

December 2005



# WARGAMES JOURNAL



Santa's Slay



Brush Strokes



Hang 'em High



Red Devils

MERRY CHRISTMAS FROM THE TEAM AT WARGAMES JOURNAL!





# WARGAMES JOURNAL

*“These fine looking Burgundians are from the collection of James Morris. We first encountered them (and James for that matter) at a WAB Doubles Tournament hosted by Foundry in Nottingham. His figures managed to win the Best Painted Army prize. We can’t remember how he did gaming wise, other than he didn’t win the competition! You may remember his wonderful El Cid figures from the last issue ....we wonder what lovely work will emanate from his brush next. If you’re reading this James, drop us a line and keep us up to date with your work.”*



*You can see more  
images of these  
figures on Page 33*



## Arthurian Antics



We asked Alain Padfield to come up with a couple of scenarios that will allow you to take on the role of Britain's Ancient Hero! With stats for Age of Blood 2 and LOTR this article takes you into the frozen wastelands.

## Santa's SLAY!



What's a December Issue of a magazine worth if it hasn't got a Santa Claus article? We couldn't help ourselves when we saw Heresy Miniature's Santa Boris figure. An article was born and a silly couple of days ensued. Enjoy ...

## The KGL



Our 6mm scale painter, Walter Anstiss, takes time out of his Waterloo project to look at the actions of the British Allies at Waterloo and their role in this decisive battle. First up: The King's German Legion.

## REGULAR ARTICLES

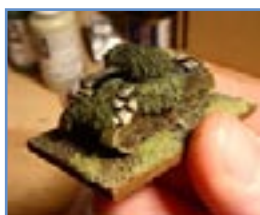
**Letters**

**Editor's Column**

**News**

**Reviews**

**The WJ Interview**



### Painting 10mm British Armour

There seems to be a lot of activity in the world of 10mm miniatures so we thought we'd best get Dave Robotham, our resident in-house-painter, to chance his arm and sort out some WWII miniatures from Pendraken.



### The Sons of Golgotha

There's nothing like inventing your own Space Marine Chapter and this short article introduces you to The Sons of Golgotha. We present Army Lists, text to explain their existence and prime you for more Golgotha action in January.



### History of the SAS - Part 1

This first article takes a brief look at the SAS from inception to the modern day. Our first look gives you a Flames of War desert scenario (an Airfield Raid). Future articles will delve into more heroic missions of these brave warriors.



### The Day the Paras Dropped In

This Battle Report draws inspiration from the actions of the 1st and 9th Airborne Battalions during D-Day. A brave group of Paras assault German Panzergrenadiers in a farmhouse! A great game mixed with bad dice rolls



*"Guilford Courthouse in 28mm scale"*

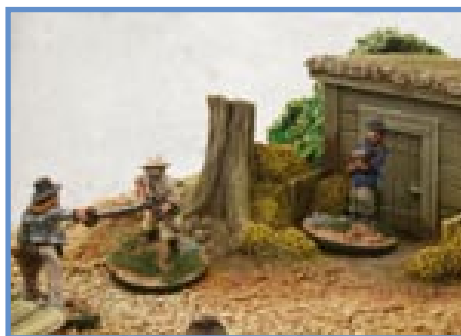


## Crossing the Rubicon



A wonderful what if? scenario that sees Pompey leave Rome and face off against his old friend, Caesar; halting him before he has chance to cross the Rubicon. The article introduces a large 10mm game we will play in 2006.

## Hang 'em High



When two Brothers go on the rampage, Alder Bog turns into a dangerous place. Our second scenario in this lawless town sees two gangs - Ike's Bogland Blaggers and Eli's Justice Bringers - squaring off against each other.

## Pirates of the Caribbean



We have been playing around with the superb card/paper ships from Wizkids for sometime and our thoughts have now turned to creating a campaign system that uses these low-cost ships to transport your 28mm scale Pirates



## Robogear

More articles about this 28mm scale gaming system targeted at our younger sci-fi readers. As Airfix continues to push this game into the hands of gamers around the UK we offer up rules for using T-Rex and Spider inside GW's 40K.



## The Battle of Barnet - 1471

This battle is a real scene-setter for the conflict known as the Wars of the Roses. Lots of brutal action in a battle that twists and turns more than an alligator. The game is presented for the Warhammer Ancients rule set.



*Modern US  
from MoFo*

## IN FOCUS:

*Bad Boy - Templars - Burgundians - Guy DeLillio 2  
- Burgundians 2 - Normandy Fortified Cottage*





# EDITORIAL

## A brave new world



Greetings and welcome to the second free Wargames Journal PDF-based magazine. First off I would just like to say thank you to all the people who have emailed us to say how much they like the magazine.

It means a lot to us that the wargaming community enjoys what we do. Otherwise there wouldn't be much point in doing it. I think you'll agree after purusing the current issue that our first magazine wasn't a one off.

All the chaps at WJ have been working hard to make our second issue just as good, if not better than the first. We've got some great articles for you to read, including a look at the world famous Special Air Service, a glimpse into the Dark Ages with Al Padfield's Skirmish on Ice, a step by careful step painting guide to make the most of your 10 mill's, plus much more.

And not forgetting a humorous look at the hazards of Santa's yearly jaunt around the world on Christmas Eve. A special thank you to Heresy ([www.herseyminiatures.com](http://www.herseyminiatures.com)) for supplying our Santa. Go to page X to read the scenario, Santa's Slay and find out how to win your own copy of Heresy's muscle-bound Santa Boris.

Since the last issue hit the website we've had emails from all over the planet and it reminded me just how global WJ has become. We have readers in Europe, North America, South America, Asia; everywhere in fact apart from the North and South Poles.

If we do have any readers hunkered up in a laboratory in Antarctica reading WJ on their laptop via a satellite link then please drop me an email and let me know.

Having readers all over the world makes you realise just how widespread we wargamers are. Sure, we may not be as numerous as football fans and by football I mean soccer (for our American readers), but wargaming

clearly transcends geographical lines. The bottom line, I suppose, is that pushing metal miniatures around tables is a universal pastime. And long may it remain so.

The new kid on the wargaming block (at least in the UK), Robogear, is doing a good job of bringing young age groups into the hobby. Brought to you in association with Airfix, as usual, at the back of this issue, you can find our Robogear section.

The Robogear section will never interfere with our normal stock of articles and is placed at the back of the issue so that if you're not a Robogear gamer you don't have to read it.

At WJ we aim to cover as many different genres and rules systems as possible, but as I'm sure you all know, there are more genres than you can count on two lots of fingers and literally dozens upon dozens of rules systems.

As such it's impossible to adequately represent everything, and naturally therefore we have to lean towards the more popular systems. But that doesn't mean we want to completely sideline the little guys of the hobby. So, if there is a genre or set of rules you are passionate about, or even a particular scale, let us know and we'll do our best to make sure it gets a look.

Okay then, that's enough waffle from me. Enjoy the magazine and a very Merry Christmas to all of you!!

**Tom Hinshelwood**  
Editor

[tom@rebelpublishing.net](mailto:tom@rebelpublishing.net)



# WARGAMES JOURNAL



# BANZAI!!

## WW2 Far East Scenario Booklet Released for IABSM Rules

The latest PDF scenario booklet for, "I Ain't Been Shot, Mum!" - Fall of the Lion Gate - has just been released by the Too Fat Lardies.

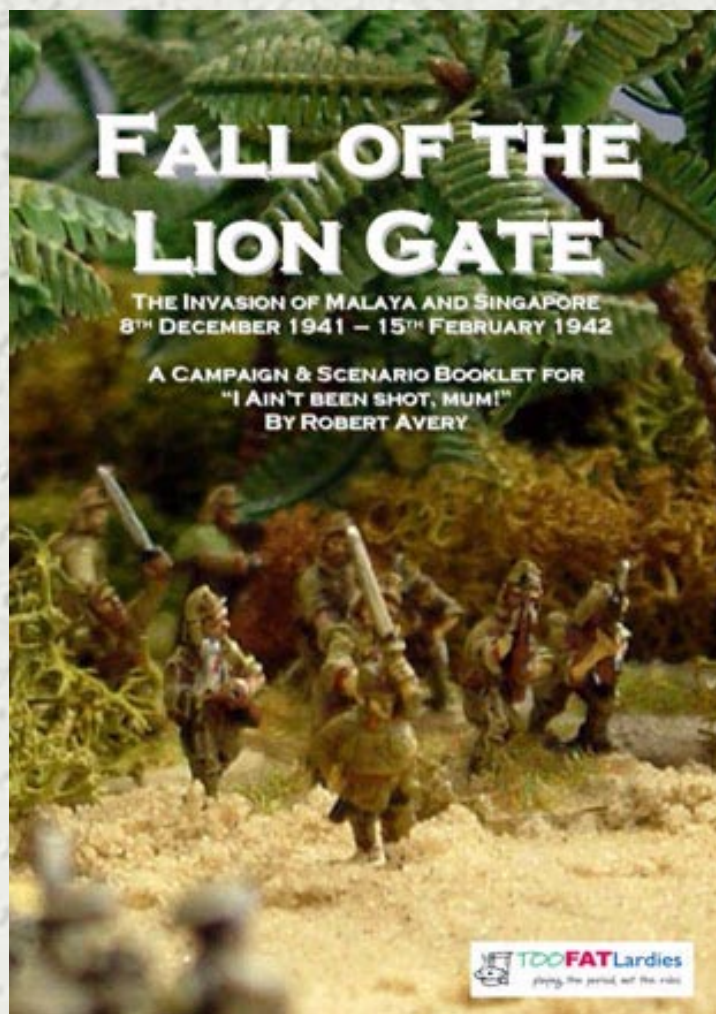
The booklet contains an extensive history of the Japanese invasion of Malaya and Singapore accompanied by 21 unique scenarios for, "I Ain't Been Shot, Mum!" It includes attacks, counter-attacks, encounter battles, an opposed landing, ambushes, fighting retreats and even a last stand!

Each scenario contains a background history, maps, a full game briefing and a full briefing for each player. There's plenty of information given with each scenario, allowing easy conversion to other systems.

We've been sent a review copy and have had a quick glance through: it's an impressive body of work some, 230 A4 pages long, written by Robert Avery, regular contributor to Wargames Journal and the man behind the Vis Bellica rules for ancient wargaming and the previous IABSM booklets: the "Defense of Calais" and "Vyazma or Bust".

The PDF booklet will be on sale from 8th December 2005 (the 64th anniversary of the Japanese landing at Kota Bahru, northern Malaya) from [www.toofatlardies.co.uk](http://www.toofatlardies.co.uk) at the great value price of only £6.00 (approx \$10).

By Stephen Rhodes



## NEW 6MM SCI-FI RANGE ON ITS WAY

By Tom Hinshelwood

New boys on the wargaming block, Dark Realm Miniatures, are planning to make a big blast when their sci-fi figures hit the planet in '06. Dark Realm Miniatures haven't got their website online just yet, but the nice chaps at Mercenary Brush are previewing the great little space age soldiers.

So far on the Mercenary Brush website you can see 6mm troopers, tanks and some evil looking flyers. To begin with Dark Realm Miniatures will be releasing three complete ranges of models, but as of yet they're keeping the details firmly under wraps. But, if the rest of the range is as good what we've seen so far we're sure they'll do well.



*A Kraytonian Bomber - Very Nice indeed!*

<http://mercenarybrush.com/galleries.php?page=111&view=1>





## COMMAND SQUAD

Commander  
Support Droid  
Comms Trooper  
Sniper  
Medic



Following the release of its heavy infantry, Pig Iron Productions has released a five man command squad.

The squad includes an officer, support droid, comms trooper, sniper and medic. The models are great looking and fit perfectly with the aforementioned heavy troopers.

Pig Iron Productions are a UK based company are available in the US through a number of distributors. Check out their website for more details.

PIP has another two sets of troopers planned for release, one of which is a much anticipated heavy weapons duo in the form of a two man chain gun team. We can't wait to see it.

We've very much enjoyed the development of this company after first seeing its resin battle tanks arrive this year. The near-future look and feel of the figures is appealing and we're sure they'll do very well with the range.

[www.pig-iron-productions.com](http://www.pig-iron-productions.com)





## TOOFATLARDIES XMAS BONANZA!

By Stephen Rhodes

How could we resist running this news item when it landed into our e-mail Inbox?

“Lovers of Lard everywhere will appreciate this bumper bundle of festive gaming fun, as the TooFatLardies roll-out their latest bi-annual special.

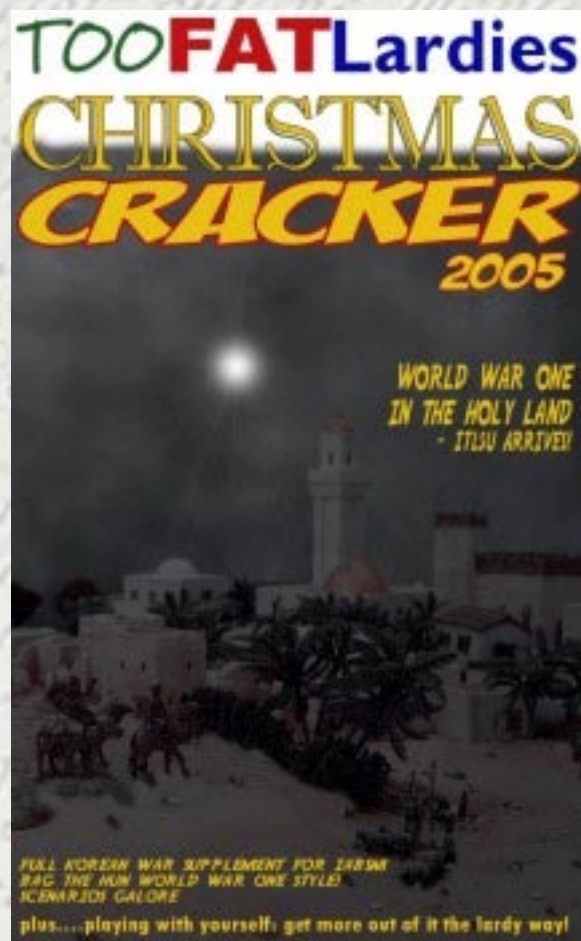
Full to the rafters with scenarios, articles and bonus items for all of their rule sets, this 150-page e-magazine will provide superb holiday reading at a price that would please the most miserly of Scrooges.

This edition contain a full and complete Korean War for IABSM (it's official, too!), conversion ideas to allow Bag the Hun gamers to take on the Red Baron on the Western Front, introduces our new Great War rules for the middle east, and is bulging with scenarios for I Ain't Been Shot, Mum, Kiss Me Hardy, Le Feu Sacre, Bag the Hun and Triumph of the Will.

A perfect Christmas treat for any loyal Lardy, or a great entrée for those interested to see just how action packed the TooFatLardies gaming agenda has become. Copies are available for a measly £5.00 in PDF format from [toofatlardies.co.uk](http://toofatlardies.co.uk).

How about that for tidings of great joy!“

You can get more details from <http://www.toofatlardies.co.uk/>



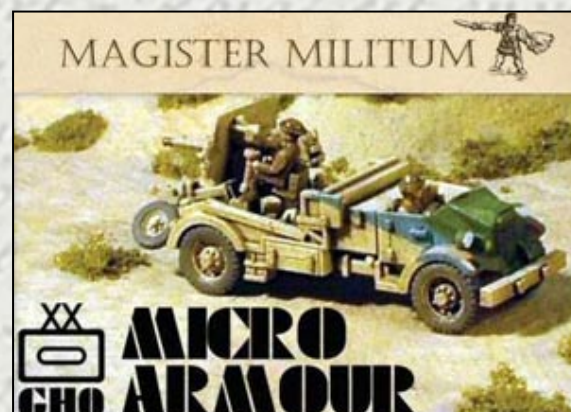
## Magister Militum to stock GHQ in the UK

The chaps at Magister Militum have now started to stock the superb GHQ range of figures in the UK.

We should have our first stock early in the New Year, although it may take a little longer to get lists up on our web site.”

The company expects that it “is going to take us a bit of time to get full stock of everything (the ranges are rather large). We are starting with WWII 6mm (1:285 or 1:300).

If you are in the UK/Europe and want any of the ranges, in the short term the best thing to do is drop them an e-mail at [info@magistermilitum.com](mailto:info@magistermilitum.com).







# HEARD ON THE WIRE

**HOW**, is our regular rumour, gossip and news page with scraps of intelligence gleaned or overheard by our regular writers on their journeys around the net and the UK show scene (normally, we might add, when they should be working!).

The column got its name after a particularly startling bit of news was passed around the WJ office prompting Tom Hinshelwood to utter, “**HOW** the hell do you know that!”

For any industry types out there, you do not need to rely on our errant writers to stumble over your news – send it in to us and we’ll pass it onto our readers! But for now you’ll have to make do with the titbits of intel found perusing the net and gossiping at shows!

Wargames are wargames and as ACW is supposedly the ‘new black’ then this new computer game caught our attention:

American Conquest: Divided Nation for PC

*“Bugles sound. Flags fly. Drums beat to a steady rhythm, as thousands of men prepare to battle. American Conquest: Divided Nations takes players to the 19th century, reflecting the nature of the American wars of that period, with their advanced technologies, huge battles, complex strategies and devastating nature.”*

*Featuring authentic uniforms and troop types, a wide range of weapons and historically accurate battles based on real topographical data and historical sources – American Conquest: Divided Nations presents players an unparalleled experience of warfare during the Civil War.”*

Looks awesome – out in Feb 2006, for

more info go to <http://www.cdv.de>  
When we get our hands on a copy we’ll let you know what we think!

Lots of manufacturers are having Xmas period sales at the moment – Foundry are offering their ever popular hordes and collections deals with a free limited edition ‘Scrooge’ figure if you get in before Christmas Eve!

Gary at [www.sheepsgrinhobbies.com](http://www.sheepsgrinhobbies.com) is having a sale of Baker Company figures so you can fill your Christmas stocking full of lead.

At <http://www.frothersunite.com> – (which, if you are not averse to the odd bit of bad language, is an excellent alternative to other ‘forums’ and a mass of info on all things figures and wargaming) they are selling their winning female sculpts from the last sculpting contest held. It actually sounds dodgier than it is (we think!) and some of them could be just what you were looking for.

If you ever wanted the Veni Vidi Vici set of ‘wargame counters’ you’d better hurry as they are soon to be like the Monty Python Parrot – deceased! Go to <http://www.3vwargames.co.uk/> for more info!

If like most of the staff here at WJ you are hankering after 40mm x 20mm thin plastic bases for your 10mm collection, but can’t be bothered going through the rigours of having to do a special order for GW Warmaster base then you could do far worse than checking out these babies from:

<http://www.kallistra.co.uk>

Final Combat is the set of rules that Rich Jones always waffles on about when anyone makes the mistake of asking, “Rich do you know of any really detailed rules for WW2”.

A few hours later they emerge babbling on about how many rounds Rich’s MG42 managed to get off at them in the 3 seconds of ‘real’ time their 2 hour game just lasted.

For those wishing to delve into WW2 in that level of detail then Final Combat has just hit Edition 3 with free updates for those who already have the rules – more details from:

<http://www.brittonpublishers.com/>

Another site from Rich Jones (we wonder when the guy actually finds time to teach) which may prove useful for you WWII buffs:

<http://www.ww2incolor.com>

Battlefront from New Zealand – well known for its 15mm figures and ‘Flames of War’ rule set are pulling all their late war kit for a while. This is rumoured to be either for repackaging or more likely some remodelling prior to their 2006 work on the long awaited late war supplements.

The big blow though is that the free late war lists are no longer on the site – but asking on the various forums will normally find someone with them willing to mail them to you.

Seeing as somewhere in this month’s articles is a piece on the ever expanding plastic ranges we thought this may be of use – again found by Rich Jones as he searched for advice on how to paint up his new plastic Carthaginian WAB army.

Check out [http://www.baueda.com/plastikornar/painting\\_guide.html](http://www.baueda.com/plastikornar/painting_guide.html) for some very useful tips.





BY NEIL FAWCETT AND PIERS BRAND

# THE RED DEVILS

## A RAPID FIRE BATTLE REPORT

*Our first set-piece battle report pits Neil Fawcett (The British Paratroopers) against Piers Brand (Commander of the entrenched German Panzergrenadiers) in what can only be classed as a battle of jammy dice rolls! We introduce our new format for presenting Turn-by-Turn games and hope you enjoy the write up. The game was played using the original Rapid Fire rules, but can easily be converted to work with any other set of rules - such as Flames of War or Blitzkrieg Commander.*

### INTRODUCTION

Much is written about D-Day and various heroic actions that took place. Many of the Allied airborne operations were, despite somewhat rosey beginnings, incredibly successful. This battle report, the first in our new format, is fictional, yet inspired by the actions of the 1st Canadian Parachute Battalion and the British 9th Parachute Battalion.

The 1st Canadian Parachute Battalion was part of the British 6th Airborne Division's 3rd Brigade and on D-Day it was dropped east of the Orne River on the left flank of the main British assault force. The plan was for it to protect the left (southernmost) flank of the 9th Battalion during its daring attack on the large coastal battery at Merville.

Upon the successful completion of this mission the Canadians were to move on to seize and hold the strategic position astride the Le Mesnil cross roads. These crossroads were located at the centre of a long, sloping ridge overlooking the Orne River and the sea at Ouistreham. Quite simply put: the success of the Allied eastern flank depended on the Canadian's holding this ridge, thus preventing a German counter-attack from reaching the invasion forces on the beaches at Ouistreham.

### MAKING DO OF A BAD DROP

The drop of the 1st Canadian Battalion and the 9th Battalion was poor. As we all know the assault on the Merville Battery by the 9th was an incredible affair given the failure of the drop. For the Canadians the high winds on June 6th 1944, coupled with radar beacons and responder units being smashed during the drop of the 22nd Independent Parachute Company, made for a bit of a problem.

'B' Company was widely scattered in their drop, but they managed to assemble 35 Canadians plus 25 others from various units as they advanced on the hamlet of Robehomme. Here they blew the bridge at Robehomme on the Dives River and then dug in around the houses and out buildings of Robehomme.

If we look at the fate of 'C' Company it was dropped west of the Dives River and a mere 33 of the 110 men who jumped made it to the Varaville area.

Yet despite the failed drop a group of paratroopers quickly destroyed the road bridge over the Divette, a tributary of the river Dives and aided the overall operation.

Then we have the brave exploits of a group of paratroopers under the command of Major Murray MacLeod, who bravely attacked a Chateau in Varaville. A German force with a pillbox and a 75mm anti-tank gun covered the Varaville road.

Coming under pretty heavy fire from the gun, during which five men including Major MacLeod were killed, the Canadians set about slugging it out with the German force.

The men from 'A' Company did manage to group together and protect the left flank of 9th Battalion as it advanced to capture the Merville battery. The story of Merville is one of bravery of the first order and we will be presenting a Merville Battery scenario early in 2005 – once we have the bunkers finished in 28mm scale.

Varaville was to prove to a scene of intense fighting and the German forces in the area were eager to recapture it. On June 7th the German 857 and 858 Grenadier regiments, with the support of Mark IV tanks and self-propelled guns, counterattacked the 1st Canadian Parachute Battalion.

A stalwart defence was put up; with mortar fire causing heavy casualties on the Germans infantry and the use of well placed PIAT fire drove back the Germans tanks. The paratroopers were to withstand eight days of determined German counter-attacks and constant shelling. Often they were engaged in ferocious hand-to-hand fighting; at one point 'B' Company used their bayonets to repel a German infantry attack. But they held on to their position at the Le Mesnil cross roads.



## THE BATTLE REPORT

So drawing inspiration from this bravery we assembled a team of players and got about fielding some Canadian 1st Battalion paratroopers and entrenched German defenders.

We're going to fictionalise the advance of 'B' Company towards the hamlet of Robehomme and basically give them a fortified French farmhouse, complete with bunker and 75mm PAK to deal with. The advance is late in the afternoon and has two forces of paratroopers converging on the objective.

The Germans are expecting the attack, stunned by the events of the day but not 'stupid' as to the events that are unfolding. Machine Guns, Panzerschrecks, Mortars and Snipers are awaiting the paratroopers and this is not going to be an easy assault.

For our game we wanted to drop as many figures as possible onto the tabletop and get the game over and enjoyed within a couple of hours. We actually played the game with 3 different sets of rules, but for this article we'll detail our Rapid Fire game.

Now the game is designed to be a company level game (we played it with Flames of War and I Ain't been Shot Mum as well) and so we took the RF Orders of Battle and treated them as a Company of men and not a Battalion of figures. This doesn't work perfectly but it allows us to field a good number of troops, get them into

## The British Paratroopers

Southern Group  
CO plus 3 riflemen  
Sniper  
PIAT Team  
Rifle Platoon – 8 figures

Northern Group  
Vickers MMG Team  
PIAT Team  
Jeep  
Rifle Platoon – 8 figures  
Rifle Platoon – 8 figures  
Rifle Platoon – 8 figures  
Mortar Team

## The German Panzergrenadiers

CO plus 3, including Panzerschreck  
Sniper  
81mm Mortar  
2 x Tripod MG42 MMG

Rifle Platoon – 8 figures, including Panzerfaust  
Rifle Platoon – 8 figures, including Panzerfaust  
Rifle Platoon – 8 figures, including Panzerfaust

## DEPLOYMENT MAP



*The initial battlefield set up. We played this game on a 6' x 5' gaming table using simple grass tiles with a river and a bridge. The farm can be as complex as you want it to ...but we recommend that you use at least 3 buildings to represent it.*





action pretty quickly and still get a game over in a sensible period of time.

### TURN 1

As you can see from the map, the paratroopers made an aggressive 'punch' into the battlefield. The CO headed south and took with him a sniper, PIAT team and rifle platoon. Moving through the hedges the troops seemed to make a 'safe' advance towards the objective.

The group of troops to the north is the largest and the one that will draw the most 'fire' from the enemy when it opens up. As you can see from the map the road was the simplest route and the Vickers was to be set up behind a hedge to provide supporting fire.

As you can see from the Turn 1 map the German Commander opted for a patrol of troops to the north (INF 3) and had them returning from a walk round the fields. INF 2 and MG 2 were to cover the road and have a clear line of fire over the bridge. Hanging from a tree was Shultz the Sniper and the rest of the force was set-up in the farm complex.

So the paratroopers made their advance and the German CO kept his cool and there was no shooting. He did, of course, have the added advantage of a pre-plotted mortar drop. INF 2 and MG 2 are in over-watch mode and awaiting the British to arrive over the bridge.



*"The Vickers Crew seemed to be asleep for most of this 20mm scale game! They made little or no impact - but it has to be said that this was more due to 'user error' than the MG itself ...forgetting to actually use the MG is a bit of a dumb mistake"*





*“PIAT (Projector Infantry Anti-Tank) teams can be very effective in Rapid Fire, as can the German counterpart, the Panzerschreck. But for the majority of this game the Allied commander was tactically inept with his PIAT teams.”*

## TURN 2

Speed is of the essence and the paratrooper CO ordered full steam ahead. The Jeep stormed over the bridge and BOOM, the German CO let rip with a pre-plotted mortar drop and a direct hit was made. We use in-house rules at this point for mortars that use the Games Workshop scatter dice to depict hits, mid-air explosions and so on. Piers rolled well and slammed right on top of the Jeep, killing everyone inside it. Not a good start at all.

The MG 2 team shoots at Para 1 and fortunately a roll of 1 leaves no dead. Lucky break there. The German INF 2 targets the same guys and inflicts one casualty. The bridge is turning into a bit of a killing zone, time to leg it as fast as possible.

With the reserve fire over it is time for the paratroopers to respond. The mortar moved so no fire there and the Vickers can't see anything. Para 1 returns fire at the MG 2 team but causes no harm. Nothing else can fire so that is it for the British.

Now it is time for the Germans to move some more and open fire with other troops. INF 3 continues to advance to the hedge to provide covering fire for its troops. The German Sniper has a pop at Ernie, the paratrooper Sniper. Misses!

And so we move on to the next turn with me hoping that my luck will change and I start to roll better dice!!







### TURN 3

It is all about getting across the bridge now and moving the southerly force into a suitable shooting position. With the jeep gone the momentum of the gallant charge ground to a halt, well actually blown into the river! So it was a foot kinda charge ...and the PIAT 2 team led the way.

Para 1 moved into a better position and opened fire on INF 2. The CO, Para 2 and PIAT 1 teams moved into better positions and the decision was made to bring the Vickers and mortar into better positions.

The paratrooper fire was woefully useless this turn and no major kills were made, except for a jammy dice roll that saw Para 2 take out the German MG 2 team. You could sense that the CO of "Kampfgruppe Strumpet", as I had named it, was confident I was going to be toast!

It was the German go and I'd messed up big time with my troops. I'd left Para 2 in a 'hole' with INF 2 able to target them. Being in the open and at medium range things were about to get interesting. Piers rolled a 6 and I just cringed – he'd killed three men. Only five left in that Platoon. Not good at all.

Then he opened up with INF 1 which had charged out of the farmhouse and hit me with another 6 – Para 2 had lost two more men. It was looking bad for this Platoon.





In came the Mortar and hit the PIAT 2 team, but a poor dice roll let me off the hook. The bridge was turning into a bit of a problem for me. Then amidst all of the bloodletting that I found my boys part of, came a bit of lunacy and I've no idea what compelled Piers to do this. He charged INF 3 over the hedge and into the open field. Oh for next turn ...

#### TURN 4

I finally found myself with a nice, open target to kill - INF 3. I couldn't help myself: I opened fire with Para 3, Para 1 and the Vickers. And it hurt ... only one man was left standing after the dice rolls. So we decided that he would 'bug out' after watching his colleagues fall.

Now what is left of Para 2 (three men) opens fire on INF 2 and amazingly this group made another kill. The CO group shoots at them and makes another kill, so two dead this turn takes them down to six men.

The rest of the paratroopers are simply hustled over the bridge.

Piers wasn't too cocky about things now and I'm sure I could see a bead of sweat on his forehead. Rich Jones had been teasing him mercilessly about how, "Fawcett never loses when he plays with Paras" and "his Ego will dine out on beating you for months" and

*"They may well have been out numbered but the German Panzergrenadiers put up a sterling resistance against the Paratrooper assault. While you never got the feeling they would score a major victory, you did speculate on many occasions about how bloody a nose they would give the Red Devils!"*







I'm sure this was playing on his mind. Probably the reason behind the suicidal charge of INF 3 into the land of "take me off the board please I'm dead."

We play several house rules for Rapid Fire and one of them is how we use Snipers. This time Piers chose to ignore Ernie and hit PIAT 1, and he toasted both of the crew. Not good.

INF 2 aimed at Para 1 and opened fire, a 1 was rolled and Piers nearly wept. These chaps were in the open and in close, what a bad time to roll a 1 in any gaming system, never mind Rapid Fire where it is unforgiving.

The pre-plotted Mortar was aimed at the paratrooper Mortar on the edge of the bridge and another bad roll left expletives issuing forth from our new found painter/player.

The rest of the German fire was useless. But what was more amusing is that Piers finally remembered that he had a PAK 40 and dragged it out of the bunker and aimed it down the track. I knew Turn 5 and 6 were about to warm up!

## TURN 5

The German Pack was on its way and things were going to either keep going or end badly if I didn't rev the whole operation up. So I opted to take Para 1 over the wall and engage the German INF 1,

PIAT 2 came into its own and tried to get into range of INF 2, whilst staying behind the stone wall and Para 4 engaged INF 1.

The CO stayed put and Para 3 came up to support him. As for my Sniper it was time to take out the German Sniper and so I moved in to the assault.

As I moved my men up I'd forgotten about the MG team in the farmhouse and at this point Piers interrupted fire me and hit Para 1, rolling a 6 which meant that at Short Range, Hard cover he inflicted two kills. This was tardy of me, but it got worse. The interruption meant I forgot to move my mortar from the bridge end, the pre-plotted bridge end.

Time for my firing. I decided that INF 2 needed taking out and so focussed Para 4, Para 2, the CO and Para 3 on the chaps. I rolled ALL 6s and INF 2 ceased to be a threat. Para 2 was only three men but aiming at them over the wall, so close range and in the open, which meant a roll of 6 gave me three kills, Para 3 was at medium range, but shooting at hard cover, but a 6 gave me two kills and the same went for Para 4 with two kills. The CO and his chaps tied it all up with a single kill – INF 2 ceased to exist.

It turned out that my PIAT 2 team was out of range and Para 1 failed to make any kills. My Mortar was not set up and my Vickers had moved and therefore couldn't fire. And then Ernie topped his opponent. Turn 5 was a good one for me.



The Germans fired back and INF 1 shot at Para 1 and a roll of 6 meant that I took two casualties, leaving Para 1 with only three men. Now the German Mortar landed on my own Mortar team and toasted it. That was a silly error on my part and one that irked me for sometime.

#### TURN 6

It was starting to look pretty bleak for Piers and his chaps in the farmhouse but in the back of my mind was his reinforcements which I knew could turn up at any moment. I was doing pretty well, although Para 1 and Para 2 were shot up quite badly and I'd lost a PIAT team and my mortars.

I moved in for the kill: Para 1 and PIAT 2 would sort out the German Mortar team and Para 2, 3 and 4 would sort out the INF 1 that was courageously defying all odds and standing there slugging it out.

Now I'd mentioned all 6s being rolled the other turn, well it was my turn for 1s and everything I did turned to the proverbial. It was utter pants. What a waste of time and the smirk on Piers' face was irritating.

He on the other hand got cocky. He pulled INF 1 back and then fired them, the MG, the Mortar and the PAK 40 at me. I guess I deserved it for toasting his boys so well, but I thought that I might have at least killed one figure.



*"Not even the arrival of the Sdkfz 251 halftrack could dent the Para assault. It has to be said that its arrival didn't worry the Para Commander; he figured that his own stupid command decisions were more likely to impact the game, than the MG and Panzergrenadiers that got out of this vehicle!"*







Piers took a Mortar shell and lobbed it at Para 2 and hit them, killing two men. They were down to one man and more or less out of the game now. His MG team targeted Para 3 and killed one man, it was down to seven men. His PAK 40 felt like saying hello to the Para 3 and he hit, rolling well and killing two men, now down to five men.

Turn 6 was a bloody nose for me and nothing for the Germans. Not what I expected to happen.

#### TURN 7

We rolled at the start of the turn for reinforcements and on came the rest of his troops: an Sdkfz 251/1 with 8 x Panzer Grenadiers, who'd been off on patrol in the south.

This put the cat amongst the pigeons a little bit as my troops were in the open, he was fast and mobile and had MGs and his troops were in hard cover. I was not too happy to be honest with you.

I immediately moved my CO to cover and as you can see from the map opted to move in to assault the farm, take out the German Mortar and MG team and effectively end the game.

Various good and bad dice rolls saw me kill the Mortar team, wing the MG team and miss INF 1. Not great by any stretch of the imagination.

The CO and Para 3 managed to hit, but not hurt the halftrack and Ernie the Sniper had gone to sleep. I joked that he could have maybe run up and hit them with the rifle butt.

Piers was now close to losing this game but he kept plugging away. Annoyingly his MG team killed my PIAT 2 team (that bugged me) and his PAK 40 hit Para 4 but didn't hurt anyone.

Then the cheeky so and so dropped a mortar shell on Para 3, missed and hit the CO - twice. A roll of a 6 both times wiped him and his men out. That was not what I expected and frankly it was ludicrous that I found myself on the thick end of a hiding in turn 7 of the game.

His new reinforcements managed to miss me badly and I was surprised that he hadn't rolled a pot full of 6s and toasted me some more as he drove past.



## TURN 8

We chose to make this the last turn of the game. It was more or less over and we now wanted to see what would happen to the paratroopers.

We were going to play a counterattack game with the British that were left, after adding a bit of randomised reinforcements, and so what Piers was hoping to do in this turn was wipe out what he could.

I moved Para 4 and Para 3 in to try and take out the halftrack that had headed into my men guns blazing. The Vickers was now set up (I seemed to have spent most of the game moving it around and doing not a lot with it) and even Ernie joined in. Suffice to say we shredded it, which was not a bad result. Plenty of jammy dice rolls again.

The PIAT 2 team missed the PAK 40 and so it survived, Para 1 hit the German infantry and inflicted four kills at short range, open cover and that reduced the platoon to a mere two men.

Piers shot back and managed to miss all my troops – a rather ignominious end to his final turn.

## IN CONCLUSION

The assault had ebbed and flowed in an amusing way with both sides doing pretty well. It was a good victory for the paratroopers in the end but they had taken pretty heavy casualties. The survivors consisted of:

CO plus 3 – **Dead**

Mortar – **Dead**

Sniper – Alive

Vickers – Alive

PIAT 1 – **Dead**

PIAT 2 – Alive

Para 1 – 5 men out of 8

Para 2 – 1 man out of 8

Para 3 – 5 men out of 8

Para 4 – Fully intact, 8 men

It's not worth listing the Germans, they got pretty banged up and the reinforcements didn't do a lot of good either. I'd question the logic of driving straight at the t-junction, but that wasn't my decision.

We hope that you enjoyed this battle report and next month we'll amuse you with more 'questionable' battle tactics!







# BLACK TEMPLARS

## SPACE MARINE ELITES



*"We're very excited to see that Games Workshop has brought out its new range of Warhammer 40K Black Templars miniatures."*

*"Having already amassed a pretty sizeable army using the old plastic and metal we are currently having a bunch of new ones painted out. Our motif for the new army will be the red Maltese cross and not the GW style black cross."*

*"Like our old figures the new ones will be heavily customised. Watch out for a Battle report featuring these Bad Boys in February."*







AN ARTHURIAN TALE

# SKIRMISH

BY ALAIN PADFIELD

## ON ICE

*It was a much anticipated movie that promised much. King Arthur could have been a superb rendition of the legend of Briton's most famous Knight – King Arthur. But it seemed to have left plenty of viewers cold. We have mixed feelings about the movie at WJ, polarised views of love and hate. So we asked Al Padfield to create us a scenario or three in a hope that gaming the movie might draw us closer together.*

### KING ARTHUR

When I first saw the recent movie adaptation of the story of Arthur, I had mixed feelings towards it. It is fairly entertaining nonsense, with brief periods of absurdity in it. I do not mind absurdity as such, as I enjoyed watching *The Scorpion King*, but *King Arthur* at times becomes downright silly, stupid even.

Its few redeeming features are decent historical costumes, good fight scenes and downbeat humour, and warrior camaraderie.

To illustrate my point, the director seemed to think he was directing *The Seven Samurai*. If I remember rightly the odds were seven samurai and 20 to 50 villagers, against 60 or so bandits. In *King Arthur* the odds are seven heroes against 200 Saxons in the mountains, and six knights against 100 Saxons in the vanguard that came through the gate.

In the final battle it is the same again plus a few hundred Picts if that, against thousands of Saxons, and since when did the Picts learn how to use stone throwers?

You know what to expect with a Jerry Bruckheimer production though, shouting and explosions and plenty of advertisement style direction. The special features on the DVD do little but praise the greater glory of Bruckheimer and the high level of historical accuracy. Accuracy in sets and costumes maybe, but not necessarily in the script.

Why was there a Roman villa north of Hadrian's Wall? Why were the Saxons quaking in their boots at the sight of six Sarmation knights? Why did Lancelot do the voice over since he gets killed and why was he more Welsh in the voice over than as Lancelot? Why did the first scene in the Sarmatian village remind me of any number of ropey and badly directed fantasy movies from the eighties?

It's just a dumb movie, so why care? Well, I figured it would be a challenge to write a playable scenario for the skirmish on the iced up lake.

I wondered why the Saxons didn't just spread out across the whole lake and charge, but for some reason they were cautious, timid and not very bright. That the scene was preposterous might have been the cause. So can I make odds of nearly 30 to 1 into an enjoyable game?

### BACKGROUND

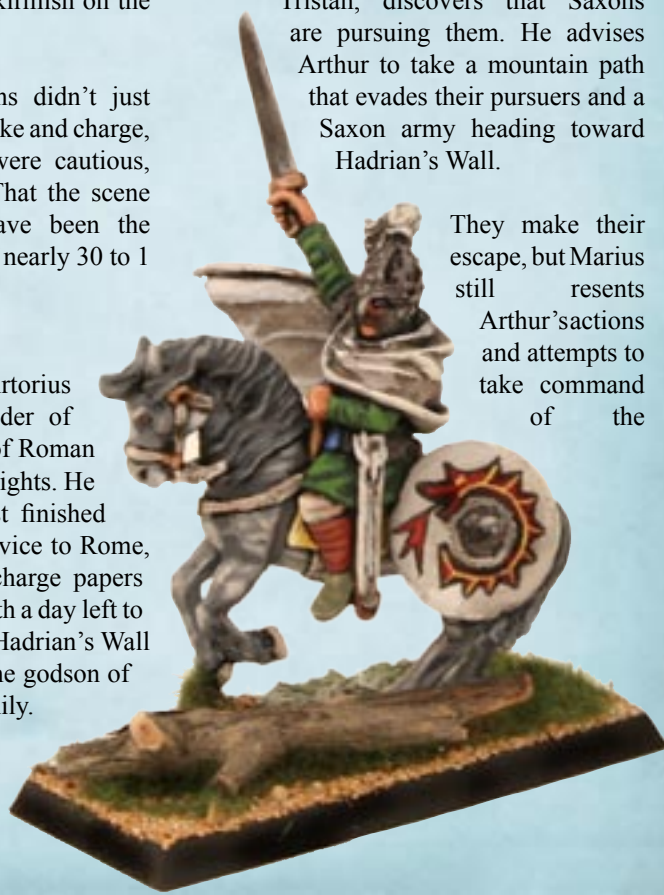
It is 452AD and Lucius Artorius Castas (Arthur) is commander of Hadrian's Wall, its garrison of Roman soldiers and six Sarmatian knights. He and his knights have almost finished their 15 years of military service to Rome, and eagerly await their discharge papers from a Bishop Germanus. With a day left to serve, they are sent north of Hadrian's Wall by Germanus to 'evacuate' the godson of the Pope, Alecto, and his family.

Arthur has a bit of trouble convincing Alecto's father

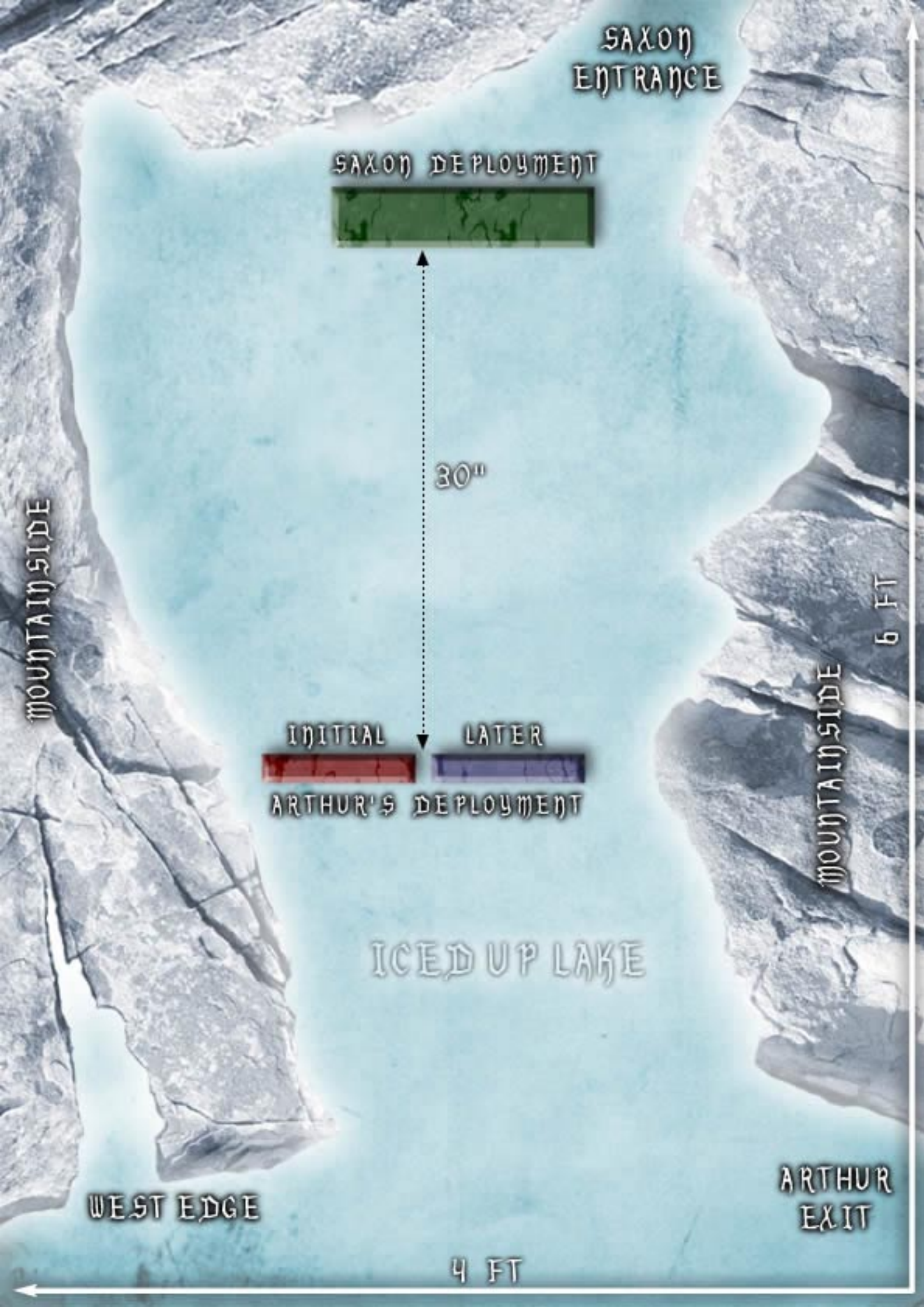
Marius to leave, and finds some crazy monks living in a dungeon. He rescues Guinevere and a young boy from the monks, despite Marius' protestations that they deserve nothing better being both Pagans and Picts. The film does try very hard to establish the Romans as evil, vicious overlords of 'Briton' and the Sarmatians as freedom loving 'Republicans'.

Arthur assembles a caravan including Alecto and family, plus the previously oppressed peasants from the villa. His trusty scout Tristan, discovers that Saxons are pursuing them. He advises Arthur to take a mountain path that evades their pursuers and a Saxon army heading toward Hadrian's Wall.

They make their escape, but Marius still resents Arthur's actions and attempts to take command of the







SAXON  
ENTRANCE

SAXON DEPLOYMENT

30"

6 FT

INITIAL

LATER

ARTHUR'S DEPLOYMENT

ICED UP LAKE

WEST EDGE

ARTHUR  
EXIT

4 FT



caravan, but is killed by Guinevere. This leaves Arthur in command of a small detachment of Roman guards that served Marius, whom he puts under the leadership of Ganis, a villager.

One night after making camp, Guinevere leads Arthur into the woods where he meets Merlin, one of the Pict chiefs. Merlin proposes that he lead the Picts against the Saxons, but Arthur is undecided, as it is only later that he chooses 'Briton' over Rome. Arthur as it turns out had a Pictish mother, but blames Merlin for her death.

With the Saxons hot on their tail, the caravan is slowed down when it crosses a frozen lake, and perhaps weakens the ice as it does so. Arthur realises that the caravan will be vulnerable as it descends the mountain and decides to fight the Saxons on the ice, giving the caravan time to escape. It makes more sense to have fought on the track than in the open on the lake, but Arthur thought he could drown the Saxons if the ice cracked.

## DEPLOYMENT

In the movie Arthur, Lancelot, Tristan, Gawaine, Galahad, Bors, Dagonet and Guinevere set up in a line armed with bow and arrows; with spare weapons at their feet.

You can choose to deploy them cinematically, in either the Initial or the Later Deployment Area, as there seems to be a continuity error between computer graphics shots of the lake. If you do so, the Saxons are deployed as shown on the map, 30" away from Arthur and his comrades.

Instead of a cinematic set up, you can deploy Arthur and comrades anywhere on the board, within 30" of the corner marked 'Arthur Exit'. This is the only place that Arthur and comrades can leave the board safely; if they leave via the 'Saxon Entrance' or the 'West Edge' they are captured. At least one Saxon unit must be deployed 30" away from Arthur and friends (and east of them), the others can be deployed next to it or behind it.

In the movie Cynric leads the two hundred Saxons that pursue Arthur, they march through the valley onto the ice and form up opposite Arthur. This skirmish only uses 100 Saxons, including 4 units of 20 Saxon Shieldwall, 1 unit of 10 Saxon Light Infantry and 1 unit of 10 Saxon Skirmishers.

## RULES

The Saxon crossbows only have a range of 20", as they seemed fairly primitive. In this first skirmish Arthur and all of his friends are armed with composite bows, which have a range of 30". They had a range advantage in the movie, which is probably because they used 'flight arrows' rather than 'war arrows'.

If any unit uses 'Double March' it weakens the ice, roll 1d6. If the score is 1, 2, or 3, that many figures fall through cracks into the water. Characters and units in 'Skirmish Formation' ignore this rule. Nothing can 'Fast March', because the ground is too slippery.





# THE RUINED OUTPOST



Remember that the Saxons get -1 shooting at characters, and -1 shooting at long range. They also get -1 shooting because they are unsteady on the ice, which could result in a 7+ to hit and a reduction in weapon Strength.

The ice has Toughness 6, every 1" section has 3 Damage Points, remember to add any Strength bonuses to wound the ice. If a section is destroyed roll 1d6, if the score is 1 nothing happens, 2-3 a crack grows north and south, 4-5 a crack grows west and east, if it is 6 a crack grows in all directions.

A crack grows by 1d6" in each player's turn, and any figures within 1" of the crack or moving over it must roll on their Initiative or fall in the water.

Any character that causes a crack in the ice ignores the 'fall in' rule until its next turn. Any figures that fall in the water suffers a Strength 3 hit per turn with no save.

A figure in the water can try to climb out or another figure can try to pull it out of the water on the following turn. In both cases they must roll less than or equal to their Strength to be successful.

## OBJECTIVES

Arthur and friends need to kill as many Saxons as possible and ensure the safety of Alecto and the caravan. If they attempt to travel home without their discharge papers, they will be treated as deserters and they can only have their discharge papers if Alecto escapes.

If half of the Saxons are killed they win, as it increases the likelihood of Alecto reaching Hadrian's Wall. If Arthur is killed they lose, because without Arthur 'Briton' will fall to the Saxons much earlier.

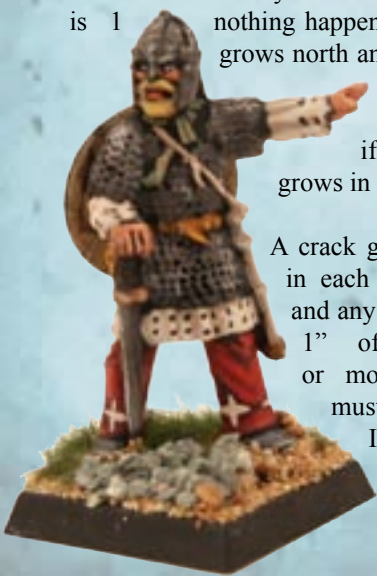
The Saxons need to kill Arthur to ensure their victory at Hadrian's Wall and capture Alecto for a ransom to pay for their invasion campaign. Cynric wants to capture Alecto to prove his worth to his father Cerdic, who leads the Saxon army and wants to kill Arthur to increase his prestige.

If Arthur is killed Cynric wins, if he is killed he loses. If he is killed his Saxons can pursue Arthur to get revenge, this gets the Saxon player into the other skirmishes.

## THE WILY PICTS

At this point this scenario deviates from the movie, but has similar encounters that almost run from one into the other. The caravan has safely travelled down the mountain, but there is a Pict village nearby.

The Picts have mustered their warriors to ambush the caravan or any other travellers on the road. These Picts are not allies of Merlin or Guinevere however and will happily fight Arthur and the Saxons.





Arthur and or any 'survivors' from the ice skirmish are deployed within 12" of the north board edge. If the survivors (those not killed or captured) left the board within the first 5 turns, there is 1 unit of 10 Pict Light Infantry. If not, there is 1 unit of 10 Pict Light Infantry and 2 units of 15 Pict Skirmishers. See map on Page 25.

The survivors are mounted and are deployed first. The Picts deploy second and can start the game in any wooded area. If Tristan is still alive, the Picts must deploy one unit in open terrain.

The woods are Difficult Terrain and the cliff side is Impassable. If you do not have enough trees, use lichen to represent bushes and scrub. Use books to represent the cliff side, or a line of rocks for the edge of it if you don't have useable terrain.

The survivors must reach the south board edge to escape and catch up with the caravan. If any characters leave via the north edge they are captured by Saxons, if they leave via the west board edge they are captured by Picts. If half the survivors escape, they win; if Arthur is killed they lose.

### THE NOT SO WILY SAXONS

The Saxons are in pursuit of the 'survivors', who had ridden down the mountain on their horses. They hear fighting in the woods later that day and march in that direction. They stumble into the same Pict trap as the survivors, but the amount of trouble they might suffer is variable.

If any cracks in the ice cut the Saxons off from 'Arthur Exit' then they have been delayed. They can cross the ice and take the casualties, or take a detour. If they take a detour roll against their Leadership or Cynric's, if they fail one random unit gets separated and is lost before they meet the Picts.

If the survivors escaped without any of them being killed or captured, the Picts go home after such a disappointing ambush. If some of them were killed or captured, the Picts are there, and have another 1 unit of 10 Light Infantry.

If the Picts killed or captured all of the survivors, they have another 2 units of 10 Light Infantry,

Statistics for Warhammer Ancients									
<b>Lucius Artorius Castas</b> Healer (repair 1 wound between each skirmish)									
M 4	WS 6	BS 4	S 4	T 4	W 3	I 5	A 3	Ld 9	
Long Sword (+1 St, -1 Sv), Light Armour									
<b>Lancelot</b> Agile (ignore movement modifiers)									
M 4	WS 6	BS 4	S 3	T 4	W 3	I 6	A 3	Ld 7	
Two Swords (+1 At), Light Armour									
<b>Tristan</b> Archer (3 shots per turn)									
M 4	WS 6	BS 6	S 3	T 4	W 2	I 6	A 3	Ld 7	
Long Sword (+1 St, -1 Sv), Composite Bow, Light Armour									
<b>Gawain</b> Lucky (+1 Sv)									
M 4	WS 5	BS 4	S 3	T 4	W 2	I 5	A 2	Ld 7	
Club, Throwing Axe, Light Armour									
<b>Galahad</b> Lucky (+1 Sv)									
M 4	WS 5	BS 4	S 3	T 4	W 2	I 5	A 2	Ld 7	
Long Sword (+1 St, -1 Sv), Light Armour									
<b>Bors</b> Savage (causes Fear in enemy)									
M 4	WS 5	BS 4	S 4	T 4	W 2	I 4	A 2	Ld 7	
Double Hand Axe (+2 St, -2 Sv), Knuckle Blades (+1 At, +1 In), Light Armour									
<b>Dagonet</b> Healer (repair 1 wound between each skirmish)									
M 4	WS 5	BS 4	S 5	T 5	W 2	I 4	A 2	Ld 7	
Double Hand Axe (+2 St, -2 Sv), Long Sword (+1 St, -1 Sv), Light Armour									
<b>Guinevere</b> Agile (ignore movement modifiers)									
M 5	WS 4	BS 5	S 3	T 3	W 2	I 6	A 2	Ld 7	
Axe and Sword (+1 At), Composite Bow									
<b>Cynric</b> Army General									
M 4	WS 5	BS 3	S 4	T 4	W 2	I 5	A 2	Ld 8	
Sword, Shield, Light Armour									
<b>Saxons</b>									
M 4	WS 3	BS 3	S 3	T 3	W 1	I 3	A 1	Ld 6	
Mixed Weapons (swords, axes), Shield, Light Armour							Shieldwall		
Mixed Weapons (swords, axes), Cross Bow							Skirmishers		
Mixed Weapons (swords, axes), Short Bow							Light Infantry		
<b>Picts</b>									
M 5	WS 3	BS 3	S 3	T 3	W 1	I 3	A 1	Ld 5	
Mixed Weapons (spears, axes), Shield							Light Infantry		
Mixed Weapons (spears, axes), Javelin							Skirmishers		

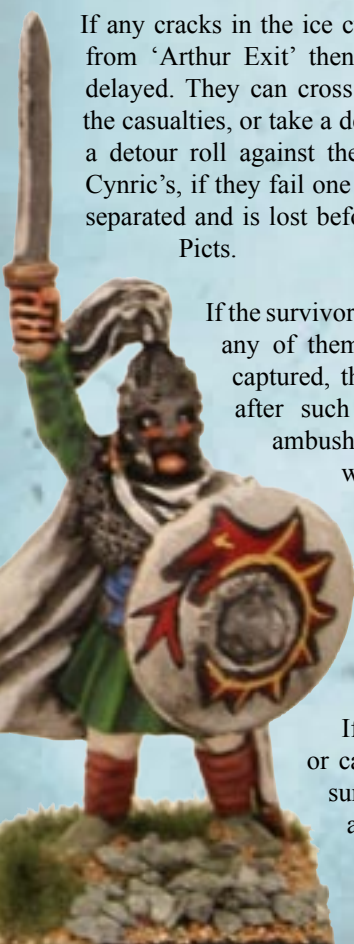
and another 1 unit of 10 Skirmishers armed with Short Bows instead of Javelins.

The Saxons are deployed first, within 12" of the north board edge. The Picts deploy second and can start the game in any wooded area. The Saxons must reach the southerly board edge to catch up with the caravan. If half the Saxons reach the south edge they win, if Cynric is killed they lose.

### ALMOST HOME

Arthur and friends have caught up with Alecto at a ruined outpost within sight of Hadrian's Wall, Alecto had sent the rest of the caravan ahead and waited there for Arthur. It is at this point that they are most vulnerable, as Arthur might be dead by now and Alecto can be captured. See map on page 26.

If the Picts went home in disappointment after ambushing Arthur, the Saxons have marched quickly and can ambush Alecto.





Alecto and the horses are deployed in the ruined outpost, Arthur and friends are deployed dismounted anywhere 6" away from the outpost. The Saxons are deployed anywhere within 12" of the east board edge.

If the Picts fought the Saxons, they were slowed down but made a fast march when they saw the ruined outpost and the caravan in the distance. Everyone is deployed in the ruined outpost, but dismounted. The Saxons are deployed anywhere within 12" of the north board edge.

If the Picts had reinforcements they harassed and delayed the Saxons, so that Arthur and friends reached Hadrian's Wall. The Saxons are deployed anywhere within 12" of the ruined outpost. Arthur and friends, plus 2 units of 20 Pict Light Infantry with Javelins deploy within 12" of the south board edge.

### OBJECTIVES

At this point there are many possibilities

affecting the decision making of the Sarmatian knights, Arthur if he is alive, Cynric if he is alive, and the surviving Saxons. Either player whether Sarmatian or Saxon, might well decide to retreat off the board in the first turn, if either does so, this skirmish is a draw.

Arthur and friends must still get Alecto to Hadrian's Wall, therefore, if Alecto leaves via the southerly board edge they win, if he is killed or captured they lose. If Alecto escapes but Arthur is killed they draw, if Arthur and all of the knights are killed or dead by now they lose, lose, lose!

If Arthur is already dead, the next knight on the statistics list counts as Arthur for purposes of achieving objectives, this applies to previous skirmishes. If Arthur is killed on the ice, Lancelot counts as Arthur against the wily picts.

If Lancelot and Tristan are killed against the Picts, Gawain counts as Arthur at the ruined

outpost. This is because each time the most senior knight is killed or captured, another takes command.

The Saxons must still capture Alecto and/or kill Arthur, if Cynric is dead all they have to do is kill Arthur. If they have already killed Arthur, neither they nor Cynric have anything to prove.

If they kill Arthur they win, if not they lose. If they kill or capture Alecto, but do not kill Arthur, they get a draw. The Saxon objectives that involve Arthur are not subject to the 'next knight on the list' rule.

And I can't write any more If Then And Or statements for fear of confusing me even more than I already am! I hope you enjoy these interlinked scenarios and I have more plans for Arthur in the future.

All the best for now ...



*Gripping Beast Saxon figures  
painted by Colin Patten*





# Anyone fancy a Carrhae?

Looking at the image above a number of thoughts come into my head: Where does Rich Jones get those shirts? What a dumb move Steve A was making! Not sure about the England top Steve B is wearing. And how great it is to see little Steve (child of the man wearing the England top) enjoying a historical wargame.

Like many other wargamers out there I worry that not enough new gamers are coming into the hobby. I'm a player of Games Workshop products, with a penchant for Lord of the Rings and 40K. I have too much plastic and metal from GW to properly catalogue and on top of this I also have my GW Warhammer armies.

Lately I've been playing Airfix's new game Robogear and giving sets of the game to my own family and neighbours kids, listening to what they have to say. The arrival of Airfix into Sci-Fi gaming is great news and I would like to see them embrace the good old days of Airfix when wargaming was a strategic part of the marketing strategy. Robogear is a fantastic start, now they need to capitalise on it.

I think it is great that kids play 40K, Robogear and LOTR, but I hope they will move on and play historical games as well. Or am I just fooling myself that these kids will ever make the move from 40K to WWII or even Ancients?

Is it the rules? Are they too complex for kids to play? Are the clubs too old fashioned in their ways to allow kids gaming to flourish? I'm personally not sure about the reasons why our hobby seems to fail to embrace the younger generation, which is why I'd like to canvass your opinion. If you have any thoughts

drop me a mail to [neil@rebelpublishing.net](mailto:neil@rebelpublishing.net) and help me out. We've been thinking about starting a Newbies section within WJ and I would very much like to get your help in defining it.

Heading back to the image above to conclude this short piece, I remember this as being a hugely fun afternoon of play-testing. Rich and Steve A wanted to get out a chunk of our Carrhae game in 10mm and test out the cavalry rules. Rich took the Parthians and our Father and Son duo took the Romans.

Little Steve decided to be dice master and loved the fact that Warmaster ends up with lots of dice being rolled. He also very much enjoyed the mauling action of the Roman Legions as they advanced in. That was until the Parthian Cataphract slammed into the side of a Legion and tore it apart!

But he stuck with it, chatting to his Dad and asking questions about the Legions, curious about why they marched the way they did. His main concern was a lack of cavalry and it was explained to him that in this particular game the Romans made a bit of a mess of it and got thumped by a massive cavalry army. His summation of the roman leader, "that's just stupid" more or less summed it all up.

I'd like to see more kids like Steve play the hobby and the fact that his Father's a gaming loon helps in his case, but we need more young blood. Well that's the end of my ranting and I'm now off to dig out the A4 box files of 10mm figures.

**Neil Fawcett**





BY JOHN PLATT

# WHO DARES WINS

## THE SPECIAL AIR SERVICE ( SAS )

*Jeeps, Chevy trucks, heroes and aircraft to be blown up...what more could you want from an article? Our first look at the SAS will act as a scene setter for a broader series of articles/scenarios during 2006. For now we offer you a desert scenario for use with the Flames of War rules and the latest supplement to support the rulebook, Desert Rats. So on with the Arab headdress, grow a beard and jump in a jeep - we've got some ME109 fighters and a fuel dump to blow up!*

### INTRODUCTION

The strike teams of the British Special Air Service (SAS) and Long Range Desert Group (LRDG) have long been revered as heroes and rightly so. The bravery of these men who struck out into the desert, causing destruction and fear wherever they went should never be forgotten.

But how did it all start?

The British SAS (Special Air Service) is without doubt or recourse one of the world's premier Special Forces teams. Its history dates back to WWII, when Captain David Stirling developed the concept while recuperating from a parachute accident.

Story has it that when David Stirling attempted to propose his idea to the CO the guards at the gate wouldn't let him into the building, so he simply jumped the fence and proceeded to walk into the office. The SAS was initially created as a desert raiding force (designated as L Detachment Special Air Service) to weaken Erwin Rommel's North African logistics network as well as hinder aircraft operations.

The first successful raid (not all were successful!) happened in December 1941, when two groups destroyed 61 aircraft at two airfields. Amusingly when the force ran out of explosives, SAS soldiers began to use their personal weapons to shoot out the controls of the aircraft.

One soldier, Paddy Mayne, proceeded to rip out the controls of one aircraft with his bare

hands. Another raid was launched soon after; this time twenty seven airplanes were destroyed.

Paddy Mayne went on to become one of the most highly decorated SAS soldiers winning four DSOs (Distinguished Service Order) by the end of the war. His exploits were legendary, once killing 12 German paratroopers then heading off on his own to exact revenge on German gunners for hitting a British truck.

It is believed that of the 320 or so aircraft destroyed in the desert, it is estimated he blew up at least 100 of them. He later took over from Stirling as commander of 1 SAS regiment.

If we move away from the Desert Theatre the SAS also operated successfully in Europe. One large scale operation (codenamed Houndsmith) saw 144 men parachute with jeeps and supplies into an area close to Dijon, France. The effectiveness of SAS troops in Europe speaks volumes:

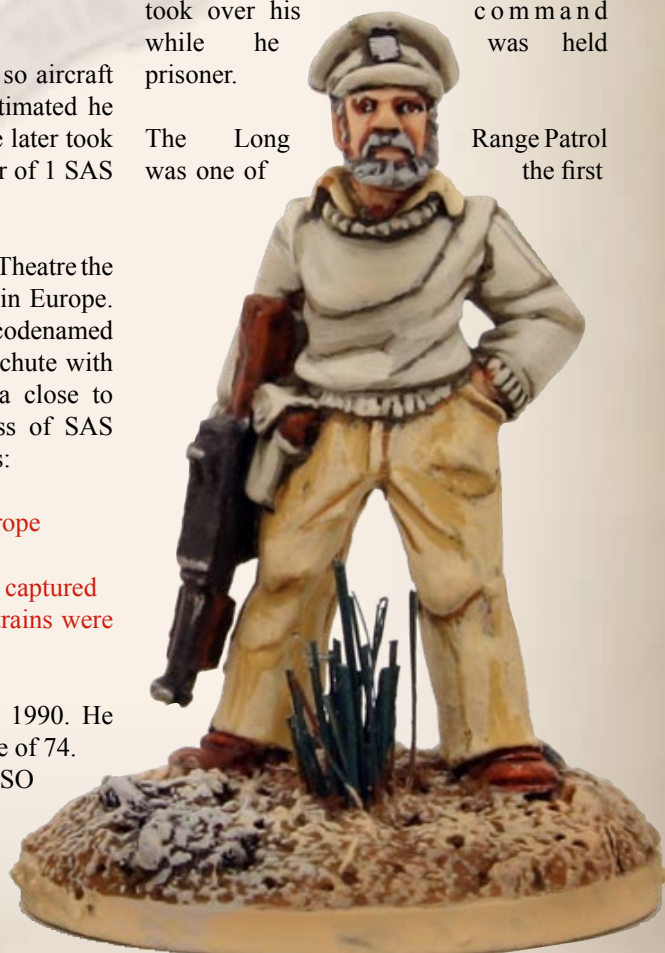
- 7,733 German casualties in Europe
- 4,784 prisoners were captured
- 700 vehicles were destroyed or captured
- 164 railways were cut, seven trains were destroyed and 33 were derailed

David Stirling was knighted in 1990. He died a few months later at the age of 74. He was awarded the OBE and DSO for actions during WWII. He was nicknamed the "Phantom Major" by his peers. During

WWII Stirling was captured by the Germans, and although Hitler had ordered all "special forces" (OSS and SAS) to be executed, Stirling escaped executions by maintaining silence about what he was.

He proceeded to escape from four different German Prisoner of War camps, each time being caught, but he never gave up. He was finally moved to Colditz for the rest of the war. His brother, William Stirling, took over his command while he was held prisoner.

The Long Range Patrol was one of the first





Special Forces formed in WWII. Although part of the British forces, the Long Range Patrol was initially made up mostly of New Zealanders.

In December 1940 British formed G Patrol, and along with the New Zealand R and T patrols made up what we now know as the Long Range Desert Group. In January 1941 they were joined by more British in Y Patrol, and Southern Rhodesians in S Patrol.

The partnership between the LRDG and the SAS was effectively formed back in the November of 1941. On November 16th that year 64 members of L Detachment parachuted from five Bombay Aircraft to five separate drop zones. It was a total disaster.

High winds meant that not ONE aircraft dropped accurately, with one aircraft even landing on a German airfield. Of the 64 men that took part in the operation only four officers and 18 NCOs and Privates returned. It was the first and last parachute operation in the desert.

Upon his return from the aborted mission Stirling met up with David Lloyd Owen of the LRDG who, upon hearing of the disastrous mission, suggested they take Stirling's men and equipment into combat. The LRDG could move quickly, drop the men within a few miles of their target and arrange transport back, thus began the long and successful association between the LRDG and the SAS.

### POST WWII HISTORY

After the war, the SAS saw action in Oman, Aden, Malaya, Borneo, and to some extent, Vietnam (apparently in U.S., Australian, or New Zealand uniforms). These operations were mainly of the counterinsurgency type. They have also been deployed in Ulster against the IRA, with some twenty-five IRA members being killed by the SAS in the 11 years between 1976 and 1987.

### THE FALKLANDS WAR

The SAS saw extensive action in the Falklands war with teams infiltrating various points for reconnaissance missions. An Argentine submarine was attacked in

Cumberland bay. RN Harriers were guided in at Port Stanley after a team spotted Argentine helicopters being redeployed. An airfield at Pebble Island was raided; with 11 aircraft destroyed at the cost of one SAS member injured.

Sadly not all actions were successful. An SBS patrol walked into an SAS patrol, which was dug in. Noticing Argentinean webbing (which the SBS was wearing) the SAS proceeded to fire on them. When the firing stopped, an SBS Marine lay dead. Sadly 18 SAS troopers were also killed when a helicopter carrying the SAS soldiers ditched off the Falklands coast.

### IRANIAN EMBASSY SIEGE

TV made this the most famous of operation that the SAS ever conducted. The Iranian Embassy was seized in May of 1980. Iranian Terrorist opposing Kohmeni's rule seized the embassy and 26 hostages were taken. An eight man team rappelled from the roof while a four man team reached a balcony from adjoining buildings. Another team reportedly blew a hole in a previously weakened plaster wall. Only one terrorist survived; he had hidden within a group of female hostages who were protecting him.

### THE GULF WAR

During the Gulf War, SAS teams were inserted deep within Iraq to search for mobile Scud missile launchers. The plan was to locate the launchers and then wait in order to call in air strikes. If this wasn't possible then the SAS troopers were expected to dispatch the missiles themselves. Amazingly within a mere nine days of the beginning of the war, Scud missile launches from the area under the SAS' responsibility had completely stopped.

On January 22, 1991, an 8 man team (now famously known as Bravo Two Zero) was dropped deep behind Iraqi lines. But the team was compromised the day after it was inserted and tried to escape west to Syria; which was 100 miles away. The team became split up, enduring the worst weather the region had experience in 30 years.

Of the original eight-man team three were killed and four were captured. One man

managed to make it across the Syrian border and to safety, a journey of 180 miles, on foot. Four members managed to steal a car and drive to within eight miles of the border. Hitting a military checkpoint, they left the car (as well as the dead guard) and ran for the border. In the mad dash to the border three more SAS soldiers were killed.

Two men were killed during firefights; one was providing cover fire for other members of the patrol; while one was killed while stealing a car from Iraqi soldiers. One member died from hypothermia and another managed to get to within 2-3 miles of the border. But the remaining four SAS members were captured and tortured. It is reported that this eight-man team killed around 250 soldiers before they were killed or captured.

SAS patrols penetrated deep inside of Iraq; at one point a "mobile" fighting column from A Squadron was just 18 kilometres outside Baghdad. The SAS played an important role in Iraq; they prevented Israelis from entering the war.

### BACK TO WWII: OPERATION MONGOOSE

During the December of 1941 the SAS and LRDG attacked airfields at Sirte, Tamet, Agheila, Agebadia, Nofilia and Marble Arch. This scenario can be any one of these targets – you choose.

We elected to play the game using the excellent Flames of War rules and take advantage of the extra rules included in the Desert Rats supplement. These rules are intended for 15mm figures but we already had a set of 20mm SAS and LRDG vehicles and figures painted by the fair hand of Steve Ord, our resident terrain junky.

So we chose the table size as 8 feet by 5 feet and got Steve to make us something that looked like a desert terrain board. Down the centre was a runway and around it five objectives: four aircraft and a fuel dump.

Next to the runway was a control tower, AA gun emplacement and several sand dunes and palm trees. The defending player was also allowed to place four soft-sand areas,



*Superb 28mm scale  
SAS and LRDG  
figures from Artizan  
Designs.*







roughly 6 inch by 6 inch, which is more of a hindrance than anything else. You normally drive around them but if forced into them or you make a mistake you have to roll a FoW bog-down check.

As you can see from the map this is a simple gaming table, but trust me it is huge fun to play.

### OBJECTIVES AND SPECIAL RULES

The SAS and LRDG have a simple mission: get in and blow up the targets and then get the hell out of there. Dead easy! The Germans: kill them all as quickly as possible and stop them blowing up your precious aircraft, Field Marshall Rommell will be very upset if his precious ME109s get destroyed.

Special rules are as follows:

1) The game starts at dawn. The first two turns are in darkness and usual FoW rules for night time fighting apply. Each turn needs to be diced for dawn breaking as per the rulebook.

2) The German player can assign four sentries anywhere on the gaming table. This is intended to stop British deployment too close to the targets. Basically a vehicle cannot appear within 16 inches of a sentry with troops on foot not appearing within six inches. This is the only role these figures play in the game.

3) British deployment is anywhere on the table, taking into account the German Sentries.

4) The British go first...

5) At the start of the German turn a single dice is rolled for re-enforcements arriving – a 6 on a D6 is needed. If successful a 2nd D6 is rolled and the troops arrive where the dice on the map indicate.

Each turn after this adds a further dice to the rolls and reduces the number needed – so on Turn 2 two dice are rolled with a 5 or a 6 needed. And so on...

6) The British troops are recon experts. Whenever they are fired upon only the first dice from the German troops can be allocated. At this

point the British player then rolls a skill check dice and if successful no more dice are rolled and the British player can 'dodge' his troops away up to a full movement away from the firing. If the skill check roll is failed the remainder of the German dice can be rolled.

*\* We're not giving too many of the rules away here because it would be unfair to Battleground Miniatures. The core rules and supplement cover this genre of combat very well and are a worthy investment.*

### ORDERS OF BATTLE – BRITISH

6 x SAS Jeeps – 2 bases of SAS soldiers in each jeep.

*\* One base can leave a jeep for assault phases while the other stays and mans the machineguns.*

4 x Chevy LRDG trucks with 2 bases of SAS figures in each. One truck can deploy an Italian 20mm AT gun.

The British player can also add 2 extra bases of SAS troops to any LRDG vehicle of their choice.

### ORDERS OF BATTLE – GERMAN

Unit 1: 3 x Panzer IV F1

Unit 2: 3 x Panzer IIIs

Unit 3: Platoon of Motorised Infantry

Unit 4: Platoon of Motorised Infantry

Unit 5: 3 x Sdkfz 222 Armoured Car

### TAMING THE MONGOOSE

We collected together three of the Wargames Journal more intense gamers to play this scenario: Me (German), Neil Fawcett (SAS) and Rich Jones (LRDG).

The following pieces are from the viewpoint of each commander and it's hard to read the SAS and LRDG commentaries without crying! As you may well have guessed from that comment I actually won this encounter... a royal whooping and it has to be said that both Neil and Rich deserved it.

### SAS – WHO DARES...FAILS

NF: I'm not sure if I messed up or whether this scenario was too tricky for such a force as mine to deal with. I elected to deploy from the West and chose to assault the two aircraft in E2 and F2/F3 and the fuel dump in G2. It seemed like a good thing to do.

John had placed a guard next to the aircraft in E2 which made deployment amusing, but I got around it and on came my six jeeps guns blazing.

It started superbly for me as I watched the fuel dump and the aircraft in E2 explode and go up in flames. My other target was not

damaged, but next turn I was confident I would take it out.

Then came the end of my go and German deployment. John rolled a 6 straight away and I watched as he chose his Panzer IVs and then rolled a 2 – the damn things came on directly towards me and I knew trouble was afoot.

Turn 2 saw me take out my last target and it was time to figure out what to do. Things were looking dodgy and I didn't fancy having a Panzer IV or two lobbing HE at me. So I did what any self respecting SAS soldier would do – I close assaulted the tanks.

Well I managed to get one to bug out and retire and blew another one up. These SAS chaps are rock hard you know.

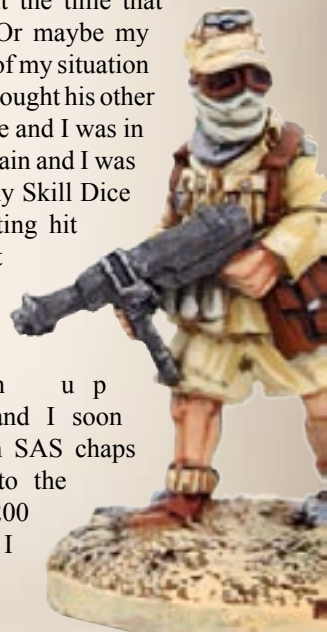
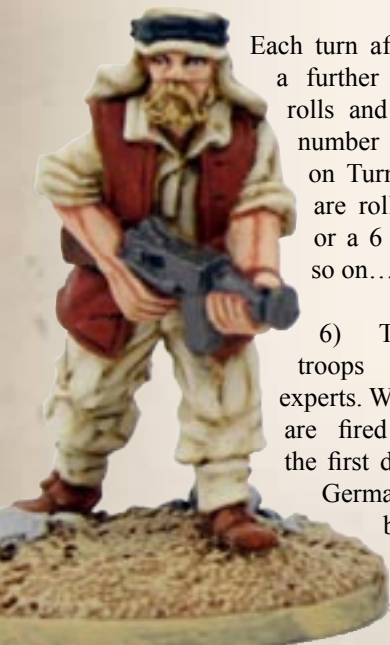
On to Turn 3 and by now the Germans had brought on TWO more units of Infantry being chosen and deployed, rather luckily in A1 and A5 due to a 3 and a 4 being rolled for deployment. Not good as that was the board edge I needed to exit via.

Next turn saw me make a break for it... things were starting to look dodgy and I figured that a hell for leather break for it was needed. The amusing thing at this stage was that one of the Armoured Infantry units had double-moved into position and this allowed me to hit it with double the attack dice I'd normally have.

I peppered the vehicles and bang they all blew up, killing 50% plus of the units inside them and leaving John wondering what happened.

But this was about the time that my luck ran out. Or maybe my tactical awareness of my situation ran out. John had brought his other tanks on to the table and I was in an open area of terrain and I was managing to fail my Skill Dice rolls and kept getting hit literally left right and centre.

One by one my jeeps got blown up from under me and I soon found myself with SAS chaps on foot heading to the table edge, only 200 miles to go before I





got home!

Not good and I soon found myself fighting a silly assault action on foot against tanks and dug in troops – I lost everything I had hit the table with. My mission was a failure. Targets destroyed but me along with them. Oh how the innocent weep for the fallen warriors.

### ACHTUNG PANZER – ZWEE HAVE WAYS OF MAKING YOU DIE

JP: I usually play the US troops, or to put it another way I usually play the good guys. I like the good guys to win – so what made me choose the Germans in this game?

I think it is because the Afrika Korp soldier strikes me as a good soldier, a battle hardened soldier that fights for the right reasons. Rommell strikes me a great leader, an honourable man who fought for the right reasons. No matter what I was defending the airfield from the SAS and LRDG – not an easy task.

I placed my sentries carefully, trying to make the arrival of enemy troops as tricky as possible. It sort of worked and if I think about Neil's assault from the West there wasn't much to be done about where he arrived. I didn't expect the first two targets to go bang quite so easily, but there you have it.

Rich meanwhile was struggling. He chose to bring the LRDG on from H5 with the four heavily armed trucks tearing

across the dune and into the planes at F3 and E3. He managed to miss both targets, losing the element of surprise and that allowed me to get into the game.

I made a 6 on a D6 and thought 'what the hell' and brought the Panzer IVs into the game. Neil managed to evade me but Rich

wasn't as lucky as I blew up the first of his trucks and killed one set of troops while the others bailed out. This happened to be the truck with the extra troops in so the British found themselves with several troops on foot pretty quickly.

Things roll around a bit with the LRDG as Rich finally got one of his targets and then decided to head off into the sunset after Neil. I think that he waited too long and should have cut his losses and headed off sooner. Either way he chose to head off to the West, almost using Neil's troops for cover, and opted to leave the board at A1.

I set about chasing him and took out another truck, this time killing all the occupants and kept chasing.

It soon became obvious to me that luck had played a great part in my game and by having three sets of troops at the far end of the table the exit for the British was well and truly blocked.

My only real gripe was when Mr Jones decided to play some heavy duty gamesmanship! At one point he surrendered some troops - unlike Neil who foolishly fought to the death - but when I opted to capture his troops Rich shot me!

As you can imagine my sense of sportmanship left the gaming room...so I shot him twice!!

### LRDG - MORE LIKE LONG RANGE DESERT GONE WRONG

With his gaming prowess sorely challenged by yours truly Mr Jones has now responded with the following:

The game was a hoot – finally gave John a chance to win something, although he did have Neil's suicidal approach to the SAS to help him. All was well as I swept across the board in true cavalry fashion to take out my objectives and leg it.

Well all was well until the Panzer IV F2 platoon got chased away by Neil right into my rear!!! I was well hidden from view until they moved away from the SAS guys and could then spot me!

Things then went down hill as my transport was shot out from under the troops. Now we had to take off and leave some of the troops behind to try and take out the tanks – which they didn't, a regrettable sacrifice but maybe it would make our escape possible.

The remaining truck took off down the flank that the SAS boys were trying to force through the middle of the table and failed to do it. This action left the boys stranded while the Panzers were catching me up.

The only thing between my boys and escape were a couple of squads of Panzer Grenadiers hiding in a clump of palms. Withering gun fire took them down but it was too late the tanks had caught up and my last transport went down.

Now the LRDG were close to having to surrender, but seeing one last chance of glory, nipping past the Jerries and into the scrub beyond, where just possibly they could have survived (there is the matter of the 200 mile walk back ... but look on the bright side, it would have been a 'victory' in game terms). So they battled it out with the Jerries and lost!

Where John is mistaken is in the fact you can't surrender in FoW (except as a forced thing to do as a result in the assault phase) – so when I actually said, "they may as well surrender the poor buggers" I meant that in an ideal world they would in this game I was expecting them to be shot down.

When John didn't shoot at them, insisting instead to finish Neil's SAS off, well they had a bit of a chance didn't they?

Unfortunately the assault didn't go well.

Again it was a great game to play; the scenario is a hard one to crack as it really depends on where the defenders forces appear from.

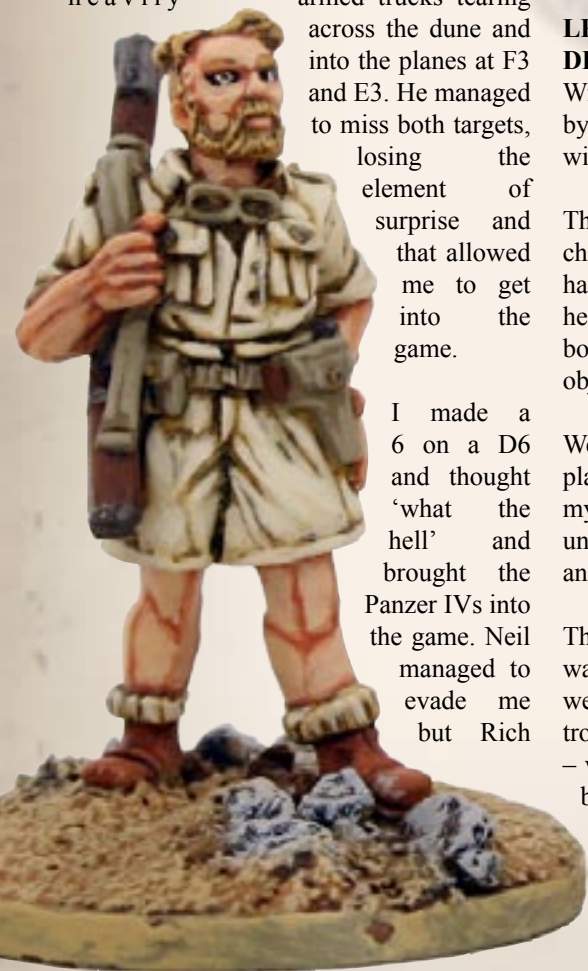
So until next time my LRDG boys will be in severe training ...so watch this space!

### Editor's Note:

*Although this scenario is called Operation Mongoose it is not a real historical action. The real Operation Mongoose followed the disastrous invasion at Cuba's Bay of Pigs.*

*It launched in late 1961 and was placed under the command of Brigadier General Edward Lansdale, an Air Force officer whose was a true covert action specialist.*

*Lansdale had a celebrated career in what the US called the power of psychological operations (or PSYOP) and he brought his talents to Operation Mongoose. Just thought we'd point this out for clarity.*









# BRUSH STROKES



*In the first of a series of articles aimed at the **newbies** of wargaming Dave Robotham gives us an insight into his painting methods. This article looks at 10mm scale British WWII armour and infantry from Pendraken. Dave's plan is to show a quick and efficient way of getting great results using a variety of paints, including Games Workshop's and Vallejo.*

## INTRODUCTION

N scale, 10mm scale, Epic Scale, 12 mm... Whatever you call it by the same thing runs true for each and every one. They are small. Not as small as toy soldiers can go but still quite small...

There are techniques you can use to make painting these tiny figures much easier and I will take you through them in detail over the next few pages...

Firstly the basics...

- **Make sure the work space you are using is clean and tidy**
- **Before you start make sure you have all the required tools and paints**
- **Set up your work space either by a source of natural light or make sure you have a good desk lamp with a white bulb**
- **When cutting with a knife always cut away from yourself**
- **If you use spray primer then do so in a well ventilated area**
- **Find some music to listen to, maybe a few albums, this will help stave off boredom if you are easily distracted whilst painting**
- **If you need inspiration whilst painting I suggest listening to the soundtrack of Pirates of the Carribean ...I know this is a little odd - but it works for me!**

## ASSEMBLY

All figures will need some degree of cleaning up before you can assemble and paint them. Use a modelling knife



or clippers to clean the mould lines and flash off the figures.

With the 10mm infantry figures also pay attention to the underside of the small base the figure is on and make sure that it is smooth, so the model sits flat when you base it up.

Assemble the figures using superglue but before charging in and sticking it all together do a dry run and make sure you are happy with how the parts fit together. You can use small amounts of blue tac just to make sure. You will definitely need to check the assembly of the more fiddly pieces like artillery and AA guns before having a go at them with any glue.

## BASING

Depending on the game you will be

playing you will need to base up the figure accordingly. There are a plethora of companies out there that make resin, MDF and plastic bases to all sorts of sizes.

MDF bases will need some cleaning up as the cut is generally not very clean, but this can be easily fixed with a sharp knife. As ever, be careful when cutting with a knife





# BRUSH STROKES



Resin bases will need washing in warm soapy water and cleaning up as they often have mould lines too. Plastic bases are generally the easiest to use as most are supplied separately and relatively clean.

Glue the infantry to the base before anything else using PVA glue. You will



have to leave this overnight to dry so it is best to base a whole swathe of figures in one go. Make sure you apply plenty of glue to the figures to assure a strong bond as well as helping blend the base into the figure.

Once the PVA is dry you can add sand to the bases. Use medium or fine sand to avoid getting out of scale scatter on the bases. Paint the entire base in PVA glue, making sure you get the glue right up to the boots of the infantry if there are any. Then just dip the base in the sand and leave the glue to dry.

If a base will not be having any infantry on it then just start with the sand. It will look odd having a selection of bases with no figures on but that will be quickly taken care of.

Using PVA glue stick the vehicles and tanks onto the sanded bases but remember to give the PVA time to dry...



## TANKS AND VEHICLES

Painting the tanks is the quickest part of the army and the most fun so I will start with them. The British vehicles in 1944 generally had a single colour camouflage scheme and this makes them very easy to paint.

What makes a wargames model really come to life for many people is if the figure looks like it has been in a war zone. This means dirt and it means damage. Now although battle damage is possible to paint at this scale dirt is much easier so it is best to stick to natural weathering. This means that you can paint most British tanks and vehicles in two stages, the chassis and the base.

## THE CHASSIS

### Step 1

Undercoat the figure and base with a black primer and then apply the base colour to the whole figure. I used Games Workshops paints for the tanks

and used Catachan Green mixed 50/50 with Black Ink as the base colour.

### Step 2

Drybrush the whole tank with Catachan Green.



### Step 3

Create a 50/50 mix of Catachan Green



and Bleached Bone and give the tank a light drybrush with this mix. Be careful not to use too much paint on your brush for the dry-brushing.

### Step 4

For a final touch give the tank an almost feather light drybrush of pure Bleached Bone. This will help pick out the edges of the armour and small details on the





# BRUSH STROKES



model.

## THE BASES

### Step 1

Give the base a heavy drybrush of Games Workshop's Scorched Brown. While you are painting the base of the figure you also need to be adding the weathered effect to the tank so make sure you drybrush any tracks and wheels in the dark brown as well.

You can also let the dry brushing overlap onto the armour of the tank along the track and wheel guards and up the front



and backs of the vehicles.

### Step 2

Drybrush the base with Snakebite Leather and also drybrush any areas of the vehicle you applied the darker brown to.

### Step 3

Drybrush Bubonic Brown onto the base, tracks and weathered areas. And paint the rim of the base with Bestial



Brown.

### Step 4

At this point you want to glue down some static grass onto the base. Make sure all your paint is dry and paint some patches of PVA glue onto the base.

Sprinkle the static grass onto the base



and then blow away the excess once the PVA glue has dried. this can be fiddly at first but practice really does make perfect.

### Step 5



Drybrush the base, static grass, tracks and weathered areas with Bleached Bone just to bring all the colours together and tone down the often bright green static grass.

## DETAILING THE VEHICLE

Some figures will have extra details on them like tools strapped to the side of a Sherman or Sexton and extra camo netting and stowage strapped onto a tank.



For sand bags and blankets you can just pick a bid brown like Snakebite leather and paint them up with that and if you want add a spot of Bleached Bone to highlight them. Camo netting can be left the same green as the tank or you can drybrush it up in a slightly warmer green just to add a bit of contrast.

Metal paints can be subtle, sometime too subtle on a 10mm figure. Using grey instead of a metallic paint will help the 'metal' colour stand out more. So if you are painting the shovel and pick or other tools strapped to a tank use a medium grey.

I used Games Workshop's Codex Grey highlighted with Fortress Grey and Skull White.

Once you are happy with the details you have a figure that is ready to be gamed



# BRUSH STROKES



with. I will go into detail about the tank markings at a later date. Needless to say they are quite hard to paint on a 10mm



scale...

## THE INFANTRY

The Infantry will take a bit longer but are just as easy to get a good finish. With infantry it is important to get a nice flat colour instead of a quick drybrush so you will have to change gears when you start with the chaps on foot.

### Step 1

Apply a black primer to the whole base of figures or figure, for ease of painting large numbers of bases quickly I suggest using a spray primer. When the undercoat has dried completely drybrush the base and all figures on it with Scorched Brown.

### Steps 2 & 3

Go back to the section just above on basing your vehicles. Repeat steps 2 & 3 from there on your infantry bases. Painting the base first is important because you do not want to end up drybrushing over your work on the infantry and have to go back and repaint them. Weathering looks good on tanks but makes the smaller infantry figures



look messy and unfinished

### Step 4

You should paint all the basic clothing on the infantry with Vallejo Colour 141 English Uniform. If you take your time and use a good sable brush you should be okay.

Remember to water your paint down on a pallet and keep the paint on your brush from drying out by cleaning your brush regularly and picking up fresh paint off the pallet.

You may have to paint a second layer to get a good flat colour but Vallejo paints



will normally cover with one coat.

### Step 5

Keeping the paint thin and keeping the painting neat you now want to paint the webbing in the figures. Use Vallejo Colour 104 Stone Grey and pick out the belts and pouches.

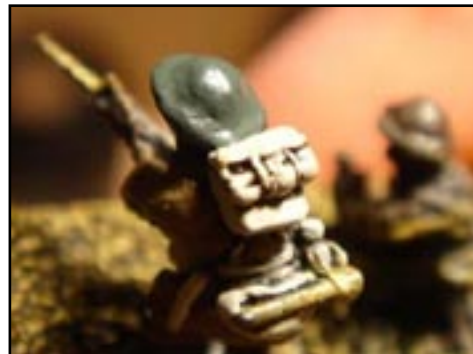
Don't worry too much about being



super ultra neat and tidy as you are looking to get a clean colour and an overall effect for the base not each figure individually.

### Step 6

Paint the Helmets in Vallejo Colour 098



Bronze Green.

### Step 7

I switched back to Games Workshop paints for the flesh and painted all faces



and hands in Tanned Flesh.

### Step 8

The guns were painted in Bestial Brown and any metal areas on the figures were



painted with Codex Grey.

### Step 9

To finish the base glue down some patches of static grass with PVA glue and when that is dry give the whole base (infantry included) a light drybrush of Bleached Bone.



# BRUSH STROKES



## THE DETAILS

If you are so inclined you can go back over your infantry bases and give them a basic highlight to just add a bit more depth to each figure.

This is not needed at all but I know some people (myself included) will not be able to help themselves.

Most of the colours on the infantry can be highlighted by adding Bleached Bone or Vallejo Colour 123 Dark Sand.

## INFANTRY AND VEHICLES ON THE SAME BASE!

Firstly don't panic. It is very easy, you just have to mix up the 3 process described above to paint everything in the right order. If you paint the mixed bases in the following order you shouldn't go far wrong...

1. Paint the chassis of any vehicle on the base following the chassis steps 1-4
2. Paint the base using the base steps 1-3
3. Paint the Infantry using the infantry steps 4-8
4. Finish the base using base steps 4

& 5 (remember the final dry-brush can cover all the figures but make sure it is a very light drybrush)

So there it is; the three basic ways I painted my battlegroup and when you get into the swing of the style you can get through vast quantities of figures in just a few days.

I will be covering camouflage patterns and markings (my German Panzergrenadiers are primed and ready to go!) in up coming articles, along with other WWII forces and other periods of history.





# THE SONS OF GOLGOTHA SPACE MARINES

*Golgotha: A place or occasion of great suffering. It is also another name for Calvary [The place of the Skull], the hill outside Jerusalem where Jesus was crucified.*

Originally named the Sons of Lysanios, the chapter was renamed The Son of Golgotha in memory of the most costly and heroic battle in the chapter's history.

Two Battle Companies led by Chapter Master Praxis fought against a rebel army numbering almost four hundred thousand along the mountainous coast of the southern continent on the planet Theodotus.

Praxis and his Space Marines

were betrayed by the remaining loyalists and were wiped out.

But through their stubborn defence over the course of nineteen days all desire to fight was beaten out of the rebel forces and only one in three rebel soldiers remained alive and able to fight.

They had paid in blood for every step they took forwards and by the end they had no will to carry on.

And so it was that when the 3rd Battle Company finally arrived to reinforce Praxis' army they



found, to their amazement, that the local population had named the site of the battle Calvary or "The Place of the Skull".

Translated into high gothic this became Golgotha.

**"The Sons of Golgotha are fiercely devoted to their heraldry, their ancestors and past. It is deemed extremely cowardly to hide your colours and they are always, without exception, worn with pride. When battle is met the enemy will always know who it is that has come to kill them... this army represents the core of the 3rd Battle Company. The 3rd Company has seen constant action moving from across countless war zones. As a result they are seriously under-strength; however this just makes them fight harder."**





# THE SONS OF GOLGOTHA

## SPACE MARINES

1,496 Point Army

*Dutiful: Honour Your Wargear*  
*Sombre: Never Despair*  
*Aspire to Glory*  
*Take Pride in Your Colours*

### **Company Master Tyranus Maecilius**

**Tiberius [HQ]**

Space Marine Master

Power Weapon

Storm Bolter

Terminator Honours

### **Epistolary Lucius Vespasian Macro [HQ]**

Epistolary

Force Axe

Bolt Pistol

Psychic Hood

Terminator Honours

Jump Pack

Psychic Power: Fury of the Ancients

Psychic Power: Might of Heroes

### **Terminator Squad Eudoxius**

**[ELITES]**

5 Terminators

2 Assault Cannon

3 Storm Bolters

4 Power Fists

1 Power Sword

### **Tactical Squad Primus**

**[TROOPS]**

5 Space Marines

1 Lascannon

1 Plasmagun

3 Boltguns

### **Devastator Squad Secundus**

**[ELITES]**

6 Space Marines

4 Missile Launchers

2 Boltguns

Tank Hunters

### **Tactical Squad Quartus**

**[TROOPS]**

6 Space Marines

1 Lascannon

1 Plasmagun

4 Boltguns

### **Land Speeder Squadron Septimus**

**[FAST ATTACK]**

1 Land Speeder

1 Assault Cannon

1 Heavy Bolter

### **Land Speeder Squadron Octavus**

**[FAST ATTACK]**

2 Land Speeders

2 Assault Cannon

2 Heavy Bolters

### **Devastator Squad Nonus**

**[ELITES]**

6 Space Marines

4 Missile Launchers

2 Boltguns

Tank Hunters

### **Devastator Squad Decimus**

**[HEAVY SUPPORT]**

6 Space Marines

4 Heavy Bolters

4 Boltguns



# The Deception

By Dave Robotham

*With the new Games Workshop Dwarves arriving in December/January and following on from the release of the new Wood Elves Dave Robotham has created a sample scenario that pits these fierce adversaries together. This short article is intended to set the scene for a more complete scenario and battle report in the January issue.*

This Warhammer scenario will be a little different than normal as it will be played using the skirmish rules, which some of you may be surprised to hear exist. You can find the rules for playing Warhammer Skirmish on the Games Workshop website.

I find that playing smaller scale battles in the Warhammer world can be really fun, it lets you spend more time focusing on the figures and the story. But fear not as the results of this small heroic last stand will lead into a full on game of Warhammer Fantasy Battle (But even that will have a twist)

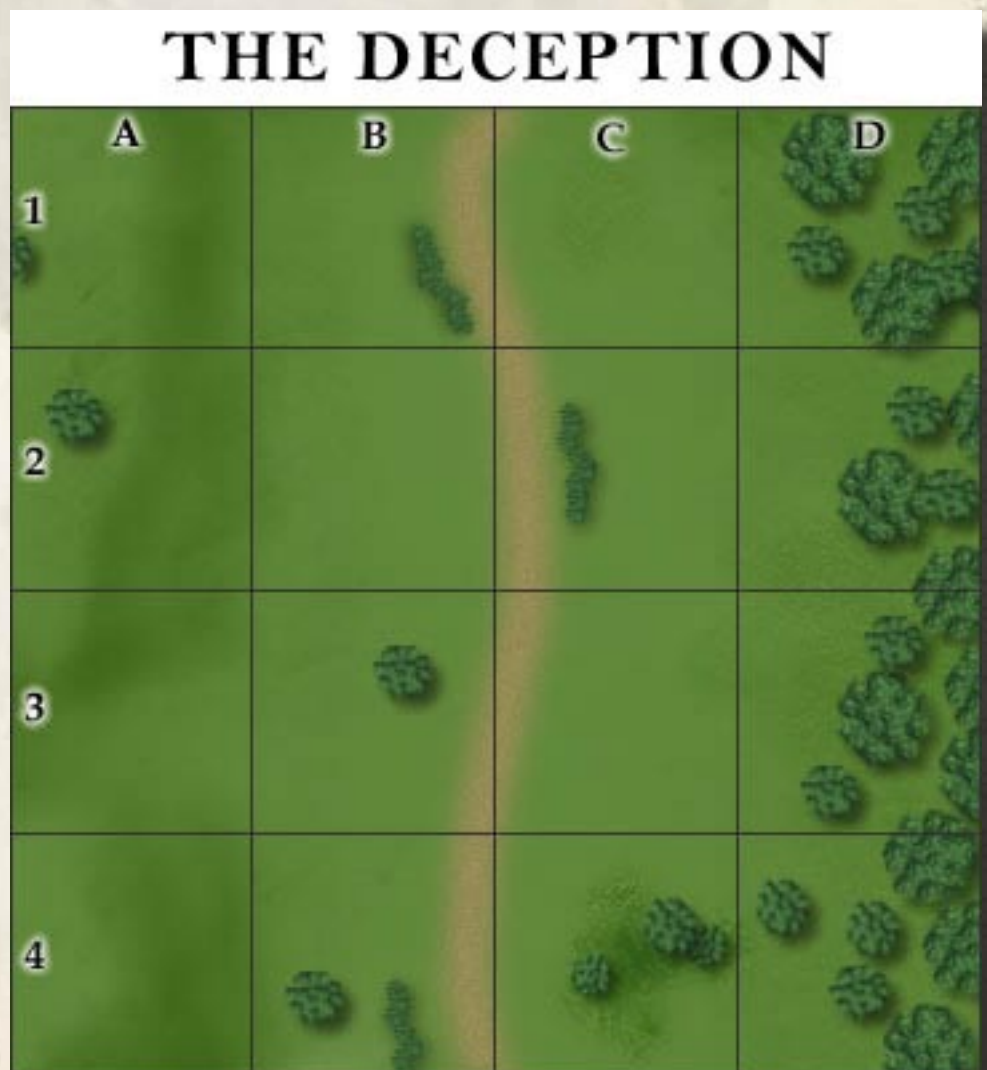
Karak Norn lies nestled in the Grey Mountains situated on the border of the realms of Athel Loren. The Dwarfs of Karak Norn have learnt that the Elves of the Woodland Realm are unforgiving and malicious and the Elves have learnt that the Dwarfs are stubborn and unmovable from their mountain keep.

A very uneasy peace exists between the two races if only because they both understand that for either to start a war would mean too many deaths and too much anguish.

It is onto this backdrop that Grungun Belgarson eldest of four brothers will lead a trade caravan north along the forest edge hoping

to make his way to the Empire city of Nuln, famous for its gunnery school and forges...

*"Grungun Belgarson stepped into the light of the great fire that had been set in the middle of the stone floor. The air was dry and the only sound was the crackle and hiss of*





# The Deception

*the burning wood. Around the fire sat his three brothers Tharli, Skorabin and Moranir. He knew they were not happy about their families renewed interest with trading in Nuln or more specifically the route they would have to take to reach the city. However he also knew they understood the profit that could be made by trading with the humans.*

*Grungun Belgarson sat down with his kin and outlined his plan. The Dwarfs would only use dead, fallen wood and would not hunt or kill any wild life from the woodland realms. They would do anything to avoid attracting the attention of the wood elves.*

*The three brothers murmured their agreement. However they were all painfully aware the wood elves were fickle weak creatures...*

*4 Days Later...*

*The Track had disappeared. It was there before and now it had gone. The trees had moved during the night. Grungun knew this could mean only one thing.*

*A wild guttural scream echoed through the woodland. Every Dwarf in the caravan froze, stopped what he was doing and looked to the trees. Shadows were moving, stalking towards them.*

*And then the arrows began to rain down amongst the caravan.*

*"We haven't done anything wrong you bloody fools!" Grungun screamed at the approaching elves...*

*He finally realised how evil and malicious the wood elves were. And at that moment he knew he was dead, but by the Gods he wasn't going to let the caravan get into the hands of the Elves. Some would survive this day; survive to carry the news of this Elven treachery back to Karak Norn. His family would not forget this insult...*

*"Skorabin," he shouted at the young dwarf. "Gather the traders and return with the caravan to Karak Norn." Skorabin made ready to protest but saw the glint or anger*

*and rage in his older brother's eyes and knew not to argue.*

*"Tharli, gather your best warriors and bring them here. We will make them pay dearly for this act of murder." His brother looked at him and knew what was going to happen but he knew his duty. Tharli started barking commands for the warriors to assemble and make ready.*

*Grungun moved over to where Moranir had just finished strapping his armour on.*

*"Moranir, brother, are you ready for this?" Moranir hefted his great axe onto his shoulders, staring out across the woodland he simply nodded.*

*Grungun strapped his helmet on and picked up his shield. He lifted his axe and tested the weight. All around him Dwarf warriors assembled as the first few Elf warriors appeared on the tree line.*

*As one the small Dwarf force charged forwards."*

*As you can see from the map included in this article the table set up for this game is relatively simple. You will need a 4'x4' board and several copses of trees and some low rocky hills. Because the scenario will be played using the Warhammer skirmish rules only a few figures will be needed. A bit of a novelty for a Warhammer game!*

*The first three figures to be included will be the three dwarf brothers that have turned to fight and any kinsmen that are fighting with them. The Dwarf figures have plenty of personality and we're having loads of fun getting them ready for a January photoshoot. We think you'll enjoy this one.*

*On the Elf side there will be a few different heroes selected from the different kindreds to spice up the figures we will use along with some Glade Guard (the back bone of the Wood Elf army). We will also be providing a battle report of how the scenario went.*

*But remember the Dwarfs will have to settle this grudge sooner or later so the Wood Elves better watch out...*



# NORMANDY COTTAGE

RESIN MODEL FROM GRAND MANNER

PAINTED BY MARK HIDES





# The Wargames Journal

## Interview

*They are the chaps who brought us the fun to play I Ain't Been Shot Mum!*

*WWII rules and the Bag the Hun aerial combat rules, both of which have been played many times around Wargames Journal. Richard Clarke and Nick Skinner are also known as the TooFatLardies and we just had to ask them for their views on wargaming and rule creation. See what you think as this whimsical duo bandy words with us.*

1) CAN YOU OUTLINE THE PROCESS THAT YOU GO THROUGH WHEN DESIGNING A SET OF RULES LIKE IABSM?

**Nick says:** "To be able to generate a rule set you must be able to feel confident that you have an understanding of the period. We tend to start simple, build up a simple range of mechanics to cover the basic elements of movement, firing, combat, morale etc and then tune these through repeated play testing. Perception of what actions of that period were like and what sort of decisions should the gamer be expected to make are important concepts in the philosophy of our games.

Most wargamers read as much as they can around the period they are interested in and from that reading they build a perspective of what battles in that period were like. What they want then, is a set of rules that enables them to fight actions that generate a period feel of the type they are looking for. All gamers want sleek rule processes - only a madman would want to complete a complex algebraic equation to determine whether or not a tank has been even struck by a shell, never mind knocked out by it."

**Richard Says:** I'd agree with Nick there, what's more I don't think it's the case that "complex" equals "accurate". You can get some excellent simple mechanisms that do exactly what you want whilst being fun to use and simple in their construction. That, for me, is the challenge that rule designers face, and I think that increasingly rules will appear simpler to use because the mechanisms therein are more sophisticated.

2) WHAT 'DESIGN' BRIEF DID YOU START WITH AND WHY?

**Richard says:** Interestingly designing rules on a commercial basis was not something we ever intended to do, it happened entirely

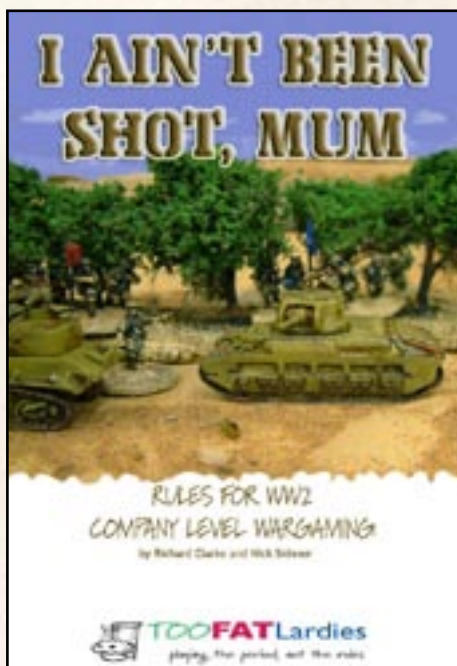
by accident. I Ain't Been Shot, Mum! is a classic example of that. Many years ago we had played a lot of Vietnam games with our local club, but the rules were cumbersome and that had sapped our enthusiasm. After a gap of several years Nick decided to have another go at the period by putting on a scenario, but it became apparent very quickly that the rules had not improved with age.

He and I chatted about it, threw a few ideas in the hat and then scribbled out a very simple set on a couple of sheets of paper. From memory Nick suggested the card driven system (which I laughed at), and I thought up "Big Men" and drew up the fire chart. The following week we re-ran the scenario and it went like a dream.

I said "Bloody Hell, this works!". Nick then said "We could use this for WWII", and so IABSM was born. Funnily enough "Charlie Don't Surf", the Vietnam set, still isn't finished eight years on.

Overall we look for something that is easily used, something that doesn't have lists of "+ this" and "- that" but is more an extension of common sense. We like to produce a tool box that would allow gamers to represent their ideas of warfare on the table rather than sticking rigidly to our prescribed ideas.

My wargaming Bible is the original version of Kriegsspiel written by von Reisswitz in the 1820s, which with the developments in the later nineteenth century by Baron Verdy du Vernois allowed exactly that approach to the games. That was something that I was keen to replicate.



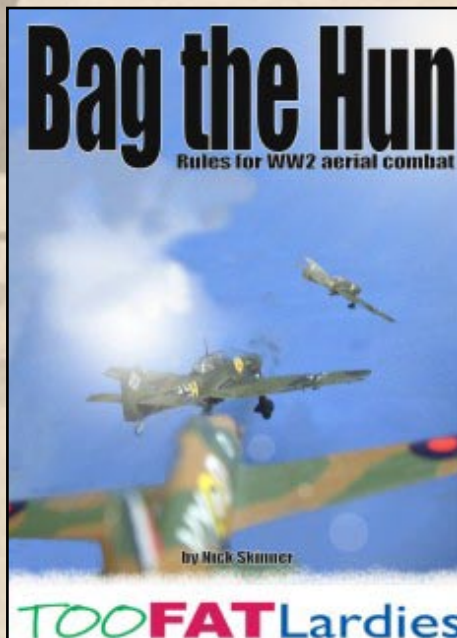
**Nick says:** This suggests IABSM was pre-designed, but much of it just grew by chance. Most new rule sets grow out of dissatisfaction with existing rule sets, and for IABSM that is true, but with a twist. The twist comes in that IABSM did not grow out of dissatisfaction about other WW2 rule sets, but rather was born out of dissatisfaction with rule sets for another period.

For many years at Lard Island we had been gaming Vietnam, but had never been able to find a rule set that really

reflected the confused nature of enemy contact. What Clausewitz had termed 'friction' on the battlefield simply wasn't present. The basic principles for IABSM (i.e. the Tea Break, cards and the wounds system) were all introduced in a draft rule set that we knocked up to counter this problem and to add this crucial element of friction. Soon, rather like a design engineer for Durex, this concept of friction began to take up more and more of our focus.

The basics worked well, and it soon became apparent that this model could be applied to WWII, and so, over a period of time, we built around those principles to create IABSM. In IABSM we have a set of rules that doesn't focus on the technology, but





rather that makes players face the same command options that the real combatants faced.

It's important to get the level right. Rules that place the gamer in the role of company commander shouldn't enable him to micro-manage events. He is not driving each tank or firing each weapon himself. We felt it was important to move away from the predictable nature of a game and into the more chaotic world of simulation. We also did not want to be too prescriptive and were keen to retain a kriegsspiel element that allows room for interpretation and judgement.

By so doing the rules therefore become more of a toolbox and completely unsuitable for pedants and competition gamers, which is a nice bonus! We needed to do all of this in as cost effective a way as possible, and that is why we started issuing rules in .pdf format - we were amongst the first rule writing house to follow this approach. This has enabled us to build a user base and we now have established ourselves enough to be able to offer good quality hard copy editions of each of our main rule sets.

We have decided to keep the supplements as pdf's purely because producing them in hard copy would be cost prohibitive as some of the specials and scenario supplements come in at over 120 pages hard copy costs would mean we would sell them at a price that would not be competitive. £6 for a 120 page supplement is much more reasonable.

For Bag the Hun and Kiss Me Hardy (KMH), the driver was to create a set of rules that would attract reluctant gamers into the period. We had many bitter experiences of these games where the rule sets were so technically focussed that without a degree

in marine engineering, advanced calculus or aerodynamics you had no chance of understanding them. For both these periods, we felt that an overemphasis is placed my many rule sets on the technical comparisons of the hardware.

Our man area of interest is on the mental and physical impact of warfare, where the human aspect becomes the prime concern with hardware becoming less important. In WW2 gaming you don't have to decide what gear your tank drivers select, so why bother deciding what sails your ship has set? In the WW2 example we assume that the driver is choosing the right gear for the road conditions, and so why should we not assume that the ship of the line is crewed by equally competent crews?

This removes the 'nerdy expert' factor from the rules, which worked to make the rules, and therefore the period, unattractive to people who just wanted to go along to their club and have a simple wargame. With KMH the effect was profound, and within a week of our first play test, one member of the club, a man who had previously sworn that he would never touch Napoleonic naval games with the proverbial barge pole, got on the blower to Rod Langton and spent a hundred quid on ships, and is now a total convert (and he still doesn't know his spanker from his orlop deck).

### 3) HOW LONG ARE THE RULES PLAY TESTED FOR?

**Richard says:** We don't have any set system for play-testing rules X number of times. However what we do is play-test them until we think they are ready, and then take another year of playing them regularly to make sure that any glitches are ironed out. I'm not at all sure that any set of wargames rules are ever "finished", by their very nature gamers tend to add house rules to suit their own interpretations of history and we're no different.

Our latest rule set, "If the Lord Spares Us" which covers the Great War in Palestine has been knocking about our gaming tables for several years now. Game development is, to my mind anyway, something that cannot be rushed. While you're developing the rules you need to be continually researching the period, from as wide a variety of sources as possible.

In the end, once you think you've got it right, you have to get hold of a project and game it intensely to make sure everything's in place. That's one of the most enjoyable parts of rule design.

Nick says: One thing that is quite apparent is that no degree of play testing can cover every situation.

### 4) WHAT RULES OR MECHANISMS WERE CUT AND WHY?

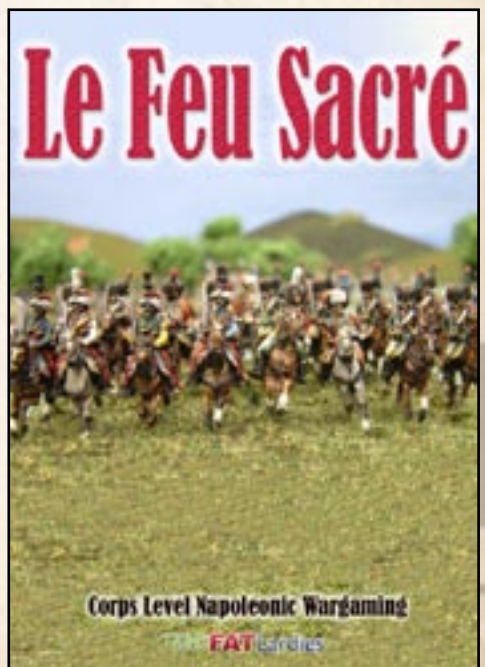
**Richard says:** That depends which of our rule sets you're looking at. In general terms I think that we try to cut out rule mechanisms that can just as easily be wrapped up in another mechanism, thereby killing two birds with one stone. I like to use the term "invisible rules" as an ideal - the less the gamers see of the rules the more they can get on with the game, and the better the system is.

**Nick says:** I don't think we cut anything out. In IABSM the use of the wounds system to recreate lack of cohesion and fighting effectiveness for a unit enables us to effectively remove the moral test section almost completely. This saves more time for gaming and certainly creates fewer arguments, and is exactly what Rich is talking about.

### 5) SO WHAT IS YOUR FAVOURITE SCALE FOR GAMING? AND WHY?

**Nick says:** For twentieth century wargames I think 15mm gives a good figure size and yet still enables you to have a battlefield on which small obstacles, such as gardens and wood stacks, have a real part to play. 10mm is also a good option, although the infantry are a little small for my liking. You must be able to paint the models, and for me that is a big ask.

For aerial games, I think 1/600th is a great scale for squadron sized actions, and this is great as it means we can fight large attacks





on big bomber formations on a table that would even fit in my small dining room. The Tumbling Dice models are by far the best and the range is impressive too. If only he did barrage balloons.

**Richard says:** Good question and one that interests me. I get bloody sick of people harping on about "One true scale" for their favourite period of gaming. One thing I am sure of is that there is no such thing. For example, I game WWII in 10mm, 15mm, 20mm, 28mm and 48mm.

They all allow me to do different things with my games. For a normal company sized action in IABSM! with maybe 200 infantry figures plus a dozen supporting tanks, I tend to use 15mm, simply because the table size we normally use tends to fit that scale better.

In closer terrain, say street-fighting or the jungle, 20mm is great. 10mm allows me to game at home on the dining table, I enjoy solo gaming as well as our usual Lard Island meets, and 28mm and 48mm are what we use for a Platoon level rule set that we are in the very early stages of development.

6) INDULGENCE TIME; WHAT IS YOUR 'FAVOURITE' RULE MECHANIC IN IABSM OR ANY OF YOUR OTHER RULES?

**Nick says:** The effect of suppression points or wounds in IABSM is a great device that handles unit cohesion and suppression really well. This also removes the need for morale tests which is great. The other mechanic must be the tea break, which adds the chaos element into the game and causes real frustration. Playing IABSM can create real stress for players as they experience the frustrations that a company commander would feel.

Since launching IABSM many combat veterans who have actually been involved in small unit actions have contacted us to say that IABSM replicates the confusion and unit inertia issues on the battlefield in a way that no other rule set handles. This was a real pat on the back for us.

In Bag the Hun, the emphasis is one getting in on the tail of your opponent, and various mechanisms help to make this the desired state for the gamer. I like these tools, they help get the players mind focussed in the

key areas.

**Richard says:** The Big Men in I Ain't Been Shot, Mum! are probably my favourite. Anyone with experience of, or who has read about, war at the sharp end knows that ultimately success or failure comes down to the quality of leadership on the battlefield. All of our rules try to put the emphasis on the human face of war, it is men, not technology, that make the difference on real battlefields, and Big Men do it for me. As they say....

7) WE KNOW A LOT OF DESIGNERS SUPPORT THE RULES ON A DAY TO DAY BASIS OVER THE INTERNET, USING BOTH FORUMS AND YAHOO GROUPS. WHAT IMPACT DO YOU THINK THIS HAS ON THE RULES AND THE DESIGNER?

**Richard says:** Well first of all I should say that I don't hang around the "Games Designers Arms" and chat over beers with other games designers. But what I will say is that we have a thriving Yahoo discussion group that supports our rules with over 700 members and that alone makes a huge difference for a games designer.





I can recall twenty-years ago buying wargames rules and having pretty much nowhere to go if you had a query, that has completely changed. Now if anyone wants to ask our advice on the rules, or maybe just a scenario they are putting together then Nick and I are there contactable on the web 365 days a year (yes, I do log on a couple of times on Christmas Day – if nothing else it helps me escape the Mother-in-Law).

I think that what TooFatLardies is now, thanks to that constant contact with the chaps playing our rules, is much more a large wargames club with members all around the world. I know where I go first

trying to put things in what you think is plain English, the interpretations of others are always different. We find the discussion group is a real gold mine of expertise, experience and suggestion. These groups are also invaluable for support in terms of scenarios and other documents.

Our own Yahoo! discussion group now has over 670 members and contains a pile of other useful files that members are free to download such as scenarios, sample cards, orbats etc that make a really useful resource. It is a busy place, but I think as designers it provides an interaction that really adds value.

gaming WWII company level actions would play IABSM, PBI and Flames of War on an equal basis. They are bound to have a preference and lean towards one set or another.

That's great; in fact it's one of the greatest things about wargaming. All of those rule sets are equally valid and good, but the gamer can chose the one that suits him and his mates best.

**Nick says:** Nope, but given that these things often grow into a Magnum Opus it's hardly surprising that that philosophy exists.



*This 15mm scale WWII game saw the meeting between TooFatLardies and WJ. The game was a superb affair with a simple dyed sheet acting as the French landscape. Rich Jones and friends from the Ponders End Wargames Club had a great day playing against Richard and Nick ...*

if I have a question to ask about varnish or basing ideas.

In terms of the rules, well it does mean that we can have things being play-tested all around the world simultaneously and we get loads of feedback. So, probably more than ever, rules become a moving feast of ideas, rather than set in tablets of stone. That's good, change is positive.

**Nick says:** As a designer it makes it clear that no matter how much time you spend

8) THERE SEEMS TO BE AN UNWRITTEN LAW THAT SAYS PEOPLE ONLY HAVE ONE SET OF "REALLY GOOD" RULES IN THEM. WOULD YOU AGREE?

**Richard says:** Nope. I think most gamers have several periods of interest so by definition they will have several favourite rule sets. But I would agree that within the confines of each period they probably do have only one rule set that they love. For example I would think it unlikely someone

9) 28 MM FIGURES – ARE YOU IN THE 'ANATOMICALLY CORRECT IN SCALE' OR THE 'CARTOON/MANGA' IN STYLE CAMP WHEN IT COMES TO YOUR FAVOURITE 28MM 'LOOK'?

**Richard says:** As we game regularly with arch-figure sculptor Richard Ansell I am kind of obliged to say, "anatomically correct" or face getting crushed by a ton of green stuff. In truth I'm quite keen on both. For me what I want to see from a figure, in any scale, is reality in his pose, movement



and life, I don't really care if his nose is too big. By the way, can you drink a cartoon manga?

**Nick says:** Manga style probably, nicer to paint. When you're gaming in 28mm I think the need for individual character becomes more important

10) HOW OFTEN DO YOU GET TO PLAY THESE DAYS?

**Richard says:** Every week on Lard Island, or at an event such as our Games Days, and every few weeks at home - more if I'm developing ideas for a rule set or scenario supplement. That's one thing that I wouldn't miss out on for anything. If a choice had to



### ***Lardy 1: Richard Clarke***

be made between writing rules and gaming it would not even take a nano-second of thought. Anyway, I think it's impossible to develop rules if you aren't gaming with them regularly over an extended period of time.

Nick says: Once a week. Wife permitting.

11) HUMOUR SEEMS TO PLAY A BIG PART OF YOUR GAMES. ARE YOU DEEPLY SERIOUSLY GAMERS UNDERNEATH? OR DO YOU JUST ENJOY THE SOCIALISING?

**Richard says:** Humour is a big part of my life, what's the point in being here if you can't have a laugh. However my entire raison d'être for wargaming is that it is an excellent tool to allow me to understand military history.

In fact I'm a pretty serious historian. Researching military history is one of my greatest pleasures, and a rule set that replicates reality - I'm talking about command and control issues here and not

just technology - really can enhance that experience. So, deeply serious in that respect, but if an old mate turns up out of the blue I'd still rather have a gallon of beer and a laugh with him than read a book. There's always tomorrow for the book.

**Nick says:** We are serious in as much as we want to be able to have games which are realistic, but to keep you coming back they must be fun. Silly names provide a cover for what is a serious activity. Rich and I have gamed together for over twenty years, and the other inhabitants at Lard Island aren't far behind. The social aspect is crucial to the enjoyment and Lard Island has an excellent kebab shop nearby which helps us stay fit.

12) SO ARE THERE ANY MORE RULES TO COME OUT OF THE TOO FAT LARDIES? UNLESS OF COURSE THAT IS A CLOSELY GUARDED SECRET?

**Nick says:** We tend to use our own rules now for all periods that we play, and there are a number of basic rule sets that you might say are half written, Quite how many will grow into published sets remains to be seen.

For the past three years we have been working on "If the Lord Spares Us" and are very pleased that it is now ready for release as it is one that comparatively few rule sets to cover an overlooked period which still has plenty of untapped opportunities.

Aside from that we have basic sets covering Pony Wars, Vietnam, Colonial and WW2 Naval that are in various stages of development.

**Richard says:** Blimey, what isn't to come. As mentioned "If the Lord Spares Us" is out this month, as is the Christmas Special. Rob Avery, author of the Vis Bellica rules, has produced "The Fall of the Lion Gate" for us, a fantastic supplement of 21 scenarios covering the campaign in Malaya, the third scenario supplement he's written for us.

I'm presently writing a D-Day supplement to cover the US invasion beaches having spent some time in Normandy in the summer researching the subject.

We have a Syria 1941 campaign scenario due for 2006, and an Arnhem campaign supplement after that. Chris Stoessen in the US is preparing an East Africa campaign supplement. Our WWI Aerial Warfare conversion set for Bag the Hun, "Algy Pulls It Off" is due soon as a freebie for owners of the WWII aerial rules.

We also have "They Don't Like It Up 'Em" for the Sudan in preparation as well. Two more Specials in 2006 keep us busy too. There's certainly no sign of us slowing down, although we do tend to get blown from one project to another as the fancy takes us, but hey, we're wargamers, what do you expect!

AND FINALLY .....WHY TOO FAT LARDIES?

**Richard says:** I really can't recall the exact birth of that, other than the fact that Nick and I were having a pint in The Engineer in Harpenden - where all of our project meetings are held - and the last item on the agenda was a name. At the time the TV cookery programme Two Fat Ladies was being screened and one of us suggested the variation on the theme.

At the end of the day we're both too fat, hence our pie & pint logo (I'll let you work out which is which), so it just seemed appropriate. We have been pulled up several times about our supposed irreverence, but let's face it; we're middle aged blokes playing with toy soldiers. No matter how high-brow the reasons for doing that you need to be able to laugh about it. My wife certainly does.

**Nick says:** Because Little and Large was already taken. Maybe if we were to chose again we'd be Thinny and Boozanah in "What not to War". Not very subtle word play and carry-on style double entendres is a feature of much of our ethos.

The title of "I Ain't Been Shot, Mum" is a classic example of how bad at this we really are, but to me the more military style names sound just as silly, and we wanted IABSM to stick out from the crowd.



### ***Lardy 2: Nick Skinner***





The  
TooFatLardies  
at  
Play!



# BAD BOY





## I LOVE WJ Mag

I want to let you know that I love where you're going with the pdf version of WJ. I live in Argentina and am unable to get publications such as Wargames Illustrated and the kind. I have seen these magazines and drooled all over them but as a part time student/designer (I'm 23) I really cannot afford overseas subscriptions. I am telling every wargame enthusiast I know of about the beautiful 100 or so pages you guys are planning on giving us for free every month. Learn from Google guys. Good free things on the net DO work! :)

Thanks

Guido Quaranta  
BA, Argentina

## The New Wargames Journal PDF Magazine

Thanks very much for putting out a great magazine. I really like the PDF format. Even though I'm using a dialup connection, the download only took about 45 minutes and the magazine is worth every minute of it.

There is a good variety of articles, absolutely top notch photos - I really can't think of anything to find fault with. The fact that you fellows do all this work and then make the magazine available for free is really a bit overwhelming - thank you all for the generous gift you are giving the wargame community.

Regards

Barry Wallace  
London, ON  
Canada

**WJ Replies:** We are very proud that SO many people love the new format. Even though it doesn't take too long to download using broadband (sadly longer over dial-up) the size of the PDF has been our only source of discontent. To this end the graphics monkeys have been sacrificed and forced to slave away until they came up with a solution – which you are reading! It seems that they have devised a plan so cunning it has a bushy tail and the file size should be considerably smaller from now on.

## WJ Magazine, Incredible

Dear Sirs,  
I send you this email from Palma de Mallorca, Spain.

I downloaded this weekend your fist PDF number, I can only say that is an absolute and incredible work. Please make extensive my congratulations to all your team.

Keep on.  
Best Regards, Bartolomé Mayol



## Contacting the Magazine

Hi, first let me say what a marvellous job you have done with the ‘ Journal ‘, now I have a question.

In the “Age of Blood” 2nd Edition, ‘Berserkers’ have Terror 2 but on the war band roster that I also downloaded it has them as Terror 6. Which is correct?

Cheers, Paul Taylor.

**Tom Hinshelwood Replies:** *Paul, glad you like the new look WJ. In Age of Blood, Berserkers have Terror 2. The Terror 6 on the roster is a mistake. In a pre-release version the terror rules worked a different way and they had Terror 6. When the rules changed, the war band roster was not updated as well. So thanks for pointing that out!!*

## WJ Sample Edition

Hello,

Just finished reading the sample edition of WJ in PDF format. I’m very impressed with both content and lay-out/style. I’ve sent an e-mail to all my gaming buddies to take a look at this new magazine, so hopefully there will be a few more people reading it.

So please keep up the good work, if there is anything I can do to support you let me know.

Regards

Rob van Staveren  
Spijkenisse  
The Netherlands

**WJ replies:** *Rob, people like yourself are already supporting us by just spreading the word! To keep things growing we need readers! The figures are already fantastic (our web site statistics are astronomical) and they keep growing – so keep spreading the word folks!*

## The New Wargames Journal PDF Magazine

\*bows\*

Outstanding work! - It seems our rusty community goes brilliant new ways.

Grüße aus Saarbrücken  
Paul Weissi



# LETTERS

## New Wargames Journal – Forward Observer comeback?

Hi,

Great work guys and here's a question for Rich Jones. Although the new WJ is fantastic I still lament over the demise of Frontline Observer. My main period of gaming is true skirmish WW2 action and the articles in FO were perfect. So with the new look WJ is there any chance of FO rising phoenix like from the ashes?

Here's hoping,  
Craig Stewart  
Sydney, Australia

**Rich Jones replies:** Hi Craig, I am afraid that Frontline Observer will not appear as a separate entity. However the good news is we are planning on using the FO idea and layout to provide a dedicated WW2 section within WJ itself in early 2006. I am excited about the prospect of FO making reappearance and hopefully those of you who supported FO will enjoy what we have in store for WWII. I'm personally pushing for this new section; while still keeping myself free to contribute in other areas of the magazine as well.

## The All New Wargames Journal

Hi Tom,

I've just downloaded the new Wargames Journal and given it the once over.

Verdict - Awesome! A job very well done and certainly something for everyone. The quality matches anything on the news stands. Can't wait for the next issue already - where do I sign up?

Cheers, and more power to you,

Kev

WJ replies: Hi Kev, when the web chaps are finished with the new web site there will be an automated sign up process that will allow you to enter a valid e-mail address and away you go. That will allow you to download a copy for that wonderful price tag of FREE!! This mechanism isn't in place for the December Issue so you'll just need to follow the links from [www.wargamesjournal.com](http://www.wargamesjournal.com) but if you're reading this you know that already! Thanks for your kind words.

## THANKS GUYS

To everyone who is involved in making this delightful PDF :- thanks.

I just want to say you have done something cool for the hobby. Can I get AWI articles please.

Bob Sawyer  
New Foundland



## The New Wargames Journal PDF Magazine

Tom

I have just spent the last two hours looking at the PDF of the new Wargames Journal and am annoyed! I was going to do other things this morning but got so engrossed that I decided they could wait!!!!

I don't think I have enjoyed a 'magazine' so much for a very long time. Well done and thank you for all the hard work.

I fully intend to register but could not find where or how to do that, could you tell me where to look?

Thanks again.

John Grant

**Tom Hinshelwood replies:** *Hi John, you'll be able to sign up as soon as the WJ website redesign is finished, which should happen very early in the New Year. That goes for everybody else too.*

## The All New Wargames Journal

Hello

I have to say that the new Wargames Journal has to be the most fabulous thing to arrive on the internet so far. Congratulations. I have circulated the link to all of my wargame contacts already.

When you revamp the site I hope you do not delete the existing articles.

Regards

Robert McLean

A regular visitor to the site

**Tom Hinshelwood replies:** *Don't worry, existing articles on the website will not be lost and when the website is revamped the articles will be easier to find and navigate through. Plus, each month our favourite articles will be receiving the face-lift treatment in the new PDF-based magazines. We are actually planning a massive re-fit of the web site. The PDF will not mean we 'ditch' the web site; actually it means the total opposite. Our plan is to deliver high quality layouts via the PDFs, but deliver more intuitive, interactive content via the web site. For example, when doing a photoshoot we may take 30 images and only use 6 in an article. It makes sense for us to use these images online. Also watch out for some animation work that will knock your socks off!*

## WJ PDF Freebie

I can't believe this mag is free. I have a rather old PC with dial up connection and it took a while. But it was worth it. Keep up this sterling effort please.

Ian Smethick

A LOYAL supporter of WJ since it began





*Walter Anstiss is currently painting up Waterloo using Adler figures and 3 inch square bases, using the excellent Volley & Bayonet rules. On his journey of mini-metal-dementia we asked him to pick out some of the perhaps lesser known units and give us an account of them. His first choice is the King's German Legion which performed so heroically at Waterloo at La Haye Sainte.*

#### INTRODUCTION

So let's set the scene: it is 1803 and Napoleon Bonaparte is at war with the British. His stubborn enemy just doesn't want to give in and the Emperor is not yet ready to launch an all out assault against them. So he turns his attention to Germany and decided to land a major blow against Hanover, the homeland of the British King George III.

Off pops a small, but you would hope perfectly formed French Corps to sort out the Hanoverians, whose government was in turmoil. Basically the threat of military action (they thought that 20,000 French were marching towards them – the true number was only 13,000 under the command of General Mortier) led the government to sue for peace! And as a result it was forced to surrender its entire 10,000 man army.

There was a small infraction, at Borstel,

which saw a small detachment of Hanoverians drive off a French force. It was academic though and on June 3rd of that year the Convention of Suhlingen was signed. But this was a bit of a rocky arrangement and we eventually saw the Convention of the Elbe signed, which resulted in Hanover disbanding its army.

Back to the British. Seeking to benefit from this mass of trained troops lolloping around Europe Britain set out to recruit some 4,000 Hanoverians for use in British colours and it even sent agents there to solicit support.

This was the creation of the 'The King's Germans' who were initially set down to act as light troops. However, amongst these ranks of men were some superb cavalymen and artillerymen and so, in December of 1803, permission was given to create an all-arms corps to be known as The King's German Legion.

#### 1805

By 1805 the KGL consisted of two cavalry brigades, a light infantry brigade, two line infantry brigades and even had its own artillery and engineering units. Within three years the KGL had been fully incorporated into the British army and had abandoned its own training and language of command.

The following is a précis of the units initial actions:

- In 1805 6,000 men of the KGL took part in what was supposed to be the freeing of Hanover from the French. Against the backdrop of the Austerlitz campaign and Napoleon Bonaparte's crushing victory, Hanover had been ceded to Prussia as part of Austria's peace settlement.
- The next military encounter for the legion was when its light troops were sent to Ireland in 1806. Following an attack by





local militiamen what can only be called a 'scrap' turned into a bloody skirmish as the KGL withstood musket fire from the militia before finally charging in with bayonets.

- Next came a short-lived alliance with Sweden in Pomerania and a British expedition against Denmark.

But it was to be the Peninsular War that saw the KGL achieved their greatest fame as a reliable component of the Duke of Wellington's army. The KGL cavalry was particularly admired and won fame at Garcia Hernandez when it broke formed French infantry squares with no support.

Other major engagements include:

The retreat to Corunna, Talavera, Bussaco, Fuentes de Onoro, Albuera, the sieges at Ciudad Rodrigo and Badajoz and of course Salamanca.

## 1815

And so we move to the 100 Days Campaign. The KGL provided a number of units at Waterloo.

The Orders of Battle for the KGL engaged at Waterloo

### **1ST CORPS (PRINCE OF ORANGE)**

#### **1st Division (Maj. Gen Cooke)**

1st Artillery Battalion  
Kuhlmann's Horse Art. Bty  
Sandham's Bty. RFA

#### **3rd Division (Lt. Gen. Alten)**

2nd KGL Brigade (Col. Von Ompteda)  
1st & 2nd KGL Lt. Battalions – 860 men  
(Casualties 26 officers and 321 men)  
5th Line - 19 men remaining at end of day  
8th Line - Unlisted unit ceased to exist

#### **1st Artillery Battalion**

Cleeve's Foot Bty  
Lloyd's Bty. RFA

#### **2nd Corps (Lt. Gen. Hill)**

2nd Division (Lt. Gen. Clinton)  
1st KGL Brigade (Col. du Plat)  
1st, 2nd, 3rd & 4th KGL Line Battalions  
(Unlisted)

#### **2nd Artillery Battalion**

Sympher's Horse Bty.  
Bolton's Bty. RFA

### **CAVALRY CORPS (LT. GEN. UXBRIDGE)**

#### **Right Wing (Grant)**

3rd British / KGL Brigade (Dornberg)  
1st Light Dragoons - 462 (Casualties: 14

officers and 127 men)

2nd Light Dragoons - 419 (Casualties: 8  
officers and 68 men)

23rd Light Dragoons

7th British / KGL Brigade (von Arentschild)

3rd Hussars - 622 (Casualties: 12 officers  
and 118 men)

13th Light Dragoons

#### **Left Wing (Vivian)**

6th British Brigade (Vivian)

1st Hussars - 493 (Casualties: 1 officer and  
9 men)

10th Hussars

18th Hussars

*(Total Line battalion casualties: 36  
officers and 754 men out of 2,525  
fielded)*

### **BATTLEFIELD DISPOSITIONS**

The 1st KGL brigade (du Plat) were positioned behind Hougmont

The 2nd (von Ompteda) at La Haye Sainte  
The Light Dragoons were placed to the left of du Plat

The 3rd Hussars behind the Light Dragoons

The 1st Hussars on the extreme left

### **ACTIONS**

Like Hougoumont and Papelotte, the farm of La Haye Sainte was transformed into a fortress by the Allied army.

Located at the centre of Wellington's Army, La Haye Sainte saw heavy fighting all day. The farm was garrisoned by Major George Baring and the riflemen of the 2nd Light Battalion, King's German Legion only reinforced late in the day by 2 companies of Hanoverian Light infantry.

They were supported by the 1st KGL light Battalion, the Light Company of the 5th Line Battalion and to the east, in a sandpit, by three companies of the 95th Rifles ('the rascals in green' as the French referred to them). The farm was a major thorn in the side of the French, as first D'Erlon's attack and then Ney's had had to pass by the Allied position.

When the French cavalry attack to the west had ground to a halt, the French made a last determined effort to take the farm. La Haye Sainte was on fire, ammunition was spent, but the dogged defence continued with bayonet and rifle butt, until finally at 6pm when only about 40 of the original 400 defenders were still effective the order to abandon the farm was given!

French artillery firing at point-blank range, coupled with an intense final infantry push saw the farmhouse fall. But with the

Prussian army now arriving at Plancenoit, the moment passed and Napoleon had to dispatch the Young Guard to deal with the Prussian threat to his right flank.

One of the tragic events of this battle occurred on this wing, when Division commander Alten ordered Colonel von Ompteda to move his 5th and 8th KGL line battalions out of square into line and advance against the French infantry attacking La Haye Sainte. An order that von Ompteda protested, arguing that French cavalry would surely attack.

The Prince of Orange overhearing the heated exchange and without investigating the circumstance, commanded von Ompteda to do as his commanding officer wished! Sure enough as the troops, now deployed in line advanced, they were attacked from flank and rear by French Cuirassiers and overwhelmed.

The 8th Battalion ceased to exist as a fighting unit losing both its colours, von Ompteda (and his 2 nephews, present in his brigade) were killed. The 5th Battalion only 'saved' itself by forming square and retiring under cover of a cavalry charge by the 7th BR/KGL Lt. Brigade.

Only 19 men of 5th Battalion were able to continue the fight minus their King's colour! A commander and some of the best fighting troops of the allied army had been wasted for no reason.

On the other side of the battlefield around Hougmont, the 1st KGL brigade under du Plat became involved at about 4pm, lending support to the defenders of the chateau. The 2nd Light Dragoons and 3rd Hussars charged a body of French cavalry, forcing them to retire.

The KGL suffered heavily at Waterloo, with most of the casualties suffered in the defence of La Haye Sainte. The French capture of the farmhouse came at an incredible cost, and it could be argued that the notable actions of KGL left Napoleon unable to exploit its capture.

### **THE END OF THE ROAD**

In December of 1815, the KGL was officially disbanded, but many troops rejoined the Hanoverian army and kept the military history of this renowned unit alive.

It could be said that no other ally gave Britain such dependable and valuable support.





*“These 6mm scale Adler bases are designed to represent two bases from Waterloo. The top base is the 1st Corps with the 3rd Division: 2nd King’s German Legion Brigade – Colonel von Ompteda and the units are the 1st & 2nd Light Battalions and 7th & 8th Line Battalions.*

*The bottom base is the 2nd Corps with the 2nd Division: 1st King’s German Legion Brigade – Colonel Du Plat and the units are the 1st, 2nd, 3rd & 4th Line Battalions.”*





# SANTA'S SLAY



By Tom Hinshlewood



*As it is that certain time of the year we figured that it is only appropriate to do festive scenario. In Tom Hinshlewood's Santa's Slay, the diabolical goblin King Stinkypants has ambushed Santa on Christmas Eve with the intention of stealing the presents and ruining Christmas for everyone. Only a few elves, Santa, and his bulging sack can stop them...*

## BACKGROUND

Twas a night before Christmas and the only creatures stirring in the North Pole were the rotten goblin raiders of King Stinkypants. The odious goblin chief had led a band of his most dastardly warriors deep across the Magical Realm and into the depths Moonlight Forest, home of the elves, and there he set his ambush.

Accompanying him were his two sons, the savage Prince Nerfherder and the maniacal Prince Silly Billy, the lethal and obese goblin champion, Fatty Nobrain, and the huge and troll-like Oi!. They were the meanest and toughest goblins in the whole of the Magical Realm and they had journeyed north to do just one thing: Ruin Christmas.

After as they hid, coming out of the North Pole, on his brand new turbo powered ten litre sleigh, was the man himself, Santa. It was the start of the busiest night in Santa's year and he was already running late. He had the world's supply of presents to deliver and he was determined he wasn't going to be late.

But unbeknownst to him, King Stinkypants and his villainous band had sabotaged Santa's sleigh while it had been at a sleigh mechanic's shop in downtown Chocolate Gardens.

No sooner had Santa flown out from the North Pole than his sleigh lost power and came crashing down from the skies, landing in a puff of snow in the middle of Moonlight Forest.

Fortunately Santa was not hurt in the crash landing and he pulled himself out of his sleigh. It was going to need repairing and fast. The elves would be able to get the sleigh patched up in no time but so deep in the forest, Santa couldn't get a decent reception on his Polarola phone.

Cursing the over-priced piece of junk, Santa set off through the trees to the Crystal Palace, to see his good friend King Sunshine of the elves. With the magic of the elves to help him Santa was sure he could still get the presents delivered on time.

But before Santa could get far, King Stinkypants sprung his trap. Out from the trees the goblins emerged, ready to steal the presents from Santa's bulging sack and ruin Christmas for everyone...

Will King Stinkypants steal the presents? Will Santa survive until the elves can save him? Can Christmas be saved?

## THE MAP

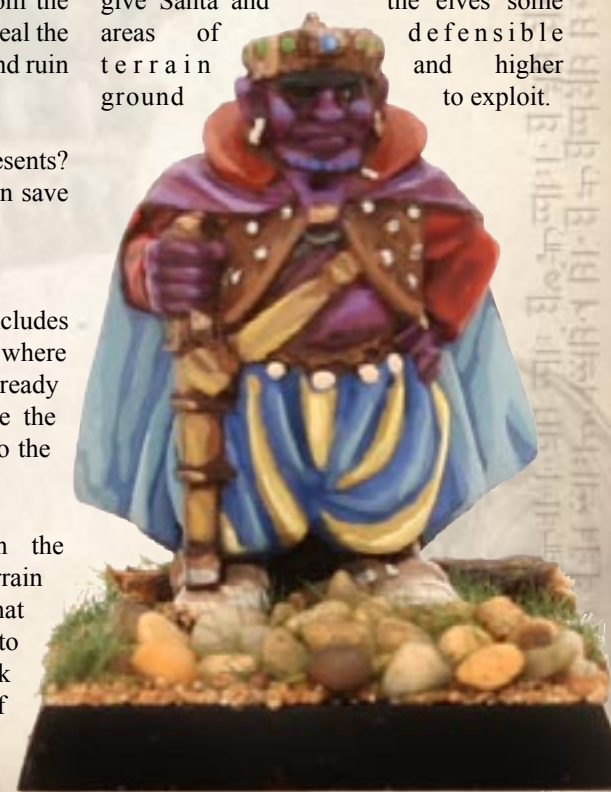
The map shows a 6' by 4' area that includes a section of the Moonlight Forest where Santa is ambushed. He has already journeyed for several minutes since the crash so his sleigh is off the board to the north end.

As the scenario takes place in the North Pole the use of winter terrain is most appropriate, but failing that sprinkling some snow-substitute onto conventional scenery does the trick very well. We found bicarbonate of

soda gave an especially nice effect. You can even sprinkle it onto the bases of your miniatures to give them the true Christmas flavour.

A frozen river bisects the map forming a passable obstacle for the combatants. Again, a conventional piece of river scenery with a few snow sprinkles scattered over it does the job perfectly. Trees should be placed to create a light woodland feel, not a dense forest.

Santa starts at an old ruinous elven meeting place which can be represented by rocks and a few pillars if necessary - enough to give Santa and the elves some areas of defensible terrain and higher ground to exploit.





They are, after all, going to be somewhat out numbered.

Winter terrain

As already stated, this scenario takes place in a snow covered forest somewhere near the North Pole. The ground is covered in a fine powdery layer that looks very pretty but does not adversely affect the movement of any models. As such the snow does not count as difficult ground.

Frozen River

The River Gumdrop freezes every year, allowing the elves of the Moonlight Forest to ice skate in their free time and put on spectacular musicals on ice for all the good creatures of the forest to enjoy. However, in battle the frozen river can be difficult to negotiate and the unwary can lose their footing with ease.

Any model that crosses the river is forced to do so at half pace, otherwise they risk falling over. A model may move at normal pace, but must pass an Agility test against difficulty 6 to do so.

Otherwise they slip and fall, losing the rest of the action and they must spend the turn getting up and so can take no further actions. Models who are in combat or who are hit with missile weapons must also test. Those who fail become prone for the rest of the turn.

Fate Cards

For this scenario remove the following fate cards from the fate deck: Valkyrie’s Song, Odin’s Wisdom, Thor’s Might, Tyr’s Spirit, Loki’s Strife, Sif’s Excellence, Hel’s Wrath, Frigga’s Blessing, Freya’s Aid, Aegir’s Might, Frey’s Sight, Heimdall’s Courage, and Bragi’s Gift. Instead, there are some scenario specific Fate Cards provided at the end of the scenario to be used instead.

BAD GUY SETUP AND ORBATS

The goblins of King Stinkypants, despite all their grand designs, have failed to properly ambush Santa and have allowed him to slip through the trap. They should have swamped him from all angles simultaneously but through a mixture of laziness and sheer incompetence no one bothered to make the first move.

Santa, after all, is built like a brick outhouse and is quite capable of smashing the green stuff out of a dozen goblins all by himself.

With Santa heading towards the elf Crystal Palace, King Stinkypants finally manages to get his underlings in order. His warriors are split into groups, each led by one of the goblin heroes and one by himself. In addition they have a group of evil wolves who have come to bite Santa and any elves who come along as well. The mighty Oi! is King Stinkypants’ personal bodyguard who accompanies him wherever he goes.

GOBLIN DEPLOYMENT

After Santa has been placed on the battlefield the goblin player can then set up the group of 6 wolves on the board. Roll a D10 and add six to the result, once for each wolf. The wolf can then be placed no closer to Santa (in a straight line) than the result of the dice roll.

The other groups of goblins arrive on the board at the start of future turns. King Stinkypants’ group is deployed at the start of the game, in one of the three deployment areas. Roll a D10 and consult the following table to determine where the group begins.

D10 Roll	Area
1-3	A
4-6	B
7-9	C
10	Choose

At the start of turns, 2, 3 and 4, each of the other three groups of goblins arrives at a deployment area determined by the above table. To determine which group of goblins arrives, roll a D10 and consult the following table. If you roll a group that has already been deployed you may pick which one of the remaining groups arrives.

D10 Roll	Group
1-3	Prince Nerfherder
4-6	Fatty Nobrain
7-9	Prince Silly Billy
10	Choose

GOALS

The single and most important thing that the goblins can hope to achieve is the death of Santa. By slaying Santa the goblins will be able to grab his sack and make off with the presents inside, thus ruining Christmas. Everything else is secondary to this, but if the goblins do not adequately take care of the few but powerful elves who rush to

**The Goblins**

King Stinkypants  
Spearmen x5  
Oi!  
Archers x3  
Wolf Riders x5

Prince Nerfherder  
Spearmen x5  
Wolf Riders x5

Fatty Nobrain  
Warriors x5  
Wolves x6

Prince Silly Billy  
Spearmen x5  
Wolf Riders x2

Wolves x 6





Santa's defence, they may find themselves in for a very tough time.

### GOOD GUYS SETUP AND ORBATS

Santa's in trouble. He's on his own and the goblins are nearby, and they're not in the neighbourhood to sing carols. Exceptionally strong and powerful though he is, Santa cannot hope to fight off all his attackers on his own.

#### THE GOOD GUYS

Santa

King Sunshine  
Archers x2  
Spearmen x2

Prince Starbright  
Archers x2  
Spearmen x2

Knights x4

Luckily, the elves come to his rescue, at least that's the idea. King Sunshine and Prince Starbright just happen to be in the area and spot the massive size twenty footprints of Santa in the snow and the tiny pointed footprints of goblins. With their warriors following they race to intervene.

As with the goblins, the elven warriors

are divided into groups, one led by King Sunshine, another by Prince Starbright, while the third is composed purely of elf knights who arrive on the scene first.

Both King Sunshine and Prince Starbright are highly potent heroes and Santa himself is even more deadly. The elf warriors, though few, are far superior to their goblin counterparts.

### THE GOOD GUYS DEPLOYMENT

The first model to put on the board is Santa himself, who can be deployed anywhere within the area designated as the elf meeting place. This area should be roughly eight inches square. Then, after the goblin player has deployed his wolves, roll a D10 and consult the below table to see where the elf knights arrive. As they are on horseback they have reached the battlefield first.

D10 Roll	Area
1-4	A
5-8	B
9-10	C

At the start of turn 2, either King Sunshine or Prince Starbright arrive on the battlefield with their loyal elf followers. To determine who is first to arrive roll a D10, odds its King Sunshine's group, evens its Prince

Starbright. Then at the start of turn 3, the second group is deployed. Use the above table to determine in which area the elves are deployed.

### GOALS

Christmas must be saved, no matter the cost. Santa cannot die. The job of the elves is to do everything they can to protect Santa. The big man can take care of himself, but not against so many enemies. The elves must harass and slow the goblins down, keeping them away from Santa for as long as possible.

Santa does possess the ability to zip around the board to get himself out of any dire trouble, but he can't do that forever. He is a superb fighter and to achieve victory he will need to take part in the fight, but if he is left exposed the hopes and dreams of the world's youngsters will be shattered

### WINNING & LOSING

For either side this rests purely on whether or not Santa lives or dies. If Santa lives then the magic of the elves will help him repair his sleigh just in time to race around the world and unload his sack, delivering presents to the world's children. However, if Santa dies no one else can deliver the presents and from that point onwards, Christmas is doomed forever.





# SANTA'S SLAY

ELVES  
(B)

ELVES  
(A)

SANTA

GOBLINS  
(C)

GOBLINS  
(B)

GOBLINS  
(A)

ELVES  
(C)

4 ft

6 ft







***"A big thank you to Heresy Miniatures ([www.heresyminiatures.com](http://www.heresyminiatures.com)) for sending us their excellent Santa Boris for use in this scenario. You can win one of twelve Santa Boris figures if you can answer the following question: Prince Nerfherder takes his name from an insult used in a very famous film, but what is that film? The first 12 people to send an email to me at [tom@rebelpublishing.net](mailto:tom@rebelpublishing.net) with the film's full (and we mean full) title, will win a superb Santa Boris miniature."***



# THE GOOD GUYS - HEROES

## Santa

One of the most well known and best loved people who inhabit the Magical Realm is the legendary Santa. Santa used to be fat, round and jolly but the constant exercise of hefting huge sacks of presents all over the world in lightning fast time has given Santa more muscles than Arnie's bigger brother.

Agi	Bra	Def	For	Pro	Str	Val
2	7	2	5/6	5	5/7	4

Equipment: Huge sack employed like a mace (counts as maul), hardened codpiece and woolly hat.

Traits: Charismatic, Expert Fighter, plus the following unique traits:

### *Fast as Lightning*

It's not easy getting down all those chimneys in one night, but luckily Santa possesses magical power that can make him move ridiculously quickly. By spending a point of Valour Santa can instantly jump 8 inches in any direction as a free action in the Movement Phase.

### *Bulging Sack*

With dozens of heavy presents loaded into his sack, it makes a potent weapon for Santa to employ. And by swinging it around his head at speed it becomes a whirling sack of death to anyone nearby. By spending a point of Valour Santa can make a free attack against any model within 2 inches.

## King Sunshine

The king of the elves of Moonlight Forest is a just, wise, funny, likeable, humorous, good natured, all round good guy. He is the best friend to Santa and often shares a glass of sherry and a mince pie with Santa on Boxing Day, when all the work has been done.

Agi	Bra	Def	For	Pro	Str	Val
6	6	7	3/5	5	3/5	3

Equipment: Sword, mail shirt and helmet.

Traits: Expert Fighter, Lightning Reflexes, and Lucky.

## Prince Starbright

Prince Starbright is the finest warrior of all the elves of Moonlight Forest and a scourge of bad does everywhere. He is the sworn protector of whole of the Magical Realm, and seeks out naughty goblins wherever he can find them. He's also got great teeth.

Agi	Bra	Def	For	Pro	Str	Val
7	6	7	3/5	6	3/6	4

Equipment: Bright Lance (counts as spear but with +2 Strength), mail shirt and helmet.

Traits Expert Fighter, Lightning Reflexes, Precision and Opportunist.





# THE BAD GUYS - VILLAINS

## King Stinkypants

King Stinkypants is the king of all the goblins of the Magical Realm. He is so bad and nasty that he hates everything, including Christmas. Every year he does his best to ruin it for as many of people as possible. He even hates mince pies.

Agi	Bra	Def	For	Pro	Str	Val
4	5	2	3/4	4	3/5	3

Equipment: Sword and studded vest.

Traits: Devious, Lucky and Opportunist.

## Prince Nerfherder

The eldest son of King Stinkypants is extremely bad tempered, even by goblin standards. He has a long list of horrid habits, all so repulsive that they cannot be mentioned in good company.

Agi	Bra	Def	For	Pro	Str	Val
4	4	2	4	4	4/5	2

Equipment: Nerfherding stick (count as spear).

Traits: Expert Fighter and Frightening Appearance.



## Fatty Nobrain

The infamous champion of the goblins, Fatty Nobrain is easily the fattest and most stupid of all the creatures of the Magical Realm. Even the Chatty Slugs of Over Under Land are more intelligent. No one remembers a time when Fatty Nobrain was seen without his rusted armour. The reason, of course, is that he became so fat so quickly that he cannot get out of it.

Agi	Bra	Def	For	Pro	Str	Val
1	5	1	5/9	5	4/6	4

Equipment: Axe, spiked club, extremely heavy armour and helmet.

Traits: Ambidextrous, Axeman, Fat and Frenzy.





# THE BAD GUYS - VILLAINS

## Prince Silly Billy

The youngest of the goblin princes, Silly Billy is a maniacal goblin who is only half a lunatic on his very best behaviour. He's so ridiculously mad that he thinks there are eight days in a week and calls everyone Ronald.

Agi	Bra	Def	For	Pro	Str	Val
4	4	2	3/5	4	3/5	2

Equipment: Sword and shield.

Traits: Lightning Reflexes, Swift and the following unique trait.

### Mad as a Hatter

The pure insanity of Prince Silly Billy is a sight to behold. It is impossible to predict what he might do next and as often as not he is as much a danger to his friends as his foes. In the Initiative Phase roll a D10 and consult the following table to determine how Prince Silly Billy acts that turn.

### D10 Roll      Effect

1-2      Dribbles. The prince sits down and does nothing but dribble profusely. He may take no action of any kind for the duration of the turn. In combat he makes opposed rolls as normal, but cannot roll to wound those he wins.

3-4      Boogie Fever. Silly Billy skips and dances around with no care as to where he is going. The opposing player may force the prince to take a move action in the Movement Phase, moving him in any direction he wishes, but not into combat.

5-8      Normality. Luckily Silly Billy has his wits about him and behaves normally. No additional effect.

9-10      "I'm Super Goblin." For some unknown reason the prince believes he was born on another planet and came to the Magical Realm to be Super Goblin. He pulls open his jerkin to reveal a painted SG on his chest. For the duration of the turn he receives +1 to all characteristics, including Valour, and counts any removed from play injuries as merely wounded.

## Oi!

No one is quite sure how Oi! became a goblin, because he certainly isn't a goblin. Even goblins are clever enough to see that the great lumbering oaf is not one of their own kind. The trouble is he's so big and strong that no one dares tell him. He may eat as much food as a dozen goblins and drink more ale than twenty, but he is mighty useful to have around in a scrap. As far as Oi! knows he is actually a goblin, he just can't understand why he keeps breaking things and banging his head on doorways.

Agi	Bra	Def	For	Pro	Str	Val
2	1	0	9	3	7/9	0

Equipment: Massive club (counts as maul).

Traits: Large and Terror 3.





# THE GOOD GUYS - GRUNTS!

## Elves

The elves of Moonlight Forest are the Magical Realm's most skilled warriors and most pleasant citizens. Rather dull actually!

### Archer

Agi	Bra	Def	For	Pro	Str	Val
5	5	4	3	4	3/4	0

Equipment: Bow and knife.

### Knight

Agi	Bra	Def	For	Pro	Str	Val
5	5	4	3/7	4	3/5	0

Equipment: Spear, sword, shield, mail shirt, helmet and shield. Elf Knights ride horses.

### Horse

Agi	Bra	Def	For	Pro	Str	Val
4	0	0	6	2	5	0

Traits Four Legged, Large and Swift



# THE BAD GUYS - GRUNTS!

## Goblins

*The goblins of the Magical Realm are mean, cruel and smelly. No one likes goblins, not even other goblins.*

### Archer

Agi	Bra	Def	For	Pro	Str	Val
2	1	1	2	2	2/3	0

Equipment: Bow and knife.

### Warrior

Agi	Bra	Def	For	Pro	Str	Val
2	1	1	2/4	2	2/4	0

Equipment: Sword and shield.

### Rider

Agi	Bra	Def	For	Pro	Str	Val
2	1	1	2/4	2	2/3	0

Equipment: Spear, knife and shield. Goblin Riders ride wolves.

### Wolf

Agi	Bra	Def	For	Pro	Str	Val
6	0	0	2	2	2	0

Traits Natural Weaponry, Four Legged.





<p><b>Cracks in the Ice</b>  <i>The river is completely frozen solid, right? Well, actually not quite as one unfortunate warrior is about to find out. Play this card on an enemy model who is standing on the any part of the frozen river. The ice cracks under their feet and if they are not fast enough they fall straight through it. The model must make an Agility test at difficulty 8 or they take a Strength 4 against their base Fortitude.</i></p>	<p><b>Elf Reinforcements</b>  <b>(Elf only)</b>  <i>The Moonlight Forest is the elf homeland and as such there are plenty of dashing handsome elves about to lend a hand to Santa and the boys. A single elf warrior and archer arrive, deployed at the start of the turn. Roll for their deployment area as normal.</i></p>	<p><b>Deep Snow</b>  <i>The snow that covers the forest floor is reasonably shallow and no trouble to either elves or goblins. However, at some points, where the ground undulates, the snow is particularly deep. Play this card on an enemy model. For the duration of the Movement phase, it counts as moving through difficult terrain.</i></p>
<p><b>Gaseous Discharge</b>  <b>(Goblin only)</b>  <i>Fatty Nobrain is disgusting in every conceivable way, including the unwanted releasing of foul odours. Play this card to affect any models in base contact to Fatty Nobrain. In combat, Fatty receives +1 Prowess against these models as they are too busy holding their noses to fight properly.</i></p>	<p><b>Chocolate Arrow</b>  <b>(Elf only)</b>  <i>The famed chocolate arrows are one of the elves of Moonlight Forest's greatest and most feared weapon. The chocolate arrow is so sweet and tasty that whoever is struck by it has no choice but to eat it, regardless of what they should be doing instead. Play this card on an enemy model hit by an arrow in the Ranged phase. Instead of rolling to wound the model is forced to do nothing else this turn, or next, as they are too busy eating. Model's in combat, however, still fight back.</i></p>	<p><b>Brandy Power</b>  <b>(Elf only)</b>  <i>Tucked away in Santa's codpiece is a flask of the finest brandy in the Magical Realm. Brewed by the tinkers of Tinkerland, the brandy is so potent that just one swig will transform even the wimpiest of individuals into a force of heroic proportions. Play this card on Santa only. For the duration of the turn he receives +1 Strength and Fortitude.</i></p>
<p><b>Jibbering Idiot</b>  <b>(Elf only)</b>  <i>Silly Billy's insane outbursts are infamous across the Magical Realm, and no one is ever the least bit surprised by what he does. On occasions he'll even attack his own companions, believing that they are not a goblin but a inbog. Play this card on Silly Billy at the start of the Movement phase. He charges the closest friendly model and engages him for this turn only.</i></p>	<p><b>Poison Dart</b>  <b>(Goblin only)</b>  <i>The horrible goblins of the Magical Realm often brew poisons made from black mushrooms and rotten herbs. They coat their arrows with this sticky goo and anyone wounded by a poisoned arrow is in serious trouble. Play this card on an enemy model struck by an arrow in the Ranged phase. When rolling to wound, add +1 Strength.</i></p>	<p><b>Moonlight Blessing</b>  <b>(Elf only)</b>  <i>Moonlight Forest is a beautiful and magical place of which the elves are protectors. The forest, in turn, will do its best to help the elves within it when it has the chance. Play this card on an enemy model who counts as being in cover for the purposes of ranged attacks. The forest moves out of the way, making the model loses are cover bonuses for this turn.</i></p>
<p><b>Goblin Reinforcements</b>  <b>(Goblin only)</b>  <i>King Stinkypants brought a huge attack force with him, with which to ambush Santa. But because goblins are so stupid, most of the warband has got themselves lost. However, a small group has found its way back to the fight. Three goblin spearmen and an archer arrive, deployed at the start of the turn. Roll for their deployment area as normal.</i></p>	<p><b>Healing Potion</b>  <b>(Elf Only)</b>  <i>Many elves carry around the magical brew of life berries that can heal almost any injury. It also tastes pretty damn nice too. Play this card on a model that is wounded, from this point onwards the model no longer is considered wounded.</i></p>	<p><b>Goblin Magic</b>  <b>(Goblin only)</b>  <i>King Stinkypants is a part-time but highly potent sorcerer able to cast magical spells of pain and suffering. On the Sorcery spell list roll a D10. King Stinkypants is able to cast that spell but for the price of one action, not Valour.</i></p>
<p><b>NO FATE</b></p>	<p><b>NO FATE</b></p>	<p><b>NO FATE</b></p>



# GUY DELILLIO

**DUE TO POPULAR DEMAND WE NOW HAVE SOME  
MORE OF GUY'S WORK TO SHOW YOU!**











*We provide a brief background to this historic War of the Roses clash and a scenario using the Warhammer Ancient Battles rules and army lists that first appeared sometime ago inside Wargames Journal. Bryce has also provided some wonderful banners to adorn the various nobles that are available in the download section of the web site and has provided information on collecting the forces and painting them accurately.*

## INTRODUCTION

The Wars of the Roses had been rumbling along since 1455. By 1469 all of the most prominent supporters of the Lancaster cause were in exile and their 'King', Henry VI, was a prisoner in the tower.

It seemed that the threat to the reign of the Yorkist King Edward IV from the House of Lancaster had waned and he was secure.

Hope for the Lancastrian cause was however rekindled when the King mismanaged his relationship with his most loyal campaigner the Earl of Warwick, the famous Kingmaker, who had done so much to bring Edward to the throne of

England.

The Earl of Warwick crossed to Calais to find other rebels and to raise an army. He was joined by the King's own brother Clarence who cemented his loyalty to Warwick by marrying his daughter.

Prior to leaving England, Warwick had fermented rebellion in the north of England which Edward and his army was then forced to suppress. With the King engaged in the north, Warwick landed in Devon with an army funded by the French King and the army continued to recruit as it marched on London.

Edward soon realised that his small force could not fight on two

fronts and with no hope of recruiting in the north he promptly fled the country.

In 1470 Warwick released the hapless King Henry VI from his imprisonment and duly declared him to be King. Warwick was of course the same man who five years previously had led this same man and supposed traitor King to the tower!

King Edward IV spent his short exile drawing upon the support of his brother-in-law the Duke of Burgundy. In March 1471 Edward landed in Yorkshire with a small army and was able to recruit as he pushed south for London.

Warwick knew of Edward's landing and expected that his son the Earl of Montague would engage Edward in Yorkshire. Edward however simply bypassed Montague's forces, avoided Warwick who was in Coventry and marched to London unopposed.

Immediately amidst such treacherous times the loyalty of Warwick's son was called into question because of his

perceived inaction in Yorkshire.

Whilst this was going on Clarence, now of course the Earl of Warwick's son-in-law, defected again and without Warwick's knowledge re-joined his brother Edwards cause.

Edward's duly captured the Lancastrian King Henry VI who faced the humiliation of being held captive in Edward's baggage train as he pushed north to do battle with Warwick.

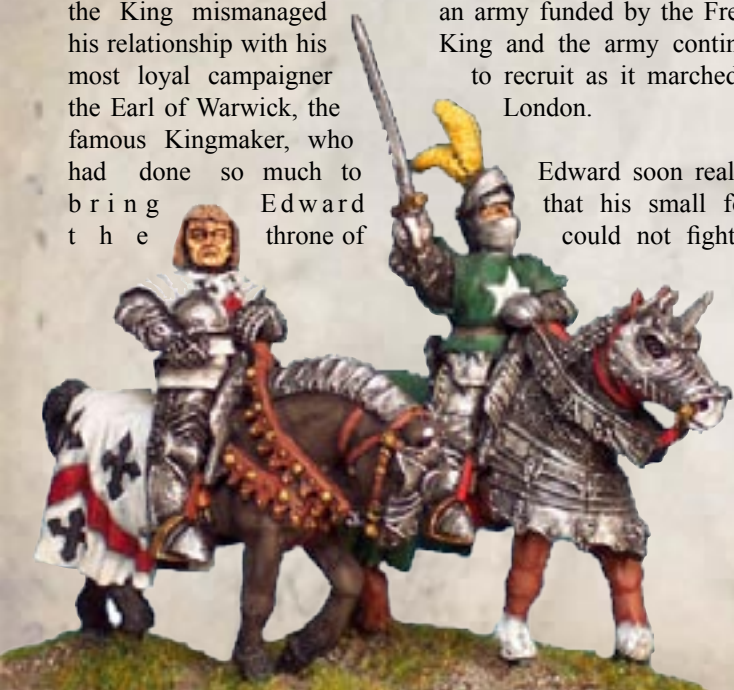
The scene was set for the Battle of Barnet.

## WARGAMING THE BATTLE

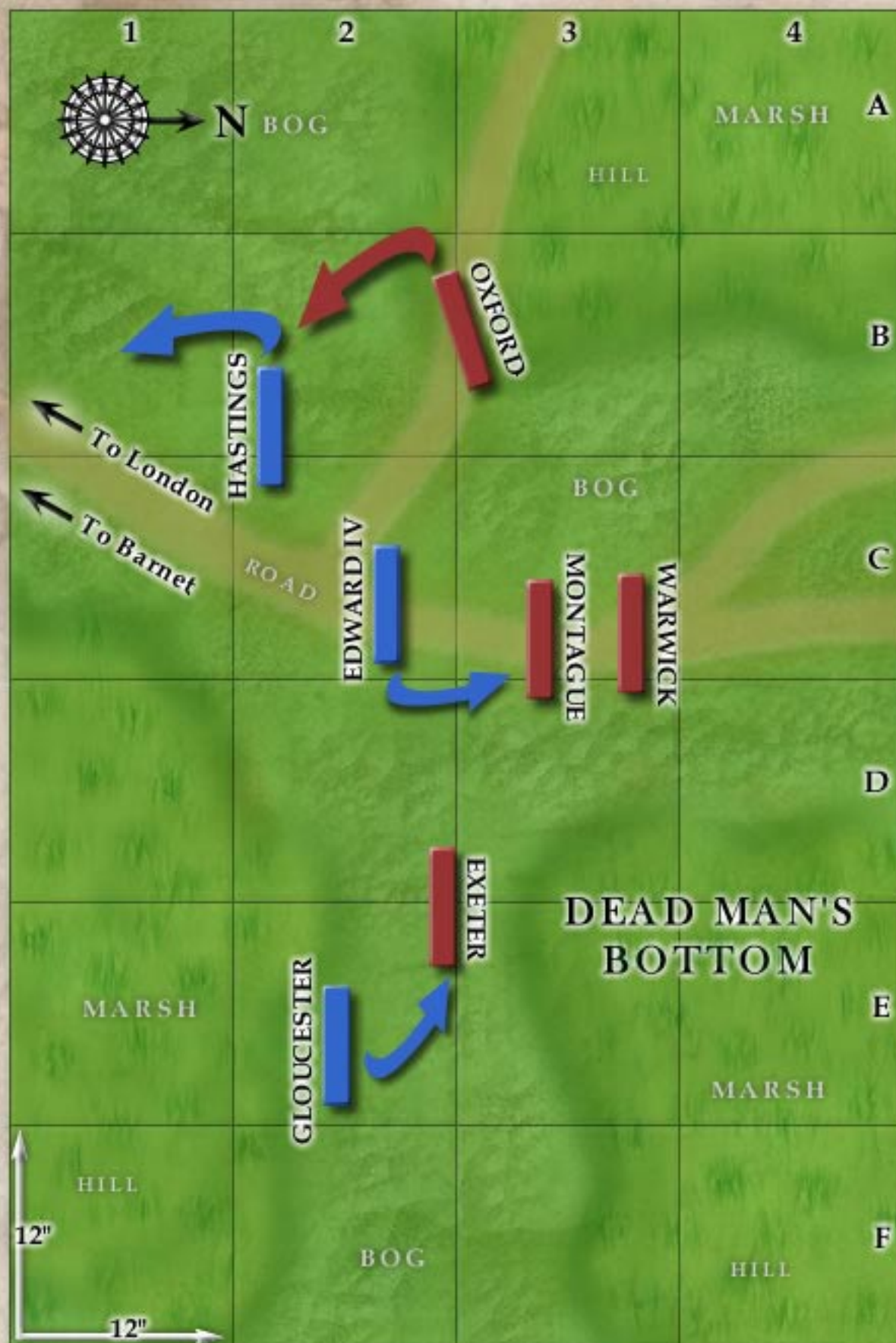
Barnet as a battle is not as well known as the battle of Tewkesbury that occurred around a month later and has often tended to overshadow it.

It is however a good wargaming subject for a variety of reasons and it makes a great subject for wargaming for a number of reasons including:

- The potential for treachery on either side with Clarence and Montague.







# THE BATTLE OF BARNET

14th April 1471



- The appalling weather conditions. The battle was fought in dense fog that caused utter confusion. This coupled with doubtful alliances has the potential for totally unexpected outcomes. As a field Commander you would only be aware of what is happening where you are and not to your left or right
- Leading from the front Edward IV has a good chance of being killed in the Battle
- The Duke of Gloucester, who commanded Edward's left flank at Barnet, was later to become King Richard III
- There is the possibility of friendly troops rescuing, or perhaps even over-zealous troops accidentally killing, the captive Henry VI

As you can see the game has the potential for several twists and turns and potential sub-plots within the battle itself.

Imagine yourself as Edward IV. It's early morning and you can't see what is ahead of you but you do know that you are pitched against a man who was once your closest ally.

You know his army is bigger and that his Commanders are better than yours, you even doubt your own brother's loyalty.

## DEPLOYMENT

The map illustrates the deployment of the various contingents. It also illustrates how Edward deployed his army slightly towards one side. This went against all conventional wisdom as normally opposing armies aligned themselves in a

more regular fashion.

Barnet is a contest between two similar forces but with Warwick's army being larger at around 13,000 compared to Edward's total of around 10,000 men.

The numbers present at any medieval battle are always hotly debated. Just bear in mind the old adage that it is the victor that writes history. Edward's chronicles put Warwick's forces at 30,000 to make Edward's ultimate victory seem more dramatic. It is always safer to opt for somewhere between any two extremes.

In any battle of this period forces were generally aligned conventionally. Casualties would be fairly even on both sides until one army managed to swing in its reserve on an exposed flank and the melee would pivot until breaking point was achieved.

If the break became a rout then as with most ancient or medieval warfare the victor would inflict a disproportionate number of casualties on the fleeing enemy.

Superficially Barnet would have seemed likely to be a victory for Warwick's larger army however Edward's unusual deployment was set to change the script.

Edward's deployment meant that Edward himself would clash with Warwick and Montague's forces.

On his right his most

inexperienced Commander, Richard, Duke of Gloucester had his forces arranged so that when they met the veteran Exeter's force they could spill around Exeter's exposed left flank and turn him.

However the flip side to this was going to happen on the opposite wing, as Hastings would be outflanked by Oxford. This unusual deployment may have been a cunning plan by Edward to create the illusion of a larger force but most historians put the misalignment down to the presence of the thick fog.

## VISIBILITY

The poor visibility was more of an advantage to the numerically inferior Edward. It also meant that the superior enemy artillery was even more ineffectual than was normal for the times.

Edward had advanced his armies forward to be able to strike at dawn. As the fog began to gather during the night it was so thick by the time the battle began at dawn that the archers would be lucky to fire off one salvo before the forces clashed.

Each command would almost literally have tunnel vision and not be aware of either their own or enemy forces to their left or right.

## THE BATTLE OF BARNET

As Edward's forces advanced his left flank under Hastings was first to engage the enemy as it clashed with Oxford's force, closely followed by Edward's centre meeting Montague

and Warwick's troops and Gloucester meeting Exeter on the right wing.

Very soon Oxford's superior numbers overlapped Hastings' exposed flank and rather than just falling back in good order, Hastings' men panicked and ran.

Oxford devastating attack swept away Hastings' division in a total rout.

Under normal circumstances this would have been a total disaster for the Yorkist forces as Oxford's men would sweep in on Edward's flank and rear but instead they disappeared into the fog without anybody noticing the significance.

On the right wing Gloucester's overlap of Exeter's forces proved very effective but Exeter's troops were more disciplined and although pushed back continued to keep their cohesion and fight on.

Oxford's men meanwhile thought the battle was over and began looting Edward's baggage train. As a result they rescued King Henry VI who must have felt more like a pawn in a game of chess than the King of England!

It is reported that some of Oxford's men rode into London and proclaimed their victory not knowing that the rest of their forces were still fully engaged. Oxford being a veteran Commander soon took command of the situation





and remarkably under these circumstances managed to rally about a quarter of his force to return to the battle to cement an almost certain victory.

Oxford's men appeared through the fog and were not presented with Edward's flank but an arrow storm from Warwick's own exposed flank. It is popularly believed that Oxford's badge of a star was mistaken for Edward's sun badge. Whatever the truth of the matter cries of treason went up from all sides and panic gripped Warwick's army. Morale crumbled.

Some commentators believe that Montague tried to go over to Edward's side as believing the battle to be lost and that Warwick's men cut him down.

Warwick now decided to make his exit but was 44 years old, wearing 50lbs of plate armour and had fought for 3-4 hours. He tried to find his horse tethered towards the rear but never made it. He was found dead and stripped of his armour on the battlefield the next day.

Oxford was more fortunate and managed to escape to Scotland but Henry VI was re-captured and taken back to the tower where he is said to have died of melancholy a year later.

**T H E**

## AFTERMATH

The number of high-ranking Yorkists who died around Edward and Richard's contingents illustrates how hard fought the battle was up to the point of the panic that ended it.

The number of dead is hard to estimate but I believe the most accurate figure to be 500 dead on the Yorkist side and 1,500 dead on the Lancastrian side. These figures are recorded in the Paston letters; John Paston of Norfolk was present on the day.

Like many medieval battlefields where there has been a rout the names of the terrain features indicate elements of the battle. At Barnet you probably noticed the marshy area called Deadman's Bottom. This marks the area where most Lancastrians were slaughtered as they tried to flee through the clinging fog.

## ORDERS OF BATTLE

The following are a rough estimate of the orders of battle, plus basic statistics for each unit from our previously-published set of extensions for WAB. For some variety, we have set out a basic points allowance for each army and allowed some basic upgrades.

The numbers given are for a fairly large game, even with the expensive troops available, with around 2,460 points and 150-170 figures for the Yorkists, and 2,740 for the Lancastrians, with around 170-200 figures. This would require a large

table and several commanders on each side!

However, the figures can be scaled down in proportion and Montague and his men at arms can be removed from the Lancastrians, and Clarence and his foot knights can be removed from the Yorkists, assuming each personality become absorbed into Warwick's and Edward's command figures.

Given this was well past the start of the war, and numbers were larger than at the initial battles, we have ensured that some troops are the equivalent of "Shire Levy". These are brittle but with care can be used to good effect.

Given the potential for treachery, no general or battle commander can command any troops other than his own, and must remain within 6" of one of their normal units at all times, or must move as soon as possible to within 6" of one of their units. Moreover, all command influence (Ld) and Battle standard (reroll) distances are reduced to 8" due to the fog.

The Duke of Burgundy sent over some mercenaries, but these may have been Flemish or German. For variation, you can either field these as Handgunners or mercenary Pikemen.

For each unit, a standard bearer and musician can be added. Note that the Combined Formations rule insists that casualties from ranged weapons (bar artillery) are taken

from all figure types in the unit, not as previously stated, but that figures shooting from behind the front rank still count as half their number.

The artillery described below is Light Artillery with average crew with WS 3 and Ld7. The guns themselves have a range of 15" in the fog, and otherwise are S4 (-1 per rank penetrated), T 6, W 2 and inflict D3 wounds per hit. Refer to the ballista rules for details, though the artillery should be subject to deviation - for the ranges at which they will be used we suggest half the number specified on the deviation dice.

We have presented the Orbats as a PDF file that you can download from the Wargames Journal web site:

## Barnet Orbats

## SCENARIO NOTES FOR WARGAMING BARNET

### Terrain

There are several marshy areas indicated on the map these should be regarded as rough ground for purposes of movement. The very marshy areas should be impassable for cavalry or men-at-arms in full armour.

### Fog

To simulate the effects of the fog play the following special deployment rules:

- Deploy each division aligned as per the map and with the opposing armies 24" apart.
- No units may move normally until the first combat between units from





opposing sides.

- Edward's troops advance but each unit must roll A D6 to determine which direction they move each turn. On a 1 the unit will oblique 45 degrees to the left on a 6 they will oblique 45 degrees to the right. Any other roll and they move straight ahead.

- If Edward's troops fight each other during their advance then Warwick's units may advance to take advantage but also move randomly.

- If a unit veers into contact with a neighbouring friendly unit they must fight at least one turn of melee. If treachery is a real possibility, i.e. with Clarence's units then fight two turns of combat if required.

In addition half all missile ranges due to the effects of the fog and only test morale due to a unit breaking in combat if the unit is in the same division and is within 6".

## **LIVERY COLOURS & BADGES OF ARCHERS/BILLMEN**

### **LANCASTRIAN**

EARL OF WARWICK'S  
COMMAND - Red with white  
ragged staff

EARL OF MONTAGUE  
- Halved black and red with  
white griffin

DUKE OF EXETER - Halved  
white and red with yellow  
wheat ear

EARL OF OXFORD - Red  
with blue boar

### **YORKIST**

KING EDWARD IV's  
COMMAND - Halved blue and  
murray (dark pinky red) with  
black bull or white rose

DUKE OF CLARENCE  
- Halved blue and murray with  
black bull

RICHARD, DUKE OF  
GLOUCESTER - Halved blue  
& murray with white boar or  
White rose

LORD HASTINGS - Halved  
murray and blue with black  
bulls head or yellow lion with  
mans face

## **FIGURE AVAILABILITY**

There are many excellent figure

ranges available in a number of scales. I prefer 25/28mm figures and so will concentrate on these.

If you are just starting to collect in this era it is worth considering which figures are compatible with which.

I have found the more traditional "true" 25mm tend to be dwarfed by 28mm figures, especially mounted ones. As a very rough guide use the following for compatible ranges, although the odd figure mixed in will make no great difference:

### **Traditional 'Smaller' 25mm**

Old Glory  
Wargames Foundry

### **Newer 'Larger' 28mm**

Essex  
Front Rank  
Games Workshop

I personally prefer the larger 28mm figures and rate Front Rank as the best figures available.

The bonus of opting for these 'larger' figures is that if you hunt around at shows you can nearly always come away with a bag full of Games Workshop archers from their Bretonian range that is ideal when you need to fill the ranks.

## **BUILDING AN ARMY**

It's my experience that it's a great temptation to buy far too many knights, as troops in full plate armour seem to be the image of the War of the Roses soldier.

In the C15th buying a full set of plate armour would be the equivalent to purchasing a brand new prestige car today. It really was for the nobility and well off knights. Troops of this period tended to fight on foot due to the vulnerability of horses to massed longbow fire.

Mounted knights look very nice as models but were something of a rarity if wargaming this period as they would dismount and fight on foot. Lighter cavalry on horses with no

armour were often used on the wings to exploit any exposed flanks or fill in breaches.

Exotic troop types such as crossbowmen and handgunners were usually foreign mercenaries and an unusual addition to any army.

The composition of most armies of this period should probably be as follows:-

Longbow (around 50% of any army)

Dismounted men-at-arms (around 10% of any army)

Billmen (around 30% of any army)

The remaining 10% would be made up of hobilar cavalry on unarmoured horses, the crossbowmen, pikemen, spearmen and handgunners.

Artillery was pretty primitive in the C15th and was basically large fixed bombards set into earthworks that were really only used for sieges.

Lighter "slightly" more mobile early cannons were used but the firing rate was very slow and the range was short with no useful arc of fire.

Heraldry can be totally baffling throughout the medieval period but thankfully by the War of the Roses it was generally less intricate as shields were no longer universally used. Having said all of this the flag colours are often different from the livery coats worn by the foot soldier!

If you paint the commander's badge on his troops in theory they can only be used with that commander and perhaps only for the duration of a single battle.

It's best to pick a snap shot in history and raise an army for that moment and then re-use it for other battles without getting too carried away with accuracy otherwise it will prove to be an expensive way of raising armies.

This may upset a few heraldry buffs out there but if you want useful generic armies to cover most of the engagements then choose correspondingly generic figures with leather jerkins or gambesons. If you want to capture the right feel of the various armies then you could paint the livery colours but simply omit the badges so troops in red for example could be Warwick's or Oxford's.

This is fine for the rank and file but it is important to get the commander's flag or standard right as this is what will stand out on the gaming table. I use the excellent flag sheets available from Freezywater Publications, 13 Rochester Drive, Lincoln, LN6 0XQ.

They have really good quality flag sheets covering every engagement of the Wars of the roses and other medieval eras also. Through this address you can also purchase various useful booklets on the War of the Roses and could also join the Lance & Longbow Society and receive a quarterly journal on Medieval Warfare.

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British Battles – Ken & Denise Guest – English Heritage – Harper/Collins (1996)

Standards, badges, livery colours of the Wars of the Roses – Pat McGill & Jonathan Jones – Freezywater Publications (1992)

*"We'd like to thank Front Rank for very kindly allowing Wargames Journal to use their images within our articles. As a company Front Rank has supplied high quality figures for many years. Its WoTR figures are full of character and worthy of any battlefield."*

**www.frontrank.com**



BY TOM HINSHELWOOD

# HANG 'EM HIGH

ROUGH JUSTICE IN ALDER BOG

*In this scenario for Games Workshop's Legends of the Old West, the Slippery Eli Ison Gang has launched an attack against the base of his brother and worst enemy, Evil Ike. This tale of bitter sibling rivalry can be played in under a couple of hours and is perfect for a quick evening game.*

## BACKGROUND

Alder Bog has been described as America's Armpit and flippant as the description is, it's pretty damn accurate. Dark, smelly, dirty and full of undesirables. Welcome traveller, to the Bog.

The small town has had something of turbulent history, having been the centre of more brawls, fights, and shootouts than most of the nine levels of hell combined. But the past troubles of the Bog are nothing compared to the recent goings on.

Two English gentlemen, brothers and keen hunters who learned the killing trade in Africa, have journeyed to the New World in search of wealth and adventure. And, rumour has it, to escape the curse of a vengeful witch doctor whom they sourly wronged.

Evil Ike and Slippery Eli Ison are two of the most ruthless gunmen ever to split aces in the West. Individually they are menacing; together they are terrifying. But, luckily for the poor residents of Alder Bog, the Ison brothers hate each other as much as they hate everyone else.

When Slippery Eli beat Evil Ike in a game of five card draw, Ike lost it and the brothers, for the first time ever, drew their guns on one another. Neither fired that day, but both swore blood and ever since their respective posses have never stopped fighting.

Today, one way or another, they finally will.

## THE MAP

The map shows a 4' by 4' area that includes Alder Bog's poorest quarter. In the centre is Hickory Joe Taylor's old ranch where Evil Ike's Bogland Blaggers have taken up residence. The Blaggers have fallen on hard times, and the constant fighting with Slippery Eli's Justice Bringers have forced the Blaggers to take refuge wherever they can.

Hickory Joe Taylor's ranch needs to provide plenty of cover and defensible positions for the Blaggers to give them protection from the Justice Bringer's attack. Surrounding the ranch are the ramshackle buildings of Alder Bog. Three or four buildings is plenty.

## DAWN RAID

Slippery Eli has lived up to his mantle and has set his attack against his brother for sunrise, when he knows the Blaggers will still be sound asleep from the previous night's heavy drinking.

As such when the alarm is sounded most of the Blaggers will be only semi-conscious at best. Roll a D6 for each model; only on a roll of 4+ can they be placed on the map before the start of the battle.

At the start of each turn, including the first roll again for each model not deployed, on a roll of 4+ they may be placed on the table, but only within 1" of a doorway or opening of an outhouse, shack or building of the ranch.

## EVIL IKE'S BOGLAND BLAGGERS

Aside from John Mercy McClane and Ike himself, all the Blaggers are related to one another and in fact Ike himself is related to them by marriage. As such they are known as Ike's Inlaws.

Evil Ike's posse is a mean, gruff bunch





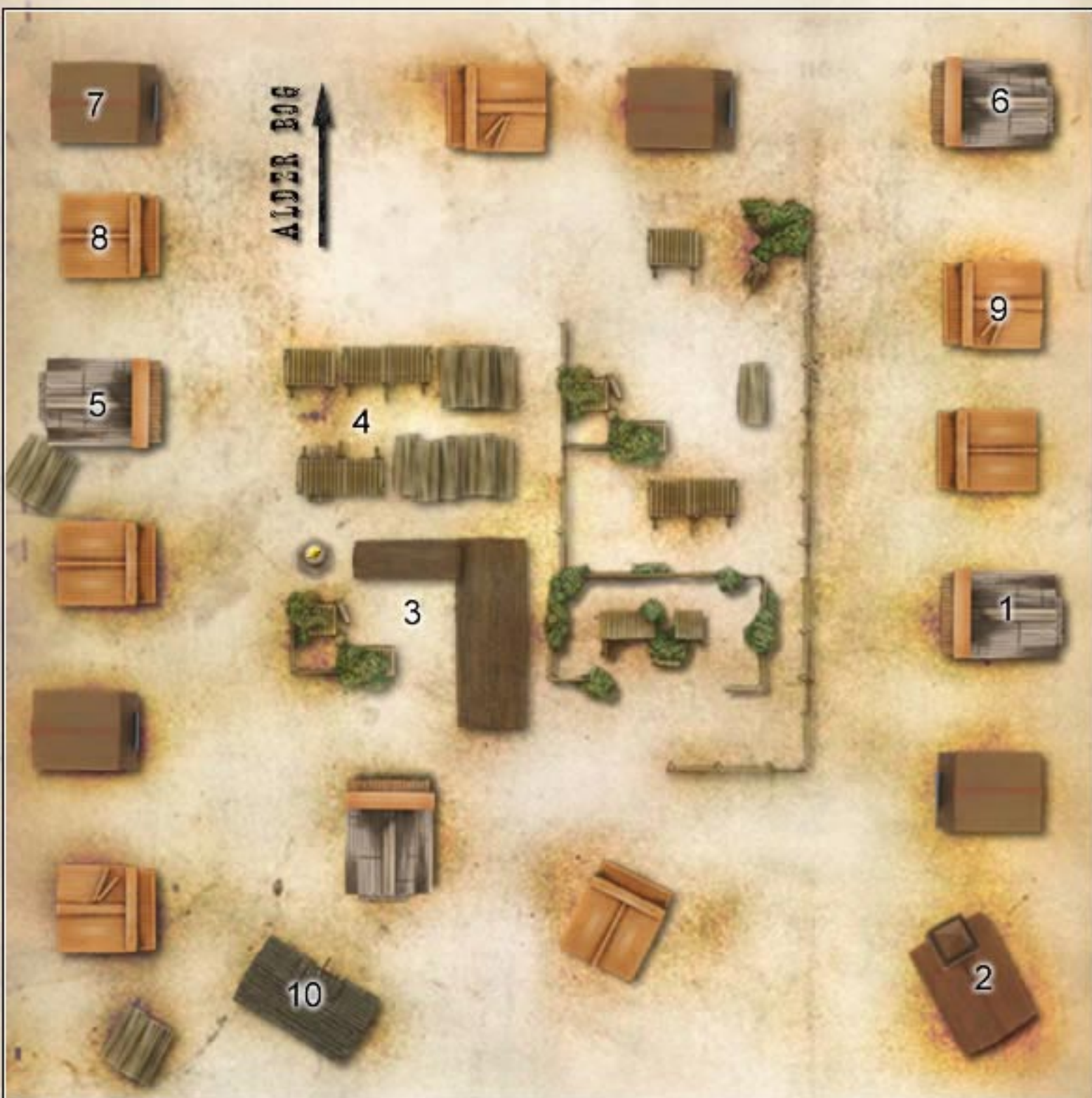


# EVIL IKE'S BLAGGERS





# ROUGH JUSTICE AT ALDER BOG



1 = Gunsmith

2 = Church

3 = Barn

4 = Timber Yard

5 = Saloon 1

6 = Saloon 2

7 = Pharmacy

8 = Doctors'

9 = Blacksmith

10 = Post Office



of bums and losers too dumb to be good criminals. Instead they are thugs and bandits, who specialise in ambushing wagon trains and travellers out in the wilderness. As such they favour rifles as they don't like to get too close to danger.

The Blaggers have only five horses between them, tied up around the ranch. At any point one of the posse may mount one of these horses and ride it during the battle, at which point they count as mounted fighters.

**The Bogland Blaggers are:**

**Evil Ike Ison**

**John Mercy McLane**

**Ike's Inlaws x8**

**SLIPPERY ELI'S NASTY JUSTICE BRINGERS**

After his falling out with his brother, Eli decided to go the way of the law, but only his own law. Swearing himself in as a lawman, Slippery Eli gathered to him a motley band of desperados who were happy to share his delusions.

Eli named his band the Justice Bringers and used his own silver to buy his men tailored suits, hats and coats. If he's going to enforce his law, he wants his deputies to look good doing so.

The Justice Bringers are armed with a variety of weapons, but have only brought three horses to the fight as Slippery Eli

doesn't think they'll be much use in an urban gun battle. If you so wish you may mount up to three of Eli's posse on a horse for the start of the game.

**The Justice Bringers are:**

**Slippery Eli Ison**

**Erstwhile Terrence Waldy**

**Eli's Deputies x8**

**SIBLING RIVALRY**

This game is all about the brothers. The game ends when one posse has either failed its Head for the Hills roll, has been wiped out, or has lost its Ison brother and as such loses the battle.





## “Ike’s Bogland Blaggers”

### Evil Ike Ison

S	F	St	G	A	W	P	FA	FT
3+	4	3	3	2	2	6	3	2

**Equipment:** Sixgun.

**Skills:** Deadeye Shot and True Grit.

### John Mercy McClaine

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	2	5	2	1

**Equipment:** Sixgun and shotgun.

**Skills:** Dirty Fighter and Fearsome Reputation.

### Ike’s Inlaws

S	F	St	G	A	W	P
4+	3	3	3	1	1	3

**Skills:** Rifle.



## “Eli’s Justice Bringers”

### Slippery Eli Ison

S	F	St	G	A	W	P	FA	FT
3+	4	3	3	2	2	6	3	2

**Equipment:** Rifle.

**Skills:** Deadeye Shot and Rifleman.

### Erstwhile Terrence Waldy

S	F	St	G	A	W	P	FA	FT
4+	5	3	4	2	2	5	1	2

**Equipment:** Sixgun and sword.

**Skills:** Dodge and Swordsman.

### Eli’s Deputies

S	F	St	G	A	W	P
4+	3	3	3	1	1	3

**Skills:** Sixgun, rifle, shotgun or sword.







# ELI'S JUSTICE BRINGERS







BY NEIL FAWCETT

# THE RUBICON

## A STREAM TOO FAR

*Wargames Journal has been working on a project for sometime to mimic the actions of Caesar as he crossed the Rubicon on January 10th, 49 BC and sparked a civil war. We elected to play the campaign out in 10mm scale and have been busy getting 20 Legions of figures painted up, along with countless auxilia, cavalry and artillery. This article is an introduction to our game and details how you can play it on a smaller scale, or indeed at the same scale!*

### INTRODUCTION

It's interesting how a saying can stay with us for hundreds of years, if not thousands of years. In 49 BC a man by the name of Julius Caesar crossed a small stream (namely the Rubicon which is the ancient Latin name for a small river) in northern Italy. He was set to turn the world on its head.

The Rubicon flows into the Adriatic Sea between Ariminum and Caesena. So what is so special about this small stream? Well these days the phrase, "crossing the Rubicon" has survived the ages and is now used to refer to any person committing himself irrevocably to a risky course of action.

It was just such an action that Julius Caesar took when he ignored Roman law and crossed the Rubicon with a standing army. Basically the river (if we can call it that) was considered to mark the boundary between the Roman province of Cisalpine Gaul to the North and the Roman heartland to the South; and this law was designed to protect the Roman Republic from internal military threat.

Now history tells us that on January 10th Julius Caesar crossed the Rubicon in 49 BC, supposedly on January 10th of the Roman calendar, in pursuit of Gnaeus Pompeius Magnus. The law was broken and armed

conflict was inevitable.

According to the historian Suetonius (Suetonius was a Roman historian and biographer. He served briefly as secretary to Emperor Hadrian) Caesar uttered the famous phrase 'the die is cast'. Suetonius also described how Caesar was apparently still undecided as he approached the river and the author gave credit for the actual moment of crossing to a supernatural apparition.

For a bit of flavour let's turn to Suetonius's own narrative:

*"When the news came [to Ravenna, where Caesar was staying] that the interposition of the tribunes in his favour had been utterly rejected and that they themselves had fled Rome, he immediately sent forward some cohorts, yet secretly, to prevent any suspicion of his plan; and to keep up appearances, he attended the public games and examined the model of a fencing school which he proposed building, then - as usual - sat down to table with a large company of friends.*

*However, after sunset some mules from a near-by mill were put in his carriage, and he set forward on his journey as privately as Julius Caesar possible, and with an exceedingly scanty retinue. The lights went*

*out. He lost his way and wandered about a long time - till at last, by help of a guide, whom he discovered towards daybreak, he proceeded on foot through some narrow paths, and again reached the road.*

*Coming up with his troops on the banks of the Rubicon, which was the frontier of his province, he halted for a while, and revolving in his mind the importance of the step he meditated, he turned to those about him, saying: 'Still we can retreat! But once let us pass this little bridge - and nothing is left but to fight it out with arms!'*

*Even as he hesitated this incident occurred. A man of strikingly noble mien and graceful aspect appeared close at hand, and played upon a pipe. To hear him not merely some shepherds, but soldiers too came flocking from their posts, and amongst them some trumpeters. He snatched a trumpet from one of them and ran to the river with it; then sounding the "Advance!" with a piercing blast he crossed to the other side. At this Caesar cried out, 'Let us go where the omens of the Gods and the crimes of our enemies summon us! THE DIE IS NOW CAST!'*

*Accordingly he marched his army over the river; [then] he showed them the tribunes of the Plebs, who on being driven from Rome had come to meet him, and in the presence*





*of that assembly, called on the troops to pledge him their fidelity; tears springing to his eyes [as he spoke] and his garments rent from his bosom."*

Well if that didn't move you, nothing will! Now historically the fact that Caesar crossed the Rubicon had little impact, force of arms wise anyway. Pompey was in Rome with remnants of an army, the majority of which seemed to be in Spain and instead of meeting Caesar he elected to flee Rome.

### **BUT WHAT LED US TO THIS STATE OF AFFAIRS?**

The roots of the Roman Second Civil war grew during the years Caesar spent pacifying Gaul. Whilst away unrest in Rome gradually began to grow. Rioting in the streets, political murders and coercion in the Senate began to increase.

The ruling Triumvirate, Caesar, Crassus and Pompey, all began to split apart each angling to improve their own position within Rome. The supporters of Pompey and Caesar began the manoeuvring that they hoped would bring their man to supreme power in Rome.

In 56BC all three had met and agreed on a plan that granted Crassus and Pompey various consular appointments and pro-consulships over the next few years. Pompey would go to Spain; Crassus to Syria with Caesar remaining as governor of Gaul and Illyricum.

Crassus was to die in the Roman disaster that was Carrhae. Overwhelmed by his desire to rival the two more powerful members of the Triumvirate Crassus had allowed himself to be lured into a Parthian trap. In the middle of a desert far from any kind of sustenance or support an entire Roman army was gradually whittled away by the Parthian's mounted archers.

In 52BC Rome descended into chaos as the street fighting and intrigue reached its peak. The senate made Pompey Consul and granted him the power to raise an army and pacify Rome.

Caesar was desperate to cling to power and did not want his enemies to gain the upper hand. Caesar wanted to be appointed as consul and new that he would need to keep control of his army to ensure this.

After further political manoeuvring and the appointment of supporters of Pompey as joint consuls for 50BC and yet another as Tribune the senate proposed the appointment of successors to Caesar as governor of Gaul.

The Senate debated a proposal that unless Caesars army was disbanded he should be decreed a traitor to Rome. Two of Caesars supporters in the senate opposed this, the Tribunes Quintus Cassius and Mark Antony and when the senate passed the resolution whilst they were absent Caesar had his excuse, as this was illegal.

With a pause for a moments reflection Caesar crossed the Rubicon, the river that marked the border between Roman territory and Cisalpine Gaul. The Second Civil War was finally underway.

Pompey may have had political control in Rome but he was unsure of the loyalty of his army. Rather than risk all in battle he left Rome and crossed the Adriatic to Macedonia and Greece. Caesar continued his march South but he failed to stop Pompey and the bulk of his army leaving by ship from the port of Brundisium.

Whilst Caesar marched on Spain to defeat Pompey's supporters there he also began to build a fleet that could rival Pompey's mastery of the seas. Pompey himself began the process of training his army in Macedonia.

By the time Caesar mustered his army in Brundisium ready to cross the Adriatic Pompey had had almost a year to raise and train his army but it was still inferior in quality to Caesar's.

The final outcome of this civil unrest was to happen at Pharsalus, but that is another article. The good news is that you can find it in the Wargames journal archive of Ancient articles. Check it out ...

### **ALTERNATIVE REALITY**

For the sake of this article we have elected to pretend, for want of a better word, that Pompey's forces have been returned to Rome. Working on the supposition that Caesar would not stand down and going against the will of the Senate Pompey has amassed his army.

Admittedly it is not of the quality of Caesar's which has had many years fighting in Germany to become battle hardened, but it is much larger than his opponents. Pompey has two Legions for each of Caesar's and he has more Auxilia and battlefield Artillery.

So Pompey moves out of Rome on the eve of January 10th, prepared to do battle with his friend on the banks (ok, so more of a slight drop into a stream!) of the Rubicon.

Having elected to play this game in 10mm scale we decided to go fairly grand with our

plans. Our armies break down as follows using the Warmaster Ancients orders of battle for this period:

### **Pompey**

12 x Legions (11 Warmaster Units per Legion)  
3 x Brigades of Roman Cavalry (4 Warmaster Units per brigade)  
2 x Brigades Celt Allies (4 Warmaster Units per brigade)  
11 x Units of Auxilia (7 x Gallic, 1 x Slingers and 2 x Archers)  
15 x Units of Artillery

178 Warmaster Units forming the Army with a Breakpoint of 89. This is a rule we impose to force a game to end gracefully!

### **Caesar**

6 x Legions (11 Units per Legion)  
2 x Brigades of Roman Cavalry (4 Warmaster Units per brigade)  
8 x Units of Artillery

82 Warmaster Units for the Army with a Breakpoint of 41.

### **The Numbers Game:**

198 Units Legion (or 4,752 figures)  
20 Units of Roman Cavalry (224 Figures)  
8 Units of Celt Cavalry (96 figures)  
11 Units of Auxilia (198 figures)  
23 Units of Artillery

Total: 260 Warmaster Units on the tabletop

As you can see from the map this game is to be played on a large battlefield which is 18 feet x 12 feet with a walkway up the middle – our arms just aren't long enough to reach otherwise. But we're not expecting the rest of the world to follow our lunacy. If you half the scale you can easily play the game on a 7 foot x 5 foot table using a more sensible set of orders of battle.

### **A GUIDE TO THE MAP**

This is a large game and we wanted to break up the terrain, but at the same time keep the game relatively simple. This is about the strategy of the warfare, not overly complex terrain.

So movement needed to be easy (lots of Warmaster stands are a pain to manoeuvre) and therefore flat, simply textured boards have been created. We ended up using a ton of flock!

We didn't want the boards to be too 'flat' so we added some undulation, thanks to the help of Andrew at Amera ([www.amera.co.uk](http://www.amera.co.uk)) who sorted us out with some superb two foot square vac formed tiles.



Each square of the map is two feet square and as you can see this makes up the large gaming area. The trees have been designed as drop on modules and are more or less 12 inch by 12 inch, as are the two towns. These are intended to act as the command centres for the two Generals.

Other than that the map is exactly as you can see it. The stars of this performance are the 20 Legions of 10mm Romans.

#### ADDING SOME SPICE – BUT NOT NECESSARILY NICE

A game of this size could be a little samey if we just lined up the Legions and hacked at each other for several hours. So we decided to try and spice things up by adding a play-by-e-mail element to the setup of the gaming table. Once the commanders were chosen:

#### Pompey: Tom Hinshelwood

General 1: Stephen Rhodes

General 2: Dave Robotham

General 3: Paul Mathews

#### Caesar: Rich Jones

General 1: Neil Fawcett

General 2: John Platt

What we allowed them to do was to make tactical advances into the gaming area using a set of commands that were administered by a central game referee, Alain Padfield. What AI would do was manage when army scouts and spies were deployed; these could then 'discover' enemy units and certain decisions could be made based on a set of tables we created.

The full breakdown of the rules will be supplied in the January issue of the magazine when the complete scenario will be delivered, along with images of our test game. Once complete and we're happy with the game itself we'll be playing it over a weekend in March when we will open the doors to anyone interested in taking charge of a Legion or three. Wargames Journal is based in Hampshire, mid-point between Reading and Basingstoke and we would be delighted to host anyone who fancies rolling some dice with us. Drop the editor an e-mail at [tom@rebelpublishing.net](mailto:tom@rebelpublishing.net) if you want more details. The exact date has yet to be set.

The following stats are our modified Warmaster Ancients Army Lists that we will be using for the game. Look out for January's full scenario and rules breakdown and until then happy gaming.

## Warmaster Ancients Amended Orders of Battle: Caesar's Army

Name	Type	Atk	Range	Hits	Save	Size	Pts	Min	Mx	Notes
<i>Veteran Legionnaires</i>	<i>Infantry</i>	4	-	3	5	3	90	-	4	1
<i>Legionnaires</i>	<i>Infantry</i>	3	-	3	5	3	80	4	-	1
<i>Auxiliaries</i>	<i>Infantry</i>	3	-	3	6	3	45	-	4	-
<i>Archers</i>	<i>Infantry</i>	2/1	30	3	6	3	40	-	2	-
<i>Skirmishers</i>	<i>Infantry</i>	2/1	15	3	0	3	30	-	2	2
<i>Heavy Cavalry</i>	<i>Cavalry</i>	3	-	3	5	3	90	-	2	-
<i>Light Cavalry</i>	<i>Cavalry</i>	2	15	3	6	3	60	-	2	2

### Command

<i>Legate</i>	<i>Hero</i>	+1	8	-	-	1	80	-	2	-
<i>Caesar</i>	<i>General</i>	+2	10	-	-	1	160	1	1	3

### SPECIAL RULES

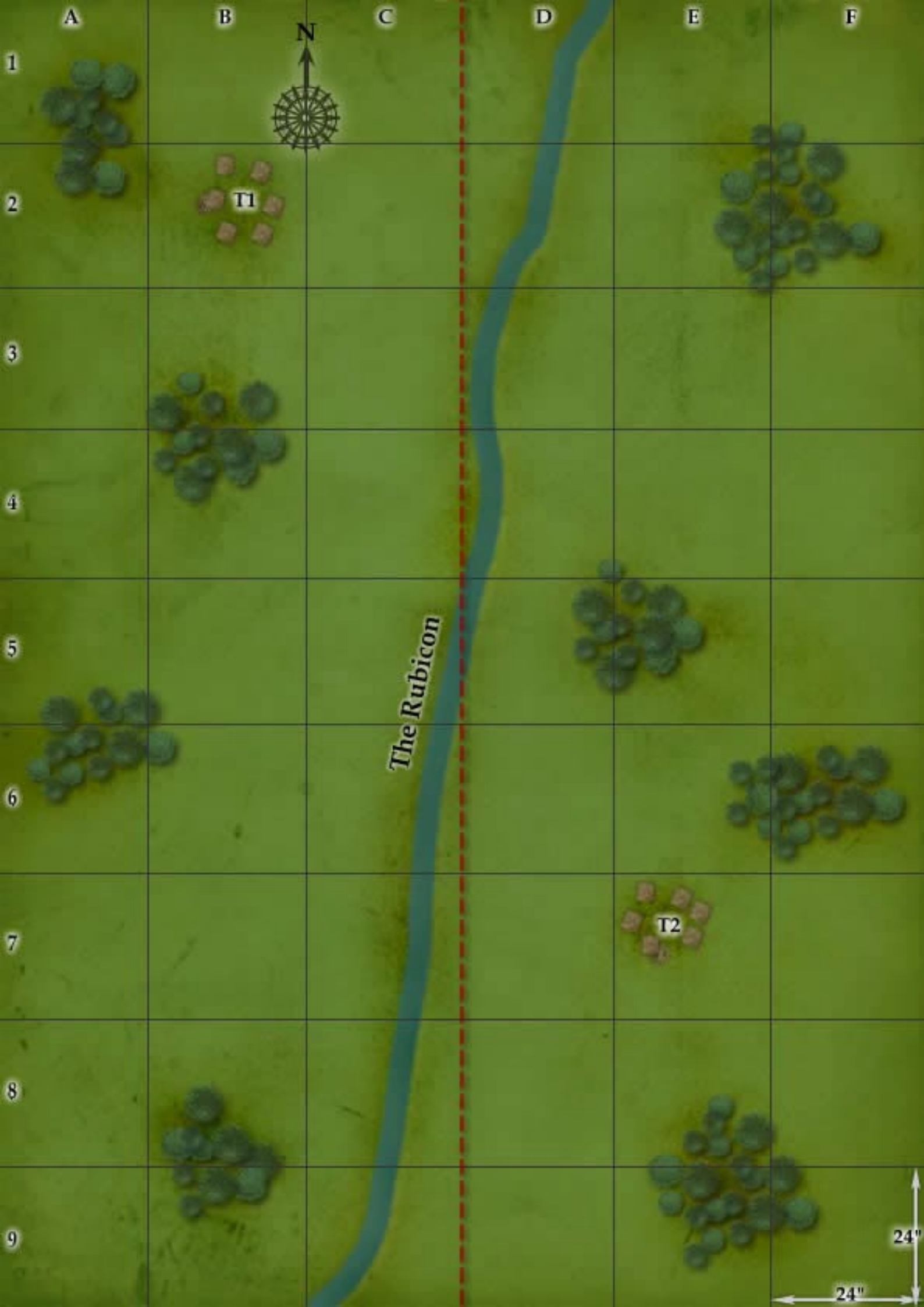
1. *Legion*
2. *Skirmish*
3. *Caesar:*

### 2,000 Point Order of Battle

<i>Veteran Legionnaires</i>	x6
<i>Legionnaires</i>	x6
<i>Auxiliaries</i>	x2
<i>Archers</i>	x2
<i>Heavy Cavalry</i>	x2
<i>Light Cavalry</i>	x1
<i>Legate</i>	x4
<i>Caesar</i>	x1

Gaius Julius Caesar's skills as a general were honed to a razor's edge in the wilderness of Gaul. He was not only an extremely talented military tactician, but also inspired fierce loyalty and respect from his men. This unwavering faith was so great the Thirteenth do not let a little thing like getting butchered interfere with their orders. As such units of Veteran Legionnaires, and Heavy Cavalry ignore the first -1 command penalty when commanded by Caesar when they have suffered the loss of a base. When a second base is lost, they then take the -1 penalty.







# Warmaster Ancients Amended Orders of Battle: Pompey's Army

Name	Type	Atk	Range	Hits	Save	Size	Pts	Min	Mx	Notes
Veteran Legionnaires	Infantry	4	-	3	5	3	90	-	1	1
Legionnaires	Infantry	3	-	3	5	3	80	4	-	1
Auxiliaries	Infantry	3	-	3	6	3	45	2	6	-
Archers	Infantry	2/1	30	3	6	3	40	-	4	-
Skirmishers	Infantry	2/1	15	3	0	3	30	-	4	2
Heavy Cavalry	Cavalry	3	-	3	5	3	90	-	2	-
Light Cavalry	Cavalry	2	15	3	6	3	60	-	2	2
Scorpion	Artillery	1	40	-	-	2	70	-	1	3
Onager	Artillery	1	3x60	-	-	2	100	-	1	4,5

## Command

Junior Legate	Hero	+1	7	-	-	1	40	-	1	-
Senior Legate	Hero	+1	8	-	-	1	80	-	1	-
Pompey	General	+2	9	-	-	1	125	1	1	-

### SPECIAL RULES

1. *Legion*
2. *Skirmish*
3. *Light Artillery*
4. *Heavy Artillery*
5. *Slow*

### 2,000 Point Order of Battle

<i>Veteran Legionnaires</i>	<i>x1</i>
<i>Legionnaires</i>	<i>x8</i>
<i>Auxiliaries</i>	<i>x2</i>
<i>Archers</i>	<i>x2</i>
<i>Skirmishers</i>	<i>x3</i>
<i>Heavy Cavalry</i>	<i>x2</i>
<i>Light Cavalry</i>	<i>x2</i>
<i>Scorpion</i>	<i>x2</i>
<i>Onager</i>	<i>x2</i>
<i>Junior Legate</i>	<i>x2</i>
<i>Senior Legate</i>	<i>x2</i>
<i>Pompey</i>	<i>x1</i>





# FIRST LOOKS

*The Wargames Journal Reviews Section*

## *Dwarf Warrior Regiment Boxed Set*

*Multi-part plastic models designed for use with the Warhammer Fantasy gaming system.*

**Produced by Games Workshop**

My first thoughts upon seeing the new Dwarf Regiment box set was that of dismay. The illustration chosen to adorn the cardboard is not great and to someone like me who is all about the imagery this is a bad thing. I gritted my teeth however and continued.

So what do you get for your £18?

Well at the most obvious level you get 16 multi part Dwarf warriors. But let's look into that a little bit more. The main part of the figure is divided into two parts, the legs and back of the torso in one piece and a head, arm and the front of the torso on the second piece.

You get enough "legs pieces" for the 16 Dwarfs and no more. However you get 24 different head/body pieces which really help spice up the unit.

Compared to the previous incarnation of the Dwarf regiment this is a fantastic step forwards. It means these new chaps can have long flowing beards that truly befit a Dwarf.

Weapon-wise you get enough parts to build the figures all with great weapons or with a hand weapon and shield. It is just a pity that the great weapon option looks so good on the figures (all dwarfs need to have a BIG axe!) but is really awful in the game.

But whichever weapon combo you decide upon they end up looking rock hard as a unit of Dwarfs presenting a shield wall all dressed in heavy armour looks fantastic as well (I suppose if a Dwarf isn't allowed a BIG axe he gets to have BIG armour instead). Ah yes, did I mention the shields?

In the box you get 56 shields... for 16 figures. There are all manner of designs and emblems meaning you can have endless combinations on the tabletop.

You also get a good selection of smaller "details" to add to the miniatures like horns for a helmet, metal slates with runes engraved into them, additional pouches and even a hand wielding a





hefty old tankard.

You also get two different Banner options and two different Musician options. This lest you have at the very least 4 different unique units on the table and if you combine the extra parts to modify these command figures you don't ever need any two units looking the same.

Games Workshop has a very good track record with producing multi part plastic models. However there have been some problematic regiments around. Now in my opinion the old Dwarf unit was one of these "problem" kits. I guess the problem with Dwarfs has always been getting the anatomy correct.

On the metal figures this has never seemed an issue but the plastics always looked far too cartoon like with massive ham-fisted hands and a very awkward looking pose. I am glad to say that this

new set goes a very long way to setting these problems to rights.

There are still some small gripes, though nothing that upsets me too much (if the Dwarfs were to let their arms down their knuckles would scrape the ground).

There is one other little trick Games Workshop has tried to include in the new box. You are supplied with the parts to upgrade your Dwarf Warriors into Dwarf Longbeards. The Dwarf army book describes them thusly...

*"Longbeards are the oldest, most experienced Dwarf warriors, a fact evident by the length of their beards... Longbeards have fought in more wars, beaten more enemies and endured greater hardships than any young Dwarf can imagine..."*

And how do you turn a basic Dwarf warrior into one of these battle hardened,

battle scarred great bearded veterans?

You stick a tiny little face plate onto his helmet. And as a result you end up with a unit that looks identical to any other warrior unit on the table.

It was a nice idea that just didn't quite make it into the realm of being a great idea.

But however you look at the new regiment box for the Dwarfs it is a great buy if you are starting the army and if you just want to expand your core troops you won't go far wrong with these.

They are easily as good as many metal figures out there and a great step forwards in the quality of the Dwarf range - but the Games Workshop brand and the Games Workshop price will still be enough to put some people off.

**Dave Robotham**





## Warhammer Army Book: Dwarfs

*The book that accompanies the new miniatures. Your guide to all things Dwarf-like!*

### Games Workshop

Now into its third edition the Dwarf army book is looking very much the same. Which means your existing Dwarf army will survive the change over very well. In fact it will probably be improved as several units in the Dwarf army have been tightened up and improved.

However I am getting ahead of myself, so what does the book look and read like? One of the promotion points of the book is that it included the full history of the Dwarf race in Warhammer. And indeed it does.

Gone are the wonderfully produced flavour pages from the previous edition instead replaced with nineteen pages of information on Dwarf history and society, along with a complete timeline and run down of the currently active Dwarf strongholds. Whilst reading this material, especially the background pages, you really can get a good feeling for the Dwarf race. The book is also fully up to date with recent Warhammer events, including the results of the Storm of Chaos world wide campaign. Although this material does seem tacked on at the end almost as an after thought it is nice to see it included.

The artwork for the book is also rather splendid, but much of it is reproduced from previous editions. However there is a good breadth of artist talent on display and a nice surprise to me was some work by Wayne England, a favourite artist of mine (he has a style all to himself, no one else comes close to it...).

The actual army itself has had a few things fiddled with in an attempt to make it more attractive at a tournament level. Sadly I feel the Games Workshop design team has done this in a very heavy handed and obvious way. And in my mind you are still left with an army that will never be able to truly compete

in tournament games due to the fact that Warhammer is all about manoeuvring and making sure you will win a combat before even starting the fight. And the new Dwarf army still has problems with this (we all know Dwarfs have no knees severely hampering their ability to move any faster than a slow amble).

However “competitive” gaming aside the Dwarfs have been given some super new upgrades the most obvious of which in the new Organ Gun. Not only did the “wise” chaps at Games Workshop HQ decided it needed a longer range and a much reduced chance of misfiring but it also needed to cost less points. The cynic in me wants to say that this is because the Organ Gun is part of a new plastic boxed set being released and they want to make sure people buy lots and lots of them... I am sure this is not the case but I think that all Dwarf players will have as many of these contraptions as they can fit into their army.

The Runes, which have been a staple of the Dwarf army since the first army book published in 1993, are back with a few tweaks here and there and a few new runes to spice things up but there is nothing overly spectacular.

Resident Dwarf players will be right at home and most of their favourite combinations still exist. One other thing that ties in here is that Dwarf Thanes, the Hero level character for the army, have had a massive boost to the number of points that can be spent on their magic item.

You can create some truly mean combinations of runic items for your heroes now they are allowed to spend 50% more points than previously allowed.

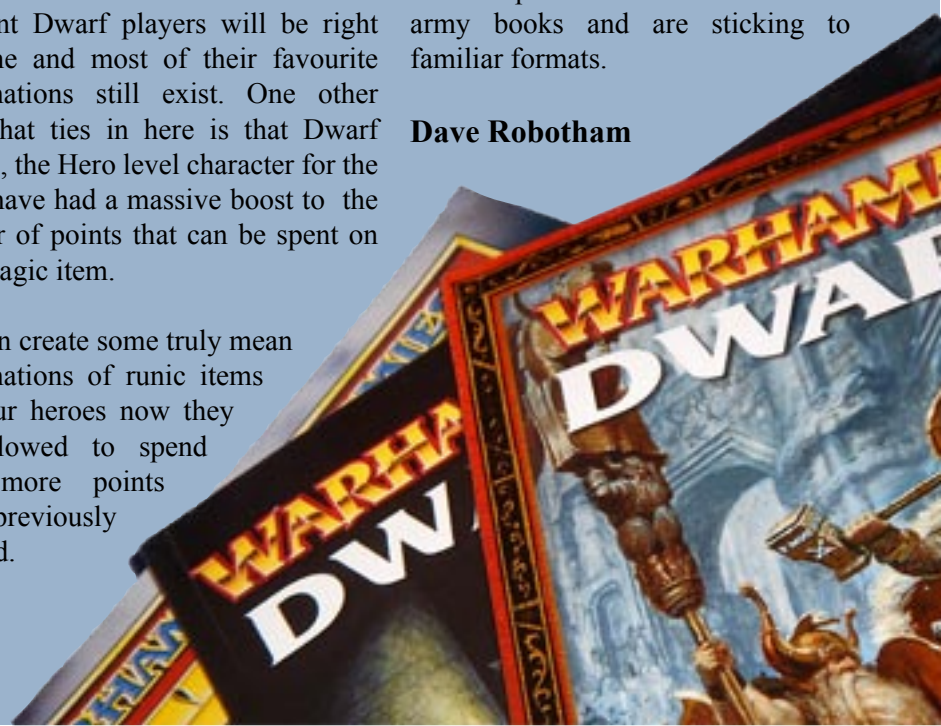
An army book would not be complete without the colour pages and the new book does not disappoint. The previous edition suffered from having a very bland look to its colour pages with plenty of beige, silver and gold. The new miniatures, painting guides and army shots are filled with detail and really help showcase some wonderful figures.

My one small gripe is that obviously someone in the Games Workshops art department has discovered photoshop and as a result there are some very silly pictures that should not be in the book. I am sure they sounded great in theory but the rows of copy and paste cannons just look silly.

I would also have preferred the colour pages to be located nearer the front of the book as opposed to being the last dozen pages of the book.

So to wrap up, this book does contain a slightly updated rule set, but does nothing else to really cover anything truly new or unique. There is nothing much surprising in this book, but we shouldn't expect anything major and ground breaking right now. Games Workshop know what works for their army books and are sticking to familiar formats.

**Dave Robotham**





## Warhammer Army Book: Wood Elves

*We missed out on reviewing this book when it was first released, but figured that with the new Dwarf book coming out taking a look at this book now was a good idea.*

### Games Workshop

If you were to speak to some Wood Elf players last year they would probably tell you that Games Workshop had abandoned them. In a way this was almost true as certain armies had been through 2 or even 3 editions of army book and the Wood Elves were stuck with just one book.

Well all that has changed now and the new Warhammer Armies supplement has brought the Wood Elves kicking and screaming right up to date with the current Warhammer game.

The first major issue that has been addressed is the tone of the book and the race as a whole. Gone is the brightness and cleanness of the previous edition and in its place is something darker and far more removed from the normal Elf stereotype that all Warhammer Elves seemed to conform to previously.

When you start looking through the book you really do get the impression that Games Workshop has really tried hard to make the Wood Elves nasty, brutal and a little bit scary.

There are about twelve pages of background material that are interspersed with some very good illustrations really hammering

home a very “wild” feel to the book. Following straight on from that is a very complete bestiary. Each page generally contains the information on two troop types which gives plenty of space for the writers to go into a good amount of detail with the flavour text.

The colour pages are what you would expect from a Games Workshop publication. Clean crisp photos with some very well painted figures. There are several pages designed to help illustrate how you can collect an army and what makes a good starting army along with several painting guides.

However the colours the studio used for their army are at odds with the darkness the rest of the book tries to evoke, but this is a minor quibble.

The actual army list sees some drastic re-writes of certain units, although only the chariot has been dropped entirely from the list. Everything else finds a new home in the book.

Several new units are introduced into the army like the smaller Tree Kin and the Wild Riders of Kurnous.

Some major changes in the character sections are also a welcome addition. You

can now take a Treeman lord level character and there is a hero level Dryad meaning you can completely theme your army around woodland spirit creatures doing away with the Elves completely...

Additionally your Wood Elf characters and spell casters are able to join certain kindreds giving them access to additional special rules and letting you theme your army to an even greater extent. One final addition I am really happy with is the section on Sprites.

As well as having magical items to equip your characters you can also have them accompanied by tiny woodland spirits that do all manner of funky things.

This is a Games Workshop Armies supplement and as a result most of you will already be familiar with the formats used. What makes this book more interesting than others new titles in the series is that most of the information within is new to this edition of Warhammer Fantasy Battle.

There has not been a Wood Elf Armies book released for a very long time making this a more than welcome addition to the range.

**Dave Robotham**

## Morale/Emotion dice

### Ground Zero Games

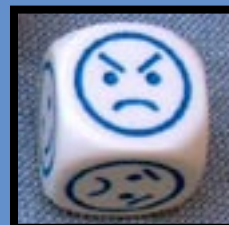
As well as the resident rule junkie I am also a bit of a gadget man I am afraid. Not much chance to feed this habit with regard to wargaming but when the chance comes along I have to take it!

Such a situation arose on perusing the GZG stand at Warfare in Reading, which saw me walking away with a handful of morale/emotion dice. Not exactly a gadget I suppose but pretty close as I had at the time only a vague notion of what I was going to use them for ... but knowing that I really needed them!

As you can see the idea is simple, a ‘smiley’ face showing various states of emotion on each of the 6 sides. Ranging from ‘happy’ to ‘angry’ the dice were crying out to be used as some sort of morale indicator or even system.

Needless to say the next week saw us working through all kinds of mechanics for using the dice in all level of games. These ranged from obvious ones like determining how a NPC in a role play game is going to react, to a rather more abstract mechanism for platoon morale determination in our WW2 games.

Next issue we will share some of these ideas with you, until then you’ll have to think up your own – please if you come up with any decent ideas then feel free to contact us.



**Rich Jones**



## Tamiya's 1/48th Scale WWII Kits

*The Citroen Traction 11CV, US Army GI Set and German Army Set.*

### US ARMY GI SET

I've been a big fan of Tamiya for many, many years. More years than I'd care to calculate actually.... for fear of working out just how many years toy soldiers have fascinated me. News that a push into 1/48th had arrived led me to my local model shop and now I own several T/34s and Tigers in this scale from this Japanese giant of modelling.

My latest excitement came with the arrival of the GI figure set which costs £8.99 and delivers to you 15 figures: 13 Infantrymen and 2 Tank crew. The infantry are composed as follows:

- 1) Squad Leader - Sergeant
- 2) Assistant Squad Leader - Corporal
- 3) Rifleman
- 4) BAR Man
- 5) Rifleman
- 6) M1 Garand Rifle with Grenade Launcher
- 7) BAR Man
- 8) Rifleman
- 9-10) MG Team – Gunner and Loader
- 11-12 Bazooka team – Gunner and Loader
- 13) Rifleman

The two tankies are basically torsos that can be used to enhance any model tank.

As with a lot of Tamiya kits you need to read the instructions several times to figure out what is going on and then you are set to start cutting out the sprues and gluing the figures together. Assembly is simple and not too onerous, although the fit on some of the faces was snug to say the least.

A separate sprue of weapon and equipment means you can fiddle to your hearts content with these models and what you end up with is a superb squad of US infantry that would proudly grace any wargaming table. So at 1/48th scale these figures are more or less 36mm scale and work well with the likes of

Bandai and other true 1/48th scale vehicles. That said, I don't lose any sleep using them with my pre-painted Corgi tanks.

These figures are superb and well worth the money.

For those of you who may care the uniform worn by these models is the M1943 - well that's what the paperwork in the box tells me.

### GERMAN INFANTRY SET

The German infantry squad was somewhat lethal during WWII - 3 NCOs who commanded it mixed with 2 x MG34 teams.

The NCOs sport the Schmeisser MP40 sub-machinegun and the riflemen the Kar98k rifle. Not a bad amount of firepower to throw at your enemy.

- 1) Non-commissioned Officer
- 2) Non-commissioned Officer
- 3) Non-commissioned Officer
- 4) Rifleman
- 5) Rifleman
- 6-7) MG Team Prone
- 8-9) MG Team Erect
- 10) Gunner Moving

And 5 tank commanders - one of which has a pose that looks just like the one sported by Michael Wittman in most of the pictures you see of him.

I actually think the

Germans are better than the US Infantry. There are some cool poses and they just look hard. Which I know is a dumb thing to say because

they are plastic, but they look animated, ready for the battlefield.

### CITROEN TRACTION 11CV

I've always found Citroen cars a bit of a joke. I think it goes back to an old teacher having a 2CV. But this model is no joke. It's a great little kit and for £9.99 I think a great price.

You get three sets of markings for this vehicle: French Army, Early War, French Civilian and Wermacht. For an upcoming game/scenario we are going to be turning this into Otto von Pimden's car.

What I particularly like about this model car is that the important stuff - chassis and top assembly - are single piece casings, which makes assembly easy and fast. What is missing - and this would have truly set this model off for me - is a couple of occupants. If we'd had one of the above three 'owners' it would be perfect, the ideal good guy or bad guy automobile. I'll let you choose which is which!

Not really much else to say about this one: great casting, nice detail, good price and ideal for that Dirty Dozen style scenario.





## WE'VE GONE PLASTIC MAD!

*The following review pages are devoted to the raft of 1/72nd scale plastic figures that populate the shelves of model shops around the world. We recently came across some stunning examples of historical miniatures in plastic (sadly soft plastic) and figured that maybe it was time we took a good look at just what is on offer. So Tom Hinshelwood and Neil Fawcett were given a budget to acquire plastic and compare and contrast it.*

### Neil Fawcett

Before I begin this article I want to make it perfectly clear that I hate plastic figures. I have a terrible snobbery towards them and I remember once buying a collection of 20mm scale WWII figures from a chap and he told me that many of the figures in the boxes were plastic – well they never ever came out of the dark!

Even though I once bought a 20mm collection of modern figures with some superbly painted British Infantry the figures were given away to a friend's child. Again, my aversion to plastic came to the surface.

So I was intrigued by this article idea and went into it eyes wide open and ready to condemn everything I saw. I have to say I was shocked at the quality of the plastics out there. True there are some hideous nightmares lurking on the shelves of model shops around the world, but the number of companies out there now making stunning plastic soldiers is incredible. Firms like Zvezda, A Call to Arms, HaT and Italeri have opened my eyes to a new area of wargaming that was previously closed to me.

The scale of 20mm (1/72nd) is one that appeals to me and I have some amazing figures from Newline Designs, most notable being my wonderful Zulu and British collection; but back to plastics and

the content of this article. I like the scale, but plastic left me cold. I guess that's the best summary of my feelings towards boxes of figures!

It's tricky to say which of the figures I liked the most. I think the Persians appealed greatly to me but what lodged in my mind the most was the warband option that came with things such as Italeri's Barbarian Warriors (code 6048) which gives you 46 figures for £3.99. Some of the figures in this box are great, such as the dying warrior with Roman short sword in his stomach!

Again the cost implication came into play with me: £4 gives me a 46 figures warband and £40 gives me 10 of those warbands. The effect on the battlefield is simply amazing. If you take Italeri's box 6029 you get 15 mounted Celtic Cavalry and 2 foot infantry (not sure why the foto figures are in, but there you have it) for £3.99. Which means that £20 gets you 70 Celt Cavalry and 10 foot figures.

I guess the other box I looked at that I liked the concept of is HaT box 8023, Carthaginian War Elephants. A little under £5 got me SIX elephants and three crew for each of them.

But enough of my waffle. Let's see what Tom has to say:

### Tom Hinshelwood

Well, first off you can't complain about the price. For what you are paying the quantity and quality is simply awesome. I may have no inbuilt aversion to plastic miniatures as Neil has, but I'm not as enamoured with these box sets as Neil has become.

Here's why: First is scale. For WW2 20mm is a great scale, a perfect fit between the need to get miniatures on the table and being able to get some detail of said miniatures. For ancients though, I just don't buy it. 20mm is far too big to be able to get masses of troops on the table for a true epic battle, but on the flip side doesn't carry the same weight of presence as 28mm.

Second. Variety. Having a load of identical figures lined up together is not the most awe-inspiring sight on the tabletop. Not that they are all identical, but there is certainly a far from huge range of poses.

Plus, on their own, the ranges just don't offer enough different types of troops to be able to fit out your army with. Therefore you'll have to supplement with other figures. Normally, that isn't a problem, except for sunny point number three:

Proportions. These plastic figures are beautifully proportioned 20mm scale. They look like miniature people, with accurately sized weapons, armour and limbs. However, how many other 20mm metal miniatures can say the same? Most are much chunkier, bulkier or more stylised. So it becomes difficult to mix traditional 20mm miniatures with the plastics.

But that isn't to say there is nothing to like, because there is plenty. Aside from the obvious cost effectiveness, the plastics are very well cast, have great poses and great detail. Gone are the days when plastic miniatures were, without exception, second rate to their metal counterparts.

GW's move towards plastics has shown what can be done without metal, and though not perhaps in the same way, other companies are following suit. Not before time too.



## Zvezda

Code 8008 - Persian Cavalry and Chariot (Price in Model Shop - £3.50)

Code 8006 - Persian Infantry (Price in Model Shop - £3.50)

### 8008 BOX CONTENTS

1 x Chariot with 4 Horses

2 x Crew for Chariot

8 x Mounted Cavalry

Plastic Colour: Brick Red

Material: Soft Plastic

Scale: 1/72nd

**NF Comments:** The first thing that struck me about these figures is that they have wonderful animation to them. The next thing that struck me is that they are beautifully designed and full of vigour. Now I know this is an odd thing to say about plastic figures, but I wanted to get the figures onto a gaming table as soon as I looked at them.

In this box you get the scythed chariot and its crew (a menacing piece of machinery on the battlefield) and the following mounted figures:

1 x General

1 x Standard Bearer

2 x Heavy Cavalry

2 x Persian Cavalry

2 x Scithian Archer

Not bad for £3.50 so I sat there and wondered what £35.00 would get me and I was bowled over: 10 Chariots, 10 Generals (bit over the top, but I figured spare officers), 10 Standards (way over the top!), 20 Heavy Cavalry, 20 Persian Cavalry and 20 Scithian Horse Archers. Basically all I would probably need for a great sized battle.

I'm no real expert on Persian armour and infantry, therefore not the definitive judge of accuracy. So I turned to my trusty collection of Osprey Books and thumbed through them to see what I could come across.

There are errors, albeit minor ones, such as the mounted officer is a little too splendid (maybe intended to portray King Darius) and the shield and armour options on some of the figures are possibly inaccurate.

I use the word possibly because I don't truly know and I guess to some extent I don't completely care. What astounds me, and I have sent the figures off to be painted up, is that £35 buys me a massive mounted contingent in 1/72nd scale.

The construction quality of the chariot is superb and even the scythed wheels go

together perfectly. When this beast is painted up I'm confident that I will want my other 9 painting just as rapidly. My only whinge would be that most Persian Armies had a lot of 'light' cavalry and this set gives a broad spread of cavalry types, so to accurately represent an army on the tabletop I would want more light cavalry.

To help me out here comes HaT which has a very nice range of plastic miniatures that work alongside the Zvezda figures. You might want to look out for HaT 8077, Persian Light Cavalry. You get 12 figures in a box and this provides spear and archers – 4 poses of figure and 2 poses of horse.

And if that isn't enough HaT also do Medium (8076) and Heavy Cavalry (8050).

**TH Comments:** I agree with Neil, these figures are very nice indeed. They really do have a great quality about them in dynamism and aesthetics.

As with Neil I was especially impressed with the multi-part chariot that not only looks the business but is a breeze to construct.

The problem though is the ratios in this box set. One general and standard bearer, two heavy cavalry, two Persian cavalry, a couple of archers and a chariot. This is fine for a display, but for wargaming the ratios are out by a mile and a half.

If you start having multiple boxes you're going to end up with a bit of a strange army. Ten generals for every forty cavalry doesn't seem quite right, does it?

Either you're going to have lots of figures you can't use or you're going to have an army that bears little resemblance to either your chosen rules or to history itself.

Of course, like Neil said, you can dip into other ranges to help balance things out, but if you're looking at it as a cheap and cheerful way to get an army, you're out of luck.







## Zvezda

Code 8008 - Persian Cavalry and Chariot (Price in Model Shop - £3.50)

Code 8006 - Persian Infantry (Price in Model Shop - £3.50)

### 8006 Box Contents

42 figures in a mix of poses

Plastic Colour: Brick Red

Material: Soft Plastic

Scale: 1/72nd

**NF Comments:** I was kind of inspired by the Zvezda Cavalry so I went back to the shop and grabbed some Zvezda Infantry to see what they were like. I was again impressed by the style and quality. Out of 42 figures I found 2 warped spears and I have to say that this wasn't bad at all.

In the box I found the following figures:

- 1 x Officer/General
- 1 x Standard Bearer
- 10 x Persian Archers
- 14 x Immortals
- 6 x Javelin Throwers
- 10 x Infantry

An amusing mix so I again did my 10 box trick and ended up with 10 Officers, 10 Standard Bearers, 100 Archers, 60 Javelin, 140 Immortals and 100 Infantry. For my expenditure of £35 I got 420 foot figures.

Well these chaps blew me away. As far as I can tell the armour is correct, the shields are accurate, weapons correct and anatomically correct. Small gripe: what about slingers?

But these are fantastic figures and worthy of any battlefield. I'd go as far as to say that they are better than the cavalry ...but only just. A nose in it!

**TH Comments:** My initial reaction to this set was that it was much better than the cavalry box. With a good mix of troop types you get a nicely balanced force that could, without too much difficulty, form the basis of a good army. The quality of the models is just as high as with the cavalry and only getting a couple of dodgy spears is nothing to complain about.

Yeah, the lack of slingers might be a slight niggle, but you get both archers and javelin throwers, so stop moaning about that, Neil. The immortals are especially great figures and look both suitably mean and extravagant. I'm not overly keen on the standard bearer but you can't have everything.

There are some quality poses with this bunch, but as I said before the fact that there is not a large variety means that I can only go so far with my praise. Ultimately you are going to have to supplement them with other figures, and finding ones to do without looking out of place isn't going to be easy.





## HaT

Code 8023 - CarthaginianWar Elephants (Price in Model Shop - £4.95)

### 8023 Box Contents

6 Elephants (2 poses)  
3 Crew per Elephant (4 poses)  
Plastic Colour: Pale Yellow  
Material: Soft Plastic  
Scale: 1/72nd

**NF Comments:** What can I say ...I love Elephants. Obviously not literally, cos there are laws against that, but they look fantastic on the gaming table. And of course they scare the living daylights out of your opponent. These HaT ones are Carthaginian War Elephants (or Ephalumps as my 3 year called them the other night when he picked them up) and you get six in a box for not a lot of money.

There are five different figures that come with these wild animals and two poses of elephant are included in the set. You get enough to put three figures with each elephant and as you can see from the images they are not bad at all. The rider/driver (Mahout) looks somewhat precarious, but it's not a job I'd have signed up for and therefore it serves him right if he falls off.

The crew are a little static and did have some flash, but not enough to cause a problem. The elephants are fantastic and the fighting platform/tower fits together well and seats itself onto the animal easily. The lack of a floor means sitting the figures inside the tower is a little tricky, but not a big problem.

I even made up some animals without the

tower and only with a Mahout and they looked superb. A great set of figures that will allow you to form a mobile force of animal madness. I now have 10 boxes and 60 Elephants ...and when my Carthaginian Army is finished it would do Hannibal himself proud!

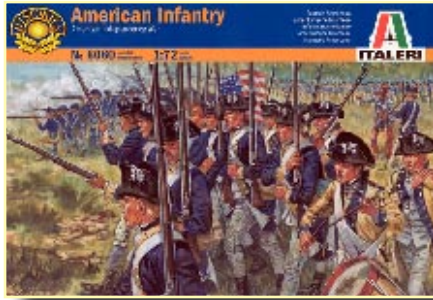
**TH Comments:** Ok elephants, not so ok crew. Luckily then that you'd be buying this box set for the animals. Two poses of elephant is certainly more than I would have expected and is enough to make a strike force that is not too samey. Naturally, the price is great, but I'm guessing by now you'd probably have worked that bit out by yourself.

The HaT models don't don't seem to carry the same level of detail or quality as the Zvezda miniatures. If the Zvezda get an 8 out of 10 for quality, the HaT come in a point or two lower. That's not to say they are vastly inferior, but the elephants and infantry are quite static and it's only the size that makes them fearsome.

The fact that HaT doesn't quite compete in the quality stakes means that the philosophy behind this little endeavour falls somewhat flat. If the level of detail can compete with metal then go for plastic, but if it can't all you're left with on the positive is cheap figures. Are the HaT cost effective enough to make them a worthwhile addition to an army? Probably, but you might want to keep them at the back.







## Italeri

*Code 6060 - American Infantry - The War of Independence (Price in Model Shop - £3.99)*

### 6060 Box Contents

48 figures in a mix of poses  
Plastic Colour: Pale Yellow  
Material: Soft Plastic  
Scale: 1/72nd

### NF Comments: 48 figures

3 Sprues of figures, the same 16 figures appear on each  
Plastic Colour: Pale Yellow  
Material: Soft Plastic  
Scale: 1/72nd

The Revolutionary War of 1775, when the American states rebelled against the British Army.

This simple box of figures is labelled American Infantry, a rather wide label but one that can be used to outfit a bunch of Continental units if you want to. As stated this box has three identical sprues and on each sprue you get:

- 1 x Indian
- 2 x Kneeling Firing Infantry
- 1 x Flag
- 1 x Officer
- 1x Drummer
- 1 x Piper
- 2 x Standing Firing Infantry
- 5 x Standing Infantry
- 1 x Running Infantry
- 1 x Rifle Raised Shouting Infantry

It's actually not a bad bunch of figures. You get all of the Command figures you will ever need and I found that on a 6 inch square base (ala Volley and Bayonet style of basing) these figures looked stunning when laid out as a relatively rag tag outfit of men.

The style of clothing is what you would expect: waistcoat, coat, knee-breeches and stockings and finished off with a tricorn hat. The figures are superb and had hardly any flash on them. I was amazed at how clean they were, how easily they came off the sprue and based up.

I'd have liked more variety of Indian figures, but Italeri do a box of Indians (6061) so that's not a real problem. I guess these 3 can be used as a unit's scouts.

I've been thinking about getting back into AWI gaming (I have a 28mm collection that hasn't seen the light of day for sometime) and wondered about 10mm or 6mm figures in white metal. Now I'm tempted by these plastics to create the bulk of my Continental units.

Another nice set of figures and with IMEX and Accurate making compatible figures I may be tempted. But who knows!

**TH Comments:** My lack of variety argument has never been more evident here. There is none.

As Neil has already made you aware, what you see on the list is what you get in the box, just multiplied by three. And because of that the figures are going to have to be exceptional to make me like them.

And they're not. To be fair they are perfectly fine. Reasonable detail, quite good casting, ok posing. Like the HaT the Italeri they don't quite cut it against Zvezda.

This may not be the case across the board, but when I can compare the three companies with what we have here, Zvezda are a league ahead.

The old reasoning about plastics just not being as good rear their head with these boys, and so, like with HaT you get a lot of figures for a small amount of cash, and that alone means that they are worth looking at.

But that's all you're getting, value for money. Good for bulking out a force (if you can find other ranges for them to go with) but on their own I just found them somewhat lacking.





# CARRIBBEAN CORSAIRS



*Finding that fun game that plugs the gap in between fighting small battles like Waterloo, Gettysburg and Marathon can be a little tricky. At WJ we're always trying to find that killer 1 hour special, that helps relax us, doesn't cost too much to 'get together' and is, above all else, fun for all. We think we've found it with our new pirate campaign game, which we're aiming to complete in January, so read on and see what you think.*

## INTRODUCTION

*With the smash hit film Pirates of the Caribbean the pirate image has received a much need makeover. Pirates are cool again and the change in pop culture has not passed WJ by.*

*Produced by a company called WizKids, Pirates of the Spanish Maine is game that we've been using to receive our regular dose of swashbuckling action.*

*The game, if you're not aware of it, is a curious oddity. It's a wargame, but one played with cardboard, yes cardboard, ships. These ships are purchased in packs in a similar way to collectible card games.*

*You usually get a couple of ships in a pack, dice and various other cards of data. It's a great deal of fun and we've had some notable gaming sessions with it.*

*Pirates of the Spanish Maine is quick and fun to play and the cardboard ships are surprisingly good.*

*If you never thought cardboard could be cool then I'm afraid you were wrong. The ships come on a thick piece of card that you push pieces out of and then assemble those pieces into one of numerous different ships.*

*The construction process takes all of thirty seconds and then you're*

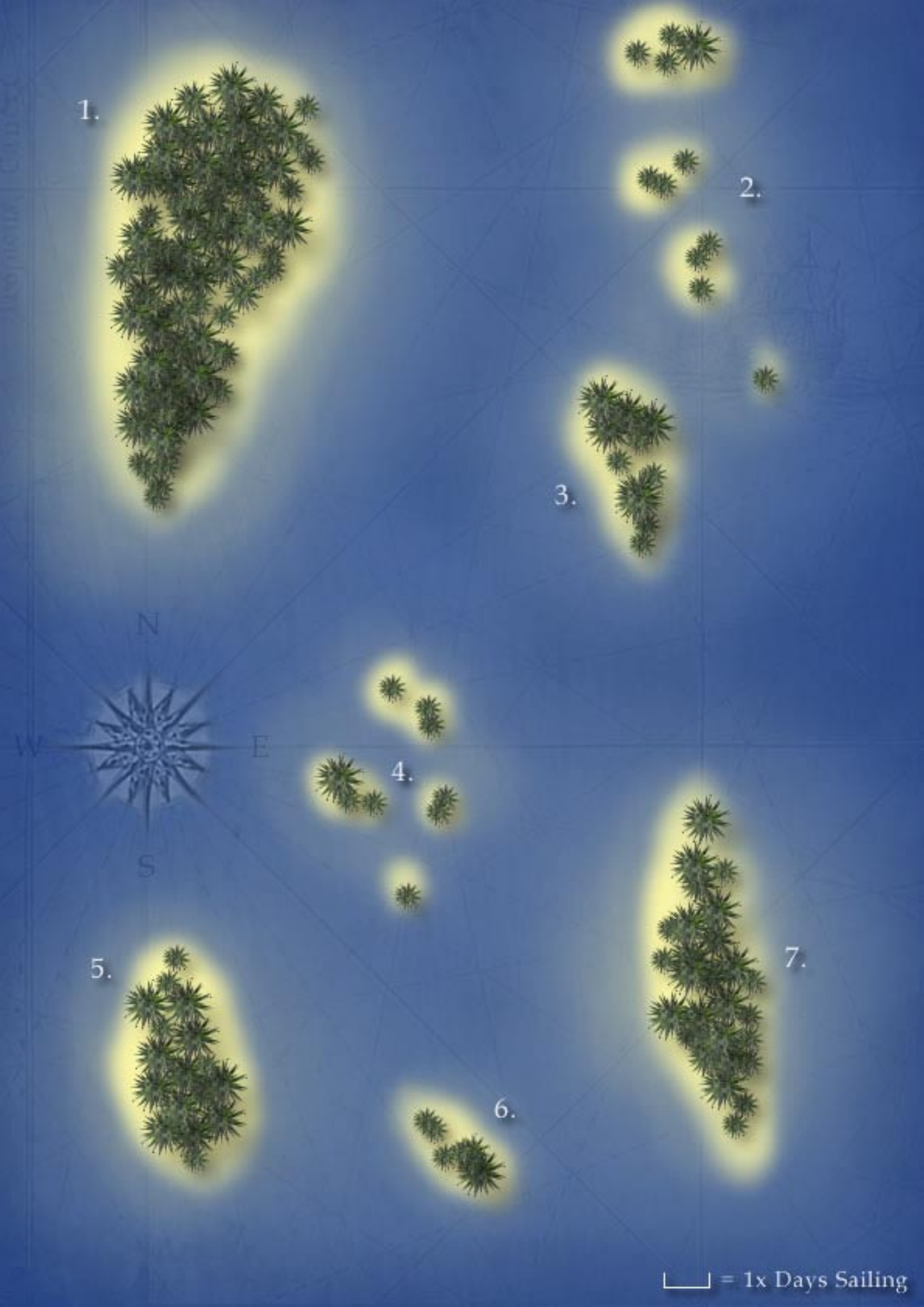
*ready to fight it out. The rules are laughably simple, perhaps too simple for some, but they are perfect for the kind of game it is. Of course the collectable nature of it makes it somewhat addictive, but I suppose that is the point!*

*Neil Fawcett has amassed quite a collection of the little ships, in fact we think he's got the lot and multiple versions of everything going. You can get a load of games into an evening's gaming and the rules are ridiculously easy to pick up and the game inspires innumerable terrible pirate impressions from most people who play them.*

*Of course, as is inevitable when we get our sticky mitts on something*







1.

2.

3.

4.

5.

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7.

1x Days Sailing



*new and exciting, we think of how to tweak it. During our games we've always thought it would be great if we could combine the ships with traditional wargaming. But how?*

*The answer, we found, was not actually that difficult. In Pots (as some of us refer to it now) you have islands which are used as your base to repair your ships.*

*But why stop there? Why not use the islands as an excuse for some pirate land battles? Neil's eyes positively glimmer when he was told about the idea.*

*Foundry, for one, does some superb 28mm pirates that are perfect for some skirmish based battle action. There are plenty of reasons for pirates to take to the beaches and*

*pirates being pirates they tend to cause trouble whenever they reach the sand.*

*The Plan we've been cooking up involves a mini-campaign system for creating a fleet of pirates that incorporates both Pots with a skirmish game. So you'll be able to duel on land as well as the seas.*

*The object of the game will be to loot a mysterious island chain of long buried treasure. On the following page you'll find the map we've drawn up for our pirate campaign.*

*There are seven islands each with their own set of challenges and treasures to collect.*

*Players will have to manage their fleet and the pirates that sail the*

*ships to make them most of their forces. A ship whose crew is raiding an island won't be able to fight on the seas and vice versa.*

*So far the skirmish game is being designed to work with either Age of Blood or Lord of the Rings. Both games work perfectly for skirmish action and can easily be adapted for use with sabers, hooks and pistols.*

*We've also written a new set of naval combat rules and hopefully the Christmas break will allow us to get it all play tested in time to roll the entire system out for you in January.*

*Until then you've time to buy some ship! Ready for your looting in 2006 ...*





# IN NEXT MONTH'S MAGAZINE ...

*"Alain Padfield has been busy painting up 54mm Crusades figures and while he was waiting for the paint to dry he knocked up some easy to use skirmish rules . So if you fancy a bit of mounted Saracen vs Knightly action ...this may well be the article for you!"*



- A Guide to Painting 10mm Fantasy Figures
- Zulu After Dawn
- Wargaming La Haye Saint
- Flashpoint: WWII 28mm Scale Skirmish Action
- Tigers in the Snow - Eastern Front Armoured Action
- Sibling Rivalry
- The Lost Century - Dark Age Antics with a Twist

*...and much, much more*



*A Superheroes skirmish game - huge fun!*





# ROBOGEAR

## A TIME FOR HEROES

### Part 2: Zarlanasky Versus The T-Rex

The T-Rex moved with a fluidity that belied its great size. It was a testament to the Protectorate engineer's who had built it that it moved so well. Not clumsy, but smooth and agile, able to sprint as fast as any lighter war walker.

It was heavily armoured, heavily armed, a machine constructed purely for the art of war. Designed to be pinnacle of all ground based fighting vehicles, the T-Rex was the next generation of war walker and it stood tall above all others.

The claw like feet crushed rubble where the T-Rex's long strides place them. It walked through the ruinous landscape, the faint glow from the instrument panels providing a faint glow that emanated through the cockpit giving the machine the appearance of having luminous eyes.

Even in the dim light and shadows it was difficult to see it for more than a few seconds at a time.

The devastation that had levelled the city was so immense that even a mechanical monster such as the T-Rex could move through it stealthily. Smoke rose in black plumes from molten metal, steam hissed and spat from ruptured vents, explosions from orbital bombardments rocked the very ground.

Zarlanasky waited as still and as silently as he was able, feeling his back chill as cold sweat ran down his spine. He could taste salt at the corners of his mouth. Beneath his helmet his face was a mask of concentration that disguised the fear that was so bad he could almost taste it.

"Steady now." He told himself.

And he needed that reassurance, if only from himself. The muscles in his legs stiffed as he braced himself against another tremor that shook the wasteland beneath his feet. The destroyers in orbit were still blasting

parts of the city where the resistance was fiercest, but the war would not be won with giant space ships.

It was on the ground, amidst the dirt, metal and stone where the fate of the planet would be decided. No matter how many hyper laser blasts were sent from space, regardless of how many millions of missiles pock-marked the surface, the grunts like Zarlanasky would continue to fight.

The Empire had started the war, had taken the planet from the Protectorate, but the Protectorate had counter-attacked with such ferocity that the Empire had lost most of its fleet. Now the troops were stranded on the surface, fighting through the wreckage they themselves had created, and sleeping to the constant thump of the orbital bombardment.

Zarlanasky considered himself lucky. More so than anyone else he had known he seemed to get the good luck. Some of the guys in his old squad had called him Aces on account of his knack for surviving against the odds. It was a good nickname to have had, he decided.

But Zarlanasky's good luck had not stretched to the rest of his squad. When a squadron of Spruts had attacked their position, he had been shielded from the intense firepower by the wreck of a Mad Bull that had fallen around him. He had been completely uninjured.

The rest of the squad hadn't been as fortunate as him. When the Spruts had finally flew away, Zarlanasky had crawled out from under the Mad Bull to find his entire squad dead. When he had been transferred to his current squad Zarlanasky decided not to mention his nickname.

He watched the T-Rex's movements with a mix of terror and awe. It looked like something that did not belong in this universe. To Zarlanasky it resembled a

hideous cross between beast and machine. He supposed that had been the idea in the mind's of the engineers who'd built it. It did not look fearsome by accident.

He reminded himself it was just metal, with delicate flesh inside controlling it. More advanced than other war walkers, sure, but it was not indestructible. Like all things made by the hand of man it could be destroyed by that hand also. Zarlanasky's hands, though, needed a little help.

The twin rocket launcher that was gyroscopically attached to his armour weighed less than it looked, but that was still far too much in Zarlanasky's opinion. The endless hours he'd carried it felt like millennia, but he respected its firepower and he would never want to be parted from it.

The young trooper crept forward as quietly as he could, trying to manoeuvre himself into a position where he could take a clean shot. His movements were slow, controlled. He only allowed himself to move faster when noise of the fighting grew loud enough to disguise him.

He knew the sensor's on the T-Rex were good, but they were not the best. The 'Rex was designed purely for combat, to attack. It was not a scout vehicle. Its sensor array was fundamentally too basic to separate the sounds of a lone trooper from that of a city-scale battle.

And a good thing too, Zarlanasky thought. Otherwise his job would be even more difficult. There were so many crumbling pillars, destroyed walls and precariously tilted supports between him and the T-Rex that getting a good line of sight was next to impossible. Every time he found a position to shoot, the T-Rex had moved and his position was now worthless.

He told himself to be patient. If he lost his cool and did something stupid his body



# ROBOGEAR

would be spread across the rubble like red paint. Zarlanasky gulped. It was not a pleasant thought.

He had the advantage though. The war walker didn't know where he was. Despite the advantage Zarlanasky was under no illusion about his predicament. He was hidden for the moment, but the second he stood up to fire he would pop up on the metal beast's screens and shells the size of his fist would come at him like red hot rain.

Zarlanasky had seen what those cannons could do to flesh and bone and a few mils of body armour wouldn't save him, wouldn't save him if he was wearing twenty suits of it. The 'Rex was built for killing at close range, and he was about as close to one as he was ever likely to get.

"Don't forget to breathe."

He said the words in his head. He didn't want to choke up, to let out some wheezing exhale that would give him away. He had to maintain a steady rhythm. The rocket launcher was unguided, relied solely on his ability to aim. If his breathing was all over the place, his rocket would be too.

He had two loaded and ready to rock. He'd seen a T-Rex take a dozen rockets and still not fall down so he knew he had to hit in right on the button to take it down on his own. If both rockets didn't smack straight into the cockpit he was as good vaporised. And he didn't want to be vaporised.

Be lucky, he told himself. Remember, you're Aces. This is what you do. His confidence raised a notch. He had survived and thrived in worse situations than this. This wasn't suicide. It was possible.

The lives of the rest of his squad were in his mind but he tried to stay focussed. Thinking about what might happen to the others if he failed wasn't worth the brain power. All it did was make him lose concentration. He needed every one of synapses working over time if he was going to pull this off.

He changed position again, now behind the

walker. He moved at the same speed as it did, keeping out of its sensor's arch. The heat emanated from the back of it was more than Zarlanasky would have imagined.

He couldn't take the shot from behind. The rockets didn't carry enough wallup to do so. He had to get the cockpit.

If he survived this there had better be some reinforcements on the way. Zarlanasky's squad was supplied up and could last months if need be, but if the Empire didn't relieve them and the thousands of similar squads fighting, the planet would be lost. And if that happened what was the point in fighting to defend it now?

He would ask the Sarge when he joined back up with him and the boys. It was a good question, he thought. Maybe he'd word it differently; he didn't want to get a punch in the gut for sounding like a coward.

He picked his moment and ran diagonally left, diving behind a collapsed wall the instant before the T-Rex turned to examine what had just moved. Zarlanasky lay still, knowing the magnetically sealed wall would keep him invisible from the 'Rex's sensors, regardless of how close he was.

He heard the mechanical whine as the T-Rex carried on its movement. Zarlanasky counted to five and peered over the wall and was happy to see the T-Rex continuing its patrol. It didn't know he was there.

Zarlanasky smiled. There it was. The perfect place to fire. There was a small rise that would bring him up to the same level as the T-Rex's cockpit. It would make the shot half as difficult, but only if he could get to it without being spotted. He didn't hesitate.

He sprinted for all he was worth, not daring to look at the 'Rex for fear of seeing it turn towards him. He darted up the small rise, his feet slipping on loose rocks, but his momentum kept him from falling.

He heard the whine of the T-Rex, knew it was swivelling towards him, but still Zarlanasky didn't look.

If he did the fear would paralyse him. He couldn't allow that to happen. Grunting with exertion he scrambled to his chosen firing position and spun around.

The T-Rex, so close he could see the pilot's pupils, finished turning towards him. Zarlanasky dropped to one knee as the T-Rex's nose tilted up, angling the two ferocious cannons right at him. Zarlanasky gripped the launcher's support with his free hand, pointed the sight at the cockpit.

He fired, releasing both rockets at the same time. He watched the smoke trails and the blazing white light of the exhausts with wide eyes. Had he fired to high? Were the rockets could to whiz straight over the 'Rex's head?

No. They hit exactly where he had aimed them.

So close to the twin explosions, the concussion threw him off his feet and for a few seconds he lay dazed and coughing. When his senses returned he sat up to look at the wreckage.

But there was none.

The T-Rex stood proud, where it had just been. Dented, damaged, blackened and smoking - but still standing. The Protectorate pilot looked straight at him and Zarlanasky realised his luck had just run out...



# ROBOGEAR

## THE SWORD OF DAMOCLES

*This scenario will introduce a new troop type to Robogear – the Empire Commando – which brings elite soldiers to your distant future battlefields. A Trade Protectorate force must land on a planet and obtain critical data from the downed vessel before blowing it up! You'll need a Starter Set and 2 x T-Rex and 1x Helix to play the game.*

The Tartalus Strike Force is on route to Sigma IV with a simple mission ahead of it: retrieve the flight log of the Sword of Damocles, a Viper Class Bomber that was on its maiden flight when jump drive problems forced it to land on the planet of Sigma IV. The ship was lost 72 hours ago and has been under attack from Empire forces since its landing.

Intelligence tells you that a force of Empire Commandos (a new troop classification that has never been seen by Trade forces) is en route and time is of the essence. All the Trade player has to do is destroy the Empire troops, set up a perimeter to defend against the Empire Commandos that will arrive at some point during the battle and give the scientists time to extract the flight log. Piece of cake ...

### The Map

As ever we will be using a 4' x 4' gaming

table and terrain that we will be adding to it include trees and boulders. There is also the little matter of the crashed spaceship, but you can mark this on the table using a piece of coloured card (6" x 4") and placed on the right hand edge of the gaming board.

Deploy the troops as per the map and away you go.

### Who Wins?

This is a fight to the death – so make it happen!

### Orders of Battle: Empire Polaris

Fast Assault Squadron 1: 2 x Spider  
Devastator Unit: 1 x Helix  
Squad 1: 4 x Troopers (Including Commander)

Reinforcements: 1 x Squad (4 figs in each) of Commandos. These troops arrive on Turn 3 at point C.

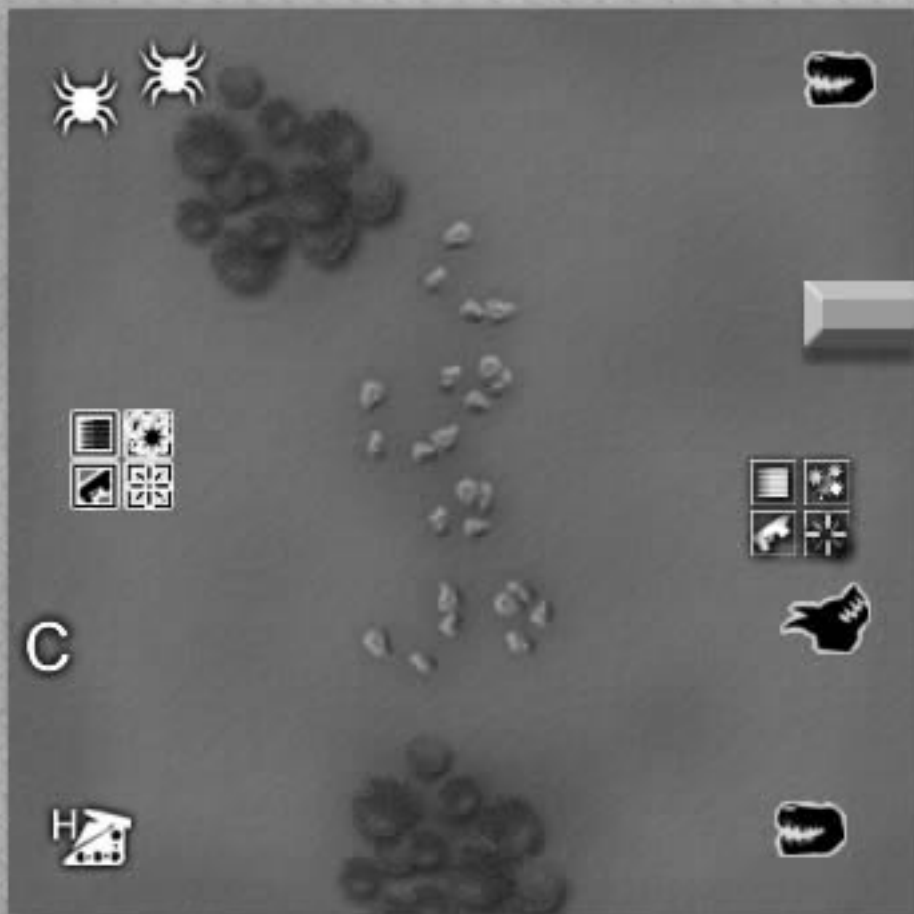
### Orders of Battle: Trade Protectorate

Destroyer Squadron 1: 2 x T-Rex  
Close Combat Unit: 1 x Werewolf War Walkers  
Squad 1: 4 x Troopers (Including Commander)

### Special Rules: Empire Commandos

There are a few things you can do to make Commandos harder in Robogear, but it all depends on how far you want to go. For starters, you can increase their Wounds from 4 to 6 (you may want to use a small dice next to each figure to record the fact that they take more hits) and then of course there is the fact that they are better troops and therefore shoot better.

So give all figures a +1 to hit bonus when firing their weapons and this applies very well to the Sniper who moves from a +1 bonus to a +2 bonus to hit!





# ROBOGEAR

## WHEN WORLDS COLLIDE

By Tom Hinshelwood

As Sci-Fi and Fantasy fans here at WJ, we were very impressed with the UK release of Robogear by Airfix. In fact we were so taken with some of the vehicles that we've adopted them for use in our games of 40k. The T-Rex and Spider models are our unreserved favourites and in this article we give them the 40k treatment. Here you'll find statistics for using these two great models with your Warhammer 40k Imperial Guard and Chaos Space Marines armies.

### The T-Rex

The Protectorate war walker is one of the meanest and coolest looking science fiction vehicles available anywhere. It looks perfect alongside Imperial Guardsmen and as it is a war walker, bigger, chunkier and more heavily armed than a Sentinel, it's only right that in 40k it behaves just like a bigger, chunkier and more heavily armed Sentinel.

A T-Rex Squadron can go into any Imperial Guard army, not as a Fast Attack option, but as a Heavy Support option, because that's what it is. With twin-linked autocannons and twin-linked missile launchers the amount of firepower a squadron of three T-Rex's can unleash is nothing short of devastating. On the flipside they could more than twice what a normal Sentinel does, and is not subject to the Scout special rule that affects the Sentinel.

### T-REX SQUADRON

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
T-Rex	80	3	3	3	11	10	10	3	1

Type: Walker      Crew: One Guardsman.

**Squadron:** A squadron consists of between one and three T-Rex's.

**Weapons:** Twin-linked autocannons and twin-linked missile launchers.



T-Rex Squadrons fill the gap in the armies of the Imperial Guard between the Sentinel and the heavy tanks. The T-Rex, unlike the Sentinel, is not designed as a scouting vehicle, but as a weapons platform to engage the both enemy troops and vehicles either in support of infantry. Typically pilots who have achieved excellence and renown through piloting the Sentinel are offered the chance to pilot the Imperium's latest walker.



# ROBOGEAR

## WHEN WORLDS COLLIDE

By Tom Hinshelwood

### The Spider

The fact that the vehicle is called Spider but only has six legs would be perhaps cause for scorn, but it looks too good to call it up on the name. In fact, as it has two massive guns on its back I suppose they could count as limbs, so maybe I was being a bit dumb originally.

With its over-sized cannons and bulbous cockpit it could easily be an ork vehicle, but we felt that its mult-leggedness was perhaps a bit too sophisticated for the likes of orks to have made. Chaos, however, fitted the mentality perfectly.

A Spider Squadron can be taken in any Chaos Space Marine army as a Fast Attack option.

### Spider Squadron

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Spider	50	4	4	4	10	9	9	4	1

Type: Walker      Crew: One Chaos Space Marine

**Squadron:** A squadron consists of between one and three Spiders.

**Weapons:** Twin-linked autocannons.

The Spider is a curious invention of the Chaos Space Marines that no one quite knows when and where it was first encountered. Never seen in great numbers, the Spider nevertheless remains a potent weapon in the armouries of Chaos.

Able to be deployed rapidly and in almost any environment, they are strikingly effect light assault vehicles, perfect for decimating armoured infantry with their twin—linked autocannons.

