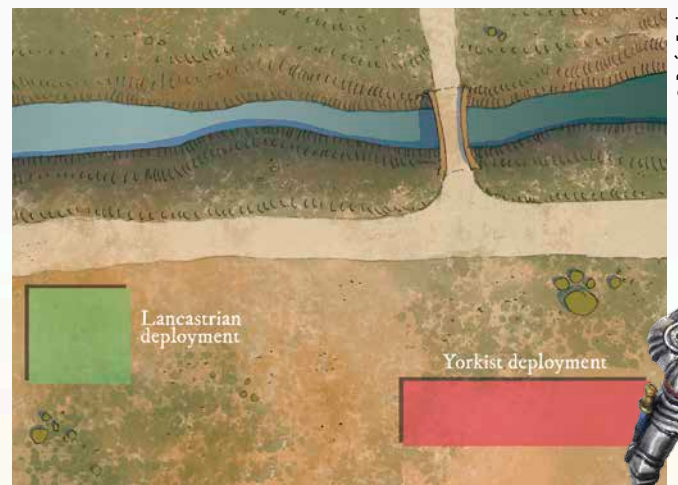
**York:** In the battle, the Yorkist army carried weight of numbers, and after hours of negotiation York attacked first. The Yorkist force arrives in two waves: 50% may arrive in your first turn and the balance two turns later. Your force may be made up of any troops fighting on foot.

### Victory conditions

Lancaster wins if they hold the centre (i.e. they remain the majority in their deployment zone). York wins if they manage to see off the Lancastrian army and end the game with a significant majority in the Lancastrian deployment area.

### SKIRMISH / 'FULL' BATTLE – ESCAPE TO THE COUNTRY

The Battle of Tewkesbury in 1471 was a decisive (for the time being) battle during the Wars of the Roses, but it might never have happened as it did if Margaret of Anjou and her entou-



Deployment for the "Escape to the country" scenario.



© Michael Perry



Margaret of Anjou attempts to leave Tewkesbury.

© Michael Perry



Beaufort's troops are triumphant after a hard fight.

rage had managed to cross the River Severn into Wales; we could speculate forever about where and when any subsequent battle might have occurred if she had done so. In this scenario I'd like to give Margaret that opportunity.

This scenario lends itself to a larger skirmish game or a more 'conventional' battle. If you wanted to tie it into a mini campaign you could precede it with a skirmish between York scouts and the Lancastrian advance guard (Sodbury Hill). Depending on whether the Lancastrians make it across the bridge or not, you can of course look to play the subsequent battle. Either a beleaguered Lancastrian force make a valiant last stand or there is a larger battle featuring Welsh reinforcements for Lancaster. As for this engagement...

**Lancaster:** Forces can be chosen in any form from an appropriate army list with a mix of troop types. The army, travelling alongside the river, can enter anywhere you like along the board edge indicated, and you will get to enter the board with a free first move. Margaret of Anjou and Prince Edward must be represented.

**York:** Again, appropriate forces may be chosen from a relevant army list with a mix of troop types. York forces may enter the board anywhere along the edge indicated.

Once Lancaster have made their pre-game 'free-move' entrance, you can make a free-move entrance. Edward IV must be represented.

### Victory conditions

A victory for Lancaster is declared if more than 50% of their forces make it across the bridge, including Margaret



and Prince Edward, unpanicked (or are on it and not engaged in combat or fleeing in panic). Lancaster will also win if they reduce the York forces to 25% of their original size or they kill Edward IV.

A York victory is called if they prevent this from happening (i.e. they destroy more than 50% of the force). York also win if they manage to kill Prince Edward.

### CONCLUSION

There is no shortage of other options, including the potential for naval engagements as various personalities went to and from Britain, France, Burgundy etc. Even smaller roleplay-style games could be played with the murder of the Princes in the Tower in mind or the rescuing of a young Henry from Pembroke Castle.

What I wanted to do was to give you some scope for alternative narratives you might want to explore and the nice relaxed feeling you get from realising you don't have to paint three massive blocks of knights and men-at-arms to fight this period.

I for one can't wait to have a go – just as soon as I've finished these highlanders... **WS&S**

“FILLED WITH ARROWS LIKE HEDGEHOGS”

# THE BATTLE OF STOKE FIELD, 1487

With the death of Richard III, the Lancastrian Henry VII took his place on the throne of England and the struggles and conflicts were supposedly at an end. In 1486, a boy called Lambert Simnel was taken to Dublin by a priest; this boy held a resemblance to Edward Duke of Clarence. The Yorkist faction saw their chance to kick things off again by claiming Simnel was the real Edward, and that the Edward held in the tower by Henry was an imposter.

By Ian Beal

**T**his boy Simnel came to the attention of John de la Pole, Earl of Lincoln, whom Richard had named as his royal heir. This seemed too good an opportunity for Lincoln to resist, and he decided to take his revenge. On May 4, 1487, Simnel was crowned in Christchurch Cathedral, Dublin, as King Edward VI of England. Yorkist lords and sympathisers assembled troops for the impending invasion of England to restore their rightful king to his throne.

Irish Kerns at Stoke fighting for the Yorkist cause.  
© Michael Perry

The main part of the pretender army was a force of 4,500 Irish troops; most of these appear to have been lightly armed kerns. Their armour was probably leather jerkins or quilted linen and were armed with knives and spears. A few may have had pole arms. The heavier gallowglasses, who wore heavy





Martin Schwarz's well-drilled mercenaries advance towards the Lancastrian lines.

chainmail, do not seem to have been recruited as perhaps German mercenaries were fulfilling their role. These mercenaries were at the time some of the best infantry in Europe; copied from the Swiss pikemen. They fought in disciplined formations that were difficult to break down.

The Lancastrian English army fighting the invaders would have been on foot, horses being used mostly as transportation to and from the battlefield; cavalry were by this time declining into a specialist role.

The Yorkist army under Lincoln landed on June 4, 1487, on the Lancashire coast. A few of the local lords joined the rebellion and the army swelled to around 8,000 men, covering 200 miles in five days by means of forced marches. On June 10, a force of around 2,000 men led by Lord Lovell attacked a Lancastrian force of around 400 men led by Lord Clifford at Bramham Moor just outside Tadcaster; the result was never in doubt as the Yorkists overwhelmed the Lancastrian force.

The Yorkists then advanced on York, managing to draw Henry's northern army to meet them although no battle was fought, while the main Yorkist force advanced south. By this time Henry VII had based himself at Kenilworth Castle and was raising troops from the surrounding areas.

As the Yorkist army neared Doncaster, it was caught by a Lancastrian force including cavalry under Edward Woodville. The Lancastrian force was not strong enough to face the Yorkist force in open battle and so tried to skirmish to hold up the advance; this lasted for three days. The Lancastrian force retreated to Nottingham but had bought time for Henry to be reinforced.

On June 15, Henry began to move north-east towards Newark after being informed that Lincoln had crossed the River Trent. The Lancastrian scouts found the Yorkist army at around 9 am on June 16; the Yorkist force was in a single block on the top of Rampire Hill with the River Trent to three sides of them. Their right flank was anchored on high ground known as Burnham Fur-long.

Henry had divided his army into three 'battles' as was the practice of the day, the first led by the Earl of Oxford, the second by Jasper Tudor, and the rear-guard by King Henry himself.

The battle began with a storm of arrows from the Lancastrians as Oxford's English and Welsh longbowmen, who had been trained from youth on the bow, loosed their arrows. This must have been devastating to the lightly armoured Irish.



Sir John Cheyney with a man-at-arms, circa 1485.

• Illustration by Gerry Embleton from *Men-at-Arms 145: The Wars of the Roses*. Osprey Publishing [www.ospreypublishing.com](http://www.ospreypublishing.com)

The Irish did the only thing they could, and charged downhill into the Lancastrian ranks. The German pikes advanced steadily alongside them, and the Irish charge hit the Tudor army with devastating effect as the kerns got to work stabbing and slashing the archers. Under the weight of the charge and the shock, the Lancastrian force began to give ground.

The army was stopped from breaking by the timely advance of troops led by Jasper Tudor, sending men to bolster the army and fill in the gaps as they appeared. Even the Germans under Martin Schwarz were halted and dragged into vicious and deadly hand-to-hand fighting.

At around noon, the Irish broke; they were not equipped for this type of open battle and were out-armed, out-armoured, out-fought and outnumbered. With the casualties mounting, they had had enough and ran from the field. At least some of them got away, although many were massacred. The German pikemen tried to fight on, but eventually fatigue and the weight of numbers told on them too and they were also forced back.

The battle had lasted around three hours and was a decisive Lancastrian victory. The Yorkist leaders Lincoln, Fitzgerald, and Schwarz were all

© Michael Perry



John de Vere's men fire at an advancing block of mercenary pikemen.

killed, along with about 4,000 men – half their army in fact.

### PLAYING STOKE FIELD

This game is designed for a 6' x 4' table. This scenario is designed to be fought using *Lion Rampant* with slightly larger forces, by using three generals per side to represent each of the 'battles', or scaled down for a standard *Lion Rampant* engagement. The roles of each general could be dished out to different players for a multiplayer game. Each commander is listed with his special ability from

page 12 of the *Lion Rampant* rule-book. An asterisk (\*) next to a unit denotes that the commander is present.

While I have set out the forces as 'battles' with *Lion Rampant* in mind, hopefully the forces list will act as a rough guide for other rulesets, such as *Hail Caesar* or *Swordpoint*.

#### Lincoln's Yorkist forces

##### John de la Pole, Earl of Lincoln (Rash)

- One unit of foot men-at-arms\* (six knights)
- Four units of fierce foot (twelve Irish foot per unit)

##### Francis Lovell (Forgettable)

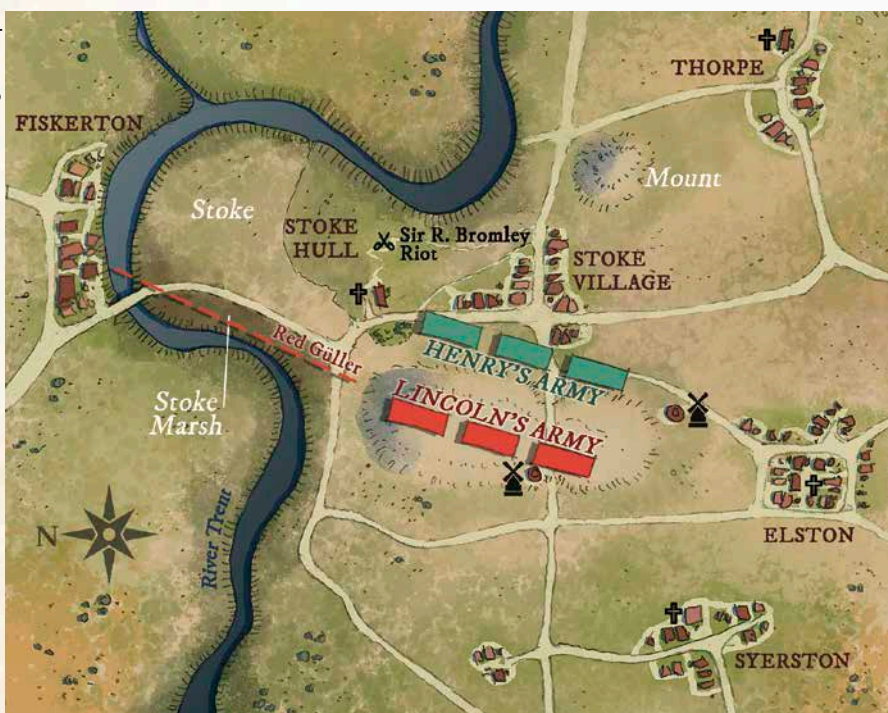
- One unit of foot men-at-arms\* (six knights)
- Two units of archers (twelve levy longbowmen per unit)
- Two units of serjeants (twelve serjeants with bills)

##### Martin Schwarz (Commanding)

- One unit of expert serjeantpikemen\* (12 pikemen with armour)
- Two units of expert serjeantpikemen (12 pikemen with armour)
- One unit of crossbowmen (twelve handgunners per unit)
- (Expert serjeant pikemen have pike, expert (4+ to hit), and schiltrons.)

One of the above commands will also have the young pretender Lambert

© Rodio Espin





© Kallistra



The Battle of Stoke fought in a grand scale - 12mm.

Simnel attached to it. He is an insipid commander but offers victory points to the Lancastrian side if captured.

### Henry's Lancastrian forces King Henry VII (Commanding)

- One unit of foot men-at-arms\* (six knights)
- Two units of expert archers (twelve longbowmen per unit)
- Two units of expert foot serjeants (twelve serjeants with armour and bills)

### John de Vere, Earl of Oxford (Braveheart)

- One unit of foot men-at-arms\* (six knights)
- Two units of expert archers (twelve longbowmen per unit)
- Two units of expert foot yeomen (twelve yeomen with bills)

### Jasper Tudor (Strong)

- One unit of foot men-at-arms\* (six knights)
- Two units of expert archers (twelve longbowmen per unit)
- One unit of expert foot serjeants (twelve serjeants with armour and bills)

The king's army was said to be twice the size of the Yorkist one, as per most of the battle accounts. The crossbowmen on the Yorkist side represent the small number of German handgunners that came over as mercenaries.

The king's forces have been given expert status; the archers should certainly have the bonus for shooting.

### Set-up

Lincoln's forces start on the hill. The bottom half of the table should be taken up by the hill. Henry's forces start in open ground with the village of Stoke behind them. Lincoln's forces are first to set up; the Lancastrians set up afterwards.

### Special rules

Play the "Blood Feud" scenario from page 56 of the *Lion Rampant* rulebook. Each side aims to capture or kill the other's leaders. In addition, the Lancastrians gain extra victory points for capturing the pretender.

### Ending the scenario

Keep playing until two enemy 'battles' have been broken or destroyed.

### Victory conditions

Each side scores 5 Glory for each enemy commander slain or captured. Both players gain/lose Glory for boasts as normal. In a multiplayer game, each player may claim one boast. As the Yorkists start at a disadvantage, each Yorkist command gains 1 Glory for being outnumbered.

This is a bit of a one-sided battle. Tactics-

wise, I cannot see this going much differently than the real battle. Maybe if the Irish charge earlier and get some lucky dice rolls they could sweep Oxford away?

### CONCLUSION

The Wars of the Roses ended with the Battle of Stoke Field. The Tudor dynasty was secure and Henry had survived his first major test. The pretender to the throne, Lambert Simnel, was captured and pardoned by Henry, who gave him a job in the royal kitchens. He later became a royal. The real Edward died a prisoner, being judged as too dangerous to release.

Another pretender was produced, by the name of Perkin Warbeck, but he never gained support enough to mount a serious challenge and was captured and executed in 1499. As an interesting footnote, Stoke Field is the last battle to have been fought by an invading force on English soil. **WS&S**

*The subtitle of this scenario comes from a quote from G. W Barnard about the aftermath of the battle.*



BUILDING A WARS OF THE ROSES ARMY

# MY KINGDOM FOR A HORSE

Several years ago, the thought that the remains of Richard III would sometime be found, and in a car park of all places, would have been laughed off as ludicrous. How times and new discoveries change our perspective on the past. With Richard's body has come a revision of the man.

By Guy Bowers

Instead of the cowardly villain attempting to flee the battlefield (according to Shakespeare), we have a monarch who died in battle, vainly attempting to engage his mortal enemy, Henry Tudor, in combat for the crown.

The Wars of the Roses have a certain romance attached to them. They are the last of the medieval civil wars where real 'knights' battled it out in armour and shed their blood on British soil. What is there not to like? You have knights on horse and on foot, soldiers with bills, archers, and the first simple pieces of field artillery. In fact, true medieval romantics would say it all goes downhill from there!

What follows is a brief guide to the models available for this period. Space and time prohibit us from covering every single manufacturer, so we use what has been supplied in time for our deadline. Some ranges have been omitted as we did not receive samples in time (notably Essex Miniatures). As always, for the range classifications, we look at the size and extent of the range of miniatures & accessories, classifying them as follows: basic (a few random or specialist packs); standard (has the essentials); comprehensive (as standard, but with commanders and cannon); and near complete (it requires effort to think of anything not available in this range).



Drawing of a knight in armour holding a standard, from a mid-fifteenth century book of English heraldry in the British Library.  
© Public domain



**Crusader Miniatures 28mm**

Range: Standard  
Size: 28 mm foot to eye or 30 mm tall; 49 mm in saddle  
Price: £9.90 for eight infantry or three horsemen

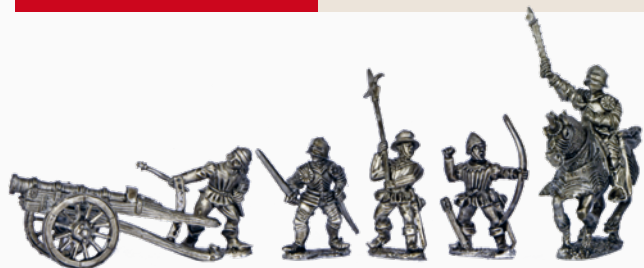
The Crusader Miniatures range for the Wars of the Roses extends to nine packs. It includes armoured and unarmoured pikemen & archers, crossbowmen, hand gunners, and two packs of cavalry.



**Foundry 28mm**

Range: Comprehensive  
Size: 27 mm 'foot to eye' or 30 mm tall; 43 mm on horseback  
Price: £12.00 for eight infantry or three cavalry

Foundry has a large range of late medieval / Wars of the Roses figures. These include armoured and unarmoured infantry and archers, cavalry, crossbowmen, hand gunners, and artillery crew.



**Front Rank 28mm**

Range: Near complete  
Size: 28 mm 'foot to eye' or 31 mm tall; 48 mm in saddle  
Price: £1.25 per model; £3.35 for rider and horse

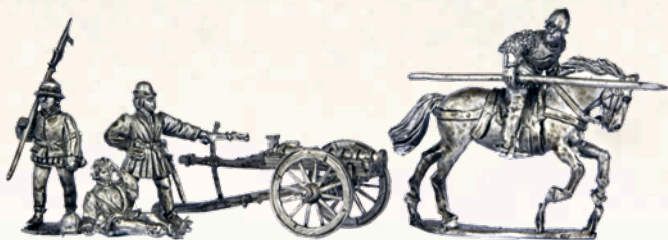
Besides the usual infantry and cavalry you'd expect, Front Rank's Wars of the Roses range includes a good range of characters, casualties, equipment, and speciality packs.



**Old Glory 25mm**

Range: Comprehensive  
Size: 26 mm 'foot to eye' or 29 mm tall; 41 mm in saddle  
Price: £30.00 for 30 infantry or ten cavalry

Old Glory's range includes knights on barded, half-barded, and unbarded horses, foot men-at-arms, billmen, archers, hand gunners, and crossbowmen. It also includes Irish kerns and artillery.



**Perry Miniatures 28mm (metal)**

Range: Near complete  
 Size: 28 mm 'foot to eye' or 31 mm tall; 45 mm in saddle  
 Price: £7.50 for six infantry; £9.00 for three cavalry

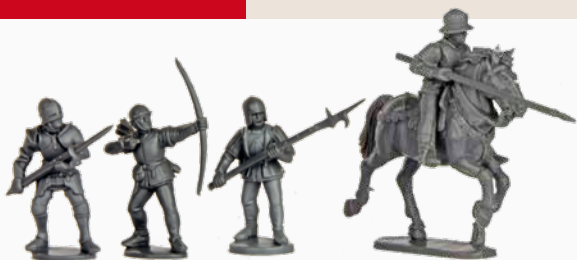
The Perrys' metal range is very good; Some of the more unusual models include peasants, Irish kerns, and casualty figures. Famous personalities are available in both mounted and unmounted versions.



**Magister Militum 15mm**

Range: Standard  
 Size: 15 mm 'foot to eye' or 17 mm tall  
 Price: £3.50 for eight infantry

Magister Militum has some infantry in its 15mm medieval range that's suitable for the Wars of the Roses. These include longbowmen, halberdiers, dismounted men-at-arms and welsh longbowmen.



**Perry Miniatures 28mm (plastic)**

Range: Standard  
 Size: 28 mm 'foot to eye' or 31 mm tall; 45 mm in saddle.  
 Price: £20.00 for forty infantry or twelve cavalry

The Perrys also have five plastic sets for the Wars of the Roses. These include infantry, European mercenaries, foot knights, mounted men-at-arms, and light cavalry (all suitable for 1450-1500).



**Peter Pig 15mm**

Range: Near complete  
 Size: 15 mm 'foot to eye' or 17 mm tall; cavalry are 24 mm tall  
 Price: £3.40 for a pack of eight infantry or four cavalry

This range includes 35 different packs. For infantry it has levy, retinue, and household troops (including cavalry, billmen, and archers). Mercenary pikemen, crossbow, and hand gunners are also available.



**Minifigs 25mm**

Range: Standard  
 Size: 43 mm in saddle  
 Price: £1.30 per miniature

Minifigs has a good selection of individual figures including men-at-arms, billmen, archers, and crossbowmen. It also includes a range of mounted personalities and guns with crew.



**Kallistra 12mm**

Range: Comprehensive  
 Size: 12.5 mm 'foot to eye' or 14 mm tall; 21 mm in saddle  
 Price: £6.00 for 32 infantry or sixteen cavalry

Kallistra has 18 packs of miniatures, covering all the basic troop types. This includes Irish, continental mercenaries, and artillery guns. As with all Kallistra products, bases are included as standard.



**Black Hat 15mm**

Range: Comprehensive  
 Size: 16 mm 'foot to eye' or 18 mm tall; cavalry are 25 mm tall  
 Price: £3.00 for five mounted or ten foot models

Black Hat has sixteen packs in its Wars of the Roses range. It includes mounted and dismounted men-at-arms, billmen, archers, hand gunners, crossbows, mercenaries, and artillery with crew.



**Magister Militum 10mm**

Range: Standard  
 Size: 10 mm 'foot to eye' or 12 mm tall; cavalry are 17 mm tall  
 Price: £5.80 for 30 infantry or twelve cavalry

Magister Militum has 18 packs in its late medieval range, most of which would be suitable for the Wars of the Roses. These include infantry, cavalry, and command.

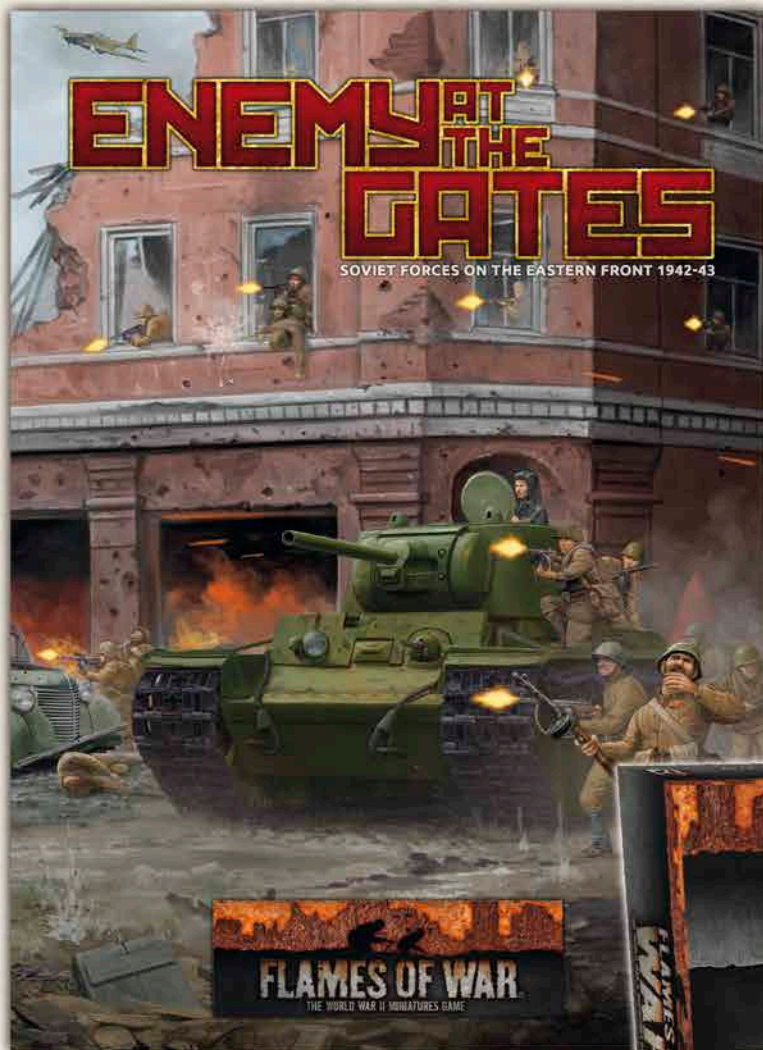


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## THE LAST CHARGE OF KING RICHARD III OF ENGLAND

# ONE LAST ROLL OF THE DICE

Bosworth, August 1485. The history of England was about to be rewritten. This battle would see the defeat of the Yorkists and end the Wars of the Roses. With the death of Richard III, Henry Tudor would be crowned king, starting the Tudor dynasty.

By Alberto Mateos Jurado

**B**osworth, August 1485. The history of England was about to be rewritten. This battle would see the defeat of the Yorkists and end the Wars of the Roses. With the death of Richard III, Henry Tudor would be crowned king, starting the Tudor dynasty. One of the great scenes of the battle was the last charge of King Richard III of England, before his death on the battlefield. Surrounded by his knights and along with his banner bearer, he charged Henry's troops with the aim of killing Henry Tudor himself. It was a brave act and perhaps a desperate one, a last roll of the dice to win all or lose his crown. History tells us that Richard III killed William Brandon, the bearer of Henry's banner, and it is this scene that I wanted to recall in this diorama.

With William Brandon and his banner dead on the field, and the cavalry charging along with king Richard III in the centre, I wanted a scene with a lot of movement to recall the drama of that 'last roll of the dice.' For my figures, I chose the Perry Miniatures "Mounted Men at Arms 1450-1500" (WR40). These plastic miniatures were

## MAKING THE DIORAMA - THE BASICS

I chose an oval base, 20 cm x 15 cm. I sculpted the ground with two-component putty, and added the fallen banner of Henry Tudor, made with tinfoil and a steel rod. Next, I painted the ground with a black primer and applied a layer of Flat Earth paint (Vallejo 70.983).

Next, I painted different areas with Iraqi Sand (Vallejo 70.819).

For the armour of the knights and their horses, I used a base paint of Model Air - Chrome (Vallejo 71.064) applied with an airbrush, then Nuln Oil from Citadel, and finished it off with Model Air - Chrome again, but this time with a brush. For the black horses I

perfectly suited to my needs. In addition, I added the (metal) figures of King Richard III and his banner bearer (also from Perry Miniatures, pack WR5). Finally, I would focus some extra attention on both banners, something that I love to paint by hand. I decided to create the two banners myself, a task that I enjoyed as much for its difficulty as for its beautiful goal.

Finally, I'd like to say that being able to make this diorama has been a real honour for me, capturing this critical scene at the height of the battle. **WS&S**





**1** Sculpting the base from putty and constructing the fallen banner.



**2** The base after applying primer and some basic colours on the base and flag.



**3** The fallen knight added to the base. The same technique was used on the living riders.

used the colours Flat Black (Andrea Color NAC-02), Dark Grey (AK Interactive AK3144), and Medium Gray (AK Interactive AK3145) to achieve a matt effect. For the brown horses' coats I used Chocolate Brown (Vallejo 70872), Red Brown (AK Interactive AK3073), and Light

Sand (AK Interactive AK3033), getting a matt effect again.

To finish the diorama, I used Static Grass 3 mm and 6 mm Realistic Green from Green Stuff World, with some natural plants and shrubs. Over these I applied a very smooth layer of

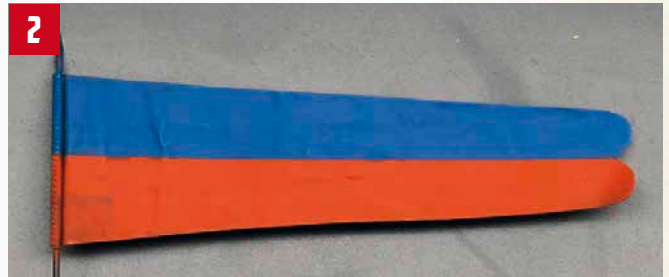
cam paint in Russian Green (Vallejo 70,894) and olive green (Vallejo 70,967), to unify all the land.

Diorama finished! I hope you like this little tutorial and that it inspires you to paint some Wars of the Roses miniatures of your own.

## STEP-BY-STEP GUIDE TO PAINTING RICHARD III'S BANNER



**1** I painted the tinfoil with Blood Red (Scalecolor SC-36).



**2** Next, I painted the top half with Cantabric Blue (Scalecolor SC-53).



**3** I used Nacar (Scalecolor SC-02) to paint the whitest parts.



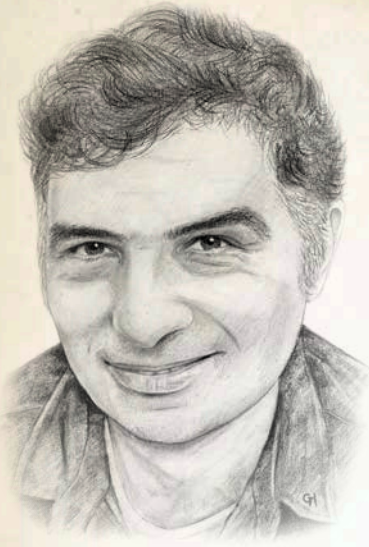
**4** Next, I began to paint the details such as the flowers with Iraqi Sand (Vallejo 70.819) and Olive Green (Vallejo 70.967)



**5** I outlined the contours and letters of the banner with Flat Black (Andrea Color NAC-02). To finish off, I painted the boar with Nacar (Scalecolor SC-02) and the details that were missing with Golden Brown (Andrea Color NAC-37).



**6** Lastly, I refined everything with Flat Black (Andrea Color NAC-02), adding red, blue, and white lights with Antares Red (Scalecolor SC-37), Mediterranean Blue (Scalecolor SC-51), Sky Blue (Scalecolor SC-50), and Ivory (Vallejo 70.918).



By Tony Rieger

## THE IRREGULAR HOW TO GET YOUR HOBBY MOJO BACK

We all hit that moment in our hobby where we either have a lot to do, not enough time, or have just run out of steam when it comes to doing the ‘stuff’ we once had more of a passion for. While this is by no means an exhaustive list of the causes that lead to a loss of hobby mojo, it’s what I came up with while painting another seventy-five Germans I certainly ‘needed’ to have in my already huge force.

**F**or many, a hobby is the place of refuge from all the storms of life. Science supports the premise that having enjoyable passion projects and hobbies minimizes stress. I find that identifying the problem is the first step. Here’s a few I’ve identified from my own experience:

### Hectic life

Your life has become hectic and this feeling has somehow crept into your creative place. Sometimes the crises of ‘real life’ can be so overpowering, it trashes this refuge.

**The fix:** The good news is, it’s probably NOT your hobby. More likely, it’s the things that accumulate day to day in life that drain you of energy to devote to your gaming. You can either try to address those issues or throw yourself headlong into the hobby with more conviction. You can also seek outside help, be it friends, family, or even professional help.

### Taking on too much

Some of us bite off way too much. We lose motivation because we have so much to do, we can’t figure out where to start. We have become overwhelmed by sheer numbers of priorities, deadlines, and to-dos. The deadlines only add to the stress, which starts to kill your motivation.

**The fix:** Remember the old saying, “How does one eat an elephant?”, the answer being, “One bite at a time.” Stop looking at the totality. Look at just one thing at a time, putting every other project away. This way, your brain isn’t looking at the pile of all the undone before you. Choose what you want to do first. Then you can find your way naturally back into the flow. Before you know it, you’re excited about finishing the figure and are probably ready for the next. Finishing one thing – anything – tends to be a satisfying reward and lends a sense of accomplishment for most. This reward, in turn, becomes the thing we like to ‘chase’. Rinse and repeat.

Still not working? Try it in reverse. I paint the units I’m least into first and slowly work towards the ‘desert’, the favourites, at the end. This keeps me looking forward to the reward. Ask a friend to do some of the work for you, or hire someone to do it. Sometimes, getting a good head-start on things can be the push you need. If you really have bitten off more than you can chew, why not invest a little bit more money and get some of it finished instead?

### Taking on too little

This can also be a problem. You have a fig here and there, but no real ‘direction’ or theme you have settled upon.

**The fix:** If your hobby is more about painting, I’d just find the figures you want to do right now and put the rest away. Maybe as you work, you’ll get a better idea of what should follow. Basically, by just relaxing into the activity, you allow yourself to get out of your own head for a bit. If you’re working on models for a specific game that needs a cohesive strategy, then think about what you are trying to do first. Check out the rules again and look online to see what others are doing. Focus may come to you as you take time to reinvest in the project. Sinking in some time to do research often gets the juices flowing. Invest the time to determine what game/force you feel strongest about, collect it, and then work on it one piece at a time. Or save up and get a whole army together.

### Loss of inspiration

Sometimes, you have it all there in front of you, but you’ve lost the original zest for the project as a whole.

**The fix:** Take stock of what you have. Looking and listening to what first inspired you can sometimes send the spirit back your way again. For some, playing really is the motivator. Maybe just read through the game rules again. Positive encouragement (or shaming!) from your friends will help. I

like to watch movies or read books about the units and periods I'm playing. Since I play a lot of WWII stuff, watching *Enemy at the Gates*, *Saving Private Ryan*, or similar movies inspires me. Inspiration is fuelled in a number of ways. Often you won't know what works until you find yourself back at the table again. Perhaps buying some new units, a new brush, or new paints will get you back into it?

### Wiped out

Sometimes hobby fatigue settles in and nothing you try works. The whole thing is starting to feel like a 'job'.

**The fix:** In this case, sometimes the best thing to do is to put the brush down and take a break. Like the saying goes, "Distance makes the heart grow fonder." After some time passes, maybe you'll really miss doing your hobby and need to come back to it. I found in art school that if I got stuck, I would stand on the stool in the studio and just look around while drinking a coffee. I know it sounds strange, but sometimes just a change of view or scenery helps. Try taking your hobby into another room, or cleaning and reorganizing your workspace. Rearrange the furniture or hang some art or posters. Get a new chair, fit new lights, or just open a window. Put some music on that inspires you. The smallest changes can make all the difference.

### Loss of focus

Sometimes you have too many projects going on. You have collected so many units for so many different games that you've become overwhelmed.

**The fix:** I often look at my different projects and try to determine what I am into at the moment. Maybe no one is playing the game I am into now (it's a good idea to build two opposing forces so you can lend one to a friend). Sometimes getting friends into a game you love can be a great way to get yourself excited. Maybe the game being played by my friends is not one I'm really into. In this case, I try to keep my army smaller in focus and build on it as I go. Sometimes, it's time to face facts. Sell off what you don't need. Having stuff lying around creates negative energy, a reminder of projects you didn't finish or follow through on. It's best just to get rid of it, so at least it's not there to bug you. I have also found that creating an artificial deadline for things to get done helps me. I write it down on a list and post it right at my hobby desk.

### Feeling disconnected

Sometimes we just feel isolated or alone in the hobby. Even introverts need some time with others as it can serve as more inspiration or encouragement.

**The fix:** Get involved somewhere. Hang out with your friends a bit more. Talk about the games, hobbies, and projects you are all doing, and find out what others

are trying to get done. Once in a while, helping another person with their projects can inspire you to do yours again – and they might want to help you too. Drop by the local hobby store or convention. Walk around and talk to folks or just observe. Chatting online, reading the comments from others, and sharing your photos, skills, and stories can be very inspiring for your whole hobby experience. Maybe give something back to the hobby. I have loved running very large games for conventions for this same reason.

### The toxic zone

Lastly, but very importantly, sometimes what is killing your drive is who you are hanging out with. Some people can drag you down, belittle your every move, cheat, or 'reinterpret' the rules always in their favour, making you feel frustrated or uninspired. They are just not fun to game with.

**The fix:** Only you can decide what's best for combatting the toxic friend that you might be gaming with. Limiting your exposure to them is a good start. Try to actively find new friends to add to your gaming circle. Search out a new game to play at a local hobby shop, in a new gaming group, or at a game convention. Don't know where to go or start? You should be able to easily find your community online (ignore the few toxic people on there).

## CONCLUSION

Give these techniques a try and don't be afraid to really switch things up! If nothing works for you and the feeling is really persistent, you need to take a bigger look at your life. If this feeling goes well beyond a lack of love for your hobby and extends to everything in life, it could be a more serious issue. Your health, your job, money difficulties, relationships, and family stressors all may be weighing too heavily on you or may have gone unaddressed for too long.

You could be losing interest because YOU are not doing well. You may need a break, or maybe some actual professional help from someone outside your normal, day-to-day world. Do not undervalue your happiness and quality of life! You have to try to fix things if something has gone terribly wrong and happiness has become a stranger. Live for every day in a way that works for you. Figure out what the core issues are on what's bothering you. Reach out to your community and see what happens. I sincerely hope that you're back in the swing of it again by trying these hobby hacks. Here's to loving your hobby time, no matter what it is!

Forgiving yourself and moving on can be the hardest thing. So stop beating yourself up and be kind to yourself. I hope this can help someone out there who has hit the wall on their projects. It'd be great if we could each add our own tips and suggestions to one master list of all the ways we stay motivated to share, for now and for the future! **WS&S**

## AN AMERICAN CIVIL WAR LOCOMOTIVE

# CASEY JONES IS BACK

My very first introduction to wargaming was as a teenager re-fighting battles of the American Civil War with early Airfix figures glued to Newcastle Brown Ale beer mat bases and using the *Airfix Guide No. 24: American Civil War Wargaming* by Terence Wise for rules. These early encounters have lived with me for over forty years, and in producing this 1/56-scale loco a lot of those early memories have been rekindled.

By Tony Harwood

**M**y grandfather had a large HO-OO scale railway layout in his spare bedroom and it was an obvious step to use some of his spare track sections to decorate the wargame table. I have to admit to never having a loco or wagons on the wargaming table, but the thought was there: taking a simple battery-operated toy train and modifying it to look like an ACW locomotive.

The toy train was bought from a charity store site on eBay and cost me the princely sum of £15.00. What I didn't realise was that it was a fully working train set with lights and sound, and I can confirm that my young grandson Finley (and I) had great fun watching the engine and wagons running around in circles on the conservatory floor. As the batteries ran down and the gears stopped working, I felt no guilt in stripping it down to its individual components and modifying it to fit in with some 28 mm or 1/56-scale ACW figures.

The engine is 160 mm long, the tender is 110 mm long, and the gauge (the distance between the tracks) is 20 mm, which scales out at three foot six inches – a little narrower than the actual gauge of four foot eight inches or five foot (depending on where you were running the engine in the States), but I was more than happy with the compromise and I rather liked the surface detailing on the model. I could have modelled it to 25 mm scale or 1/72, which would then have given it a more true-to-scale gauge. I would suggest that you search around to see what toy trains are available in your area and choose one to suit your own gaming or modelling needs; try a Google or eBay search for Western Express.

### CONSTRUCTION

My first modelling project was to remove the small under-scale lantern or oil-fired light fixed to the front of the boiler and rebuild a larger, more impressive example.

This was done by taking a piece of spare resin sprue and first cutting it and then sanding it to shape; the detailing was done with sections of plastic card and plastic rod. The circular disc to the front is a thin section of a pen barrel. Once I was happy with the shape and size, I superglued it back onto the front of the loco.

The rear cab was completely remodelled using the original cab sides and some 1 mm-thick plastic card, ensuring that 28 mm-scale figures would fit. The 28 mm Warhammer/Citadel monk was the only figure I had to hand when photographing the model. I have included it to give an idea of the size of this engine. If you look closely, you should be able to see some of the many small modifications made to the toy loco.

Modifications to the tender were done at the same time. The silver painted coal (!) was removed and a plastic card base added below where the woodpile would go. I had thought about sectioning the tender and removing some 8-10 mm from the main body, but in the end I thought that this would be a waste of time as the tender looks fine as it is.

I used chopped-up balsawood to make the woodpile, and this was glued in place with superglue and then sealed with diluted PVA glue. The water filler to the rear was modified with a thin section of knitting needle superglued in place. You should also be able to see where I have added plastic card to add some interest to the flat panels and floor

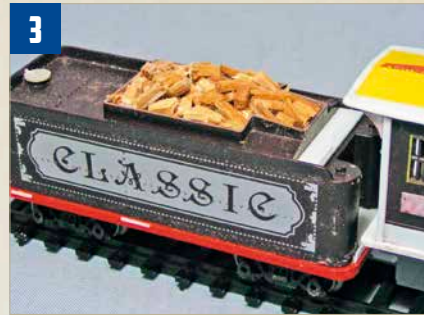




1 Removing the electric parts.



2 Rear cab and lantern rebuilt.



3 Fuel stack replaced with balsawood.



4 Additional piping added.



5 Painting the engine.



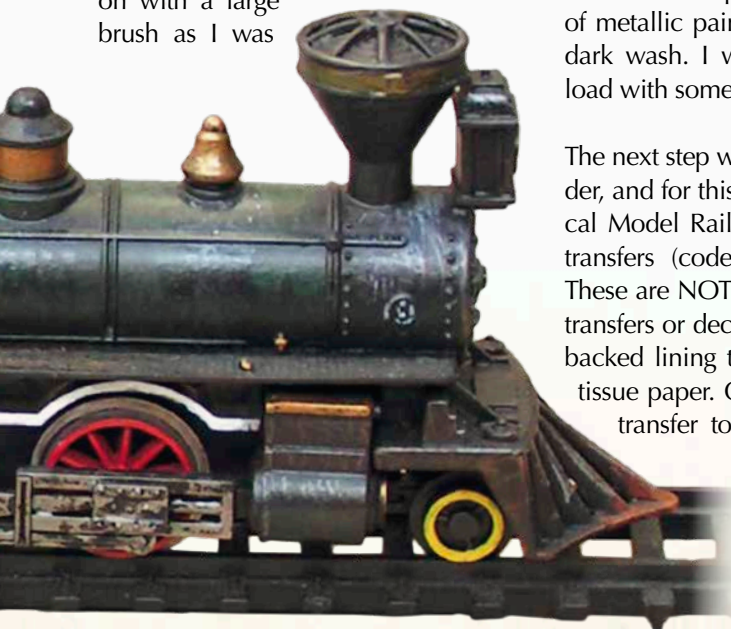
6 Detailing the tender.

of the tender and used bent paperclip wire to make some additional piping for the engine.

When I attended Scale Model World in Telford, I purposely searched out models of early American locomotives to act as inspiration. I decided that the tender needed some additional detailing so I sculpted a couple of 'Green Stuff' sacks, something I had seen on many examples of American locomotives.

## PAINTING

I painted the stripped-down engine a grimy black/brown, which was mixed from Charred Brown, Panzer Grey, and black. The colour was 'stippled' on with a large brush as I was



looking for a mottled effect. The tender was painted with the same colour mix.

I chose a green and red scheme as seen modelled and featured on the Andrea Miniatures 54 mm ACW train. The tender was painted bottle green.

Images of ACW locomotives show a wide variety of additional colours painted on these engines, and I have tried to copy this variation by highlighting different areas in a wide range of different colours. The wood load was painted in light browns, highlighted with cream and even white. The main wheels were painted red and the smaller wheels were picked out with either yellow or white detailing. Other features were painted with a mixture of metallic paints and washed with a dark wash. I washed the balsawood load with some sepia wash.

The next step was to 'line-out' the tender, and for this I used a set of Historical Model Railway Society or HMRS transfers (code 101 – 109 Yellow). These are NOT your normal wet-slide transfers or decals, but strips of sticky-backed lining that is attached to thin tissue paper. Once you have cut the transfer to size you remove the waxed paper backing and place the lining on to the

model. When you are satisfied with the placing, you 'burnish' the transfer down (I used the blunt end of a Swan-Morton scalpel handle), then you wet the tissue paper and peel it away.

This was my first experience with this type of lining/transfer, but it worked perfectly. I picked up the lining from Tennents Trains, Halesowen for £5.99. Additional transfers came from my rather depleted transfer reserve and were applied over Future floor varnish.

The model was varnished with spray-can satin varnish, then Future floor polish was applied in streaks running down the boiler sides, and some matt varnish was painted onto the wood load and around the boiler front. In addition, parts of the red-painted cab have been matt varnished. I find that this satin, gloss, and matt varnishing gives a more realistic effect than just plain matt varnish.

Later I used some watercolour pencils to add water streaks to the sides of the locomotive and tender. All in all, this was a fun 'build' and a great piece of terrain for ACW and Western games. **WS&S**

For more on Andrea Miniature's beautiful limited-edition train model, be sure to check out their website: <https://bit.ly/2Md5JPM>

## PAINTING A PANZER IV BY HAND

# NO AIRBRUSH, NO PROBLEM

I've often read amazing painting guides in *Wargames*, *Soldiers and Strategy* and other magazines, with some cool airbrush effects and detailed weathering techniques. While these are very good and almost master-craft modelling by nature, they do take up a lot of time.

Sometimes a gamer just wants to get toys on the table.

*By John Bond*

**N**ow I don't own an airbrush, but I wanted to simulate and mimic the effects that are achieved with one, just with the humble brush. Here is a painting guide that may help. This 1:56 or 28 mm-scale plastic model of a Panzer IV is produced by Rubicon models; it's very easy to assemble and comes with detachable Schürzen plates. The vehicle is of solid construction, made specifically to take the knocks on the gaming table.

### PREPARING THE BASE AND PANEL SHADING

First, apply a thin layer of watered-down PVA mixed with fine pumice to simulate dirt and mud on the lower portions of the vehicle. Once this is done, coat the whole model with a suitable spray-can of black primer.

After the primer has had time to dry, apply two thin coats of Vallejo Model Color Middlestone (VMC 882) with a brush.

Again, after giving the model

plenty of time to dry, wash the body of the vehicle with Citadel Agrax Earthshade and give the wheels and tracks a generous coat of Nuln Oil.

For the next steps, you'll need an older brush – one you would normally use for drybrushing. Load VMC Middlestone paint onto the bristles before wiping the brush on a paper towel to remove some of the paint. In a very light circular motion, start applying the paint in the middle of the panels and work out towards the edges as desired.

You should be aiming for the edge of the paintwork to fade into and blend with the already-applied basecoat that has been washed over with the Agrax Earthshade. Work from panel to panel until all the tank panels have been completed. I recommend practising this technique on the underside of the tank first.

The red outline in photo number 4 at right shows the boundary areas to target with the VMC Middlestone. A small brush can be used to access smaller panels on the vehicle.

Next, using a 2:1-ratio mix of Vallejo Middlestone and Vallejo Ivory (VMC 918), apply the same technique as described above but in a smaller area as per the guidelines shown in step 5 at right.

For the final highlight, use a 1:1-ratio mix of VMC Middlestone and VMC Ivory using the same technique as described previously but in very small areas as per the highlighted examples marked with red lines.

### PAINTING THE CAMOUFLAGE

Vallejo Reflective Green (VMC 890) was used to paint the green parts of the camouflage, while Vallejo Chocolate Brown (VMC 872) was used for the brown areas. In both cases, Citadel Lahmian Medium was used instead of water to dilute the paint. Both the thickness of the paint and the width of the lines in the camouflage pattern can be varied to give different vehicles and unique look. For a more detailed guide to hand-painting the camo pattern, see the guide at right.

### EDGE HIGHLIGHTS AND DETAILING

Using a 1:1-ratio mix of VMC Middlestone and VMC Ivory, apply a very thin highlight with a fine brush on the edges of the tank, but *only* over the edges of the vehicle with the Middlestone base colour.



## LAYING THE FOUNDATION



1 The tank with a coat of black primer applied.



2 The model after a coat of Vallejo Middelstone.



3 Next, a series of black and brown washes are added.

## STEP-BY-STEP PANEL SHADING WITH A BRUSH



4 Applying the first layer of panel shading.



5 Guidelines for the second panel shading layer.



6 The final level of panel shading on the tank.

Next, using a 1:2-ratio mix of VMC Middlestone and VMC Ivory, apply a very small and thin highlight in the middle portion of the edges that have previously been highlighted. I like to leave the brown and green camo areas as they are and don't go over them with the Middlestone/Ivory highlight.

After the highlights are finished, it's time to fill in the details. Use Vallejo Black Grey (VMC 862) to paint the tracks, wheels, tools, MG and any other exposed metal areas.

Vallejo Brown Beige (VMC 875) is used to paint the handles of the tools, and they are highlighted with a 1:1 ratio of Vallejo Brown Beige and VMC Basic Skintone (VMC 815); a further highlight is added increasing the ratio of Skintone.

A thin wash of Vallejo Flat Earth (VMC 983) mixed with Citadel Lahmian Medium is applied to all the areas covered with pumice, and the tracks and rubber of the wheels. Once dry, these areas are highlighted using Vallejo Flat Earth to intensify the colour. The

wheels can be highlighted with a very light application of VMC Middlestone and VMC Ivory mixed in a 1:1-ratio.

Citadel Leadbelcher paint can also be used to highlight some portions of the tracks, the machine gun, and the business end of tools.

## WEATHERING THE VEHICLE

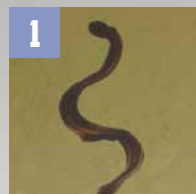
Vallejo Black Grey (VMC 862) can be used to simulate chipped paint. Use Vallejo Calvary Brown (VMC 982) mixed with Citadel Lahmian Medium to create a wash medium. Pin wash using a fine pointed brush around hatches, between panels,

and to simulate rust bleeding down the Schürzen panels.

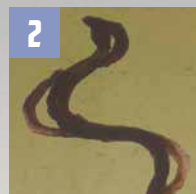
Citadel Thraka Green wash is used to create long vertical streaks on the panels, again with the fine brush and Lahmian Medium. Add the transfers and give them a bit of damaged look using Vallejo Black Grey and Citadel Agrax Earthshade wash.

And there you have it. The vehicles look very effective on the tabletop. I'm sure this technique could be used on other scales of armoured vehicles, with steps added or missed depending on your preferences. **WS&S**

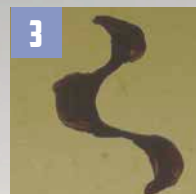
## PAINTING THE CAMOUFLAGE PATTERN



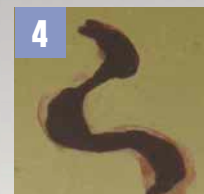
1 Rough out your pattern by painting thin curvy lines.



2 Enlarge the curves by painting another line just on the curves.



3 Fill in the area between the two lines you've just painted.



4 Thin down the paint to apply a wash over the camo.

*Note: It's up to you how thick or thin you want the camo lines to be; you can also choose to ignore step 4, which will make the camo more defined.*

# WILD WEST EXODUS



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Posse Sets are now available for all factions, some of which can also be found in Starter Sets (these include Rules, dice, card decks and more).

Wild West Exodus also has an Introductory Starter Set called Gunfight at Red Oak. This includes everything you need to get started as well as some fantastic miniatures for the Lawmen and Outlaws. That way you can give the game a go without having to commit to any one faction straight away. It's time to settle the score between Jesse James and Wyatt Earp once and for all...



DYSTOPIAN AGE

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THE NEW 2000 AD GAME FROM WARLORD

# LET'S PLAY STRONTIUM DOG

*Strontium Dog* is a science-fiction skirmish game set in the 2000 AD universe. It sets bounty hunters (the aforementioned 'Strontium Dogs' or Search and Destroy Agents) against mutants, outlaws, and all manner of villainy in a grim futuristic setting reminiscent of the Old West. The story from 2000 AD tells the story of Johnny Alpha with mutant powers and his allies.

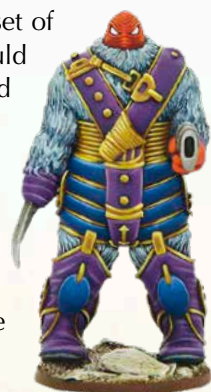
By Rossco Watkins

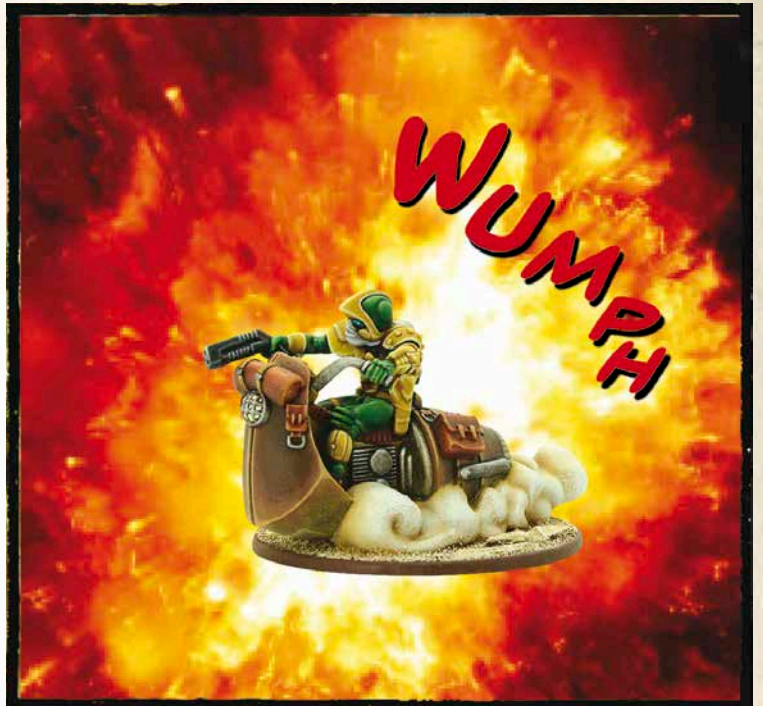


Let's be honest, 2000 AD is, and always has been, cool. I live in the UK and I reckon that most 'geeks' (I don't mind the term) of a certain age would have read this very 'British' form of the comic book. 2000 AD was grim and dark well before it was 'sexy' for comic books to be so. It had plenty of anti-heroes, a hefty kill count each issue, and mutants who were considerably less attractive than those being shown in American publications. I absolutely loved 2000 AD during my time as a regular reader.

The 2000 AD miniature gaming franchise has famously changed hands in the wargaming community several times over the years. We've seen a few different companies' takes on figures and rulesets, with varying levels of success. With Judge Dredd being 2000 AD's best-known property, this character has received the most attention. In the past, companies have been quick to cash in on the character's fame. When Warlord announced that the next set of rules from 2000 AD would be a skirmish set based on the 'Strontium Dog' stories, I was more than pleasantly surprised!

Before I started to play *Strontium Dog*, I decided to reintroduce





myself to the original Strontium Dog Johnny Alpha, the universe he inhabited, and the characters that populated it. It had been quite some time since I had immersed myself. I felt that one of the ways I would judge whether or not I rated this ruleset was if it actually ‘felt’ like the comic strips I had read and loved in my formative years. The only way to do this was to grab a copy of the ‘Search and Destroy Agency Files’

and read up (now also available through Warlord, happily).

The first thing you notice when you open the Warlord Games *Strontium Dog* rulebook is just how like a 2000 AD annual it is. I particularly liked how well Warlord had managed to make photographs of figures work as a comic strip in places. This really adds to the feel of the game and makes the book itself a really cool thing to have. *Strontium Dog* is a 112-page full-colour softback that really captures the essence of the source material. You don’t NEED to do what I did and re-

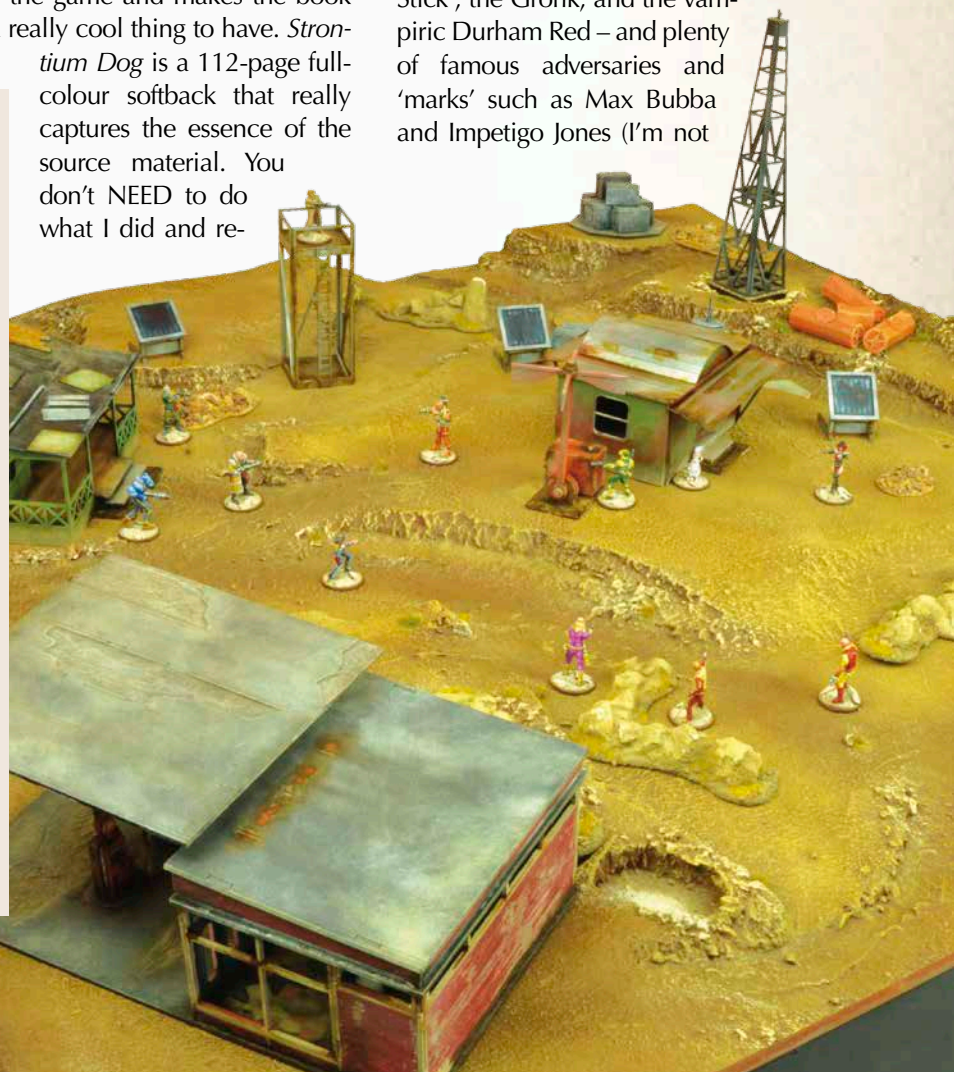
visit the comic books; the book covers everything you need background-wise. It is set out in such a way as to get you rolling dice and collecting bounties as soon as possible. The book contains rules for all of the really popular characters from throughout Johnny Alpha’s career: both his fellow SD agents – such as his long-time partner Wulf Sternhammer with his famous ‘Der Happy Stick’, the Gronk, and the vampiric Durham Red – and plenty of famous adversaries and ‘marks’ such as Max Bubba and Impetigo Jones (I’m not

### VEHICLES, TERRAIN, AND WEAPONS

The book provides rules for mounts, bikes, and vehicles, but notes that they should be rare and “subject to dramatic fiery destruction if they do”. Heavy weapons are also included for the more destructive-minded!

Although most wargamers will have a good idea how to use terrain to enhance their games, the rulebook does cover and clarify the sort of terrain likely to be found in *Strontium Dog*.

One of the really cool factors in the game is the ability to customise your band’s weapons. If you really want a Westinghouse Variable-Cartridge Blaster or a Krupps Repeating Melter, you can have it! Weapons are divided into pistols, long guns, stormers (a sort of shotgun or sub-machinegun), grenades, close-combat weapons, and an option for heavy weapons (including the infamous Blazooga!).



## ARMOURY AND CHICANERY CARDS

In the comics, Johnny Alpha has a number of one-use 'gadgets' that are always announced by Alpha shouting out their name (so the readers know what to expect). These include the infamous Time Bomb, the Electroknux, and the Number Four Cartridge! Most of these cards give a one-use effect, although some last for the battle.

Added to the Armoury cards are the Chicanery cards, which represent all sorts of underhand tricks and special actions. These are one-use cards, representing ambushes or other special actions. They include some interest-

ing cards such as 'Cool as der Cucumber', which gives a Cool bonus for one turn, or 'Local Fauna', where a beast attacks an enemy model crossing difficult terrain.

Players are given a good number of scenarios to play through and some campaign rules; it's always comforting to know that you're not going to have to buy subsequent books later on to get these.

Although I do really like this book, I do have one gripe (I know, I always have a gripe!). The Armoury and Chi-

canery cards are printed in the back of the book. If you only have the book, you'll need to photocopy them as you cannot cut them out of the book (perish the thought!). The good news is that if you buy the boxed starter set, all the cards you need are provided (thank you Warlord!).

sure why, probably the name, but my personal favourite).

## PLAYING THE GAME

The game mechanics themselves are fairly straightforward; there's nothing here that's going to cause many headaches. The real flavour of the game, and all the things that make this game *Strontium Dog*, are the special rules for the characters and their equipment.

The game uses a set of six-sided '2000 AD' dice. There are three 'hit' symbol facings, two 'armour' symbol facings, and one 'special' 2000 AD facing. You can of course use ordinary dice, but it is quite nice to have the special dice. There was a time when I thought such dice were a gimmick, but now I quite like the idea.

In the game there are major characters (activated with a 'star' chip) and minor characters (activated with an activation chip). You have a chip for each model in your band. These are placed into a bag and drawn at random. When a chip of your colour is drawn, you can use it to activate a model with two single actions (move, shoot, fight) or a double action (sprint, aimed shot). There are some special actions you can do – 'overwatch' (where you can hold your action to take an opportunity shot in an opponent's turn) and 'hunker down' (where a fighter can attempt to patch themselves up).

The 'star' chips used by major characters can be reused and placed back in the bag, potentially giving them an extra turn or two. A test has to be passed,

based on the model's 'cool' stat (typically 4) and looking for a special symbol. This is all fun and games when rolling lots of dice, but if it is the last chip in play, there is a -2 penalty, making it a great risk. Should you fail to place the star chip back in the bag, the character becomes fatigued. I found that reactivating a major character during a turn meant he could sometimes work miracles – but not without a risk. You can push your luck too far...

## COMBAT

Both shooting and close combat are simple enough. The attacker rolls dice (with modifiers). The defender may attempt to evade any hits (unlikely as a 'special' is required). If the hit lands, the attacker rolls dice equal to





JOHNNY CLOSES IN ON HIS QUARRY, ADOLF SHICKLGRUBER (AKA HITLER). BUT BLOCKING HIS PATH IS A CRACK SQUAD OF WAFFEN-SS...

BLASTER SET TO STUN!

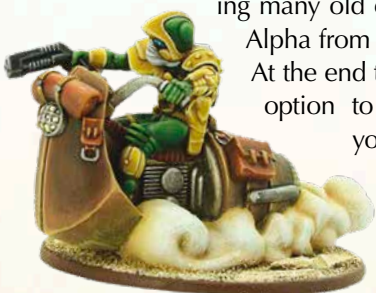
DONNER UND BLITZEN! WHAT KIND OF DEVIL IS THIS?

the power rating of the weapon (with modifiers), rolling 'hit' symbols for successes. The defender rolls their resist stat, looking for 'armour' symbols to reduce the power of the attack. The difference in scores determines the damage – the more successes the attacker gets, the more damage is done. The more damage a character takes, the lower the model's stats become and the more likely they are to be knocked out. When a model takes injury markers or stunned markers equal to its 'cool' stat, it is out for the count and out of the game.

In *Strontium Dog* no model is considered truly dead, only out of action or captured, unless it is specifically part of the scenario.

### YOUR BAND OF FIGHTERS

Your band of fighters are based on their notoriety. In a 50-point game, then, you can have a band with up to 50 notoriety on your side. You can choose from the 'heroes' – the S/D agents, such as Johnny Alpha – or from a rogues' gallery of outlaws, including many old enemies of Alpha from the comic. At the end there is the option to make up your own characters and



antiheroes (major characters) along with henchmen (minor characters).

Some of the characters have specialist skills that really help to add flavour to the game and reinforce the *2000 AD* narrative. Alpha, for example, can stun enemy models and see through walls, and is always well equipped. His enemy Max Bubba is a Gunfighter (can shoot back if shot at) and a Schemer (has one additional Chicanery card), and can switch places with any friendly model within 3" when attacked.

### THE GAME IN PLAY

One of the things we found was that our games of *Strontium Dog* followed the narrative of the comics quite closely. In one game, Alpha and Wulf were cornered by Bubo and the Bad Boys. Just like in the comics, Wulf was knocked out after charging the enemy, but Johnny fought back, driving off Bubo and rescuing his over-eager companion. Class!

This system has a lot of merit and could easily be expanded to other *2000 AD* settings. As a kid, I was given a pile of old *Eagle* comics and loved reading Dan Dare (who later appeared in *2000 AD* – that's one of the

reasons I started reading it). Warlord, I think you need Dan Dare and the Mekon models, please!

### CONCLUSION

We had great fun playing *Strontium Dog*. Warlord Games has done a fantastic job of translating the background and feel of *2000 AD* into a fun and exciting game that can more than hold its own with the other sci-fi skirmish games currently available. I may be a little biased, but I make no apologies! If you want the nostalgia element of playing Johnny Alpha from *2000 AD*, this is the game for you; if you're looking for a really good, fun sci-fi skirmish game, snek it, this might just be the game for you too.

So, what's next for Warlord and *2000 AD*? A return to Judge Dredd perhaps, or I hear a rumour of Rogue Trooper... **WS&S**



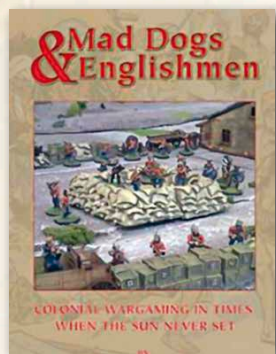
### STRONTIUM DOG

**Authors:** Andy Chambers & Gav Thorpe  
**Published by:** Warlord Games  
**Format:** 112-page full-colour softback  
**Dice:** Special 6 sided 2000 AD dice  
**Activation:** Chit-driven activation system  
**Price:** £20.00 for the rulebook, £50.00 for the starter set

[www.warlordgames.com](http://www.warlordgames.com)

# GAME REVIEWS

New and recent wargaming rulesets, reviewed by the Wargames, Soldiers & Strategy team.



## Mad Dogs & Englishmen

Colonial wargaming in times when the sun never set

By Jon Sutherland  
(Caliver Books, 2018)  
£14.99

D10 and D6, random card activation

The author of these rules is well known in large parts of the wargaming world, and he brings his wealth of knowledge and experience to the writing of these rules. His motivation for writing these was that the available rules just did not work for him and failed to deliver the feel and flavour of this period.

The system is straightforward (as per his stated aim) and introduces

some variants on other rules sets for this period. Movement is random, with units getting a number of D6s that varies depending on the terrain that they are crossing. The peril of this (for players) is that there will be occasions when supposedly fast units will suddenly have very little movement for a turn with some unfortunate results on the die (in my case this happened at a crucial time of the game just when I needed to have a bit of pace!).

Firing and combat are based on the numbers of figures engaged, and the outcomes will be to inflict casualties and/or terror on the target unit. What I liked is that the author accepts that there will be asymmetry in colonial battles, fine – but you just have to ensure that your victory conditions reflect this. Players create a card deck to randomly activate leaders (who in turn activate units), and for random events.

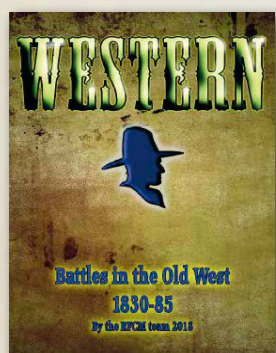
The turn sequence is as follows: movement, special movement (crossing obstacles etc), firing, casualties, morale test, hand to hand (I'm fairly certain that this is an error

and should occur before the morale test), and then there is the turn-end admin, removing terror markers, replacing leaders, and so on. The rules do cover an awful lot in just 20 pages, and it does mean that some things are possibly (and I do only mean possibly) a little light on detail – for example I would have liked to see a few examples of combat and a little bit more on terrain. But he does say that the idea is for these to allow realistic large-scale battles in the colonial period.

The remainder of the rule book is army lists covering the Indian Mutiny, the North-West Frontier, several different parts of Africa (South Africa, West Africa, etc), China, a 'darkest' Africa setting, and, slightly oddly, the American West.

So the big question is: do these rules deliver; are these the Mecca of colonial gaming? This is a fun quick-play set of rules that allows players to dive straight in. They are a little light in some areas but will give players an entertaining game. I'm just not convinced about the American West inclusion...

– Eoghan Kelly



## Western

Battle rules for the Old West

By Martin Goddard/RFCM  
(Peter Pig, 2018)  
£18.00

D6, alternate turn

The latest release in the Rules For the Common Man series is *Western*,

a game to cover the wars in the Western United States from 1830 to 1885. It replaces the earlier ruleset *Hey! You in the Jail!* (1992). This is not a skirmish game, but a battle game with tens of models a side, designed to recreate warfare in the historical 'Wild West'.

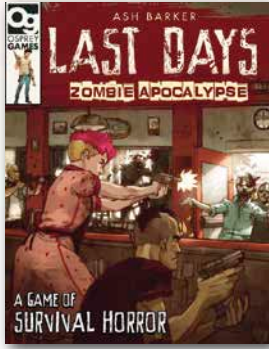
While the game is designed to be played in 15 mm, the rules give suggestions for playing with any size between 6 mm and 54 mm.

Familiar to players of more recent RFCM games, for 15 mm the board is divided into 6" squares with a play area of five foot by three foot. The grid makes gameplay easier, eliminates gamey moves, and cuts out the need to measure. While the game does have a

basing convention (3 cm x 3 cm bases), base size is not imperative because of how the board is laid out.

Peter Pig games tend never to be about two equal sides fighting each other. At the start of the game, players choose their aggression level and cross-reference it against their opponent's force to generate a scenario. Some forces are obviously less aggressive than others... Victory criteria are different for the defender and attacker. The placement of scenery follows some simple but elegant rules to ensure fair placement.

There are ten different factions in *Western*, each with its own quirks in composition and special rules, so



**Last Days: Zombie Apocalypse**  
A game of survival horror

By Ash Barker  
(Osprey Games, 2018)  
£19.99

D6, IGO-UGO

*Last Days* sees players controlling groups of survivors trying to stay alive for an extra day of a zombie invasion. The setting is in the grim near-future, so you can make use of all the scenery you may have from many other games set in the modern era.

In order to play, the author suggests that players have a handful of models to represent their group as well as about 20 zombie models. Games

there is plenty to choose from and flavour is available in abundance. The potential scenarios are endless: it could be two groups of cattlemen fighting over grazing land in a range war, restless Indians (or Mormons disguised as Indians) raiding a settler wagon train, or gunmen raiding a town. Or we might be allowed a little Hollywood!

*Western* uses approximately eighty figures a side, which is enough for Peter Pig to make some sales but not too many to paint. A force will typically have five groups (units) with six to ten bases of troops per unit. The dice used are the humble D6.

The game mechanism itself is relatively simple, with each side taking turns.

should be played on a 3' x 3' board and players will need paper and pens to keep track of results.

Players then assemble their group using scavenging points. Characters that can be assembled will have the notation of 'selfish', 'selfless', 'trained', or 'neutral' attached to them, and this will dictate their behaviour in certain situations. Your leader's profile ('selfish' etc) will limit your recruitment (50% will have to have the same profile), so it is important that you think about what type of band of survivors you want to raise.

The object is really for survivor groups to fight each other as well as zombie hordes –so a variety of enemies can be expected.

The system is an initiative-based IGO-UGO system. The winner of the initiative roll gets to choose when they move in the turn. This is called the roll-off and is a straight D6 roll.

Tests are the areas where characters want to achieve something that is over and above basic functioning,

When activated, each group rolls for action points (APs) to determine how far it can move or how many shots it can take. For example, moving one square costs 1AP. The first shot costs 1AP, the second shot 3AP, etc. A group resolves its full actions and morale before moving on to the next.

Shooting is simple with a 'to hit' roll (with modifiers) and a 'save' roll, modified by cover. Fighting close combat is simpler – add up the number of 'fight dice' and every 6 is a casualty. The morale system is equally simple: every fail reduces the action points for that unit in the next turn. When a group has too many losses, it becomes 'jiggered' and drops in quality.

such as climbing walls, leaping gaps, etc. All of these are grouped around characteristics of the characters – action points (AP), close-quarters combat (CQC), firearms (FA), strength (S), endurance (E), damage capacity (DC), courage/horror (C/H), and intelligence (I). Tests are resolved by rolling a D6 and adding the value associated with the skill. The higher will win in the main, although some tests are against an action that will have a difficulty level associated with it.

Once you have the game set up, the phases run as follows:

**The menace phase:** This is the phase out-of-players control – where zombies roam and noise tokens are resolved (noise is not always welcome!), and where ammunition and the lack thereof is resolved.

**The action phase:** This is where initiative is determined – activation of models, spending action points, movement, reloading weapons, opening and closing doors and windows, etc. In fact it does what it says on the tin.

*(Continued on page 76)*

There are additional rules for artillery, dynamite, rivers, harsh weather, and trains.

As with other RFCM rulesets, there is a lot of flavour here and some clever mechanisms. The rules come as a spiral-bound book with a reference play sheet and with clear black-and-white photos illustrating the rules. While the production quality might not be that of an Osprey, what you get instead is a solid and well-tested system. If the idea of big battles in the Old West intrigues you (it does me) then this set is definitely worth having a look at. Get some miniatures out and give *Western* a bash, you'll have fun.

– Guy Bowers

**The shooting phase:** This involves ranged weapons, with the defender firing first and then the attacker; this makes for some careful play by attackers, having to be in a position to fire but also being able to absorb any defensive fire first before they fire. The outcome of firing is resolved and the effects are applied.

**The close-quarters combat phase:** This is the up-close and personal bit where combat is competed for – ‘mano a mano a zombie’. Be warned, a club versus a zombie might be effective, but a club versus a SWAT team member in armour is only going to end badly (and not for the SWAT person!)

**The end phase:** This is where winning and losing is determined, and also whether there will be a next round.

All this occupies just over half of the book; the rest is devoted to zombies, their characteristics and behaviours, and special rules that bring concepts such as ambush, dirty fighting, disarming, heavy lifter, sniper, and many other skills and ideas. There is also a list of attributes, which apply to weapons rather than people, and these can influence the game hugely.

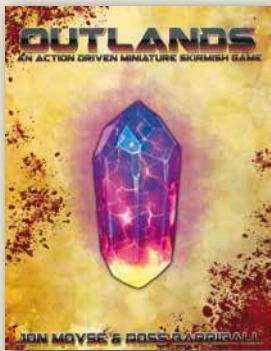
There are rules for campaign games, terrain, and all the usual aspects of a game that give you texture and ‘fla-

avour’, and finally there are six scenarios for you to try out and get your teeth into the system.

The rules are well laid out – at no stage did I find myself looking for something – and they are illustrated both with images and photos of figures but also with tables. This is a set of straightforward rules that should provide players with fun times in the end of days.

I would really hope that the author and/or Osprey will support this set of rules with more scenarios, campaigns, and new ideas. Like the survivors, we can but hope for another day...

– Eoghan Kelly



## Outlands – 2nd edition

Low-tech post-apocalyptic science-fiction

By Jon Moysé & Ross Barriball  
(Shades of Chaos Games, 2018)  
£4 (PDF on CD)

D6, active player / reactive player

*Outlands* is a set of near-future skirmish rules. The premise behind the setting is that of a former ‘entertainment/pleasure’ world. Now a wasteland, abandoned workers have formed gangs to survive. Things look pretty grim until ‘spice crystals’ appear – a valuable commodity off-planet. Gangs do battle for these crystals in each game, and captured crystals can be used to acquire or upgrade weapons, equipment and gang-members over the course of a campaign.

The game is aimed at 28-32 mm models, but it could be easily adjusted for other scales. Round 25 mm bases are suggested, but what is more important is that front and rear arcs of sight are defined. A starting gang is

five miniatures, and, since recruiting more is expensive, gangs are likely to stay at five miniatures for a while.

The activation (movement and shooting) system is unlike anything I can remember seeing elsewhere. Termed “RISE” (Reactive Intelligent Skirmish Engine), there is an active player and a reactive player. The active player (determined by an initiative dice roll-off each turn) chooses a model to activate. That model rolls D6 equal to its current health. Results of 3+ become activation dice. Other dice turn into reaction dice and are given to the opponent. Action dice are then spent on a move, ranged attack, melee attack. Reaction dice are spent to interrupt an opponent’s turn, respond to ranged attacks, etc. I have described only the basics: the system has a further level of complexity with free actions (no dice cost), heroic actions (more powerful), leaders that can grant re-rolls and have a leader ‘bubble’ effect, and single-use willpower tokens that can boost a dice roll. A player may be the active player for several turns in a row as a result of winning the initiative roll at the start of each turn.

Campaign rules feature the consequences of injuries, improving characters (heroic actions), buying abilities and special actions (50 to choose from e.g. gunslinger, fast, looter, shotgun expert, berserker), and buying equipment (including armour).

Rules for underdogs in campaign games give them a starting bonus of a number of single-use reactive dice.

The game does use tokens to represent various wounded states or conditions e.g. sneaking. These are provided at the end of the rules but are also available to download as files from the Facebook page, as are character sheets and extra missions.

There are no morale rules: games last ten turns, or until one side cannot activate, or until all spice has been removed from the table. Currently there are no rules for vehicles or riding beasts, nor for non-humanoid aliens or ferocious wildlife. Likewise there are no primitive weapons (e.g. crossbows, bows, spears).

In conclusion I found this to be an interesting set of rules, with an initiative system that creates a ‘friction in combat’ mechanic, which I like. The generation system and mechanics are relatively open style (indeed the designers said it has been used for World War II street-fighting games). With only five science-fiction or military figures per side needed (plus terrain), and given the low cost of the book, then entry cost is minimal. The campaign system offers scope for character development and personalisation, giving games plenty of flavour.

– Chris Payne

### Vietnam

23. Destroyed M113

### Modern Africa

36. AK Destroyed Mercedes  
88. Destroyed T55  
152. AK Destroyed Humvee

### Western

90. Destroyed Wagon

### World War Two

565. WW2 Universal carrier destroyed  
313. Destroyed jeep  
241. Destroyed Sherman  
528. Panzer IV Destroyed (Early)  
529. Panzer IV Destroyed (Late)  
376. WW2 Destroyed PzIII  
404. WW2 Destroyed Tiger  
510. WW2 Pair of destroyed Kubelwagens  
322. WW2 German Destroyed 251  
593. WW2 M13/40 destroyed  
596. WW2 Italian destroyed semovente  
575. WW2 Russian T34 (early) destroyed  
576. WW2 Destroyed Russian T34 late  
590. WW2 Gaz trucks - abandoned  
282. Japanese destroyed tankette

# Peter Pig 15mm



Out of our 2000 packs we present this month's taster - destroyed vehicles. Another Peter Pig innovation started in 1985.

Use them as scenery or as markers to denote specific destructions.

All paint up nicely. This example is by Ryan Davies - thank you Ryan.

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Box cover by Peter Dennis

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Models not shown at actual size.

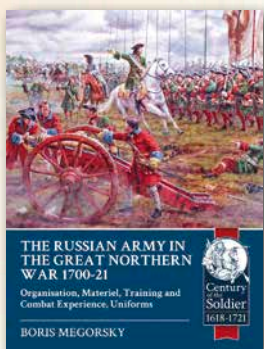
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# BOOK REVIEWS

A roundup of recent books on wargaming, or of special interest to the wargamer.



## The Russian Army in the Great Northern War 1700-21

By Boris Megorsky  
ISBN: 978-1-911512-88-2  
(Helion and Company, 2018) - £29.95

This book covers the Russian armies of the Great Northern War (GNW), a period of immense change for Russia. Peter the Great modernised not just the military but the whole of Russian society. The author looks at the old Russian forces and their associated irregular units, and then leads into the new 'professional' standing army that Peter established. The book is broken into three sections:

1. This section covers the old and new armies, their associated

units, and also the navy. As this is broadly based around the organisation of the forces, the author goes into some depth looking at the regiments, their structures, the artillery, cavalry, and irregular unit, as well as 'new' units such as the Guard, Grenadiers, and Elite Infantry. He pulls few punches and analyses the benefits or hindrances that the different troops brought to the army, including the methods used to resolve the recruitment issues faced by the army and how they adapted as the war progressed.

2. The next broad section covers the materiel consumed by the armed forces. In this he goes into great detail, analysing the equipment, the weapons, the uniforms, and the flags. He even goes into a level of detail missing from many books of this type, looking at the camp, the train, and the musician units.
3. The final section covers the training, combat experience, drills, manuals, and tactics of the armed forces.

The author is Russian and as such must have access to immense amounts of resources and source materials covering this period. He supplies a conclusion and three excellent appendices that cover maps for the period, the timeline of the war, and, best of all, the uniforms.

The number of illustrations is very impressive, with 231 images over the 260 pages (and this doesn't include the pages devoted to maps!). A huge amount of these are images of uniforms and standards that are taken from current libraries as well as some slightly abstract uniform illustrations of the style we have seen in other magazines and publications.

This is a very impressive book, and will be a great resource for gamers looking to learn more about the period as it brings huge amounts of information (What do you know about Russian marine landing troops and their associated anti-landing tactics?)

This is an excellent addition to this collection from Helion & Co and I recommend it without reservation.

– Eoghan Kelly



## Setting the Scene – Winter Wargaming

By Pat Smith  
ISBN: N/A  
(Self published, 2017) - £17.50

This self-published work by Pat Smith is now available again for the general public, having already sold out

twice. Normally, I usually hesitate at self-published works, but this is an exception. It is well laid out and very readable with good photographs.

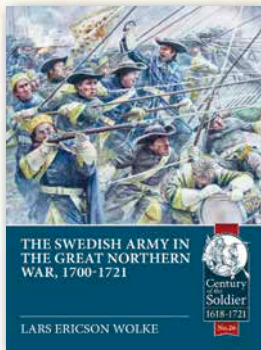
The book describes how gamers can transform their tables into cool winter landscapes (pun intended). There are twenty chapters covering the basics (such as materials to use and 'snow paste'), how to create winter terrain (hedges, trees and rivers) and to weather buildings and vehicles for winter. There is even a chapter on how to temporarily 'winterise' your buildings, just in case you want to use them for other projects.

While primarily aimed at 28mm scale and the Ardennes theatre, there

is plenty here which could be adapted to other scales and other periods, be it the Winter War or the retreat from Moscow, to name but two other famous winter campaigns.

The only criticism of the book is that it is a little photo heavy in places with the odd out of focus shot. That said, I've some experience with winter landscapes having run several winter themed participation games in the past, with I like to think some success. Even so, this book gave me some useful tips and – perhaps far more importantly – the inspiration to go back to my old winter terrain and gave me the will to do more. Excuse me, I have three dozen trees in need of tarding up!

– Guy Bowers



## The Swedish Army in the Great Northern War 1700-21

By Lars Ericson Wolke  
 ISBN: 978-1-912390-18-2  
 (Helion and Company, 2018) - £19.95

I could hardly review Helion's Russian book on the Great Northern War without reviewing its counterpart, the *Swedish Armies*. In 1700 the political situation in the Baltic meant that Russia under Peter the Great entered into the conflict and caused it to spread from the Baltic to the Turkish borders.

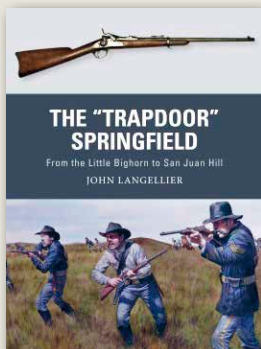
The period covered by this book covers the reign of one of Sweden's greatest soldier kings, Karl XII. The book is broken into ten sections:

1. The strategic situation in the Baltic in 1699 – a brief overview of the situation as it was and why Russia got involved.
2. The organisation of the Swedish armed forces. The author looks at how and why the Swedish army was one of the most aggressive and efficient armies in the world at the time.
3. The Swedish army in 1700. This covers the structure and make-up of the army and its associated units.
4. Fortifications. This is a handy short chapter that covers the key block building that was carried out by the Swedes when trying to hold large areas of territory.
5. Equipment and tactics of the army. This is self-explanatory and covers the tactics that units used, especially the mixed pike and shot units and the astonishingly destructive wedge formations used by the Swedish cavalry.
6. The early war, 1700-1709.
7. The latter and end phases, 1710-1721.
8. How the armed forces performed in battle - an interesting analysis.
9. Connections between the GNW and the War of the Spanish Succession. The author looks at how these two titanic and simultaneous conflicts influenced each other.
10. Wolke finishes the bulk of the narrative with his conclusions about the armies of the time.

The author jams a lot of information into this compact publication, with 20 plates, eleven maps, and sixteen pages of colour plates of uniforms and flags, as well as an appendix that lists all of the Swedish army units, including the German units and those of Estonia, Ingria and Livonia, mining units, conscripts, and even units that were raised by POWs from other conflicts being held by the Swedes, including French regiments, Saxons, and the ubiquitous Swiss.

This book, is clearly a companion volume to the one reviewed above. It is well illustrated and, whilst not as huge as that volume, it is nonetheless a very informative publication. But it doesn't mention the navy...

– Eoghan Kelly



## The 'Trapdoor' Springfield: From Little Bighorn to San Juan Hill

By John Langellier  
 ISBN: 978-1-4728-1970-3  
 (Osprey Publishing Ltd, 2018) - £12.99

This book covers the development of the US army's search for an effective and efficient breech-loading carbine

or rifle to equip its forces in the years after the Civil War. From the creation of an early version during the Civil War, the author charts the development of the technology and how inventors and factories borrowed ideas from innovation in Europe to eventually develop the .45-70 Springfield Model 1873 – the 'Trapdoor' model.

The development is described in detail, including the development of new calibres and of how the priming/firing mechanisms worked, through to the huge amount of conversions the mechanism went through retooling weapons left over from the war between the States.

Once all of this is covered, the author goes on to describe how and where

the weapon was used: in the Indian Wars and the Gold Rush War, as a constabulary rifle, in the later wars such as the Nez Perce and Ute Wars as well as many other internal conflicts, and then on into the Spanish-American War, and the use of the weapon in Cuba and the Philippines.

The book finishes with a section about the equipment, bayonets, and support equipment that were used by troops armed with the Trapdoor weapons. This was a truly iconic weapon born out of the need to do something with the surplus of the Civil War as well as meeting the demands of the army as it entered a new world in the West and then onto the international stage.

– Eoghan Kelly

## PARTING SHOTS

The last hurrah – with tips, tricks and laughs for every wargamer

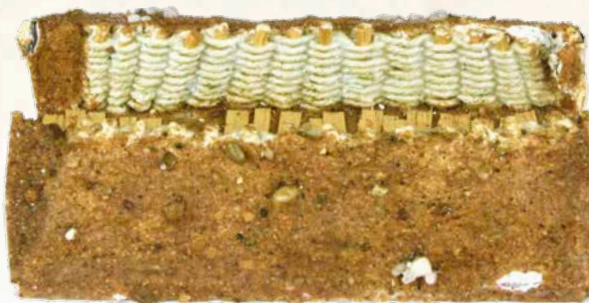
### WICKER FENCES

Fences come in all shapes and sizes, but one of the more ancient ways of constructing fencing in Europe is wicker. Wicker fences can be used from your earliest Celtic village all the way through to your rural farmstead in the Ukraine in World War II, and therefore they are immensely useful and versatile pieces of scenery to have in large numbers! In 28mm you can buy some of the very fine pre-made fences cast in metal, or even the new Renedra plastic ones, but if you want serious amounts of the stuff, it's really much more rewarding to scratch-build it.

I find the easiest way is to use matchsticks (or cut-down kebab skewers) as the posts, and to weave good old-fashioned post office string between them! Make it in short sections of about 6", but make a load of sections at once! Attach your posts by either pushing them into a foam base or drilling small holes in a piece of MDF for them to fit into. Add a big dollop of PVA and let them dry thoroughly. Start at the bottom with the string and weave it in and out of the sticks. At the end of each row, coat the whole thing in watered-down PVA, at a ratio of about two parts water to one part PVA. Take care not to pull too hard on the end post. Now weave it back the other way following the same pattern. You might find you put too much strain on your end posts and these start to lean inwards after a couple of rows back and forth. If this happens, re-adjust the posts so they are vertical again and slacken the string slightly.

Leave them overnight to dry, then undercoat them dark brown and drybrush them up in several successively lighter grey tones with a big brush. Do your basing to match your figures and finish with your usual sand, flock, or tufts.

– Mark Backhouse



Once you get the hang of making basic wicker fences, you can also integrate the stuff into more complex pieces of terrain, such as this bit of trenchwork that is lined with wicker fence to add reinforcement.

### WASHING YOUR ARMOUR

Like many people, I'm sure, I've struggled to get armour looking right for my knights and warriors. I have dabbled with black undercoat followed by drybrushing with silver, but have had mixed results. I could never quite get it looking right. Now I've found there is a much easier way.

Over the years, I've used several techniques for making the miniatures I review stand out. If you take a picture of a raw model, it is far too shiny for photography. If you give them an ink wash, the detail really stands out. I've been given many tips over the years for how to get the best results (including knickers and boot polish, no less!) but for me, Tamiya smoke mixed with some black model ink does the trick. I used to use pure Tamiya smoke, but sometimes that can go on thick and sticky, so the addition of the ink makes it smoother and thins it out without it separating. I noticed that the finished models had a great metallic look.



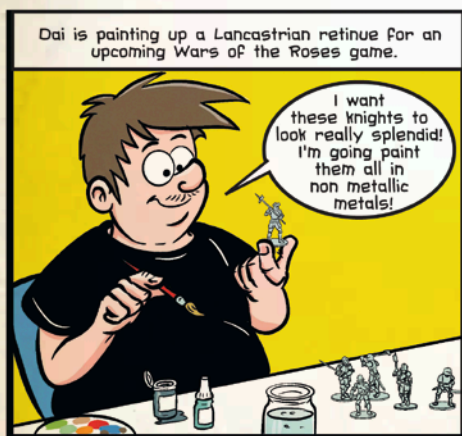
Sometimes Citadel Nuln Oil on bare metal is all it takes!

My advice for metal models is to use the smoke with ink mix directly onto the model's metallic parts without any undercoat. You then use a base undercoat on the non-metallic parts of the miniature, such as the face and hands, before adding paint. If you are using plastic, paint them a metallic colour first. You can always add highlight areas with a metal colour afterwards.

There are several variants on this method. I recently learnt that Dave Imrie paints his armour in a similar way, with black washes followed by highlights. Phil Hendry uses Army Painter 'dip', but uses thinners to create highlights. If it's good enough for Dave and Phil, it's good enough for me!

### Dicing With Dai

by Steve Beckett



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# Strontium Dog

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